

## GORONK

Middle Aged Adult Hobgoblin  
Lawful Evil  
Level 3 Fighter

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

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

**CHA**  
**11**  
**(+1)**

**Saving Throws** -  
**Skills** -  
**Proficiencies** -  
**Proficiency Mod** - +2

**Languages** -  
Common Goblin  
Undercommon  
**Adjectives** -

### Special Abilities

### Special Equipment

### Combat Tactics

Combat Maneuvers:  
Menacing Attack, Sweeping  
Attack, Precision Attack

### 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

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## BACKG STORY

Like most  
Goronk first  
proving  
prowess.  
or won't  
his eyes.  
magic use  
crutch at  
martial w  
only way  
easy to b  
services  
concerned  
reputation  
he is with  
of things.  
unconcern  
moral side  
and will  
work with  
village as  
bad guys  
gets to fig

x 3235



Dummy