

Species, Breed: Bear, Black, Common

Type: Not applicable.

Class: Animal (Mammal)

Align: Basic instinct creature.

Gender: 01-50: Female, 51-00: Male

Level: 1-D30 +1

Number encountered: 1 If encountered near a river there will be 1-D4 appearing.

Experience points: 60 x level.

Characteristics

Awareness: 50 Awareness checks will be for smell and hearing (not sight). This creature is very near sighted.
See: "Special Abilities".

Charisma: Not applicable.

Constitution: 35

Coordination: 30

Dexterity: 30

Intelligence: 3

Mental-strength: 30

Strength: 40

Wisdom: 3

Movement:

Flying: Can't

Grounded: 18 **Sprint:** For 6 turns (30 seconds), this creature can move at 22 spaces per turn, and can Sprint again after resting for 12 turns (60 seconds)

Swimming: 6

Luck: None

Oxygen-points: 90

Blood-points: 105

Attack descriptions

Bite: 1

Damage: 1-D12 x6

Range: 1 space (5')

Attack type: Sharp.

and:

Paws: 2

Damage: 1-D12 x8

Range: 1 space (5')

Attack type: Sharp.

Special: **Bear Hug:** If both paws successfully strike their target, extra crush damage of 1-D12 x6 will occur. If a Bear Hug causes 37+ damage, the bear will pit its strength against its foe's strength (single roll chance). If the bear wins this contest of strength, it will break one bone in a random area of its victim's body. See: "[Bones, Adjustments for broken:](#)" in the B Section of the Basic Rules Book.

Defense: 30

Offense: 30

Damage-Points: Roll 2-D20 +4 x level.

Treasure: %Roll needed to have money and treasure:

None.

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be a common looking black bear.

Eye color: Brown.

Eye shape: Small-sized and round.

Fur color: It's fur is usually black, yet tends towards brown at times.

Fur texture: Finger-length and very thick.

Height: 8'-0"

Length: 6'-0"

Posture: Quadruped (like an animal with four feet).

Weight: 800 lbs.

Dislikes: Mankind.

Disposition: Black bear have up to 3 young. They eat berries and nuts, small animals and bee hives. The black bear also has a sweet tooth for honey, and will climb trees to get it. They are shy, avoiding mankind and inhabited areas.

Fears: Mankind. Fire.

Habitat: Forests (Common and Dense). This creature is uncommonly found in other regions.

Immunities: None.

Life-span: 50 years.

Likes: Fish, tree resin, rodents, plants, berries and nuts.

Needs: Basic needs of life (food, water, shelter, etc.).

Note: If properly tanned, the pelt of this creature is valued at 1-D4 +3 yellow-gold.

Special Abilities: Acute Hearing: The creature can hear another creature walking through the woods up to a mile away if a successful avoidance-roll vs. "Awareness" is rolled.

Special Defenses: Blunt weapons cause only 50% damage to this creature (rounded down).

Damage-reduction: -3 vs. physical attacks.

Special Offenses: Mother's Rage: When defending young, the Black Bear will gain a +50 to offensive attack-rolls, and gain additional attacks as follows: +1 bite, +2 paws.

Rage: When wounded, the Black Bear will gain a +25 to offensive attack-rolls.

Note:

If wounded and defending her young, this creature will only gain a +50 to offensive attacks (not +75).

Susceptibilities: None.

Weapon susceptibility: Rank-0 (or better) weapon to harm.