

CREATURE | WORLDS AWAKENING

Name	Centaur	Power	Standard (3/1)	HP Base	Large (10)
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ENCOUNTER FOLLOW-UP

#	Lvl	HP Max	HP Left
1			
2			
3			
4			
5			



<https://worlds-awakening.com/en/community/bestary/165>

STR	DEX	CON	INT	WIS	CHA	Initiative
+2	+4	+2	+2	+2	+3	14

Crit. success	19 - 20	Crit. failure	1
Resistances			
Weaknesses			

ATTRIBUTES

Lvl	HP	Def PHY	Def MAG	Lance (Melee)	Arc court (Ranged)	Ruade (Melee)
1	12	15	15	+3 DM 1d6-2	+5 DM 1d8-3	+3 DM 1d6-1
2	22	16	16	+4 DM 1d6	+6 DM 1d8-1	+4 DM 1d6+1
3	32	17	17	+5 DM 1d6+2	+7 DM 1d8+1	+5 DM 1d6+3
4	42	18	18	+6 DM 2d6+1	+8 DM 1d8+3	+6 DM 2d6+2
5	52	19	19	+7 DM 2d6+3	+9 DM 1d8+5	+7 DM 2d6+4
6	62	20	20	+8 DM 2d6+5	+10 DM 2d8+3	+8 DM 2d6+6
7	72	21	21	+9 DM 3d6+4	+11 DM 2d8+5	+9 DM 3d6+5
8	82	22	22	+10 DM 3d6+7	+12 DM 2d8+8	+10 DM 3d6+8
9	92	23	23	+11 DM 3d6+10	+13 DM 2d8+11	+11 DM 3d6+11
10	102	24	24	+12 DM 3d6+13	+14 DM 3d8+10	+12 DM 3d6+14

ABILITIES

Charge C - MA - PHY (DEX) The creature can charge at an opponent to trample them. Its charge allows it to cover up to 30 meters (instead of 10). The creature must be at least 10 meters away from its target to initiate the charge. The damage will be equal to twice the damage of the kick.	