

CREATURE | WORLDS AWAKENING

Name War dog

Power

Standard (1/2)

HP Base

Medium (8)

ENCOUNTER FOLLOW-UP

#	Lvl	HP Max	HP Left
1			
2			
3			
4			
5			



<https://www.worlds-awakening.com/en/community/bestary/168>

Crit. success

20

Crit. failure

1 - 2

Resistances

Slashing, Piercing

Weaknesses

Fire

STR

DEX

CON

INT

WIS

CHA

Initiative

+2

+3

+3

-2

-2

-2

13

ATTRIBUTES

Lvl	HP	Def PHY	Def MAG	Morsure (Melee)		
1	11	17	7	+3 DM 1d6-1		
2	19	18	8	+4 DM 1d6+1		
3	27	19	9	+5 DM 1d6+3		
4	35	20	10	+6 DM 2d6+2		
5	43	21	11	+7 DM 2d6+4		
6	51	22	12	+8 DM 2d6+6		
7	59	23	13	+9 DM 3d6+5		
8	67	24	14	+10 DM 3d6+8		
9	75	25	15	+11 DM 3d6+11		
10	83	26	16	+12 DM 3d6+14		

ABILITIES

Jump

PC - MA - PHY (DEX)

The creature can jump a great distance in one go and attack an opponent normally out of reach.

LVL 1: Jump over a distance of 10 meters, followed by a biting attack.

LVL 4: Jump over a distance of 15 meters, followed by a biting attack.

LVL 8: Jump over a distance of 20 meters, followed by a biting attack.

Astonishing leap

C - A - PHY (DEX) - 5m

The creature leaps onto its opponent to knock them down, pin them to the ground, and immobilize them. Once the opponent is on the ground, the creature gets a +2 bonus to attack. The opponent must make a STR (Strength) check with a difficulty of 15 to push the creature off and stand up

LVL 3: +3 to attack

LVL 5: STR (Strength) check with a difficulty of 20 to push the creature off and stand up

LVL 8: +4 to attack