

BRUIN

Bruins are terrestrial omnivorous and carnivorous mammals, encompassing black bears, brown bears, golden bears, white bears and similar creatures. With their acute senses and terrifying instincts, bears stalk and ambush prey, attacking with their bites and foreclaws, as well as crushing hugs.

- Relatively small, yet doughty and persistent, rascal bruins include black bears and golden bears.
- Surprisingly fast despite their bulk, feral bruins include grizzly bears.
- Powerful, sturdy and aggressive, brutal bruins include arctic brown bears and arctic white bears.
- Cavemaw bruins are variants with oversized jaws and claws, as well as thick hide and bony spines jutting through their fur.

BRUIN TRAITS
Class: beast Origin: Midgard
Sapience: amoral-agent Lifeworlds: <i>laxful-detached, lashful-detached, lashful-wicked, lashful-hearted</i>
Vessel: corporeal (zoetic-organic) Tier/Shape Range: Beginning ½×¼×¼ to Quelling 2×3×2
Role: warrior Creature Knowledge: <ul style="list-style-type: none"> • <i>General:</i> herd or <i>nighlore</i> (sta) DR 12 • <i>Specific:</i> herd or <i>nighlore</i> (sta) DR 20
Roottrait Points: 3+[2×(tier-1)] Attack Roottraits: <ul style="list-style-type: none"> • <i>Physical Strikes/Harm:</i> Lth/Brw • <i>Magical Strikes/Harm:</i> –
Augmentations/Lifeskills: Ftl +3; hasten +1; physical strikes +3, physical harm +5; <i>deepfare</i> +0 (train: sta); <i>dive</i> +0 (train: sta); <i>landfare</i> +0 (train: sta); <i>look</i> +6 (train: adv; <i>avail:1</i>); <i>lurk</i> +4 (train: imp); <i>seafare</i> +0 (train: sta); <i>search</i> +5 (train: sta; <i>avail:1</i>); <i>toil</i> +2 (train: imp); <i>tumble</i> +0 (train: sta)
Carcass Harvest: <ul style="list-style-type: none"> • <i>Food:</i> [(1d6)×cubes] meals; <i>cook</i> (sta) DR 10 • <i>Water:</i> [(1d2)×cubes] meals; <i>mash</i> (sta) DR 15 • <i>Bones, Fangs, Claws:</i> [(1d4)×cubes] coppers; <i>hew</i> (sta) DR 9 • <i>Hides, Pelts:</i> [(3d6)×cubes] coppers; <i>taw</i> (sta) DR 14
Lair Treasure: <ul style="list-style-type: none"> • <i>Mundane:</i> incidental • <i>Magical:</i> incidental

CAVEMAW BRUIN TEMPLATE
Movement Alterations: burrow +1
Harm Yields Alterations: <u>resistant</u> <i>wreck</i> +3, <i>whelm</i> +2, <i>frost</i> +2, <i>rasp</i> +1
Condition Adaptations Alterations: <u>renitent</u> (<i>avail:1</i>) <i>blinded</i> , <i>deafened</i> , <i>numbed</i>
Lifeskills Alterations: <i>toil</i> +1 (train upgrade: adv)
Attacks and Powers Alterations: <i>bite</i> and <i>claw</i> strikes—base variable harm +1 d-step; <i>armored charge</i> (assaulter) and <i>gulpdown</i> (1d4) powers
Ascension-Point-Value Alterations: +8

RASCAL BRUIN
Tier: Surging Lifeworld: <i>laxful-detached</i> Languages: Beast
Shape: 1×1×1 Size Modifier: ±0 Mass Modifier: ±0 Speed: walk 18; swim 1
Roottraits: Brw 5; Lth 1; Smt 0; Wis 2; Glt 1 Hasten: 3 Defenses: Nml 17; Ftl 27; Mfl 13 Grit: 21+4d4 [31] Pneuma: 9
Harm Yields: <u>susceptible</u> <i>wreck, flare, gleam, gloom, rasp, rot, shake, shock, chaos, hubris, heinous</i> ; <u>resistant</u> <i>whelm</i> 2, <i>frost</i> 8; <u>immune</u> <i>logos, charis, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>stified</i> ; <u>renitent</u> (<i>avail:2</i>) <i>imbalanced, prostrated</i>
Lifeskills: <i>deepfare</i> +4 (sta); <i>dive</i> +5 (sta); <i>landfare</i> +4 (sta); <i>look</i> +10 (adv; <i>avail:1</i>); <i>lurk</i> +7 (imp); <i>seafare</i> +3 (sta); <i>search</i> +6 (sta; <i>avail:1</i>); <i>toil</i> +8 (imp); <i>tumble</i> +2 (sta)
ATTACKS AND POWERS
Inmate Weapons —3 strikes; assail Nml [utilization; 0 pneuma]: <ul style="list-style-type: none"> • 1 Bite: targeted melee 1; strike +5; <i>wreck</i> (<i>rend-stab</i>) harm 1d4+4 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d4) or <i>gore</i> (1d4) • 2 Claws: targeted melee 1; strike +5; <i>wreck</i> (<i>beat-rend-stab</i>) harm 1d6+5 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d4) or <i>slash</i> (1d4) or <i>gore</i> (1d4) Option [adjuvant; 0 pneuma]: if 2 claws hit, <i>thughug</i> (1d6)
Monster and Mortal Powers: <i>ability substitution</i> (Wis); <i>goonsmite</i> ; <i>grappling</i> — <i>improved</i> ; <i>inferior defense</i> (Mfl)
Ascension-Point Value: 14

