



Boar

Grade E

Beast

Defense 11, **AR** 3

Health 30 **Speed** 12

Senses Night Vision

-2 Communication

+3 Constitution (Running)

-2 Cunning

+0 Dexterity

+0 Magic

+1 Perception (Smelling, Tasting)

+3 Strength

+2 Willpower

Melee Gore +2 (2d6+2)

Favored Stunts: Dual Strike and Ferocious Charge.

Powers

Ferocious Charge: 2 SP, After charging an opponent, the Boar deals an additional 1d6 damage to the target, and knocks the target prone.

A boar is a feral hog, but as they are stubborn, practically fearless of humanoids, and territorial it adds up to a tusked beast that is as large as a medium sized dog with a bad temper. Boars often leap to attack anything they encounter while rooting for grubs and will ignore weapons, and armor until they are horribly wounded. This tenacity is the reason that boar spears have large cross beams. Some boars grow even larger and may be nearly pony sized easily the equal of a man in mass.