

CREATURE | WORLDS AWAKENING

Name Centaur

Power

Standard (3/1)

HP Base

Large (10)

ENCOUNTER FOLLOW-UP

#	Lvl	HP Max	HP Left
1			
2			
3			
4			
5			



<https://www.worlds-awakening.com/en/user/5/bestiary/17>

Crit. success 19 - 20

Crit. failure 1

STR	DEX	CON	INT	WIS	CHA	Initiative
+2	+4	+2	+2	+2	+3	14

Resistances

Weaknesses

ATTRIBUTES

Lvl	HP	Def PHY	Def MAG	Spear (melee)	Short bow (ranged)	Kick (melee)
1	12	15	15	+3 DM 1d6-2	+5 DM 1d8-3	+3 DM 1d6-1
2	22	16	16	+4 DM 1d6+0	+6 DM 1d8-1	+4 DM 1d6+1
3	32	17	17	+5 DM 1d6+2	+7 DM 1d8+1	+5 DM 1d6+3
4	42	18	18	+6 DM 2d6+1	+8 DM 1d8+3	+6 DM 2d6+2
5	52	19	19	+7 DM 2d6+3	+9 DM 1d8+5	+7 DM 2d6+4
6	62	20	20	+8 DM 2d6+5	+10 DM 2d8+3	+8 DM 2d6+6
7	72	21	21	+9 DM 3d6+4	+11 DM 2d8+5	+9 DM 3d6+5
8	82	22	22	+10 DM 3d6+7	+12 DM 2d8+8	+10 DM 3d6+8
9	92	23	23	+11 DM 3d6+10	+13 DM 2d8+11	+11 DM 3d6+11
10	102	24	24	+12 DM 3d6+13	+14 DM 3d8+10	+12 DM 3d6+14

ABILITIES

Charge

C - MA - PHY (DEX)

The creature can charge at an opponent to trample them. Its charge allows it to cover up to 30 meters (instead of 10). The creature must be at least 10 meters away from its target to initiate the charge. The damage will be equal to twice the damage of the kick.