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HUGE

ANIMAL

**Perception** +21**Skills** Athletics +24, Survival +19**Str** +7, **Dex** +2, **Con** +7, **Int** -4, **Wis** +2, **Cha** -1**AC** 32; **Fort** +24, **Ref** +19, **Will** +21**HP** 195**Speed** 5 feet**Melee** ♦ jaws +24, **Damage** 2d12+15 piercing**Melee** ♦ claw +24 (agile), **Damage** 2d8+14 slashing plus improved grab

**Improved Grab** ♦ The monster can use Grab as a free action triggered by a hit with its initial attack. A monster with Improved Grab still needs to spend an action to extend the duration for creatures it already has grabbed.

**Mauler** The bear gains a +4 circumstance bonus to damage rolls against creatures it has grabbed.

**Rush** ♦♦ The cave bear Strides and makes a Strike at the end of that movement.

During the Stride, it gains a +10-foot circumstance bonus to its Speed.