

Bugbear (175 Points)

VAL	CHAR	COST	ROLL	NOTES
20	STR	10	13-	4D6; [2]
12	DEX	6	11-	OCV 4 DCV 4
20	CON	20	13-	
14	BODY	8	12-	
8	INT	-2	11-	PER ROLL 13-/17-
8	EGO	-4	11-	ECV: 3
18	PRE	8	13-	PRE ATTACK: 3 ½D6
6	COM	-2	10-	
7	PD	3		TOTAL: 7 PD (3 RPD)
7	ED	3		TOTAL: 7 ED (3 RED)
2	SPD	0		PHASES: 6, 12
10	REC	4		
40	END	0		
43	STUN	9		

TOTAL CHARACTERISTIC COST: 65

MOVEMENT:

RUNNING: 8" / 16"
SWIMMING: 1" / 2"
LEAPING: 3" / 6"

COST POWERS

- 3 **Thick Tough Skin/Fur:** Damage Resistance (3 PD/3 ED)
- 2 **Large (8' Tall, 1.33x human):** Knockback Resistance - 1"
- 2 **Long Arms:** Stretching 1", Inherent (+¼), Reduced Endurance (0 END; +½), Persistent (+½) (11 Active Points); (Only ¼" Stretch) (-3), Always On (-½), No Velocity Damage (-¼), no Noncombat Stretching (-¼)
- 15 **Fangs/Claws:** Killing Attack - Hand-To-Hand 1d6-1 (1d6+1 w/STR), Reduced Endurance (0 END; +½) (15 Active Points)
- 10 **Throw Normally Unthrowable Weapons:** Killing Attack - Hand-To-Hand 1d6-1 (1d6+1 w/STR), Ranged (+½), Reduced Endurance (0 END; +½) (20 Active Points); OIF (Focus - Weapons of Opportunity; -½), Limited Range (4") (-¼), Range Modifier -1 at 3"-4" (-¼)
- 6 **Keen Senses:** +2 PER with all Sense Groups
- 3 **Darkvision:** +4 PER with Normal Sight (4 Active Points); Limited Power Only to Counteract Darkness Modifiers (-½)
- 1 **Darksight:** Sight Group Flash Defense (2 points) (2 Active Points); Limited Power (Only vs. Darkness-based Attacks) (-1)
- 2 **Stench Guard:** Smell/Taste Group Flash Defense (2 points)
- 5 Discriminatory with Normal Smell
- 5 Tracking with Normal Smell
- 5 **Stamina:** Naked Modifier - on 20 STR, Reduced Endurance (½ END; +¼) (5 Active Points)
- 1 **Efficient Metabolism:** Life Support (Sleeping Character only has to sleep 8 hours per week)
- 2 **Thin Air Adapted Lungs:** Life Support (END Per Minute) (Extended Breathing 1 END per Minute)
- 5 **Disease Resistant:** Life Support (Immunity All terrestrial diseases and biowarfare agents) (10 Active Points); 50% Immunity, Only 50% Effect From. (-1)
- 5 **Poison Resistant:** Life Support (Immunity All terrestrial poisons and chemical warfare agents) (10 Active Points); 50% Immunity, Only 50% Effect From. (-1)
- 1 **Pressure Resistant:** Life Support (Safe in High Pressure; Safe in Low Pressure/Vacuum) (3 Active Points); 50% Immunity, Only 50% Effect From. (-1)
- 2 **Temperature Resistant:** Life Support (Safe in Intense Cold; Safe in Intense Heat) (4 Active Points); 50% Immunity, Only 50% Effect From. (-1)

