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	CHA
18	13	13	15	9	11

Saving Throws TODO Saving Throws
Skills

Proficiencies TODO

Damage Immunities TODO Damage Immunities
Condition Immunities TODO Condition Immunities
Senses TODO Senses
Languages Common Goblin Undercommon ,
Adjectives ,

Special Abilities Darkvision, Martial Training, Saving Face | Combat Superiority, Student of War | Fighting Style: Two-Weapon Fighting, Second Wind, Action Surge,

COMBAT TACTICS

Combat Maneuvers: Menacing Attack, Sweeping Attack, Precision Attack

ACTIONS

Two Long Swords

FACTIONS

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

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