

[Previous](#)[Next](#)

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**  
↔ ↕

# 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

---

**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 -

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 -

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

# 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