

Class: SRAM



It is possible that the values are too high, but this design document is still under construction and they are therefore subject to change

Spell 1: Cold Blood						
Cost: 3 PA	RANGE: 1-1	Zone: Dot	LOS: Yes	RANGEBOOS T: No	Conditions:	
Effects			Critical Effects			
Dmg: 3	Inc: 0.36	Total: 39	Dmg:	Inc:	Total:	
<u>Hemorrhage: +1 inc: 0.11 Lv</u> <u>+8 Lv of weak points</u>						
Note: Hemorrhage: 0 inc 0.3 Fire Damage at the end of turn of the carrier (max 100) (1 turn) weak points: allows to have extra effects on certain spells (max 100) (1turn)						ID: 2422

Spell 2: First Blood						
Cost: 1 AP 1MP	RANGE: 1-1	Zone: Dot	LOS: Yes	RANGEBOOS T: No	Conditions: 2/turn	
Effects			Critical Effects			
Dmg: 2	Inc: 0.23	Total: 25	Dmg:	Inc:	Total:	
If the target doesn't have Hemorrhage or weak points: Hemorrhage: +1 inc: 0.11 Lv +10 Lv of weak points If any First Blood was cast during the turn: Dmg + 0 inc 0.12 +1 Lv of de tracker If not Moves back one cell						

Note: tracker: if tracker Lv2 stabilize the Sram (enemy effect) for 1 turn and then removes Tracker (unlimited duration)	ID: 2423
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<h2>Spell 3: Torment</h2>					
Cost: 5 AP	RANGE: 1	Zone: Dot	LOS: Yes	RANGEBOOS T: No	Conditions: must have an enemy target, 1/target
Effects			Critical Effects		
Dmg: 2	Inc: 0.28	Total: 30	Dmg:	Inc:	Total:
Enemy with Hemorrhage: -receive Torment damage -+5 Hemorrhage					
Note:					ID: 2424

<h2>Spell 4: Bled Dry</h2>					
Cost: 4 AP	RANGE: 1-1	Zone: Dot	LOS: Yes	RANGEBOOS T: No	Conditions:
Effects			Critical Effects		
Dmg: 4	Inc: 0.49	Total: 45	Dmg:	Inc:	Total:
Applies: lethal contact					
Note: lethal contact (1 turn): +1 weak points per AP used for a spell that inflicts damage + 1% of heal resistance (carrier) per AP used (max 15%) End of turn: if the carrier has at least 50% of his MP, it will activate Hemorrhage					ID: 2425

Spell 5: Execution

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Cost: 6 AP 1 MP	RANGE: 1-1	Zone: Dot	LOS: Yes	RANGEBOOS T: No	Conditions: 1/turn Target's weak points > 40
Effects			Critical Effects		
Dmg: 7	Inc: 0.88	Total: 95	Dmg:	Inc:	Total:
For each levels of weak points: +1% damage Removes the Hemorrhage state Removes the weak points state					
Note					ID: 2426

Spell 1: Bloody Ripoff					
Cost: 3 AP	RANGE: 1-1	Zone: Dot	LOS: Yes	RANGEBOOS T: No	Conditions:
Effects			Critical Effects		
Dmg: 3	Inc: 0.30	Total: 30	Dmg:	Inc:	Total:
From the back: If damage is inflicted: 2 inc: 0.18 water healing in the loot					
Note:					ID: 2419

Spell 2: Swindlesram					
Cost: 2 AP	RANGE: 1-1	Zone: Dot	LOS: Yes	RANGEBOOS T: No	Conditions: None
Effects			Critical Effects		
Dmg: 2	Inc: 0.21	Total: 23	Dmg:	Inc:	Total:
Loot: From the back: -0 inc 0.15 lock +0 inc 0.15 lock in the loot					
Note:					ID: 2418

