

CHARACTER SHEET | WORLDS AWAKENING

CHARACTER Violette Petitpied PLAYER _____

ANCESTRY	CLASS	SEX	AGE	WEIGHT	HEIGHT
Halfling	Priest	F	43	28 kg	1.12 m

CHARA.	Base	Bonus	TOTAL
STR	-2	+0	-2
DEX	+2	+0	+2
CON	-1	+0	-1
INT	+2	+0	+2
WIS	+5	+0	+5
CHA	+0	+0	+0

ESSENTIALS					
LVL	3	XP		AP	18
Hit Dice		2D4	Init		10+DEX+12Bonus
HP	18K		/		
MP	2x(MD)+LVL 16		/		
Outfit		Profet			
Over-Outfit					

INNATE SKILL	
Rabbit's Foot: Halflings are renowned for infusing a touch of luck and providing timely aid to their companions. Once per day, the Halfling can reset an ally's innate skill, allowing it to be used again immediately.	
Critical failure	Critical success
1	20

DEFENSES			LVL	Tenue	Bonus	TOTAL		
PHY	10 +	G 1	3	+0	+0	12	Resistances	Earth, Darkness
MAG	10 +	+ 5	3	+2	+3	23	Weaknesses	

Weapon or Equipment		Bonus or Special effect		Attack test		Damages	
SET 1	Encensoir sacré (G)	+1 Régénération PM	D20 + + + LVL		D +		
	Relique	+3 Def MAG	D20 + + + LVL		D +		
SET 2	Main Hand ou 2 Handed		D20 + + + LVL		D +		
	Off Hand		D20 + + + LVL		D +		

[illegible]

OUTFIT | WORLDS AWAKENING

CHARACTER	Violette Petitpied	PLAYER	
OUTFIT	OVER-OUTFIT	CLASSE	
Profet	☐	Priest	

Def PHY	+0	Def MAG	+2	Resistances	Earth, Darkness
Durability	M6X	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	Weaknesses		

ABILITIES

☐ Astral Vision PC 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).	☐ Healing Star PC - MA - SUPPORT 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.
☐ Malevolent Eclipse C - MA - MAG (WIS) - 20m 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 round(s) ☐ 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.	☐ Celestial Call C - MA - SUPPORT 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 / 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.
☐ Premonition C - A - SUPPORT 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 round(s) ☐ 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.	☐ Stardust Shower C - MA - MAG (WIS) - 15m 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 round(s) ☐ 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.
☐ Astral Orb C - A - MAG (WIS) - 20m 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.	☐ Celestial Radiance C - MA - MAG (WIS) - 10m 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 round(s) ☐ 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.