

CREATURE | WORLDS AWAKENING

Name	Possessed human	Power	Boss (2/1)	HP Base	Medium (16)
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ENCOUNTER FOLLOW-UP

#	Lvl	HP Max	HP Left
1			
2			
3			
4			
5			



<https://worlds-awakening.com/en/community/bestiar/259>

STR	DEX	CON	INT	WIS	CHA	Initiative	Crit. success	20	Crit. failure	1
+3	+2	+0	+3	-2	-1	12	Resistances		Weaknesses	

ATTRIBUTES

Lvl	HP	Def PHY	Def MAG	Mains nues (Melee)		
1	16	11	7	+5 DM 1d6-2		
2	32	12	8	+6 DM 1d6		
3	48	13	9	+7 DM 1d6+2		
4	64	14	10	+8 DM 2d6+2		
5	80	15	11	+9 DM 2d6+4		
6	96	16	12	+10 DM 2d6+7		
7	112	17	13	+11 DM 3d6+6		
8	128	18	14	+12 DM 3d6+9		
9	144	19	15	+13 DM 3d6+12		
10	160	20	16	+14 DM 3d6+14		

ABILITIES

Telekinesis C - A - MAG (INT) - 5m The creature unleashes a telekinetic wave in a line 5 meters long and 3 meters wide, hurling everything in front of it. Targets in the area are thrown 5 meters back, take 2d6 damage, and fall prone. Using telekinesis also inflicts 2d4 damage on the user, as the unstable energy violently surges back through their arm or body. Cooldown: 2 turns	