

# The Bear Sphere



# *The Bear Sphere*

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## Section 1

# Introduction

The Bear Sphere is an impawsible creation; the majesty and power of the bear distilled into a playable form for your Pathfinder table.

To be honest, you probably shouldn't use this sphere. Despite years of game development experience, nothing could have koalafied us to handle a topic as awe-inspiring as bear magic. Grizzly old mages shy away from it out of fear, druids bearly have the courage to acknowledge it exists, and clerics paws before inticing their patron deities for its unfathomable power.

But if you're still here, then I can only assume you have looked upon the Ubersome power of bear magic and still desire it for yourself. So come, fellow traveler, and witness the beary best that can be found. Behold the fursome strength that can be yours.

Behold the Bear.



## Section 2

# Magic Talents

Of all nature's creations, none are more feared than the bear. Druids revere them, and among summoners it is whispered that the reason extraplanar beings do not simply invade the material plane is their fear of this all-powerful master of dismemberment.

Most magicians live in perpetual awe of the all-being known as the bear, but a select, fearless few make it their mission to channel it's might through themselves, gaining power through basking in the reflected might of the bear.

The secret, unspeakable power of these reckless wizards is known in academic circles as the Bear sphere.

## Bear Sphere

You channel the frightening power of the bear.

**Bear Spirit:** As a swift action, you may channel the spirit of the bear into yourself. This lasts for 1 minute per caster level. While you are thus channeling the spirit of the bear, you are considered to have the animal creature type in addition to your own creature type, and gain the benefits of the Endurance feat. If you already possess the Endurance feat, double all of its numerical benefits.

While you are under the effects of the bear spirit, you have the ability to activate certain powers, bonuses, and abilities, known as bearacteristics. Talents marked (bearacteristic) grant you additional bearacteristics. If a bearacteristic grants a constant benefit, the benefit lasts until the end of the bear spirit channeling; refreshing the bear spirit ends, rather than refreshes, these bearacteristics.

When you first gain the Bear sphere, you gain access to the following bearacteristics:

**Bear Strength:** You may spend a spell point as a free action when making a melee attack roll. You gain a bonus equal to 1/2 your caster level (minimum 1) to your attack and damage roll. If using this ability in conjunction with making an unarmed strike, that attack does not provoke an attack of opportunity.

## Bear Talents

### A Step Too Fur (bearacteristic)

While channeling a bear spirit, you may spend a spell point to make the area immediately around you (5 ft. + 5 ft. per 5 caster levels) difficult terrain for enemies for 1 round; enemies within this area cannot take 5-ft. steps and moving into, out of, or through this area costs twice as much movement as normal.

### Angry Bear (bearacteristic)

While channeling a bear spirit, you may spend a spell point as a free action to enter into a rage, as the barbarian class feature. This rage lasts for 1 round per caster level (or until the bear spirit ends), and you are fatigued afterward as normal. Unlike with most magic, you may continue to use Bear sphere abilities even while under the effects of this rage.

### Bear Arms (bearacteristic)

As a swift action, you may grow up to two bite attacks in place of up to two hands you possess, one per hand, until the end of the bear spirit. This is a polymorph effect, but can be added on top of other polymorph effects and does not override them.

These hands become incapable of holding objects or weapons while they are replaced with bite attacks. You are considered armed while in possession of these bite attacks. You may spend a spell point when activating this ability to cause the bite attacks to remain until the end of the bear spirit.

The granted bite attacks count as both unarmed strikes and natural weapons, and deal 1d6 damage for a Medium creature. For every 5 caster levels you possess, increase the damage die size by 1 step.

### Bear Form

When you channel a bear spirit, you may spend a spell point to increase the power of the bear spirit so that you transform into a bear for the duration of the effect. This is a polymorph effect.

When transformed into a bear, you gain the usual +10 bonus from polymorph to Disguise checks to pass as a bear, and you also lose your normal power of speech, although you gain the ability to speak and understand bears. You gain a bite attack and two claw attacks (1d4 Medium), and you gain low-light vision, scent, a 40 ft. move speed, and the benefits of being a quadruped. You gain a +2 natural armor bonus which increases by 1 per 5 caster levels.

At 5th caster level you gain a 30 ft. climb speed and a +2 size bonus to Strength.

At 10th caster level your claw attacks gain the grab universal monster ability, and you may choose to become Large size, which gives you +4 size bonus to Strength but a -2 penalty to Dexterity.

At 15th caster level, your bite and claw natural attacks increase their damage by one die size.

At 20th caster level you may choose to become Huge size, which gives you a +6 size bonus to Strength, but a -2 penalty to Dexterity.

