

# CREATURE | WORLDS AWAKENING

Name Manticore

Power

Standard (2/1)

HP Base

Large (14)

## ENCOUNTER FOLLOW-UP

#	Lvl	HP Max	HP Left
1			
2			
3			
4			
5			



<https://www.worlds-awakening.com/fr/user/37/bestiary/35>

Crit. success	20	Crit. failure	1 - 2
---------------	----	---------------	-------

STR	DEX	CON	INT	WIS	CHA	Initiative
+4	+2	+3	-3	+0	-2	12

Resistances	Piercing, Non-elemental, Earth
-------------	--------------------------------

Weaknesses	Slashing, Fire, Lightning
------------	---------------------------

## ATTRIBUTES

Lvl	HP	Def PHY	Def MAG	Griffes (melee)	Queue empoisonnée (melee)	Projectile de piquants (ranged)
1	17	17	11	+10 DM 1d6+0	+10 DM 1d6+0	+7 DM 1d8-3
2	31	18	12	+11 DM 1d6+2	+11 DM 1d6+2	+8 DM 1d8-1
3	45	19	13	+12 DM 1d6+4	+12 DM 1d6+4	+9 DM 1d8+1
4	59	20	14	+13 DM 2d6+3	+13 DM 2d6+3	+10 DM 1d8+3
5	73	21	15	+14 DM 2d6+5	+14 DM 2d6+5	+11 DM 1d8+5
6	87	22	16	+15 DM 2d6+7	+15 DM 2d6+7	+12 DM 2d8+3
7	101	23	17	+16 DM 3d6+6	+16 DM 3d6+6	+13 DM 2d8+5
8	115	24	18	+17 DM 3d6+9	+17 DM 3d6+9	+14 DM 2d8+8
9	129	25	19	+18 DM 3d6+12	+18 DM 3d6+12	+15 DM 2d8+11
10	143	26	20	+19 DM 3d6+15	+19 DM 3d6+15	+16 DM 3d8+10

## 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)

<p><b>Furious Charge</b> <span style="float: right;">C - MA - 15m</span></p> <p>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.</p> <p><b>Cooldown:</b> 2 round(s)</p>	