

# CHARACTER SHEET | WORLDS AWAKENING

CHARACTER	Granith Gry	PLAYER	Genette		
ANCESTRY	CLASS	SEX	AGE	WEIGHT	HEIGHT
Dwarf	Fighter	M	40	50 kg	1.40 m

CHARA.	Base	Bonus	TOTAL	ESSENTIALS			INNATE SKILL			
STR	+3	+0	+3	LVL	1	XP		AP		
DEX	+0	+0	+0	Hit Dice	2D6		Init	10+DE10Bonus		
CON	+5	+0	+5	HP	12K					
INT	-2	-1	-3	MP	2x(MAG+LVL)					
WIS	+1	+0	+1	Outfit	Protector				Critical failure	Critical success
CHA	-1	+0	-1	Over-Outfit					1	20

**Unwavering Endurance:** Dwarves are renowned for their legendary resilience. Once per day, you become temporarily immune to any form of hit point reduction for 2 turns (physical or magical damage, poisons, etc.). During this period, at the start of each turn, you can choose to either regain 1d6 hit points (HP) or use a magical ability whose Magic Point (MP) cost is reduced by 2.

DEFENSES	LVL	Tenue	Bonus	TOTAL	Resistances	Weaknesses	
PHY	10 +	5N	1	+2	+1	19	Blunt, Slashing, Wind
MAG	10 +	1D	1	+2	+0	14	Lightning

	Weapon or Equipment	Bonus or Special effect	Attack test	Damages	
SET 1	Epée Courte		D20 + STR + 0 + LVL	+4	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 ..... + .....

**Biography / Notes**

**Inventory**

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Bourse : ..... 50 NX

# OUTFIT | WORLDS AWAKENING

CHARACTER Granith Gry PLAYER Genette

OUTFIT Protector OVER-OUTFIT  CLASSE Fighter

Def PHY	<input type="text" value="+2"/>	Def MAG	<input type="text" value="+2"/>	Resistances	<input type="text" value="Blunt, Slashing, Wind"/>						
Durability	<input type="text" value="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"/>	Weaknesses	<input type="text" value="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.