

OUTFIT | WORLDS AWAKENING

CHARACTER _____ PLAYER _____

OUTFIT _____ OVER-OUTFIT _____ CLASSE _____

Swordsman Fighter

Def PHY	+3	Def MAG	+1	Resistances	Blunt, Slashing
Durability	100	<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"/> Quick Attack C - A - PHY (STR)</p> <p>The character can make a quick attack with their primary weapon, dealing 1d4 bonus damage.</p> <p>Cooldown: 1 round(s)</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 3: Bonus damage increases to 2d4. <input type="checkbox"/> LVL 5: Bonus damage increases to 2d6. <input type="checkbox"/> LVL 7: Bonus damage increases to 2d8. 	<p><input type="checkbox"/> Perfect Parry P</p> <p>The character excels in the art of parrying attacks and can reroll any failed dice roll once during an parry attempt.</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 3: When the character successfully parry, they automatically disengage from any assailant in contact, no longer provoking opportunity attacks from them. <input type="checkbox"/> LVL 5: Once per day, the character can use Perfect Parry to completely negate the damage from an attack that would have otherwise hit them. <input type="checkbox"/> LVL 7: After using Perfect Parry to negate an attack's damage, the character can immediately perform a movement action as a reaction, without provoking opportunity attacks.
<p><input type="checkbox"/> Stunning Strike C - MA - PHY (STR)</p> <p>The character performs a heavy strike with his weapon which stuns the enemy for 1 round while inflicting his weapon damage. The stunned enemy can no longer act but can defend himself.</p> <p>Cooldown: 2 round(s)</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 2: The enemy takes 1d4+1 additional damage. <input type="checkbox"/> LVL 4: The enemy takes 2d4+1 additional damage. <input type="checkbox"/> LVL 6: The enemy takes 2d6+1 additional damage. 	<p><input type="checkbox"/> Sword Dance P</p> <p>When the character fights with a sword he uses Sword Dance techniques which confuse his opponents. His sword attack tests have a +1 bonus.</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 3: Sword attack bonus increases to +2. <input type="checkbox"/> LVL 5: Sword attack bonus increases to +3. <input type="checkbox"/> LVL 7: The sword dance can be used with any contact weapon.
<p><input type="checkbox"/> Swirling Strike C - MA - PHY (STR) - 2m</p> <p>The character can perform a whirling strike, dealing 1d6+1 damage to all enemies around him within a 2m radius.</p> <p>Cooldown: 2 round(s)</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 2: Damage increases to 2d6+2. <input type="checkbox"/> LVL 4: Damage increases to 2d8+5. <input type="checkbox"/> LVL 6: Damage increases to 2d8+10. 	<p><input type="checkbox"/> Counter Attack C - F</p> <p>The character can prepare for a counterattack, allowing him to automatically retaliate if an enemy's next melee attack against him fails, is dodged or parried, dealing 1d4 damage in addition to his weapon damage.</p> <p>Cooldown: 1 round(s)</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 2: Counter-attack additional damage increases to 2d4-1. <input type="checkbox"/> LVL 4: Counter-attack additional damage increases to 2d4+1. <input type="checkbox"/> LVL 6: Counter-attack additional damage increases to 2d4+3, and the character can counter two enemy attacks before the ability is disabled.
<p><input type="checkbox"/> Precise Strike P</p> <p>The character targets the enemy's weak points with great precision. During a melee attack test, the threshold for critical hits is reduced by 1 (cumulative with CHA bonuses on critical results). With the exception of the natural 20, the result of the attack test (including bonus) must be greater than or equal to the opponent's defense to inflict critical damage, otherwise the character inflicts normal damage.</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 5: The threshold for critical hits on melee attack tests is reduced by 2. 	<p><input type="checkbox"/> Reactive Defense P</p> <p>The character perfects his defensive reflexes, allowing him to reduce the damage suffered by 1 point by reacting quickly to enemy attacks.</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 3: Reduces damage taken by 2 points after a successful enemy attack. <input type="checkbox"/> LVL 5: Reduces damage taken by 3 points after a successful enemy attack. <input type="checkbox"/> LVL 7: Reduces damage taken by 4 points after a successful enemy attack.