

# Garuuf

Male Bugbear

1st-level Barbarian/3rd-level Monstrous Humanoid

Strength 20 [+5]  
Dexterity 16 [+3]  
Constitution 15 [+2]  
Intelligence 8 [-1]  
Wisdom 12 [+1]  
Charisma 10 [+0]

Hit Points: 30

Armor Class: 20 (touch 13, FF 17)

(+3 natural, +3 Dex, +4 MW chain shirt)

Speed: 40 ft.

Initiative: +3

Base Attack Bonus: +3

Saving Throws

Fortitude: +5

Reflex: +6

Will: +2

Bonesplitter, +1 Keen Greatsword

Attack: +9 melee

Damage: 2d6+8

Critical: 17-20/x2

Masterwork Composite Longbow

Attack: +7 ranged

Damage: 1d8+4

Range Increment: 110 feet

Action Points □□□□

Alignment: Neutral

## Class Features

### *Rage*

(Once per day, may rage for 8 rounds. While raging, gains +2 to melee attack and damage rolls, +2 to Will and Fortitude saves, +8 hit points, -2 to AC. Raging is a free action. After a rage, takes -2 Str and Dex for the duration of the encounter.)

### *Fast Movement*

(While wearing light, medium or no armor, speed is increased by 10 feet.)

## Race Features

Darkvision (60 ft)

+3 natural armor bonus

+4 on Move Silently checks

## Feats

### *Power Attack*

(May reduce melee attack bonus by up to 3 to add an equal amount to damage; if using a two-handed weapon, this damage is doubled.)

### *Cleave*

(May make an additional melee attack after dropping an opponent)

## Skills

Climb +4

Hide, 2 ranks +4

Jump +4

Listen, 4 ranks +5

Move Silently, 2 ranks +8

Spot +3

Survival, 1 rank +2

## Languages

Common, Goblin

*Once the goblinoid races – the mighty bugbears, stoic hobgoblins, and sly goblins – ruled the continent of Khorvair. The goblinoid Empire of Dhakaan dominated the land for millennia, supported by a strong and disciplined military and the work of brilliant smiths and artisans. But thousands of years ago, an army of horrors invaded from another dimension and shattered the empire. Though the monsters were ultimately defeated, the empire had been dealt a mortal blow. As madness and civil war tore apart the wreckage, a few clans retreated into the shadows, waiting for the day they might return to restore the glory of the empire.*

*That time is now. You are a warrior of the Kech Volarr ("wordbearers"), one of the proudest clans of ancient Dhakaan. A dozen clans have returned to restore the empire, but first they must agree on the true heir of Dhakaan, the rightful claimant to the throne. Some are using military might to make their claims, but the Kech Volarr have always respected wisdom and tradition. Your leader, the bard Tuura Dhakaan, seeks to reclaim the greatest relics of the empire. If she can collect enough of the powerful weapons and symbols of past glory, the others will surely follow her.*

*In Dhakaan society, each race has a different role. Hobgoblin males form the bulk of the army, while female hobgoblins are diplomats, healers, and sages. Bugbears are the shock troops of the empire, while the numerous goblins do the work required to support the community. The spiritual leaders of the nation are the duur'kala ("dirge singers"), the bards who hold the knowledge of the past.*

*Garuuf is a proud bugbear warrior. He comes from a long line of skirmishers, and his mighty blade Bonesplitter is an heirloom of his line, handed down when his older sister fell in battle against the wretched Valenar elves. While he is technically a "barbarian", he is not a savage; his ability to rage is the result of discipline and training. As a rule, he is jovial and extremely loyal to the bard Kashta; he loves to hear stories of bugbear heroes of the past. While he is not a fool, he loves battle and is happiest when blades are drawn and the cries of battle fill the air.*

## **G**ear

Masterwork chain shirt

20 arrows

Silver dagger

backpack

Flint & steel

### **Circle of Sound**

Magical ring transfers a whispered message to everyone else wearing a matching ring, up to 220 feet.

### **Potions of Cure Light Wounds**

Restore 1d8+1 hit points.