

CHARACTER SHEET | WORLDS AWAKENING

CHARACTER Valindra PLAYER Sandra

ANCESTRY	CLASS	SEX	AGE	WEIGHT	HEIGHT
Elf	Fighter	F	150	35 kg	1.68 m

CHARA.	Base	Bonus	TOTAL	ESSENTIALS					INNATE SKILL	
STR	+4	+0	+4	LVL	1	XP		AP		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.
DEX	+2	+0	+2	Hit Dice	2D6	Init	10+DEX+12Bonus			
CON	+1	+0	+1	HP	12		/			
INT	-1	+0	-1	MP	2x(MAG+LVL)		/			
WIS	+0	+0	+0	Outfit	Protector					
CHA	+0	+0	+0	Over-Outfit						
									Critical failure	Critical success
									1	20

DEFENSES			LVL	Tenue	Bonus	TOTAL		
PHY	10 +	+1	1	+2	+0	14	Resistances	Blunt, Slashing, Wind
MAG	10 +	+0	1	+2	+0	13	Weaknesses	Lightning

	Weapon or Equipment	Bonus or Special effect	Attack test	Damages
SET 1	Epée Courte		D20 + STR + 0 + LVL +5	1 D 6 +
	Bouclier	+1 Def PHY	D20 + + + LVL	D +
SET 2	Main Hand ou 2 Handed		D20 + + + LVL	D +
	Off Hand		D20 + + + LVL	D +

[illegible]

OUTFIT | WORLDS AWAKENING

CHARACTER	Valindra	PLAYER	Sandra
OUTFIT	OVER-OUTFIT	CLASSE	
Protector	☐	Fighter	

Def PHY	+2	Def MAG	+2	Resistances	Blunt, Slashing, Wind
Durability	10	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	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.