




# Class: OSAMODAS

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## Themes et Elements

		
<b>Theme:</b> Distance damage branch	<b>Theme:</b> Fire damage branch, also increases resists or summons movement	<b>Theme:</b> Heavy damage branch, also increases aggressivity of summons



## Spell 1: Crobak

Crobak is a minor spell which is easy to cast and which can reach targets without a line of sight. Handy for hurting enemies from a safe hiding place.

<b>Cost:</b> 3 AP	<b>RANGE:</b> 2-5	<b>Area:</b> Point	<b>LOS:</b> No	<b>RANGE BOOST:</b> Yes	<b>Conditions:</b> None
<b>Effects</b>			<b>Critical Effects</b>		
<b>Dmg:</b> 2	<b>Inc:</b> 0.26	<b>Total:</b> 28	<b>Dmg:</b> 3	<b>Inc:</b> 0.39	<b>Total:</b> 42
Under Dragon form : +5% to +10% Critical Failure			Under Dragon form : +7% to +14% Critical Failure		
<b>Note:</b> 30 CF max.					<b>ID:</b> 788

## Spell 2: Scaraleaf Wing

Scaraleaf Wing is quite a light spell, but it has one great advantage: it costs Movement Points instead of Action Points. Great for finishing off hangers-on!

<b>Cost:</b> 2 MP	<b>RANGE:</b> 2-4	<b>Area:</b> Point	<b>LOS:</b> No	<b>RANGE BOOST:</b> Yes	<b>Conditions:</b> 1/target
<b>Effects</b>			<b>Critical Effects</b>		
<b>Dmg:</b> 2	<b>Inc:</b> 0.31	<b>Total:</b> 33	<b>Dmg:</b> 3	<b>Inc:</b> 0.43	<b>Total:</b> 46
Under Dragon form: -1 max MP (40%)			Under Dragon form: -1 max MP (60%)		
<b>Note:</b>					<b>ID:</b> 731

Spell 3: Whip						
The Osamodas inflicts minor Air damage with his whip on enemies and increases damages of his summons. Yow!						
<b>Cost:</b> 4 AP	<b>RANGE:</b> 1-4	<b>Area:</b> Point	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> Yes	<b>Conditions:</b> None	
<b>Effects</b>			<b>Critical Effects</b>			
<b>Dmg:</b> 4	<b>Inc:</b> 0.36	<b>Total:</b> 40	<b>Dmg:</b> 6	<b>Inc:</b> 0.54	<b>Total:</b> 60	
Lvl 0 = +6% summons dmg, lvl 100 = +80% ; Inc 0.74 Must target a summon to apply this effect. Buff is applied to all the summons of the osa. The targeted summon takes 20% of the spell damage. Under Dragon form: Lvl 0 = +2; lvl 100 = +20; inc 0.18 air dmg.			Lvl 0 = +9% summons dmg, lvl 100 = +120% ; Inc 1.11 Must target a summon to apply this effect. Buff is applied to all the summons of the osa. The targeted summon takes 20% of the spell damage. Under Dragon form: Lvl 0 = +3; lvl 100 = +30; inc 0.27 air dmg.			
<b>Note:</b>						<b>ID:</b> 1429

Spell 4: Bwork Trump						
The target of Bwork Trump is turned to face the same direction as the Osamodas, and also suffers damage. He was asking for it!						
<b>Cost:</b> 2 AP	<b>RANGE:</b> 1-5	<b>Area:</b> Point	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> Yes	<b>Conditions:</b> None	
<b>Effects</b>			<b>Critical Effects</b>			
<b>Dmg:</b> 2	<b>Inc:</b> 0.15	<b>Total:</b> 17	<b>Dmg:</b> 3	<b>Inc:</b> 0.22	<b>Total:</b> 25	
Under Dragon form: turns the target			Under Dragon form: turns the target			
<b>Note:</b>						<b>ID:</b> 1754

## Spell 5: Feather Tornado

The Osamodas summons a powerful Feather Tornado, which hurts and pushes back anything it finds in its path!

<b>Cost:</b> 4 AP	<b>RANGE:</b> 0-4	<b>Area:</b> Rectangle	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> No	<b>Conditions:</b> In line
<b>Effects</b>			<b>Critical Effects</b>		
<b>Dmg:</b> 3	<b>Inc:</b> 0.27	<b>Total:</b> 30	<b>Dmg:</b> 5	<b>Inc:</b> 0.40	<b>Total:</b> 45
Under Dragon form : Pushes back one by cell « rectangle » Doesn't damage the osa.			Under Dragon form : Pushes back one by cell « rectangle » Doesn't damage the osa.		
<b>Note:</b>					<b>ID:</b> 733



<b>Spell 1: Magpie</b>						
With Magpie, the Osamodas can heal a Summons. Cast on an enemy, this spell causes Fire-type damage.						
<b>Cost:</b> 4 AP	<b>RANGE:</b> 2-3	<b>Area:</b> Cross	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> Yes	<b>Conditions:</b> None	
<b>Effects</b>			<b>Critical Effects</b>			
<b>Dmg:</b> 4	<b>Inc:</b> 0.41	<b>Total:</b> 45	<b>Dmg:</b> 6	<b>Inc:</b> 0.61	<b>Total:</b> 67	
On summon: heals 4-42 HP			On summon: heals 6-67 HP			
<b>Note:</b>						<b>ID:</b> 1755

