



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 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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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