

OUTFIT | WORLDS AWAKENING

CHARACTER Test ostérone PLAYER Mikel

OUTFIT Protector OVER-OUTFIT CLASSE Fighter

Def PHY	+2	Def MAG	+2	Resistances	Blunt, Slashing, Wind		
Durability	100	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Weaknesses	Lightning

ABILITIES

Guard Shield C - MA - SUPPORT

The character can activate the Guard Shield to increase his physical defense (+2 Def PHY) and his magical defense (+2 Def MAG) for the next turn.

Cooldown: 2 round(s)

- LVL 2:** Increases physical defense to (+3 Def PHY) and magical defense to (+3 Def MAG).
- LVL 4:** Increases duration to 2 rounds.
- LVL 6:** Increases physical defense to (+4 Def PHY) and magical defense to (+4 Def MAG).

Protective Bond P

Once per round, the character can, if he wishes, transfer 1d6 of the damage suffered by an ally to himself.

- LVL 3:** The damage transferred increases to 2d6 but the character only takes 1d6 damage.
- LVL 5:** The damage transferred increases to 2d8 but the character only takes 1d8 damage.
- LVL 7:** The damage transferred increases to 2d10 but the character only takes 1d10 damage.

Taunt C - F

The character can taunt 1 enemy, attracting their attention and forcing them to attack the character during the next turn.

- LVL 3:** Can taunt up to 2 enemies.
- LVL 5:** Can taunt up to 3 enemies.
- LVL 7:** Can taunt up to 4 enemies.

Living Rampart C - MA - SUPPORT

The character can activate the Living Rampart to protect his allies. It creates a magical shield that absorbs damage for 1 turn, reducing all damage taken by allies by 1d6.

Cooldown: 3 round(s)

- LVL 2:** Increases duration to 2 rounds.
- LVL 4:** Reduces damage taken by allies to 2d6.
- LVL 6:** Increases duration to 3 turns and reduces damage taken by allies to 3d6.

Total Protection C - MA

The character can activate Total Protection to intercept attacks directed against his allies. He becomes the target of attacks in place of his allies for 1 turn, the damage suffered is reduced by 1d4+2

Cooldown: 2 round(s)

- LVL 3:** Increases duration to 2 rounds.
- LVL 5:** Damage taken is reduced by 2d6.
- LVL 7:** Damage taken is reduced by 2d6+3.

Devastating Strike C - MA - PHY (STR)

The character can use two D20s for his attack test and keeps the best result. If the attack succeeds, the character makes a powerful attack inflicting 2d4 additional damage.

Cooldown: 3 round(s)

- LVL 2:** The additional damage increases to 2d6+2.
- LVL 4:** The additional damage increases to 2d8+4.
- LVL 6:** The additional damage increases to 2d10+8.

Defensive Charge C - MA - PHY (STR) - 10m

The character can charge an enemy not in his contact, dealing primary weapon damage and knocking them off balance. The enemy suffers 1d4 additional damage and is stunned for 1 round, preventing him from acting but not from defending himself.

Cooldown: 1 round(s)

- LVL 2:** Increases additional charge damage to 1d4+1.
- LVL 4:** Increases additional charge damage to 2d4+2.
- LVL 6:** Increases additional charge damage to 2d4+5.

Fast Regeneration C - F

The character recovers 1d4+2 HP.

Limitation: 1 / Day

- LVL 2:** Regeneration increases to 2d4+8 HP.
- LVL 4:** Regeneration increases to 2d6+10 HP.
- LVL 6:** Regeneration increases to 2d8+14 HP.