

OUTFIT | WORLDS AWAKENING

CHARACTER	tinker	PLAYER
OUTFIT	OVER-OUTFIT	CLASSE
Ambusher	<input type="checkbox"/>	Shadow

Def PHY	+3	Def MAG	+0	Resistances	Piercing, Holy
Durability	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"/> <input type="checkbox"/> <input type="checkbox"/>		Weaknesses	

ABILITIES

<p><input type="checkbox"/> Strategic Placement PC - M</p> <p>The character is an expert strategist, able to position himself skilfully on the battlefield to benefit from a +2 Def PHY bonus against ranged attacks.</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 3: The character can also apply his defense bonus to an ally less than 5 meters away (non-cumulative). <input type="checkbox"/> LVL 5: The character benefits from a +1 bonus to his attack test made this turn (does not apply to the ally). <input type="checkbox"/> LVL 7: The character's weapon range is increased by 5 meters for 1-handed ranged weapons, and by 10 meters for 2-handed ranged weapons. 	<p><input type="checkbox"/> Acrobatic Leap PC - F</p> <p>The character performs an impressive acrobatic leap to swiftly move across the battlefield or escape from enemies. They can instantly move up to 5 meters in any direction.</p> <p>Cooldown: 1 round(s)</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 2: The Acrobatic Leap allows you to disengage from one attacker. <input type="checkbox"/> LVL 4: The Acrobatic Leap allows you to disengage from any attacker. <input type="checkbox"/> LVL 6: The leap distance increases to 10 meters.
<p><input type="checkbox"/> Swift Shots C - MA - PHY (DEX)</p> <p>The character makes two quick and accurate shots, dealing an additional 1d4 damage per shot on top of their ranged weapon damage to either two separate but nearby targets or the same target. However, if the targets are different, two separate attack rolls must be made.</p> <p>Cooldown: 2 round(s)</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 3: Additional damage increases to 1d6. <input type="checkbox"/> LVL 5: Additional damage increases to 1d8. <input type="checkbox"/> LVL 7: Additional damage increases to 1d10. 	<p><input type="checkbox"/> Analytical Mind C - M</p> <p>The character possesses extraordinary analytical abilities that enable them to determine the Physical Defense (Def PHY) score of his target.</p> <p>Cooldown: 1 round(s)</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 2: The character can now ascertain the resistances of his target. <input type="checkbox"/> LVL 4: The character can now ascertain the weaknesses of his target. <input type="checkbox"/> LVL 6: The character benefits from an advantage allowing him to roll two d20s, keeping only the best result for his attack test. This advantage only applies to the enemy analyzed during this turn.
<p><input type="checkbox"/> Piercing Arrow C - A - PHY (DEX)</p> <p>The character uses a special arrow from their arsenal, one that is thinner and more piercing. Its purpose is to penetrate the enemy, causing them to bleed until death. The initial damage is that of the weapon, but the target loses 1d4 health at the start of each of their turns, an effect that is not cumulative. The bleeding stops with the first healing received by the target.</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 3: The bleeding now deals 1d8 damage. <input type="checkbox"/> LVL 5: The bleeding now deals 2d8 damage. <input type="checkbox"/> LVL 7: The bleeding now deals 3d8 damage. 	<p><input type="checkbox"/> Wired Arrows C - MA - PHY (DEX)</p> <p>The character uses two arrows connected by an ultra-strong thread to trap their target. The target does not take damage but is temporarily immobilized, preventing any movement actions. A Strength (STR) or Dexterity (DEX) test with a difficulty of 13 is required to break free.</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 2: The difficulty of the test increases to 14. <input type="checkbox"/> LVL 4: The difficulty of the test increases to 15. <input type="checkbox"/> LVL 6: Severely hindered, the target's Physical Defense (Def PHY) is reduced by 2.
<p><input type="checkbox"/> Blunt Arrow C - A - PHY (DEX)</p> <p>The character uses a blunt-tipped arrow, designed with grooves along its shaft to maintain a straight trajectory despite its reduced range due to the flat tip. This arrow aims to destabilize the enemy during their action. The range of this attack is halved compared to standard attacks. The damage dealt is the same as that of the regular weapon. The target must pass a Constitution (CON) test with a difficulty of 15 to avoid being knocked down. If they fail, they must use an action to get back up.</p> <p>Cooldown: 1 round(s)</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 3: When knocked down, the target's Physical (Def PHY) and Magical (Def MAG) Defenses are reduced by 2. <input type="checkbox"/> LVL 5: The difficulty of the CON test increases to 17. <input type="checkbox"/> LVL 7: The enemy's Def PHY and Def MAG are now reduced by 4. 	<p><input type="checkbox"/> Trap Setter C - MA - PHY (DEX)</p> <p>The character fires a projectile that bounces off a solid surface to reach an otherwise inaccessible enemy. The distance of this attack is limited to half the range of the equipped weapon, and damage is reduced by 2.</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 2: Damage is no longer reduced. <input type="checkbox"/> LVL 4: The distance of this attack is now equal to the range of the equipped ranged weapon. <input type="checkbox"/> LVL 6: The character can target 2 enemies simultaneously with a single attack test.