

OUTFIT | WORLDS AWAKENING

CHARACTER_____

PLAYER_____

OUTFIT

OVER-OUTFIT

CLASSE

Ambusher



Shadow

Def PHY	+3	Def MAG		Resistances	Piercing, Holy	
Durability	MAX				Weaknesses	

ABILITIES

Analytical Mind C - M The character possesses extraordinary analytical abilities that enable them to determine the Physical Defense (Def PHY) score of his target. Cooldown: 1 turns LVL 2: The character can now ascertain the resistances of his target. LVL 4: The character can now ascertain the weaknesses of his target. LVL 6: The character benefits from an advantage allowing him to roll two d20s, keeping only the best result for his attack test. This advantage only applies to the enemy analyzed during this turn.	Blunt Arrow C - A - PHY (DEX) - 10m The character uses a blunt-tipped arrow, designed with grooves along its shaft to maintain a straight trajectory despite its reduced range due to the flat tip. This arrow aims to destabilize the enemy during their action. The range of this attack is halved compared to standard attacks. The damage dealt is the same as that of the regular weapon. The target must pass a Constitution (CON) test with a difficulty of 15 to avoid being knocked down. If they fail, they must use an action to get back up. Cooldown: 1 turns LVL 3: When knocked down, the target's Physical (Def PHY) and Magical (Def MAG) Defenses are reduced by 2. LVL 5: The difficulty of the CON test increases to 17. LVL 7: The enemy's Def PHY and Def MAG are now reduced by 4.
Piercing Arrow C - A - PHY (DEX) - 20m The character uses a special arrow from their arsenal, one that is thinner and more piercing. Its purpose is to penetrate the enemy, causing them to bleed until death. The initial damage is that of the weapon, but the target loses 1d4 health at the start of each of their turns, an effect that is not cumulative. The bleeding stops with the first healing received by the target. LVL 3: The bleeding now deals 1d8 damage. LVL 5: The bleeding now deals 2d8 damage. LVL 7: The bleeding now deals 3d8 damage.	Wired Arrows C - MA - PHY (DEX) - 20m The character uses two arrows connected by an ultra-strong thread to trap their target. The target does not take damage but is temporarily immobilized, preventing any movement actions. A Strength (STR) or Dexterity (DEX) test with a difficulty of 13 is required to break free. LVL 2: The difficulty of the test increases to 14. LVL 4: The difficulty of the test increases to 15. LVL 6: Severely hindered, the target's Physical Defense (Def PHY) is reduced by 2.
Strategic Placement PC - M The character is an expert strategist, able to position himself skilfully on the battlefield to benefit from a +2 Def PHY bonus against ranged attacks. LVL 3: The character can also apply his defense bonus to an ally less than 5 meters away (non-cumulative). LVL 5: The character benefits from a +1 bonus to his attack test made this turn (does not apply to the ally). LVL 7: The character's weapon range is increased by 5 meters for 1-handed ranged weapons, and by 10 meters for 2-handed ranged weapons.	Acrobatic Leap PC - F The character performs an impressive acrobatic leap to swiftly move across the battlefield or escape from enemies. They can instantly move up to 5 meters in any direction. Cooldown: 1 turns LVL 2: The Acrobatic Leap allows you to disengage from one attacker. LVL 4: The Acrobatic Leap allows you to disengage from any attacker. LVL 6: The leap distance increases to 10 meters.
Trap Setter C - MA - PHY (DEX) - 10m The character fires a projectile that bounces off a solid surface to reach an otherwise inaccessible enemy. The distance of this attack is limited to half the range of the equipped weapon, and damage is reduced by 2. LVL 2: Damage is no longer reduced. LVL 4: The distance of this attack is now equal to the range of the equipped ranged weapon. LVL 6: The character can target 2 enemies simultaneously with a single attack test.	Swift Shots C - MA - PHY (DEX) - 20m The character makes two quick and accurate shots, dealing an additional 1d4 damage per shot on top of their ranged weapon damage to either two separate but nearby targets or the same target. However, if the targets are different, two separate attack rolls must be made. Cooldown: 2 turns LVL 3: Additional damage increases to 1d6. LVL 5: Additional damage increases to 1d8. LVL 7: Additional damage increases to 1d10.