

THE LAIR BEAR



Trickster/Warrior/Ranger (Beast)

STL%

PRW%

RUG%

ING%

GRA%

SAN%

THE LAIR BEAR

This drooling beast is the bane of subterranean caverns where it prowls quietly in the dark. Below two vicious horns and sunken eyes, its cheshire grin glistens with rancid goo. Despite the bulk of its body, the creature is surprisingly nimble.

Skills

It possesses all *Warrior Attack Forms*, *Hide* (it blends in with cave walls), *Catlike Tread*, *Skorp* (with its horns), *Resist Poison*, *Resist Elements* (both Resists are spoint free auto-actions).

Special Abilities

Primarily a Trickster, it is allowed to make two Prowess attacks per action (one may be skilled). It gains WS+4 for PRW attacks. It cannot use or be stopped by mind tricks (*Get the Point*, *Tapestry*). If protecting its lair, it has auto *Resist Fear* (spoint free auto action).

Rattle-Auto Bonus. Each inning it may trap one engaged foe between its horns, viciously rattling them back and forth. The foe suffers -20 INV% for the inning (and usually immediately attacked).

Snatch-Reaction (CR%). It may attempt to snatch any weapon that it is hit with, regardless if the weapon does damage or not. If successful, there is FR% that the Lair Bear runs off with it to its lair (where it hides the stuff it steals).