

CHARACTER SHEET | WORLDS AWAKENING

CHARACTER Urgorim / Nebelle PLAYER PJ OctoGônes 4

ANCESTRY CLASS SEX AGE WEIGHT HEIGHT

Dwarf Priest

CHARA.	Base	Bonus	TOTAL	ESSENTIALS				INNATE SKILL			
STR	+0	+0	+0	LVL	1	XP		AP		Unwavering Endurance: Dwarves are renowned for their legendary resilience. Once per day, you become temporarily immune to any form of hit point reduction for 2 turns (physical or magical damage, poisons, etc.). During this period, at the start of each turn, you can choose to either regain 1d6 hit points (HP) or use a magical ability whose Magic Point (MP) cost is reduced by 2.	
DEX	-1	+0	-1	Hit Dice		2D4	Init		10+DEX9 Bonus		
CON	+1	+0	+1	HP	8						
INT	+2	+0	+2	MP	2x(Magic+LVL)10						
WIS	+4	+0	+4	Outfit	Healer						
CHA	+0	+0	+0	Over-Outfit							
										Critical failure	Critical success
										1	20

DEFENSES			LVL	Tenue	Bonus	TOTAL		
PHY	10 +	+1	1	+1	+0	13	Resistances	Wind, Darkness
MAG	10 +	+4	1	+1	+0	16	Weaknesses	

	Weapon or Equipment	Bonus or Special effect	Attack test		Damages
SET 1	Sceptre Divin		D20 + WIS + 1 + LVL	+6	1 D 6 +
	Off Hand		D20 + + + LVL		D +
SET 2	Main Hand ou 2 Handed		D20 + + + LVL		D +
	Off Hand		D20 + + + LVL		D +

[illegible]

OUTFIT | WORLDS AWAKENING

CHARACTER	Urgorim / Nebelle	PLAYER	PJ OctoGônes 4
OUTFIT	OVER-OUTFIT	CLASSE	
Healer	☐	Priest	

Def PHY	+1	Def MAG	+1	Resistances	Wind, Darkness						
Durability	M6X	☐	☐	☐	☐	☐	☐	☐	☐	Weaknesses	

ABILITIES

☒ Healing PC - A - SUPPORT - 10m The character heals their wounds or those of an ally. By spending 1 MP, they restore 1d4+2 HP. This ability can be used at a distance of up to 10 meters. ☐ LVL 2: Healing restores 2d4+2 HP. ☐ LVL 4: Healing restores 2d4+2 HP. ☐ LVL 6: Healing restores 3d4+8 HP for a cost of 3 MP.	☐ Collective Healing PC - MA - SUPPORT - 10m The character heals their wounds and those of their allies. By spending 3 MP, they restore 1d4 HP to all player characters within a radius of 10 meters. Cooldown: 1 round(s) ☐ LVL 3: Collective Healing restores 2d4 HP. ☐ LVL 5: Collective Healing restores 2d4+4 HP for a cost of 4 MP. ☐ LVL 7: Collective Healing restores 3d4+6 HP for a cost of 5 MP.
☐ Revitalization PC - A - SUPPORT The character channels their healing power to revive an unconscious character they are in contact with, at a cost of 2 MP. It immediately stops the deterioration of the unconscious character's hit points (without making a stabilization test) and restores 1d4+1 HP. ☐ LVL 2: Revitalization restores 2d4+1 HP. ☐ LVL 4: Revitalization restores 2d4+3 HP, and the cost increases to 3 MP. ☐ LVL 6: Revitalization restores 3d4+5 HP, and the cost increases to 4 MP.	☐ Protective Purification PC - MA - SUPPORT The character instantly heals all status ailments (poisoning, burning, confusion, etc.) affecting a targeted ally for a cost of 2 MP. Additionally, the character bestows a temporary magical shield on the target, protecting them from new status ailments for 1 round. Cooldown: 2 round(s) ☐ LVL 3: The shield lasts for 2 rounds. ☐ LVL 5: The shield restores 1d4+1 HP per round, and the cost increases to 3 MP. ☐ LVL 7: The shield restores 1d6+1 HP per round, and the cost increases to 4 MP.
☐ Divine Protection PC - MA - SUPPORT The character invokes divine protection to strengthen the resistance of their allies for a cost of 3 MP. For 2 rounds, all allies gain a +1 bonus to their Def PHY and Def MAG. Cooldown: 2 round(s) ☐ LVL 2: The bonus to Def PHY and Def MAG increases to +2. ☐ LVL 4: The bonus to Def PHY and Def MAG increases to +3, and the cost increases to 4 MP. ☐ LVL 6: The bonus to Def PHY and Def MAG increases to +4, and the cost increases to 5 MP.	☒ Purifying Light PC - MA - MAG (WIS) The character releases an intense sacred light around them, dealing 1d4+1 sacred damage to enemies within a 2-meter radius for a cost of 2 MP. Additionally, this light dazzles the affected enemies, preventing them from acting for 1 round. Cooldown: 1 round(s) ☐ LVL 2: Damage increases to 2d4+2. ☐ LVL 4: The range increases to a 5-meter radius. ☐ LVL 6: Damage increases to 2d6+4, and the cost increases to 3 MP.
☐ Light Spear PC - MA - MAG (WIS) - 20m The character creates a spear of light and hurls it at a distant enemy, dealing 1d4+1 piercing and sacred damage for a cost of 2 MP. Additionally, the targeted enemy has its DEF MAG reduced by -1 for 1 round. Cooldown: 1 round(s) ☐ LVL 3: Damage increases to 2d4+2. ☐ LVL 5: The Def MAG penalty for affected enemies decreases to -2. ☐ LVL 7: Damage increases to 2d6+4, and the cost increases to 3 MP.	☐ Divine Fervor C - M - SUPPORT The character deeply connects to their faith and draws upon divine power to regenerate their spiritual energy. For 2 rounds, they recover 1d4 MP at the end of each round. Limitation: 1 / Encounter ☐ LVL 3: MP recovery increases to 2d4 MP per round. ☐ LVL 5: MP recovery lasts for 3 rounds. ☐ LVL 7: MP recovery increases to 2d6 MP per round.