

OUTFIT | WORLDS AWAKENING

CHARACTER	Sussde Bou	PLAYER	Bahamuth
OUTFIT	OVER-OUTFIT	CLASSE	
Protector	<input type="checkbox"/>	Fighter	

Def PHY	+2	Def MAG	+2	Resistances	Blunt, Slashing, Wind
Durability	100	<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	Lightning	

ABILITIES

<p><input type="checkbox"/> Guard Shield C - MA - SUPPORT</p> <p>The character can activate the Guard Shield to increase his physical defense (+2 Def PHY) and his magical defense (+2 Def MAG) for the next turn.</p> <p>Cooldown: 2 round(s)</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 2: Increases physical defense to (+3 Def PHY) and magical defense to (+3 Def MAG). <input type="checkbox"/> LVL 4: Increases duration to 2 rounds. <input type="checkbox"/> LVL 6: Increases physical defense to (+4 Def PHY) and magical defense to (+4 Def MAG). 	<p><input checked="" type="checkbox"/> Protective Bond P</p> <p>Once per round, the character can, if he wishes, transfer 1d6 of the damage suffered by an ally to himself.</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 3: The damage transferred increases to 2d6 but the character only takes 1d6 damage. <input type="checkbox"/> LVL 5: The damage transferred increases to 2d8 but the character only takes 1d8 damage. <input type="checkbox"/> LVL 7: The damage transferred increases to 2d10 but the character only takes 1d10 damage.
<p><input type="checkbox"/> Taunt C - F</p> <p>The character can taunt 1 enemy, attracting their attention and forcing them to attack the character during the next turn.</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 3: Can taunt up to 2 enemies. <input type="checkbox"/> LVL 5: Can taunt up to 3 enemies. <input type="checkbox"/> LVL 7: Can taunt up to 4 enemies. 	<p><input type="checkbox"/> Living Rampart C - MA - SUPPORT</p> <p>The character can activate the Living Rampart to protect his allies. It creates a magical shield that absorbs damage for 1 turn, reducing all damage taken by allies by 1d6.</p> <p>Cooldown: 3 round(s)</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 2: Increases duration to 2 rounds. <input type="checkbox"/> LVL 4: Reduces damage taken by allies to 2d6. <input type="checkbox"/> LVL 6: Increases duration to 3 turns and reduces damage taken by allies to 3d6.
<p><input type="checkbox"/> Total Protection C - MA</p> <p>The character can activate Total Protection to intercept attacks directed against his allies. He becomes the target of attacks in place of his allies for 1 turn, the damage suffered is reduced by 1d4+2</p> <p>Cooldown: 2 round(s)</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 3: Increases duration to 2 rounds. <input type="checkbox"/> LVL 5: Damage taken is reduced by 2d6. <input type="checkbox"/> LVL 7: Damage taken is reduced by 2d6+3. 	<p><input type="checkbox"/> Devastating Strike C - MA - PHY (STR)</p> <p>The character can use two D20s for his attack test and keeps the best result. If the attack succeeds, the character makes a powerful attack inflicting 2d4 additional damage.</p> <p>Cooldown: 3 round(s)</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 2: The additional damage increases to 2d6+2. <input type="checkbox"/> LVL 4: The additional damage increases to 2d8+4. <input type="checkbox"/> LVL 6: The additional damage increases to 2d10+8.
<p><input type="checkbox"/> Defensive Charge C - MA - PHY (STR) - 10m</p> <p>The character can charge an enemy not in his contact, dealing primary weapon damage and knocking them off balance. The enemy suffers 1d4 additional damage and is stunned for 1 round, preventing him from acting but not from defending himself.</p> <p>Cooldown: 1 round(s)</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 2: Increases additional charge damage to 1d4+1. <input type="checkbox"/> LVL 4: Increases additional charge damage to 2d4+2. <input type="checkbox"/> LVL 6: Increases additional charge damage to 2d4+5. 	<p><input checked="" type="checkbox"/> Fast Regeneration C - F</p> <p>The character recovers 1d4+2 HP.</p> <p>Limitation: 1 / Day</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 2: Regeneration increases to 2d4+8 HP. <input type="checkbox"/> LVL 4: Regeneration increases to 2d6+10 HP. <input type="checkbox"/> LVL 6: Regeneration increases to 2d8+14 HP.