### Bear Necessities (bearcharacteristic)

While you are channeling a bear spirit you gain a morale bonus to Survival checks made to forage food and shelter equal to 1/2 your caster level.

### Bear Smell

While channeling a bear spirit, you gain the scent special ability. If you already have scent (such as when using the Bear Form talent), double the range of your scent.

### Bear Speed

While channeling a bear spirit, you gain a +5 ft. enhancement bonus to your speed per 2 caster levels.

### Bear With Me

You may touch a target and spend a spell point to grant them the benefits of your bear spirit for 1 minute per caster level. The target gains the benefits of any (bearcharacteristic) talents you possess that apply whenever you are channeling a bear spirit, and you may spend spell points as normal to activate any bearcharacteristics with a duration. However, the target does not gain access to bearcharacteristics you possess that require an action to activate.

### Bearer of Bad News (bearcharacteristic)

As a standard action, you may spend a spell point to speak a terrible truth. All targets within 30 ft. must pass a Will save or be confused for 1d4+1 rounds as their minds reel from the effects of your words. This is a language-dependent effect; targets with an Intelligence below 3 or who cannot understand your words are immune.

### Beary Hairy (bearcharacteristic)

While you are channeling a bear spirit you gain a bear's thick skin and resilience. You gain +1 natural armor, as well as fire and cold resistance 2. You may take this talent multiple times; up to one additional time per 5 caster levels you possess. The effects stack.

### Beary Scary (bearcharacteristic)

While you are channeling a bear spirit, you gain the ferocity universal monster feature.

### Bearbaque (bearcharacteristic)

You gain a breath attack which deals 1d8 fire damage per 2 caster levels (minimum: 1d6) in a close-range cone. Targets within the affected area are allowed a Reflex save for half damage. You may use this breath attack once per 1d4 rounds, but may spend an additional spell point to use this ability again before 1d4 rounds have passed.

### Bears Love Honey (bearcharacteristic)

As a standard action you may spend a spell point to heal yourself or a touched ally for 2d6 hit points, +1d6 for each Bear sphere talent you possess beyond the base sphere and this talent.

### Fursome Aura (bearcharacteristic)

You gain a fear aura that affects targets within 30 ft. of you; activating or deactivating this aura is a free action. All targets who are or come within this area must pass a Will save or become shaken for as long as they stay within the aura. If a creature succeeds at the saving throw, it cannot be affected again by the aura for 24 hours.

### Grin and Bear It (bearcharacteristic)

When you fail a saving throw, you may spend a spell point as an immediate action to reroll the save. You must accept the results of the reroll, even if it is worse.

### Grizzly Attitude (bearcharacteristic)

While you are channeling a bear spirit you gain a morale bonus equal to 1/2 your caster level to Intimidate checks made to influence an opponent's attitude.

### Hibernation

Whenever you rest for 8 hours, you may spend a spell point to channel a bear spirit for the entire rest. Doing so heals you completely in addition to regaining your spell points. All non-magical poisons and diseases are also cured, and you may make a magical skill check to end any curse effect you might be suffering from.

### Paws and Reflect (bearcharacteristic)

When a target within your threatened area makes a melee attack roll against you, you may spend a spell point as an immediate action to make a magical skill check. If your magical skill check exceeds their attack roll, they must reroll their attack against themselves.

### Smarter Than the Average Bear (bearcharacteristic)

When making a skill check, you may spend a spell point to add a +1d6 bonus to that skill check.

### Teddy Bear (bearcharacteristic)

While you are channeling a bear spirit, an ally may hug you as a standard action. Doing so allows them to reroll their saving throw against any detrimental effect they are suffering from that required a Will save. They may only use this benefit once per effect.

### Think Think Think (bearcharacteristic)

When you fail a Knowledge check, you may spend a spell point and 10 minutes contemplating to reroll the check. You may only use this bearcharacteristic once per Knowledge check.

### Unbearable Rawr (bearcharacteristic)

As a standard action, you may make an Intimidate check to demoralize against all enemies within 30 ft. of you. You may spend a spell point when doing so to add half your caster level as a bonus to this Intimidate check. If the target is already shaken (such as due to an application of Fursome Aura), the effect of this Intimidate check makes them frightened instead of shaken.

### Ursine Blow (bearcharacteristic)

When using the bear strength bearcharacteristic and successfully striking a corporeal target, you may spend an additional spell point to compare the result of your attack roll to your opponent's CMD. If your attack roll is higher, the target is knocked flying 10 ft. in a single direction of your choice and falls prone. The target cannot move closer to you than its starting square, and if an obstacle prevents the completion of the target's move, it strikes the obstacle and each take 1d6 points of damage before the target falls prone in an adjacent space.

