

Class: IOP



Themes & Elements

		
Theme : Good aoe damage, middle cost	Theme : Big damage on a single target, middle cost	Theme : Flexible branch, good damage for low cost



Spell 1: Thunderbolt						
A blazing punch that inflicts damage and leaves the target Scalded.						
Cost: 3AP	RANGE: 1	Area: Point	LOS: Yes	RANGE BOOST: No	Conditions: None	
Effects			Critical Effects			
Dmg: 3	Inc: 0.41	Total: 44	Dmg: 5	Inc: 0.61	Total: 66	
Scalded (+1 Lvl) / Scalded (+20 Lvl)			Scalded (+2 Lvl) / Scalded (+30 Lvl)			
Note:					ID: 514	

Spell 2: Judgment						
Judgment is a particularly effective area-of-effect spell, which can even blind targets, if you're lucky.						
Cost: 4AP 1MP	RANGE: 1	Area: 3 cells line	LOS: Yes	RANGE BOOST: No	Conditions: Cast in a line	
Effects			Critical Effects			
Dmg: 4	Inc: 0.66	Total: 70	Dmg: 6	Inc: 0.99	Total: 105	
Blindness (Lvl 1) (2%) / Blindness (Lvl 1) (20%)			Blindness (Lvl 1) (3%) / Blindness (Lvl 1) (30%)			
Note: The area of Blindness is the same as the area of the damage.					ID: 515	

Spell 3: Super Iop Punch

This punch is so powerful and awesome that it can create an explosion on impact.

Cost: 5AP	RANGE: 2-3	Area: Point	LOS: Yes	RANGE BOOST: No	Conditions: Cast in a line
Effects			Critical Effects		
Dmg: 5	Inc: 0.70	Total: 75	Dmg: 8	Inc: 1.05	Total: 113
Move closer by 2 cells (30%) Explosion (Lvl 0) / Explosion (Lvl 100)			Move closer by 2 cells (45%) Explosion (Lvl 0) / Explosion (Lvl 100)		
Note: Explosion has a « T » shape					ID: 1906

Spell 4: Celestial Sword

Celestial Sword allows the Iop to hit all the enemies close to him.

Cost: 3AP	RANGE: 0	Area: Cross 1	LOS: Yes	RANGE BOOST: No	Conditions: None
Effects			Critical Effects		
Dmg: 2	Inc: 0.34	Total: 36	Dmg: 4	Inc: 0.49	Total: 53
Flaming (Lvl 1)			Flaming (Lvl 1)		
Note:					ID: 518

<h2>Spell 5: Iop's Wrath</h2>					
The best spell in the Iop's arsenal, as it deals colossal damage. It has a high cost, however.					
Cost: 6AP 1WP	RANGE: 0	Area: Circle 2	LOS: Yes	RANGE BOOST: No	Conditions: None
Effects			Critical Effects		
Dmg: 8	Inc: 0.82	Total: 90	Dmg: 12	Inc: 1.23	Total: 135
(50%) Explosion (Lvl 0) / Explosion (Lvl 100)			(75%) Explosion (Lvl 0) / Explosion (Lvl 100)		
Note: Explosion has a « Circle 2 » Area					ID: 519



<h2>Spell 1: Shaker</h2>					
By concentrating the power of the earth into his fist, the Iop can launch a ferocious attack.					
Cost: 4AP	RANGE: 1	Area: Point	LOS: Yes	RANGE BOOST: No	Conditions: None
Effects			Critical Effects		
Dmg: 4	Inc: 0.65	Total: 69	Dmg: 7	Inc: 0.96	Total: 103
Note:					ID: 492

<h2>Spell 2: Rocknoceros</h2>					
The lop throws a rock at his target to injure it.					
Cost: 5AP	RANGE: 2-3	Area: Point	LOS: No	RANGE BOOST: No	Conditions: None
Effects			Critical Effects		
Dmg: 4	Inc: 0.61	Total: 65	Dmg: 6	Inc: 0.92	Total: 98
Stunned (Lvl 1) (1%) / Stunned (Lvl 1) (10%)			Stunned (Lvl 1) (2%) / Stunned (Lvl 1) (15%)		
Note:					ID: 495

