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Hogarrk

**2500 x 3235**  
↔ ↕

Image Dummy

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Hogarrk

**Hogarrk**

**middle aged adult Bugbear**

**Chaotic Neutral**

**Level 3 Barbarian Path of the Ancestral Guardian**

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**Pronouns -**

he/him

**Occupations -**

Security/Enforcer

**Armor Class -**

15

**Hit Points -**

38 (TODO Hitdice)

**Speed -**

30.

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**STR**

20 (+5)

**DEX**

17 (+4)

**CON**

16 (+3)

**INT**

8 (-1)

**WIS**

6 (-2)

**CHA**

9 (0)

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**Saving Throws -**

**Skills -**

{ "Bugbear Traits"=>[{ "Darkvision"=>"Can see 300 feet in dim light as though it was bright light and in darkness as if it was dim light", "Long Limbed"=>"when making a melee attack his reach is extended by 5 extra feet", "Powerfuk Build"=>"Counts as one size larger for carrying capacity and amount he can lift, push or drag", "Sneaky"=>"Proficient in Stealth", "Surprise Attack"=>"If he surprises a creature and hit ti on the first turn of combat, he may add 2d6 to the damage"}], "Barbarian Abilities"=>[{ "Rage"=>["Can enter a rage as a Bonus Action.", "have advantage on Strength Checks and Strength Saving Throws.", "make a melee weapon Attack using Strength, you gain a +2 bonus to the damage roll", "Resistance to bludgeoning, piercing, and slashing damage"], "Danger Sense"=>"has advantage on Dexterity Saving Throws against Effects that he can see, such as traps and Spells", "Reckless Attack"=>"When making his first Attack on his Turn, he can decide to Attack recklessly. Doing so gives him advantage on melee weapon Attack Rolls using Strength during this turn, but Attack Rolls against him have advantage until his next turn"}], "Path of the Ancestral Guardian"=>[{ "Ancestral Protectors"=>"spectral warriors appear when you enter your rage. While you’re raging, the first creature you hit with an attack on your turn becomes the target of the warriors, which hinder its attacks. Until the start of your next turn, that target has disadvantage on any attack roll that isn't against you, and when the target hits a creature other than you with an attack, that creature has resistance to the damage of the target’s attacks"}]}

**Proficiencies -**

**Proficiency Mod -**

+2

**Languages -**

Common Goblin Thieve's Cant

**Adjectives -**

Brash, Stupid,

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**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

Role:

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**2500 x 3235**

A diagram showing two arrows. The first arrow is horizontal and points left and right, positioned below the number 2500. The second arrow is vertical and points up and down, positioned below the number 3235.

# Image Dummy

## Roleplaying

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### Introduction

The party discovers a secret entrance to the local thief's guild, Hogarrk stands inside the door asking for a password

### Appearance

He is a massive hulking beast standing almost 8 feet tall and 350lbs. He is wearing what looks like reclaimed pieces leather armor. His skin is a hair-covered dark tan brown and his hair dark brown and unkempt. He has large pointed ears and a bestial face. He carries a large, heavy, spiked mace with a handle made of bone

### Expressions

*password?*

*you should have had the password*

*Hogarrk SMASH!!!*

**Mannerisms**

He is large, unkempt and dumb as a brick. He regularly picks his nose and picks his teeth with the spikes on his mace

**Motivations**

Food, Money, Fear

**Passions**

N/A

**Secrets**

He knows the password

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Skills -

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Proficiencies -

Languages -

Common  
Goblin Thieve's Cant

Adjectives -

Brash, Stupid,

Special Abilities

-

Special Equipment

-

Combat Tactics

Goes out of his way to pick fights

Actions

-

## Factions

Role:

# Roleplaying

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## Motivations

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## Passions

N/A

## Secrets

He knows the password

# Background Story

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Driven out of his clan when he was challenged by a younger, stronger Bugbear for the role of pack alpha, he went into exile

rather than die fighting for leadership. He wandered for several years fending for himself before he was captured by slavers and sold into servitude as an enforcer/security. He found that he relished his new role as it provided a steady meal, a frequent outlet for his aggression and as little thinking as possible