## Advanced Talents

### Antarctic Circle

**Prerequisites:** Bear sphere, 5th caster level or higher.

As a full-round action you may draw a 10-ft. diameter circle on the ground and spend a spell point. The area inside the circle becomes immune to bears; all targets therein gain a +2 to AC and saving throws made against attacks or effects created by bears, and bears cannot break the circle nor cross beyond its boundaries. When creating an antarctic circle, the creator can spend an additional spell point to increase the circle's power, granting bonuses against and repelling all animals, rather than only bears.

An antarctic circle lasts for up to 1 hour per caster level, but if broken (such as by someone scuffing the drawing), the effect ends early.

### Arctic Circle

**Prerequisites:** Bear sphere, Antarctic Circle, 10th caster level or higher.

When creating an antarctic circle, you may spend 2 spell points instead of 1 to transform it into an arctic circle instead of an antarctic circle. An arctic circle attracts bears, both natural (if any are nearby) and summoned (if there aren't). It takes 1 minute for bears to arrive if natural bears are attracted, but summoned bears can take up to an hour to arrive.

When the bears do arrive, they form a troop that obeys the caster. The bear troop lasts for 1 minute per caster level before dissipating as the bears either disappear or go back to their normal homes.

At 10th caster level, you may summon a black bear troop. At 15th caster level you may summon a grizzly bear troop. At 20th caster level you may summon a dire bear troop.

Statistics for bear troops are found under the Bestiary section.

## Arm Bears

**Prerequisites:** Bear sphere, caster level 5.

As a standard action you may touch a bear and spend 3 spell points, granting it the ability to handle weapons and shields with its front paws. The bear gains proficiency with all simple and martial weapons, as well as firearms. While this does not make the bear more intelligent, they do gain the necessary knowledge to fight efficiently with its new weapon skills.

## Divination Sphere Alternate Divinations

**Divine Bears:** If you possess the Bear sphere, you may divine for the presence of bears, as well as edible plants, animals, and other edible substances such as honey.



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## Section 3

# Class Features

## Barbearian (barbarian archetype)

**Bear? (Su):** The barbearian gains Basic Magical Training as a bonus feat, selecting the Bear sphere. If she already possesses the casting class feature, she instead gains the Bear sphere or a talent from that sphere as a bonus talent. The barbearian may select talents from the Bear sphere in place of rage powers.

This replaces fast movement.

**Bear! (Su):** While raging, the barbearian gain the benefits of a bear spirit. She treats her class level as her caster level for determining the effects of this bear spirit while raging, but the duration is always the length of the rage. These caster levels stack normally with those from other sources. Unlike most magical effects, the barbearian may use sphere effects from the Bear sphere while raging.

When activating a bear characteristic while raging, the barbearian may spend 1 round of rage in place of a spell point.

This replaces the morale bonus to Strength and Constitution gained while raging, but otherwise counts as rage for all purposes.

**Ursine Fury:** At 11th level, the barbearian gains a +1 bonus on melee attack rolls, melee damage rolls, and thrown weapon damage rolls while channeling a bear spirit.

This replaces greater rage

**Tireless Bear:** At 17th level the barbearian is no longer fatigued after entering a rage, even if using the Angry Bear Bear sphere talent.

This modifies tireless rage.

**Greater Ursine Fury:** At 20th level, the bonus the barbearian gains from their ursine fury increases to +2.

This replaces mighty rage.

## Bearon (commander archetype)

**Essence of Bear:** At 1st level, the bearon gains the Bear sphere and the Bear With Me bear talent as bonus magic talents. If the bearon possess either of these magic talents already, he may instead gain different Bear sphere talents of his choice. Additionally, the bearon gains a spell pool equal to his Practitioner modifier, +1 per 2 commander levels (minimum 1). If the bearon gains a spell pool from another source, they instead use their other spell pool, +1 spell point per 2 commander levels. The bearon treats his class level as his caster level for the Bear sphere. This stacks normally with caster levels gained from other sources. Essence of Bear counts as casting for all purposes, except unless the bearon possess casting from another source or possesses the Advanced Magic Training feat, they can only gain Bear sphere talents with the Extra Magic Talent feat.

This replaces commander and lingering commands.

**Enhanced Bear (Su):** The bearon gains a bonus magic talent from the bear sphere at 2nd level and every 2 levels thereafter.

Additionally, the bearon can use the Bear With Me talent on allies within close range, rather than only through touch, and can even affect multiple targets at once, provided he spends a spell point for each granted bear spirit. Whenever an ally is benefiting from the bearon's Bear With Me talent, the bearon can also grant that ally access

to his Bear characteristic talents, even those that normally require an action to activate.

