

CHARACTER SHEET | WORLDS AWAKENING

CHARACTERElandorr / EalirelPLAYERPJ OctoGônes 5

ANCESTRYCLASSSEXAGEWEIGHTHEIGHT

ElfMystic

| CHARA. | Base | Bonus | TOTAL | ESSENTIALS  |                  |      |                | INNATE SKILL |  |
|--------|------|-------|-------|-------------|------------------|------|----------------|--------------|--|
| STR    | -2   | +0    | -2    | LVL         | 1                | XP   |                | AP           |  |
| DEX    | +2   | +0    | +2    | Hit Dice    | 1D6              | Init | 10+DEX+12Bonus |              |  |
| CON    | -2   | +0    | -2    | HP          | 6X /             |      |                |              |  |
| INT    | +5   | +0    | +5    | MP          | 2x(MAG+12+LVL) / |      |                |              |  |
| WIS    | +2   | +0    | +2    | Outfit      | Arcane           |      |                |              |  |
| CHA    | +1   | +0    | +1    | Over-Outfit |                  |      |                |              |  |

**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.

| Critical failure | Critical success |
|------------------|------------------|
| 1                | 20               |

| DEFENSES |      | LVL | Tenue | Bonus | TOTAL |             |                        |
|----------|------|-----|-------|-------|-------|-------------|------------------------|
| PHY      | 10 + | 2   | +0    | +0    | 9     | Resistances | Lightning, Earth, Wind |
| MAG      | 10 + | 2   | +1    | +0    | 14    | Weaknesses  |                        |

|       | Weapon or Equipment   | Bonus or Special effect | Attack test            | Damages   |
|-------|-----------------------|-------------------------|------------------------|-----------|
| SET 1 | Sceptre Arcanique     |                         | D20 + INT + 0 + LVL +6 | 1 D 4 + 1 |
|       | 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

Bourse : 50 NX

# OUTFIT | WORLDS AWAKENING

|           |                    |             |                          |
|-----------|--------------------|-------------|--------------------------|
| CHARACTER | Elandorr / Ealirel | PLAYER      | PJ OctoGônes 5           |
| OUTFIT    | Arcane             | OVER-OUTFIT | <input type="checkbox"/> |
|           |                    | CLASSE      | Mystic                   |

|            |     |                          |                          |                          |                          |                          |                          |                          |                          |            |  |
|------------|-----|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|------------|--|
| Def PHY    | +0  | Def MAG                  | +1                       | Resistances              | Lightning, Earth, Wind   |                          |                          |                          |                          |            |  |
| 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"/> | Weaknesses |  |

