

## URSAR (WILD DWARF BARBARIAN VARIANT)

The Ursari are guardians that raise and train the feared *Lam'egraslos*, or ursine wolves in common tongue, to protect the freedom of the various clans from enemies- and themselves if need be. While wild dwarves other than the Ursari utilize and ride ursine wolves, Ursars treat their bonded *lam'egraslos* more like family than a war beast, seeing them as providers and protectors of their people.

**Lam'egraslos (Ex)** At 1st level, an ursar gains the service of an ursine wolf, using his barbarian level as her effective druid level. This ability replaces the rage powers gained at 2nd, 6th, 10th, 14th, and 18th level.

**Furious Flanking (Ex)** At 2nd level, an ursar and her ursine wolf gain a +4 bonus on attack rolls while flanking the same opponent (instead of the normal +2 bonus). This ability replaces uncanny dodge.

**Daily Drills (Ex)** At 3rd level, after an ursar has spent 1 hour wrestling with his ursine wolf, the ursine wolf gains a +1 dodge bonus to AC and a +1 morale bonus on saves, but only while the ursar is mounted on it or adjacent to it. In addition, the ursar gains +1 to Handle Animal checks with ursine wolves. These bonuses increases by +1 for every three levels after 3rd. This ability replaces trap sense.

**Rage (Ex)** An usar gains this ability at 4th level, except that her effective barbarian level for the ability is equal to her barbarian level -3.

**Fearsome Fetch (Ex)** At 5th level, an ursar's ursine wolf gains Improved Drag as a bonus feat. As a swift action, an ursar can command her ursine wolf to move toward an opponent within 30 feet and attempt a drag combat maneuver to pull the target back toward the ursar. The ursine wolf can move before and after performing the maneuver, but this movement counts toward the ursine wolf's total movement during its turn. This ability replaces improved uncanny dodge.

**Leap from the Saddle (Ex)** At 7th level, after an ursar's ursine wolf takes a single move, he may attempt a fast dismount (DC 20 Ride check). If he succeeds, he can take a full-attack action. This ability replaces the damage reduction normally gained at this level.

**Damage Reduction (Ex)** At 10th level, an ursar gains damage reduction. At 13th level and every 3 barbarian levels thereafter, this damage reduction rises by 1, to a maximum of DR 4/— at 19th level. An ursar's ursine wolf gains the same damage reduction as the ursar.

**Mounted Onslaught (Ex)** At 14th level, an ursar's mounted charge is not blocked by friendly creatures or difficult terrain. In addition, enemies on higher ground gain no attack roll bonus against a mounted ursar or his ursine wolf. This ability replaces indomitable will.

## URSINE WOLF STARTING STATISTICS

*The ursine wolf is larger and more muscular than it's forest dwelling cousins, growing to primeval sizes with a temper to match.*

**Size** Medium; **Speed** 40 ft; **AC** +3 natural armor; **Attack** bite (1d6), 2 claws (1d4) **Special Qualities** low-light vision, scent, blood rage **Ability Scores** Str 18, Dex 15, Con 15, Int 2, Wis 13, Cha 3.

### *7th-Level Advancement*

**Size** Large; **AC** +2 natural armor; **Attack** bite (1d8), 2 claws (1d6); **Ability Scores** Str +8, Dex -2, Con +4.

**Blood Rage (Ex)** When an ursine wolf takes damage in combat, on its next turn it can fly into a rage as a free action. It gains +2 Strength and +2 Constitution, but takes a -2 penalty to its AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.