<b>Spell 2: Gurgling</b>						
The Osamodas uses Gurgling to inflict Fire-type damage and to increase his Summons' Block.						
<b>Cost:</b> 2 AP	<b>RANGE:</b> 2-3	<b>Area:</b> Cross	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> Yes	<b>Conditions:</b> None	
<b>Effects</b>			<b>Critical Effects</b>			
<b>Dmg:</b> 2	<b>Inc:</b> 0.17	<b>Total:</b> 19	<b>Dmg:</b> 3	<b>Inc:</b> 0.21	<b>Total:</b> 24	
On summon: Lvl 0 = +1 Block ; lvl 100 = +5 Block "cross"			On summon: Lvl 0 = +1 Block ; lvl 100 = +5 Block "cross"			
<b>Note:</b>						<b>ID:</b> 737

## Spell 3: Mooing

The Osamodas uses Mooing to inflict Fire-type damage on his enemies, or to grant extra resistances to his Summons.

<b>Cost:</b> 4AP 2MP	<b>RANGE:</b> 3-4	<b>Area:</b> Cross	<b>LOS:</b> No	<b>RANGE BOOST:</b> Yes	<b>Conditions:</b> 1/turn
<b>Effects</b>			<b>Critical Effects</b>		
<b>Dmg:</b> 5	<b>Inc:</b> 0.65	<b>Total:</b> 70	<b>Dmg:</b> 8	<b>Inc:</b> 0.97	<b>Total:</b> 105
On summon: Lvl 0 = +10% resist; lvl 100 = +100% resist; inc 0.9			On summon: Lvl 0 = +15% resist; lvl 100 = +150% resist; inc 1.35		
<b>Note:</b>					<b>ID:</b> 741

## Spell 4: Croak

The Osamodas uses Croak to increase his Summons' Critical Hits. As for enemies, this spell causes Fire-type damage.

<b>Cost:</b> 5 AP	<b>RANGE:</b> 1-6	<b>Area:</b> Cross 3	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> Yes	<b>Conditions:</b> In diagonal
<b>Effects</b>			<b>Critical Effects</b>		
<b>Dmg:</b> 5	<b>Inc:</b> 0.56	<b>Total:</b> 61	<b>Dmg:</b> 8	<b>Inc:</b> 0.83	<b>Total:</b> 91
On summon: Lvl 0 = +1 CH ; lvl 100 = +10 CH « Cross »			On summon : Lvl 0 = +1 CH ; lvl 100 = +10 CH « Cross »		
<b>Note:</b>					<b>ID:</b> 735

Spell 5: Boohowl						
Boohowl motivates Summons and increases their damage! On enemy targets, this spell causes heavy Fire-type damage.						
<b>Cost:</b> 6 AP	<b>RANGE:</b> 1-3	<b>Area:</b> Cross	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> Yes	<b>Conditions:</b> In line	
<b>Effects</b>			<b>Critical Effects</b>			
<b>Dmg:</b> 6	<b>Inc:</b> 0.74	<b>Total:</b> 80	<b>Dmg:</b> 9	<b>Inc:</b> 1.11	<b>Total:</b> 120	
On summon : Lvl 0 = +10% elementary damage; Lvl 100 = +120%; Inc 1.10			On summon : Lvl 0 = +15% elementary damage; Lvl 100 = +180%; Inc 1.65			
<b>Note:</b>						<b>ID:</b> 744



Spell 1: Armored Wish						
<b>Cost:</b> 3 AP	<b>RANGE:</b> 1-3	<b>Area:</b> Point	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> Yes	<b>Conditions:</b> None	
<b>Effects</b>			<b>Critical Effects</b>			
<b>Dmg:</b> 3	<b>Inc:</b> 0.31	<b>Total:</b> 34	<b>Dmg:</b>	<b>Inc:</b>	<b>Total:</b>	
On the Gobgob : Give one charge of Starry armor						
<b>Note:</b> The spells saved by the Gobgob have the same level as the spell used when the gobgob saved it.						<b>ID:</b> 724

Spell 2: Fast Wish						
<b>Cost:</b> 2AP 1MP	<b>RANGE:</b> 1-3	<b>Area:</b> Point	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> Yes	<b>Conditions:</b> 2/target	
<b>Effects</b>			<b>Critical Effects</b>			
<b>Dmg:</b> 3	<b>Inc:</b> 0.31	<b>Total:</b> 34	<b>Dmg:</b>	<b>Inc:</b>	<b>Total:</b>	
On the Gobgob : Gives one charge of Shooting star						
<b>Note:</b> The spells saved by the Gobgob have the same level as the spell used when the gobgob saved it.					<b>ID:</b> 719	

