

Halberd +1

ATTACK

Attack roll: +8 (19/20 crit)


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

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

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




Stone of Good Luck

WONDEROUS ITEM

While this polished agate is on your person, you gain a +1 bonus to ability checks and saving throws.

Uncommon

ATTUNEMENT



Anel das sombras

WONDEROUS ITEM

O usuário tem vantagem em testes de furtividade para se esconder em áreas muito obscuras.

Além disso, pode lançar a magia Passos sem Rastros uma vez por dia.

For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

Rare

Concentration, up to 1 hour

ATTUNEMENT

ACTION

Bugubi, bugbear fighter 5, champion, chaotic neutral

STR

+4

18

+8

DEX

+2

14

+3

CON

+3

16

+7

INT

-1

8

+0

WIS

+0

10

+1

CHA

-1

8

+0

INIT

+3/4

↑

AC

17

HP

53

PROF

+3

2nd Wind

3

SPEED

9m

30ft

SKILLS

+8 Athletics (↑)

+6 Acrobatics

+3 Sleight of hand

+6 Stealth

+0 Arcana

+0 History

+0 Investigation

+0 Nature

+0 Religion

+1 Animal Handling

+1 Insight

+1 Medicine

+4 Perception

+1 Survival

+0 Deception

+3 Intimidation

+0 Performance

+0 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

☐ Splint Armor

☐ Net

☐ 4 Handaxes

☐ Healer's kit

☐ Anel das Sombras

☐ Stone of Good Luck

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

☐ Scale Mail

☐ Fancy clothes

☐ Overall

Wishlist

☐ Half plate (CA 15 + dex, mesma CA, dis)

☐ Plate (CA 18, dis)

Consumables

Torches

Rations

Healer's kit usages

Healing potion (2d4+2)

XP

10265

GOLD

531

GEMS

Extra info - 2

FIGHTER

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

Interception: When a creature you can see hits another creature within 5 feet of you with an attack roll, you can take a Reaction to reduce the damage dealt to the target by 1d10 plus your Proficiency Bonus. You must be holding a Shield or a Simple or Martial weapon to use this Reaction.

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.