

CELL ONE

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	CHA
18 ()	13	13	15	9	11

Saving Throws TODO Saving Throws
Skills
Proficiencies TODO
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

2500 x 3235
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Image Dummy

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

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Saving Throws **TODO** **Saving Throws Skills**

Proficiencies **TODO**

Damage Immunities **TODO** **Damage Immunities**
Condition Immunities **TODO** **Condition Immunities**
Senses **TODO** **Senses**
Languages **Common** **Goblin** **Undercommon** ,
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Special Abilities

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

CELL 2

Special Equipment

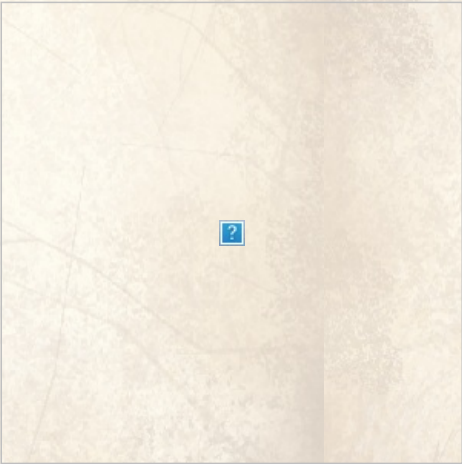
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bottom stats 2

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