



## GORONK

*middle aged adult hobgoblin*  
*lawful evil*  
*Level 3 fighter*

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**Pronouns:** he/him  
**Occupations:** Mercenary  
**Armor Class** 16  
**Hit Points** 38 (TODO Hitdice)  
**Speed** 30.

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STR	DEX	CON	INT	VIS
18	( ) 13	13	15	9

**CHA**  
11

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**Saving Throws**  
TODO Saving Throws

**Skills**

**Proficiencies**

**Damage Immunities**  
TODO Damage Immunities

**Condition Immunities**  
TODO Condition Immunities

**Senses** TODO Senses

**Languages**  
Common Goblin Undercommon

**Adjectives** ,

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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,

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**Special Equipment**

**Combat Tactics**

Combat Maneuvers: Menacing Attack, Sweeping Attack, Precision Attack

**Actions**

Two Long Swords

**Factions**

2500 x 3235  
↔ ↓

Image Dummy

## ROLEPLAYING

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### 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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