

# CREATURE | WORLDS AWAKENING

|      |      |       |                |         |            |
|------|------|-------|----------------|---------|------------|
| Name | Ogre | Power | Standard (2/1) | HP Base | Large (10) |
|------|------|-------|----------------|---------|------------|

## ENCOUNTER FOLLOW-UP

| # | Lvl | HP Max | HP Left |
|---|-----|--------|---------|
| 1 |     |        |         |
| 2 |     |        |         |
| 3 |     |        |         |
| 4 |     |        |         |
| 5 |     |        |         |



<https://www.worlds-awakening.com/en/community/bestary/179>

| STR | DEX | CON | INT | WIS | CHA | Initiative |
|-----|-----|-----|-----|-----|-----|------------|
| +4  | +0  | +3  | -1  | -1  | +0  | 10         |

|               |    |               |   |
|---------------|----|---------------|---|
| Crit. success | 20 | Crit. failure | 1 |
|---------------|----|---------------|---|

|             |             |
|-------------|-------------|
| Resistances | Bludgeoning |
|-------------|-------------|

|            |          |
|------------|----------|
| Weaknesses | Slashing |
|------------|----------|

## ATTRIBUTES

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

## ABILITIES

|                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                                                                                                                                                                         |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p><b>Furious Charge</b> C - MA - 15m</p> <p>The creature charges in a straight line, knocking down everything in its path. Players must make a DEX check of difficulty 13 or are knocked down, losing a move action (M) to get up.</p> <p><b>Cooldown:</b> 2 turns</p> | <p><b>Sweeping Strike</b> P - 2m</p> <p>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.</p> |
|                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                                                                                                                                                                         |