

OUTFIT | WORLDS AWAKENING

CHARACTER Tong Longuevue PLAYER @rkelek (partie Silverus one shot)

OUTFIT Profet OVER-OUTFIT CLASSE Priest

Def PHY	+0	Def MAG	+2	Resistances	Earth, Darkness
Durability	M6X	<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

Astral Vision
PC

The character enters deep meditation to gain astral vision. By spending 3 MP, they can see and hear a location or person they are familiar with, even at considerable distances.

- LVL 2:** Astral vision can be used to communicate with an ally for an additional 1 MP.
- LVL 4:** The character can obtain a vision of the near future, but this consumes 4 MP.
- LVL 6:** The cost of astral vision is reduced to 2 MP per use (3 MP if communicating with an ally).

Healing Star
PC - MA - SUPPORT

The character invokes the power of the stars to heal their wounds or those of their allies. By spending 2 MP, they restore 1d4+1 HP to a target or themselves.

- LVL 2:** The restored HP increases to 2d4+1.
- LVL 4:** The restored HP increases to 2d4+4, and the cost increases to 3 MP.
- LVL 6:** The restored HP increases to 3d4+6 for a cost of 4 MP.

Malevolent Eclipse
C - MA - MAG (WIS) - 20m

The character invokes a malevolent eclipse to obscure the vision of their enemies. For 3 MP, they create a zone of darkness within a radius of 3 meters for 2 rounds, affecting the vision of all enemies inside. Enemies in the area suffer a -2 penalty to their attack rolls.

Cooldown: 2 round(s)

- LVL 3:** The penalty to attack rolls increases to -3.
- LVL 5:** The penalty to attack rolls increases to -4, and the cost increases to 4 MP.
- LVL 7:** The penalty to attack rolls increases to -5, and the cost increases to 5 MP.

Celestial Call
C - MA - SUPPORT

The character makes a celestial call to seek divine guidance. By spending 2 MP, they choose an ally who, on their next turn, can roll two d20s for their attack roll and keep the better result.

Limitation: 1 / Encounter

- LVL 3:** Celestial Call lasts for 2 rounds, and the cost increases to 3 MP.
- LVL 5:** During the duration of Celestial Call, attack rolls are automatically successful; however, critical hits cannot be scored.
- LVL 7:** Celestial Call lasts for 3 rounds, and the cost increases to 4 MP.

Premonition
C - A - SUPPORT

The character predicts an enemy attack for 1 MP. The character chooses an enemy, and during the next round, when this enemy takes offensive action, the character and their allies gain a bonus of +1 to Def PHY and Def MAG.

Cooldown: 2 round(s)

- LVL 2:** The bonus to Def PHY and Def MAG increases to +2.
- LVL 4:** Premonition lasts for 2 rounds, and the cost increases to 2 MP.
- LVL 6:** The bonus to Def PHY and Def MAG increases to +3, and the cost increases to 3 MP.

Stardust Shower
C - MA - MAG (WIS) - 15m

The character invokes a shower of sacred stars to bombard a 3-meter radius area. For 3 MP, all enemies in the area suffer 1d4+1 sacred damage.

Cooldown: 2 round(s)

- LVL 3:** The area of effect increases to a 5-meter radius.
- LVL 5:** The sacred damage increases to 2d6+3, and the cost increases to 4 MP.
- LVL 7:** The sacred damage from Stardust Shower ignores the resistances of enemies, and the cost increases to 5 MP.

Astral Orb
C - A - MAG (WIS) - 20m

The character can create an astral orb charged with divine energy to attack enemies. By spending 1 MP, they launch an orb that inflicts 1d4+1 sacred damage to an enemy.

- LVL 2:** The Astral Orb automatically hits the enemy.
- LVL 4:** The damage of the Astral Orb increases to 2d4+3, and the cost increases to 2 MP.
- LVL 6:** The damage of the Astral Orb increases to 2d8+3, and the cost increases to 3 MP.

Celestial Radiance
C - MA - MAG (WIS) - 10m

The character channels the energy of the stars to project celestial radiance onto a group of enemies. For 2 MP, they inflict 1d4+1 sacred damage to all enemies in front of them within a range of 10 meters and a width of 3 meters.

Cooldown: 2 round(s)

- LVL 3:** The damage increases to 2d4+1.
- LVL 5:** The damage increases to 2d4+3, and the cost increases to 3 MP.
- LVL 7:** The damage increases to 2d4+5, and the cost increases to 4 MP.