

Age: middle aged adult

Race: hobgoblin

Pronouns: he/him

Occupation:

- Mercenary

Class: fighter

Level: 3

Alignment: lawful evil

Languages:

- Common
- Goblin
- Undercommon

Factions:

- [Mercenary Militia](#)
- [Adventurer's Guild](#)
- [Hobgoblin/Goblin Clan](#)

Adjectives:

Armour Class: 16

Hit Points: 38

Speed: 30

STR 18	DEX 13	CON 13	INT 15	WIS 9	CHA 11
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Saving Throws TODO Saving Throws

Role-Playing

Improv

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~~

Acting

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

Vulnerabilities: Ego, quick to anger, doesn't know when to back down

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

Attacks: Two Long Swords

Combat Tactics: Combat Maneuvers: Menacing Attack, Sweeping Attack, Precision Attack

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