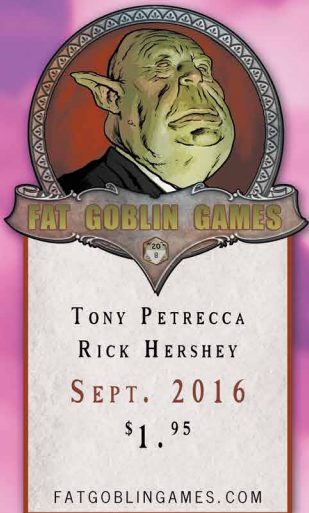




5TH EDITION FANTASY BUGBEAR



PLAYER CHARACTER OPTIONS FOR
5TH EDITION FANTASY



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5TH EDITION RACES BUGBEAR

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Based in South Carolina, USA, Fat Goblin Games was founded in 2011 to create Pathfinder Roleplaying Game compatible products. With a focus on high quality production values and providing a creative environment for our writers, Fat Goblin Games has quickly become a recognized force in the world of third party publishers.



With hundreds of support books, visual aids, campaign settings, and quality stock art, Fat Goblin Games continues to provide exciting content and fantastic worlds in which gamers can immerse themselves.

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BUGBEAR

Scaarg and his crew moved quietly toward the mill under cover of darkness. The goblin attacks to the east had the humans on edge, and overnight patrols had been established in this western town, but they were just the locals. Trained troops from the human city had yet to arrive. And so the bugbears were readily able to sneak through the outskirts of this sleeping town and get to their target, the mill.

That's when they spotted the midnight patrol – three farmhands with pitchforks. It was such a pathetic sight Toragon almost laughed. But the six brutes pressed against the walls of the mill and maintained their position as the patrol approached.

It was over before it started. As soon as the humans got close the six burst forth, catching their victims completely by surprise. For a brief moment the sound of morningstars and mauls crushing skulls quieted the night's crickets and bullfrogs, but as bodies slumped to the ground the nocturnal songs returned.

Gorgan tossed the first torch, followed by Toragon and Scaarg, and soon the bright blaze of the burning mill lit up the village. The miller's cries awoke the townsfolk, and the bugbears quietly retreated to the nearby woods. They kept their distance and watched, waiting for the occupants of homes, the smithy, the inn and the stables to rush to rescue their miller. As the townsfolk focused on the blazing mill, five of the bugbears separated and set the rest of the town ablaze. The sixth walked quietly off into the woods.

Bugbears are a large and brutish race of goblinoids that typically live in small clans in the dark places of the world. Bugbears live to raid and pillage, their greed fueling their drive. Bugbears are mercenary in nature, hiring their strength for the right price. Most bugbears are large uncivil brutes but occasionally an exceptional bugbear with greater ambitions emerges. Such a bugbear might be you.



DIPLOMACY WITH

OTHER RACES

Bugbears don't give much specific thought to any given race. They're either easy prey, looking for brutes to hire, or irrelevant to the bugbears.

Dwarves – Stout little runts. I got this ax off one of em – after I tossed him into a gorge. He tried to put up a fight... he failed.

Hobgoblins – A guy can earn some decent coin working for the right hobgoblin. They're smart about their killin, so it's likely the job you're given's gonna have you bashin skulls with little worry about losin.

Goblins – Nothings much more fun than smacking around a goblin king and watching him cower. I took over a cave of em once. Was fun for a while til that band of adventurers came in fireballs a blazin. That was my sign to leave out the back tunnel.

GOBLINOIDS

Bugbears are the largest of the goblinoids, a family of humanoids that includes goblins and hobgoblins. Bugbears are often hired by hobgoblins as guards, scouts and shock troops for their legions, and at times bugbears enjoy bullying their smaller goblin cousins into submission.

POWERFUL BRUTES

Bugbears are massive, powerful brutes. At over 7 feet tall their stature makes them quite intimidating. They bring that stature to bear in their impressively strong attacks.

STEALTHY AMBUSHERS

Despite their size bugbears are surprisingly stealthy. They pass quietly through all manner of terrain and ambush enemies with devastating results.

OPPORTUNISTIC MERCENARIES

Bugbears are rarely loyal to anyone but themselves. Bugbears will sell their strength and talents to anyone buying. Hobgoblin warlords building an army, human nobles bringing a rebellious town to heel, dark elf wizards exploring magic filled dungeons... if the coin is good, the bugbear will take the job.

RACE NAMES

Bugbear names reflect their brutal nature. Like other goblinoids, familial names are not part of their culture.

Male Names: Klarg, Gorn, Malgeth, Toragon, Bartek, Luurg, Gorgan, Garrot, Murtogon, Clobberend

Female Names: Mecan, Ludin, Grank, Barlin, Refu, Malay, Skalen, Nalek, Mere, Volupt

Alternate Names: Bugbears may give themselves monikers based upon their violent goals or achievements - Skullcrusher, Ogrebasher, Mancleaver and the like.

