

CREATURE | WORLDS AWAKENING

Name	Bear-owl	Power	Standard (2/1)	HP Base	Large (12)
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ENCOUNTER FOLLOW-UP

#	Lvl	HP Max	HP Left
1			
2			
3			
4			
5			



<https://www.worlds-awakening.com/en/user/8/bestiary/3>

STR	DEX	CON	INT	WIS	CHA	Initiative
+4	+1	+3	-2	+1	-2	11

Crit. success	20	Crit. failure	1 - 2
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Resistances	Blunt, Piercing
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Weaknesses	Fire, Ice, Darkness
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ATTRIBUTES

Lvl	HP	Def PHY	Def MAG	beak and claws (melee)
1	15	17	13	+5 DM 1d6-2
2	27	18	14	+6 DM 1d6+0
3	39	19	15	+7 DM 1d6+2
4	51	20	16	+8 DM 2d6+1
5	63	21	17	+9 DM 2d6+3
6	75	22	18	+10 DM 2d6+5
7	87	23	19	+11 DM 3d6+4
8	99	24	20	+12 DM 3d6+7
9	111	25	21	+13 DM 3d6+10
10	123	26	22	+14 DM 3d6+13

ABILITIES

<p>Charge C - MA - PHY (STR) - 30m</p> <p>The creature travels a maximum distance of 30 meters and makes an attack, roll two d20s and keep the best result. If the attack is successful, in addition to normal DM, a victim of less than or equal size to the creature must make an opposed STR test or be Knocked Down.</p> <p>Limitation: 3 / Encounter</p> <p>Cooldown: 2 round(s)</p> <p>LVL 3: The creature tramples its opponent if they are knocked down. + 2d6 de DM</p> <p>LVL 5: Charge DM increases by 1d6</p>	