<h2>Spell 3: Impact</h2>					
The lop powerfully hits the ground in front of him, making it tremble. The impact spreads, injuring targets and possibly binding them at the same time.					
Cost: 2AP	RANGE: 2-3	Area: Cross 1	LOS: Yes	RANGE BOOST: No	Conditions: Cast in a line
Effects			Critical Effects		
Dmg: 2	Inc: 0.24	Total: 26	Dmg: 3	Inc: 0.36	Total: 39
-1 max MP (1%) / -1 max MP (10%)			-1 max MP (2%) / -1 max MP (15%)		
Note: The MP loss has a « Cross 1 » area					ID: 505

Spell 4: Charge

The lop throws himself forward and crashes headlong into his enemy. The force of this charge might be enough to Stun the target!

Cost: 4AP 1MP	RANGE: 1-3	Area: Point	LOS: Yes	RANGE BOOST: No	Conditions: Cast in a line, 1/target
Effects			Critical Effects		
Dmg: 3	Inc: 0.50	Total: 53	Dmg: 5	Inc: 0.73	Total: 78
Move closer by 2 cells Stunned (Lvl 1) (1%) / Stunned (Lvl 1) (10%)			Move closer by 2 cells Stunned (Lvl 1) (2%) / Stunned (Lvl 1) (15%)		
Note:					ID: 507

Spell 5: Devastate

The lop violently strikes the earth at his feet, creating a shockwave which hurts everyone in the surrounding area.

Cost: 5AP 1MP	RANGE: 0	Area: Square 1	LOS: Yes	RANGE BOOST: No	Conditions: None
Effects			Critical Effects		
Dmg: 7	Inc: 0.68	Total: 75	Dmg: 10	Inc: 1.02	Total: 112
-1 max MP (3%) / -1 max MP (30%)			-1 max MP (6%) / -1 max MP (45%)		
Note:					ID: 508



Spell 1: Jabs						
These little jabs lack punch, but they don't cost too much. Useful in quantity, or to finish off a weakened opponent.						
Cost: 2AP	RANGE: 1	Area: Point	LOS: Yes	RANGE BOOST: No	Conditions: None	
Effects			Critical Effects			
Dmg: 2	Inc: 0.30	Total: 32	Dmg: 3	Inc: 0.45	Total: 48	
Note:					ID: 509	

Spell 2: Flurry						
The lop casts a quick succession of weak but well-aimed blows to injure his target. Flurry also sets off the Aerial state, making the next Air spell more powerful.						
Cost: 1AP	RANGE: 1	Area: Point	LOS: Yes	RANGE BOOST: No	Conditions: None	
Effects			Critical Effects			
Dmg: 1	Inc: 0.13	Total: 14	Dmg: 2	Inc: 0.19	Total: 21	
Aerial (Lvl 1)			Aerial (Lvl 2)			
Note:					ID: 501	

Spell 3: Intimidation					
With a violent gesture, the lop pushes back his target, dealing damage at the same time.					
Cost: 3AP	RANGE: 1	Area: Point	LOS: Yes	RANGE BOOST: No	Conditions: None
Effects			Critical Effects		
Dmg: 2	Inc: 0.35	Total: 37	Dmg: 4	Inc: 0.51	Total: 55
Push the opponent by 2 cells			Push the opponent by 2 cells		
Note:					ID: 500

Spell 4: Gutting Gust					
By kicking up his foot, the lop creates a powerful wind that impacts a nearby target. It doesn't use AP, just MP. This spell is great when used as part of a combo.					
Cost: 1 MP	RANGE: 1	Area: Point	LOS: Yes	RANGE BOOST: No	Conditions: 2/turn and per target
Effects			Critical Effects		
Dmg: 1	Inc: 0.19	Total: 20	Dmg: 2	Inc: 0.28	Total: 30
Note:					ID: 513

Spell 5: Uppercut

A fantastic hit which has a unique advantage: it doesn't cost any AP, it costs WP. This spell is great when used as part of a combo.

