

Hogarrk					
<b>HOGARRK</b>					
Middle Aged Adult Bugbear Chaotic Neutral Level 3 Barbarian Path Of The Ancestral Guardian					
<b>Pronouns</b> - he/him					
<b>Occupations</b> - Security/Enforcer					
<b>Armor Class</b> - 15					
<b>Hit Points</b> - 38 (TODO Hitdice)					
<b>Speed</b> - 30.					
<b>STR</b> <b>20</b> <b>(+5)</b>	<b>DEX</b> <b>17</b> <b>(+4)</b>	<b>CON</b> <b>16</b> <b>(+3)</b>	<b>INT</b> <b>8 (-1)</b>	<b>WIS</b> <b>6 (-2)</b>	<b>CHA</b> <b>9 (0)</b>
<b>Saving Throws</b> -					
<b>Skills</b> -					
{ "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"}]}]					
<b>Proficiencies</b> -					
<b>Proficiency Mod</b> - +2					
<b>Languages</b> - Common Goblin Thieve's Cant					
<b>Adjectives</b> - Brash, Stupid,					

**Pronouns** - he/him  
**Occupations** - Security/Enforcer  
**Armor Class** - 15  
**Hit Points** - 38 (TODO Hitdice)  
**Speed** - 30.

STR	DEX	CON	INT	WIS	CHA
20	17	16	8 (-1)	6 (-2)	9 (0)
(+5)	(+4)	(+3)			

"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", "Powerful 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 it 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"}]}


**Languages** - Common Goblin Thieve's Cant  
**Adjectives** - Brash, Stupid,

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[illegible]

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

**2500 x 323**



# Image Dumps

500 x 3235  
→ ↕  
ge Dummy

Special Abilities

-

Special Equipment

-

Combat Tactics

Goes out of his way to pick fights

Actions

-

Factions

Role:

Motivations

Food, Money, Fear

Passions

N/A

Secrets

He knows the password

attack for 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

-

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: