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Goronk

2500 x 3235
↔ ↕

Image Dummy

Goronk

Goronk

middle aged adult Hobgoblin

Lawful Evil

Level 3 Fighter Battle Master

Pronouns -

he/him

Occupations -

Mercenary

Armor Class -

16

Hit Points -

38 (TODO Hitdice)

Speed -

30.

STR

18 (+4)

DEX

13 (+2)

CON

13 (+2)

INT

15 (+3)

WIS

9 (0)

CHA

11 (+1)

Saving Throws -

Skills -

{ "Hobgoblin Abilities"=>[{ "Darkvision"=>"can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray", "Martial Training"=>"You are proficient with two martial weapons of your choice and with light armor.", "Saving Face"=>"Hobgoblins are careful not to show weakness in front of their allies, for fear of losing status. If you miss with an attack roll or fail an ability check or a saving throw, you can gain a bonus to the roll equal to the number of allies you can see within 30 feet of you"}, "Fighter Abilities"=>[{ "Fighting Style"=>"Two Weapon Fighting", "Second Wind"=>"Bonus Action to regain 1d10 +", "Action Surge"=>"Once every short/long rest can take an extra action"}, "Battle Master Abilities"=>[{ "Combat Superiority"=>[{ "Description"=>"4 Superiority Dice. Saving Throw DC 13", "Additional Information"=>[{ "Maneuvers"=>["Disarming Attack", "Menacing Attack", "Trip Attack"]}], "Student of War"=>"Proficient in Smith's Tools"}]}] }

Proficiencies -

Proficiency Mod -

+2

Languages -

Common Goblin Undercommon

Adjectives -

Gruff, Capable, Dangerous,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

Mercenary Militia

Role:

Adventurer's Guild

Role:

Hobgoblin/Goblin Clan

Role:

2500 x 3235
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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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Proficiencies -

Languages -

Common Goblin Undercommon

Adjectives -

Gruff, Capable, Dangerous,

Special Abilities

-

Special Equipment

-

-

Combat Tactics

Will use his Combat Maneuvers to outwit opponents. Will never shy away from a fight

Actions

-

Factions

Mercenary Militia

Role:

Adventurer's Guild

Role:

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Role:

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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