



# OUTFIT | WORLDS AWAKENING

CHARACTER tinker PLAYER \_\_\_\_\_

OUTFIT \_\_\_\_\_ OVER-OUTFIT \_\_\_\_\_ CLASSE \_\_\_\_\_

Swordsman  Fighter

Def PHY	+3	Def MAG	+1	Resistances	Blunt, Slashing
Durability	100	<input type="checkbox"/>	<input type="checkbox"/>	Weaknesses	

## ABILITIES

**Quick Attack** C - A - PHY (STR)

The character can make a quick attack with their primary weapon, dealing 1d4 bonus damage.

**Cooldown:** 1 round(s)

- **LVL 3:** Bonus damage increases to 2d4.
- **LVL 5:** Bonus damage increases to 2d6.
- **LVL 7:** Bonus damage increases to 2d8.

**Perfect Parry** P

The character excels in the art of parrying attacks and can reroll any failed dice roll once during an parry attempt.

- **LVL 3:** When the character successfully parry, they automatically disengage from any assailant in contact, no longer provoking opportunity attacks from them.
- **LVL 5:** Once per day, the character can use Perfect Parry to completely negate the damage from an attack that would have otherwise hit them.
- **LVL 7:** After using Perfect Parry to negate an attack's damage, the character can immediately perform a movement action as a reaction, without provoking opportunity attacks.

**Stunning Strike** C - MA - PHY (STR)

The character performs a heavy strike with his weapon which stuns the enemy for 1 round while inflicting his weapon damage. The stunned enemy can no longer act but can defend himself.

**Cooldown:** 2 round(s)

- **LVL 2:** The enemy takes 1d4+1 additional damage.
- **LVL 4:** The enemy takes 2d4+1 additional damage.
- **LVL 6:** The enemy takes 2d6+1 additional damage.

**Sword Dance** P

When the character fights with a sword he uses Sword Dance techniques which confuse his opponents. His sword attack tests have a +1 bonus.

- **LVL 3:** Sword attack bonus increases to +2.
- **LVL 5:** Sword attack bonus increases to +3.
- **LVL 7:** The sword dance can be used with any contact weapon.

**Swirling Strike** C - MA - PHY (STR) - 2m

The character can perform a whirling strike, dealing 1d6+1 damage to all enemies around him within a 2m radius.

**Cooldown:** 2 round(s)

- **LVL 2:** Damage increases to 2d6+2.
- **LVL 4:** Damage increases to 2d8+5.
- **LVL 6:** Damage increases to 2d8+10.

**Counter Attack** C - F

The character can prepare for a counterattack, allowing him to automatically retaliate if an enemy's next melee attack against him fails, is dodged or parried, dealing 1d4 damage in addition to his weapon damage.

**Cooldown:** 1 round(s)

- **LVL 2:** Counter-attack additional damage increases to 2d4-1.
- **LVL 4:** Counter-attack additional damage increases to 2d4+1.
- **LVL 6:** Counter-attack additional damage increases to 2d4+3, and the character can counter two enemy attacks before the ability is disabled.

**Precise Strike** P

The character targets the enemy's weak points with great precision. During a melee attack test, the threshold for critical hits is reduced by 1 (cumulative with CHA bonuses on critical results). With the exception of the natural 20, the result of the attack test (including bonus) must be greater than or equal to the opponent's defense to inflict critical damage, otherwise the character inflicts normal damage.

- **LVL 5:** The threshold for critical hits on melee attack tests is reduced by 2.

**Reactive Defense** P

The character perfects his defensive reflexes, allowing him to reduce the damage suffered by 1 point by reacting quickly to enemy attacks.

- **LVL 3:** Reduces damage taken by 2 points after a successful enemy attack.
- **LVL 5:** Reduces damage taken by 3 points after a successful enemy attack.
- **LVL 7:** Reduces damage taken by 4 points after a successful enemy attack.