

# **GORONK**

Middle Aged Adult Hobgoblin Lawful Evil Level 3 Fighter

Pronouns: he/him Occupations: Mercenary Armor Class 16 Hit Points 38 (TODO Hitdice) Speed 30.

## STR DEX CON INT WIS

18 13 13 15 9 (0) (+4) (+2) (+3)

#### CHA

11 (+1)

my

Saving Throws
TODO Saving Throws
Skills
Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Common, Goblin,
Undercommon,
Adjectives

#### **Special Abilities**

Darkvision, Martial Training, Saving Face | Combat Superiority, Student of War | Fighting Style: Two-Weapon Fighting, Second Wind, Action Surge,

## **Special Equipment**

#### **Combat Tactics**

Combat Maneuvers: Menacing Attack, Sweeping Attack, Precision Attack

#### Actions

Two Long Swords

#### **Factions**

**Mercenary Militia** 

Adventurer's Guild

Hobgoblin/Goblin Clan

## GORONK

Middle Aged Adult Hobgoblin Lawful Evil Level 3 Fighter

Pronouns: he/him Occupations: Mercenary Armor Class 16 Hit Points 38 (TODO Hitdice) Speed 30.

# STR DEX CON INT WIS

18 13 13 15 9 (0) (+4) (+2) (+2) (+3)

## CHA

11 (+1)

# ROLEPLAYING

2500 x 3235

Image Dummy

 $\longleftrightarrow$ 

#### Introduction

Looking to hire a mercenary fighter even out the odds? Goronk is your man...err... hobgoblin

#### **Appearance**

5'5", Broad as a barn. Deep red skin of scars and some pretty top notch armor. Very well dressed for his kind

#### **Expressions**

"You are weak!", "The money pays f food and weapons, but I fight becau those who don't are weak and pathe

# Mannerisms

Picks at his scars

## Motivations

Proving his martial prowess, building reputation, money

#### Passions

Fighting. His strength is the basis of identity

#### Secrets

He really does like the money and the comforts it buys him

# Saving Throws TODO Saving Throws Skills Skills

Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition

Senses TODO Senses Languages Common, Goblin, Undercommon, Adjectives

#### **Special Abilities**

Immunities

Darkvision, Martial Training, Saving Face | Combat Superiority, Student of War | Fighting Style: Two-Weapon Fighting, Second Wind, Action Surge, Special Equipment

#### **Combat Tactics**

Combat Maneuvers: Menacing Attack, Sweeping Attack, Precision Attack

#### Actions

Two Long Swords

## **Factions**

Mercenary Militia

Adventurer's Guild

Hobgoblin/Goblin Clan

## ROLEPLAYING

#### Introduction

Looking to hire a mercenary fighter to even out the odds? Goronk is your man...err... hobgoblin

#### **Appearance**

5'5", Broad as a barn. Deep red skin, lots of scars and some pretty top notch armor. Very well dressed for his kind.

#### **Expressions**

"You are weak!", "The money pays for food and weapons, but I fight because those who don't are weak and pathetic"

#### **Mannerisms**

Picks at his scars

#### **Motivations**

Proving his martial prowess, building his reputation, money

### Passions

Fighting. His strength is the basis of his identity

#### Secrets

He really does like the money and the comforts it buys him

# BACKGROUND STORY

Like most of his kind Goronk finds his identity by proving his martial prowess. Those who don't or won't fight are weak in his eyes. He doesn't trust magic users, he sees it as a crutch and believes that martial weapons are the only way to go. He's fairly easy to barter with for his services as hes more concerned with building his reputation as a fighter than he is with the money side of things. He's completely unconcerned with the moral side of his profession and will just as happily work with raiders raiding a village as he would fighting bad guys, as long as he gets to fight