



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
Languages 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
TODO Saving Throws
Skills **Skills**

Proficiencies TODO

Damage Immunities
TODO Damage
Immunities
Condition Immunities
TODO Condition
Immunities

Senses TODO Senses
Languages 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
Guild

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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