



# 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
(+4)	(+2)	(+2)	(+3)	(0)

**CHA**  
11  
(+1)

**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

-

## Special Equipment

## Combat Tactics

Combat Maneuvers: Menacing  
Attack, Sweeping Attack,  
Precision Attack

## Actions

-

## Factions

**Mercenary Militia**

**Adventurer's Guild**

**Hobgoblin/Goblin Clan**

2500 x 3235



Image Dummy

# ROLEPLAYING

## 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 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  
reputation, money

## Passions

Fighting. His strength is the basis of  
identity

## Secrets

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

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**Skills** **Skills**

**Proficiencies** TODO

**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition  
Immunities  
**Senses** TODO Senses  
**Languages** Common,  
Goblin, Undercommon,  
**Adjectives**

**Special Abilities -**  
**Special Equipment**

## Combat Tactics

Combat Maneuvers:  
Menacing Attack,  
Sweeping Attack,  
Precision Attack

## Actions

Two Long Swords

## Factions

**Mercenary  
Militia**

**Adventurer's  
Guild**

**Hobgoblin/Goblin  
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# 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