



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

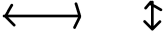


Image Dummy

ROLEPLAYING

Introduction

A Gruff weathered-looking, one-  
armed dwarf stands behind the  
counter of 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

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

BACK  
STORY

Co  
militar  
feared  
knight  
quellin  
against  
Drow i  
arm, h  
capabl  
militar  
a capa  
his we  
and sp  
trainin  
militar  
After t  
the City W  
continued  
recruits. Ev  
decided it  
from serv  
and stress  
of his life.  
took a job  
old friend  
arms and a  
provisions  
knowledge  
despite his  
enjoys imp  
knowledge  
willing to li

3235



Image Dummy

Cell3