At any time, the bearon may spend the action required to use a bear characteristic (a standard action, in the case of an attack action) and spend any required spell points to allow one target under the effects of his bear spirit to activate and use that bear characteristic, even if it is not their turn.

This replaces enhanced tactics.

**Call In A Bear:** The bearon's network of contacts stretches beyond the cities and settlements and extends deep into the wilds. The following options replace those granted by the call in a specialist logistics specialty:

*Care Bear:* The bearon gains the service of a bear whose tender fur and caring disposition lifts the spirits of any who interact with it. The presence of this bear doubles the effectiveness of healing effects used outside of combat, and grants a +2 benefit to all caster level or magical skill checks made to overcome or remove poison, disease, curses, or any other harmful effects.

*Circus Bear:* The bearon gains the service of a bear with expert levels, whose combined CR + class levels are equal to the bearon's class level -3. This bear possesses a bonus to one Perform skill plus one other non-Intelligence skill of the bearon's choice equal to the commander's class level. The circus bear will not follow the commander into combat or dangerous locations, but otherwise will perform skill checks with its skills however the commander directs.

*Honey Bear:* The bearon gains the service of a bear that who will gather food from the wild on behalf of the bearon. This bear can provide food and shelter for up to 1 Medium humanoid per class level per day without slowing down the party's movement. This bear can also forage for food while the party is engaged in other activities, providing them with sufficient food whenever they return to a pre-determined campsite where the honey bear is waiting.

*Silly Old Bear:* The bearon gains the service of a bear sage; this bear has an Intelligence of 10, speaks common, and has a bonus to all Knowledge checks equal to the commander's class level. This bear can perform any Knowledge check on behalf of the commander, or can spend 5 days researching a single question (effectively taking 20 on that particular Knowledge check).

## Child of Hope (druid archetype)

There are many who find themselves more at home in the wilds than in the confines of a city. For some, they are wild children who forsake civilization in exchange for the world of animals, but the child of hope is not so. Children of hope serve as bridges between the woods and the settlements, bringing the comforts of civilization to the animals and forging peace between the two worlds. If you ever see someone having a tea party with a rabbit, an owl, a tiger, a piglet, and a bear, they are most likely a child of hope.

**Proficiencies:** A child of hope is proficient with simple weapons, as well as light armor and bucklers. In addition, if this is the character's first level in any class, he may select a martial tradition of his choice.

This modifies weapon and armor proficiencies.

**Casting:** A child of hope may combine spheres and talents to create magical effects. The child of hope is considered a High-Caster and uses Wisdom as his casting ability modifier. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Spell Pool:** The child of hope gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his level + his Wisdom modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Blended Training:** A child of hope gains a combat or magic talent every time he gains a class level. Children of hope use their casting ability modifier as their practitioner modifier.

**Bear Guardian:** A child of hope is always accompanied by a guardian, and as the spirits of all that is good in the world, the bears oversee this job. A child of hope must select animal companion for their nature bond, and must select a bear as their animal companion. This animal companion has an Intelligence of at least 6 and begins speaking one language the child of hope knows.

This replaces nature sense and modifies animal companion, but counts as animal companion for all purposes.

**Familiar:** At 4th level, the child of hope gains a familiar, as the wizard class feature, treating their druid levels as wizard levels for this purpose.

This replaces wild shape.

**Empower Bear (Su):** Beginning at 4th level, the child of hope's bear companion gains access to any Bear talents the child of hope possesses. The bear companion is considered to always be channeling a bear spirit and may activate any Bear talent it possesses on its turn, spending the child of hope's spell points as if they were its own (the child of hope may always choose not to allow their spell points to be used in this fashion, in which case the action used to activate the bear characteristic is wasted). If a bear characteristic normally has a duration of 'until the end of the bear spirit', its duration becomes 1 minute per caster level' instead.

**Speak with Animals (Ex):** At 10th level, the child of hope gains the ability to speak with and understand the speech of animals. If the child of hope possesses the Speak with Animals Nature sphere talent, he may immediately retrain it for a different magic talent.

**Animal Friend:** At 16th level, the child of hope gains the Animal Friend Nature sphere talent as a bonus talent. If he already possesses this talent, he instead gains a different magic talent of his choice.

While they must still spend a spell point and activate this talent to call an animal of a specific type to them, the talent's effect of increasing the attitude of animals towards the child of hope is considered to always be in effect; all animals begin with an attitude improved by 1 step towards the child of hope. Animals can still have their attitude reduced to hostile and animal companions will always attack if directed by their master, but for the most part, wild animals will not attack the child of hope unless provoked.

