

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

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 abo

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

Dwarf Traits: Darkvision
 Dwarven Resillience
 Dwarven Combat Training
 Smith's Tool Proficiency
 Dwarven Toughness |
 Fighting Style: Great
 Weapon Fighting Second
 Wind Action Surge Extra
 Attack | Manifest Echo
 Unleash Incarnation Echo
 Avatar

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

Echo Avatar Attack | Warhammer

Factions

Very knowledgeable aboarms and armor

SKIIIS

Proficiencies

Damage Immunities

TODO Damage Immunit Condition Immunities TODO Condition Immunities

Senses TODO Senses **Languages** Common Elvish Dwarvis

Special Abilities

Adjectives ,

Dwarf Traits:

 Darkvision Dwarver
 Resillience Dwarver
 Combat Training
 Smith's Tool
 Proficiency Dwarver
 Toughness | Fightin
 Style: Great Weapor
 Fighting Second Wird
 Action Surge Extratattack | Manifest Econ
 Unleash Incarnation
 Echo Avatar

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

Echo Avatar Attack | Warhammer

Factions

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

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.

Personality