Spell 3: Motivating Wish						
<b>Cost:</b> 5 AP	<b>RANGE:</b> 1-3	<b>Area:</b> Point	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> Yes	<b>Conditions:</b> In line only	
<b>Effects</b>			<b>Critical Effects</b>			
<b>Dmg:</b> 5	<b>Inc:</b> 0.47	<b>Total:</b> 63	<b>Dmg:</b>	<b>Inc:</b>	<b>Total:</b>	
On the Gobgob: Gives one charge of Motivating Wish						
<b>Note:</b> The spells saved by the Gobgob have the same level as the spell used when the gobgob saved it.					<b>ID:</b> 723	



Spell 4: Protecting Wish						
<b>Cost:</b> 4AP	<b>RANGE:</b> 2-3	<b>Area:</b> Point	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> Yes	<b>Conditions:</b> None	
<b>Effects</b>			<b>Critical Effects</b>			
<b>Dmg:</b> 4	<b>Inc:</b> 0.50	<b>Total:</b> 54	<b>Dmg:</b>	<b>Inc:</b>	<b>Total:</b>	
On the Gobgob : Gives one charge of Lucky Star						
<b>Note:</b> The spells saved by the Gobgob have the same level as the spell used when the gobgob saved it.						<b>ID:</b> 722

Spell 5: Weakness Wish						
<b>Cost:</b> 5 AP 1 MP	<b>RANGE:</b> 2-4	<b>Area:</b> Circle 2	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> No	<b>Conditions:</b> None	
<b>Effects</b>			<b>Critical Effects</b>			
<b>Dmg:</b> 5	<b>Inc:</b> 0.6	<b>Total:</b> 65	<b>Dmg:</b> 7	<b>Inc:</b> 0.9	<b>Total:</b> 97	
On the Gobgob : Gives one charge of Star rain			On the Gobgob : Gives one charge of Star rain			
<b>Note:</b> If targeted by the Gobgob, has no area.						<b>ID:</b> 790



## Active 1: Gobgob

The Osamodas can capture a creature's soul by placing his Gobgob on it and then killing the creature. He can summon the Gobgob once per fight and it can feed off his Summons.

Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
<b>Cost:</b> 6 AP 2 WP	<b>Cost:</b> 6 AP 2 WP	<b>Cost:</b> 5 AP 2 WP	<b>Cost:</b> 5 AP 2 WP	<b>Cost:</b> 4 AP 2 WP	<b>Cost:</b> 4 AP 1 WP	<b>Cost:</b> 3 AP 1 WP	<b>Cost:</b> 3 AP 1 WP	<b>Cost:</b> 2 AP 1 WP	<b>Cost:</b> 2 AP 0 WP
<b>RANGE:</b> 1-1	<b>RANGE:</b> 1-2	<b>RANGE:</b> 1-2	<b>RANGE:</b> 1-3	<b>RANGE:</b> 1-3	<b>RANGE:</b> 1-4	<b>RANGE:</b> 1-4	<b>RANGE:</b> 1-5	<b>RANGE:</b> 1-5	<b>RANGE:</b> 1-5
<b>Effect:</b> Summons or unsummons the Gobgob. On a monster: tames it upon death. +1 slot in the Gobgob screen.	<b>Effect:</b> Summons or unsummons the Gobgob. On a monster: tames it upon death. +1 slot in the Gobgob screen.	<b>Effect:</b> Summons or unsummons the Gobgob. On a monster: tames it upon death. +1 slot in the Gobgob screen.	<b>Effect:</b> Summons or unsummons the Gobgob. On a monster: tames it upon death. +2 slot in the Gobgob screen.	<b>Effect:</b> Summons or unsummons the Gobgob. On a monster: tames it upon death. +2 slot in the Gobgob screen.	<b>Effect:</b> Summons or unsummons the Gobgob. On a monster: tames it upon death. +2 slot in the Gobgob screen.	<b>Effect:</b> Summons or unsummons the Gobgob. On a monster: tames it upon death. +3 slot in the Gobgob screen.	<b>Effect:</b> Summons or unsummons the Gobgob. On a monster: tames it upon death. +3 slot in the Gobgob screen.	<b>Effect:</b> Summons or unsummons the Gobgob. On a monster: tames it upon death. +3 slot in the Gobgob screen.	<b>Effect:</b> Summons or unsummons the Gobgob. On a monster: tames it upon death. +4 slot in the Gobgob screen.
<p><b>Note:</b> Gobgob (4 MP 6 AP): transfers all Dmgs received to the osa (reduces damage received by 50%). Resist, Lock, Dodge and CH equal those of the Osa. Condition: Have no summon in game, not under Dragon form. Each slot can only have one creature. If the creature dies in combat, it cannot be used again for the remainder of the fight. It is possible to have twice the same creature in two separate slots.</p>									<b>ID:</b> 730

## Active 2: Gobup

The Osamodas frees a creature's soul from his Gobgob to use it in the fight. Gobbed-up creatures benefit from a damage bonus for their first turn!

Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
<b>Cost:</b> 6 AP 1 WP	<b>Cost:</b> 6 AP 1 WP	<b>Cost:</b> 6 AP 1 WP	<b>Cost:</b> 5 AP 1 WP	<b>Cost:</b> 5 AP 1 WP	<b>Cost:</b> 5 AP 1 WP	<b>Cost:</b> 4 AP 1 WP	<b>Cost:</b> 4 AP 1 WP	<b>Cost:</b> 3 AP 1 WP	<b>Cost:</b> 3 AP 1 WP
<b>RANGE:</b> 1-1	<b>RANGE:</b> 1-1	<b>RANGE:</b> 1-2	<b>RANGE:</b> 1-2	<b>RANGE:</b> 1-2	<b>RANGE:</b> 1-3	<b>RANGE:</b> 1-3	<b>RANGE:</b> 1-4	<b>RANGE:</b> 1-4	<b>RANGE:</b> 1-5
<b>Effect:</b> Summons a creature with : 52% HP, Dmg and resist 75% Lock, Dodge, Initiative	<b>Effect:</b> Summons a creature with : 54% HP, Dmg and resist 75% Lock, Dodge, Initiative	<b>Effect:</b> Summons a creature with : 56% HP, Dmg and resist 75% Lock, Dodge, Initiative	<b>Effect:</b> Summons a creature with : 58% HP, Dmg and resist 75% Lock, Dodge, Initiative	<b>Effect:</b> Summons a creature with : 60% HP, Dmg and resist 75% Lock, Dodge, Initiative	<b>Effect:</b> Summons a creature with : 62% HP, Dmg and resist 75% Lock, Dodge, Initiative	<b>Effect:</b> Summons a creature with : 64% HP, Dmg and resist 75% Lock, Dodge, Initiative	<b>Effect:</b> Summons a creature with : 66% HP, Dmg and resist 75% Lock, Dodge, Initiative	<b>Effect:</b> Summons a creature with : 68% HP, Dmg and resist 75% Lock, Dodge, Initiative	<b>Effect:</b> Summons a creature with : 70% HP, Dmg and resist 75% Lock, Dodge, Initiative
<b>Note:</b>									<b>ID:</b> 787

## Active 3: Possession

With Possession, the Osamodas can take control of one of his Summons. During this time, his own body will remain motionless.

Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
<b>Cost:</b> 6 AP	<b>Cost:</b> 5 AP	<b>Cost:</b> 5 AP	<b>Cost:</b> 4 AP	<b>Cost:</b> 4 AP	<b>Cost:</b> 3 AP	<b>Cost:</b> 3 AP	<b>Cost:</b> 2 AP	<b>Cost:</b> 2 AP	<b>Cost:</b> 1 AP
<b>RANGE:</b> 1	<b>RANGE:</b> 1	<b>RANGE:</b> 1-2	<b>RANGE:</b> 1-2	<b>RANGE:</b> 1-3	<b>RANGE:</b> 1-3	<b>RANGE:</b> 1-4	<b>RANGE:</b> 1-4	<b>RANGE:</b> 1-5	<b>RANGE:</b> 1-5 No LoS
<b>Effect:</b> Takes control over the targeted creature. Ends the turn.	<b>Effect:</b> Takes control over the targeted creature. Ends the turn.	<b>Effect:</b> Takes control over the targeted creature. Ends the turn.	<b>Effect:</b> Takes control over the targeted creature. Ends the turn.	<b>Effect:</b> Takes control over the targeted creature. Ends the turn.	<b>Effect:</b> Takes control over the targeted creature. Ends the turn.	<b>Effect:</b> Takes control over the targeted creature. Ends the turn.	<b>Effect:</b> Takes control over the targeted creature. Ends the turn.	<b>Effect:</b> Takes control over the targeted creature. Ends the turn.	<b>Effect:</b> Takes control over the targeted creature. Ends the turn.
<b>Note:</b>									<b>ID:</b> 718

## Active 4: Critical Synergy

Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
<b>Cost:</b> 3 AP 1WP	<b>Cost:</b> 3 AP 1WP	<b>Cost:</b> 3 AP 1WP	<b>Cost:</b> 2 AP 1WP	<b>Cost:</b> 2 AP 1WP	<b>Cost:</b> 2 AP 1WP	<b>Cost:</b> 1 AP 1WP	<b>Cost:</b> 1 AP 1WP	<b>Coû :</b> 1 AP 1WP	<b>Cost:</b> 1WP
<b>RANGE:</b> 0	<b>RANGE:</b> 0	<b>RANGE:</b> 0	<b>RANGE:</b> 0	<b>RANGE:</b> 0	<b>RANGE:</b> 0	<b>RANGE:</b> 0	<b>RANGE:</b> 0	<b>RANGE:</b> 0	<b>RANGE:</b> 0
<b>Effect:</b> +2 CH +2 Block under Dragon form +2 Block to the Gobgob	<b>Effect:</b> +4 CH +4 Block under Dragon form +4 Block to the Gobgob	<b>Effect:</b> +6 CH +6 Block under Dragon form +6 Block to the Gobgob	<b>Effect:</b> +8 CH +8 Block under Dragon form +8 Block to the Gobgob	<b>Effect:</b> +10 CH +10 Block under Dragon form +10 Block to the Gobgob	<b>Effect:</b> +12 CH +12 Block under Dragon form +12 Block to the Gobgob	<b>Effect:</b> +14 CH +14 Block under Dragon form +14 Block to the Gobgob	<b>Effect:</b> +16 CH +16 Block under Dragon form +16 Block to the Gobgob	<b>Effect:</b> +18 CH +18 Block under Dragon form +18 Block to the Gobgob	<b>Effect:</b> +20 CH +20 Block under Dragon form +20 Block to the Gobgob
<b>Note:</b> Condition: Havea Gobgob or be under Dragon form									<b>ID:</b> 726

## Active 5 : Symbiosa

The Osamodas is so close to his Gobgob that he can even fuse with it. This makes dragon's blood flow through his veins, making him considerably more powerful!

Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
<b>Cost:</b> 6 AP	<b>Cost:</b> 6 AP	<b>Cost:</b> 5 AP	<b>Cost:</b> 5 AP	<b>Cost:</b> 4 AP	<b>Cost:</b> 4 AP	<b>Cost:</b> 3 AP	<b>Cost:</b> 3 AP	<b>Cost:</b> 2 AP	<b>Cost:</b> 2 AP
<b>RANGE:</b> 1-1	<b>RANGE:</b> 1-1	<b>RANGE:</b> 1-1	<b>RANGE:</b> 1-2	<b>RANGE:</b> 1-2	<b>RANGE:</b> 1-2	<b>RANGE:</b> 1-3	<b>RANGE:</b> 1-3	<b>RANGE:</b> 1-3	<b>RANGE:</b> 1-4
<b>Effect:</b> Fusion with GobGob → Dragon appearance  +5% damage +2% resists	<b>Effect:</b> Fusion with GobGob → Dragon appearance  +10% damage +4% resists	<b>Effect:</b> Fusion with GobGob → Dragon appearance  +15% damage +6% resists +1 Range	<b>Effect:</b> Fusion with GobGob → Dragon appearance  +20% damage +8% resists +1 Range	<b>Effect:</b> Fusion with GobGob → Dragon appearance  +25% damage +10% resists +1 Range	<b>Effect:</b> Fusion with GobGob → Dragon appearance  +30% damage +12% resists +1 Range	<b>Effect:</b> Fusion with GobGob → Dragon appearance  +35% damage +14% resists +1 Range +1MP	<b>Effect:</b> Fusion with GobGob → Dragon appearance  +40% damage +16% resists +1 Range +1MP	<b>Effect:</b> Fusion with GobGob → Dragon appearance  +45% damage +18% resists +1 Range +1MP	<b>Effect:</b> Fusion with GobGob → Dragon appearance  +50% damage +20% resists +1 Range +1MP +1AP
<b>Note:</b> Must be cast on the Gobgob									<b>ID:</b> 746



## Passive 1 : Osamodas Blessing (summon/dragon)

<b>Lvl 1</b>	Each Leadership point gives +0 in Art of Summoning Under Dragon form: +2% Critical Damage	<b>Lvl 6</b>	Each Leadership point gives +3 in Art of Summoning Under Dragon form: +12% Critical Damage	<b>Lvl 11</b>	Each Leadership point gives +5 in Art of Summoning Under Dragon form: +22% Critical Damage	<b>Lvl 16</b>	Each Leadership point gives +8 in Art of Summoning Under Dragon form: +32% Critical Damage
<b>Lvl 2</b>	Each Leadership point gives +1 in Art of Summoning Under Dragon form: +4% Critical Damage	<b>Lvl 7</b>	Each Leadership point gives +3 in Art of Summoning Under Dragon form: +14% Critical Damage	<b>Lvl 12</b>	Each Leadership point gives +6 in Art of Summoning Under Dragon form: +24% Critical Damage	<b>Lvl 17</b>	Each Leadership point gives +8 in Art of Summoning Under Dragon form: +34% Critical Damage
<b>Lvl 3</b>	Each Leadership point gives +1 in Art of Summoning Under Dragon form: +6% Critical Damage	<b>Lvl 8</b>	Each Leadership point gives +4 in Art of Summoning Under Dragon form: +16% Critical Damage	<b>Lvl 13</b>	Each Leadership point gives +6 in Art of Summoning Under Dragon form: +26% Critical Damage	<b>Lvl 18</b>	Each Leadership point gives +9 in Art of Summoning Under Dragon form: +36% Critical Damage
<b>Lvl 4</b>	Each Leadership point gives +2 in Art of Summoning Under Dragon form: +8% Critical Damage	<b>Lvl 9</b>	Each Leadership point gives +4 in Art of Summoning Under Dragon form: +18% Critical Damage	<b>Lvl 14</b>	Each Leadership point gives +7 in Art of Summoning Under Dragon form: +28% Critical Damage	<b>Lvl 19</b>	Each Leadership point gives +9 in Art of Summoning Under Dragon form: +38% Critical Damage
<b>Lvl 5</b>	Each Leadership point gives +2 in Art of Summoning Under Dragon form: +10% Critical Damage	<b>Lvl 10</b>	Each Leadership point gives +5 in Art of Summoning Under Dragon form: +20% Critical Damage	<b>Lvl 15</b>	Each Leadership point gives +7 in Art of Summoning Under Dragon form: +30% Critical Damage	<b>Lvl 20</b>	Each Leadership point gives +10 in Art of Summoning Under Dragon form: +40% Critical Damage
<b>Note:</b> Art of Summoning: Each Level increases the total lvl of the summons that the Osamodas can control by 1.							<b>ID:</b> 1756

## Passive 2: Animal Guard (summon/gobgob)

The Osamodas's Summons have a chance of becoming furious and start attacking any targets that do their master harm.

