

OUTFIT | WORLDS AWAKENING

CHARACTER	PLAYER
OUTFIT	OVER-OUTFIT CLASSE
Assassin	Shadow

Def PHY	+2	Def MAG	+1	Resistances	Piercing, Holy
Durability	M7X			Weaknesses	

ABILITIES

☐ Surprise Action P If the character is stealthy or behind the opponent, they can deliver a surprise action. The character gains a +2 bonus to their test roll. ☐ LVL 3: The bonus increases to +3. ☐ LVL 5: The bonus increases to +4. ☐ LVL 7: The bonus increases to +5.	☐ Camouflage PC - F The character blends into their surroundings, becoming nearly invisible. For 1 round (or 10 minutes), they become undetectable by enemies and can make stealthy attacks. The camouflage immediately ends when the character takes an offensive action. Cooldown: 3 turns ☐ LVL 3: Camouflage lasts for 2 rounds (or 20 minutes). ☐ LVL 5: Camouflage remains active even after an offensive action. ☐ LVL 7: Camouflage lasts for 3 rounds (or 30 minutes).
☐ Deadly Strike C - MA If the character is stealthy or behind the opponent's back, he can deal a fatal blow to an enemy. The character must make a DEX test (including bonus) and must be greater than or equal to 20 to instantly eliminate a target. If the target is a boss or mini-boss, he takes double weapon damage. If the result is 15 or more, it deals normal weapon damage. ☐ LVL 2: The DEX test must be equal to or greater than 19, normal damage from 14. ☐ LVL 4: The DEX test must be equal to or greater than 18, normal damage from 13. ☐ LVL 6: The DEX test must be equal to or greater than 17, normal damage from 12.	☐ Fatal Distraction C - MA - PHY (DEX) - 10m The character can throw a small bomb of toxic smoke that creates confusion among enemies in a radius of 2 meters. For 2 rounds, all enemies in the area suffer a -2 penalty to their attack rolls. Cooldown: 2 turns ☐ LVL 2: Enemies also take 1d6 damage each round. ☐ LVL 4: The attack penalty increases to -3. ☐ LVL 6: The damage taken increases to 2d6 per round.
☐ Arterial Strike C - A - PHY (DEX) The character aims to slash an artery. If the enemy is hit, they suffer the weapon's damage for that turn and will automatically take 1d4 damage each subsequent turn; this effect does not stack. The bleeding stops with the first healing received by the target. Cooldown: 2 turns ☐ LVL 3: The bleeding now deals 1d8 damage. ☐ LVL 5: The bleeding now deals 2d8 damage. ☐ LVL 7: The bleeding now deals 3d8 damage.	☐ Master of Poisons P The character is a master in the manipulation of poisons, exempt from the INT test when applying poison to their blades. They also know how to concoct a vial of poison, which requires a short rest phase, sacrificing their HP recovery. ☐ LVL 1: The character knows how to concoct a vial of Slowing Poison. ☐ LVL 3: The character knows how to concoct a vial of Weakening Poison. ☐ LVL 5: The character knows how to concoct a vial of Paralyzing Poison. ☐ LVL 7: No tests are necessary to apply poison to weapons anymore, but it still counts as an action (M or A) during combat.
☐ Dual Blade Mastery P The character is an expert in wielding two daggers simultaneously, allowing them to perform a Double Attack without the damage penalties on the secondary weapon. ☐ LVL 3: The character no longer incurs attack roll penalties when using both daggers during a Double Attack. ☐ LVL 5: The character can equip a short sword in the main hand (FOR) and a dagger in the off-hand (DEX) while benefiting from Dual Blade Mastery. ☐ LVL 7: The Double Attack is simplified: the character makes two attack rolls but only keeps the better result for both attacks.	☐ Eagle Eye P The character has keen vision that allows them to spot traps and hidden enemies more easily. They gain a +2 bonus to WIS, increasing their chances of detecting dangers. ☐ LVL 2: The WIS bonus increases to +3. ☐ LVL 4: The WIS bonus increases to +4. ☐ LVL 6: The WIS bonus increases to +5.