

CHARACTER SHEET | WORLDS AWAKENING

CHARACTER Calebard chaussettes PLAYER Mikel

ANCESTRY	CLASS	SEX	AGE	WEIGHT	HEIGHT
Half-Orc	Fighter	M	69	120 kg	2.25 m

CHARA.	Base	Bonus	TOTAL
STR	+5	+0	+5
DEX	+1	+0	+1
CON	+2	+0	+2
INT	-4	+0	-4
WIS	+0	+0	+0
CHA	+2	+0	+2

ESSENTIALS					
LVL	1	XP		AP	
Hit Dice		2D6	Init		10+DEF11Bonus
HP	12X		/		
MP	2x(MAG+LVL)		/		
Outfit		Berserk			
Over-Outfit					

INNATE SKILL	
Orc Rage: Half-Orcs can enter a state of rage during combat, increasing their strength and stamina. Once per day, when they enter a rage, the damage dealt is doubled and the damage taken is halved for 2 rounds.	
Critical failure	Critical success
1	19 - 20

DEFENSES			LVL	Tenue	Bonus	TOTAL		
PHY	10 +	+2	1	+4	+0	17	Resistances	Blunt, Slashing
MAG	10 +	+0	1	+0	+0	11	Weaknesses	

	Weapon or Equipment	Bonus or Special effect	Attack test		Damages
SET 1	Epée Longue		D20 + STR + 0 + LVL	+6	1 D 8 +
	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	Calebard chaussettes	PLAYER	Mikel
OUTFIT	OVER-OUTFIT	CLASSE	
Berserk	☐	Fighter	

Def PHY	+4	Def MAG	+0	Resistances	Blunt, Slashing
Durability	10	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	Weaknesses		

ABILITIES

☒ Mastery of Heavy Weapons P The character excels in handling two-handed melee weapons, granting a +2 bonus to their attack rolls. ☐ LVL 2: The bonus to attack rolls increases to +3. ☐ LVL 4: The bonus to attack rolls increases to +4. ☐ LVL 6: The character perfectly masters two-handed weapons and can use them as if they were one-handed weapons in their main hand. This allows the use of another piece of equipment in the off hand, such as a shield or a light weapon.	☒ Ambidexterity P The character excels in wielding one-handed melee weapons that use a die of D6 or less for damage calculation (e.g., 1d6+4, 2d6+1, 3d4+2, etc.). This ability not only allows them to perform a Double Attack without the usual damage penalties on the secondary weapon, but also to use weapons normally designated for the primary hand in their secondary hand. ☐ LVL 3: The character no longer incurs attack roll penalties when using two weapons that fit this description during a Double Attack. ☐ LVL 5: The Double Attack is simplified: the character makes two attack rolls but only keeps the better result for both attacks. ☐ LVL 7: The skill now extends to one-handed melee weapons using a D8 as the damage die.
☐ Bloody Rage C - MA - 2m The character unleashes a wave of fury, dealing damage to all enemies within 2 meters of range using 1d6+2 contact damage. The character loses 1d4 HP when using this ability. Limitation: 1 / Encounter ☐ LVL 2: Damage increases to 2d6+2. ☐ LVL 4: Damage increases to 2d6+6, and HP lost increases to 1d6. ☐ LVL 6: Damage increases to 2d8+8, and HP lost increases to 1d8.	☐ Pain Resistance C - F The character can reduce damage taken from all attacks by 1d4 for 2 rounds. After the duration of this ability, the character takes 1d6 damage. Limitation: 1 / Encounter ☐ LVL 3: Reduces damage taken by 1d6 and takes 1d8 damage after pain resistance ends. ☐ LVL 5: Reduces damage taken by 1d8 and takes 1d10 damage after pain resistance ends. ☐ LVL 7: Reduces damage taken by 1d10 and takes 1d12 damage after pain resistance ends.
☐ Unstoppable Berserk C - F The character enters a berserk state, becoming temporarily invulnerable to all status ailments. This state lasts 2 rounds and after it expires, the character is weakened and suffers a -2 penalty on all his tests for 2 rounds. Limitation: 1 / Encounter ☐ LVL 3: The duration of the penalty following the berserk state is reduced to 1 round. ☐ LVL 5: The penalty on tests following the berserk state decreases to -1. ☐ LVL 7: There is no longer a penalty depending on the berserk state.	☐ Devastating Fury C - MA - PHY (STR) During the attack roll for this ability, the character rolls two D20s and keeps the better result. If the attack is successful, they deal the weapon's normal damage plus an additional 1d4 damage. This ability also applies when the character is fighting with two weapons in hand, allowing for a double attack. Limitation: 1 / Encounter ☐ LVL 2: The additional damage increases to 2d4. ☐ LVL 4: The additional damage increases to 2d4+1. ☐ LVL 6: The additional damage increases to 2d6+1.
☐ Storm Eye C - MA - 2m The character becomes the center of a cyclone of destruction. For 1 round, all melee attacks made by the character automatically hit and inflict a bonus of 1d4-1 additional damage to all enemies within a 2 meter radius. Limitation: 1 / Encounter ☐ LVL 2: The additional damage increases to 1d4+1. ☐ LVL 4: The duration of Storm Eye is increased to 2 rounds. ☐ LVL 6: The additional damage increases to 2d6+3.	☐ Roar of the Abyss C - MA - SUPPORT The character emits a terrifying roar that shakes the will of his enemies. All enemies within a 10 meter radius reduce their Def PHY and Atk Melee test by 1 for 1 round. Limitation: 1 / Encounter ☐ LVL 3: Def PHY and Atk Melee test with enemies are reduced by 2. ☐ LVL 5: The duration of the debuff is increased to 2 rounds. ☐ LVL 7: Def PHY and Atk Melee test with enemies are reduced by 3, and the duration of the debuff is increased to 3 rounds.