

CELL ONE  
GLOHRIMOORE  
FLINTBACK

older adult mountain dwarf  
lawful good  
Level 10 cleric

**Pronouns:** he/him  
**Occupations:**  
Forge, Lanternmaker  
**Armor Class** 16  
**Hit Points** 75 (TODO H  
**Speed** 30.

**STR** 12 (**DEX** 9 **CON** 17 **INT** 9 **V** 1

**CHA**  
13

**Saving Throws**  
TODO Saving Throws  
**Skills** Survival; Smithin  
**Proficiencies**  
**Damage Immunities**  
TODO Damage Immunit  
**Condition Immunities**  
TODO Condition Immuni  
**Senses** TODO Senses  
**Languages**  
Common Dwarven ,  
**Adjectives** ,

Special Abilities

- Resistant to Magic, Poison; Nightvision. Blessing of the Forge

ROLEPLAYING

Introduction

You can feel intense heat emanating from within a nearby tent. The clank of a forge resonates. "Arr. Not quite right."

Appearance

Stout, weathered skin. Oily, singed, earth-colored garb. Tangled, braided dark brown hair.

Expressions

2500 x 3235  
Image Dummy

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**Senses** TODO Senses  
**Languages** Common Dwarven ,  
**Adjectives** ,

Special Abilities

- Resistant to Magic, Fire, & Poison; Nightvision. | Blessing of the Forge; Soul of the Forge; Divine Strike; Artisan's blessing; | Divine Intervention | Spells: 0 - 5; 1 - 4; 2 - 3; 3 - 3; 4 - 3; 5 - 2; Searing Smite, Elemental Weapon, Wall of Fire, Magic Weapon

Special Equipment

Combat Tactics

Glohrimoore is essentially fearless. Particularly if faced with what he perceives as an evil combatant. Of course, this has its pros - that he is a brave fighter - and its cons - that he is foolhardy in battle and takes short-sighted risks.

Actions

Warhammer

Factions

2500 x 3235

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Artisan's blessing; |  
Intervention | Spell  
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2; | Searing Smite,  
Elemental Weapon,  
Fire, Magic Weapon

**Special Equipment**

**Combat Tactics**

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**Actions**

Warhammer

**Factions**

**"Hail Herses! These metals aren't Dwarven!", "Light reveals Truth. Honesty, the light.", "Bring thee out the shadows!"**

**Mannerisms**

**Total workaholic. Fiddles with lantern joints, frames, and wicks while conversing. Sneers, one eye squinting.**

**Motivations**

**To produce the best quality lanterns for travel and city use. To enlighten other races of discrimination Dwarves face.**

**Passions**

**Fire. Smithing. Equality. Bringing more light into a world he feels is beleaguered by darkness.**

**Secrets**



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