



RESOLUTION

d20 + attribute ≥ difficulty

5
EASY

10
NORMAL

15
HARD

20+
HEROIC

20 = critical success (max damage) / 1 = fumble, GM decides

Critical thresholds may vary depending on PC/NPC (CHA)

TURN ORDER

- M + A (movement + attack)
- A + M (attack + movement)
- MM (2 movements)
- MA (double action)
- F (1 free action, anytime)

ACTIONS

- M: 10m/10 squares, climbing, acrobatics
- A: weapon or offensive ability
- MA: powerful ability (M + A)
- F: talk, drink potion, etc.

COMBAT

Initiative: 10 + DEX, descending order

Critical: max damage (ex: 2d6+3 → 15)

Conditions:

- Paralyzed = no M (movement)
- Stunned = lose the turn
- Poison = penalty

BASIC ATTACK

Roll: d20 + Weapon Stat + Weapon Bonus + Level

- Melee/Ranged → PHY Atk ≥ PHY Def
- Magic → MAG Atk ≥ MAG Def

On success: apply weapon DM.

Ex: Short Sword STR+1 DM 1d6+1 → Roll = d20 + STR +1 + Level.

MAGIC & MP

Cast if MP sufficient + action available (M, A, MA, F)

+1 MP = -1 recharge turn (stackable)

ATTACKS VS DEFENSES

DEFENSIVE STANCE

Sacrifice A

Def PHY/MAG +1
Dodge/Parry +1

Sacrifice A+M

Def PHY/MAG +2
Dodge/Parry +2

Sacrificing M alone: not allowed. Bonus lasts until your next turn; never shifts natural-d20 critical thresholds.

DODGE / PARRY

declare before the attack roll

INCOMING ATTACK	DODGE	PARRY
Physical	d20 + Lvl + DEX	d20 + Lvl + STR
Targeted magic	same -3	—
Area	—	—

≥ attack roll = no damage. A critical attack can be neither dodged nor parried.

CRITICALS (NATURAL D20)

20 on parry

Riposte: weapon damage, no roll
attacker in melee

20 on dodge

Riposte: attack roll with your weapon
attacker within weapon range

Magic weapon

Riposte unarmed
attacker in melee

1 (crit. fail)

No dodge nor parry next turn

A riposte happens outside your turn, costs no action, and can itself be neither dodged nor parried.

WORLDS AWAKENING

GAME AID

1 / 2

COMBAT OPTIONS

Unarmed:

Atk = d20 + DEX + Level vs PHY DEF

Damage = 1d4 + STR

Dual Wield:

Sacrifice M → 2 attacks (A)

Penalty -2 Atk/damage off-hand

Opportunity Attack:

Enemy flees melee without disengaging → free Atk (no dodge/parry)

Disengage: spend A → leave melee safely, no opportunity attack

ABILITIES

Types: P (passive) • C (combat) • PC (mixed)

Consumes: M, A, MA, F

Attack type: sets which defense to compare

- PHY: Atk PHY vs Def PHY
- MAG: Atk MAG vs Def MAG
- SUPPORT: automatic success, no roll (healing, buffs...)

Attributes: charac. roll, range, MP cost, cooldown, usage limit

REST

Short Rest (≈2h): choose →

HP = Level + Hit Die

MP = Level + WIS (min 1)

Long Rest (≈8h):

- Comfortable = full HP & MP
- Stressful = counts as 3 short rests

CHARACTERISTICS

STR push, lift, break

DEX jump, disarm, hide

CON endure, resist, swim

INT analyze, decipher, investigate

WIS perceive, track, meditate

CHA persuade, intimidate, negotiate

UPGRADING GEAR

Attack Bonus: +1 = 20 NX (max +3)

Equipment Bonus: +1 Atk/Def = 20 NX (max +3, only existing bonus)

Damage Bonus: +1 = 20 NX (max +5)

Damage Dice: max 3 dice (1H) / 4 dice (2H)

- Cost = die value (D4=40 NX, D6=60, D8=80, etc.)
- Each extra die = -1 test and -1 damage

Special Effects: rare, require components and/or GM's ruling

PROGRESSION

XP → Level: 2 × current level (in XP) to level up. Max 1 per long rest.

AP (Ability Points):

- +3 AP at each level up
- New ability = 3 AP
- Evolution = 3 AP (level required)

In combat:

- 1 AP/MP = -1 recharge turn (stackable)
- 2 AP = reuse ability 1/encounter
- 3 AP = reuse ability 1/day (except Innate)

NX (Nexus Shards): universal currency

UNCONSCIOUS & DEATH

Unconscious (0 HP):

- Each turn, roll Hit Dice → subtract from HP below 0
- Death if HP < -(2 × max HD value)

Stabilize (WIS test, GM sets DC):

- Success = PC at 1 HP
- Critical = recover half HP
- Critical failure = lose HP equal to healer's level

Death & Recall:

- Soul lingers 3 days max (24h free, then 40 NX/day)
- Recall ritual (long rest): 1 XP sacrificed, PC revived = HP 1, XP & AP = 0 (level & abilities preserved)