

CHARACTER SHEET | WORLDS AWAKENING

CHARACTER Yatyr Arcyum PLAYER Silverus

ANCESTRY	CLASS	SEX	AGE	WEIGHT	HEIGHT
Human	Mystic	M	35	70 kg	1.70 m

CHARA.	Base	Bonus	TOTAL	ESSENTIALS					INNATE SKILL		
STR	+0	+0	+0	LVL	1	XP		AP		Adaptability: Humans have an innate ability to quickly adapt to situations. Once per day, you can directly choose the result of one of your own dice rolls (whether it's a test or damage), either before or after making your initial roll.	
DEX	+0	+0	+0	Hit Dice		1D6		Init			10+DEX+10Bonus
CON	-2	+0	-2	HP	6X		/				
INT	+4	+0	+4	MP	2x(MD+LVL)		/				
WIS	+2	+0	+2	Outfit		Arcane					
CHA	+2	+0	+2	Over-Outfit							
									Critical failure		Critical success
									1		19 - 20

DEFENSES			LVL	Tenue	Bonus	TOTAL		
PHY	10 +	 2	1	+0	+0	9	Resistances	Lightning, Earth, Wind
MAG	10 +	 2	1	+1	+0	14	Weaknesses	

	Weapon or Equipment	Bonus or Special effect	Attack test		Damages
SET 1	Sceptre Arcanique		D20 + INT + 0 + LVL	+5	1 D 4 + 1
	Grimoire	+1 Atq MAG	D20 + + + LVL		D +
SET 2	Main Hand ou 2 Handed		D20 + + + LVL		D +
	Off Hand		D20 + + + LVL		D +

Biography / Notes

Le Comte l'a bien dit ! « Ramène moi les informations nécessaire à l'invasion de ce Duché et ta fortune sera faite ! Sinon ... Tu as 3 mois ! » Et deux sont déjà passés.

Inventory

[illegible]

Bourse : 50 NX

OUTFIT | WORLDS AWAKENING

CHARACTER	Yatyr Arcyum	PLAYER	Silverus
OUTFIT	Arcane	OVER-OUTFIT	☐
		CLASSE	Mystic

Def PHY	+0	Def MAG	+1	Resistances	Lightning, Earth, Wind						
Durability	M5X	☐	☐	☐	☐	☐	☐	☐	☐	Weaknesses	

ABILITIES

☐ Arcane Shield C - MA - SUPPORT The character can create an Arcane Shield at a cost of 1 MP, reducing all damage taken by 1d12 for 3 turns. Only the character casting the ability can benefit from the Arcane Shield. ☐ LVL 3: Reduces damage taken by 1d20. ☐ LVL 5: Reduces damage taken by 2d20 and increases cost to 2 MP. ☐ LVL 7: Reduces damage taken by 3d20.	☒ Magic Projectile C - A - MAG (INT) - 50m The character can launch a Magic Projectile, dealing 1d6+1 magical damage for 1 PM. ☐ LVL 2: Damage increases to 2d6+1. ☐ LVL 4: Damage increases to 2d6+3, cost increases to 2 MP. ☐ LVL 6: Damage increases to 2d8+5.
☐ Teleportation PC - M - SUPPORT The character can teleport instantly without suffering an attack of opportunity to a visible location within a 10 meter radius for 1 MP. ☐ LVL 3: Increases the range to 15 meters. ☐ LVL 5: Can teleport an ally in contact with him, the cost increases to 2 MP. ☐ LVL 7: Increases range to 20 meters and can teleport two allies in contact with him, cost increases to 3 MP.	☐ Arcane Regeneration C - MA - SUPPORT The character regains 1d4 mana points (MP). Limitation: 2 / Day ☐ LVL 3: Regeneration increases to 2d4 MP. ☐ LVL 5: Regeneration increases to 2d6 MP. ☐ LVL 7: Regeneration increases to 2d8 MP.
☐ Arcane Explosion C - MA - MAG (INT) The character can create an Arcane Explosion, dealing 1d4 magical damage to all enemies within a 5-meter radius for a cost of 1 MP. The character makes a single magic attack test compared to the MAG Def of each enemy in the area. Cooldown: 1 round(s) ☐ LVL 2: Damage increases to 2d4, cost increases to 2 MP. ☐ LVL 4: Damage increases to 2d6, cost increases to 3 MP. ☐ LVL 6: Damage increases to 2d8, cost increases to 4 MP.	☒ Temporal Distortion C - MA - SUPPORT The character can create a temporal distortion around an ally or themselves for a cost of 3 MP and for 1 full round. When an opponent attacks, they must make 2 attack tests and keep the lower result. If the adversary's action fails, the temporal distortion immediately dissipates. Cooldown: 2 round(s) ☐ LVL 2: The temporal distortion dissipates after 1 full round or 2 failed adversary attacks. ☐ LVL 4: The temporal distortion lasts for 2 full rounds, and the cost increases to 4 MP. ☐ LVL 6: The temporal distortion lasts for 2 full rounds or dissipates immediately after 4 failed adversary attacks, and the cost increases to 5 MP.
☐ Energy Siphon C - A - MAG (INT) The character can drain the magical energy from an enemy for a cost of 1 MP, dealing 1d4 magical damage and absorbing 1d4-1 MP from the targeted enemy. Cooldown: 1 round(s) ☐ LVL 2: Damage increases to 1d6+1, and MP theft to 1d4+1. ☐ LVL 4: Damage increases to 2d6+1, cost increases to 2 MP, and MP theft to 2d4+1. ☐ LVL 6: Damage increases to 2d8+1, cost increases to 3 MP, and MP theft to 2d6+1.	☐ Protection Screen C - MA - SUPPORT The character can create a Protection Screen around an ally for a cost of 1 MP, increasing their Def MAG. For 2 rounds, the ally gains a +1 bonus to their Def MAG. Cooldown: 2 round(s) ☐ LVL 3: The Def MAG bonus increases to +2. ☐ LVL 5: The Def MAG bonus increases to +3, cost increases to 2 MP. ☐ LVL 7: The Def MAG bonus increases to +4, cost increases to 3 MP.