

# Beos

(Pronunciation: bay'os)

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*"These powerful beings choose to live outdoors in the elements, not fearing rain or snow or the bitterest of cold winter can muster."*

**OUTLOOK:** Practical, stubborn, generally peaceful

**HEIGHT:** 6'6" to 8'0" and possibly larger

**WEIGHT:** 400 to 660+ pounds

**STATISTICAL MODIFIERS:**

ST	CO	AG	QU	SD	RE	IN	PR	END	PP	STA	WILL	MAG
+4	+4	+0	+0	+3	+0	+0	+0	+60	+0	+25	+5	+0

**PREFERRED PROFESSIONS:** Fighter, Cleric, Ranger (although these are only guidelines, these are the classes you'll most likely encounter.)

**DEMEANOR:** In the world of the nomadic tribesmen, none is more mysterious than the Beos. These powerful beings choose to live outdoors in the elements, not fearing rain or snow or the bitterest of cold winter can muster. Isolated clans scatter the plains and mountains, never remaining more than a season in an area, then moving on to less populated fields. You are more likely to encounter a single Beos than the herd. Vegetarians by birth, a Beos is a constant eater; this is a necessity because of their great size and weight. They simply need huge amounts of food each day to sustain their impressive bulk.

**APPEARANCE:** A half-man, half-North American Bison. The Beos is similar to a minotaur, but shaggier and larger. Often wearing a skirt or kilt covering their lower half, they are usually unarmored, as that is seen as an unnecessary bundle to carry.

**LIFESPAN:** The Beos have a lifespan of roughly 80 years, though exceptionally healthy and robust members of their race may live to 100 years.

**CULTURE:** Nomadic or Rural, typically in high plains or mountain areas.

**SPECIAL ABILITIES:**

Resistance to elements: All Beos are resistant to natural cold well past the point that any other race would freeze to death. As a result, they will automatically succeed at any roll against cold or ice attacks that are non-magical or not produced by a magical item or effect.

A Beos also have the Dense Musculature and Enhanced Scent talents. Note: If Gigantism is purchased, then the character is considered to be a Large creature for the purposes of combat criticals.

The Beos produce a dense, thick, and pungent musk that they use to mark trails, territory or possessions.

**STARTING AGE:** Adulthood: 18 Lifespan: 80 Increment: 1