

OUTFIT | WORLDS AWAKENING

CHARACTER Aube d'Épyne PLAYER Genette

OUTFIT Arcane OVER-OUTFIT CLASSE Mystic

Def PHY	+0	Def MAG	+1	Resistances	Lightning, Earth, Wind
Durability	M5X	<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

Arcane Shield C - MA - SUPPORT

The character can create an Arcane Shield at a cost of 1 MP, reducing all damage taken by 1d12 for 3 turns. Only the character casting the ability can benefit from the Arcane Shield.

- LVL 3: Reduces damage taken by 1d20.
- LVL 5: Reduces damage taken by 2d20 and increases cost to 2 MP.
- LVL 7: Reduces damage taken by 3d20.

Magic Projectile C - A - MAG (INT) - 50m

The character can launch a Magic Projectile, dealing 1d6+1 magical damage for 1 PM.

- LVL 2: Damage increases to 2d6+1.
- LVL 4: Damage increases to 2d6+3, cost increases to 2 MP.
- LVL 6: Damage increases to 2d8+5.

Teleportation PC - M - SUPPORT

The character can teleport instantly without suffering an attack of opportunity to a visible location within a 10 meter radius for 1 MP.

- LVL 3: Increases the range to 15 meters.
- LVL 5: Can teleport an ally in contact with him, the cost increases to 2 MP.
- LVL 7: Increases range to 20 meters and can teleport two allies in contact with him, cost increases to 3 MP.

Arcane Regeneration C - MA - SUPPORT

The character regains 1d4 mana points (MP).

Limitation: 2 / Day

- LVL 3: Regeneration increases to 2d4 MP.
- LVL 5: Regeneration increases to 2d6 MP.
- LVL 7: Regeneration increases to 2d8 MP.

Arcane Explosion C - MA - MAG (INT)

The character can create an Arcane Explosion, dealing 1d4 magical damage to all enemies within a 5-meter radius for a cost of 1 MP. The character makes a single magic attack test compared to the MAG Def of each enemy in the area.

Cooldown: 1 round(s)

- LVL 2: Damage increases to 2d4, cost increases to 2 MP.
- LVL 4: Damage increases to 2d6, cost increases to 3 MP.
- LVL 6: Damage increases to 2d8, cost increases to 4 MP.

Temporal Distortion C - MA - SUPPORT

The character can create a temporal distortion around an ally or themselves for a cost of 3 MP and for 1 full round. When an opponent attacks, they must make 2 attack tests and keep the lower result. If the adversary's action fails, the temporal distortion immediately dissipates.

Cooldown: 2 round(s)

- LVL 2: The temporal distortion dissipates after 1 full round or 2 failed adversary attacks.
- LVL 4: The temporal distortion lasts for 2 full rounds, and the cost increases to 4 MP.
- LVL 6: The temporal distortion lasts for 2 full rounds or dissipates immediately after 4 failed adversary attacks, and the cost increases to 5 MP.

Energy Siphon C - A - MAG (INT)

The character can drain the magical energy from an enemy for a cost of 1 MP, dealing 1d4 magical damage and absorbing 1d4-1 MP from the targeted enemy.

Cooldown: 1 round(s)

- LVL 2: Damage increases to 1d6+1, and MP theft to 1d4+1.
- LVL 4: Damage increases to 2d6+1, cost increases to 2 MP, and MP theft to 2d4+1.
- LVL 6: Damage increases to 2d8+1, cost increases to 3 MP, and MP theft to 2d6+1.

Protection Screen C - MA - SUPPORT

The character can create a Protection Screen around an ally for a cost of 1 MP, increasing their Def MAG. For 2 rounds, the ally gains a +1 bonus to their Def MAG.

Cooldown: 2 round(s)

- LVL 3: The Def MAG bonus increases to +2.
- LVL 5: The Def MAG bonus increases to +3, cost increases to 2 MP.
- LVL 7: The Def MAG bonus increases to +4, cost increases to 3 MP.