

Middle Aged Adult Hobgoblin
Lawful Evil
Level 3 Fighter Battle Master

STR	DEX	CON	INT	WIS	CHA
18	13	13	15	9 (0)	11
(+4)	(+2)	(+2)	(+3)		(+1)

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{ "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"}]}]}]
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Languages - Common Goblin Undercommon
Adjectives - Gruff, Capable, Dangerous,

Mercenary Militia
Role:

Adventurer's Guild
Role:

Hobgoblin/Goblin Clan
Role:

Image Dumps

He really does like the money and the comforts it buys him

Will use his Combat
Maneuvers to outwit

Secrets

ge Dummy

maneuvers to defeat
opponents. Will never shy
away from a fight

Actions

-

Factions

Mercenary Militia

Role:

Adventurer's Guild

Role:

Hobgoblin/Goblin

Clan

Role: