

ATTACK

Pike


Attack roll: +7 (19/20 crit)

Damage: 1d10+4 +2d6 (if surprise), reroll 1 or 2

Properties: reach (15ft), push, heavy, two hands, piercing

Push: If you hit a creature with this weapon, you can push the creature up to 10 feet straight away from yourself if it is large or smaller.

ACTION



ATTACK

Halberd

Attack roll: +7 (19/20 crit)


Damage: 1d10+4 +2d6 (if surprise), reroll 1 or 2

Damage on cleave: 1d10 +2d6 (if surprise), reroll 1 or 2

Properties: reach (15ft), cleave, heavy, two hands, slashing

Cleave: If you hit a creature with a melee attack using this weapon, you can make an attack roll with the weapon against a second creature within 5ft of the first creature that is also within your reach. On a hit, the second creature takes the weapon's damage, but don't add your ability modifier to damage, unless that modifier is negative. You can make this extra attack only once per turn.

ACTION



ATTACK

Handaxes

Attack roll: +7 (19/20 crit)


Damage: 1d6 (savage only once) +4 (only on first attack) +2d6 (if surprise)

Properties: Range (6/18m), light, thrown, slashing

Vex: If you hit a creature with this weapon and deal damage to the creature, you have advantage on your next attack roll against that creature before the end of your next turn.

Light: When you take the attack action on your turn and attack with a light weapon, you can make one extra attack as a bonus action later on the same turn. That extra attack must be made with a different light weapon, and you don't add your ability modifier to the extra attack's damage, unless that modifier is negative.

ACTION AND BONUS ACTION



ABILITY

Pole strike

Immediately after you take the Attack Action and attack with a Weapon that has the Heavy and Reach properties, you can use a Bonus Action to make a Melee Attack with the opposite end of the Weapon. The weapon's damage die for this attack is a d4, and it deals Bludgeoning Damage.

Attack roll: +7 (19/20 crit)

Damage: 1d4+4 (savage only if first hit) +2d6 (if surprise), reroll 1 or 2

Properties: reach (15ft), heavy, two hands, bludgeoning

BONUS

Bugubi, bugbear fighter 5, champion, chaotic neutral

STR

+4

18

+7

DEX

+2

14

+2

CON

+3

16

+6

INT

-1

8

-1

WIS

+0

10

+0

CHA

-1

8

-1

INIT

+2

↑

AC

16

HP

53

PROF

+3

2nd Wind

3

SPEED

9m

30ft

SKILLS

+7 Athletics (↑)

+5 Acrobatics

+2 Sleight of hand

+5 Stealth

-1 Arcana

-1 History

-1 Investigation

-1 Nature

-1 Religion

+0 Animal Handling

+0 Insight

+0 Medicine

+3 Perception

+0 Survival

-1 Deception

+2 Intimidation

-1 Performance

-1 Persuasion

PROFICIENCIES

🗨 Languages: Common, goblin, aquan

🛡 Armor and weapons: Simple and martial weapons, all armor, shields

ATTACKS

Sneaky: +2d6 damage if not acted yet in combat

Great w: Reroll 1/2 on damage with 2h weapons

Savage: Roll weapon die 2x, pick one, 1x/turn

Champion: Critical on 19/20

Halbard: +7, 1d10+4 sls (reach, cleave)

Pike: +7, 1d10+4 prc (reach, push)

Handaxe: +7, 1d6+4/1d6 sls (light, thrown 6/18m)

Net: Dex save vs. 12, restrained, dc 10 str

Inventory of Bugubi

Wearing/At hand

☐ Traveler's clothes

☐ Halberd

☐ Pike

☐ Scale Mail

☐ Net

☐ 4 Handaxes

☐ Healer's kit

☐ Anel das Sombras

Backpack

☐ Crowbar, Hammer, 10 Pitons, Tinderbox

☐ Waterskin

☐ 50 feet of rope

☐ 4 extra nets

☐ 4 extra handaxes

☐ Shortbow, 20 arrows, Quiver

☐ Playing cards

☐ Troféu de ouro completamente amassado

☐ Bestaca

☐ Chicote Derruba Tonto

Wishlist

☐ Breastplate (mesma CA, sem desvantagem)

☐ Half plate (CA 15 + dex)

☐ Splint (CA 17)

☐ Plate (CA 18)

Consumables

Torches

0000000000

Rations

0000000000

Healer's kit usages

0000000000

Healing potion (2d4+2)

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XP

7385

GOLD

852

GEMS

Extra info - 2

FIGHTER

Fighting Style: You have honed your martial prowess and gain a Fighting style feat of your choice (great weapon fighting).

Great weapon fighting: When you roll a 1 or 2 on damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die, and you must use the new roll.

The weapon must have the Two-Handed or versatile property to gain this benefit.

Weapon mastery: Your training with weapons allows you to use the mastery property of three kinds of simple or martial weapons of your choice.

Whenever you finish a long rest, you can practice weapon drills and change one of those weapon choices.

Weapons: Halberd, pike and hand axe

Pole Strike: Immediately after you take the Attack Action and attack with a Weapon that has the Heavy and Reach properties, you can use a Bonus Action to make a Melee Attack with the opposite end of the Weapon. The weapon's damage die for this attack is a d4, and it deals Bludgeoning Damage.

Reactive Strike: While you are holding a Weapon that has the Heavy and Reach properties, you can use your Reaction to make one Melee Attack against a creature

Tactical Shift: Whenever you activate your Second Wind with a Bonus Action, you can move up to half your Speed without provoking Opportunity Attacks.