Spell 3: Kleptosram						
Cost: 4 AP	RANGE: 1-1	Zone: Dot	LOS: Yes	RANGEBOOS T: No	Conditions: None	
Effects			Critical Effects			
Dmg: 4	Inc: 0.39	Total: 43	Dmg:	Inc:	Total:	
Loot: From the back: -0 inc 0.2% all damage +0 inc 0.2% all damage in the loot						
Note:					ID: 2417	

Spell 4: Sramshackle						
Cost: 4 AP	RANGE: 1-1	Zone: Dot	LOS: Yes	RANGEBOOS T: No	Conditions: None	
Effects			Critical Effects			
Dmg: 4	Inc: 0.38	Total: 42	Dmg:	Inc:	Total:	
Loot: From the back: -1 MP (50 inc 0.35 %) If MP loss is achieved +1 MP in the loot						
Note:					ID: 2420	

Spell 5: Petty Theft

Cost: 2 AP 1MP	RANGE: 1-1	Zone: Dot	LOS: Yes	RANGEBOOS T: No	Conditions: 2/target
Effects			Critical Effects		
Dmg: 3	Inc: 0.32	Total: 20	Dmg:	Inc:	Total:
Loot: From the back: -1 AP (50 inc 0.35 %) If the AP loss is achieved +1 AP to the loot*					
Note:					ID: 2421

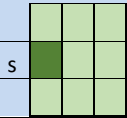
Spell 1: Fear						
Cost: 2 AP	RANGE: 0-1	Zone: Dot	LOS: Yes	RANGEBOOS T: No	Conditions: None	
Effects			Critical Effects			
Dmg: 2	Inc: 0.23	Total: 25	Dmg: 3	Inc:	Total:	
On the Sram: Shadowy Cloak (+12 Lv.) Pushes 1 cell From the back or side: stays invisible <u>If invisible:</u> Shadowy Cloak (+6 Lv.)						
Note: Shadowy Cloak: 0.4 % Butt-Kicking +0.5 dodge (unlimited duration)						ID: 2427

Spell 2: Tricky Blow						
Cost: 4 AP	RANGE: 1-1	Zone: Dot	LOS: Yes	RANGEBOOS T: No	Conditions: None	
Effects			Critical Effects			
Dmg: 4	Inc: 0.31	Total: 35	Dmg:	Inc:	Total:	
Mytoxine: 1 inc 0.12 (max 50) From the back or side: stays invisible <u>If invisible:</u> Shadowy Cloak (+12 Lv.) Applies cannonball						
Note: cannonball: stabilize the target (1 turn) at end of turn will apply unrelenting Unrelenting: cannot have the cannonball state (1 turn) Mytoxine: AP poison: damage 1.5 inc: 0.16 air						ID: 2428

Spell 3: Forceful Blow					
Cost: 3 AP	RANGE: 1-1	Zone: Dot	LOS: Yes	RANGEBOOS T: No	Conditions: 2/turn
Effects			Critical Effects		
Dmg: 3	Inc: 0.37	Total: 40	Dmg:	Inc:	Total:
If the Sram still has MP: -1PM damage increased by 1 inc 0.17 From the back or side: stays invisible <u>If the Sram is turned around:</u> <u>+ 7 Lv of weak points</u> Shadowy Cloak (+7 Lv.)					
Note:					ID: 2429

Spell 4: Guile					
Cost: 2 MP	RANGE: 1-3	Zone: Dot	LOS: No	RANGEBOOS T: No	Conditions: In straight line only, 2/turn
Effects			Critical Effects		
Dmg: 1	Inc: 0.10	Total: 12	Dmg:	Inc:	Total:
Teleports behind the target Stays invisible -25% to damage during the turn					
Note:					ID: 2523