TOTAL POWERS COST: 75

SKILLS

- 8 +1 with All Combat
- 5 +1 with HTH Combat
- 4 WF: Common Melee Weapons, Common Missile Weapons
- 0 Acting 8-
- 0 Climbing 8-
- 2 +1 with Climbing
- 0 Concealment 8-
- 3 +2 with Concealment (4 Active Points); Self Only (-½)
- 0 Conversation 8-
- 0 Deduction 8-
- 0 AK: Lair and Surrounding Territory 8-
- 0 Language: Bugbear (idiomatic) (4 Active Points)
- 2 Language: Goblin (fluent conversation)
- 2 Language: Hobgoblin (fluent conversation)
- 2 Language: Orc (fluent conversation)
- 0 Paramedics 8-
- 0 Persuasion 8-
- 0 PS: Warrior 8-
- 0 Shadowing 8-
- 0 Stealth 8-
- 4 +2 with Stealth (50%)
- 0 Survival 8-
- 1 Tactics 8-
- 1 Teamwork 8-
- 1 Tracking 8-
- 0 TF: Custom Adder

TOTAL SKILLS COST: 35

TOTAL COST: 175

125+ DISADVANTAGES

- 10 Distinctive Features (and Social Limitation)- Bugbear: (Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
- 5 Enraged: (Uncommon), go 8-, recover 14-
- 5 Hunted: Humanoid Haters 8- (Less Pow, Harshly Punish)
- 0 Normal Characteristic Maxima - Bugbear
- 0 NCM: 30 STR, 22 DEX, 30 CON, 24 BODY, 16 INT, 16 EGO, 28 PRE, 12 COM, 13 PD, 13 ED, 4 SPD, 15 REC, 70 END, 75 STUN (Limit for buying at Normal Cost, x2 Above this up to ACM).
- 0 ACM (Absolute Characteristic Maxima): 40 STR, 32 DEX, 40 CON, 34 BODY, 18 INT, 18 EGO, 38 PRE, 18 COM, 26 PD, 26 ED, 8 SPD, 30 REC, 140 END, 150 STUN (Absolute Maximum Limit without Magical Enhancement).
- 0 Physical Limitation: Lifespan 75 Years = Old Age (Median) (Infrequently, Slightly Impairing, Custom Adder)
- 5 Physical Limitation: Arcane Inhibition - Limited Ability to Learn Magic (Infrequently, Slightly Impairing)
- 5 Psychological Limitation: "Chaotic Evil" Tendencies (Stubborn, Greedy, Violent Temper, Alcoholic) (Uncommon, Moderate)
- 5 Psychological Limitation: Hatred of Demi-Humans (Uncommon, Moderate)
- 5 Rivalry: Professional (Other Bugbears or Clans or Tribes of Bugbears), Rival is As Powerful, Seek to Outdo, Embarrass, or Humiliate Rival, Rival Aware of Rivalry
- 5 Reputation: Fierce and Sneaky, 8-
- 5 Social Limitation: Bugbear, Not Part of Most Civilized Societies (Occasionally, Major, Not Limiting In Some Cultures)
- 0 Susceptibility: Pro- and Anti-Bugbear and Giant-Class Magics
- 0 Experience Points

UNSPENT EXPERIENCE POINTS: 0

TOTAL DISADVANTAGE POINTS: 50

TOTAL COST: 175

BACKGROUND/HISTORY:

Bugbears are huge hairy goblins who operate equally well in bright daylight or great darkness. The biggest and strongest of the goblinoids, bugbears are even more aggressive than their relatives. They live by hunting any creature weaker than themselves. Although bugbears are clumsy looking and walk with a shambling gait, they are actually able to move very quickly and with great stealth, surprising opponents as often as not. They live for approximately 75 years.

are like a sort of mixture of Hobgoblin and Grizzly Bear -- they aren't really, but it is an easy way to first think of them.

PERSONALITY/MOTIVATION:

Bugbears have only two genuine goals in life: Food and Treasure. Prey and intruders are considered a valuable source of both. These extremely greedy creatures prize anything shiny, including arms and armor. They never miss an opportunity to increase their hoards through theft, plunder, and ambush. On rare occasions they parley with other beings if they believe something can be gained, but they are not skilled negotiators, losing their patience quickly if such encounters run overlong. They are sometimes found commanding goblins and hobgoblins, whom they bully mercilessly. These creatures survived primarily by hunting, and they eat whatever they can bring down. Any creature is a legitimate source of food, including monsters and even their own smaller kin. When game is scarce, bugbears turn to raiding and ambush to fill their stewpots.

