

## Owlbear

Grade D

Beast

**Defense** 11, **AR** 0

**Health** 60, **Speed** 10

**Senses** Night Vision

+1 Communication

+6 Constitution

-3 Cunning

+2 Dexterity (Bite)

+1 Magic

+2 Perception (Seeing, Tracking)

+6 Strength (Might)

+2 Willpower (Morale)

**Melee** Bite +4 (1d6+6), Claws +8 (2d6+6)

**Favored Stunts:** Lightning Attack and Crushing Hold.

**Powers**

**Crushing Hold:** 3 SP, An owlbear can follow up a successful attack with its claws with a Crushing Hold. The target is grappled and must make an opposed check at the beginning of its turn to escape: **Dexterity (Legerdemain)** or **Strength (Might)** versus Strength (Might) to escape. While so grabbed the Owlbear can crush the target for 2d6+7 damage each round as a Major action, requiring no attack roll, or bite the target gaining a +3 to hit.

Owlbears are large, temperamental creatures that have bodies of a size with, and proportion to ursine predators, and the feathers and beaks of avians, most closely resembling owls. They also have excellent night vision, again due to their avian eyes. Like bears, owlbears can stand to fight, and often hug an opponent, immobilizing it and bringing it close enough to bite repeatedly. Their prodigious strength allows them to squeeze the life out of an opponent. It is theorized that Owlbears are the results of experiments conducted by magic-users in the distant past, to merge two disparate creatures together, but their ubiquitous distribution throughout Brun allows for them to be the favored children of some unknown immortal.

