

# OUTFIT | WORLDS AWAKENING

CHARACTER \_\_\_\_\_ PLAYER \_\_\_\_\_

OUTFIT \_\_\_\_\_ OVER-OUTFIT \_\_\_\_\_ CLASSE \_\_\_\_\_

Assassin  Shadow

Def PHY	+2	Def MAG	+1	Resistances	Piercing, Holy
Durability	M7X	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		Weaknesses	

## ABILITIES

<p><input type="checkbox"/> <b>Surprise Action</b> <span style="float: right;">P</span></p> <p>If the character is stealthy or behind the opponent, they can deliver a surprise action. The character gains a +2 bonus to their test roll.</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> LVL 3: The bonus increases to +3.</li> <li><input type="checkbox"/> LVL 5: The bonus increases to +4.</li> <li><input type="checkbox"/> LVL 7: The bonus increases to +5.</li> </ul>	<p><input type="checkbox"/> <b>Camouflage</b> <span style="float: right;">PC - F</span></p> <p>The character blends into their surroundings, becoming nearly invisible. For 1 round (or 10 minutes), they become undetectable by enemies and can make stealthy attacks. The camouflage immediately ends when the character takes an offensive action.</p> <p><b>Cooldown:</b> 3 round(s)</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> LVL 3: Camouflage lasts for 2 rounds (or 20 minutes).</li> <li><input type="checkbox"/> LVL 5: Camouflage remains active even after an offensive action.</li> <li><input type="checkbox"/> LVL 7: Camouflage lasts for 3 rounds (or 30 minutes).</li> </ul>
<p><input type="checkbox"/> <b>Master of Poisons</b> <span style="float: right;">P</span></p> <p>The character is a master in the manipulation of poisons, exempt from the INT test when applying poison to their blades. They also know how to concoct a vial of poison, which requires a short rest phase, sacrificing their HP recovery.</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> LVL 1: The character knows how to concoct a vial of Slowing Poison.</li> <li><input type="checkbox"/> LVL 3: The character knows how to concoct a vial of Weakening Poison.</li> <li><input type="checkbox"/> LVL 5: The character knows how to concoct a vial of Paralyzing Poison.</li> <li><input type="checkbox"/> LVL 7: No tests are necessary to apply poison to weapons anymore, but it still counts as an action (M or A) during combat.</li> </ul>	<p><input type="checkbox"/> <b>Eagle Eye</b> <span style="float: right;">P</span></p> <p>The character has keen vision that allows them to spot traps and hidden enemies more easily. They gain a +2 bonus to WIS, increasing their chances of detecting dangers.</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> LVL 2: The WIS bonus increases to +3.</li> <li><input type="checkbox"/> LVL 4: The WIS bonus increases to +4.</li> <li><input type="checkbox"/> LVL 6: The WIS bonus increases to +5.</li> </ul>
<p><input type="checkbox"/> <b>Deadly Strike</b> <span style="float: right;">C - MA</span></p> <p>If the character is stealthy or behind the opponent's back, he can deal a fatal blow to an enemy. The character must make a DEX test (including bonus) and must be greater than or equal to 20 to instantly eliminate a target. If the target is a boss or mini-boss, he takes double weapon damage. If the result is 15 or more, it deals normal weapon damage.</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> LVL 2: The DEX test must be equal to or greater than 19, normal damage from 14.</li> <li><input type="checkbox"/> LVL 4: The DEX test must be equal to or greater than 18, normal damage from 13.</li> <li><input type="checkbox"/> LVL 6: The DEX test must be equal to or greater than 17, normal damage from 12.</li> </ul>	<p><input type="checkbox"/> <b>Arterial Strike</b> <span style="float: right;">C - A - PHY (DEX)</span></p> <p>The character aims to slash an artery. If the enemy is hit, they suffer the weapon's damage for that turn and will automatically take 1d4 damage each subsequent turn; this effect does not stack. The bleeding stops with the first healing received by the target.</p> <p><b>Cooldown:</b> 2 round(s)</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> LVL 3: The bleeding now deals 1d8 damage.</li> <li><input type="checkbox"/> LVL 5: The bleeding now deals 2d8 damage.</li> <li><input type="checkbox"/> LVL 7: The bleeding now deals 3d8 damage.</li> </ul>
<p><input type="checkbox"/> <b>Fatal Distraction</b> <span style="float: right;">C - MA - PHY (DEX) - 10m</span></p> <p>The character can throw a small bomb of toxic smoke that creates confusion among enemies in a radius of 2 meters. For 2 rounds, all enemies in the area suffer a -2 penalty to their attack rolls.</p> <p><b>Cooldown:</b> 2 round(s)</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> LVL 2: Enemies also take 1d6 damage each round.</li> <li><input type="checkbox"/> LVL 4: The attack penalty increases to -3.</li> <li><input type="checkbox"/> LVL 6: The damage taken increases to 2d6 per round.</li> </ul>	<p><input type="checkbox"/> <b>Dual Blade Mastery</b> <span style="float: right;">P</span></p> <p>The character is an expert in wielding two daggers simultaneously, allowing them to perform a Double Attack without the damage penalties on the secondary weapon.</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> LVL 3: The character no longer incurs attack roll penalties when using both daggers during a Double Attack.</li> <li><input type="checkbox"/> LVL 5: The character can equip a short sword in the main hand (FOR) and a dagger in the off-hand (DEX) while benefiting from Dual Blade Mastery.</li> <li><input type="checkbox"/> LVL 7: The Double Attack is simplified: the character makes two attack rolls but only keeps the better result for both attacks.</li> </ul>