

## **Grim Boar**

(195 Points)

Type: Wondrous

Sub Type: Grim Animal

Size: Large

Move: 10" Land

Vigor Bonus: +55

B 45, A 15, E 40, M 5, S 20, C 5, L 5

PRSB +10

MRSB +3

DefB (+31); MCB (+51 or +81 on charge) /

RCB (+15) / IM+15

**Special Abilities / Attacks:** grim Boars  
Toppling Charge, Charge; Boars Berserk,  
Armor Piercing Attacks

**Skills:** Observe +20, Survival +8

**Gear:** none

**Treasure Rating:** Haphazard

**Lore Rating:** Creature Lore +20(Rare)

**Talents:** *(Sp) Boars Berserk* (A Grim Boar will enter a Battle frenzy as a (f) action, while in battle frenzy the Grim Boar is IMMUNE from Dazed and Down&Out injuries and gains a +20 talent bonus vs ALL Mental Effects and Attacks. Effects last PRSB in rounds); *(Sp) Grim Boars Toppling Charge* (When the Grim Boar Charges a creature it adds +20 to the attack and injury tests, this is added after the standard bonus for charging, also if it causes ANY injury the opponent is knocked prone); *Tough Hide 10* (creature gain natural armor rating to defense equal to rating); *Razored Attack(Tusks)*(Attacks counts as Armor Piercing); *Hearty Talent; Tough Bones 10* (creature gain Vigor bonus equal to rating)

**Templates:** none



**Max Core Ability Caps:** B 45, A 20, E 45, M 5, S 25, C 5, L 20 / VB +90 (These are the maximum values that you may increase the creature using Build Points)

**Description:** Hulking and brutish wild pigs that are tusked and have large tufts of hair around and along its neck and back. Unlike their smaller cousins they do not have curly tails.

**Environment:** Any temperate deciduous forest, swamp or plains

**Personality / Behavior:** In the wild, Grim Boars are temperamental and quick to charge anything that threatens its present area. The only race to utilize the Grim Boar are the Orcs, who's chieftains and warlords use to great effect as war boar cavalry. The specimens the orcs use are bread in captivity and "typically" do not have the same talents as the Wild Variety.

**Tactics:** A Grim Boars only tactic is to charge and then move away to charge again. Simple yet very effective for them.

**Treasure:** Grim boars have little or no concept of treasure.