ALPENGARD | MONSTER STATISTICS

FERAL BRUIN
Tier: Honing Lifeview: <i>laxful-detached</i> Languages: Beast
Shape: 1×2×1 Size Modifier: ±0 Mass Modifier: +1 Speed: walk 24; swim 2
Roottraits: Brw 6; Lth 3; Smt 0; Wis 2; Glt 0 Hasten: 3 Defenses: Nml 21; Ftl 30; Mfl 12 Grit: 32+5d4 [45] Pneuma: 10
Harm Yields: <u>susceptible</u> <i>wreck, flare, gleam, gloom, rasp, rot, shake, shock, chaos, charis, heinous</i> ; <u>resistant</u> <i>whelm 3, frost 6</i> ; <u>immune</u> <i>logos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>stifled</i> ; <u>renitent</u> (<i>avail:2</i>) <i>imbalanced, prostrated</i>
Lifeskills: <i>deepfare</i> +5 (sta); <i>dive</i> +7 (sta); <i>landfare</i> +5 (sta); <i>look</i> +10 (adv; <i>avail:1</i>); <i>lurk</i> +4 (imp); <i>seafare</i> +3 (sta); <i>search</i> +6 (sta; <i>avail:1</i>); <i>toil</i> +9 (imp); <i>tumble</i> +3 (sta)
ATTACKS AND POWERS
Innate Weapons – 3 strikes; assail Nml [utilization; 0 pneuma]: • 1 Bite: targeted melee 1; strike +5; <i>wreck</i> (<i>rend-stab</i>) harm 1d6+4 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d4) or <i>gore</i> (1d4) • 2 Claws: targeted melee 1; strike +5; <i>wreck</i> (<i>beat-rend-stab</i>) harm 1d8+4 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d4) or <i>slash</i> (1d4) or <i>gore</i> (1d4) Option [adjuvant; 0 pneuma]: if 2 claws hit, <i>thughug</i> (1d8)
Monster and Mortal Powers: <i>ability substitution</i> (Wis); <i>goonsmite</i> ; <i>grappling – improved</i> ; <i>inferior defense</i> (Mfl)
Ascension-Point Value: 17

BRUTAL BRUIN
Tier: Helming Lifeview: <i>lashful-detached</i> Languages: Beast
Shape: 2×2×1 Size Modifier: -1 Mass Modifier: +2 Speed: walk 15; swim 3
Roottraits: Brw 7; Lth 2; Smt 0; Wis 4; Glt 0 Hasten: 5 Defenses: Nml 21; Ftl 33; Mfl 14 Grit: 45+6d4 [60] Pneuma: 12
Harm Yields: <u>susceptible</u> <i>wreck, flare, gleam, gloom, rasp, rot, shake, shock, logos, charis, heinous</i> ; <u>resistant</u> <i>whelm 4, frost 9</i> ; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>stifled</i> ; <u>renitent</u> (<i>avail:2</i>) <i>imbalanced, prostrated</i>
Lifeskills: <i>deepfare</i> +7 (sta); <i>dive</i> +8 (sta); <i>landfare</i> +7 (sta); <i>look</i> +12 (adv; <i>avail:1</i>); <i>lurk</i> +9 (imp); <i>seafare</i> +3 (sta); <i>search</i> +7 (sta; <i>avail:1</i>); <i>toil</i> +10 (imp); <i>tumble</i> +2 (sta)
ATTACKS AND POWERS
Innate Weapons – 3 strikes; assail Nml [utilization; 0 pneuma]: • 1 Bite: targeted melee 1; strike +7; <i>wreck</i> (<i>rend-stab</i>) harm 2d4+4 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d6) or <i>gore</i> (1d6) • 2 Claws: targeted melee 1; strike +7; <i>wreck</i> (<i>beat-rend-stab</i>) harm 2d6+5 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d6) or <i>slash</i> (1d6) or <i>gore</i> (1d6) Option [adjuvant; 0 pneuma]: if 2 claws hit, <i>thughug</i> (1d8)
Monster and Mortal Powers: <i>ability substitution</i> (Wis); <i>goonsmite</i> ; <i>grappling – improved</i> ; <i>inferior defense</i> (Mfl)
Ascension-Point Value: 22