

Image Dummy

2500 x 3235
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<div>CHA</div> <div>13 (+2)</div>		<div>ROLEPLAYING</div> <div><div>Introduction</div><div>You can feel intense heat emanating from within a nearby tent. The clank of a forge resonates. "Arr. Not quite right."</div><div>Appearance</div><div>Stout, weathered skin. Oily, singed, earth-colored garb. Tangled, braided dark brown hair.</div><div>Expressions</div><div>"Hail Herses! These metals aren't Dwarven!", "Light reveals Truth. Honesty, the light.", "Bring thee out the shadows!"</div><div>Mannerisms</div><div>Total workaholic. Fiddles with lantern joints, frames, and wicks while conversing. Sneers, one eye squinting.</div><div>Motivations</div><div>To produce the best quality lanterns for travel and city use. To enlighten other races of discrimination Dwarves face.</div><div>Passions</div><div>Fire. Smithing. Equality. Bringing more light into a world he feels is beleaguered by darkness.</div><div>Secrets</div></div>	
<div><div>Saving Throws</div><div>TODO Saving Throws</div><div>Skills</div><div>Survival; Smithing</div><div>Proficiencies</div><div></div><div>Damage Immunities</div><div>TODO Damage Immunities</div><div>Condition Immunities</div><div>TODO Condition Immunities</div><div>Senses</div><div>TODO Senses</div><div>Languages</div><div>Common D</div><div>Adjectives</div><div>,</div></div>		<div><div>Appearance</div><div>Stout, weathered skin. Oily, singed, earth-colored garb. Tangled, braided dark brown hair.</div><div>Expressions</div><div>"Hail Herses! These metals aren't Dwarven!", "Light reveals Truth. Honesty, the light.", "Bring thee out the shadows!"</div><div>Mannerisms</div><div>Total workaholic. Fiddles with lantern joints, frames, and wicks while conversing. Sneers, one eye squinting.</div><div>Motivations</div><div>To produce the best quality lanterns for travel and city use. To enlighten other races of discrimination Dwarves face.</div><div>Passions</div><div>Fire. Smithing. Equality. Bringing more light into a world he feels is beleaguered by darkness.</div><div>Secrets</div></div>	
<div><div>Special Abilities</div><div><div><div>• Resistant to Magic, Poison; Nightvision of the Forge; Soul of the Forge; Divine Strike blessing; Divine Inspiration; Spells: 0 - 5; 1 - 4; 3; 4 - 3; 5 - 2; Sea Smite, Elemental Wall of Fire, Magic</div></div></div></div>		<div><div>BACKGROUND STORY</div><div><p>Glohrimoore is a smith, born and bred, but not what one might imagine from a hard-working Mountain Dwarf. While fully committed to his Deity, Moradin [Any central Dwarven Deity], he sees the forge more so in terms of its dependence upon fire and light. As a youngster, he was always fascinated with the forging processes, but his attention was more focused on how fire and light were the central mechanisms for the greatest creations. He turned his attention away from weapon and armor crafting and instead towards the construction of the finest lanterns for travellers, city streets, and beyond.</p></div></div>	
<div><div>Special Equipment</div><div></div></div>			
<div><div>Combat Tactics</div><div>Glohrimoore is essentially a brave fighter - particularly if faced with what he perceives as an evil combat course, this has its pros - and cons - that he is foolhardy and takes short-sighted risks.</div></div>			
<div><div>Actions</div><div>Warhammer</div></div>			
<div><div>Factions</div><div></div></div>			

PERSONALITY

Glohrimoore is a smith, born and bred, but not what one might imagine from a hard-working Mountain Dwarf. While fully committed to his Deity, Moradin [Any central Dwarven Deity], he sees the forge more so in terms of its dependence upon fire and light. As a youngster, he was always fascinated with the forge processes, but his attention was more focused on how fire and light were the central mechanisms for the greatest creations. He turned his attention away from weapon and armor crafting and instead towards the construction of the finest lanterns for travellers, city streets, and beyond.