

Hynam Crooge

Male Bugbear Rogue (Thug) 5 (Bugbear +3) - CL8 - CR 6
 Chaotic Evil Humanoid (Goblinoid); Deity: **Urgathoa**



Ability	Score	Modifier	Temporary
STR STRENGTH	20	+5	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	15	+2	
INT INTELLIGENCE	8	-1	
WIS WISDOM	12	+1	
CHA CHARISMA	8	-1	



Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4 =	+2	+2				
REFLEX (DEXTERITY)	+11 =	+7	+4				
WILL (WISDOM)	+3 =	+2	+1				

AC	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	22 = 10	+3	+2	+4		+3			

Touch AC	14	Flat-Footed AC	18
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CM Bonus	Total	BAB	Strength	Size	Misc
CM Bonus	+10 =	+5	+5	-	-

CM Defense	Total	BAB	Strength	Dexterity	Size
CM Defense	24 = 10	+5	+5	+4	-

HP	Total	Damage / Current HP
HP	56	

Base Attack	+5	Initiative	+4
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Speed	30 ft
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Garrote

Both Hands: **+6, 1d6+7** Crit: 20/x2
2-Hand, S

Javelin

Mainhand: **+6, 1d6+5** Crit: 20/x2
Ranged: **+9, 1d6+5** Rng: 30'
Light, P

Masterwork Morningstar

Mainhand: **+11, 1d8+5** Crit: 20/x2
Both Hands: **+11, 1d8+7** 1-Hand, B/P

Morningstar

Mainhand: **+10, 1d8+5** Crit: 20/x2
Both Hands: **+10, 1d8+7** 1-Hand, B/P

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+7	DEX (4)	1	
Appraise	-1	INT (-1)	-	
Bluff	+4	CHA (-1)	2	
Climb	+8	STR (5)	1	
Diplomacy	-1	CHA (-1)	-	
Disguise	+10	CHA (-1)	8	
Escape Artist	+7	DEX (4)	1	
Fly	+3	DEX (4)	-	
Heal	+1	WIS (1)	-	
Intimidate	+18	CHA (-1)	7	
Knowledge: Religion	+4	INT (-1)	5	
Perception	+10	WIS (1)	6	
Ride	+3	DEX (4)	-	
Sense Motive	+5	WIS (1)	1	
Stealth	+18	DEX (4)	8	
Survival	+5	WIS (1)	1	
Swim	+8	STR (5)	1	
Use Magic Device	+3	CHA (-1)	1	

Feats, Traits & Flaws

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Cornugon Smash

When you damage an opponent with a Power Attack, you may make an immediate Intimidate check as a free action to attempt to demoralize your opponent.

Gear

**Total Weight Carried: 45/400lbs, Light Load
(Light: 133lbs, Medium: 266lbs, Heavy: 400lbs)**

Garrote	1lb
Javelin	2lbs
Masterwork Morningstar	6lbs
Masterwork Shield, Heavy Wooden	10lbs
Masterwork Studded Leather	20lbs
Morningstar	6lbs
Peasant's Outfit (Free)	-
Shield, Heavy Wooden	-
Wand of Gentle Repose	-

Shield, Heavy Wooden

Mainhand: **+6, 1d4+5** Crit: 20/x2
Both Hands: **+6, 1d4+7** 1-Hand, B

Masterwork Shield, Heavy Wooden

+2 Max Dex: -, Armor Check: -1
Spell Fail: 15%, Shield

Masterwork Studded Leather

+3 Max Dex: +5, Armor Check: -
Spell Fail: 15%, Light

Feats, Traits & Flaws

Intimidating Prowess

Add STR to Intimidate.

Power Attack -2/+4

You can subtract from your attack roll to add to your damage.

Rogue Weapon Proficiencies

You are proficient with the Hand Crossbow, Rapier, Sap, Shortbow and Shortsword.

Scent of Fear

Adding this feat will let you create your own feat with a name of your choice.

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Special Abilities

Brutal Beating (2r) (Ex)

At 3rd level, whenever a thug deals sneak attack damage, she can choose to forgo 1d6 points of sneak attack damage to make the target sickened for a number of rounds equal to 1/2 her rogue level. This ability does not stack with itself—only the

Camouflage (1/day) (Ex)

Once per day, a rogue with this talent can craft simple but effective camouflage from the surrounding foliage. The rogue needs 1 minute to prepare the camouflage, but once she does, it is good for the rest of the day or until the rogue fails a saving throw

Darkvision (60 feet)

You can see in the dark (black and white vision only).

Evasion (Ex)

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you takes no damage with a successful saving throw.

Fast Stealth (Ex)

This ability allows a rogue to move at full speed using the Stealth skill without penalty.

Frightening (Ex)

Whenever a thug successfully uses Intimidate to demoralize a creature, the duration of the shaken condition is increased by 1 round. In addition, if the target is shaken for 4 or more rounds, the thug can instead decide to make the target frightened for 1

Experience & Wealth

Current Cash: **You have no money!**

Special Abilities

Scent (Ex)

This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Sneak Attack +3d6

If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

Uncanny Dodge (Ex)

You gain the ability to react to danger before her senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dex bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if

Tracked Resources

Action Points

Camouflage (1/day) (Ex)

Javelin

Languages

Common

Goblin