Outfit | Worlds Awakening

Character _____ **Player** _____

Outfit Elementalist

Over-Outfit ☐

Classe Mystic

Def PHY		**Def MAG**	+1	**Resistances**	Fire, Ice, Lightning
Durability	MAX 5	☐☐☐☐☐☐☐☐☐☐		**Weaknesses**	

Abilities

☐ Earth Armor
PC - MA - Support - MP 3-4

The character can summon Earth Armor giving him 5 additional temporary HP at a cost of 3 MP. The Earth Armor disappears between each rest phase (short or long).

❏ **LVL 2:** Additional HP increases to 10.

❏ **LVL 4:** The additional HP increases to 20 and the cost increases to 4 MP.

❏ **LVL 6:** Additional HP increases to 30.

☐ Chain Lightning
C - MA - MAG (INT) - 20m - MP 2-4

The character unleashes lightning, dealing 1d6+1 lightning damage to a single target for a cost of 2 MP. The lightning can jump to the nearest target with a magical attack test, inflicting an additional 1d4 lightning damage, up to a maximum of 2 jumps. Jumps stop at the first failed magical attack test.

❏ **LVL 3:** The base damage increases to 2d6+3.

❏ **LVL 5:** The lightning jump damage increases to 1d6+2, and the cost increases to 3 MP.

❏ **LVL 7:** The base damage increases to 2d8+3, and the cost increases to 4 MP.

☐ Infernal Meteor
C - MA - MAG (INT) - 20m - MP 3-5

The character summons an Infernal Meteor from the sky, dealing 2d4+1 fire damage to a single target for a cost of 3 MP. The impact also creates a burning area on the ground, inflicting an additional 1d4 fire damage to all targets within a 2-meter radius. If the impact hits, the area is resolved with the same attack roll, without affecting the main target.

Cooldown: 1 turns

❏ **LVL 2:** The burning area extends to a 3-meter radius.

❏ **LVL 4:** The damage of the Infernal Meteor increases to 2d8+5, and the cost increases to 4 MP.

❏ **LVL 6:** The additional fire damage increases to 1d8, and the cost increases to 5 MP.

☐ Incendiary Nova
C - MA - MAG (INT) - MP 2-4

The character creates an Incendiary Nova, unleashing an explosion of flames in a 8-meter radius around them for a cost of 2 MP. All characters and creatures in the area of effect are affected and take 1d4+1 fire damage and catch fire, taking an additional 1d4 fire damage each turn for 1 round.

Cooldown: 2 turns

❏ **LVL 3:** The additional fire damage lasts for 2 rounds.

❏ **LVL 5:** The additional fire damage increases to 2d4+1, and the cost increases to 3 MP.

❏ **LVL 7:** The base damage of the Nova increases to 2d6+1, and the cost increases to 4 MP.

☐ Ice Prison
C - A - MAG (INT) - 20m - MP 3-5

The character creates an Ice Prison around a single target for a cost of 3 MP. The frozen target is immobilized for 1 round but also suffers 2d4 ice damage. Attacks against the frozen target are automatically successful. When the target's turn comes, it can free itself from the Ice Prison if it succeeds at a STR Test of difficulty 13.

Cooldown: 1 turns

❏ **LVL 2:** The damage increases to 2d6+1.

❏ **LVL 4:** The damage increases to 2d8+2, and the cost increases to 4 MP.

❏ **LVL 6:** The difficulty of the STR test to break free increases to 16 and the cost increases to 5 MP.

☐ Elemental Ray
C - A - MAG (INT) - 50m - MP 1-3

For 1 MP, the character can cast a ray with the element of their choice (Fire, Ice, Lightning, Earth, or Wind), dealing 1d4+1 elemental damage to a single target. Alternatively, the character can imbue an ally's melee weapon with this element without requiring a test, granting the weapon a damage bonus of 1d4+1 for its next attack. This bonus does not stack with that of another ability.

❏ **LVL 3:** The damage and the imbuement increase to 1d6+1.

❏ **LVL 5:** The damage and the imbuement increase to 2d6+1, and the cost increases to 2 MP.

❏ **LVL 7:** The damage and the imbuement increase to 2d8+1, and the cost increases to 3 MP.

☐ Electric Storm
C - MA - MAG (INT) - MP 3-5

The character summons an Electric Storm, creating a lightning area within a 5-meter radius for a cost of 3 MP. All targets in the area, whose magical attack test made by the character succeeds, suffer 1d4+1 lightning damage and are stunned (they cannot act but can still defend themselves) for 1 round.

Cooldown: 2 turns

❏ **LVL 2:** The stun persists for 2 rounds.

❏ **LVL 4:** Area damage increases to 2d4+3, and the cost increases to 4 MP.

❏ **LVL 6:** Area damage increases to 2d8+3, and the cost increases to 5 MP.

☐ Ethereal Wind
C - A - Support

The character channels the energy of the air and regains 1d4 MP.

Limitation: 1 / Per encounter

❏ **LVL 3:** The character regains 1d4+1 MP.

❏ **LVL 5:** The character regains 1d6+2 MP.

❏ **LVL 7:** The character regains 1d8+3 MP.