Cost: 1 WP	RANGE: 1	Area: Point	LOS: Yes	RANGE BOOST: No	Conditions: 1/turn and per target	
Effects			Critical Effects			
Dmg: 1.	Inc: 0.30	Total: 31	Dmg: 2	Inc: 0.44	Total: 46	
Note:					ID: 511	



Active 1: Jump

The lop knows how to control the power of the wind when jumping, so he can launch himself onto the battlefield quickly.

Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
Cost: 4AP 1WP	Cost: 4AP 1WP	Cost: 4AP 1WP	Cost: 4AP 1WP	Cost: 3AP 1WP	Cost: 3AP 1WP	Cost: 3AP 1WP	Cost: 2AP 1WP	Cost: 2AP 1WP	Cost: 2AP 1WP
RANGE: 1-2	RANGE: 1-2	RANGE: 1-2	RANGE: 1-2	RANGE: 1-2	RANGE: 1-2	RANGE: 1-2	RANGE: 1-2	RANGE: 1-2	RANGE: 1-2
Effect: Teleports ; Power (Lvl 2)	Effect: Teleports ; Power (Lvl 4)	Effect: Teleports ; Power (Lvl 6)	Effect: Teleports ; Power (Lvl 8)	Effect: Teleports ; Power (Lvl 10)	Effect: Teleports ; Power (Lvl 12)	Effect: Teleports ; Power (Lvl 14)	Effect: Teleports ; Power (Lvl 16)	Effect: Teleports ; Power (Lvl 18)	Effect: Teleports ; Power (Lvl 20)
Note: Le Spell perd sa ligne de vue au Lvl 9									ID: 510

Active 2: Defensive Stance

Rather than rushing headlong into battle, the lop takes a defensive stance, which increases his Block.

Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
Cost: 3AP	Cost: 3AP	Cost: 3AP	Cost: 3AP	Cost: 3AP	Cost: 3AP	Cost: 3AP	Cost: 3AP	Cost: 3AP	Cost: 2AP
RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0
Effect: Ends the turn +5 Block	Effect: Ends the turn +10 Block	Effect: Ends the turn +15 Block	Effect: Ends the turn +20 Block	Effect: Ends the turn +25 Block	Effect: Ends the turn +30 Block	Effect: Ends the turn +35 Block	Effect: Ends the turn +40 Block	Effect: Ends the turn +45 Block	Effect: Ends the turn +50 Block
Note: Lasts one turn.									ID: 520

Active 3: Flatten

Like the stupid daredevil he is, the lop jumps with both feet on his opponents. Be careful, he might get stunned in the process!

Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
Cost: 4AP 2 MP	Cost: 4AP 2 MP	Cost: 4AP 2 MP	Cost: 4AP 2 MP	Cost: 4AP 2 MP	Cost: 4AP 2 MP	Cost: 4AP 2 MP	Cost: 4AP 2 MP	Cost: 4AP 2 MP	Cost: 4AP 1 MP
RANGE: 1-1	RANGE: 1-1	RANGE: 1-2	RANGE: 1-2	RANGE: 1-3	RANGE: 1-3	RANGE: 1-4	RANGE: 1-4	RANGE: 1-5	RANGE: 1-5
Effect: Jumps on the target lop Stunned : 4% Enemy Stunned: 1% Inflicts 3 neutral dmg	Effect: Jumps on the target lop Stunned : 5% Enemy Stunned: 2% Inflicts 6 neutral dmg	Effect: Jumps on the target lop Stunned : 6% Enemy Stunned: 3% Inflicts 9 neutral dmg	Effect: Jumps on the target lop Stunned : 7% Enemy Stunned: 4% Inflicts 12 neutral dmg	Effect: Jumps on the target lop Stunned : 8% Enemy Stunned: 5% Inflicts 15 neutral dmg	Effect: Jumps on the target lop Stunned : 9% Enemy Stunned: 6% Inflicts 18 neutral dmg	Effect: Jumps on the target lop Stunned : 10% Enemy Stunned: 7% Inflicts 21 neutral dmg	Effect: Jumps on the target lop Stunned : 9% Enemy Stunned: 8% Inflicts 24 neutral dmg	Effect: Jumps on the target lop Stunned : 8% Enemy Stunned: 9% Inflicts 27 neutral dmg	Effect: Jumps on the target lop Stunned : 7% Enemy Stunned: 10% Inflicts 30 neutral dmg
Note: Cast in a line only									ID: 1907

Active 4: Bravery Standard

Ever a courageous leader, the lop displays a standard to motivate his allies and increase their damage. As for him, he gains resistance and is stabilized.

Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
Cost: 4AP	Cost: 4AP	Cost: 4AP	Cost: 4AP	Cost: 4AP	Cost: 4AP	Cost: 4AP	Cost: 4AP	Cost: 4AP	Cost: 3AP
RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0
Effect: Standard glyph: +5% dmg (all) Stabilizes the lop +5 Preparation (iop)	Effect: Standard glyph: +10% dmg (all) Stabilizes the lop +10 Preparation (iop)	Effect: Standard glyph: +15% dmg (all) Stabilizes the lop +15 Preparation (iop)	Effect: Standard glyph: +20% dmg (all) Stabilizes the lop +20 Preparation (iop)	Effect: Standard glyph: +25% dmg (all) Stabilizes the lop +25 Preparation (iop)	Effect: Standard glyph: +30% dmg (all) Stabilizes the lop +30 Preparation (iop)	Effect: Standard glyph: +35% dmg (all) Stabilizes the lop +35 Preparation (iop)	Effect: Standard glyph: +40% dmg (all) Stabilizes the lop +40 Preparation (iop)	Effect: Standard glyph: +45% dmg (all) Stabilizes the lop +45 Preparation (iop)	Effect: Standard glyph: +50% dmg (all) Stabilizes the lop +50 Preparation (iop)
Note: Ends the turn, glyph with Range 2									ID: 1908

Active 5: Increase

The lop uses his mastery of Wakfu to increase damage done by himself or his allies. Increase also allows him to trigger the Power state.

Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
Cost: 1 WP	Cost: 1 WP	Cost: 1 WP	Cost: 1 WP	Cost: 1 WP	Cost: 1 WP	Cost: 1 WP	Cost: 1 WP	Cost: 1 WP	Cost: 1 WP
RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0-1	RANGE: 0-1	RANGE: 0-1	RANGE: 0-1	RANGE: 0-1
Effect: +2% dmg Triggers the Power state 1% chance to Stun for 5 lvl.	Effect: +4% dmg Triggers the Power state 1% chance to Stun for 5 lvl.	Effect: +6% dmg Triggers the Power state 1% chance to Stun for 5 lvl.	Effect: +8% dmg Triggers the Power state 1% chance to Stun for 4 lvl.	Effect: +10% dmg Triggers the Power state 1% chance to Stun for 4 lvl.	Effect: +12% dmg Triggers the Power state 1% chance to Stun for 4 lvl.	Effect: +14% dmg Triggers the Power state 1% chance to Stun for 3 lvl.	Effect: +16% dmg Triggers the Power state 1% chance to Stun for 3 lvl.	Effect: +20% dmg Triggers the Power state 1% chance to Stun for 3 lvl.	Effect: +25% dmg Triggers the Power state 1% chance to Stun for 2 lvl.
Note:									ID: 1398



Passive 1: Virility

The lop is resistant by nature. He has an above-average number of Health Points.

Lvl 1	+1% max HP	Lvl 6	+6% max HP	Lvl 11	+11% max HP	Lvl 16	+16% max HP
Lvl 2	+2% max HP	Lvl 7	+7% max HP	Lvl 12	+12% max HP	Lvl 17	+17% max HP
Lvl 3	+3% max HP	Lvl 8	+8% max HP	Lvl 13	+13% max HP	Lvl 18	+18% max HP
Lvl 4	+4% max HP	Lvl 9	+9% max HP	Lvl 14	+14% max HP	Lvl 19	+19% max HP
Lvl 5	+5% max HP	Lvl 10	+10% max HP	Lvl 15	+15% max HP	Lvl 20	+20% max HP
Note:							ID: 525

Passive 2: Compulsion

Compulsion allows a lop to passively and permanently boost his damage.

Lvl 1	+2% damage	Lvl 6	+12% damage	Lvl 11	+22% damage	Lvl 16	+32% damage
Lvl 2	+4% damage	Lvl 7	+14% damage	Lvl 12	+24% damage	Lvl 17	+34% damage
Lvl 3	+6% damage	Lvl 8	+16% damage	Lvl 13	+26% damage	Lvl 18	+36% damage
Lvl 4	+8% damage	Lvl 9	+18% damage	Lvl 14	+28% damage	Lvl 19	+38% damage
Lvl 5	+10% damage	Lvl 10	+20% damage	Lvl 15	+30% damage	Lvl 20	+40% damage
Note:							ID: 521

Passive 3: Authority

Sometimes lops hit so hard that they're able to make anybody change their ways. If the target turns around, the lop will become more motivated and powerful.

Lvl 1	Turn and Power lvl 1 : 2% Stylish hit when sticking : 1%	Lvl 6	Turn and Power lvl 6 : 12% Stylish hit when sticking : 3%	Lvl 11	Turn and Power lvl 11 : 22% Stylish hit when sticking : 6%	Lvl 16	Turn and Power lvl 16 : 32% Stylish hit when sticking : 8%
Lvl 2	Turn and Power lvl 2 : 4% Stylish hit when sticking : 1%	Lvl 7	Turn and Power lvl 7 : 14% Stylish hit when sticking : 4%	Lvl 12	Turn and Power lvl 12 : 24% Stylish hit when sticking : 6%	Lvl 17	Turn and Power lvl 17 : 34% Stylish hit when sticking : 9%
Lvl 3	Turn and Power lvl 3 : 6% Stylish hit when sticking : 2%	Lvl 8	Turn and Power lvl 8 : 16% Stylish hit when sticking : 4%	Lvl 13	Turn and Power lvl 13 : 26% Stylish hit when sticking : 7%	Lvl 18	Turn and Power lvl 18 : 36% Stylish hit when sticking : 9%
Lvl 4	Turn and Power lvl 4 : 8% Stylish hit when sticking : 2%	Lvl 9	Turn and Power lvl 9 : 18% Stylish hit when sticking : 5%	Lvl 14	Turn and Power lvl 14 : 28% Stylish hit when sticking : 7%	Lvl 19	Turn and Power lvl 19 : 38% Stylish hit when sticking : 10%
Lvl 5	Turn and Power lvl 5 : 10% Stylish hit when sticking : 3%	Lvl 10	Turn and Power lvl 10 : 20% Stylish hit when sticking : 5%	Lvl 15	Turn and Power lvl 15 : 30% Stylish hit when sticking : 8%	Lvl 20	Turn and Power lvl 20 : 40% Stylish hit when sticking : 10%
Note: The lop turns his opponent to make them face him. The stylish hit only triggers emotes (3 procs per turn maximum)							ID: 523

Passive 4: Show Off

For a Iop, a battle's just another occasion to show off. If you try to steal the limelight from him, he'll go out of his way to make a show of you.

Lvl 1	If ally CH: Preparation lvl 1 If ally kills: Preparation lvl 2	Lvl 6	If ally CH: Preparation lvl 6 If ally kills: Preparation lvl 12	Lvl 11	If ally CH: Preparation lvl 11 If ally kills: Preparation lvl 22	Lvl 16	If ally CH: Preparation lvl 16 If ally kills: Preparation lvl 32
Lvl 2	If ally CH: Preparation lvl 2 If ally kills: Preparation lvl 4	Lvl 7	If ally CH: Preparation lvl 7 If ally kills: Preparation lvl 14	Lvl 12	If ally CH: Preparation lvl 12 If ally kills: Preparation lvl 24	Lvl 17	If ally CH: Preparation lvl 17 If ally kills: Preparation lvl 34
Lvl 3	If ally CH: Preparation lvl 3 If ally kills: Preparation lvl 6	Lvl 8	If ally CH: Preparation lvl 8 If ally kills: Preparation lvl 16	Lvl 13	If ally CH: Preparation lvl 13 If ally kills: Preparation lvl 26	Lvl 18	If ally CH: Preparation lvl 18 If ally kills: Preparation lvl 36
Lvl 4	If ally CH: Preparation lvl 4 If ally kills: Preparation lvl 8	Lvl 9	If ally CH: Preparation lvl 9 If ally kills: Preparation lvl 18	Lvl 14	If ally CH: Preparation lvl 14 If ally kills: Preparation lvl 28	Lvl 19	If ally CH: Preparation lvl 19 If ally kills: Preparation lvl 38
Lvl 5	If ally CH: Preparation lvl 5 If ally kills: Preparation lvl 10	Lvl 10	If ally CH: Preparation lvl 10 If ally kills: Preparation lvl 20	Lvl 15	If ally CH: Preparation lvl 15 If ally kills: Preparation lvl 30	Lvl 20	If ally CH: Preparation lvl 20 If ally kills: Preparation lvl 40
Note: Preparation lvl 1 (max 100): +1% (Inc : 1) damage on the next attack.							ID: 522

Passive5: Locking Pro

A Iop's mind is never too far from the Gobbowl pitch, and he's always ready to mark and lock enemies.

Lvl 1	+2 lock If an enemy starts his turn while facing the Iop : apply Iop hinder (5%)	Lvl 6	+12 lock If an enemy starts his turn while facing the Iop : apply Iop hinder (30%)	Lvl 11	+22 lock If an enemy starts his turn while facing the Iop : apply Iop hinder (55%)	Lvl 16	+32 lock If an enemy starts his turn while facing the Iop : apply Iop hinder (80%)
Lvl 2	+4 lock If an enemy starts his turn while facing the Iop : apply Iop hinder (10%)	Lvl 7	+14 lock If an enemy starts his turn while facing the Iop : apply Iop hinder (35%)	Lvl 12	+24 lock If an enemy starts his turn while facing the Iop : apply Iop hinder (60%)	Lvl 17	+34 lock If an enemy starts his turn while facing the Iop : apply Iop hinder (85%)
Lvl 3	+6 lock If an enemy starts his turn while facing the Iop : apply Iop hinder (15%)	Lvl 8	+16 lock If an enemy starts his turn while facing the Iop : apply Iop hinder (40%)	Lvl 13	+26 lock If an enemy starts his turn while facing the Iop : apply Iop hinder (65%)	Lvl 18	+36 lock If an enemy starts his turn while facing the Iop : apply Iop hinder (90%)
Lvl 4	+8 lock If an enemy starts his turn while facing the Iop : apply Iop hinder (20%)	Lvl 9	+18 lock If an enemy starts his turn while facing the Iop : apply Iop hinder (45%)	Lvl 14	+28 lock If an enemy starts his turn while facing the Iop : apply Iop hinder (70%)	Lvl 19	+38 lock If an enemy starts his turn while facing the Iop : apply Iop hinder (95%)
Lvl 5	+10 lock If an enemy starts his turn while facing the Iop : apply Iop hinder (25%)	Lvl 10	+20 lock If an enemy starts his turn while facing the Iop : apply Iop hinder (50%)	Lvl 15	+30 lock If an enemy starts his turn while facing the Iop : apply Iop hinder (75%)	Lvl 20	+40 lock If an enemy starts his turn while facing the Iop : apply Iop hinder (100%)
Note: Iop hinder : prevents the target from teleporting during its turn, then immunes the target to Iop hinder for 1 turn.							ID: 1399