

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)

12 (+1)

x 3235

Dummy

Saving Throws -Skills -

Very knowledgeable about arms and armor

Proficiencies - Proficiency Mod - +3

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

Role:

Adventurer's Guild

Role:

Image Dummy

ROLEPLAYING

Introduction

A Gruff weatheredlooking, 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 va"

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 WIS18 11 14 13 16
(+4) (+1) (+2) (+2) (+3)

12 (+1)

> Saving Throws -TODO Saving Throws 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 Role:

Adventurer's Guild

ROLEPLAYING

Introduction

A Gruff weatheredlooking, 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

BACKG Story

Corb military feared knights. quelling against by Dro losing longer front-lin He was fighter weapons and sp training the milit

After to the continue vounger Eventua was tim service : stress-fr his life. took a j old frier arms an provision knowled friendly appeara impartin on any listen.