**Friend to All Animals:** At 20th level the child of hope gains a 2nd familiar. All animals have their starting attitude towards the child of hope increased by an additional step.

## Incanter Specialization

**Bear Companion (Su):** You gain an animal companion, as the druid class feature, treating your incanter levels as druid levels for this purpose. This companion must be a bear, and begins with an Intelligence of 6.

**Bear Speech (Ex):** You may speak and understand the language of bears, and wild bears begin with an attitude of neutral towards you instead of unfriendly.

**Divine Bear:** At 8th level, you gain the ability to, once per day as a full-round action, magically call your bear to your side. This ability is the equivalent of a sphere effect. You may use this ability once per day at 8th level, plus an

additional time per day for every 4 levels thereafter, for a total of four times per day at 20th level.

At 11th level, the bear gains the advanced creature template.

At 15th level, the bear gains spell resistance equal to your incanter level + 11.

## Prodigy Imbue Sequence

**Bearing (imbue):** The prodigy gains one bear characteristic. Bear characteristics that require additional spell point costs must have the additional cost paid.

**Bear Rush (finish):** As a standard action, the prodigy may summon a mass of bears, trampling and mauling all creatures in a line 10-ft. wide by 10-ft. long per link in her sequence. Creatures in this area must succeed on a Reflex save or be knocked prone and take 1d6 bludgeoning and slashing damage per character level.

## Item Crafting

**Range:** personal

**Duration:** 1 minute/caster level

**Effect:** Apply a bear spirit to the target, as the base Bear sphere.

### Complexity

**Improved Bear Spirit:** You may give a target bear characteristics, or the ability to activate a bear characteristic once per bear spirit, by improving the complexity by +1, +1 per spell point required. To give a target unlimited uses of a bear characteristic, the complexity increases by +3, +2 per spell point required.

## Section 4

# Bestiary

## Bear Troops

When a caster uses the Arctic Circle advanced Bear talent, they can summon a troop of bears. The following troops are available to be summoned, provided the caster has the required caster level.

### Black Bear Troops

#### **BLACK BEAR TROOP CR 9**

**XP 9,600**

N Medium animal (troop)

**Init** +5; **Senses** low-light vision, scent; Perception +10

#### **DEFENSE**

**AC** 21, touch 15, flat-footed 16 (+5 Dex, +6 natural)

**hp** 130 (12d8+60+12 toughness)

**Fort** +13, **Ref** +13, **Will** +6

**Defensive Abilities** troop traits

#### **OFFENSE**

**Speed** 40 ft.

**Melee** troop (3d6+5 plus grab)

**Space** 20 ft.; **Reach** 5 ft.

#### **STATISTICS**

**Str** 20, **Dex** 20, **Con** 20, **Int** 2, **Wis** 14, **Cha** 8

**Base Atk** +9; **CMB** +14 (+18 grapple); **CMD** 19

**Feats** Endurance, Intimidating Prowess, Run, Skill Focus (Perception), Skill Focus (Survival), Toughness

**Skills** Climb +12, Intimidate +8, Perception +10, Survival +6, Swim +14; Racial Modifiers +4 Swim

### Grizzly Bear Troop

#### **GRIZZLY BEAR TROOP CR 13**

**XP 25,600**

N Large animal (troop)

**Init** +5; **Senses** low-light vision, scent; Perception +12

#### **DEFENSE**

**AC** 22, touch 14, flat-footed 17 (+5 Dex, +8 natural, -1 size)

**hp** 179 (14d8+98+14 toughness)

**Fort** +16, **Ref** +14, **Will** +8

**Defensive Abilities** troop traits

#### **OFFENSE**

**Speed** 40 ft.

**Melee** troop (4d6+8 plus grab)

**Space** 30 ft.; **Reach** 5 ft.

#### **STATISTICS**

**Str** 26, **Dex** 20, **Con** 24, **Int** 2, **Wis** 14, **Cha** 8

**Base Atk** +10; **CMB** +19 (+23 grapple); **CMD** 24

**Feats** Endurance, Intimidating Prowess, Iron Will, Run, Skill Focus (Perception), Skill Focus (Survival), Toughness

**Skills** Climb +15, Intimidate +11, Perception +12, Survival +6, Swim +17; Racial Modifiers +4 Swim

## Dire Bear Troop

### DIRE BEAR TROOP CR 16

**XP** 76,800

N Large animal (troop)

**Init** +9; **Senses** low-light vision, scent; **Perception** +15

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#### DEFENSE

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**AC** 26, touch 15, flat-footed 20 (+6 Dex, +11 natural, -1 size)

**hp** 266 (18d8+98+14 toughness)

**Fort** +20, **Ref** +17, **Will** +11

**Defensive Abilities** troop traits

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#### OFFENSE

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**Speed** 40 ft.

