

OUTFIT | WORLDS AWAKENING

CHARACTER Jäina riascoué PLAYER Bahamuth

OUTFIT Healer OVER-OUTFIT CLASSE Priest

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

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.