

OUTFIT | WORLDS AWAKENING

CHARACTER <u>Bresch</u>	PLAYER <u>Pierre</u>
OUTFIT <u>Elementalist</u>	OVER-OUTFIT <input type="checkbox"/> CLASSE <u>Mystic</u>

Def PHY	+0	Def MAG	+1	Resistances	Fire, Ice, Lightning
Durability	M5X	<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

<p><input type="checkbox"/> Incendiary Nova C - MA - MAG (INT)</p> <p>The character creates an Incendiary Nova, unleashing an explosion of flames in a 8-meter radius around them for a cost of 2 MP. All characters and creatures in the area of effect are affected and take 1d4+1 fire damage and catch fire, taking an additional 1d4 fire damage each turn for 1 round.</p> <p>Cooldown: 2 round(s)</p> <p><input type="checkbox"/> LVL 3: The additional fire damage lasts for 2 rounds.</p> <p><input type="checkbox"/> LVL 5: The additional fire damage increases to 2d4+1, and the cost increases to 3 MP.</p> <p><input type="checkbox"/> LVL 7: The base damage of the Nova increases to 2d6+1, and the cost increases to 4 MP.</p>	<p><input type="checkbox"/> Infernal Meteor C - MA - MAG (INT) - 20m</p> <p>The character summons an Infernal Meteor from the sky, dealing 2d4+1 fire damage to a single target for a cost of 3 MP. The impact also creates a burning area on the ground, inflicting an additional 1d4 fire damage to all targets within a 2-meter radius.</p> <p>Cooldown: 1 round(s)</p> <p><input type="checkbox"/> LVL 2: The burning area extends to a 3-meter radius.</p> <p><input type="checkbox"/> LVL 4: The damage of the Infernal Meteor increases to 2d8+5, and the cost increases to 4 MP.</p> <p><input type="checkbox"/> LVL 6: The additional fire damage increases to 1d8, and the cost increases to 5 MP.</p>
<p><input checked="" type="checkbox"/> Elemental Ray C - A - MAG (INT) - 50m</p> <p>For 1 MP, the character can cast a ray with the element of their choice (Fire, Ice, Lightning, Earth, or Wind), dealing 1d4+1 elemental damage to a single target. Alternatively, the character can imbue an ally's melee weapon with this element without requiring a test, granting the weapon a damage bonus of 1d4+1 for its next attack.</p> <p><input type="checkbox"/> LVL 3: The damage increases to 1d6+1.</p> <p><input type="checkbox"/> LVL 5: The damage increases to 2d6+1, and the cost increases to 2 MP.</p> <p><input type="checkbox"/> LVL 7: The damage increases to 2d8+1, and the cost increases to 3 MP.</p>	<p><input type="checkbox"/> Ice Prison C - A - MAG (INT) - 20m</p> <p>The character creates an Ice Prison around a single target for a cost of 3 MP. The frozen target is immobilized for 1 round but also suffers 2d4 ice damage. Attacks against the frozen target are automatically successful. When the target's turn comes, it can free itself from the Ice Prison if it succeeds at a STR Test of difficulty 13.</p> <p>Cooldown: 1 round(s)</p> <p><input type="checkbox"/> LVL 2: The damage increases to 2d6+1.</p> <p><input type="checkbox"/> LVL 4: The damage increases to 2d8+2, and the cost increases to 4 MP.</p> <p><input type="checkbox"/> LVL 6: The difficulty of the STR test to break free increases to 16 and the cost increases to 5 MP.</p>
<p><input checked="" type="checkbox"/> Chain Lightning C - MA - MAG (INT) - 20m</p> <p>The character unleashes lightning, dealing 1d6+1 lightning damage to a single target for a cost of 2 MP. The lightning can jump to the nearest target with a magical attack test, inflicting an additional 1d4 lightning damage, up to a maximum of 2 jumps. Jumps stop at the first failed magical attack test.</p> <p><input type="checkbox"/> LVL 3: The base damage increases to 2d6+3.</p> <p><input type="checkbox"/> LVL 5: The lightning jump damage increases to 1d6+2, and the cost increases to 3 MP.</p> <p><input type="checkbox"/> LVL 7: The base damage increases to 2d8+3, and the cost increases to 4 MP.</p>	<p><input type="checkbox"/> Electric Storm C - MA - MAG (INT)</p> <p>The character summons an Electric Storm, creating a lightning area within a 5-meter radius for a cost of 3 MP. All targets in the area, whose magical attack test made by the character succeeds, suffer 1d4+1 lightning damage and are paralyzed for 1 round.</p> <p>Cooldown: 2 round(s)</p> <p><input type="checkbox"/> LVL 2: Paralysis persists for 2 rounds.</p> <p><input type="checkbox"/> LVL 4: Area damage increases to 2d4+3, and the cost increases to 4 MP.</p> <p><input type="checkbox"/> LVL 6: Area damage increases to 2d8+3, and the cost increases to 5 MP.</p>
<p><input checked="" type="checkbox"/> Earth Armor PC - MA - SUPPORT</p> <p>The character can summon Earth Armor giving him 5 additional temporary HP at a cost of 3 MP. The Earth Armor disappears between each rest phase (short or long).</p> <p><input checked="" type="checkbox"/> LVL 2: Additional HP increases to 10.</p> <p><input type="checkbox"/> LVL 4: The additional HP increases to 20 and the cost increases to 4 MP.</p> <p><input type="checkbox"/> LVL 6: Additional HP increases to 30.</p>	<p><input type="checkbox"/> Ethereal Wind C - A - SUPPORT</p> <p>The character channels the energy of the air and regains 1d4 MP.</p> <p>Limitation: 1 / Encounter</p> <p><input type="checkbox"/> LVL 3: The character regains 1d4+1 MP.</p> <p><input type="checkbox"/> LVL 5: The character regains 1d6+2 MP.</p> <p><input type="checkbox"/> LVL 7: The character regains 1d8+3 MP.</p>