MOOSE

Large Animal
Hit Dice: 5d8+15 (37 hp)
Initiative: +1 (Dex)
Speed: 30 ft
AC: 14 (-1 size, +1 Dex, +4 natural)
Attacks: Butt +6 melee; or 2 hooves +6 melee
Damage: Butt 1d8+6; or hoof 1d6+4
Face/Reach: 5 ft by 10 ft/5 ft
Special Qualities: Scent
Saves: Fort +7, Ref +2, Will +1
Abilities: Str 18, Dex 12, Con 16, Int 2, Wis 11, Cha 6
Skills: Hide +1*, Listen +3, Move Silently +2, Spot +3
Climate/Terrain: Cold and temperate forest, plains, and hills
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 6-7 HD (Large)

Moose are the largest members of the deer family. Generally inoffensive if left alone, they can become aggressive if approached. They have thick hides and powerful hooves and antlers with which they defend themselves.

COMBAT

Skills: Moose receive a +2 racial bonus to Hide and Move Silently checks. *In forest area, the Hide bonus increases to +4.