



# URSINE WARRIOR

Ursine are bipedal beings that share a distant common ancestor with their more common bear cousins. They stand between 6 and 7 feet tall and weigh between 300 and 400 pounds. Ursine have muscular frames and are covered in thick, shaggy fur in shades of brown, black, and white, depending on their heritage.

Ursine tribes are extraordinarily territorial and live in the furthest corners of the wilderness, as far from civilization as possible. It's rare to find an Ursine outside of its tribal territory, and if one is in sight, there are others in hiding nearby. They are fiercely loyal to their families and protective of their cubs. Ursine warriors are terrifying berserkers who have inspired many humanoid barbarian clans to emulate their innate battle rage.

**Berserker.** Ursine can enter a battle rage that increases their Strength and damage for a brief time, making them unstoppable killing machines.

**Natural Resistance.** Like their more common cousins, Ursine have adapted to their environment and evolved natural resistances based on their heritage.

d4	Heritage	Fur Color	Resistance
1	Baribal	Black	Frightened condition
2	Grizzly	Brown	Fire damage
3	Panda	Black & White	Charmed condition
4	Polar	White	Cold damage

## URSINE WARRIOR (POLAR)

*Medium humanoid, neutral good*

**Armor Class** 12 (hide armor)  
**Hit Points** 135 (18d8 + 54)  
**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	10 (+0)	12 (+1)	13 (+1)

**Saving Throws** Str +7, Con +6  
**Skills** Animal Handling +4, Intimidation +7  
**Damage Resistances** cold  
**Senses** darkvision 120 ft., passive Perception 11  
**Languages** Common, Ursine  
**Challenge** 5 (1,800 XP) **Proficiency Bonus:** +3

**Aggressive.** As a bonus action, the ursine can move up to its speed toward a hostile creature that it can see.

**Keen Smell.** The ursine has advantage on Wisdom (Perception) checks that rely on smell.

### ACTIONS

**Multiattack.** The ursine makes two melee attacks, only one of which can be a Bite attack.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

**Greataxe.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage, or 17 (2d12 + 4) if used with two hands to make a melee attack.

### BONUS ACTIONS

**Rage (3/Day).** For 1 minute, the ursine gains advantage on Strength checks and Strength saving throws, deals an extra 3 damage on weapon attacks, and has resistance to bludgeoning, piercing, and slashing damage.

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