**Melee** troop (6d6+11 plus grab)

**Space** 30 ft.; **Reach** 5 ft.

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#### STATISTICS

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**Str** 32, **Dex** 22, **Con** 28, **Int** 2, **Wis** 16, **Cha** 12

**Base Atk** +13; **CMB** +25 (+29 grapple); **CMD** 31

**Feats** Endurance, Improved Initiative, Intimidating Prowess, Iron Will, Run, Skill Focus (Intimidate), Skill Focus (Perception), Skill Focus (Survival), Toughness

**Skills** Climb +18, Intimidate +18, Perception +15, Survival +8, Swim +20; **Racial Modifiers** +4 Swim

## Multibear

Possibly the greatest and most feared of all bears, the multibear is a gentle soul unless provoked. Multibears appear to be enormous dire bears, but they gain additional arms and heads as they age, gaining as many as six heads by the end of their lives.

Multibears can live for thousands of years, and just like dragons are usually content to spend long periods of time 'hibernating', leaving their lairs only when hunting for food, and even that infrequently. Like dragons, multibears are also solitary and shrewd, making powerful allies or terrible enemies for those lesser beings that catch their attention.

Despite living in caves, multibears are often fond of the pleasures of humanoid civilization, often taking interest in music and books. Those wishing to approach a multibear safely would do well to bring a bard or a gift to smooth negotiations.

Multibears possess the following traits unless otherwise noted:

**Claws and Bites:** Multibears begin with 3 claw attacks and two bite attacks (three arms and two heads). They gain an additional arm and head, with the subsequent claw and bite attacks, for every age category they advance.

**Bear Casting:** A multibear is considered a High-Caster, but can only cast the Bear sphere and have no casting tradition. They gain a spell pool as normal for a High-Caster, and use Wisdom as their casting modifier. Like all casters, a multibear begins with two magic talents, which must be chosen from the Bear sphere. A multibear is always considered to be channeling a bear spirit, but any bear characteristics with a duration that normally lasts until the end of a bear spirit instead have a duration of 1 minute per caster level.

**Blended Training:** Multibears gain the Behemoth combat tradition. They gain an additional talent for every Hit Die they possess.

## Multibear, Cub

### MULTIBEAR, CUB CR 5

**XP 1,600**

N Medium magical beast (multibear)

**Init** +3; **Senses** low-light vision, scent; Perception +9

#### DEFENSE

**AC** 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

**hp** 47 (5d8+20+5 toughness)

**Fort** +8, **Ref** +7, **Will** +3

#### OFFENSE

**Speed** 40 ft.

**Melee** 3 claws +6 (1d4+3 plus grab), 2 bites +6 (1d4+3)

**Special Attacks** shove +6 touch (3)

**Space** 5 ft.; **Reach** 5 ft.

#### MAGIC

**Caster Level** 5th; **MSB** +5; **MSD** 16; **Concentration** +6; **Tradition** None; **CAB** Wis

**Spell Points** 6

**Bear Sphere** - DC 13; **Talents** Angry Bear, Beary Scary, Grin and Bear It

#### STATISTICS

**Str** 17, **Dex** 17, **Con** 18, **Int** 12, **Wis** 12, **Cha** 12

**Base Atk** +3; **CMB** +7 (+11 grapple); **CMD** 19 (23 vs. trip)

**Feats** Run, Skill Focus (Survival), Toughness

**Martial Tradition** Behemoth, **PAM** Wis, **DC** 12

**Talents** Athletics ((swim) package, Mobile Striker), Brute (Focused Might, Quick Force, Smash, Stampede)

**Skills** Climb +11, Perception +9, Survival +12, Swim +15; Racial Modifiers +4 Swim

**Languages** Common, Giant

#### ECOLOGY

**Environment** cold or temperate forests, caves and underground

**Organization** solitary, pair, or family (2-6 cubs, plus 1-2 adults)

**Treasure** standard

## Multibear, Juvenile

### MULTIBEAR, JUVENILE CR 9

**XP 6,400**

N Large magical beast (multibear)

