

CHARACTER SHEET | WORLDS AWAKENING

CHARACTER Korg PLAYER _____

ANCESTRY CLASS SEX AGE WEIGHT HEIGHT

Half-Orc Fighter

CHARA.	Base	Bonus	TOTAL	ESSENTIALS					INNATE SKILL		
STR	+5	+0	+5	LVL	2	XP		AP		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.	
DEX	+1	+0	+1	Hit Dice		2D6		Init			10+DEX+11Bonus
CON	+4	+0	+4	HP	19K		/				
INT	-3	+0	-3	MP	2x(MAG+LVL)		/				
WIS	+0	+0	+0	Outfit		Protector					
CHA	-1	+0	-1	Over-Outfit							
									Critical failure		Critical success
									1		20

DEFENSES			LVL	Tenue	Bonus	TOTAL		
PHY	10 +	+4	2	+2	+1	19	Resistances	Blunt, Slashing, Wind
MAG	10 +	+0	2	+2	+0	14	Weaknesses	Lightning

Weapon or Equipment		Bonus or Special effect	Attack test		Damages
SET 1	Epée Courte		D20 + STR + 0 + LVL	+7	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	Korg	PLAYER	
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.