BUGBEAR RACE TRAITS

Your Bugbear character has an assortment of inborn abilities, part and parcel of the Bugbear's brutal nature.

ABILITY SCORE INCREASE. As a Bugbear you are quite strong and surprisingly nimble for your size. Your Strength score increases by 2 and your Dexterity score increases by 1.

AGE. Though the life of a Bugbear is often cut short due to violence, Bugbear's can enjoy a lifespan similar to humans. You will reach adulthood at age 15 and can live up to 75 years.

ALIGNMENT. Bugbears are typically cruel and brutish and tend toward chaotic evil. As a worldly adventurer your moral outlook may vary from the norm.

SURPRISE ASSAULT. If you surprise a creature and hit it with an attack during the first round of combat the target takes an extra 7 (2d6) hit points of damage.

SIZE. Bugbears typically grow 6 ½ to 7 feet tall and can weigh up to 300 pounds. Your size is Medium.

SPEED. Your base walking speed is 30 feet.

DARKVISION. You've lived most of your life away from the sun and you are adept at seeing in the dark. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.

LANGUAGE. You can speak, read and write Common and Goblin.

SUBRACES

Bugbear Brute's are by far the most common of the bugbears in the world, and most folk simply refer to as bugbears. But the brute's aren't the only race of bugbear. There are tribes of bugbear that lurk in wild, unsettled lands disinterested in the goings on of more civilized folk. These beastial bugbear have thus split the race into two distinct subraces. Choose one of these subraces.

BUGBEAR BRUTE

The hired muscle, the mercenary shock troops, the raiders of the King's Road. Most civilized folk who have the misfortune to encounter bugbears encounter the classic brute. They lurk on the outskirts of civilization taking advantage where they may.

ABILITY SCORE INCREASE. Your Constitution score increases by 1.

WEAPON PROFICIENCY. You are proficient with the Greatsword, Maul and Morningstar.

BRUTISH ATTACK. A Bugbear Brute's size and strength can be ferocious in melee. Once on a turn when you hit with a melee weapon your weapon does one extra die of damage. At 6th level your Brutish Attack does two extra dice of damage, at 11th level your Brutish Attack does three extra dice of damage, and at 16th level your Brutish Attack does four extra dice of damage.

After you use your Brutish Attack you can't use it again until you complete a short or long rest.

BUGBEAR BEAST

Some tribes of bugbears have lived for centuries in the wilds, far from their brethren. These bugbears wander the plains, hills, forests and mountains living off the land with little concern

for the politics and economics of the civilized folk. Living as hunters detached from the mercenary life of their brutish cousins has given rise to notably different traits.

ABILITY SCORE INCREASE. Your Wisdom score increases by 1.

BEAST'S LIFE. Life as a tribe of hunters is beset with physical challenges that hone your agility, sharpen your senses and require stealth and cunning. You gain proficiency in the Perception and Stealth skills. In addition you make all Strength (Athletics) checks with advantage.

POWERFUL THROW. You are proficient with great clubs, spears and javelins. Additionally, you double the normal and long ranges of any weapons you throw.

NEW FEAT

BEAST'S FORTITUDE

You've developed a powerful build and ferocious will that allows you to maintain your composure where weaker creatures might falter.

- Increase your Constitution or Strength score by 1 to a maximum of 20.
- You gain advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned or put to sleep.

NEW MAGIC ITEMS

SAVAGE MAUL

Weapon (maul), rare (requires attunement)

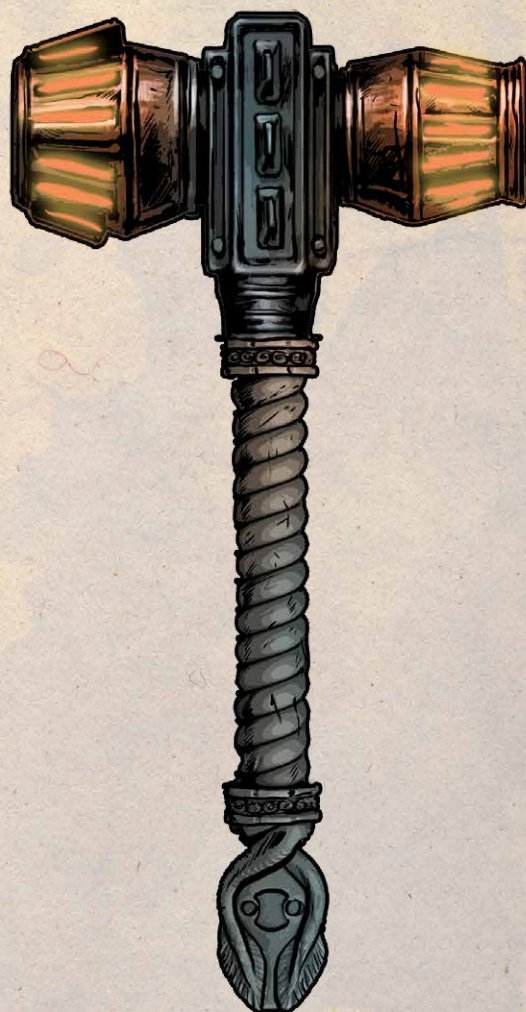
You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you roll a

20 on an attack roll made with this weapon the target is knocked back ten feet in a direction of your choosing and becomes prone. Additionally the target must make a DC 15 Fortitude save or be stunned for 1d4 rounds. The target may repeat the saving throw at the end of each of its turns. On a success the target is no longer stunned.

