

CREATURE | WORLDS AWAKENING

Name	Electric eels (school of)	Power	Standard (1/2)	HP Base	Medium (6)
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ENCOUNTER FOLLOW-UP

#	Lvl	HP Max	HP Left
1			
2			
3			
4			
5			



<https://www.worlds-awakening.com/en/community/bestiar/164>

STR	DEX	CON	INT	WIS	CHA	Initiative
+0	+4	+0	-2	-2	+0	14

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

Lvl	HP	Def PHY	Def MAG	Morsure (Melee)		
1	6	11	7	+1 DM 1d6-2		
2	12	12	8	+2 DM 1d6		
3	18	13	9	+3 DM 1d6+2		
4	24	14	10	+4 DM 2d6+1		
5	30	15	11	+5 DM 2d6+3		
6	36	16	12	+6 DM 2d6+5		
7	42	17	13	+7 DM 3d6+4		
8	48	18	14	+8 DM 3d6+7		
9	54	19	15	+9 DM 3d6+10		
10	60	20	16	+10 DM 3d6+13		

ABILITIES

Electrocution (area) C - A - PHY Inflicts 2D6 damage up to 2.50 meters, or 1D6 damage between 2.50 meters and 5 meters. A CON (Constitution) saving throw with a difficulty of 10 halves the damage Cooldown: 5 turns LVL 4: Inflicts 3D6 damage up to 2.50 m, or 2D6 damage between 2.50m et 5m, 1D6 damage between 5m et 7.50m LVL 8: Inflicts 4D6 damage up to 2.50 m, or 3D6 damage between 2.50m et 5m, 2D6 damage between 5m et 7.50m, 1D6 damage between 7.50m et 10m	