The Bugbear

Bugbears are born for battle and mayhem. Surviving by raiding and hunting, they bully the weak and despise being bossed around, but their love for carnage means they will fight for powerful masters of bloodshed and treasure are assured.

Bugbears are often in the company of their cousins, hobgoblins and goblins. Bugbears worship Hruggek, a lesser god who dwells on the plane of Acheron.

Despite their intimidating builds, bugbears move with surprising stealth. They are dependable mercenaries as long as they are supplied food, drink and treasure, but a bugbear forgets any bond when its life is on the line. (D&D 5e Monster Manual)

Bugbear Traits

Ability Score Increase - The bugbear gains one Strength, one Dexterity and one Constitution.
Age - The bugbear can live up to eighty years of age.
Average Height - The bugbear's average height is six to seven and a half foot tall.
Average Weight - The average weight for a bugbear is two to three hundred pounds.
Size - Medium
Speed - Base walking speed for the bugbear is thirty feet.
Alignment - The bugbear is primarily evil and worships the lesser god, Hruggek.
Languages - The bugbear can speak both Common and Goblin.
Darkvision - The bugbear can see in darkness as if it were daylight up to sixty feet.
Bugbear Proficiency - The bugbear is proficient with the morningstar and javelin.
Bruteful Force - As a bonus action, the bugbear may call forth the power of Hruggek to enrage and do one extra weapon damage to a single target. (Example: 2d8+3 instead of 1d8+3). On a successful hit, the bruteful force is expended. On a miss, the enrage stays on the bugbear until its next successful hit on a single target. Once this trait is used, it cannot be used again until the bugbear takes a long rest.
Surprise Attack - If the bugbear surprises a creature and hits the target with an attack during the first round of combat, the target takes an extra 1d8 damage from the attack.
Heart of Hruggek - One time per day, the bugbear can call for aid from Hruggek and has advantage on a saving throw against being charmed, frightened, paralyzed, poisoned, stunned or put to sleep.