

CHARACTER SHEET | WORLDS AWAKENING

CHARACTER	Malétorn	PLAYER	Pierre
ANCESTRY	CLASS	SEX	AGE
Halfling	Priest	M	46
		WEIGHT	HEIGHT
		50 kg	1.42 m

CHARA.	Base	Bonus	TOTAL	ESSENTIALS			INNATE SKILL		
STR	-2	+0	-2	LVL	5	XP		AP	
DEX	+1	+1	+2	Hit Dice	2D4	Init	10+DE12	Bonus	
CON	-1	+0	-1	HP	36	/ 27			
INT	+0	+0	+0	MP	2x(M20+LVL)	/			
WIS	+5	+0	+5	Outfit	Exorcist				
CHA	+3	+1	+4	Over-Outfit					

Rabbit's Foot: Halflings are renowned for infusing a touch of luck and providing timely aid to their companions. Once per day, the Halfling can reset an ally's innate skill, allowing it to be used again immediately.

Critical failure	Critical success
1	18 - 20

DEFENSES	LVL	Tenue	Bonus	TOTAL		
PHY	10 +	GIN	5	+2	+0	16
MAG	10 +	W5	5	+0	+2	22

Resistances	Lightning, Darkness
Weaknesses	

	Weapon or Equipment	Bonus or Special effect	Attack test	Damages
SET 1	Encensoir sacré (G)	+1 Régénération PM	D20 + + + LVL D +
	Grimoire	+1 Atq MAG	D20 + + + LVL D +
SET 2	Sceptre feu	+1 dégât	D20 + WIS + 1 + LVL	+11 1 D 6 +
	Off Hand		D20 + + + LVL D +

Biography / Notes

Malétorn subit les affres de la maladie de longues années durant. Boiteux, presque aveugle, l'avenir lui semble n'être qu'une promesse de malheurs.

Foudroyé en pleine mer, il se relève dans un corps sain et gorgé de magie.

Depuis, il est persuadé que la maladie n'est qu'une perturbation de la normalité par une forme de malédiction. Il croit aujourd'hui que les anomalies, les excès, et jusqu'au moindre détail sortant de l'ordinaire peut s'apparenter à une manifestation du malin, que sa déesse le charge de soigner, et, à défaut, de purifier, d'abolir ou de réduire au silence.

Pour Sedna, déesse du calme plat et de la grande mer d'huile, tout doit être apaisé. Elle n'accepte aucun remoud, si ce n'est l'immortel banalité du ressac des vagues sur la grève, comme autant de vies sans drame, d'existences sans histoire.

Pour Malétorn, le dilemme s'impose souvent en ces termes: qu'est-ce que la banalité dans un monde en constantes turbulences?

Inventory

Torche	Ecaille de nexus
Briquet	Bouclier
Potion de mana 1d4+4	18500 demeure sans héritier
5 griffes d'hommes-poissons	Chevalière
Dague	Potion de soin mineure
Clef dorée	
Eclat de Nexus	
2 charmes (vs mort-vivant/démon)	
Bouquin du culte	
Broche de feu	
Amulette du Sonneur (+1cha/+1dex/no désorient)	
Epée courte (60NX)	

Bourse : 110 NX

OUTFIT | WORLDS AWAKENING

CHARACTER Malétorn PLAYER Pierre

OUTFIT Exorcist OVER-OUTFIT CLASSE Priest

Def PHY +2 Def MAG +0 Resistances Lightning, Darkness

Durability M6X Weaknesses

ABILITIES

Corruption Resistance P

The character has developed significant resistance to corruption and malevolent status alterations. They gain a +1 bonus to their Def MAG.

- LVL 2: The Def MAG bonus increases to +2.
- LVL 4: The character becomes immune to status alterations caused by demonic or undead creatures.
- LVL 6: The Def MAG bonus increases to +3.

Divine Punishment C - MA - MAG (WIS) - 20m

The character inflicts divine punishment upon an enemy, dealing 1d6 sacred damage at a cost of 3 MP. Additionally, the target suffers a -1 penalty to their attack and Def MAG tests for 2 rounds.

Cooldown: 2 round(s)

- LVL 3: Damage increases to 2d6+1, and the penalty to attack and Def MAG tests becomes -2.
- LVL 5: Divine punishment also affects demonic or undead creatures within a 3-meter radius of the main target, and the cost increases to 4 MP.
- LVL 7: Divine punishment deals 2d6+3 damage and reduces the Def MAG of the main target to 0 for 1 round at a cost of 5 MP.

Purge of Darkness C - MA - MAG (WIS)

The character inflicts 1d6+1 sacred damage to demonic or undead creatures within a 2-meter radius at a cost of 2 MP.

Cooldown: 1 round(s)

- LVL 3: Sacred damage increases to 2d6+3.
- LVL 5: Sacred damage increases to 2d8+3, the attack radius expands to 5 meters, and the cost increases to 3 MP.
- LVL 7: Sacred damage increases to 2d8+8, and the cost increases to 4 MP.

Exorcism C - A - MAG (WIS) - 15m

The character can perform an exorcism ritual to drive away malevolent forces. By spending 2 MP, they inflict 1d4+1 sacred damage to an enemy.

Cooldown: 1 round(s)

- LVL 2: Sacred damage increases to 1d6+1.
- LVL 4: Exorcism purges malevolent status effects from player characters within a 5-meter radius of the character; the cost increases to 3 MP.
- LVL 6: Sacred damage increases to 2d8+5, and the cost increases to 4 MP.

Evil Detection P

The character can sense the presence of evil in their surroundings. They gain a +1 bonus to WIS.

- LVL 2: The bonus to WIS increases to +2.
- LVL 4: The bonus to WIS increases to +3.
- LVL 6: The bonus to WIS increases to +4.

Judgment Seal C - MA - MAG (WIS) - 20m

The character marks an enemy with the Judgment Seal, dealing 1d6+1 sacred damage for a cost of 3 MP. For 2 rounds, all allies gain a +2 bonus to attack rolls against the marked target.

Cooldown: 2 round(s)

- LVL 3: The bonus to attack rolls against the marked target increases to +3.
- LVL 5: The damage increases to 2d6+3, and the cost increases to 4 MP.
- LVL 7: All resistances of the target are ignored during the duration of the Judgment Seal, and the cost increases to 5 MP.

Heretic's Punishment C - MA - MAG (WIS) - 15m

The character inflicts 1d4+1 sacred damage for a cost of 3 MP. If the target is a demonic or undead creature, the damage is doubled.

- LVL 3: The damage increases to 2d4+3.
- LVL 5: The damage increases to 2d8+3, and the cost increases to 4 MP.
- LVL 7: The damage increases to 2d8+8, and the cost increases to 5 MP.

Purification Field C - MA - SUPPORT

The character creates a sacred Purification Field within a radius of 5 meters around them for a cost of 1 MP. For 2 rounds, this field heals all allies by 1d4 HP at the beginning of their turn.

Cooldown: 2 round(s)

- LVL 2: The field purifies status ailments.
- LVL 4: The field heals 1d6 HP, and the cost increases to 2 MP.
- LVL 6: The field heals 1d8 HP, and the cost increases to 3 MP.