

CREATURE | WORLDS AWAKENING

Name	Goblin	Power	Standard (1/2)	HP Base	Small (5)
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ENCOUNTER FOLLOW-UP

#	Lvl	HP Max	HP Left
1			
2			
3			
4			
5			



<https://www.worlds-awakening.com/en/user/1/bestiary/1>

Crit. success	20	Crit. failure	1
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STR	DEX	CON	INT	WIS	CHA	Initiative
-1	+2	-1	+2	+0	+1	12

Resistances	
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Weaknesses	Fire
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ATTRIBUTES

Lvl	HP	Def PHY	Def MAG	Short sword (melee)	Short bow (10m) (ranged)
1	4	9	11	+0 DM 1d6-1	+4 DM 1d8-2
2	9	10	12	+1 DM 1d6+1	+5 DM 1d8+0
3	14	11	13	+2 DM 1d6+3	+6 DM 1d8+2
4	19	12	14	+3 DM 2d6+2	+7 DM 1d8+4
5	24	13	15	+4 DM 2d6+4	+8 DM 1d8+6
6	29	14	16	+5 DM 2d6+6	+9 DM 2d8+4
7	34	15	17	+6 DM 3d6+5	+10 DM 2d8+6
8	39	16	18	+7 DM 3d6+8	+11 DM 2d8+9
9	44	17	19	+8 DM 3d6+11	+12 DM 2d8+12
10	49	18	20	+9 DM 3d6+14	+13 DM 3d8+11

ABILITIES

<p>Agile Escape C - M - 10m</p> <p>The creature can disengage from combat to hide or move away from its attackers.</p> <p>Cooldown: 2 round(s)</p>	