

# OUTFIT | WORLDS AWAKENING

|           |             |        |  |
|-----------|-------------|--------|--|
| CHARACTER |             | PLAYER |  |
| OUTFIT    | OVER-OUTFIT | CLASSE |  |
| Healer    | <div></div> | Priest |  |

|            |     |             |    |             |            |
|------------|-----|-------------|----|-------------|------------|
| Def PHY    | +1  | Def MAG     | +1 | Resistances | Wind, Dark |
| Durability | M6X | <div></div> |    | Weaknesses  |            |

## ABILITIES

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| <div><div></div><div>Divine Fervor</div><div>C - M - Support</div></div> <p>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.</p> <p><b>Limitation:</b> 1 / Per encounter</p> <div><div></div>LVL 3: MP recovery increases to 2d4 MP per round.</div> <div><div></div>LVL 5: MP recovery lasts for 3 rounds.</div> <div><div></div>LVL 7: MP recovery increases to 2d6 MP per round.</div>                                                                                                                                                                  | <div><div></div><div>Light Spear</div><div>PC - MA - MAG (WIS) - 20m - MP 2-3</div></div> <p>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.</p> <p><b>Cooldown:</b> 1 turns</p> <div><div></div>LVL 3: Damage increases to 2d4+2.</div> <div><div></div>LVL 5: The Def MAG penalty for affected enemies decreases to -2.</div> <div><div></div>LVL 7: Damage increases to 2d6+4, and the cost increases to 3 MP.</div>                                         |
| <div><div></div><div>Purifying Light</div><div>PC - MA - MAG (WIS) - MP 2-3</div></div> <p>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.</p> <p><b>Cooldown:</b> 1 turns</p> <div><div></div>LVL 2: Damage increases to 2d4+2.</div> <div><div></div>LVL 4: The range increases to a 5-meter radius.</div> <div><div></div>LVL 6: Damage increases to 2d6+4, and the cost increases to 3 MP.</div>                                                                                  | <div><div></div><div>Divine Protection</div><div>PC - MA - Support - MP 3-5</div></div> <p>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.</p> <p><b>Cooldown:</b> 2 turns</p> <div><div></div>LVL 2: The bonus to Def PHY and Def MAG increases to +2.</div> <div><div></div>LVL 4: The bonus to Def PHY and Def MAG increases to +3, and the cost increases to 4 MP.</div> <div><div></div>LVL 6: The bonus to Def PHY and Def MAG increases to +4, and the cost increases to 5 MP.</div>      |
| <div><div></div><div>Protective Purification</div><div>PC - MA - Support - MP 2-4</div></div> <p>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.</p> <p><b>Cooldown:</b> 2 turns</p> <div><div></div>LVL 3: The shield lasts for 2 rounds.</div> <div><div></div>LVL 5: The shield restores 1d4+1 HP per round, and the cost increases to 3 MP.</div> <div><div></div>LVL 7: The shield restores 1d6+1 HP per round, and the cost increases to 4 MP.</div> | <div><div></div><div>Revitalization</div><div>PC - A - Support - MP 2-4</div></div> <p>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.</p> <div><div></div>LVL 2: Revitalization restores 2d4+1 HP.</div> <div><div></div>LVL 4: Revitalization restores 2d4+3 HP, and the cost increases to 3 MP.</div> <div><div></div>LVL 6: Revitalization restores 3d4+5 HP, and the cost increases to 4 MP.</div> |
| <div><div></div><div>Healing</div><div>PC - A - Support - 10m - MP 1-3</div></div> <p>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.</p> <div><div></div>LVL 2: Healing restores 2d4+2 HP.</div> <div><div></div>LVL 4: Healing restores 2d4+2 HP.</div> <div><div></div>LVL 6: Healing restores 3d4+8 HP for a cost of 3 MP.</div>                                                                                                                                                                                                                                       | <div><div></div><div>Collective Healing</div><div>PC - MA - Support - 10m - MP 3-5</div></div> <p>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.</p> <p><b>Cooldown:</b> 1 turns</p> <div><div></div>LVL 3: Collective Healing restores 2d4 HP.</div> <div><div></div>LVL 5: Collective Healing restores 2d4+4 HP for a cost of 4 MP.</div> <div><div></div>LVL 7: Collective Healing restores 3d4+6 HP for a cost of 5 MP.</div>                                                                                      |