

OUTFIT | WORLDS AWAKENING

CHARACTER _____ PLAYER _____

OUTFIT Arcane OVER-OUTFIT CLASSE Mystic

Def PHY	+0	Def MAG	+1	Resistances	Lightning, Earth, Wind
Durability	M5X	<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"/> Arcane Shield C - MA - SUPPORT</p> <p>The character can create an Arcane Shield at a cost of 1 MP, reducing all damage taken by 1d12 for 3 turns. Only the character casting the ability can benefit from the Arcane Shield.</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 3: Reduces damage taken by 1d20. <input type="checkbox"/> LVL 5: Reduces damage taken by 2d20 and increases cost to 2 MP. <input type="checkbox"/> LVL 7: Reduces damage taken by 3d20. 	<p><input type="checkbox"/> Magic Projectile C - A - MAG (INT) - 50m</p> <p>The character can launch a Magic Projectile, dealing 1d6+1 magical damage for 1 PM.</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 2: Damage increases to 2d6+1. <input type="checkbox"/> LVL 4: Damage increases to 2d6+3, cost increases to 2 MP. <input type="checkbox"/> LVL 6: Damage increases to 2d8+5.
<p><input type="checkbox"/> Teleportation PC - M - SUPPORT</p> <p>The character can teleport instantly without suffering an attack of opportunity to a visible location within a 10 meter radius for 1 MP.</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 3: Increases the range to 15 meters. <input type="checkbox"/> LVL 5: Can teleport an ally in contact with him, the cost increases to 2 MP. <input type="checkbox"/> LVL 7: Increases range to 20 meters and can teleport two allies in contact with him, cost increases to 3 MP. 	<p><input type="checkbox"/> Arcane Regeneration C - MA - SUPPORT</p> <p>The character regains 1d4 mana points (MP).</p> <p>Limitation: 2 / Day</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 3: Regeneration increases to 2d4 MP. <input type="checkbox"/> LVL 5: Regeneration increases to 2d6 MP. <input type="checkbox"/> LVL 7: Regeneration increases to 2d8 MP.
<p><input type="checkbox"/> Arcane Explosion C - MA - MAG (INT)</p> <p>The character can create an Arcane Explosion, dealing 1d4 magical damage to all enemies within a 5-meter radius for a cost of 1 MP. The character makes a single magic attack test compared to the MAG Def of each enemy in the area.</p> <p>Cooldown: 1 round(s)</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 2: Damage increases to 2d4, cost increases to 2 MP. <input type="checkbox"/> LVL 4: Damage increases to 2d6, cost increases to 3 MP. <input type="checkbox"/> LVL 6: Damage increases to 2d8, cost increases to 4 MP. 	<p><input type="checkbox"/> Temporal Distortion C - MA - SUPPORT</p> <p>The character can create a temporal distortion around an ally or themselves for a cost of 3 MP and for 1 full round. When an opponent attacks, they must make 2 attack tests and keep the lower result. If the adversary's action fails, the temporal distortion immediately dissipates.</p> <p>Cooldown: 2 round(s)</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 2: The temporal distortion dissipates after 1 full round or 2 failed adversary attacks. <input type="checkbox"/> LVL 4: The temporal distortion lasts for 2 full rounds, and the cost increases to 4 MP. <input type="checkbox"/> LVL 6: The temporal distortion lasts for 2 full rounds or dissipates immediately after 4 failed adversary attacks, and the cost increases to 5 MP.
<p><input type="checkbox"/> Energy Siphon C - A - MAG (INT)</p> <p>The character can drain the magical energy from an enemy for a cost of 1 MP, dealing 1d4 magical damage and absorbing 1d4-1 MP from the targeted enemy.</p> <p>Cooldown: 1 round(s)</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 2: Damage increases to 1d6+1, and MP theft to 1d4+1. <input type="checkbox"/> LVL 4: Damage increases to 2d6+1, cost increases to 2 MP, and MP theft to 2d4+1. <input type="checkbox"/> LVL 6: Damage increases to 2d8+1, cost increases to 3 MP, and MP theft to 2d6+1. 	<p><input type="checkbox"/> Protection Screen C - MA - SUPPORT</p> <p>The character can create a Protection Screen around an ally for a cost of 1 MP, increasing their Def MAG. For 2 rounds, the ally gains a +1 bonus to their Def MAG.</p> <p>Cooldown: 2 round(s)</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 3: The Def MAG bonus increases to +2. <input type="checkbox"/> LVL 5: The Def MAG bonus increases to +3, cost increases to 2 MP. <input type="checkbox"/> LVL 7: The Def MAG bonus increases to +4, cost increases to 3 MP.