

Goronk

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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	DEX	CON	INT	WIS	CHA
18	13	13	15	9	11
(+4)	(+2)	(+2)	(+3)	(0)	(+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**
Will use his Combat Maneuvers to outwit opponents. Will never shy away from a fight
- Actions** -
- Factions**
 - Mercenary Militia**
Role:
 - Adventurer's Guild**
Role:
 - Hobgoblin/Goblin Clan**
Role:

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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Factions

Mercenary Militia

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Adventurer's Guild

Role:

Hobgoblin/Goblin

Clan

Role: