




Class: Cra



Themes & Elements

		
<p>Theme: Flexible branch with low/middle costs.</p>	<p>Theme: Area of effect damage.</p>	<p>Theme: Direct damage and alteration branch.</p>



<h2>Spell 1: Homing Arrow</h2>					
Homing Arrow only deals light damage but it does so quickly and from far away.					
Cost: 2 AP	RANGE: 3-10	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: Noe
Effects			Critical Effects		
Dmg: 2	Inc: 0. 18	Total: 20	Dmg: 3	Inc: 0. 27	Total: 30
Note:					ID: 594

<h2>Spell 2: Windy Beacon</h2>					
This Beacon can only be activated by an Air Arrow. It will then push enemies in the surrounding area backwards and inflict minor damage.					
Cost: 1 WP	RANGE: 3-6	Area: Line 3	LOS: No	RANGE BOOST: No	Conditions: Beacons <= Mechanics
Effects			Critical Effects		
Dmg:	Inc:	Total:	Dmg: /	Inc: /	Total: /
Places Windy Beacon <ul style="list-style-type: none"> - Deals 1 per AP of the spell cast (4 lvl 100) - 5 charges - Pushes by 1 cell "Cross 3" 			/		
Note: The beacon has a fixed range. Charges are lost each turn, or when hit by an opponent.					ID: 609

Spell 3: Plaguing Arrow						
This spell shoots right over obstacles. Your enemies won't see it coming.						
Cost: 4 AP	RANGE: 2-5	Area: Point	LOS: No	RANGE BOOST: Yes	Conditions:	
Effects			Critical Effects			
Dmg: 4	Inc: 0.45	Total: 49	Dmg: 6	Inc: 0.68	Total: 74	
Note:						ID: 608

Spell 4: Retreat Arrow						
This Arrow allows you to push back dangerous enemies; perfect for Cras, who prefer to keep their distance!						
Cost: 4 AP 1 WP	RANGE: 1-4	Area: Line 2	LOS: Yes	RANGE BOOST: Yes	Conditions: Cast in line	
Effects			Critical Effects			
Dmg: 6	Inc: 0.52	Total: 58	Dmg: 9	Inc: 0.78	Total: 87	
Pushes back 2 cells			Pushes back 2 cells			
Note: Triggers before the beacon.						ID: 612

Spell 5: Storm Arrow

This Arrow triggers a whirlwind capable of hitting several enemies at once, as well as potentially applying the Tornado state. Talk about winding people up!

Cost: 3AP / 2 MP	RANGE: 3-6	Area: T shape	LOS: Yes	RANGE BOOST: Yes	Conditions: 2/turn
Effects			Critical Effects		
Dmg: 5	Inc: 0.47	Total: 52	Dmg: 8	Inc: 0.70	Total: 78
Tornado 0 (30%) / Tornado 100 "T shape"			Tornado 0 (45%) / Tornado 100 "T shape"		
Note:					ID: 613



<h2>Spell 1: Blazing Arrow</h2>					
There's nothing like a Blazing Arrow to set the World on fire!					
Cost: 3AP/1MP	RANGE: 2-6	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: 2/turn
Effects			Critical Effects		
Dmg: 4	Inc: 0.51	Total: 55	Dmg: 6	Inc: 0.77	Total: 83
Note:					ID: 600

<h2>Spell 2: Incandescent Beacon</h2>					
Once placed, this Beacon can only be activated by one of your Fire Arrows. It will then emit fiery novae that inflict damage on enemies in range and activate all the other Incandescent Beacons.					
Cost: 1 WP	RANGE: 3-6	Area: Circle 2	LOS: No	RANGE BOOST: No	Conditions: Beacons <= Mechanics
Effects			Critical Effects		
Dmg:	Inc:	Total:	Dmg: /	Inc: /	Total: /
Places an Incandescent Beacon <ul style="list-style-type: none"> - Inflicts 1 per AP of the spell cast (5 lvl 100) - 5 Charges 					
Note: Charges are lost each turn, or when hit by an opponent.					ID: 602

Spell 3: Blinding Arrow

This Arrow gives off such a strong light that it can blind targets.

Cost: 4 AP	RANGE: 3-5	Area: Cross 1	LOS: Yes	RANGE BOOST: Yes	Conditions: None
Effects			Critical Effects		
Dmg: 4	Inc: 0.41	Total: 45	Dmg: 6	Inc: 0.62	Total: 68
Blindness (Lvl 1) (2%) / Blindness (Lvl 1) (15%)			Blindness (Lvl 1) (3%) / Blindness (Lvl 1) (21%)		
Note:					ID: 601

Spell 4: Burning Arrow

If your enemies are stupid enough to line up in front of you, this Arrow will make a charred kebab of them. What's more, it sometimes applies the Burning state.

Cost: 5 AP	RANGE: 2-4	Area: Line 3	LOS:	RANGE BOOST:	Conditions: Cast in line
Effects			Critical Effects		
Dmg: 5	Inc: 0.65	Total: 70	Dmg: 8	Inc: 0.97	Total: 105
Burning (+1Lvl) (40%) / Burning 100			Burning (+15Lvl) (60%) / Burning 100		
Note:					ID: 604

Spell 5: Explosive Arrow

This Arrow explodes upon contact with the ground, affecting several enemies at once. A spell that goes off like a bomb!

Cost: 6 AP	RANGE: 3-5	Area: Square	LOS: Yes	RANGE BOOST: Yes	Conditions: None
Effects			Critical Effects		
Dmg: 6	Inc: 0.56	Total: 62	Dmg: 9	Inc: 0,84	Total: 93
Explosion 0 (30%) / Explosion 100			Explosion 15 (45%) / Explosion 100		
Note:					ID: 606



<h2>Spell 1: Riddling Arrow</h2>					
Riddle me ree! This Arrow enables the Cra to riddle the target, inflicting substantial damage.					
Cost: 3 AP	RANGE: 2-5	Area: Point	LOS: Yes	RANGE BOOST: No	Conditions: None
Effects			Critical Effects		
Dmg: 3	Inc: 0.40	Total: 43	Dmg: 4	Inc: 0.62	Total: 64
+2 Lvl to Riddled			+2 Lvl to Riddled		
Note:					ID: 607

<h2>Spell 2: Seismic Beacon</h2>					
Once placed, this Beacon can only be activated by an Earth Arrow. It will then emit a powerful shock wave which will rebound and damage enemies.					
Cost: 1 WP	RANGE: 3-6	Area: Ring 2-3	LOS: No	RANGE BOOST: No	Conditions: Beacons <= Mechanics
Effects			Critical Effects		
Dmg:	Inc:	Total:	Dmg: /	Inc: /	Total: /
Places Seismic Beacon <ul style="list-style-type: none"> - Deals 1 per AP of the spell cast (5 lvl 100) - 5 Charges - Consumes the Riddled state: - -1MP (lvl0: 0%/lvl100: 50% plus 2% per lvl of Riddled) 			/		
Note: Charges are lost each turn, or when hit by an opponent.					ID: 595

Spell 3: Lashing Arrow					
A whip-cracking Arrow that really hurts. More fool you if you provoke a Cra to lash out at you!					
Cost 2AP / 1MP	RANGE: 2-4	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: 2/turn
Effects			Critical Effects		
Dmg: 3	Inc: 0.39	Total: 42	Dmg: 5	Inc: 0.58	Total: 63
Note:					ID: 593

Spell 4: Piercing Arrow					
This spell can hit three enemies in succession - the Piercing Arrow rebounds from one to the next. The damage inflicted is reduced with each rebound. If the first target is not in line with the Cra, the damage is also reduced.					
Cost: 5 AP	RANGE: 2-6	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions-
Effects			Critical Effects		
Dmg: 4	Inc: 0.63	Total: 67	Dmg: 6	Inc: 0.95	Total: 101
Rebounds -20% If the spell isn't cast in line, damages are reduced by 50% Can rebound on a beacon.			Rebounds -20% If the spell isn't cast in line, damages are reduced by 50% Can rebound on a beacon.		
Note: 2 rebounds max (3 hits max)					ID: 599

Spell 5: Destructive Arrow

A promising name... This arrow allows the Cra to deal substantial damage to the target.

Cost: 6AP	RANGE: 3-6	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: Cast in line
Effects			Critical Effects		
Dmg: 4	Inc: 0.56	Total: 70	Dmg: 6	Inc: 0.84	Total: 90
Consumes Riddled : +2 Dmg earth per lvl of Riddled			Consumes Riddled : +3 Dmg earth per lvl of Riddled		
Note:					ID: 598



Active 1: Disengage

Disengage allows the Cra to escape from a lock zone by jumping backwards and pushing his enemy away.

Lvl0	Lvl1	Lvl2	Lvl3	Lvl4	Lvl5	Lvl6	Lvl7	Lvl8	Lvl9
Cost: 3 AP 1 MP	Cost: 3 AP 1 MP	Cost: 3 AP 1 MP	Cost: 3 AP 1 MP	Cost: 3 AP 1 MP	Cost: 3 AP 1 MP	Cost: 3 AP 1 MP	Cost: 3 AP 1 MP	Cost: 3 AP 1 MP	Cost: 2 AP 1 MP
RANGE: 1	RANGE: 1	RANGE: 1	RANGE: 1	RANGE: 1	RANGE: 1	RANGE: 1	RANGE: 1	RANGE: 1	RANGE: 1
Effect: Pushes by 1 cell (3%) Gets away by 1 cell	Effect: Pushes by 1 cell (6%) Gets away by 1 cell	Effect: Pushes by 1 cell (9%) Gets away by 1 cell	Effect: Pushes by 1 cell (12%) Gets away by 1 cell	Effect: Pushes by 1 cell (15%) Gets away by 1 cell	Effect: Pushes by 1 cell (18%) Gets away by 1 cell	Effect: Pushes by 1 cell (21%) Gets away by 1 cell	Effect: Pushes by 1 cell (24%) Gets away by 2 cell	Effect: Pushes by 1 cell (27%) Gets away by 2 cell	Effect: Pushes by 1 cell (30%) Gets away by 2 cell
Note: Target must be an enemy. Cannot be cast when carried.									ID: 617

Active 2: Unbeacon

The Cra destroys one of his Beacons, which explodes, inflicting damage and reducing the damage done by anyone found in its area of effect.

Lvl0	Lvl1	Lvl2	Lvl3	Lvl4	Lvl5	Lvl6	Lvl7	Lvl8	Lvl9
Cost: 1 AP	Cost: 1 AP	Cost: 1 AP	Cost: 1 AP	Cost: 1 AP	Cost: 1 AP	Cost: 1 AP	Cost: 1 AP	Cost: 1 AP	Cost: OAP
RANGE: 1-2	RANGE: 1-2	RANGE: 1-3	RANGE: 1-3	RANGE: 1-4	RANGE: 1-4	RANGE: 1-5	RANGE: 1-5	RANGE: 1-6	RANGE: 1-7

Destroys the beacon: -2% damage 2% to regain 1 WP	Destroys the beacon: -4% damage 4% to regain 1 WP	Destroys the beacon: -6% damage 6% to regain 1 WP	Destroys the beacon: -8% damage 8% to regain 1 WP	Destroys the beacon: -10% damage 10% to regain 1 WP	Destroys the beacon: -12% damage 12% to regain 1 WP	Destroys the beacon: -14% damage 14% to regain 1 WP	Destroys the beacon: -16% damage 16% to regain 1 WP	Destroys the beacon: -18% damage 18% to regain 1 WP	Destroys the beacon: -20% damage 20% to regain 1 WP
Note: No line of sight. 1/turn.									ID: 596

Active 3: Long-Distance Combat

The Cra uses all his remaining MP in order to gain the Long-Distance Combat effect, which increases his critical damage for the rest of the turn.

Lvl0	Lvl1	Lvl2	Lvl3	Lvl4	Lvl5	Lvl6	Lvl7	Lvl8	Lvl9
Cost: 1 AP 2 MP	Cost: 1 AP 2 MP	Cost: 1 AP 2 MP	Cost: 1 AP 2 MP	Cost: 1 AP 2 MP	Cost: 1 AP 2 MP	Cost: 1 AP 2 MP	Cost: 1 AP 2 MP	Cost: 1 AP 2 MP	Cost: 1 AP 2 MP
RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0
+2% Critical damage	+4% Critical damage	+6% Critical damage	+8% Critical damage	+10% Critical damage	+12% Critical damage	+14% Critical damage	+16% Critical damage	+18% Critical damage	+20% Critical damage
Note: 3/turn									ID: 611

Active 4: Bat's Eye

This spell enables the Cra to reduce his target's Range and lower its ability to lock.

Lvl0	Lvl1	Lvl2	Lvl3	Lvl4	Lvl5	Lvl6	Lvl7	Lvl8	Lvl9
Cost: 2 AP	Cost: 2 AP	Cost: 2 AP	Cost: 2 AP	Cost: 2 AP	Cost: 2 AP	Cost: 2 AP	Cost: 2 AP	Cost: 2 AP	Cost: 2 AP
RANGE: 1-4	RANGE: 1-4	RANGE: 1-5	RANGE: 1-5	RANGE: 1-6	RANGE: 1-7	RANGE: 1-7	RANGE: 1-8	RANGE: 1-8	RANGE: 1-9

Effect: -0 Range -5 Lock	Effect: -1 Range -10 Lock	Effect: -1 Range -15 Lock	Effect: -1 Range -20 Lock	Effect: -1 Range -25 Lock	Effect: -2 Range -30 Lock	Effect: -2 Range -35 Lock	Effect: -2 Range -40 Lock	Effect: -2 Range -45 Lock	Effect: -3 Range -50 Lock
Note: 1/target									ID: 618

Active 5: Beacon Sneakin'

With this spell, the Cra can creep away from a dangerous situation by heading for one of his Beacons.

Lvl0	Lvl1	Lvl2	Lvl3	Lvl4	Lvl5	Lvl6	Lvl7	Lvl8	Lvl9
Cost: 5 AP 1WP	Cost: 5 AP 1WP	Cost: 5 AP 1WP	Cost: 4 AP 1WP	Cost: 4 AP 1WP	Cost: 4 AP 1WP	Cost: 3 AP 1WP	Cost: 3 AP 1WP	Cost: 3 AP 1WP	Cost: 2 AP 1WP
RANGE: 1-3	RANGE: 1-3	RANGE: 1-3	RANGE: 1-4	RANGE: 1-4	RANGE: 1-4	RANGE: 1-5	RANGE: 1-5	RANGE: 1-5	RANGE: 1-6
Effect: Teleports the Cra on one of his beacons. Destroys the beacon.	Effect: Teleports the Cra on one of his beacons. Destroys the beacon.	Effect: Teleports the Cra on one of his beacons. Destroys the beacon.	Effect: Teleports the Cra on one of his beacons. Destroys the beacon.	Effect: Teleports the Cra on one of his beacons. Destroys the beacon.	Effect: Teleports the Cra on one of his beacons. Destroys the beacon.	Effect: Teleports the Cra on one of his beacons. Destroys the beacon.	Effect: Teleports the Cra on one of his beacons. Destroys the beacon.	Effect: Teleports the Cra on one of his beacons. Destroys the beacon.	Effect: Teleports the Cra on one of his beacons. Destroys the beacon.
Note: Range cannot be modified. Condition: isn't carried.									ID: 616



Passive 1: Archery

The Cra increases his Beacon expertise and his Dodge increases.

Lvl1	+2 Dodge	Lvl6	+12 Dodge +1 Charge	Lvl11	+22 Dodge +1 Charge / +1 Mechanics	Lvl16	+32 Dodge +2 Charge / +1 Mechanics
Lvl2	+4 Dodge	Lvl7	+14 Dodge +1 Charge	Lvl12	+24 Dodge +1 Charge / +1 Mechanics	Lvl17	+34 Dodge +2 Charge / +1 Mechanics
Lvl3	+6 Dodge	Lvl8	+16 Dodge +1 Charge	Lvl13	+26 Dodge +1 Charge / +1 Mechanics	Lvl18	+36 Dodge +2 Charge / +1 Mechanics
Lvl4	+8 Dodge	Lvl9	+18 Dodge +1 Charge	Lvl14	+28 Dodge +1 Charge / +1 Mechanics	Lvl19	+38 Dodge +2 Charge / +1 Mechanics
Lvl5	+10 Dodge +1 Charge	Lvl10	+20 Dodge +1 Charge / +1 Mechanics	Lvl15	+30 Dodge +2 Charge / +1 Mechanics	Lvl20	+40 Dodge +2 Charge / +2 Mechanics
Note:							ID: 615

Passive 2: Cra Precision

The Cra can target the head, body, or limbs of his enemies each time he attacks in order to inflict more damage.

Lvl1	Chance to deal a precise shot: 2%	Lvl6	Chance to deal a precise shot: 12%	Lvl11	Chance to deal a precise shot: 22%	Lvl16	Chance to deal a precise shot: 32%
Lvl2	Chance to deal a precise shot: 4%	Lvl7	Chance to deal a precise shot: 14%	Lvl12	Chance to deal a precise shot: 24%	Lvl17	Chance to deal a precise shot: 34%
Lvl3	Chance to deal a precise shot: 6%	Lvl8	Chance to deal a precise shot: 16%	Lvl13	Chance to deal a precise shot: 26%	Lvl18	Chance to deal a precise shot: 36%

Lvl4	Chance to deal a precise shot: 8%	Lvl9	Chance to deal a precise shot: 18%	Lvl14	Chance to deal a precise shot: 28%	Lvl19	Chance to deal a precise shot: 38%
Lvl5	Chance to deal a precise shot: 10%	Lvl10	Chance to deal a precise shot: 20%	Lvl15	Chance to deal a precise shot: 30%	Lvl20	Chance to deal a precise shot: 40%
Note: Damage from +30% to +80%							ID: 2076

<h2>Passive 3: Heightened Vision</h2>							
Heightened Vision improves the range of the Cra's spells and increases his Critical Hit rate.							
Lvl1	+0 Range +1% Critical Hits	Lvl6	+0 Range +3% Critical Hits	Lvl11	+1 Range +5% Critical Hits	Lvl16	+1 Range +8% Critical Hits
Lvl2	+0 Range +1% Critical Hits	Lvl7	+0 Range +4% Critical Hits	Lvl12	+1 Range +6% Critical Hits	Lvl17	+1 Range +8% Critical Hits
Lvl3	+0 Range +2% Critical Hits	Lvl8	+0 Range +4% Critical Hits	Lvl13	+1 Range +6% Critical Hits	Lvl18	+1 Range +9% Critical Hits
Lvl4	+0 Range +2% Critical Hits	Lvl9	+0 Range +5% Critical Hits	Lvl14	+1 Range +7% Critical Hits	Lvl19	+1 Range +9% Critical Hits
Lvl5	+0 Range +3% Critical Hits	Lvl10	+1 Range +5% Critical Hits	Lvl15	+1 Range +7% Critical Hits	Lvl20	+2 Range +10% Critical Hits
Note:							ID: 1420

Passive 4: Riddling

The Cra applies the Riddled state to his enemy. The level of the state evolves according to the cost in AP/MP/WP of the Arrow spell used.

