

# CREATURE | WORLDS AWAKENING

Name The Surprise

Power

Mini-boss (HP) (2/1)

HP Base

Medium (15)

## ENCOUNTER FOLLOW-UP

#	Lvl	HP Max	HP Left
1			
2			
3			
4			
5			



<https://www.worlds-awakening.com/en/user/57/bestiary/62>

Crit. success	20	Crit. failure	1
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STR	DEX	CON	INT	WIS	CHA	Initiative
+0	+0	+3	+0	+0	+0	10

Resistances	
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Weaknesses	Blunt
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## ATTRIBUTES

Lvl	HP	Def PHY	Def MAG		
1	18	17	11		
2	33	18	12		
3	48	19	13		
4	63	20	14		
5	78	21	15		
6	93	22	16		
7	108	23	17		
8	123	24	18		
9	138	25	19		
10	153	26	20		

## ABILITIES

### Backlash

P - F - PHY (STR) - 1m

When more than one opponent makes contact with the creature in the same turn, the creature moves and pivots with the same force as the first attacker. It will automatically slam its metal frame against the second opponent that makes contact. Use the same physical damage roll on the second opponent that you used against Surprise during the attack. (The creature still takes the initial damage roll from the first attacker.)

### Sharp thorns

P - F - PHY (STR) - 1m

When fighting for its survival, after taking enough hits, the Surprise erupts razor-sharp spines from its skin. These thin, metal-like spikes automatically add an additional damage score (1D4 hit points) to each use of the "Backlash" ability. In addition, if the Surprise has suffered a first attack since the beginning of the encounter: each opponent coming into contact with the Surprise must make a DEX (10) roll to avoid being injured again by its spikes. This test must be repeated at the start of each turn as long as the opponent remains nearby.