

CHARACTER SHEET | WORLDS AWAKENING

CHARACTERGrey Stromcrow

PLAYERSilverus

ANCESTRYCLASSSEXAGEWEIGHTHEIGHT

HumanFighterM4375 kg1.78 m

CHARA.

Base

Bonus

TOTAL

STR

+4

+0

+4

DEX

+1

+0

+1

CON

+2

+0

+2

INT

-2

+0

-2

WIS

-1

+0

-1

CHA

+2

+0

+2

ESSENTIALS

LVL

5

XP

AP

Hit Dice

2D6

Init

10+DEX+11Bonus

HP

51

/

34

MP

2x(MAG+LVL)

/

Outfit

Swordsman

Over-Outfit

INNATE SKILL

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.

Critical failure

Critical success

1

19 - 20

DEFENSES

LVL

Tenue

Bonus

TOTAL

PHY

10 +

+2

5

+3

+2

22

Resistances

Blunt, Slashing

MAG

10 +

+1

5

+1

+1

16

Weaknesses

Weapon or Equipment

Bonus or Special effect

Attack test

Damages

SET 1

Epée Runique Flamboyante

Effet Feu Spécial

D20 + STR + 2 + LVL

+11

1 D 6 + 1

Garde-Bras Nain

+2 Atq Contact

D20 + + + LVL

D +

SET 2

+1 Atq de Gardien de Feuif "Lame Ardente";, actif "Frappes du Bras armé";

+10;

1 D 8 + 1

Bouclier de Gardien de Feu, actif "Lumière Sacrée";, actif "Mur de Braises"

+10;

D +

Biography / Notes

Inventory

Briquet x1

Sifflet d'alarme

Rations de survie x3

Parchemin du Culte (église)

Cristal (Identique à L'Eclat de Nexus du phare)

Dague de Gardien de Feu (Expertise pour Nyssara)

Broche de Feu

Broche de Feu dans un écrin (Pour Nyssara)

Parchemin du Culte (entrepôt)

Potion de Soin Mineure x3 (Rend 1d4+4 PV)

2 Parchemins du Culte (Sous-sol de l'entrepôt)

Pièces d'armure de Cuir (+1 Def MAG)

Clef du manoir Tellier "cacahuète"

Bourse : 90 NX

OUTFIT | WORLDS AWAKENING

CHARACTER	Grey Stromcrow	PLAYER	Silverus
OUTFIT	OVER-OUTFIT	CLASSE	
Swordsman	☐	Fighter	

Def PHY	+3	Def MAG	+1	Resistances	Blunt, Slashing						
Durability	10	☐	☐	☐	☐	☐	☐	☐	☐	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.