Spell 5: Trauma

Spell 5: Trauma						
Cost: 6 AP	RANGE: 1-1	Zone: 	LOS: Yes	RANGEBOOS T: No	Conditions: must have a target facing the Sram	
Effects				Critical Effects		
Dmg: 5	Inc: 0.80	Total: 68	Dmg:	Inc:	Total:	
<p>If the Sram has WP: -1WP damage increased by 12 and zone increased by 1 line with depth (3*4)</p> <p>Per 3 levels of Shadowy Cloak: +1 Air damage</p> <p>Per 2 Levels of weak points of the main target: +1% damage</p> <p>On the main target: Removes the Hemorrhage state Removes the weak points state</p>						
Note:					ID: 2431	

Active 1: Invisibility

Lv 0	Lv 1	Lv 2	Lv 3	Lv 4	Lv 5	Lv 6	Lv 7	Lv 8	Lv 9
Cost:	Cost:	Cost:	Cost:	Cost:	Cost:	Cost:	Cost:	Cost:	Cost: 3 AP 1 WP
RANGE	RANGE	RANGE	RANGE	RANGE	RANGE	RANGE	RANGE	RANGE	RANGE: 0
									Effect: Makes the sram invisible. The dodge chances can get to 100% At the end of turn: If the Sram doesn't have any allies, he will lose 50% of his AP at the next turn If the Sram still has alive allies, he will gain 50% of the unused AP from the previous turn
Note: invisible: the Sram is invisible, in case of HP loss or in case of damage inflicted, loss of invisibility, at the end of turn 1 Lv of shadow fever (1 turn) Shadow fever: at the end of turn if the Sram is invisible (-2WP) (proc before applying)									ID: 2432

Actif 2: Loot or Ripoff

Lv 0	Lv 1	Lv 2	Lv 3	Lv 4	Lv 5	Lv 6	Lv 7	Lv 8	Lv 9
Cost:	Cost:	Cost:	Cost:	Cost:	Cost:	Cost:	Cost:	Cost:	Cost: 0 AP
RANGE	RANGE	RANGE	RANGE	RANGE	RANGE	RANGE	RANGE	RANGE	RANGE: 1-5
Eff:	Eff:	Eff:	Eff:	Eff:	Eff:	Eff:	Eff:	Eff:	Eff: gives all the bonuses accumulated in the loot to the target for 1 turn On the enemy: Transform the bonuses into penalties and gives them to the target (1 turn)
Note: loot: +0 AP (max 4), +0 MP (Max 4), 0 Water heals (max 4), +0 Lock (max 150), +0 Damage (max 120) Ripoff (no bonus from the back): -0 AP (max 4), -0 MP (Max 4), 0 Water damage (max 4), -0 Lock (max 150), -0 Damage (max 120)									ID: 2433

Active 3: Crossing Shadows

	Lv 0	Lv 1	Lv 2	Lv 3	Lv 4	Lv 5	Lv 6	Lv 7	Lv 8	Lv 9
	Cost:	Cost:	Cost:	Cost:	Cost:	Cost:	Cost:	Cost:	Cost:	Cost: 1WP
	RANGE	RANGE	RANGE	RANGE	RANGE	RANGE	RANGE	RANGE	RANGE	RANGE: 0
	Eff:	Eff:	Eff:	Eff:	Eff:	Eff:	Eff:	Eff:	Eff:	Eff: +5 MP (1 turn) End of turn: <u>Sends the Sram</u> <u>back to where he</u> <u>was when casting</u> <u>the spell</u>
Note: 1 use per turn										ID: 2434

Active 4: Double

Lv 0	Lv 1	Lv 2	Lv 3	Lv 4	Lv 5	Lv 6	Lv 7	Lv 8	Lv 9
Cost:	Cost:	Cost:	Cost:	Cost:	Cost:	Cost:	Cost:	Cost:	Cost: 4 AP 1 WP
RANGE	RANGE	RANGE	RANGE	RANGE	RANGE	RANGE	RANGE	RANGE	RANGE: 1-1
Eff:	Eff:	Eff:	Eff:	Eff:	Eff:	Eff:	Eff:	Eff:	Eff: Summons a double. The Sram Lose 30% of his HP While the double is into play: -30% of the max Sram HP Sram and his double: the inflicted damage are reduced of 30%
Note: when the double is places by an invisible Sram, the double is visible The double has the states of the caster at start of combat and the normal WP of the caster (post double) The double has the passives of the caster If the double gets hit, the Sram will be shown The double has the spells of the main interface spell bar of the caster The double will not have any loot Water effect									ID: 2435