## ABILITIES

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><input type="checkbox"/> <b>Arcane Shield</b> C - MA - SUPPORT</div> <p>The character can create an Arcane Shield at a cost of 1 MP, reducing all damage taken by 1d12 for 3 turns. Only the character casting the ability can benefit from the Arcane Shield.</p> <div><input type="checkbox"/> <b>LVL 3:</b> Reduces damage taken by 1d20.</div> <div><input type="checkbox"/> <b>LVL 5:</b> Reduces damage taken by 2d20 and increases cost to 2 MP.</div> <div><input type="checkbox"/> <b>LVL 7:</b> Reduces damage taken by 3d20.</div>                                                                                                                      | <div><input checked="" type="checkbox"/> <b>Magic Projectile</b> C - A - MAG (INT) - 50m</div> <p>The character can launch a Magic Projectile, dealing 1d6+1 magical damage for 1 PM.</p> <div><input type="checkbox"/> <b>LVL 2:</b> Damage increases to 2d6+1.</div> <div><input type="checkbox"/> <b>LVL 4:</b> Damage increases to 2d6+3, cost increases to 2 MP.</div> <div><input type="checkbox"/> <b>LVL 6:</b> Damage increases to 2d8+5.</div>                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <div><input type="checkbox"/> <b>Teleportation</b> PC - M - SUPPORT</div> <p>The character can teleport instantly without suffering an attack of opportunity to a visible location within a 10 meter radius for 1 MP.</p> <div><input type="checkbox"/> <b>LVL 3:</b> Increases the range to 15 meters.</div> <div><input type="checkbox"/> <b>LVL 5:</b> Can teleport an ally in contact with him, the cost increases to 2 MP.</div> <div><input type="checkbox"/> <b>LVL 7:</b> Increases range to 20 meters and can teleport two allies in contact with him, cost increases to 3 MP.</div>                                                                           | <div><input type="checkbox"/> <b>Arcane Regeneration</b> C - MA - SUPPORT</div> <p>The character regains 1d4 mana points (MP).</p> <p><b>Limitation:</b> 2 / Day</p> <div><input type="checkbox"/> <b>LVL 3:</b> Regeneration increases to 2d4 MP.</div> <div><input type="checkbox"/> <b>LVL 5:</b> Regeneration increases to 2d6 MP.</div> <div><input type="checkbox"/> <b>LVL 7:</b> Regeneration increases to 2d8 MP.</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| <div><input type="checkbox"/> <b>Arcane Explosion</b> C - MA - MAG (INT)</div> <p>The character can create an Arcane Explosion, dealing 1d4 magical damage to all enemies within a 5-meter radius for a cost of 1 MP. The character makes a single magic attack test compared to the MAG Def of each enemy in the area.</p> <p><b>Cooldown:</b> 1 round(s)</p> <div><input type="checkbox"/> <b>LVL 2:</b> Damage increases to 2d4, cost increases to 2 MP.</div> <div><input type="checkbox"/> <b>LVL 4:</b> Damage increases to 2d6, cost increases to 3 MP.</div> <div><input type="checkbox"/> <b>LVL 6:</b> Damage increases to 2d8, cost increases to 4 MP.</div> | <div><input type="checkbox"/> <b>Temporal Distortion</b> C - MA - SUPPORT</div> <p>The character can create a temporal distortion around an ally or themselves for a cost of 3 MP and for 1 full round. When an opponent attacks, they must make 2 attack tests and keep the lower result. If the adversary's action fails, the temporal distortion immediately dissipates.</p> <p><b>Cooldown:</b> 2 round(s)</p> <div><input type="checkbox"/> <b>LVL 2:</b> The temporal distortion dissipates after 1 full round or 2 failed adversary attacks.</div> <div><input type="checkbox"/> <b>LVL 4:</b> The temporal distortion lasts for 2 full rounds, and the cost increases to 4 MP.</div> <div><input type="checkbox"/> <b>LVL 6:</b> The temporal distortion lasts for 2 full rounds or dissipates immediately after 4 failed adversary attacks, and the cost increases to 5 MP.</div> |
| <div><input type="checkbox"/> <b>Energy Siphon</b> C - A - MAG (INT)</div> <p>The character can drain the magical energy from an enemy for a cost of 1 MP, dealing 1d4 magical damage and absorbing 1d4-1 MP from the targeted enemy.</p> <p><b>Cooldown:</b> 1 round(s)</p> <div><input type="checkbox"/> <b>LVL 2:</b> Damage increases to 1d6+1, and MP theft to 1d4+1.</div> <div><input type="checkbox"/> <b>LVL 4:</b> Damage increases to 2d6+1, cost increases to 2 MP, and MP theft to 2d4+1.</div> <div><input type="checkbox"/> <b>LVL 6:</b> Damage increases to 2d8+1, cost increases to 3 MP, and MP theft to 2d6+1.</div>                                | <div><input checked="" type="checkbox"/> <b>Protection Screen</b> C - MA - SUPPORT</div> <p>The character can create a Protection Screen around an ally for a cost of 1 MP, increasing their Def MAG. For 2 rounds, the ally gains a +1 bonus to their Def MAG.</p> <p><b>Cooldown:</b> 2 round(s)</p> <div><input type="checkbox"/> <b>LVL 3:</b> The Def MAG bonus increases to +2.</div> <div><input type="checkbox"/> <b>LVL 5:</b> The Def MAG bonus increases to +3, cost increases to 2 MP.</div> <div><input type="checkbox"/> <b>LVL 7:</b> The Def MAG bonus increases to +4, cost increases to 3 MP.</div>                                                                                                                                                                                                                                                                      |