Bearfolk (Ursai)

New Playable BECMI Race for the Blackmoor Campaign Setting.

By Havard

Note: This is an expansion to **CBI-3 Bleakwood** which can be downloaded for free from the Comeback Inn at https://blackmoor.mystara.net/forums/index.php

Prime Requisite: Con and Str

Ability Score Mods: +1 Str, +1 Con, -1 Wis, -1 Cha

Ability Score Max: N/A.

Weapons allowed: Ursai can use any weapons
 Armor allowed: Ursai can shields and any armor

HD type D8Save as: Dwarf

• Languages: Common (Thonian), Ursai. Bonus Languages: Draconic, Elven, Giant

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Ursai first appeared in the Last Fantasy Campaign DMed by Rafael at the Comeback Inn forum. Bearfolk have a history going back to the early days of Dave Arneson's Gaming group and the Stellar IV campaign.



Thought to be of otherworldly origin, the Ursai of Blackmoor are massive bear-like humanoids. They are becoming the most populous of the beast men in Blackmoor because of their solitary and friendly attitude. When they began to be noticed, they were pressed into service by the Elves and Dwarves and used to help build massive fortifications, mining, and as armed heavy infantry regiments in conflict.

Ursai can advance monstrous spellcasters to Shaman 8 or Druid 8.

ADVANCEMENT

LEVEL	XP	HD	ABILITIES
NM	0	1d8	Bite Attack: Can attack with weapon or bite for 1d3 dmg.
1	4,000	2 d8	
2	12,000	3 d8	Natural attacks: Bite damage increased to 1d6. Can also attack with two claws for 1d3/1d3 points of damage
3	28,000	4 d8	
4	60,000	-	Bear Hug : If Ursai hit with both paws, it can give an additional 1d8 points of damage
5	124,000	5d8	
6	252,000	6 d8	
7	508,000	7 d8	Bear Hug Damage increased to 2d8
8	808,000	8 d8	
9	1,108,000	9 d8	Roar: Ursai can make a mighty roar attack against a single victim. The target must make a saving throw vs paralysis. If the target fails, it will suffer 3d6 points of damage and be stunned for 1d6 rounds.
	+200,000/per level	+2 HP per level	

More details on this race can be found in CBI-3 Bleakwood which can be downloaded for free from the Comeback Inn.

Additional material in this article based on works by Rafael and Rizak the Really Horrible.

XP chart created with the aid of tools by Agathokles: http://agathokles.pythonanywhere.com/