Active 5: Diversion

Lv 0	Lv 1	Lv 2	Lv 3	Lv 4	Lv 5	Lv 6	Lv 7	Lv 8	Lv 9
Cost:	Cost:	Cost:	Cost:	Cost:	Cost:	Cost:	Cost:	Cost:	Cost: 2 AP
RANGE	RANGE	RANGE	RANGE	RANGE	RANGE	RANGE	RANGE	RANGE	RANGE: 1-5
Eff:	Eff:	Eff:	Eff:	Eff:	Eff:	Eff:	Eff:	Eff:	Eff: Turns the target's look towards the center (100%) Turns the main target around (100%) -25 Lv of Stabber

Note: zone: cross 1

ID: 2436

Passive 1: Sram to the Bone

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Lv 1		Lv 6		Lv 11		Lv 16	
Lv 2		Lv 7		Lv 12		Lv 17	
Lv 3		Lv 8		Lv 13		Lv 18	
Lv 4		Lv 9		Lv 14		Lv 19	
Lv 5		Lv 10		Lv 15		Lv 20	+40 initiative Transfers up to 20 Block - 2 Block for +1 CC
Note: the transfer will only happen if the Sram has the Block necessary for the CC gain							ID: 2437

Passive 2: Sram Reflex

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Lv 1		Lv 6		Lv 11		Lv 16	
Lv 2		Lv 7		Lv 12		Lv 17	
Lv 3		Lv 8		Lv 13		Lv 18	
Lv 4		Lv 9		Lv 14		Lv 19	
Lv 5		Lv 10		Lv 15		Lv 20	After a close combat received hit: backs up of 1 cell (20%) After a long distance received hit: moves up 1 cell (20%)
Note:							ID: 2438

Passive 3: Master Stabber

Lv 1		Lv 6		Lv 11		Lv 16	
Lv 2		Lv 7		Lv 12		Lv 17	
Lv 3		Lv 8		Lv 13		Lv 18	
Lv 4		Lv 9		Lv 14		Lv 19	
Lv 5		Lv 10		Lv 15		Lv 20	+40% to damage from the back From the back: +2 Levels of Stabber per AP
Note: Stabber: +1% Butt-Kicking max Lvl 80 (the gain only happens at the completion of the attack) (unlimited duration)							ID: 2439

Passive 4: Look Around You

Lv 1		Lv 6		Lv 11		Lv 16	
Lv 2		Lv 7		Lv 12		Lv 17	
Lv 3		Lv 8		Lv 13		Lv 18	
Lv 4		Lv 9		Lv 14		Lv 19	
Lv 5		Lv 10		Lv 15		Lv 20	Reduce the loss of Guile damage by 20% From the back bonus: goes from 25% to 35%, as long as Guile or Wily haven't been used during the turn
Note:							ID: 2440

Passive 5: Shadow Master

Passive 5: Shadow Master							
Lv 1		Lv 6		Lv 11		Lv 16	
Lv 2		Lv 7		Lv 12		Lv 17	
Lv 3		Lv 8		Lv 13		Lv 18	
Lv 4		Lv 9		Lv 14		Lv 19	
Lv 5		Lv 10		Lv 15		Lv 20	+40 dodge 100% The 1st Fire or Water spell of each turn will not cause to lose invisibility Fire and Waters spells: If they hit an ennemy,+0.5 Lv de Harassment per AP used
Note: <u>Harassment:</u> +0.5 Lv of Harassment per used AP (doesn't modify the Max)							ID: 2441