<b>Lvl 1</b>	On Summons and Gobgob when attacked : Animal Guard (lvl 1) (2%)	<b>Lvl 6</b>	On Summons and Gobgob when attacked : Animal Guard (lvl 6) (12%)	<b>Lvl 11</b>	On Summons and Gobgob when attacked : Animal Guard (lvl 11) (22%)	<b>Lvl 16</b>	On Summons and Gobgob when attacked : Animal Guard (lvl 16) (32%)
<b>Lvl 2</b>	On Summons and Gobgob when attacked : Animal Guard (lvl 2) (4%)	<b>Lvl 7</b>	On Summons and Gobgob when attacked : Animal Guard (lvl 7) (14%)	<b>Lvl 12</b>	On Summons and Gobgob when attacked : Animal Guard (lvl 12) (24%)	<b>Lvl 17</b>	On Summons and Gobgob when attacked : Animal Guard (lvl 17) (34%)
<b>Lvl 3</b>	On Summons and Gobgob when attacked : Animal Guard (lvl 3) (6%)	<b>Lvl 8</b>	On Summons and Gobgob when attacked : Animal Guard (lvl 8) (16%)	<b>Lvl 13</b>	On Summons and Gobgob when attacked : Animal Guard (lvl 13) (26%)	<b>Lvl 18</b>	On Summons and Gobgob when attacked : Animal Guard (lvl 18) (36%)
<b>Lvl 4</b>	On Summons and Gobgob when attacked : Animal Guard (lvl 4) (8%)	<b>Lvl 9</b>	On Summons and Gobgob when attacked : Animal Guard (lvl 9) (18%)	<b>Lvl 14</b>	On Summons and Gobgob when attacked : Animal Guard (lvl 14) (28%)	<b>Lvl 19</b>	On Summons and Gobgob when attacked : Animal Guard (lvl 19) (38%)
<b>Lvl 5</b>	On Summons and Gobgob when attacked : Animal Guard (lvl 5) (10%)	<b>Lvl 10</b>	On Summons and Gobgob when attacked : Animal Guard (lvl 10) (20%)	<b>Lvl 15</b>	On Summons and Gobgob when attacked : Animal Guard (lvl 15) (30%)	<b>Lvl 20</b>	On Summons and Gobgob when attacked : Animal Guard (lvl 20) (40%)
<b>Note:</b> Animal Guard (Lvl 1): +0.25 MP (Inc: 0.25) +2% Dmg all (Inc: 2) +4 % resit all (Inc: 4)							<b>ID:</b> 745

## Passive 3: Prespic Hair (summon/gobgob)

When creatures summoned by the Osamodas are attacked, they're able to reflect part of the damage done back at their aggressors! An eye for an eye...

<b>Lvl 1</b>	On summons and Gobgob Rebounds 1% of the HP lost	<b>Lvl 6</b>	On summons and Gobgob Rebounds 6% of the HP lost	<b>Lvl 11</b>	On summons and Gobgob Rebounds 11% of the HP lost	<b>Lvl 16</b>	On summons and Gobgob Rebounds 16% of the HP lost
<b>Lvl 2</b>	On summons and Gobgob Rebounds 2% of the HP lost	<b>Lvl 7</b>	On summons and Gobgob Rebounds 7% of the HP lost	<b>Lvl 12</b>	On summons and Gobgob Rebounds 12% of the HP lost	<b>Lvl 17</b>	On summons and Gobgob Rebounds 17% of the HP lost
<b>Lvl 3</b>	On summons and Gobgob Rebounds 3% of the HP lost	<b>Lvl 8</b>	On summons and Gobgob Rebounds 8% of the HP lost	<b>Lvl 13</b>	On summons and Gobgob Rebounds 13% of the HP lost	<b>Lvl 18</b>	On summons and Gobgob Rebounds 18% of the HP lost
<b>Lvl 4</b>	On summons and Gobgob Rebounds 4% of the HP lost	<b>Lvl 9</b>	On summons and Gobgob Rebounds 9% of the HP lost	<b>Lvl 14</b>	On summons and Gobgob Rebounds 14% of the HP lost	<b>Lvl 19</b>	On summons and Gobgob Rebounds 19% of the HP lost
<b>Lvl 5</b>	On summons and Gobgob Rebounds 5% of the HP lost	<b>Lvl 10</b>	On summons and Gobgob Rebounds 10% of the HP lost	<b>Lvl 15</b>	On summons and Gobgob Rebounds 15% of the HP lost	<b>Lvl 20</b>	On summons and Gobgob Rebounds 20% of the HP lost
<b>Note:</b>							<b>ID:</b> 725

## Passive 4: Animal Link (summon/gobgob)

The link between an Osamodas and his Summons is so strong that if one of them dies, part of its health is transferred to its master.

