

Bearman



The Bearmen are a race of stocky, bear-like creatures hailing from a hostile, densely forested world orbiting a binary star system. Their native name is difficult to translate, sounding mostly like a growling moan, but roughly transliterates to “Urr-A-Ar-fruf.” Roughly humanoid, tall, covered with fur, and well armed with vicious claws and teeth, these hardy beings are well-built to weather the many storms and violent seasonal changes on their homeworld, the Bearmen seem almost primitive at times to human conceptions of society. Deeply tribal, and resistant to many modern comforts, the Bearmen nevertheless took to technology early, learning to adapt the many ancient tools left behind in the ruins on the far side of their homeworld. Unlike the other young species, the Bearman homeworld was once home to an Ancient colony, who fell to the Great Plague while the Bearmen were simply bears, wandering the forests and hunting for fish and wildlife by tooth and claw. The Plague Horrors spawned by that calamity permanently altered the ecosystem, and only the truly strong species could survive and thrive against these new horrific creatures.

As such, the Bearmen have evolved with an innate sense of the natural world around them, and are deeply shamanistic, committed to martial skill, and intensely loyal to their tribe. Bearmen value strength and wisdom above all, and their chieftains are chosen from the eldest and wisest of their tribe, seconded by their strongest warrior and chief hunter. They can also be violent, temperamental, and deeply defensive of their

kith and kine. However, in tempering their hot-blooded nature, the Bearmen have developed an understanding of the powers of the mind as well, and those expecting a mere barbarian often find more than they bargained for. Many a bar brawl has ended

Adventuring Bearmen are unusual among their species, but prized in ships crews. Their familial bonds are strong, and so wandering Bearmen are usually outcasts or orphans. Severed from the family ties that would normally bind them to their homeworld, they instead find new families in the crews they serve, and will defend a trustworthy crew to the death if need be.

A Bearman generally has good STR and WIS scores, and often has good CON as well to weather the hostile wilds of the Bearman homeworld.

	Melee	Ranged
Level	To-Hit	To-Hit
1	+1	+0
2	+2	+0
3	+3	+1
4	+4	+1
5	+5	+1
6	+6	+2

Hit Die: d10

Saving Throw: +1 CON

Stat Requirement: STR 7+, WIS 7+, INT < 16

Weapons: None

Armor: Light

Preferred Environment: Oxygen, High Gravity

Special Abilities:

The Wisdom of the Forest: In taming their inner rage, the Bearmen have practiced great mental discipline, and through that discipline they too have come to learn of the powers the mind can bestow, and bear the will to bring that mental might to bear. The Bearmen employ psychic powers in much the way that Psykers do. They have an innate Psi reserve, which they use to fuel the powers they learn over time. To use one of these powers, determine the cost of the power, subtract that value from the Bearman's Psi, then make a concentration check: roll less than WIS minus the cost of the power to cast the ability. Psi recovers after a night's rest and meditation.

Bearman power progression is as follows:

Level Psi Powers

1	2	1
2	3	2
3	4	2
4	6	3
5	9	3
6	12	4

Rage of the Hunter: While the modern civilized Bearman is seldom the font of violence of eons past, he nevertheless bears within him an innate Rage that he may call upon to become a truly unstoppable force on the field of combat. Once per day, the Bearman may call upon this great rage, granting him an additional +2 to hit and -2 to AC for the duration of the combat, and allowing him to continue fighting on even after his hit points have been reduced to up to -10 below zero. Once all enemies have been destroyed, however, he must make a WIS check to contain himself once more. If he succeeds the check, his rage is contained, but should he fail, he will continue to fight whatever target he can find until he can once again reign in his temper. Should his hit points have fallen below zero during the fight, he will perish after his rage subsides. A Bearman who dies attacking his own comrades is considered dishonored by his tribe.

Strength of Claw: Bearmen are natural weapons, possessed of thick hides, strong claws, and powerful jaws. As such, they eschew artificial weaponry, preferring even to this modern day to fight bare-handed, regardless of the enemy. A Bearman has a natural unarmored AC of 8, improving at -1 per level, and his claws can deal 1D6 damage, plus an additional 1d6 at levels 3 and 6. When wearing armor such as envirosuits, the bearman loses his unarmored bonus to AC, determining AC as normal by armor-type plus or minus DEX bonus.

Sense of Nature: Bearmen have an innate sense of the natural environment around them, enabling them to readily detect the presence of unnatural creatures in the area near them. Bearmen can detect Plague Horrors within 60 feet.