

## Bugbear Warrior

CR 4

Male Bugbear Fighter 2

CE Medium Humanoid (Goblinoid)

**Initiative:** +1; **Senses:** Darkvision 60 ft., Scent

### Defense

**AC:** 20, **Flat-Footed:** 19, **Touch:** 11

(+4 armor, +1 DEX, +3 natural, +2 shield)

**HP:** 38 (3d8+6 plus 2d10+4)

**Fort:** +6, **Ref:** +4, **Will:** +1

**DR:** None

**SR:** None

**Resistances:** None

**Immunities:** None

**Defensive Abilities:** None

### Offense

**Speed:** 30 ft.

**Melee:** Masterwork Morningstar +10 (1d8+6)

**Ranged:** Javelin +6 (1d6+4)

**Special Abilities:** Predatory Eye, Skullthumper

### Statistics

**STR** 18 (+4)

**DEX** 12 (+1)

**CON** 15 (+2)

**INT** 10 (+0)

**WIS** 10 (+0)

**CHA** 9 (-1)

**Base Attack** +4; **Grapple** +8; **Space/Reach** 5 ft. / 5 ft.

**Armor Check Penalty:** -4 (-2 armor, -2 shield)

**Feats:** Power Attack, Weapon Focus (Javelin), Weapon Focus

(Morningstar), Weapon Specialization (Morningstar)

**Skills:** Climb +4 (+4 ranks, +4 str, -2 armor, -2 shield), Intimidate +7 (+8 ranks, -1 cha), Move Silently +5 (+4 ranks, +1 dex, +4 racial, -2 armor, -2 shield)

**Languages:** Common, Goblin

**SQ:** None

**Combat Gear:** None

**Other Gear:** Chain shirt, heavy wooden shield, masterwork morningstar and 3d4 javelins

### Flavor

**Environment:** Temperate Mountains

**Organization:** Solitary, band (1d10+10 plus 150% noncombatants)

**Treasure:** Standard

*The bugbear before you carries a morningstar and, upon seeing you, charges in your direction screaming obscenities and wailing loudly.*

While most members of the bugbear species prefer to stay in the shadows and strike from hiding, some relish cracking heads as much as any orc. The bugbear warrior is a breed apart; unlike most bugbears they disdain hiding from foes and do their best to be in the center of any conflict. During battle they charge forth with reckless abandon while screaming insults at their foes in an attempt to demoralize them.

While they are definitely not shining examples of intelligence, bugbear warriors speak both common and the language of goblins, typically so that they might better insult their foes during battle.

### Ability Information

**Predatory Eye (Ex):** As a standard action, a bugbear warrior 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.

**Skullthumper (Ex):** As a standard action a bugbear warrior may make a single melee attack in an attempt bash an opponent upon the head. This causes normal weapon damage and forces a DC 15 fortitude save to resist becoming dazed for 1 round. A bugbear warrior must be wielding a weapon that deals bludgeoning damage to make use of this ability. The bugbear warrior must wait 2 rounds between uses of this ability.

### Lore

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

**DC 15** This is a bugbear warrior, a well-trained foot soldier amongst the bugbear race. This reveals all goblinoid traits.

**DC 20** Bugbear warriors have been trained in the use of bludgeoning weapons and are capable dazing opponents that they are able to strike with them.