

CREATURE | WORLDS AWAKENING

Name	Manticore	Power	Standard (2/1)	HP Base	Large (14)
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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/182>

STR	DEX	CON	INT	WIS	CHA	Initiative
+4	+2	+3	-3	+0	-2	12

Crit. success	20	Crit. failure	1 - 2
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Resistances	Piercing, Non-Elemental, Earth
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Weaknesses	Slashing, Fire, Lightning
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ATTRIBUTES

Lvl	HP	Def PHY	Def MAG	Griffes (Melee)	Queue empoisonnée (Melee)	Projectile de piquants (Ranged)
1	17	17	11	+10 DM 1d6	+10 DM 1d6	+7 DM 1d8-3
2	31	18	12	+11 DM 1d6+2	+11 DM 1d6+2	+8 DM 1d8-1
3	45	19	13	+12 DM 1d6+4	+12 DM 1d6+4	+9 DM 1d8+1
4	59	20	14	+13 DM 2d6+3	+13 DM 2d6+3	+10 DM 1d8+3
5	73	21	15	+14 DM 2d6+5	+14 DM 2d6+5	+11 DM 1d8+5
6	87	22	16	+15 DM 2d6+7	+15 DM 2d6+7	+12 DM 2d8+3
7	101	23	17	+16 DM 3d6+6	+16 DM 3d6+6	+13 DM 2d8+5
8	115	24	18	+17 DM 3d6+9	+17 DM 3d6+9	+14 DM 2d8+8
9	129	25	19	+18 DM 3d6+12	+18 DM 3d6+12	+15 DM 2d8+11
10	143	26	20	+19 DM 3d6+15	+19 DM 3d6+15	+16 DM 3d8+10

ABILITIES

Furious Charge C - MA - 15m 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. Cooldown: 2 turns	