

CHARACTER SHEET | WORLDS AWAKENING

CHARACTER Phelorna PLAYER Marion

ANCESTRY	CLASS	SEX	AGE	WEIGHT	HEIGHT
Elf	Priest	F	855	59 kg	1.82 m

CHARA.	Base	Bonus	TOTAL	ESSENTIALS				INNATE SKILL		
STR	-1	+0	-1	LVL	1	XP		AP	6	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.
DEX	+1	+0	+1	Hit Dice		2D4	Init		10+DEX+11Bonus	
CON	-2	+0	-2	HP	8X		/			
INT	+3	+0	+3	MP	2x(MD+LVL) 12		/			
WIS	+5	+0	+5	Outfit		Exorcist				
CHA	+0	+0	+0	Over-Outfit						
								Critical failure		Critical success
								1		20

DEFENSES			LVL	Tenue	Bonus	TOTAL		
PHY	10 +	G-2	1	+2	+0	11	Resistances	Lightning, Darkness
MAG	10 +	+5	1	+0	+0	16	Weaknesses	

Weapon or Equipment		Bonus or Special effect	Attack test		Damages
SET 1	Baguette Sacrée	+2 Atq MAG	D20 + WIS + 2 + LVL	+8	1 D 4 +
	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	
Potion de soins mineure (Rend 1d4+4 PV)	
Potion de mana mineure (Rend 1d4+4 PM)	
Stabilisateur	
Bourse : 125 NX	

OUTFIT | WORLDS AWAKENING

CHARACTER Phelorna

PLAYER Marion

OUTFIT

OVER-OUTFIT

CLASSE

Exorcist



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.

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.

Evil Detection

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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.

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.

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.

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.

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.

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.