

CHARACTER SHEET | WORLDS AWAKENING

CHARACTER Iacarius / Yz rune PLAYER PJ OctoGônes 6

ANCESTRY CLASS SEX AGE WEIGHT HEIGHT

Human Mystic

CHARA.	Base	Bonus	TOTAL	ESSENTIALS					INNATE SKILL	
STR	+0	+0	+0	LVL	1	XP		AP		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.
DEX	+0	+0	+0	Hit Dice	1D6	Init	10+DEX+10Bonus			
CON	-2	+0	-2	HP	6X		/			
INT	+4	+0	+4	MP	2x(M+10-LVL)		/			
WIS	+2	+0	+2	Outfit	Elementalist					
CHA	+2	+0	+2	Over-Outfit						
									Critical failure	Critical success
									1	19 - 20

DEFENSES			LVL	Tenue	Bonus	TOTAL		
PHY	10 +	G-2	1	+0	+0	9	Resistances	Fire, Ice, Lightning
MAG	10 +	+2	1	+1	+0	14	Weaknesses	

Weapon or Equipment		Bonus or Special effect		Attack test		Damages	
SET 1	Sceptre de Feu			D20 + INT + 0 + LVL	+5	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 +	

[illegible]

OUTFIT | WORLDS AWAKENING

CHARACTER	lacarius / Yzruno	PLAYER	PJ OctoGônes 6
OUTFIT	OVER-OUTFIT	CLASSE	
Elementalist	☐	Mystic	

Def PHY	+0	Def MAG	+1	Resistances	Fire, Ice, Lightning						
Durability	M5X	☐	☐	☐	☐	☐	☐	☐	☐	Weaknesses	

ABILITIES

☒ Incendiary Nova C - MA - MAG (INT) The character creates an Incendiary Nova, unleashing an explosion of flames in a 8-meter radius around them for a cost of 2 MP. All characters and creatures in the area of effect are affected and take 1d4+1 fire damage and catch fire, taking an additional 1d4 fire damage each turn for 1 round. Cooldown: 2 round(s) ☐ LVL 3: The additional fire damage lasts for 2 rounds. ☐ LVL 5: The additional fire damage increases to 2d4+1, and the cost increases to 3 MP. ☐ LVL 7: The base damage of the Nova increases to 2d6+1, and the cost increases to 4 MP.	☐ Infernal Meteor C - MA - MAG (INT) - 20m The character summons an Infernal Meteor from the sky, dealing 2d4+1 fire damage to a single target for a cost of 3 MP. The impact also creates a burning area on the ground, inflicting an additional 1d4 fire damage to all targets within a 2-meter radius. Cooldown: 1 round(s) ☐ LVL 2: The burning area extends to a 3-meter radius. ☐ LVL 4: The damage of the Infernal Meteor increases to 2d8+5, and the cost increases to 4 MP. ☐ LVL 6: The additional fire damage increases to 1d8, and the cost increases to 5 MP.
☒ Elemental Ray C - A - MAG (INT) - 50m For 1 MP, the character can cast a ray with the element of their choice (Fire, Ice, Lightning, Earth, or Wind), dealing 1d4+1 elemental damage to a single target. Alternatively, the character can imbue an ally's melee weapon with this element without requiring a test, granting the weapon a damage bonus of 1d4+1 for its next attack. ☐ LVL 3: The damage increases to 1d6+1. ☐ LVL 5: The damage increases to 2d6+1, and the cost increases to 2 MP. ☐ LVL 7: The damage increases to 2d8+1, and the cost increases to 3 MP.	☐ Ice Prison C - A - MAG (INT) - 20m The character creates an Ice Prison around a single target for a cost of 3 MP. The frozen target is immobilized for 1 round but also suffers 2d4 ice damage. Attacks against the frozen target are automatically successful. When the target's turn comes, it can free itself from the Ice Prison if it succeeds at a STR Test of difficulty 13. Cooldown: 1 round(s) ☐ LVL 2: The damage increases to 2d6+1. ☐ LVL 4: The damage increases to 2d8+2, and the cost increases to 4 MP. ☐ LVL 6: The difficulty of the STR test to break free increases to 16 and the cost increases to 5 MP.
☐ Chain Lightning C - MA - MAG (INT) - 20m The character unleashes lightning, dealing 1d6+1 lightning damage to a single target for a cost of 2 MP. The lightning can jump to the nearest target with a magical attack test, inflicting an additional 1d4 lightning damage, up to a maximum of 2 jumps. Jumps stop at the first failed magical attack test. ☐ LVL 3: The base damage increases to 2d6+3. ☐ LVL 5: The lightning jump damage increases to 1d6+2, and the cost increases to 3 MP. ☐ LVL 7: The base damage increases to 2d8+3, and the cost increases to 4 MP.	☐ Electric Storm C - MA - MAG (INT) The character summons an Electric Storm, creating a lightning area within a 5-meter radius for a cost of 3 MP. All targets in the area, whose magical attack test made by the character succeeds, suffer 1d4+1 lightning damage and are paralyzed for 1 round. Cooldown: 2 round(s) ☐ LVL 2: Paralysis persists for 2 rounds. ☐ LVL 4: Area damage increases to 2d4+3, and the cost increases to 4 MP. ☐ LVL 6: Area damage increases to 2d8+3, and the cost increases to 5 MP.
☐ Earth Armor PC - MA - SUPPORT The character can summon Earth Armor giving him 5 additional temporary HP at a cost of 3 MP. The Earth Armor disappears between each rest phase (short or long). ☐ LVL 2: Additional HP increases to 10. ☐ LVL 4: The additional HP increases to 20 and the cost increases to 4 MP. ☐ LVL 6: Additional HP increases to 30.	☐ Ethereal Wind C - A - SUPPORT The character channels the energy of the air and regains 1d4 MP. Limitation: 1 / Encounter ☐ LVL 3: The character regains 1d4+1 MP. ☐ LVL 5: The character regains 1d6+2 MP. ☐ LVL 7: The character regains 1d8+3 MP.