

CREATURE | WORLDS AWAKENING

Name	Bandit Champion	Power	Mini-Boss (DM) (2/1)	HP Base	Large (10)
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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/171>

STR	DEX	CON	INT	WIS	CHA	Initiative
+3	+2	+3	-1	-1	+2	12

Crit. success	19 - 20	Crit. failure	1
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Resistances	Earth, Wind
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Weaknesses	Piercing, Fire
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ATTRIBUTES

Lvl	HP	Def PHY	Def MAG	Epée à Deux Mains (Melee)		
1	13	17	9	+5 DM 1d6-1		
2	23	18	10	+6 DM 1d6+1		
3	33	19	11	+7 DM 1d6+3		
4	43	20	12	+8 DM 2d6+3		
5	53	21	13	+9 DM 2d6+5		
6	63	22	14	+10 DM 2d6+8		
7	73	23	15	+11 DM 3d6+7		
8	83	24	16	+12 DM 3d6+10		
9	93	25	17	+13 DM 3d6+13		
10	103	26	18	+14 DM 3d6+15		

ABILITIES

Sweeping Strike P - 2m In close combat, this creature can simultaneously attack a number of opponents equal to its Adversity Ratio (AR). When it executes a melee attack, it performs a single attack roll that applies to each enemy within range. Each adversary hit suffers the standard damage of the attack, but can still defend themselves, by absorbing, dodging, or parrying the assault.	