

OUTFIT | WORLDS AWAKENING

CHARACTER _____ PLAYER _____

OUTFIT _____ OVER-OUTFIT _____ CLASSE _____

Healer _____ _____ Priest _____

Def PHY	+1	Def MAG	+1	Resistances	Wind, Darkness
Durability	M6X	<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"/> Healing PC - A - SUPPORT - 10m</p> <p>The character heals their wounds or those of an ally. By spending 1 MP, they restore 1d4+2 HP. This ability can be used at a distance of up to 10 meters.</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 2: Healing restores 2d4+2 HP. <input type="checkbox"/> LVL 4: Healing restores 2d4+2 HP. <input type="checkbox"/> LVL 6: Healing restores 3d4+8 HP for a cost of 3 MP. 	<p><input type="checkbox"/> Collective Healing PC - MA - SUPPORT - 10m</p> <p>The character heals their wounds and those of their allies. By spending 3 MP, they restore 1d4 HP to all player characters within a radius of 10 meters.</p> <p>Cooldown: 1 round(s)</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 3: Collective Healing restores 2d4 HP. <input type="checkbox"/> LVL 5: Collective Healing restores 2d4+4 HP for a cost of 4 MP. <input type="checkbox"/> LVL 7: Collective Healing restores 3d4+6 HP for a cost of 5 MP.
<p><input type="checkbox"/> Revitalization PC - A - SUPPORT</p> <p>The character channels their healing power to revive an unconscious character they are in contact with, at a cost of 2 MP. It immediately stops the deterioration of the unconscious character's hit points (without making a stabilization test) and restores 1d4+1 HP.</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 2: Revitalization restores 2d4+1 HP. <input type="checkbox"/> LVL 4: Revitalization restores 2d4+3 HP, and the cost increases to 3 MP. <input type="checkbox"/> LVL 6: Revitalization restores 3d4+5 HP, and the cost increases to 4 MP. 	<p><input type="checkbox"/> Protective Purification PC - MA - SUPPORT</p> <p>The character instantly heals all status ailments (poisoning, burning, confusion, etc.) affecting a targeted ally for a cost of 2 MP. Additionally, the character bestows a temporary magical shield on the target, protecting them from new status ailments for 1 round.</p> <p>Cooldown: 2 round(s)</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 3: The shield lasts for 2 rounds. <input type="checkbox"/> LVL 5: The shield restores 1d4+1 HP per round, and the cost increases to 3 MP. <input type="checkbox"/> LVL 7: The shield restores 1d6+1 HP per round, and the cost increases to 4 MP.
<p><input type="checkbox"/> Divine Protection PC - MA - SUPPORT</p> <p>The character invokes divine protection to strengthen the resistance of their allies for a cost of 3 MP. For 2 rounds, all allies gain a +1 bonus to their Def PHY and Def MAG.</p> <p>Cooldown: 2 round(s)</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 2: The bonus to Def PHY and Def MAG increases to +2. <input type="checkbox"/> LVL 4: The bonus to Def PHY and Def MAG increases to +3, and the cost increases to 4 MP. <input type="checkbox"/> LVL 6: The bonus to Def PHY and Def MAG increases to +4, and the cost increases to 5 MP. 	<p><input type="checkbox"/> Purifying Light PC - MA - MAG (WIS)</p> <p>The character releases an intense sacred light around them, dealing 1d4+1 sacred damage to enemies within a 2-meter radius for a cost of 2 MP. Additionally, this light dazzles the affected enemies, preventing them from acting for 1 round.</p> <p>Cooldown: 1 round(s)</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 2: Damage increases to 2d4+2. <input type="checkbox"/> LVL 4: The range increases to a 5-meter radius. <input type="checkbox"/> LVL 6: Damage increases to 2d6+4, and the cost increases to 3 MP.
<p><input type="checkbox"/> Light Spear PC - MA - MAG (WIS) - 20m</p> <p>The character creates a spear of light and hurls it at a distant enemy, dealing 1d4+1 piercing and sacred damage for a cost of 2 MP. Additionally, the targeted enemy has its DEF MAG reduced by -1 for 1 round.</p> <p>Cooldown: 1 round(s)</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 3: Damage increases to 2d4+2. <input type="checkbox"/> LVL 5: The Def MAG penalty for affected enemies decreases to -2. <input type="checkbox"/> LVL 7: Damage increases to 2d6+4, and the cost increases to 3 MP. 	<p><input type="checkbox"/> Divine Fervor C - M - SUPPORT</p> <p>The character deeply connects to their faith and draws upon divine power to regenerate their spiritual energy. For 2 rounds, they recover 1d4 MP at the end of each round.</p> <p>Limitation: 1 / Encounter</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 3: MP recovery increases to 2d4 MP per round. <input type="checkbox"/> LVL 5: MP recovery lasts for 3 rounds. <input type="checkbox"/> LVL 7: MP recovery increases to 2d6 MP per round.