

CHARACTER SHEET | WORLDS AWAKENING

CHARACTER	Alard	PLAYER	François-Jospeh
-----------	-------	--------	-----------------

ANCESTRY	CLASS	SEX	AGE	WEIGHT	HEIGHT
Human	Shadow	M	35	75 kg	1.80 m

CHARA.	Base	Bonus	TOTAL
STR	+1	+0	+1
DEX	+4	+0	+4
CON	+0	+0	+0
INT	-1	+0	-1
WIS	-1	+0	-1
CHA	+3	+0	+3

ESSENTIALS					
LVL	1	XP		AP	6
Hit Dice		1D8	Init		10+DEF14Bonus
HP	8X		/		
MP	2x(MAG+LVL)		/		
Outfit		Manipulator			
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 +	+0	1	+1	+0	12	Resistances	Slashing, Holy
MAG	10 +	+1	1	+2	+0	12	Weaknesses	

Weapon or Equipment		Bonus or Special effect		Attack test		Damages	
SET 1	Matraque Souple			D20 + DEX + 0 + LVL	+5	1 D 4 +	
	Couteaux de lancer (10m)			D20 + DEX + 0 + LVL	+5	1 D 4 +	
SET 2	Main Hand ou 2 Handed			D20 + + + LVL		D +	
	Off Hand			D20 + + + LVL		D +	

Biography / Notes

Inventory	
Potion de soins mineure (Rend 1d4+4 PV)	
Potion de soins mineure (Rend 1d4+4 PV)	
Stabilisateur	
Bourse : 125 NX	

OUTFIT | WORLDS AWAKENING

CHARACTER

Alard

PLAYER

François-Jospeh

OUTFIT

Manipulator

OVER-OUTFIT

CLASSE

Shadow

Def PHY

+1

Def MAG

+2

Resistances

Slashing, Holy

Durability

M7X

Weaknesses

ABILITIES

Deception

P

The character is a master of deception. They can convince others that they are an ally or conceal their true intentions. They gain a +1 bonus to CHA.

LVL 3: The CHA bonus increases to +2.

LVL 5: The CHA bonus increases to +3.

LVL 7: The CHA bonus increases to +4.

Blackmail

PC - A - MAG (CHA)

The character collects compromising information about his enemies thanks to his keen sense of observation and uses it as leverage to manipulate them. It can prevent an enemy from acting for 1 round, or force them to divulge certain information.

Cooldown: 2 round(s)

LVL 2: The character can force his opponent to strike one of his own allies when his turn of action comes.

LVL 4: Targets subjected to blackmail have a -2 penalty to Def PHY for 2 rounds.

LVL 6: Targets subjected to blackmail have a -2 penalty to Def MAG for 2 rounds.

Precision Shot

C - MA - PHY (DEX) - 15m

The character takes a precise shot with a ranged weapon, targeting the enemy's vital points to maximize damage. They gain a +2 bonus to the ranged attack test and inflict an additional 1d4 damage.

Cooldown: 2 round(s)

LVL 2: The bonus to ranged attack test increases to +3.

LVL 4: Additional damage increases to 2d4.

LVL 6: The bonus to ranged attack test increases to +4, and additional damage increases to 2d6.

Ghost Blade

C - MA - PHY (DEX)

The character momentarily renders their weapon invisible, making attacks more challenging to parry or dodge for the enemy. They gain a +2 bonus to the melee attack test and inflict an additional 1d4 damage.

Cooldown: 2 round(s)

LVL 2: The bonus to the melee attack test increases to +3.

LVL 4: Additional damage increases to 2d4.

LVL 6: The bonus to the melee attack test increases to +4, and additional damage increases to 2d6.

Feign Death

PC - F

The character masters the art of feigning death, enabling them to deceive enemies and avoid danger. When activating this ability in combat, enemies consider them non-threatening and stop attacking, unless they succeed on a Wisdom (WIS) save with a difficulty of 15 to see through the deception.

Limitation: 1 / Encounter

LVL 3: As long as the character feigns death, they recover 2d4 HP per round.

LVL 5: After feigning death, the character gains a +3 bonus to their next attack roll.

LVL 7: After feigning death, for the next two rounds after getting up, any enemy attempting to attack the character suffers a -2 penalty to their attack roll.

Deceptive Strikes

C - A - PHY (DEX)

The character inflicts rapid and deceptive strikes on his opponent, disorienting him. The latter then suffers normal weapon damage as well as a -2 penalty to his contact attack tests for 1 round.

Cooldown: 2 round(s)

LVL 3: The penalty also applies to ranged attack rolls.

LVL 5: The effect lasts for 2 rounds.

LVL 7: The penalty to attack rolls (melee and ranged) increases to -3.

Bone Fracture

C - A - PHY (DEX)

The character delivers a brutal blow targeting the enemy's bones, dealing their weapon's normal damage. Additionally, for 1 turn, the target is unable to perform any movement action (M) on their turn and suffers 1d4 fracture damage at the start of it. Can only be succeeded once/opponent (can be retried if failed).

Cooldown: 2 round(s)

LVL 2: The target now suffers both the movement restriction and fracture damage for 2 turns.

LVL 4: The fracture damage at the start of the target's turn increases to 1d8.

LVL 6: If the target affected by Bone Fracture suffers a critical physical attack during the effect's duration, it becomes paralyzed until its next turn, unable to move (M) or attack (A). This effect stacks with fracture damage if still active.

Swift Strike

C - A - PHY (DEX)

The character can perform a quick and precise attack, targeting the enemy's weak points to inflict an additional 1d4 damage.

Cooldown: 2 round(s)

LVL 3: Additional damage increases to 2d4.

LVL 5: Additional damage increases to 2d6.

LVL 7: Additional damage increases to 2d8.