

Bearfolk

Medium, Humanoid, Any Alignment

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ARMOR CLASS

14

HIT POINTS

76 (9d8 + 36)

CHALLENGE

3 | 700 XP

PROFICIENCY

+2

Speed

Walk 30 ft.

Initiative

+1

Saving Throws

Con +6, Str +6

Skills

Survival +3, Athletics +6, Perception +3

Senses

Passive Perception 13

Passive Perception

13

Languages

Common plus one other language

STR

18
+4

DEX

12
+1

CON

18
+4

INT

10
+0

WIS

13
+1

CHA

10
+0

Traits

Powerful Build. The bearfolk has Advantage on Strength checks made to shove, grapple, lift, drag, or break objects.

Scent of Trouble. The bearfolk has Advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The bearfolk makes two attacks, using Greataxe or Claw.

Greataxe. Melee Attack Roll: +6, reach 5 ft. Hit: 10 (1d12 + 4) Slashing damage.

Claw. Melee Attack Roll: +6, reach 5 ft. Hit: 8 (1d8 + 4) Slashing damage.

Heavy Throw. Ranged Attack Roll: +6, range 30/90 ft. Hit: 9 (1d10 + 4) Bludgeoning damage.

Bonus Actions

Shoulder In. After hitting a creature with a melee attack, the bearfolk can attempt to shove that creature.

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