



Behemet			
CR Adjustment: +7			
I.Q.: -2	(-4)	CON: +3	(+5)
M.E.: -	(-2)	DEX: -6	(-5)
CHA: -	(0)	STR: +9	(+13)
WIS: -1	(-3)	BEA: -	(-2)
AUR: -	(0)	PER: +2	(+2)
Type: Ridge-Backed Earth Animal (Scavenger)			
Magical Creature: Yes.			
Lifespan: 300 yrs			
Racial Hit Die: 4D12		H.P. Bonus: +23	
Horror/Awe Factor: 10			
Visual Range: 100 ft (Nightvision)			
Earshot Radius: 150 ft			
Healing Factor: 5			
Saving Throw Bonuses: Fort: +4 Ref: +1			

Racial Feats: Power Through Defenses (unarmed only)

Racial Skills: Detection, Intimidation, Survival.

Racial Maneuvers: Bear Slap (Punch & Claw combo, Instant KO/Stun on 19-20), Bite (Powerful Jaws)(STR), Claw (STR)

Natural Abilities: Bonus H.P. (+1 bonus HP per character level), Fast Running (150 ft base Spd when running), Four Legs (+1 Attack/Action, +5 ft Spd (land)), Scent (20 ft radius, 500 ft on Detection/Tracking), Stone Skin (DR 12).

Uncanny Abilities: Spell-like Ability: *Elemental Stride* (Earth)(STR)

Invulnerabilities: Earth/Stone based damage & effects, Petrification.

Resistances: Spell/Psionic (12)

Death Throe: Petrification (after death the creature immediately and permanently turns into solid rock, its weight increasing to x5 normal)

Available Classes: Classless only.

Description: These creatures appear as a bear-like monster of the likeness of crudely hewn stone with a tall jagged ridge running the length of the spine. These creatures are demi-elementals but are of the typical Animal Intelligence.

They can be found periodically anywhere and still require sustenance as any living creature and are omnivorous but prefer to consume mammalia and are adept hunters though they primarily subsist as scavengers. Behemet avoid water but are not particularly vulnerable to it nor show any particular fear of it.

They are solitary animals and at most travel and hunt with an offspring (usually of the medium size class) or a mate if they have yet to mate. The male leaves the female once mating has occurred. Unlike true bears these creatures do not dig burrows or resort to caves instead they use their natural elemental powers to take residence inside of solid stone or earth sleeping for up to 7 days after gorging. The "lairing" spots preferred by these creatures are unusual rock formations, areas rich in agates or other sedimentary minerals.

Primitive stone-age cultures have worshipped these creatures as earth or forest gods (the creatures are

virtually impervious to stone tools and weapons after all) and even offered up sacrifices in a place near its lair.

Typical Behemet CR: 7

Character Class: Classless (4)

Class Feats: Improved Saving Throw (Courage), Improved Saving Throw (Will)

Alignment: True Neutral

Size/Weight Class: Giant/Massive **Reach:** 10 ft

Size: 12 ft long **Weight:** 1,700 lbs.

Speed: 30 ft/150 ft (land)(running)

Average H.P.: 82 **K.O.:** 24 **Chi:** 1

Saving Throws: Fort: +9 Ref: -2 Will: 0 Cour: +1

Skills: Detection (+9), Intimidation (+7), Navigation (Land) (0), Survival (+7)

Combat Training: Untrained
Disciplines: N/A
#Attacks/Actions per Melee: 2
Initiative (PER): +2
AC: -1
Grapple: +13
Melee: 0/+13 (w/unarmed)
Ranged: +2
Damage Bonus: +13
Dodge: -2
Parry: -5
Critical: 20/19-20 instant stun (w/bear slap)
Maneuvers: Bite (1D8 + 13), Bear Slap (1D8 + 1D4 + 13), Claw (1D8 + 13), Stomp (2D4 + 13)

Armor	Stoneskin	Resistance
DR:	12	12 (spell/psi)
Special:	-	-

