

CREATURE | WORLDS AWAKENING

Name Bandit Champion

Power

Mini-boss (DM) (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/user/18/bestiary/23>

Crit. success

19 - 20

Crit. failure

1

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

Resistances

Earth, Wind

Weaknesses

Piercing, Fire

ATTRIBUTES

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

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.