



CORBRIN THULEBARD

Older Adult Dwarf
Lawful Good
Level 7 Fighter

Pronouns: he/him
Occupations: Armory Clerk
Armor Class 14
Hit Points
87 (TODO Hitdice)
Speed 25.

STR	DEX	CON	INT	WIS
18	11	14	13	16
(+4)	(+1)	(+2)	(+2)	(+3)

CHA
12
(+1)

Saving Throws
TODO Saving Throws
Skills
Very knowledgeable about arms and armor
Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Common, Elvish, Dwarvish,
Adjectives

Special Abilities

-

Special Equipment

Combat Tactics

He doesn't fight anymore, but if pressed into it he will summon and Echo Avatar to do his fighting for him at a distance

Actions

-

Factions

Military/Watch

Adventurer's Guild

2500 x 3235



Image Dummy

ROLEPLAYING

Introduction

A Gruff weathered-looking, one-armed dwarf stands behind the counter of an armory. "What kin Ah do ya for, citizen?"

Appearance

Weathered, scarred, broad, stout and missing his left arm. A long graying beard and braided gray hair in leather armor

Expressions

"We offer the sharpest steel in the land". "We do do custom work, but it'll cost ya"

Mannerisms

Rubs the stump of his arm and strokes his beard

Motivations

To peacefully live out his retirement stress free, make some money, and some fine arms and armor

Passions

Stories of lore and battle

Secrets

knows who's been buying what

CORBRIN THULEBARD

Older Adult Dwarf
Lawful Good
Level 7 Fighter

Pronouns: he/him
Occupations:
Armory Clerk
Armor Class 14
Hit Points
87 (TODO Hitdice)
Speed 25.

STR	DEX	CON	INT	WIS
18	11	14	13	16
(+4)	(+1)	(+2)	(+2)	(+3)

CHA
12
(+1)

Saving Throws
TODO Saving Throws
Skills **Skills** Very knowledgeable about arms and armor

Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Common, Elvish, Dwarvish,
Adjectives

Special Abilities

-

Special Equipment

Combat Tactics

He doesn't fight anymore, but if pressed into it he will summon and Echo Avatar to do his fighting for him at a distance

Actions

-

Factions

Military/Watch

Adventurer's Guild

ROLEPLAYING

Introduction

A Gruff weathered-looking, one-armed dwarf stands behind the counter of the armory. "What kin Ah do ya for, citizen?"

Appearance

Weathered, scarred, broad, stout and missing his left arm. A long graying beard and braided gray hair in leather armor

Expressions

"We offer the sharpest steel in the land". "We do do custom work, but it'll cost ya"

Mannerisms

Rubs the stump of his arm and strokes his beard

Motivations

To peacefully live out his retirement stress free, make some money, and sell some fine arms and armor

Passions

Stories of lore and battle

Secrets

knows who's been buying what

BACKGROUND STORY

Corbrin is a decorated military veteran of the feared order of echo knights. He lost his arm quelling and insurrection against the government by Drow rebels. After losing his arm, he no longer felt capable of front-line military service. He was still a capable fighter and knew his weapons and armor well and spent some time training new recruits to the military.

After that he moved to the City Watch and continued training younger recruits. Eventually he decided it was time to retire from service and live quiet and stress-free for the rest of his life. To that end, he took a job working for an old friend of his, selling arms and armor from his provisions shop. He is knowledgeable and friendly despite his appearance and enjoys imparting his knowledge on anyone willing to listen.