

OUTFIT | WORLDS AWAKENING

CHARACTER	PLAYER	
OUTFIT	OVER-OUTFIT	CLASSE
Protector	☐	Fighter

Def PHY	+2	Def MAG	+2	Resistances	Bludgeoning, Slashing, Wind
Durability	10	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	Weaknesses	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 turns ☐ 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).	☐ Defensive Charge C - MA - PHY (STR) 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 turns ☐ 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.
☐ 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 turns ☐ 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.	☐ 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.
☐ 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 turns ☐ LVL 3: Increases duration to 2 rounds. ☐ LVL 5: Damage taken is reduced by 2d6. ☐ LVL 7: Damage taken is reduced by 2d6+3.	☐ 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 turns ☐ 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.	☐ Fast Regeneration C - F The character recovers 1d4+2 HP. Limitation: 1 / Per 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.