

Brakko the Heretic

Small humanoid (goblinoid), neutral evil

Armour Class 14 (leather armour)

Hit Points 9 (2d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	13 (+1)	10 (+0)	12 (+1)

Skills Deception +3, Sleight of Hand +6, Stealth +6

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Lucky. he has inexplicable luck that seems to kick in at just the right moment. He has 3 luck points. Whenever he makes an attack roll, an ability check, or a saving throw, he can spend one luck point to roll an additional d20. He can choose to spend one of his luck points after he rolls the die, but before the outcome is determined. He chooses which of the d20s is used for the attack roll, ability check, or saving throw.

He can also spend one luck point when an attack roll is made against him. Roll a d20, and then choose whether the attack uses the attacker's roll or yours. If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled.

He regains his expended luck points when he finishes a long rest.

Actions

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

2 Daggers. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Thrown Daggers. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Background

Brakko the Heretic earned his title by refusing to follow the orders of his hobgoblin superiors. To refuse to follow his superior's orders is not just a breach of protocol but it flies in the face of their god, Maglubiyet. Brakko was to be sentenced to death but he has escaped his captivity and is now on the run from his tribe.

He was on patrol with a small group of goblins and two hobgoblin superiors. They encountered a black bear. The hobgoblins ordered the goblins to attack knowing that most would be slaughtered by the bear. The hobgoblins say the encounter as a method to test the goblins' mantle. Brakko refused the order because he didn't want to die. That single decision marked him as a heretic and he was placed in chains and marched back to their lair (after the hobgoblins killed the bear). Using his hidden lock picks, Brakko was able to escape his cell and is now on the run from his own tribe who have orders to kill him on sight.

By being a heretic, one could infer that Brakko has turned his back on the goblins' evil and bullying nature. That

would be a false conclusion. Brakko is still as evil as any other goblin but his greater intelligence and ego has made him headstrong (which isn't the goblin way). Brakko would hide his more evil side if it meant he could ally himself with others (including humans and the like) who might protect him from his tribe's justice.

Brakko does have a tragic side to his character because he knows that when he dies, he will have to face Maglubiyet in Gehenna. He tries not to think of his fate and instead deals with the present.

Equipment

Leather armour

Shortsword

2 Daggers

Thieves' tools and picks

Pouch containing 32 sp and a moonstone gem (50 gp)