HUNTER'S SPEAR

Weapon (spear), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls with this magic weapon. While holding this weapon you gain advantage on Dexterity (Stealth) checks made when hiding from a creature or creatures whose presence you are aware of.



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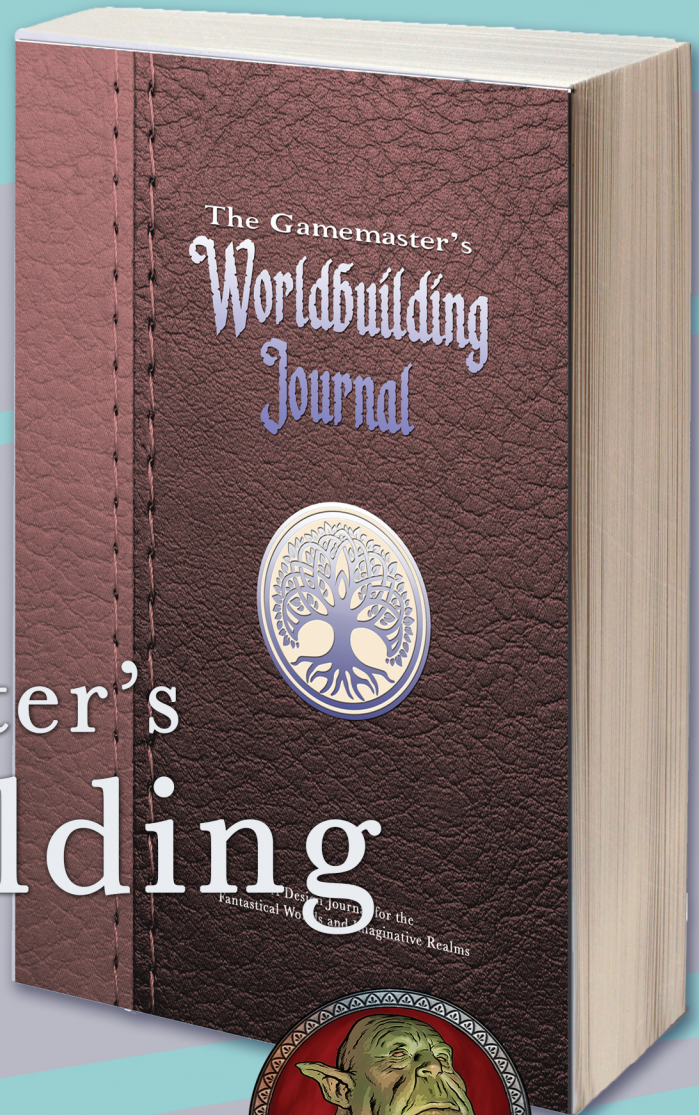
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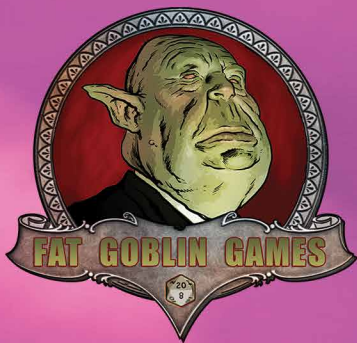


A Massive Journal for serious
Gamemasters and Worldbuilders

5TH EDITION FANTASY BUGBEAR

BUGBEARS ARE THE LARGEST OF THE GOBLINOIDS, A FAMILY OF HUMANOIDS THAT INCLUDES GOBLINS AND HOBGOBLINS. **B**UGBEARS ARE OFTEN HIRED BY HOBGOBLINS AS GUARDS, SCOUTS AND SHOCK TROOPS FOR THEIR LEGIONS, AND AT TIMES BUGBEARS ENJOY BULLYING THEIR SMALLER GOBLIN COUSINS INTO SUBMISSION.

BUGBEARS ARE A LARGE AND BRUTISH RACE OF GOBLINOIDS THAT TYPICALLY LIVE IN SMALL CLANS IN THE DARK PLACES OF THE WORLD. **B**UGBEARS LIVE TO RAID AND PILLAGE, THEIR GREED FUELING THEIR DRIVE. **B**UGBEARS ARE MERCENARY IN NATURE, HIRING THEIR STRENGTH FOR THE RIGHT PRICE. **M**OST BUGBEARS ARE LARGE UNCIVIL BRUTES BUT OCCASIONALLY AN EXCEPTIONAL BUGBEAR WITH GREATER AMBITIONS EMERGES. **S**UCH A BUGBEAR MIGHT BE YOU.



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