<b>Lvl 1</b>	On summon upon death : - Heals 1% HP Adds 5% of the earth mastery of the Osa to the water mastery of the Gobgob	<b>Lvl 6</b>	On summon upon death : - Heals 6% HP Adds 30% of the earth mastery of the Osa to the water mastery of the Gobgob	<b>Lvl 11</b>	On summon upon death : - Heals 11% HP Adds 55% of the earth mastery of the Osa to the water mastery of the Gobgob	<b>Lvl 16</b>	On summon upon death : - Heals 16% HP Adds 80% of the earth mastery of the Osa to the water mastery of the Gobgob
<b>Lvl 2</b>	On summon upon death : - Heals 2% HP Adds 10% of the earth mastery of the Osa to the water mastery of the Gobgob	<b>Lvl 7</b>	On summon upon death : - Heals 7% HP Adds 35% of the earth mastery of the Osa to the water mastery of the Gobgob	<b>Lvl 12</b>	On summon upon death : - Heals 12% HP Adds 60% of the earth mastery of the Osa to the water mastery of the Gobgob	<b>Lvl 17</b>	On summon upon death : - Heals 17% HP Adds 85% of the earth mastery of the Osa to the water mastery of the Gobgob
<b>Lvl 3</b>	On summon upon death : - Heals 3% HP Adds 15% of the earth mastery of the Osa to the water mastery of the Gobgob	<b>Lvl 8</b>	On summon upon death : - Heals 8% HP Adds 40% of the earth mastery of the Osa to the water mastery of the Gobgob	<b>Lvl 13</b>	On summon upon death : - Heals 13% HP Adds 65% of the earth mastery of the Osa to the water mastery of the Gobgob	<b>Lvl 18</b>	On summon upon death : - Heals 18% HP Adds 90% of the earth mastery of the Osa to the water mastery of the Gobgob
<b>Lvl 4</b>	On summon upon death : - Heals 4% HP Adds 20% of the earth mastery of the Osa to the water mastery of the Gobgob	<b>Lvl 9</b>	On summon upon death : - Heals 9% HP Adds 45% of the earth mastery of the Osa to the water mastery of the Gobgob	<b>Lvl 14</b>	On summon upon death : - Heals 14% HP Adds 70% of the earth mastery of the Osa to the water mastery of the Gobgob	<b>Lvl 19</b>	On summon upon death : - Heals 19% HP Adds 95% of the earth mastery of the Osa to the water mastery of the Gobgob
<b>Lvl 5</b>	On summon upon death : - Heals 5% HP Adds 25% of the earth mastery of the Osa to the water mastery of the Gobgob	<b>Lvl 10</b>	On summon upon death : - Heals 10% HP Adds 50% of the earth mastery of the Osa to the water mastery of the Gobgob	<b>Lvl 15</b>	On summon upon death : - Heals 15% HP Adds 75% of the earth mastery of the Osa to the water mastery of the Gobgob	<b>Lvl 20</b>	On summon upon death : - Heals 20% HP Adds 100% of the earth mastery of the Osa to the water mastery of the Gobgob

**Note:**

**ID:** 747



## Passive 5: Phoenix Spirit (summon/dragon)

The Osamodas imbues his Summons with Phoenix Spirit, which grants them a chance of being reborn from their ashes when they die!

<b>Lvl 1</b>	On summons, comes back to life (2%) Under Dragon form: 5% chances to come back to life with 20% HP.	<b>Lvl 6</b>	On summons, comes back to life (12%) Under Dragon form: 30% chances to come back to life with 20% HP.	<b>Lvl 11</b>	On summons, comes back to life (22%) Under Dragon form: 55% chances to come back to life with 20% HP.	<b>Lvl 16</b>	On summons, comes back to life (32%) Under Dragon form: 80% chances to come back to life with 20% HP.
<b>Lvl 2</b>	On summons, comes back to life (4%) Under Dragon form: 10% chances to come back to life with 20% HP.	<b>Lvl 7</b>	On summons, comes back to life (14%) Under Dragon form: 35% chances to come back to life with 20% HP.	<b>Lvl 12</b>	On summons, comes back to life (24%) Under Dragon form: 60% chances to come back to life with 20% HP.	<b>Lvl 17</b>	On summons, comes back to life (34%) Under Dragon form: 85% chances to come back to life with 20% HP.
<b>Lvl 3</b>	On summons, comes back to life (6%) Under Dragon form: 15% chances to come back to life with 20% HP.	<b>Lvl 8</b>	On summons, comes back to life (16%) Under Dragon form: 40% chances to come back to life with 20% HP.	<b>Lvl 13</b>	On summons, comes back to life (26%) Under Dragon form: 65% chances to come back to life with 20% HP.	<b>Lvl 18</b>	On summons, comes back to life (36%) Under Dragon form: 90% chances to come back to life with 20% HP.
<b>Lvl 4</b>	On summons, comes back to life (8%) Under Dragon form: 20% chances to come back to life with 20% HP.	<b>Lvl 9</b>	On summons, comes back to life (18%) Under Dragon form: 45% chances to come back to life with 20% HP.	<b>Lvl 14</b>	On summons, comes back to life (28%) Under Dragon form: 70% chances to come back to life with 20% HP.	<b>Lvl 19</b>	On summons, comes back to life (38%) Under Dragon form: 95% chances to come back to life with 20% HP.
<b>Lvl 5</b>	On summons, comes back to life (10%) Under Dragon form: 25% chances to come back to life with 20% HP.	<b>Lvl 10</b>	On summons, comes back to life (20%) Under Dragon form: 50% chances to come back to life with 20% HP.	<b>Lvl 15</b>	On summons, comes back to life (30%) Under Dragon form: 75% chances to come back to life with 20% HP.	<b>Lvl 20</b>	On summons, comes back to life (40%) Under Dragon form: 100% chances to come back to life with 20% HP.

