

CHARACTER SHEET | WORLDS AWAKENING

CHARACTER Yorhim Têtedepioche PLAYER _____

ANCESTRY	CLASS	SEX	AGE	WEIGHT	HEIGHT
Dwarf	Priest	M	83	75 kg	1.55 m

CHARA.	Base	Bonus	TOTAL
STR	-1	+0	-1
DEX	+0	+0	+0
CON	+1	+0	+1
INT	+2	+0	+2
WIS	+4	+0	+4
CHA	+0	+0	+0

ESSENTIALS					
LVL	3	XP	4	AP	18
Hit Dice		2D4	Init		10+DEF10Bonus
HP	18K		/		
MP	2x(MAG+LVL)14		/		
Outfit		Exorcist			
Over-Outfit					

INNATE SKILL	
Unwavering Endurance: Dwarves are renowned for their legendary resilience. Once per day, you become temporarily immune to any form of hit point reduction for 2 turns (physical or magical damage, poisons, etc.). During this period, at the start of each turn, you can choose to either regain 1d6 hit points (HP) or use a magical ability whose Magic Point (MP) cost is reduced by 2.	
Critical failure	Critical success
1	20

DEFENSES			LVL	Tenue	Bonus	TOTAL		
PHY	10 +	+1	3	+2	+0	16	Resistances	Lightning, Darkness
MAG	10 +	+4	3	+0	+0	17	Weaknesses	

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

[illegible]

OUTFIT | WORLDS AWAKENING

CHARACTER	Yorhim Têtedepioche	PLAYER	
OUTFIT	OVER-OUTFIT	CLASSE	
Exorcist	☐	Priest	

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

ABILITIES

☐ Corruption Resistance P The character has developed significant resistance to corruption and malevolent status alterations. They gain a +1 bonus to their Def MAG. ☐ LVL 2: The Def MAG bonus increases to +2. ☐ LVL 4: The character becomes immune to status alterations caused by demonic or undead creatures. ☐ LVL 6: The Def MAG bonus increases to +3.	☐ Divine Punishment C - MA - MAG (WIS) - 20m The character inflicts divine punishment upon an enemy, dealing 1d6 sacred damage at a cost of 3 MP. Additionally, the target suffers a -1 penalty to their attack and Def MAG tests for 2 rounds. Cooldown: 2 round(s) ☐ LVL 3: Damage increases to 2d6+1, and the penalty to attack and Def MAG tests becomes -2. ☐ LVL 5: Divine punishment also affects demonic or undead creatures within a 3-meter radius of the main target, and the cost increases to 4 MP. ☐ LVL 7: Divine punishment deals 2d6+3 damage and reduces the Def MAG of the main target to 0 for 1 round at a cost of 5 MP.
☐ Purge of Darkness C - MA - MAG (WIS) The character inflicts 1d6+1 sacred damage to demonic or undead creatures within a 2-meter radius at a cost of 2 MP. Cooldown: 1 round(s) ☐ LVL 3: Sacred damage increases to 2d6+3. ☐ LVL 5: Sacred damage increases to 2d8+3, the attack radius expands to 5 meters, and the cost increases to 3 MP. ☐ LVL 7: Sacred damage increases to 2d8+8, and the cost increases to 4 MP.	☐ Exorcism C - A - MAG (WIS) - 15m The character can perform an exorcism ritual to drive away malevolent forces. By spending 2 MP, they inflict 1d4+1 sacred damage to an enemy. Cooldown: 1 round(s) ☐ LVL 2: Sacred damage increases to 1d6+1. ☐ LVL 4: Exorcism purges malevolent status effects from player characters within a 5-meter radius of the character; the cost increases to 3 MP. ☐ LVL 6: Sacred damage increases to 2d8+5, and the cost increases to 4 MP.
☐ Evil Detection P The character can sense the presence of evil in their surroundings. They gain a +1 bonus to WIS. ☐ LVL 2: The bonus to WIS increases to +2. ☐ LVL 4: The bonus to WIS increases to +3. ☐ LVL 6: The bonus to WIS increases to +4.	☐ Judgment Seal C - MA - MAG (WIS) - 20m The character marks an enemy with the Judgment Seal, dealing 1d6+1 sacred damage for a cost of 3 MP. For 2 rounds, all allies gain a +2 bonus to attack rolls against the marked target. Cooldown: 2 round(s) ☐ LVL 3: The bonus to attack rolls against the marked target increases to +3. ☐ LVL 5: The damage increases to 2d6+3, and the cost increases to 4 MP. ☐ LVL 7: All resistances of the target are ignored during the duration of the Judgment Seal, and the cost increases to 5 MP.
☐ Heretic's Punishment C - MA - MAG (WIS) - 15m The character inflicts 1d4+1 sacred damage for a cost of 3 MP. If the target is a demonic or undead creature, the damage is doubled. ☐ LVL 3: The damage increases to 2d4+3. ☐ LVL 5: The damage increases to 2d8+3, and the cost increases to 4 MP. ☐ LVL 7: The damage increases to 2d8+8, and the cost increases to 5 MP.	☐ Purification Field C - MA - SUPPORT The character creates a sacred Purification Field within a radius of 5 meters around them for a cost of 1 MP. For 2 rounds, this field heals all allies by 1d4 HP at the beginning of their turn. Cooldown: 2 round(s) ☐ LVL 2: The field purifies status ailments. ☐ LVL 4: The field heals 1d6 HP, and the cost increases to 2 MP. ☐ LVL 6: The field heals 1d8 HP, and the cost increases to 3 MP.