

CHARACTER SHEET | WORLDS AWAKENING

CHARACTER Echant PLAYER ARlintor

ANCESTRY	CLASS	SEX	AGE	WEIGHT	HEIGHT
Elf	Mystic	F	125	55 kg	180.00 m

CHARA.	Base	Bonus	TOTAL	ESSENTIALS				INNATE SKILL	
STR	-4	+0	-4	LVL	1	XP		AP	6
DEX	+2	+0	+2	Hit Dice	1D6	Init	10+DEF12Bonus		
CON	-2	+0	-2	HP	6X	/			
INT	+5	+0	+5	MP	2x(M12+LVL)	/ 0			
WIS	+3	+0	+3	Outfit	Enchanter				
CHA	+2	+0	+2	Over-Outfit					
				Elegant Mastery: Elves are naturally gifted in mastering the use of abilities. Once per day, you can freely use any acquired ability, including those currently recharging or those with a usage limit reached.					
				Critical failure					Critical success
				1					19 - 20

DEFENSES			LVL	Tenue	Bonus	TOTAL		
PHY	10 +	G2	1	+0	+0	9	Resistances	Ice, Earth, Wind
MAG	10 +	+3	1	+1	+0	15	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	Main Hand ou 2 Handed		D20 + + + LVL	D +
	Off Hand		D20 + + + LVL	D +

Biography / Notes	Inventory
Bourse : 50 NX	

OUTFIT | WORLDS AWAKENING

CHARACTER	Echant	PLAYER	ARlinter
OUTFIT	OVER-OUTFIT	CLASSE	
Enchanter	☐	Mystic	

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

ABILITIES

☐ Enchanting C - A - SUPPORT The character can temporarily enhance a weapon or armor at a cost of 1 MP. They can add a 1d4 bonus to damage or +1 to the physical (PHY) or magical (MAG) defense of an allied piece of equipment for 1 turn. ☐ LVL 3: The enchanting bonus increases to 1d6 damage or +2 to PHY or MAG defense. ☐ LVL 5: The enchanting bonus increases to 1d8 damage or +3 to PHY or MAG defense, and the cost increases to 2 MP. ☐ LVL 7: The enchanting bonus increases to 1d10 damage or +4 to PHY or MAG defense, and the cost increases to 3 MP.	☐ Telekinesis PC - A - MAG (INT) - 10m The character can move objects at a distance or repel enemies. They can move objects weighing up to 15 kg or lift a target up to 3 meters high, causing 1d6 falling damage for a cost of 1 MP. Cooldown: 1 round(s) ☐ LVL 2: The ability can be used with objects weighing up to 30 kg or lifting a target up to 6 meters high, causing 2d6 falling damage. ☐ LVL 4: The ability can be used with objects weighing up to 60 kg or lifting a target up to 9 meters high, causing 3d6 falling damage, and the cost increases to 2 MP. ☐ LVL 6: The ability can be used with objects weighing up to 90 kg or lifting a target up to 12 meters high, causing 4d6 falling damage, and the cost increases to 3 MP.
☐ Attack Boost C - A - SUPPORT The character enhances an ally's accuracy for 1 turn at a cost of 2 MP. The ally gains a +2 bonus to their attack roll (Melee, Ranged, or Magical). Limitation: 2 / Encounter ☐ LVL 2: The attack roll bonus increases to +4. ☐ LVL 4: The attack roll bonus increases to +6 and the cost becomes 3 MP. ☐ LVL 6: The attack roll bonus remains +6. Additionally, the ally now makes the attack roll with advantage (roll 2d20 and keep the highest result, cumulative with other sources of advantage). The cost becomes 4 MP.	☐ Sphere of Restraint PC - MA - MAG (INT) - 15m The character creates a magical sphere capable of temporarily imprisoning an enemy. He can target a single opponent by spending 3 MP to attempt to imprison him for 1 turn. The imprisoned enemy is immobilized and cannot attack or move, but is also protected against outside attacks. ☐ LVL 2: With an Attack (A) action, the character can choose to keep the Sphere of Restraint active for a cost of 2 MP per round. ☐ LVL 4: It is now possible to attack the Sphere of Restraint, but the damage is reduced by half. ☐ LVL 6: The cost to maintain the Sphere of Restraint drops to 1 MP per round, but the cost to cast the spell increases to 4 MP.
☐ Illusory Veil PC - A - SUPPORT The character creates a visual and auditory illusion in a nearby area for 1 turn (or 10 minutes). The illusion cannot deal damage or produce any real physical effect. Any physical interaction immediately reveals its illusory nature. For 2 MP, the character creates a minor illusion (small animal, simple object, light source, brief sound). ☐ LVL 3: For 3 MP, creates a mobile illusion up to human size (silhouette, guard, door, wall, fire, etc.). ☐ LVL 5: For 4 MP, alters the appearance of a willing ally (face, clothing, coherent visual details). ☐ LVL 7: For 5 MP, alters the appearance of a group (up to 5 allies) or creates a complex illusory scene integrated into the environment.	☐ Ethereal Blade C - MA - MAG (INT) - 15m The character can create an Ethereal Blade from magical energy to inflict slashing damage to a single opponent for a cost of 2 MP, dealing 1d6+2 slashing damage. Cooldown: 1 round(s) ☐ LVL 3: The damage of the Ethereal Blade increases to 2d6+2. ☐ LVL 5: The damage of the Ethereal Blade increases to 2d6+5, for a total cost of 3 MP. ☐ LVL 7: The damage of the Ethereal Blade increases to 2d8+6, for a total cost of 4 MP.
☐ Confusion C - MA - MAG (INT) The character casts a confusion spell on a target for a cost of 3 MP, causing them to lose their composure for 1 round. During this period, the target is unable to control their actions and may attack their own allies when it is their turn to act. On the opponent's attack roll, if it fails, they either attack one of their allies or suffer the damage from their own attack. Cooldown: 2 round(s) ☐ LVL 2: The target is also unable to cast spells or use abilities during the confusion. ☐ LVL 4: The duration of confusion is increased to 2 rounds, and the cost increases to 4 MP. ☐ LVL 6: The confused opponent consistently attacks their own allies or harms themselves, and the cost increases to 5 MP.	☐ Deceptive Mirages PC - MA - SUPPORT - 5m For a cost of 2 MP, the character summons 2 perfect illusions of himself. These copies move and simulate the actions of their creator without being able to attack or interact materially with the world around them. They serve as decoys, intended to deceive enemies who attack them as a priority instead of the character. If an enemy attempts to attack an illusion or if it is hit by any attack or effect, it instantly dissipates. Illusions last until dispelled or until the combat scene ends. Cooldown: 2 round(s) ☐ LVL 3: The number of illusions created increases to 3. ☐ LVL 5: The number of illusions created increases to 4 and the cost increases to 3 MP. ☐ LVL 7: The number of illusions created increases to 5.