**Note:**

**ID:** 727

Spell 1: Black hole					
<b>Cost:</b> 3	<b>RANGE:</b> 1-4	<b>Area:</b>	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> No	<b>Conditions:</b> None
<b>Effects</b>			<b>Critical Effects</b>		
<b>Dmg:</b> 2	<b>Inc:</b> 0.23	<b>Total:</b> 25	<b>Dmg:</b> 3	<b>Inc:</b> 0.35	<b>Total:</b> 37
On the Gobgob: unsummons					
<b>Note:</b> Spell lvl equals the lvl of the Osa.					<b>ID:</b>

Spell 2: Starry Armor					
<b>Cost:</b> 1 charge	<b>RANGE:</b> 1-3	<b>Area:</b>	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> No	<b>Conditions:</b> None
<b>Effects</b>			<b>Critical Effects</b>		
<b>Heal:</b> 1	<b>Inc:</b> 0.17	<b>Total:</b> 18	<b>Heal:</b> 2	<b>Inc:</b> 0.25	<b>Total:</b> 27
Applies the state « Starry protection »: <ul style="list-style-type: none"> <li>- Lvl 1 = 1x water mastery in shield</li> <li>- Lvl 100 = 20x water mastery in shield</li> </ul>			Applies the state « Starry protection »: <ul style="list-style-type: none"> <li>- Lvl 1 = 2x water mastery in shield</li> <li>- Lvl 100 = 30x water mastery in shield</li> </ul>		
<b>Note:</b> The shield works the same way as Coagulation for the Sacrier.					<b>ID:</b>

Spell 3: Shooting Star						
<b>Cost:</b> 1 charge	<b>RANGE:</b> 1-3	<b>Area:</b>	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> No	<b>Conditions:</b>	
<b>Effects</b>			<b>Critical Effects</b>			
<b>Dmg:</b> 3	<b>Inc:</b> 0.32	<b>Total:</b> 21	<b>Dmg:</b> 5	<b>Inc:</b> 0.27	<b>Total:</b> 32	
Swaps position with the target			Swaps position with the target			
<b>Note:</b> Doesn't damage allies.						<b>ID:</b>

Spell 4: Starry Motivation						
<b>Cost:</b> 1 charge	<b>RANGE:</b> 1-3	<b>Area:</b> Yes	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> No	<b>Conditions:</b> 1/target	
<b>Effects</b>			<b>Critical Effects</b>			
<b>Heal:</b> 2	<b>Inc:</b> 0.28	<b>Total:</b> 30	<b>Heal :</b> 3	<b>Inc:</b> 0.42	<b>Total:</b> 45	
+ 2 AP			+ 2 AP			
<b>Note:</b>						<b>ID:</b>

Spell 5: Lucky Star					
<b>Cost:</b> 1 charge	<b>RANGE:</b> 1-3	<b>Area:</b>	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> No	<b>Conditions:</b> None
<b>Effects</b>			<b>Critical Effects</b>		
<b>Heal:</b> 3	<b>Inc:</b> 0.19	<b>Total:</b> 22	<b>Heal:</b> 5	<b>Inc:</b> 0.28	<b>Total:</b> 33
Lvl 1 = +1 resist all Lvl 100 = +50 resist all			Lvl 1 = +2 resist all Lvl 100 = +75 resist all		
<b>Note:</b>					<b>ID:</b>

Spell 6: Star Rain					
<b>Cost:</b> 1 charge	<b>RANGE:</b> 0	<b>Area:</b> circle of 2	<b>LOS:</b> No	<b>RANGE BOOST:</b> No	<b>Conditions:</b> None
<b>Effects</b>			<b>Critical Effects</b>		
<b>Dmg:</b> 3	<b>Inc:</b> 0.25	<b>Total:</b> 28	<b>Dmg:</b> 5	<b>Inc:</b> 0.37	<b>Total:</b> 42
On enemy: -20% resist all On ally: +3 to +28 HP (water)			On enemy: -20% resist all On ally: +5 to +42 HP (water)		
<b>Note:</b>					<b>ID:</b>