

OUTFIT | WORLDS AWAKENING

CHARACTER	PLAYER	
OUTFIT	OVER-OUTFIT	CLASSE
prophet	☐	Priest

Def PHY		Def MAG	+2	Resistances							
Durability	M6X	☐	☐	☐	☐	☐	☐	☐	☐	Weaknesses	

ABILITIES

☐ Celestial Call C - MA - Support - MP 2-4 The character makes a celestial call to seek divine guidance. By spending 2 MP, they choose an ally who, on their next turn, can roll two d20s for their attack roll and keep the better result. Limitation: 1 / Per encounter ☐ LVL 3: Celestial Call lasts for 2 rounds, and the cost increases to 3 MP. ☐ LVL 5: During the duration of Celestial Call, attack rolls are automatically successful; however, critical hits cannot be scored. ☐ LVL 7: Celestial Call lasts for 3 rounds, and the cost increases to 4 MP.	☐ Astral Orb C - A - MAG (WIS) - 20m - MP 1-3 The character can create an astral orb charged with divine energy to attack enemies. By spending 1 MP, they launch an orb that inflicts 1d4+1 sacred damage to an enemy. ☐ LVL 2: The Astral Orb automatically hits the enemy. ☐ LVL 4: The damage of the Astral Orb increases to 2d4+3, and the cost increases to 2 MP. ☐ LVL 6: The damage of the Astral Orb increases to 2d8+3, and the cost increases to 3 MP.
☐ Stardust Shower C - MA - MAG (WIS) - 15m - MP 3-5 The character invokes a shower of sacred stars to bombard a 3-meter radius area. For 3 MP, all enemies in the area suffer 1d4+1 sacred damage. Cooldown: 2 turns ☐ LVL 3: The area of effect increases to a 5-meter radius. ☐ LVL 5: The sacred damage increases to 2d6+3, and the cost increases to 4 MP. ☐ LVL 7: The sacred damage from Stardust Shower ignores the resistances of enemies, and the cost increases to 5 MP.	☐ Premonition C - A - Support - MP 1-3 The character predicts an enemy attack for 1 MP. The character chooses an enemy, and during the next round, when this enemy takes offensive action, the character and their allies gain a bonus of +1 to Def PHY and Def MAG. Cooldown: 2 turns ☐ LVL 2: The bonus to Def PHY and Def MAG increases to +2. ☐ LVL 4: Premonition lasts for 2 rounds, and the cost increases to 2 MP. ☐ LVL 6: The bonus to Def PHY and Def MAG increases to +3, and the cost increases to 3 MP.
☐ Celestial Radiance C - MA - MAG (WIS) - 10m - MP 2-4 The character channels the energy of the stars to project celestial radiance onto a group of enemies. For 2 MP, they inflict 1d4+1 sacred damage to all enemies in front of them within a range of 10 meters and a width of 3 meters. Cooldown: 2 turns ☐ LVL 3: The damage increases to 2d4+1. ☐ LVL 5: The damage increases to 2d4+3, and the cost increases to 3 MP. ☐ LVL 7: The damage increases to 2d4+5, and the cost increases to 4 MP.	☐ Astral Vision PC - MP 2-4 The character enters deep meditation to gain astral vision. By spending 3 MP, they can see and hear a location or person they are familiar with, even at considerable distances. ☐ LVL 2: Astral vision can be used to communicate with an ally for an additional 1 MP. ☐ LVL 4: The character can obtain a vision of the near future, but this consumes 4 MP. ☐ LVL 6: The cost of astral vision is reduced to 2 MP per use (3 MP if communicating with an ally).
☐ Malevolent Eclipse C - MA - MAG (WIS) - 20m - MP 3-5 The character invokes a malevolent eclipse to obscure the vision of their enemies. For 3 MP, they create a zone of darkness within a radius of 3 meters for 2 rounds, affecting the vision of all enemies inside. Enemies in the area suffer a -2 penalty to their attack rolls. Cooldown: 2 turns ☐ LVL 3: The penalty to attack rolls increases to -3. ☐ LVL 5: The penalty to attack rolls increases to -4, and the cost increases to 4 MP. ☐ LVL 7: The penalty to attack rolls increases to -5, and the cost increases to 5 MP.	☐ Healing Star PC - MA - Support - MP 2-4 The character invokes the power of the stars to heal their wounds or those of their allies. By spending 2 MP, they restore 1d4+1 HP to a target or themselves. ☐ LVL 2: The restored HP increases to 2d4+1. ☐ LVL 4: The restored HP increases to 2d4+4, and the cost increases to 3 MP. ☐ LVL 6: The restored HP increases to 3d4+6 for a cost of 4 MP.