

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 Hitdice)  
**Speed** 30.

STR	DEX	CON	INT	WIS	CHA
12 ( )	9	17	9	19	13

**Saving Throws** TODO Saving Throws  
**Skills** Survival; Smithing  
**Proficiencies** TODO  
**Damage Immunities** TODO Damage Immunities  
**Condition Immunities** TODO Condition Immunities  
**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 - <i>and</i> its cons - that he is foolhardy in battle and takes short-sighted risks.

## Actions

Warhammer

## Factions

2500 x 3235  
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Image Dummy

# 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

"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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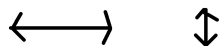


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