

# CREATURE | WORLDS AWAKENING

Name Ogre

Power

Standard (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/1/bestiary/32>

Crit. success

20

Crit. failure

1

STR	DEX	CON	INT	WIS	CHA	Initiative
+4	+0	+3	-1	-1	+0	10

Resistances

Blunt

Weaknesses

Slashing

## ATTRIBUTES

Lvl	HP	Def PHY	Def MAG	Sledgehammer (melee)
1	13	17	9	+4 DM 1d6+0
2	23	18	10	+5 DM 1d6+2
3	33	19	11	+6 DM 1d6+4
4	43	20	12	+7 DM 2d6+3
5	53	21	13	+8 DM 2d6+5
6	63	22	14	+9 DM 2d6+7
7	73	23	15	+10 DM 3d6+6
8	83	24	16	+11 DM 3d6+9
9	93	25	17	+12 DM 3d6+12
10	103	26	18	+13 DM 3d6+15

## 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 round(s)

### 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.