



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
TODO Saving Throws

Skills

Proficiencies

Damage Immunities

TODO Damage Immunities

Condition Immunities

TODO Condition Immunities

Senses

TODO Senses
Common, Goblin,
Undercommon,

Adjectives

Special Abilities

-

Special Equipment

Combat Tactics

Combat Maneuvers: Menacing
Attack, Sweeping Attack,
Precision Attack

Actions

-

Factions

Mercenary Militia
Adventurer's Guild

Hobgoblin/Goblin Clan

2500 x 3235



Image Dummy

ROLEPLAYING

Introduction

Looking to hire a mercenary fighter
even out the odds? Goronk is your
man...err... hobgoblin

Appearance

5'5", Broad as a barn. Deep red skin
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
reputation, money

Passions

Fighting. His strength is the basis of
identity

Secrets

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

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Saving Throws

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Skills

Skills

Proficiencies

TODO

Damage Immunities

TODO Damage Immunities

Condition Immunities

TODO Condition
Immunities

Senses

TODO Senses
Common,
Goblin, Undercommon,

Adjectives

Special Abilities - Special Equipment

Combat Tactics

Combat Maneuvers:
Menacing Attack,
Sweeping Attack,
Precision Attack

Actions

Two Long Swords

Factions

Mercenary
Militia

Adventurer's
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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