

CREATURE | WORLDS AWAKENING

Name	Goblin	Power	Standard (1/2)	HP Base	Small (5)
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ENCOUNTER FOLLOW-UP

#	Lvl	HP Max	HP Left
1			
2			
3			
4			
5			



<https://www.worlds-awakening.com/en/community/bestiary/151>

STR	DEX	CON	INT	WIS	CHA	Initiative
-1	+2	-1	+2	+0	+1	12

Crit. success	20	Crit. failure	1
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Resistances	
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Weaknesses	Fire
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ATTRIBUTES

Lvl	HP	Def PHY	Def MAG	Epée courte (Melee)	Arc court (10m) (Ranged)	
1	4	9	11	+0 DM 1d6-2	+3 DM 1d8-5	
2	9	10	12	+1 DM 1d6	+4 DM 1d8-3	
3	14	11	13	+2 DM 1d6+2	+5 DM 1d8-1	
4	19	12	14	+3 DM 2d6+1	+6 DM 1d8+1	
5	24	13	15	+4 DM 2d6+3	+7 DM 1d8+3	
6	29	14	16	+5 DM 2d6+5	+8 DM 2d8+1	
7	34	15	17	+6 DM 3d6+4	+9 DM 2d8+3	
8	39	16	18	+7 DM 3d6+7	+10 DM 2d8+6	
9	44	17	19	+8 DM 3d6+10	+11 DM 2d8+9	
10	49	18	20	+9 DM 3d6+13	+12 DM 3d8+8	

ABILITIES

Agile Escape C - M - 10m The creature can disengage from combat to hide or move away from its attackers. Cooldown: 2 turns	