**Init** +5; **Senses** low-light vision, scent; Perception +15

#### DEFENSE

**AC** 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)

**hp** 125 (10d8+70+10 toughness)

**Fort** +14, **Ref** +8, **Will** +7

#### OFFENSE

**Speed** 40 ft.

**Melee** 4 claws +13 (1d6+7 plus grab), 3 bites +13 (1d8+7)

**Special Attacks** shove +13 touch (10)

**Space** 10 ft.; **Reach** 5 ft.

#### MAGIC

**Caster Level** 10th; **MSB** +10; **MSD** 21; **Concentration** +12; **Tradition** None; **CAB** Wis

**Spell Points** 12

**Bear Sphere** - DC 17; **Talents** A Step Too Fur, Angry Bear, Beary Scary, Bears Love Honey, Grin and Bear It, Grizzly Attitude, Hibernation

#### STATISTICS

**Str** 25, **Dex** 13, **Con** 24, **Int** 14, **Wis** 14, **Cha** 14

**Base Atk** +7; **CMB** +15 (+19 grapple); **CMD** 26 (30 vs. trip)

**Feats** Improved Initiative, Iron Will, Run, Skill Focus (Survival), Toughness

**Martial Tradition** Behemoth, **PAM** Wis, **DC** 15

**Talents** Athletics ((swim) package, Mobile Striker), Brute (Focused Might, Greater Shove, Quick Force, Smash, Stampede)

**Skills** Climb +20, Intimidate +12, Perception +15, Survival +21, Swim +24; Racial Modifiers +4 Swim

**Languages** Common, Giant, Gnoll

#### ECOLOGY

**Environment** cold or temperate forests, caves and underground

**Organization** solitary or pair

**Treasure** standard

## Multibear, Adult

### MULTIBEAR, ADULT CR 12

**XP 19,200**

N Huge magical beast (multibear)

**Init** +4; **Senses** low-light vision, scent; Perception +29

#### DEFENSE

**AC** 22, touch 8, flat-footed 22 (+14 natural, -2 size)

**Resist** cold 2, fire 2

**hp** 225 (18d8+126+18 toughness)

**Fort** +18, **Ref** +11, **Will** +11

#### OFFENSE

**Speed** 40 ft.

**Melee** 4 bites +21 (2d6+10), 5 claws +22 (2d6+10 plus grab)

**Special Attacks** shove +21 touch (16)

**Space** 15 ft.; **Reach** 10 ft.

#### MAGIC

**Caster Level** 18th; **MSB** +18; **MSD** 29; **Concentration** +21; **Tradition** None; **CAB** Wis

**Spell Points** 21

**Bear Sphere** - DC 22; **Talents** A Step Too Fur, Beary Hairy, Angry Bear, Beary Scary, Bears Love Honey, Grin and Bear It, Grizzly Attitude, Hibernation, Smarter Than the Average Bear, Unbearable Rawr, Ursine Blow

#### STATISTICS

**Str** 31, **Dex** 11, **Con** 25, **Int** 16, **Wis** 16, **Cha** 16

**Base Atk** +13; **CMB** +25 (+29 grapple); **CMD** 35 (39 vs. trip)

**Feats** Improved Initiative, Improved Natural Attack (Claw), Iron Will, Run, Skill Focus (Perception), Skill Focus (Survival), Toughness, Vital Strike, Weapon Focus (Claw)

**Martial Tradition** Behemoth, **PAM** Wis, **DC** 19

**Talents** Athletics ((swim) package, Mobile Striker), Brute (Drop, Focused Might, Giant, Greater Shove, Muscular Surge, Quick Force, Smash, Stampede, Takedown, Titan)

**Skills** Climb +31, Diplomacy +21, Intimidate +21, Perception +29, Survival +29, Swim +35; Racial Modifiers +4 Swim

**Languages** Common, Dwarven, Giant, Gnoll

#### ECOLOGY

**Environment** cold or temperate forests, caves and underground

**Organization** solitary, pair, or family (2-6 cubs, plus 1-2 adults)

**Treasure** standard

## Multibear, Old

### MULTIBEAR, OLD CR 15

**XP 51,200**

N Huge magical beast (multibear)

**Init** +5; **Senses** low-light vision, scent; Perception +34

#### DEFENSE

**AC** 29, touch 9, flat-footed 28 (+1 Dex, +20 natural, -2 size)

**Resist** cold 10, fire 10

**hp** 279 (22d8+154+22 toughness)

**Fort** +20, **Ref** +14, **Will** +13

#### OFFENSE

**Speed** 40 ft.

**Melee** 5 bites +26 (2d6+12), 6 claws +27 (2d6+12 plus grab)

**Special Attacks** shove +26 touch (20)

**Space** 15 ft.; **Reach** 10 ft.

#### MAGIC

**Caster Level** 22th; **MSB** +22; **MSD** 33; **Concentration** +26; **Tradition** None; **CAB** Wis

**Spell Points** 26

**Bear Sphere** - DC 25; **Talents** A Step Too Fur, Beary Hairy (5), Angry Bear, Beary Scary, Bears Love Honey, Grin and Bear It, Grizzly Attitude, Hibernation, Smarter Than the Average Bear, Unbearable Rawr, Ursine Blow

