

Karate Bear

The furry master of the flurry, the Karate Bear is a master of the monastic arts. The brawling beast moves with paradoxical grace, given its short legs and large bulk, swiftly striking with any of its four paws in rapid succession. However, still being an ursine at heart, the master of karate sometimes still relies on a bear hug to finish off its opponents.

Occasionally mistaken for a circus bear or werebear, the Karate Bear suffers the insults of the unenlightened with quiet humility... for a time. Those that continue to poke the bear discover the feral storm lurking beneath the calm surface: when the time comes to teach others a lesson, the Karate Bear pulls no punches.



Karate Bear

Medium beast, lawful neutral

Armour Class 15 (natural armour)

Hit Points 52 (8d8 + 16)

Speed 50 ft., climb 30 ft.

Str 15 (+2) **Dex** 14 (+2) **Con** 15 (+2)

Int 4 (-3) **Wis** 15 (+2) **Cha** 7 (-2)

Saving Throws Dexterity +4

Skills Acrobatics +4, Perception +4, Stealth +4

Senses passive Perception 14

Languages Common

Challenge 3 (700 XP)

Flurry of Paws (Recharge 3-6). When the bear takes the multiattack action, it can make two additional claw attacks.

Keen Sight and Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Magic Weapons. The bear's claws are magical.

Stunning Claw (Recharge 3-6). When the bear hits with a claw attack, the target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the bear's next turn.

Actions

Multiattack. The bear makes four attacks: one with its bite and three with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. Instead of deal damage the bear can instead grapple the target (escape DC 12). Until this grapple ends, the target is restrained, and the bear can't attack with its claws.

Constrict. The bear squeezes one creature grappled by it, dealing 12 (3d6+2) bludgeoning damage.

Reactions

Deflect Missiles. When the bear is hit by a ranged weapon attack, it can choose to reduce the damage