QUOTE/SOURCES:

- 0e-RC.162, 0e-OoT;
- 1e-MM.12, 1e-DMG.40;
- 2e-MM.32, 2e-CBoH.21-22;
- 3e-MM.27-28;
- HM-HoB-v1.96-97;
- cf. (for rough comparisons) HSB.40,97,104-105,134,165.

POWERS/TACTICS:

Ambush or straight up combat, whatever it takes to get what they want, they enjoy it both ways.

CAMPAIGN USE:

Standard NPC Monster humanoid: the largest of the goblinoids, Bugbears are just slightly bigger and tougher than a Gnoll or Half-Ogre, but smaller and weaker than an Ogre yet in some ways they are more of a challenge than Ogres due to their sneakiness.

Takes an average of 2 hits from a 3d6+1K attack to kill, or 1 attack from 3d6K to STUN.

Variants:

- Sub-Chief (1/12) = STR +5 (25 Total), DEX +1, CON +5, BODY +1, SPD +1, STUN +2, CSLs +2 with All Attacks, Better Equipment.
- Chief (1/24) = STR +10 (30 Total), DEX +2, CON +10, BODY +2, SPD +2, STUN +4, CSLs +2 with All Attacks and +1 with HTH, Damage Reduction 25% Resistant vs. PD and ED, Even Better Equipment.
- Witchdoctor/Shaman = up to 2nd level (20 Active Points) of Arcane Spells and up to 5th level (50 Active Points) of Divine Spells.
- Assassin/Theives: add Class Level abilities.

- Heroic Warriors: add in Fighter or Barbarian Class Level abilities.
- Females = Hobgoblins for combat purposes
- Children = Kobolds for combat purposes
- **Greater Bugbear** (Hackmaster HoB.v1.96-97) size in between ogre and hill giant = 10-11' Tall = 2 Growth Level Equivalents, 35 STR, 14 DEX, 35 CON, 8+2 HD = 20 BODY, INT 8-14 (instead of 5-10), +1 SPD, STUN Fig +22, +1rDEF (thicker skin/fur), Move 12" instead of 9" in D+D = as fast as man + height = 10" in Hero, CSL +2 All and +2 HTH, 25% Resistant Damage Reduction vs PD and ED.

APPEARANCE:

Bugbears are large and very muscular (around 8' tall and 400 lbs). The skin of bugbears is light yellow to yellow brown - typically dull yellow. Their thick coarse fur/hair ranges in color from lusterless tannish brown to brick red. Their eyes resemble those of a savage animal, being greenish white with red pupils., and they have large wedge shaped ears. A bugbear's mouth is full of long, sharp fangs, and its nose is much like that of a bear, with the same fine sene of smell. Thier tough hides and sharp claws also resemble those of bears, but they are far more dexterous. The odds and ends of armor they wear, as well as whatever cloth, skins, or hides they drape themselves in, tends to be ill-kept, dirty, and dingy.

COMBAT STATISTIC SUMMARY

Perception: 13-/17-,

ATTACK:

- **SPD:** 2,
- **Initiative:** 12,
- **OCV:** 4,
- **STR Damage:** 4d6,
- **Combat Skill Levels:**
+1 with All Combat,
+1 with HTH Combat,
- **PRE Attack:** 3 1/2d6,
- **ECV:** 3,

DEFENCE:

- **DCV:** 4,
- **PD/rPD:** 7/3,
- **ED/rED:** 7/3,
- **BODY:** 14,
- **STUN:** 43,
- **CON Stunned:** 20.
- **ECV:** 3,
- **Mental Defence:** 0,
- **Power Defence:** 0,

Genre:

Fantasy

Campaign:

Grey Hero

GM:

Jason "Hierax" Verbitsky

Player:

NPC Monster Racial Template

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