

OUTFIT | WORLDS AWAKENING

CHARACTER _____ II _____ PLAYER _____

OUTFIT _____ OVER-OUTFIT _____ CLASSE _____

Exorcist _____ □ _____ Priest _____

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

ABILITIES

<p><input type="checkbox"/> Corruption Resistance P</p> <p>The character has developed significant resistance to corruption and malevolent status alterations. They gain a +1 bonus to their Def MAG.</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 2: The Def MAG bonus increases to +2. <input type="checkbox"/> LVL 4: The character becomes immune to status alterations caused by demonic or undead creatures. <input type="checkbox"/> LVL 6: The Def MAG bonus increases to +3. 	<p><input type="checkbox"/> Divine Punishment C - MA - MAG (WIS) - 20m</p> <p>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.</p> <p>Cooldown: 2 round(s)</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 3: Damage increases to 2d6+1, and the penalty to attack and Def MAG tests becomes -2. <input type="checkbox"/> 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. <input type="checkbox"/> 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.
<p><input type="checkbox"/> Purge of Darkness C - MA - MAG (WIS)</p> <p>The character inflicts 1d6+1 sacred damage to demonic or undead creatures within a 2-meter radius at a cost of 2 MP.</p> <p>Cooldown: 1 round(s)</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 3: Sacred damage increases to 2d6+3. <input type="checkbox"/> LVL 5: Sacred damage increases to 2d8+3, the attack radius expands to 5 meters, and the cost increases to 3 MP. <input type="checkbox"/> LVL 7: Sacred damage increases to 2d8+8, and the cost increases to 4 MP. 	<p><input type="checkbox"/> Exorcism C - A - MAG (WIS) - 15m</p> <p>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.</p> <p>Cooldown: 1 round(s)</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 2: Sacred damage increases to 1d6+1. <input type="checkbox"/> LVL 4: Exorcism purges malevolent status effects from player characters within a 5-meter radius of the character; the cost increases to 3 MP. <input type="checkbox"/> LVL 6: Sacred damage increases to 2d8+5, and the cost increases to 4 MP.
<p><input type="checkbox"/> Evil Detection P</p> <p>The character can sense the presence of evil in their surroundings. They gain a +1 bonus to WIS.</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 2: The bonus to WIS increases to +2. <input type="checkbox"/> LVL 4: The bonus to WIS increases to +3. <input type="checkbox"/> LVL 6: The bonus to WIS increases to +4. 	<p><input type="checkbox"/> Judgment Seal C - MA - MAG (WIS) - 20m</p> <p>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.</p> <p>Cooldown: 2 round(s)</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 3: The bonus to attack rolls against the marked target increases to +3. <input type="checkbox"/> LVL 5: The damage increases to 2d6+3, and the cost increases to 4 MP. <input type="checkbox"/> LVL 7: All resistances of the target are ignored during the duration of the Judgment Seal, and the cost increases to 5 MP.
<p><input type="checkbox"/> Heretic's Punishment C - MA - MAG (WIS) - 15m</p> <p>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.</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 3: The damage increases to 2d4+3. <input type="checkbox"/> LVL 5: The damage increases to 2d8+3, and the cost increases to 4 MP. <input type="checkbox"/> LVL 7: The damage increases to 2d8+8, and the cost increases to 5 MP. 	<p><input type="checkbox"/> Purification Field C - MA - SUPPORT</p> <p>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.</p> <p>Cooldown: 2 round(s)</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 2: The field purifies status ailments. <input type="checkbox"/> LVL 4: The field heals 1d6 HP, and the cost increases to 2 MP. <input type="checkbox"/> LVL 6: The field heals 1d8 HP, and the cost increases to 3 MP.