

**HOGARRK**  
*middle aged adult bugbear*  
*chaotic neutral*  
*Level 3 barbarian*

**Pronouns:** he/him  
**Occupations:** Security/Enforcer  
**Armor Class** 15  
**Hit Points** 38 (TODO Hitdice)  
**Speed** 30.

STR	DEX	CON	INT	WIS	CHA
20	17	16	8	9	6

**Saving Throws** TODO Saving Throws  
**Skills**

**Proficiencies** TODO

**Damage Immunities** TODO Damage Immunities  
**Condition Immunities** TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Common Goblin Thieve's Cant ,  
**Adjectives** Brash ,

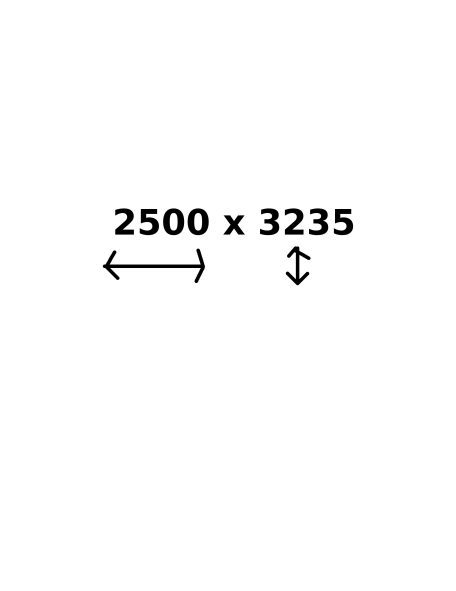
**Special Abilities** Surprise Attack | Long-Limbed | Powerful Build | Reckless Attack | Rage  
**Special Equipment**  
• A huge bone-handled mace covered in spikes that counts as a +1 magical great club

Combat Tactics

Actions

Great Mace | Punch

Factions



ROLEPLAYING

**Introduction**  
The party discovers a secret entrance to the local thieve's guild, Hogarrk stands inside the door asking for a password

**Appearance**  
He is a massive hulking beast standing almost 8 feet tall and 350lbs. He is wearing what looks like reclaimed pieces leather armor. His skin is a hair-covered dark tan brown and his hair dark brown and unkempt. He has large pointed ears and a bestial face. He carries a large, heavy, spiked mace with a handle made of bone

**Expressions**  
password?, "you should have had the password", "Hogarrk SMASH!!!"

**Mannerisms**

He is large, unkempt and dumb as a brick. He regularly picks his nose and picks his teeth with the spikes on his mace

**Motivations**

Food, Money, Fear

**Passions**

N/A

**Secrets**

He knows the password

**Background**

Driven out of his clan when he was challenged by a younger, stronger Bugbear for the role of pack alpha, he went into exile rather than die fighting for leadership. He wandered for several years fending for himself before he was captured by slavers and sold into servitude as an enforcer/security. He found that he relished his new role as it provided a steady meal, a frequent outlet for his aggression and as little thinking as possible