

OUTFIT | WORLDS AWAKENING

CHARACTER _____ PLAYER Mikel

OUTFIT Berserk OVER-OUTFIT CLASSE Fighter

Def PHY	+4	Def MAG	+0	Resistances	Blunt, Slashing
Durability	100	<input type="checkbox"/> <input type="checkbox"/> <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

<p><input type="checkbox"/> Mastery of Heavy Weapons P</p> <p>The character excels in handling two-handed melee weapons, granting a +2 bonus to their attack rolls.</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 2: The bonus to attack rolls increases to +3. <input type="checkbox"/> LVL 4: The bonus to attack rolls increases to +4. <input type="checkbox"/> 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. 	<p><input type="checkbox"/> Ambidexterity P</p> <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.</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 3: The character no longer incurs attack roll penalties when using two weapons that fit this description during a Double Attack. <input type="checkbox"/> LVL 5: The Double Attack is simplified: the character makes two attack rolls but only keeps the better result for both attacks. <input type="checkbox"/> LVL 7: The skill now extends to one-handed melee weapons using a D8 as the damage die.
<p><input type="checkbox"/> Bloody Rage C - MA - 2m</p> <p>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.</p> <p>Limitation: 1 / Encounter</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 2: Damage increases to 2d6+2. <input type="checkbox"/> LVL 4: Damage increases to 2d6+6, and HP lost increases to 1d6. <input type="checkbox"/> LVL 6: Damage increases to 2d8+8, and HP lost increases to 1d8. 	<p><input type="checkbox"/> Pain Resistance C - F</p> <p>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.</p> <p>Limitation: 1 / Encounter</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 3: Reduces damage taken by 1d6 and takes 1d8 damage after pain resistance ends. <input type="checkbox"/> LVL 5: Reduces damage taken by 1d8 and takes 1d10 damage after pain resistance ends. <input type="checkbox"/> LVL 7: Reduces damage taken by 1d10 and takes 1d12 damage after pain resistance ends.
<p><input type="checkbox"/> Unstoppable Berserk C - F</p> <p>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.</p> <p>Limitation: 1 / Encounter</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 3: The duration of the penalty following the berserk state is reduced to 1 round. <input type="checkbox"/> LVL 5: The penalty on tests following the berserk state decreases to -1. <input type="checkbox"/> LVL 7: There is no longer a penalty depending on the berserk state. 	<p><input type="checkbox"/> Devastating Fury C - MA - PHY (STR)</p> <p>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.</p> <p>Limitation: 1 / Encounter</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 2: The additional damage increases to 2d4. <input type="checkbox"/> LVL 4: The additional damage increases to 2d4+1. <input type="checkbox"/> LVL 6: The additional damage increases to 2d6+1.
<p><input type="checkbox"/> Storm Eye C - MA - 2m</p> <p>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.</p> <p>Limitation: 1 / Encounter</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 2: The additional damage increases to 1d4+1. <input type="checkbox"/> LVL 4: The duration of Storm Eye is increased to 2 rounds. <input type="checkbox"/> LVL 6: The additional damage increases to 2d6+3. 	<p><input type="checkbox"/> Roar of the Abyss C - MA - SUPPORT</p> <p>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.</p> <p>Limitation: 1 / Encounter</p> <ul style="list-style-type: none"> <input type="checkbox"/> LVL 3: Def PHY and Atk Melee test with enemies are reduced by 2. <input type="checkbox"/> LVL 5: The duration of the debuff is increased to 2 rounds. <input type="checkbox"/> 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.