

[Previous](#)[Next](#)

Corbrin Thulebard

2500 x 3235
↔ ↕

Image Dummy

Corbrin Thulebard

Corbrin Thulebard

older adult Dwarf

Lawful Good

Level 7 Fighter Echo Knight

Pronouns -

he/him

Occupations -

Armory Clerk

Armor Class -

14

Hit Points -

87 (TODO Hitdice)

Speed -

25.

STR

18 (+4)

DEX

11 (+1)

CON

14 (+2)

INT

13 (+2)

WIS

16 (+3)

CHA

12 (+1)

Saving Throws -

Skills -

{ "Dwarf Abilities" => [{ "Darkvision" => "Can see in dim light within 60 feet as if it were bright light, and in Darkness as if it were dim light. Can't discern color in Darkness, only Shades of Gray.", "Dwarven Resistance" => "Has advantage on Saving Throws against poison, and has Resistance against poison damage", "Dwarven Combat Training" => "Has proficiency with the Battleaxe, Handaxe, Light Hammer, and Warhammer.", "Stonecunning" => "Whenever making an Intelligence (History) check related to the Origin of stonework, he is considered proficient in the History skill and adds double his Proficiency Bonus to the check, instead of his normal Proficiency Bonus" }], "Fighter Abilities" => [{ "Fighting Style" => "Great Weapon Fighting", "Second Wind" => "Bonus Action to regain 1d10 + 5", "Action Surge" => "Once every short/long rest can take an extra action", "Extra Attack" => "Can attack twice each turn" }], "Echo Knight Abilities" => [{ "Manifest Echo" => [{ "Description" => "can use a bonus action to magically manifest an echo of yourself in an unoccupied space you can see within 15 feet of you. This echo is a magical, translucent, gray image of you that lasts until it is destroyed, until you dismiss it as a bonus action, until you manifest another echo, or until you're incapacitated. Your echo has AC 14 + your proficiency bonus, 1 hit point, and immunity to all conditions. If it has to make a saving throw, it uses your saving throw bonus for the roll. It is the same size as you, and it occupies its space. On your turn, you can mentally command the echo to move up to 30 feet in any direction (no action required). If your echo is ever more than 30 feet from you at the end of your turn, it is destroyed.", "Additional Information" => ["As a bonus action, you can teleport, magically swapping places with your echo at a cost of 15 feet of your movement, regardless of the distance between the two of you - When you take the Attack action on your turn, any attack you make with that action can originate from your space or the echo's space. You make this choice for each attack", "When a creature that you can see within 5 feet of your echo moves at least 5 feet away from it, you can use

your reaction to make an opportunity attack against that creature as if you were in the echo's space"]}], "Unleash Incarnation"=>"Whenever you take the Attack action, you can make one additional melee attack from the echo's position. You can use this feature a number of times equal to your Constitution modifier (a minimum of once). You regain all expended uses when you finish a long rest.", "Echo Avatar"=>"As an action, you can see through your echo's eyes and hear through its ears. During this time, you are deafened and blinded. You can sustain this effect for up to 10 minutes, and you can end it at any time (requires no action). While your echo is being used in this way, it can be up to 1,000 feet away from you without being destroyed."}]}

Proficiencies -

Proficiency Mod -

+3

Languages -

Common Elvish Dwarvish

Adjectives -

Wise, Tired, Knowledgeable,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

Military/Watch

Role:

Adventurer's Guild

Role:

2500 x 3235

A diagram showing two arrows. The first arrow is horizontal and points left and right, positioned under the number 2500. The second arrow is vertical and points up and down, positioned under the number 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 Echo Knight

Pronouns -

he/him

Occupations -

Armory Clerk

Armor Class -

14

Hit Points -

87 (TODO Hitdice)

Speed -

25.

STR

18 (+4)

DEX

11 (+1)

CON

14 (+2)

INT

13 (+2)

WIS

16 (+3)

CHA

12 (+1)

Saving Throws -

Saving Throws -

Skills -

{ "Dwarf Abilities"=>[{"Darkvision"=>"Can see in dim light within 60 feet as if it were bright light, and in Darkness as if it were dim light. Can't discern color in Darkness, only Shades of Gray."}, {"Dwarven Resistance"=>"Has advantage on Saving Throws against poison, and has Resistance against poison damage"}, {"Dwarven Combat Training"=>"Has proficiency with the Battleaxe, Handaxe, Light Hammer, and Warhammer."}, {"Stonecunning"=>"Whenever making an Intelligence (History) check related to the Origin of stonework, he is considered proficient in the History skill and adds double his Proficiency Bonus to the check, instead of his normal Proficiency Bonus"}], "Fighter Abilities"=>[{"Fighting Style"=>"Great Weapon Fighting"}, {"Second Wind"=>"Bonus Action to regain 1d10 + 5"}, {"Action Surge"=>"Once every short/long rest can take an extra action"}, {"Extra Attack"=>"Can attack twice each turn"}], "Echo Knight Abilities"=>[{"Manifest Echo"=>[{"Description"=>"can use a bonus action to magically manifest an echo of yourself in an unoccupied space you can see within 15 feet of you. This echo is a magical, translucent, gray image of you that lasts until it is destroyed, until you dismiss it as a bonus action, until you manifest another echo, or until you're incapacitated. Your echo has AC 14 + your proficiency bonus, 1 hit point, and immunity to all conditions. If it has to make a saving throw, it uses your saving throw bonus for the roll. It is the same size as you, and it occupies its space. On your turn, you can mentally command the echo to move up to 30 feet in any direction (no action required). If your echo is ever more than 30 feet from you at the end of your turn, it is destroyed."}, {"Additional Information"=>["As a bonus action, you can teleport, magically swapping places with your echo at a cost of 15 feet of your movement, regardless of the distance between the two of you - When you take the Attack action on your turn, any attack you make with that action can originate from your space or the echo's space. You make this choice for each attack"}, {"When a creature that you can see within 5 feet of your echo moves at least 5 feet away from it, you can use your reaction to make an opportunity attack against that creature as if you were in the echo's space"}]}, {"Unleash Incarnation"=>"Whenever you take the Attack action, you can make one additional melee attack from the echo's position. You can use this feature a number of times equal to your Constitution modifier (a minimum of once). You regain all expended uses when you finish a long rest."}, {"Echo Avatar"=>"As an action, you can see through your echo's eyes and hear through its ears. During this time, you are deafened and blinded. You can sustain this effect for up to 10 minutes, and you can end it at any time (requires no action). While your echo is being used in this way, it can be up to 1,000 feet away from you without being destroyed."}]}

Proficiencies -

Languages -

Common Elvish Dwarvish

Adjectives -

Wise, Tired, Knowledgeable,

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:

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.