Armored Bear (NPC or Ally)

Large Beast, Neutral

Armor Class: 18 (Natural Armor)

Hit Points: 140 (12d10 + 72)

Speed: 40 ft., Climb 20 ft.

Stats

STR: 24 (+7)

DEX: 14 (+2)

CON: 22 (+6)

INT: 8 (-1)

WIS: 16 (+3)

CHA: 12 (+1)

Actions

Multiattack: The armored bear makes two claw attacks and one bite attack.

Claw: Melee Weapon Attack: +12 to hit, reach 5 ft., one target.

• Hit: 30 (4d8 + 7) slashing damage.

Bite: Melee Weapon Attack: +12 to hit, reach 5 ft., one target.

• Hit: 28 (4d10 + 7) piercing damage.

Earthshaker (Recharge 5-6): The armored bear slams the ground with a mighty roar, causing the ground to tremble. All creatures within 15 feet of the bear must make a DC 18 Strength saving throw or fall prone and take 28 (4d8 + 6) bludgeoning damage.

Legendary Actions (3 per turn)

• Charge (Costs 1 Action): The armored bear moves up to its speed in a straight line without provoking opportunity attacks.

• Defensive Stance (Costs 1 Action): The bear gains resistance to all damage until the start of its next turn.

• Crushing Blow (Costs 2 Actions): The armored bear makes a Claw attack with advantage. If it hits, the target must make a DC 18 Constitution saving throw or become stunned for 1 minute.

Panserbjørn Class: Bear Warrior (Fighter Variant)

If you want to give players the ability to play a Panserbjørn with specialized combat skills, here’s a class variant that uses the Fighter class as a base.

Bear Warrior Class Features (Fighter-based)

Level 1 - Feral Fury:

• When you hit with a melee weapon attack, you can spend a bonus action to deal an extra 1d8 slashing damage.

• You can use a bonus action to increase your speed by 10 feet for 1 minute.

Level 2 - Unyielding Will:

• You gain advantage on Wisdom saving throws against being charmed or frightened.

Level 3 - Bear’s Might (Subclass: Armored Beast or Furious Hunter):

• Armored Beast: Your natural armor now grants +2 AC. You can make a Constitution saving throw to resist being knocked prone when taking bludgeoning damage.

• Furious Hunter: Your attacks deal extra 2d6 damage to creatures that are below half health. You also gain a bonus action attack once per short rest when attacking creatures that have attacked you.

Level 7 - Guardian of the North:

• You can use your reaction to reduce damage taken by a creature within 10 feet of you by half, once per short rest.

Level 10 - Unstoppable Charge:

• When you move at least 20 feet in a straight line toward a creature and hit with a melee attack, the creature is knocked prone and must succeed on a Strength saving throw or take an extra 2d6 bludgeoning damage.