Lvl1	10% chance to deal +1 lvl per AP/MP/WP of the arrow spell	Lvl 6	60% chance to deal +1 lvl per AP/MP/WP of the arrow spell	Lvl11	10% chance to deal +1 lvl per AP/MP/WP of the arrow spell +1 lvl per AP/MP/WP of the arrow spell	Lvl16	60% chance to deal +1 lvl per AP/MP/WP of the arrow spell +1 lvl per AP/MP/WP of the arrow spell
Lvl2	20% chance to deal +1 lvl per AP/MP/WP of the arrow spell	Lvl 7	70% chance to deal +1 lvl per AP/MP/WP of the arrow spell	Lvl12	20% chance to deal +1 lvl per AP/MP/WP of the arrow spell +1 lvl per AP/MP/WP of the arrow spell	Lvl17	70% chance to deal +1 lvl per AP/MP/WP of the arrow spell +1 lvl per AP/MP/WP of the arrow spell
Lvl3	30% chance to deal +1 lvl per AP/MP/WP of the arrow spell	Lvl 8	80% chance to deal +1 lvl per AP/MP/WP of the arrow spell	Lvl13	30% chance to deal +1 lvl per AP/MP/WP of the arrow spell +1 lvl per AP/MP/WP of the arrow spell	Lvl18	80% chance to deal +1 lvl per AP/MP/WP of the arrow spell +1 lvl per AP/MP/WP of the arrow spell
Lvl4	40% chance to deal +1 lvl per AP/MP/WP of the arrow spell	Lvl 9	90% chance to deal +1 lvl per AP/MP/WP of the arrow spell	Lvl14	40% chance to deal +1 lvl per AP/MP/WP of the arrow spell +1 lvl per AP/MP/WP of the arrow spell	Lvl19	90% chance to deal +1 lvl per AP/MP/WP of the arrow spell +1 lvl per AP/MP/WP of the arrow spell
Lvl5	50% chance to deal +1 lvl per AP/MP/WP of the arrow spell	Lvl 10	100% chance to deal +1 lvl per AP/MP/WP of the arrow spell	Lvl15	50% chance to deal +1 lvl per AP/MP/WP of the arrow spell +1 lvl per AP/MP/WP of the	Lvl20	100% chance to deal +1 lvl per AP/MP/WP of the arrow spell +1 lvl per AP/MP/WP of the

				arrow spell		arrow spell
Note: Riddled cumulates on the opponent and disappears if consumed or triggered. When Riddled triggers: -1 MP 120% -1 MP 100%						ID: 620

<h2>Passive 5: Powerful Shooting</h2>							
The further away from a target the Cra is, the greater his damage.							
Lvl1	If enemy is more than 4 cells away: +2% Damage If enemy is more than 7 cells away: +3% Damage	Lvl6	If enemy is more than 4 cells away: +12% Damage If enemy is more than 7 cells away: +18% Damage	Lvl11	If enemy is more than 4 cells away: +22% Damage If enemy is more than 7 cells away: +33% Damage	Lvl16	If enemy is more than 4 cells away: +32% Damage If enemy is more than 7 cells away: +48% Damage
Lvl2	If enemy is more than 4 cells away: +4% Damage If enemy is more than 7 cells away: +6% Damage	Lvl7	If enemy is more than 4 cells away: +14% Damage If enemy is more than 7 cells away: +21% Damage	Lvl12	If enemy is more than 4 cells away: +24% Damage If enemy is more than 7 cells away: +36% Damage	Lvl17	If enemy is more than 4 cells away: +34% Damage If enemy is more than 7 cells away: +51% Damage
Lvl3	If enemy is more than 4 cells away: +6% Damage If enemy is more than 7 cells away:	Lvl8	If enemy is more than 4 cells away: +16% Damage If enemy is more than 7 cells away:	Lvl13	If enemy is more than 4 cells away: +26% Damage If enemy is more than 7 cells away:	Lvl18	If enemy is more than 4 cells away: +36% Damage If enemy is more than 7 cells away:

	+9% Damage		+24% Damage		+39% Damage		+54% Damage
Lvl4	If enemy is more than 4 cells away: +8% Damage If enemy is more than 7 cells away: +12% Damage	Lvl9	If enemy is more than 4 cells away: +18% Damage If enemy is more than 7 cells away: +27% Damage	Lvl14	If enemy is more than 4 cells away: +28% Damage If enemy is more than 7 cells away: +42% Damage	Lvl19	If enemy is more than 4 cells away: +38% Damage If enemy is more than 7 cells away: +57% Damage
Lvl5	If enemy is more than 4 cells away: +10% Damage If enemy is more than 7 cells away: +15% Damage	Lvl10	If enemy is more than 4 cells away: +20% Damage If enemy is more than 7 cells away: +30% Damage	Lvl15	If enemy is more than 4 cells away: +30% Damage If enemy is more than 7 cells away: +45% Damage	Lvl20	If enemy is more than 4 cells away: +40% Damage If enemy is more than 7 cells away: +60% Damage
Note:							ID: 619