

Bugbear Lancebreaker

CR 5

Male Bugbear Fighter 3

CE Medium Humanoid (Goblinoid)

Initiative: +5; **Senses:** Darkvision 60 ft., Scent

Defense

AC: 22, **Flat-Footed:** 21, **Touch:** 11

(+4 armor, +1 DEX, +3 natural, +4 shield)

HP: 65 (3d8+6 plus 3d10+6 plus 9)

Fort: +6, **Ref:** +5, **Will:** +2

DR: None

SR: None

Resistances: None

Immunities: None

Defensive Abilities: Lancebreaker, Solid Footing

Offense

Speed: 30 ft.

Melee: Masterwork Warhammer +8 (1d8+4 20/x3)

Special Abilities: Bar the Way, Predatory Eye

Statistics

STR 18 (+4)

DEX 12 (+1)

CON 15 (+2)

INT 8 (-1)

WIS 10 (+0)

CHA 9 (-1)

Base Attack +5; **Grapple** +9; **Space/Reach** 5 ft. / 5 ft.

Armor Check Penalty: -12 (-2 armor, -10 shield)

Feats: Blind-Fight, Great Toughness, Improved Initiative, Power

Attack, Weapon Focus (Warhammer)

Skills: Move Silently -8 (+4 racial, -2 armor, -10 shield), Use Rope +10

(+9 ranks, +1 dex)

Languages: Common, Goblin

SQ: None

Combat Gear: None

Other Gear: Chainshirt, tower shield, masterwork warhammer

Flavor

Environment: Temperate Mountains

Organization: Solitary, Pair, Band (3d4 bugbear lancebreakers plus 200% noncombatants)

Treasure: Standard

The heavily muscled bugbear before you carries a shield almost larger than it is; it stands with a stance that looks borne of one who has been well trained in battlefield combat.

Bugbear lancebreakers are specially trained to combat those who fight upon a mount and, by their own opinion, they're incredibly good at it. While some bugbears are adept at combating foes of all types, very few specialize in one type of foe, even fewer specialize in combating foes riding on creatures that are often large enough to trample a typical bugbear; lancebreakers, however, take it in stride; endlessly drilling various maneuvers that allow them to better combat those riding mounts and most even learn a few tricks that enable them to fight foes on foot as well.

While lancebreakers aren't particularly bright they still speak their own language as well as the common tongue.

Ability Information

Bar the Way (Ex): Whenever a bugbear lancebreaker hits an opponent with an attack of opportunity, that opponent's movement is halted and it may move again during its turn.

Lancebreaker (Ex): A bugbear lancebreaker gains a +2 bonus to armor class and a +2 bonus to attack rolls against mounted opponents.

Predatory Eye (Ex): As a standard action, a bugbear lancebreaker may make an attack against an opponent he flanks. If this attack hits it deals an additional 1d6 points of damage. The bugbear warrior must wait 1 round between uses of this ability.

Skills: Bugbears have a +4 racial bonus on move silently checks.

Solid Footing (Ex): A bugbear lancebreaker gains a +4 bonus to ability checks made to resist being bull rushed or tripped when standing on solid ground.

Lore

A successful knowledge (local) check will reveal the following information about a bugbear lancebreaker:

DC 16 This is a bugbear lancebreaker, a highly trained member of the bugbear race that is particularly skilled at combating mounted opposition. This reveals all goblinoid traits.

DC 21 Bugbear lancebreakers receive special training in the ways of combating those fighting from atop a mount and are capable of stopping moving enemies in their tracks.

DC 26 Bugbear lancebreakers, like most trained bugbears, are skilled at killing enemies who are unable to give the lancebreaker their full attention.

New Feat: Great Toughness

Your ability to shrug off the punishment levied upon you by your foes draws stares and is the stuff of tavern tales.

Prerequisite: Base Fortitude Save +1

Benefit: You gain 3 hit points plus 1 additional hit point per hit die you possess.