

CHARACTER SHEET | WORLDS AWAKENING

CHARACTER

Ianmenor

PLAYER

Silverus

ANCESTRY

CLASS

SEX

AGE

WEIGHT

HEIGHT

Elf

Priest

M

542

65 kg

1.75 m

CHARA.

Base

Bonus

TOTAL

ESSENTIALS

INNATE SKILL

STR

-1

+0

-1

LVL

4

XP

1

AP

1

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

2D4

Init

10+DEX12Bonus

Critical failure

Critical success

CON

-2

+0

-2

HP

22

14

1

19 - 20

INT

+2

+0

+2

MP

2x(M16+LVL)

10

WIS

+4

+0

+4

Outfit

Healer

CHA

+1

+2

+3

Over-Outfit

DEFENSES

LVL

Tenue

Bonus

TOTAL

Resistances

Weaknesses

PHY

10 +

2

4

+1

+0

13

Wind, Darkness

MAG

10 +

4

4

+1

+0

19

Weapon or Equipment

Bonus or Special effect

Attack test

Damages

SET 1

Sceptre Divin

D20 + WIS + 1 + LVL

+9

2 D 6 + 1

Off Hand

D20 + + + LVL

D +

SET 2

Main Hand ou 2 Handed

D20 + + + LVL

D +

Off Hand

D20 + + + LVL

D +

Biography / Notes

Inventory

Bourse : 1 370 NX

OUTFIT | WORLDS AWAKENING

CHARACTER	Ianmenor	PLAYER	Silverus
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.