

CHARACTER SHEET | WORLDS AWAKENING

CHARACTER _____ Glinda _____ PLAYER _____

ANCESTRY CLASS SEX AGE WEIGHT HEIGHT

Elf Mystic F

CHARA.	Base	Bonus	TOTAL	ESSENTIALS				INNATE SKILL		
STR	-4	+0	-4	LVL	3	XP		AP	3	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		1D6	Init		10+DEX+12Bonus	
CON	-1	+0	-1	HP	13			/ 11		
INT	+5	+0	+5	MP	2x(MD+LVL) 16			/ 14		
WIS	+2	+0	+2	Outfit		Elementalist				
CHA	+2	+0	+2	Over-Outfit		Healer				Critical failure 1 Critical success 19 - 20

DEFENSES			LVL	Tenue	Bonus	TOTAL		
PHY	10 +	G 1	3	+0	+0	12	Resistances	Fire, Ice, Lightning
MAG	10 +	+ 2	3	+1	+0	16	Weaknesses	

	Weapon or Equipment	Bonus or Special effect	Attack test		Damages
SET 1	Sceptre Tempête		D20 + INT + 0 + LVL	+8	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 +

Biography / Notes		Inventory	
		1 potion 1d4+4	
		Plop	
		Bourse : 50 NX	

OUTFIT | WORLDS AWAKENING

CHARACTER	Glinda	PLAYER	
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.

OUTFIT | WORLDS AWAKENING

CHARACTER	Glinda	PLAYER	
OUTFIT	OVER-OUTFIT	CLASSE	
Healer		Priest	

Def PHY	+1	Def MAG	+1	Resistances	Wind, Darkness
Durability	M6X			Weaknesses	

ABILITIES

☐ Healing PC - A - SUPPORT - 10m The character heals their wounds or those of an ally. By spending 1 MP, they restore 1d4+2 HP. This ability can be used at a distance of up to 10 meters. ☐ LVL 2: Healing restores 2d4+2 HP. ☐ LVL 4: Healing restores 2d4+2 HP. ☐ LVL 6: Healing restores 3d4+8 HP for a cost of 3 MP.	☐ Collective Healing PC - MA - SUPPORT - 10m The character heals their wounds and those of their allies. By spending 3 MP, they restore 1d4 HP to all player characters within a radius of 10 meters. Cooldown: 1 round(s) ☐ LVL 3: Collective Healing restores 2d4 HP. ☐ LVL 5: Collective Healing restores 2d4+4 HP for a cost of 4 MP. ☐ LVL 7: Collective Healing restores 3d4+6 HP for a cost of 5 MP.
☐ Revitalization PC - A - SUPPORT The character channels their healing power to revive an unconscious character they are in contact with, at a cost of 2 MP. It immediately stops the deterioration of the unconscious character's hit points (without making a stabilization test) and restores 1d4+1 HP. ☐ LVL 2: Revitalization restores 2d4+1 HP. ☐ LVL 4: Revitalization restores 2d4+3 HP, and the cost increases to 3 MP. ☐ LVL 6: Revitalization restores 3d4+5 HP, and the cost increases to 4 MP.	☐ Protective Purification PC - MA - SUPPORT The character instantly heals all status ailments (poisoning, burning, confusion, etc.) affecting a targeted ally for a cost of 2 MP. Additionally, the character bestows a temporary magical shield on the target, protecting them from new status ailments for 1 round. Cooldown: 2 round(s) ☐ LVL 3: The shield lasts for 2 rounds. ☐ LVL 5: The shield restores 1d4+1 HP per round, and the cost increases to 3 MP. ☐ LVL 7: The shield restores 1d6+1 HP per round, and the cost increases to 4 MP.
☐ Divine Protection PC - MA - SUPPORT The character invokes divine protection to strengthen the resistance of their allies for a cost of 3 MP. For 2 rounds, all allies gain a +1 bonus to their Def PHY and Def MAG. Cooldown: 2 round(s) ☐ LVL 2: The bonus to Def PHY and Def MAG increases to +2. ☐ LVL 4: The bonus to Def PHY and Def MAG increases to +3, and the cost increases to 4 MP. ☐ LVL 6: The bonus to Def PHY and Def MAG increases to +4, and the cost increases to 5 MP.	☐ Purifying Light PC - MA - MAG (WIS) The character releases an intense sacred light around them, dealing 1d4+1 sacred damage to enemies within a 2-meter radius for a cost of 2 MP. Additionally, this light dazzles the affected enemies, preventing them from acting for 1 round. Cooldown: 1 round(s) ☐ LVL 2: Damage increases to 2d4+2. ☐ LVL 4: The range increases to a 5-meter radius. ☐ LVL 6: Damage increases to 2d6+4, and the cost increases to 3 MP.
☐ Light Spear PC - MA - MAG (WIS) - 20m The character creates a spear of light and hurls it at a distant enemy, dealing 1d4+1 piercing and sacred damage for a cost of 2 MP. Additionally, the targeted enemy has its DEF MAG reduced by -1 for 1 round. Cooldown: 1 round(s) ☐ LVL 3: Damage increases to 2d4+2. ☐ LVL 5: The Def MAG penalty for affected enemies decreases to -2. ☐ LVL 7: Damage increases to 2d6+4, and the cost increases to 3 MP.	☐ Divine Fervor C - M - SUPPORT The character deeply connects to their faith and draws upon divine power to regenerate their spiritual energy. For 2 rounds, they recover 1d4 MP at the end of each round. Limitation: 1 / Encounter ☐ LVL 3: MP recovery increases to 2d4 MP per round. ☐ LVL 5: MP recovery lasts for 3 rounds. ☐ LVL 7: MP recovery increases to 2d6 MP per round.