

Species, Breed: Bear, Brown, Giant

Type: Not applicable.

Class: Monster (Mammal)

Align: Basic instinct creature.

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

Level: 21 + 1-D30

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

Experience points: 180 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: 100

Coordination: 35

Dexterity: 35

Intelligence: 4

Mental-strength: 40

Strength: 120

Wisdom: 4

Movement:

Flying: Can't

Grounded: 42 **Sprint:** For 6 turns (30 seconds), this creature can move at 50 spaces per turn, and can Sprint again after resting for 12 turns (60 seconds)

Swimming: 14

Luck: None

Oxygen-points: 120

Blood-points: 300

Attack descriptions

Bite: 1

Damage: 1-D12 x16

Range: 1 space (5')

Attack type: Sharp.

and:

Paws: 2

Damage: 1-D12 x20

Range: 1 space (5')

Attack type: Sharp.

Special: **Bear Hug:** If both paws successfully strike their target, extra crush damage of 1-D12 x18 will occur. If a Bear Hug causes 121+ 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: 35 / 65 if 32nd + level.

Offense: 35 / 65 if 32nd + level.

Damage-Points: Roll 1-D100 +20 x level.

Treasure: %Roll needed to have money and treasure:

None.

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be a common looking brown bear, yet massive in size.

Eye color: Brown.

Eye shape: Large-sized and round.

Fur color: It's fur is a deep golden brown, yet tends towards a darker brown at times.

Fur texture: Hand-length and very thick.

Height: 20'-0"

Length: 16'-0"

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

Weight: 4,500 lbs.

Dislikes: Unknown.

Disposition: The Giant Brown Bear is a hunter/forager, just as is the Common Brown Bear. It also seeks fish in rivers, streams and lakes.

When encountered, the Giant Brown Bear will rarely attack, even if it has young, for it feels no threat from mankind. If threatened, or if its young are threatened, it will instantly attack. It may test the person it has come across to see who is the more dominant, as a normal brown bear does, but will not attack unless that person runs or shows fear in some manner. To be passive with a Giant Brown Bear that is testing the boundaries on a person can indeed lead to an attack. Brown Bear will test mankind in this fashion at times. The outcome usually depends upon the reaction of the person encountering it (Discretion of the G.M.).

Fears: Unknown.

Habitat: Forests (Dark), Mountains. This creature is rarely found in other regions.

Immunities: None.

Life-span: 300 years.

Likes: Fish, tree resin, large animals, plants and large game if it can get it.

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

Note: If properly tanned, the pelt of this creature is valued at 2-D4 +6 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 70% damage to this creature (rounded down).

Damage-reduction: -9 -6 vs. physical attacks.

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

Rage: When wounded, the Giant Brown 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.