

OUTFIT | WORLDS AWAKENING

CHARACTER _____ PLAYER _____

OUTFIT _____ OVER-OUTFIT _____ CLASSE _____

Enchanter Mystic

Def PHY	+0	Def MAG	+1	Resistances	Ice, Earth, Wind
Durability	M5X	<input type="checkbox"/>	<input type="checkbox"/>	Weaknesses	

ABILITIES

<p><input type="checkbox"/> Enchanting C - A - SUPPORT</p> <p>The character can temporarily enhance a weapon or armor at a cost of 1 MP. They can add a 1d4 bonus to damage or +1 to the physical (PHY) or magical (MAG) defense of an allied piece of equipment for 1 turn.</p> <p><input type="checkbox"/> LVL 3: The enchanting bonus increases to 1d6 damage or +2 to PHY or MAG defense.</p> <p><input type="checkbox"/> LVL 5: The enchanting bonus increases to 1d8 damage or +3 to PHY or MAG defense, and the cost increases to 2 MP.</p> <p><input type="checkbox"/> LVL 7: The enchanting bonus increases to 1d10 damage or +4 to PHY or MAG defense, and the cost increases to 3 MP.</p>	<p><input type="checkbox"/> Telekinesis PC - A - MAG (INT) - 10m</p> <p>The character can move objects at a distance or repel enemies. They can move objects weighing up to 15 kg or lift a target up to 3 meters high, causing 1d6 falling damage for a cost of 1 MP.</p> <p>Cooldown: 1 round(s)</p> <p><input type="checkbox"/> LVL 2: The ability can be used with objects weighing up to 30 kg or lifting a target up to 6 meters high, causing 2d6 falling damage.</p> <p><input type="checkbox"/> LVL 4: The ability can be used with objects weighing up to 60 kg or lifting a target up to 9 meters high, causing 3d6 falling damage, and the cost increases to 2 MP.</p> <p><input type="checkbox"/> LVL 6: The ability can be used with objects weighing up to 90 kg or lifting a target up to 12 meters high, causing 4d6 falling damage, and the cost increases to 3 MP.</p>
<p><input type="checkbox"/> Attack Boost C - A - SUPPORT</p> <p>The character enhances an ally's accuracy for 1 turn at a cost of 2 MP. The ally gains a +2 bonus to their attack roll (Melee, Ranged, or Magical).</p> <p>Limitation: 2 / Encounter</p> <p><input type="checkbox"/> LVL 2: The attack roll bonus increases to +4.</p> <p><input type="checkbox"/> LVL 4: The attack roll bonus increases to +6 and the cost becomes 3 MP.</p> <p><input type="checkbox"/> LVL 6: The attack roll bonus remains +6. Additionally, the ally now makes the attack roll with advantage (roll 2d20 and keep the highest result, cumulative with other sources of advantage). The cost becomes 4 MP.</p>	<p><input type="checkbox"/> Sphere of Restraint PC - MA - MAG (INT) - 15m</p> <p>The character creates a magical sphere capable of temporarily imprisoning an enemy. He can target a single opponent by spending 3 MP to attempt to imprison him for 1 turn. The imprisoned enemy is immobilized and cannot attack or move, but is also protected against outside attacks.</p> <p><input type="checkbox"/> LVL 2: With an Attack (A) action, the character can choose to keep the Sphere of Restraint active for a cost of 2 MP per round.</p> <p><input type="checkbox"/> LVL 4: It is now possible to attack the Sphere of Restraint, but the damage is reduced by half.</p> <p><input type="checkbox"/> LVL 6: The cost to maintain the Sphere of Restraint drops to 1 MP per round, but the cost to cast the spell increases to 4 MP.</p>
<p><input type="checkbox"/> Illusory Veil PC - A - SUPPORT</p> <p>The character creates a visual and auditory illusion in a nearby area for 1 turn (or 10 minutes). The illusion cannot deal damage or produce any real physical effect. Any physical interaction immediately reveals its illusory nature. For 2 MP, the character creates a minor illusion (small animal, simple object, light source, brief sound).</p> <p><input type="checkbox"/> LVL 3: For 3 MP, creates a mobile illusion up to human size (silhouette, guard, door, wall, fire, etc.).</p> <p><input type="checkbox"/> LVL 5: For 4 MP, alters the appearance of a willing ally (face, clothing, coherent visual details).</p> <p><input type="checkbox"/> LVL 7: For 5 MP, alters the appearance of a group (up to 5 allies) or creates a complex illusory scene integrated into the environment.</p>	<p><input type="checkbox"/> Ethereal Blade C - MA - MAG (INT) - 15m</p> <p>The character can create an Ethereal Blade from magical energy to inflict slashing damage to a single opponent for a cost of 2 MP, dealing 1d6+2 slashing damage.</p> <p>Cooldown: 1 round(s)</p> <p><input type="checkbox"/> LVL 3: The damage of the Ethereal Blade increases to 2d6+2.</p> <p><input type="checkbox"/> LVL 5: The damage of the Ethereal Blade increases to 2d6+5, for a total cost of 3 MP.</p> <p><input type="checkbox"/> LVL 7: The damage of the Ethereal Blade increases to 2d8+6, for a total cost of 4 MP.</p>
<p><input type="checkbox"/> Confusion C - MA - MAG (INT)</p> <p>The character casts a confusion spell on a target for a cost of 3 MP, causing them to lose their composure for 1 round. During this period, the target is unable to control their actions and may attack their own allies when it is their turn to act. On the opponent's attack roll, if it fails, they either attack one of their allies or suffer the damage from their own attack.</p> <p>Cooldown: 2 round(s)</p> <p><input type="checkbox"/> LVL 2: The target is also unable to cast spells or use abilities during the confusion.</p> <p><input type="checkbox"/> LVL 4: The duration of confusion is increased to 2 rounds, and the cost increases to 4 MP.</p> <p><input type="checkbox"/> LVL 6: The confused opponent consistently attacks their own allies or harms themselves, and the cost increases to 5 MP.</p>	<p><input type="checkbox"/> Deceptive Mirages PC - MA - SUPPORT - 5m</p> <p>For a cost of 2 MP, the character summons 2 perfect illusions of himself. These copies move and simulate the actions of their creator without being able to attack or interact materially with the world around them. They serve as decoys, intended to deceive enemies who attack them as a priority instead of the character. If an enemy attempts to attack an illusion or if it is hit by any attack or effect, it instantly dissipates. Illusions last until dispelled or until the combat scene ends.</p> <p>Cooldown: 2 round(s)</p> <p><input type="checkbox"/> LVL 3: The number of illusions created increases to 3.</p> <p><input type="checkbox"/> LVL 5: The number of illusions created increases to 4 and the cost increases to 3 MP.</p> <p><input type="checkbox"/> LVL 7: The number of illusions created increases to 5.</p>