

OUTFIT | WORLDS AWAKENING

CHARACTER Fridin Soquat PLAYER KamiFR

OUTFIT Manipulator OVER-OUTFIT CLASSE Shadow

Def PHY	<input type="text" value="+1"/>	Def MAG	<input type="text" value="+2"/>	Resistances	<input type="text" value="Slashing, Holy"/>						
Durability	<input type="text" value="M7X"/>	<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	<input type="text"/>

ABILITIES

<p><input type="checkbox"/> Deception P</p> <p>The character is a master of deception. They can convince others that they are an ally or conceal their true intentions. They gain a +1 bonus to CHA.</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 3: The CHA bonus increases to +2. <input type="checkbox"/> LVL 5: The CHA bonus increases to +3. <input type="checkbox"/> LVL 7: The CHA bonus increases to +4. 	<p><input type="checkbox"/> Blackmail PC - A - MAG (CHA)</p> <p>The character collects compromising information about his enemies thanks to his keen sense of observation and uses it as leverage to manipulate them. It can prevent an enemy from acting for 1 round, or force them to divulge certain information.</p> <p>Cooldown: 2 round(s)</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 2: The character can force his opponent to strike one of his own allies when his turn of action comes. <input type="checkbox"/> LVL 4: Targets subjected to blackmail have a -2 penalty to Def PHY for 2 rounds. <input type="checkbox"/> LVL 6: Targets subjected to blackmail have a -2 penalty to Def MAG for 2 rounds.
<p><input type="checkbox"/> Precision Shot C - MA - PHY (DEX) - 15m</p> <p>The character takes a precise shot with a ranged weapon, targeting the enemy's vital points to maximize damage. They gain a +2 bonus to the ranged attack test and inflict an additional 1d4 damage.</p> <p>Cooldown: 2 round(s)</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 2: The bonus to ranged attack test increases to +3. <input type="checkbox"/> LVL 4: Additional damage increases to 2d4. <input type="checkbox"/> LVL 6: The bonus to ranged attack test increases to +4, and additional damage increases to 2d6. 	<p><input type="checkbox"/> Ghost Blade C - MA - PHY (DEX)</p> <p>The character momentarily renders their weapon invisible, making attacks more challenging to parry or dodge for the enemy. They gain a +2 bonus to the melee attack test and inflict an additional 1d4 damage.</p> <p>Cooldown: 2 round(s)</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 2: The bonus to the melee attack test increases to +3. <input type="checkbox"/> LVL 4: Additional damage increases to 2d4. <input type="checkbox"/> LVL 6: The bonus to the melee attack test increases to +4, and additional damage increases to 2d6.
<p><input type="checkbox"/> Feign Death PC - F</p> <p>The character masters the art of feigning death, enabling them to deceive enemies and avoid danger. When activating this ability in combat, enemies consider them non-threatening and stop attacking, unless they succeed on a Wisdom (WIS) save with a difficulty of 15 to see through the deception.</p> <p>Limitation: 1 / Encounter</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 3: As long as the character feigns death, they recover 2d4 HP per round. <input type="checkbox"/> LVL 5: After feigning death, the character gains a +3 bonus to their next attack roll. <input type="checkbox"/> LVL 7: After feigning death, for the next two rounds after getting up, any enemy attempting to attack the character suffers a -2 penalty to their attack roll. 	<p><input type="checkbox"/> Deceptive Strikes C - A - PHY (DEX)</p> <p>The character inflicts rapid and deceptive strikes on his opponent, disorienting him. The latter then suffers normal weapon damage as well as a -2 penalty to his contact attack tests for 1 round.</p> <p>Cooldown: 2 round(s)</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 3: The penalty also applies to ranged attack rolls. <input type="checkbox"/> LVL 5: The effect lasts for 2 rounds. <input type="checkbox"/> LVL 7: The penalty to attack rolls (melee and ranged) increases to -3.
<p><input type="checkbox"/> Bone Fracture C - A - PHY (DEX)</p> <p>The character delivers a brutal blow targeting the enemy's bones, dealing their weapon's normal damage. Additionally, for 1 turn, the target is unable to perform any movement action (M) on their turn and suffers 1d4 fracture damage at the start of it. Can only be succeeded once/opponent (can be retried if failed).</p> <p>Cooldown: 2 round(s)</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 2: The target now suffers both the movement restriction and fracture damage for 2 turns. <input type="checkbox"/> LVL 4: The fracture damage at the start of the target's turn increases to 1d8. <input type="checkbox"/> LVL 6: If the target affected by Bone Fracture suffers a critical physical attack during the effect's duration, it becomes paralyzed until its next turn, unable to move (M) or attack (A). This effect stacks with fracture damage if still active. 	<p><input type="checkbox"/> Swift Strike C - A - PHY (DEX)</p> <p>The character can perform a quick and precise attack, targeting the enemy's weak points to inflict an additional 1d4 damage.</p> <p>Cooldown: 2 round(s)</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 3: Additional damage increases to 2d4. <input type="checkbox"/> LVL 5: Additional damage increases to 2d6. <input type="checkbox"/> LVL 7: Additional damage increases to 2d8.