#### STATISTICS

**Str** 35, **Dex** 12, **Con** 25, **Int** 18, **Wis** 18, **Cha** 18

**Base Atk** +16; **CMB** +30 (+34 grapple); **CMD** 41 (45 vs. trip)

**Feats** Greater Vital Strike, Improved Initiative, Improved Natural Attack (Claw), Improved Vital Strike, Iron Will, Run, Skill Focus (Perception), Skill Focus (Survival), Toughness, Vital Strike, Weapon Focus (Claw)

**Martial Tradition** Behemoth, **PAM** Wis, **DC** 22

**Talents** Athletics ((swim) package, Mobile Striker), Brute (Drop, Focused Might, Giant, Greater Shove, Muscular Surge, Quick Force, Smash, Stampede, Takedown, Titan)

**Skills** Climb +37, Diplomacy +26, Intimidate +26, Perception +34, Sense Motive +26, Survival +34, Swim +41; **Racial Modifiers** +4 Swim

**Languages** Common, Draconic, Dwarven, Giant, Gnoll

#### ECOLOGY

**Environment** cold or temperate forests, caves and underground

**Organization** solitary or pair

**Treasure** standard

## Multibear, Ancient

### MULTIBEAR, ANCIENT CR 19

**XP 204,800**

N Huge magical beast (multibear)

**Init** +6; **Senses** low-light vision, scent; Perception +35

#### DEFENSE

**AC** 32, touch 10, flat-footed 30 (+2 Dex, +22 natural, -2 size)

**Resist** cold 10, fire 10

**hp** 405 (26d8+260+26 toughness)

**Fort** +25, **Ref** +17, **Will** +15

#### OFFENSE

**Speed** 40 ft.

**Melee** 6 bites +32 (2d6+15), 7 claws +33 (2d6+15 plus grab)

**Special Attacks** berserking (22 hp), brutal strike (+38), shove +32 touch (24)

**Space** 15 ft.; **Reach** 10 ft.

#### MAGIC

**Caster Level** 26th; **MSB** +26; **MSD** 37; **Concentration** +31; **Tradition** None; **CAB** Wis

**Spell Points** 31

**Bear Sphere** - DC 28; **Talents** A Step Too Fur, Beary Hairy (5), Angry Bear, Beary Scary, Bears Love Honey, Grin and Bear It, Grizzly Attitude, Hibernation, Smarter Than the Average Bear, Unbearable Rawr, Ursine Blow

#### STATISTICS

**Str** 40, **Dex** 14, **Con** 30, **Int** 20, **Wis** 20, **Cha** 20

**Base Atk** +19; **CMB** +36 (+40 grapple); **CMD** 47 (51 vs. trip)

**Feats** Extra Combat Talent (2), Greater Vital Strike, Improved Initiative, Improved Natural Attack (Claw), Improved Vital Strike, Iron Will, Run, Skill Focus (Perception), Skill Focus (Survival), Toughness, Vital Strike, Weapon Focus (Claw)

**Martial Tradition** Behemoth, **PAM** Wis, **DC** 24

**Talents** Athletics ((swim) package, Mobile Striker), Berzerker (Advancing Carnage, Beat Down, Bone-Breaker, Bloody Counter, Sanguine Invigoration), Brute (Drop, Focused Might, Giant, Greater Shove, Muscular Surge, Quick Force, Smash, Stampede, Takedown, Titan)

**Skills** Bluff +31, Climb +14, Diplomacy +31, Intimidate +31, Perception +39, Sense Motive +31, Survival +39, Swim +45; **Racial Modifiers** +4 Swim

**Languages** Common, Draconic, Dwarven, Giant, Gnome, Goblin

#### ECOLOGY

**Environment** cold or temperate forests, caves and underground

**Organization** solitary or pair

**Treasure** standard



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# The Bear Sphere

The Bear Sphere is an impawisible creation: the majesty and power of the bear distilled into a playable form for your Pathfinder table.

To be honest, you probably shouldn't use this sphere. Despite years of game development experience, nothing could have koalafied us to handle a topic as awe-inspiring as bear magic. Grizzly old mages shy away from it in fear, druids bearly have the courage to acknowledge it exists, and clerics paws before inticing their patron deities for its unfathomable power.

But if you're still reading this, then I can only assume you have looked upon the ursom power of bear magic and still desire it for yourself. So come, fellow traveler, and witness the beary best that can be found. Behold the fursome strength that can be yours.

Behold the Bear