

OUTFIT | WORLDS AWAKENING

CHARACTER _____ PLAYER _____

OUTFIT _____ OVER-OUTFIT _____ CLASSE _____

Profet _____ _____ Priest _____

Def PHY	+0	Def MAG	+2	Resistances	Earth, 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"/> Astral Vision PC</p> <p>The character enters deep meditation to gain astral vision. By spending 3 MP, they can see and hear a location or person they are familiar with, even at considerable distances.</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 2: Astral vision can be used to communicate with an ally for an additional 1 MP. <input type="checkbox"/> LVL 4: The character can obtain a vision of the near future, but this consumes 4 MP. <input type="checkbox"/> LVL 6: The cost of astral vision is reduced to 2 MP per use (3 MP if communicating with an ally). 	<p><input type="checkbox"/> Healing Star PC - MA - SUPPORT</p> <p>The character invokes the power of the stars to heal their wounds or those of their allies. By spending 2 MP, they restore 1d4+1 HP to a target or themselves.</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 2: The restored HP increases to 2d4+1. <input type="checkbox"/> LVL 4: The restored HP increases to 2d4+4, and the cost increases to 3 MP. <input type="checkbox"/> LVL 6: The restored HP increases to 3d4+6 for a cost of 4 MP.
<p><input type="checkbox"/> Malevolent Eclipse C - MA - MAG (WIS) - 20m</p> <p>The character invokes a malevolent eclipse to obscure the vision of their enemies. For 3 MP, they create a zone of darkness within a radius of 3 meters for 2 rounds, affecting the vision of all enemies inside. Enemies in the area suffer a -2 penalty to their attack rolls.</p> <p>Cooldown: 2 round(s)</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 3: The penalty to attack rolls increases to -3. <input type="checkbox"/> LVL 5: The penalty to attack rolls increases to -4, and the cost increases to 4 MP. <input type="checkbox"/> LVL 7: The penalty to attack rolls increases to -5, and the cost increases to 5 MP. 	<p><input type="checkbox"/> Celestial Call C - MA - SUPPORT</p> <p>The character makes a celestial call to seek divine guidance. By spending 2 MP, they choose an ally who, on their next turn, can roll two d20s for their attack roll and keep the better result.</p> <p>Limitation: 1 / Encounter</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 3: Celestial Call lasts for 2 rounds, and the cost increases to 3 MP. <input type="checkbox"/> LVL 5: During the duration of Celestial Call, attack rolls are automatically successful; however, critical hits cannot be scored. <input type="checkbox"/> LVL 7: Celestial Call lasts for 3 rounds, and the cost increases to 4 MP.
<p><input type="checkbox"/> Premonition C - A - SUPPORT</p> <p>The character predicts an enemy attack for 1 MP. The character chooses an enemy, and during the next round, when this enemy takes offensive action, the character and their allies gain a bonus of +1 to 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: Premonition lasts for 2 rounds, and the cost increases to 2 MP. <input type="checkbox"/> LVL 6: The bonus to Def PHY and Def MAG increases to +3, and the cost increases to 3 MP. 	<p><input type="checkbox"/> Stardust Shower C - MA - MAG (WIS) - 15m</p> <p>The character invokes a shower of sacred stars to bombard a 3-meter radius area. For 3 MP, all enemies in the area suffer 1d4+1 sacred damage.</p> <p>Cooldown: 2 round(s)</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 3: The area of effect increases to a 5-meter radius. <input type="checkbox"/> LVL 5: The sacred damage increases to 2d6+3, and the cost increases to 4 MP. <input type="checkbox"/> LVL 7: The sacred damage from Stardust Shower ignores the resistances of enemies, and the cost increases to 5 MP.
<p><input type="checkbox"/> Astral Orb C - A - MAG (WIS) - 20m</p> <p>The character can create an astral orb charged with divine energy to attack enemies. By spending 1 MP, they launch an orb that inflicts 1d4+1 sacred damage to an enemy.</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 2: The Astral Orb automatically hits the enemy. <input type="checkbox"/> LVL 4: The damage of the Astral Orb increases to 2d4+3, and the cost increases to 2 MP. <input type="checkbox"/> LVL 6: The damage of the Astral Orb increases to 2d8+3, and the cost increases to 3 MP. 	<p><input type="checkbox"/> Celestial Radiance C - MA - MAG (WIS) - 10m</p> <p>The character channels the energy of the stars to project celestial radiance onto a group of enemies. For 2 MP, they inflict 1d4+1 sacred damage to all enemies in front of them within a range of 10 meters and a width of 3 meters.</p> <p>Cooldown: 2 round(s)</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 3: The damage increases to 2d4+1. <input type="checkbox"/> LVL 5: The damage increases to 2d4+3, and the cost increases to 3 MP. <input type="checkbox"/> LVL 7: The damage increases to 2d4+5, and the cost increases to 4 MP.