




Class: Sacrier



Themes et Elements

		
Theme: Good dmg but damages the Sacrier	Thème: Low dmg but provides temporary HP.	Thème: Middle dmg, based on movement and positioning.



Spell 1: Blood Rush					
An attack which inflicts a decent amount of damage, but which injures the Sacrier as well.					
Cost: 3 AP	RANGE: 1	Area: Point	LOS: Yes	RANGE BOOST: No	Conditions: None
Effects			Critical Effects		
Dmg: 4	Inc: 0.45	Total: 51	Dmg: 6	Inc: 0.67	Total: 73
The Sacrier takes damage (1->7)			Sacrier takes damage (1->7)		
					ID : 2102

Spell 2: Cage of Blood					
Cage of Blood inflicts damage around the Sacrier whilst lowering the Dodge of any targets found around him.					
Cost: 4 AP	RANGE: 0	Area: Point	LOS: No	RANGE BOOST: No	Conditions: A fire spell was used before
Effects			Critical Effects		
Dmg: 4	Inc: 0.36	Total: 40	Dmg: 6	Inc: 0.54	Total: 60
Apply Blood prison to the target. Sacrier cannot lock for one turn.					
Blood prison: at the end of the turn of the player affected by this effect, teleports the Sacrier in front of him, and applies the state Blood freedom (immune to Blood prison) for one turn.					ID : 2104

Spell 3: Bloodthirsty Fury						
The Sacrier causes a little damage and enters the Bloodthirsty Fury state, which increases the damage done by his next Fire spell.						
Cost: 1 AP 1 MP	RANGE: 1	Area: Point	LOS: Yes	RANGE BOOST: No	Conditions: 1/target	
Effects			Critical Effects			
Dmg: 2	Inc: 0.33	Total: 35	Dmg: 3	Inc: 0.49	Total: 52	
The Sacrier takes damage (1->6) +10%->+20% to the next Fire spell Elementary bonus.			The Sacrier takes damage (1->6) +15%->+30% to the next Fire spell Elementary bonus.			
						ID : 883

Spell 4: Burning Blood						
Burning Blood inflicts damage on the Sacrier and any nearby targets. If the latter have been damaged by Burning Blood and go on to start their turn on a cell adjacent to the Sacrier, they will suffer extra damage.						
Cost: 6 AP	RANGE: 0	Area: Cross 1	LOS: No	RANGE BOOST: No	Conditions: None	
Effects			Critical Effects			
Dmg: 5	Inc: 0.63	Total: 68	Dmg: 8	Inc: 0.94	Total: 102	
The Sacrier takes damage (1->11) Applies the states Scalded and Flaming. Lvl 0 = Scalded +2lvl; lvl 100 = +42lvl			The Sacrier takes damage (1->11) Applies the states Scalded and Flaming. Lvl 0 = Scalded +3lvl; lvl 100 = +63lvl			
						ID : 2106

Spell 5: Punishment

Punishment can cause an enormous amount of damage, and if the Sacrier is worse for wear than his target, then the attack is even more powerful! The spell requires 25 Angrrr to be cast.

Cost: 5 AP 1 MP 1 WP	RANGE: 1	Area: Point	LOS: Yes	RANGE BOOST: No	Conditions: 25 Angrrr, 1/turn
Effects			Critical Effects		
Dmg: 6/8	Inc: 0.79/1.34	Total: 95 /147	Dmg: 9/12	Inc: 1.18/2.01	Total: 127/213
The Sacrier takes damage (2->22)			The Sacrier takes damage (2->22)		
					ID : 2105



Earth is based on the application of a new state: Coagulation.

This state creates a temporary HP shield equal to 1% of the Sacrier HP per level of the state.

Ex: A Sacrier with 1000HP and Coagulation 1 will have a temporary shield of 10HP.

This state only lasts for one turn and disappears at the beginning of the next turn of the Sacrier.

When a Sacrier takes damage, 30% are inflicted to him and 70% to the shield.

<h2>Spell 1: Rocky Foot</h2>					
The Sacrier deals a well-placed, very powerful kick! This spell increases his Coagulation.					
Cost: 3 AP	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
Applies Coagulation (+1lvl) Lvl 0: -10 Dodge; lvl 100: -30 Dodge			Applies Coagulation (+2lvl) Lvl 0: -15 Dodge; lvl 100: -45 Dodge		
Note:					ID : 889

<h2>Spell 2: Crackrock Blow</h2>					
The Sacrier does great damage and lowers his target's ability to dodge! This spell also improves the Sacrier's Coagulation.					
Cost: 4 AP	RANGE: 1	Area: Point	LOS: Yes	RANGE BOOST: No	Conditions: None
Effects			Critical Effects		
Dmg: 3	Inc: 0.40	Total: 43	Dmg: 5	Inc: 0.60	Total: 65
Applies Coagulation (+2lvl) Lvl 0: -15 Dodge; lvl 100: -45 Dodge			Applies Coagulation (+3lvl) Lvl 0: -25 Dodge; lvl 100: -70 Dodge		
					ID : 2114

<h2>Spell 3: Lethal Slingshot</h2>					
The Sacrier catapults an enormous boulder towards his enemies. Not only does this cause Earth-type damage, but it may just slow down his victims! This spell increases the Sacrier's Coagulation.					
Cost: 4 AP	RANGE: 1-3	Area: Cross 1	LOS: Yes	RANGE BOOST: No	Conditions: Cast in line
Effects			Critical Effects		
Dmg: 3	Inc: 0.30	Total: 33	Dmg: 5	Inc: 0.45	Total: 50
-1 MP max (30%) Applies Coagulation (+2lvl)			-1 MP max (45%) Applies Coagulation (+3lvl)		
					ID : 2113

<h2>Spell 4: Colonnades</h2>					
The Sacrier hits the ground with all his might, making stone columns sprout up and cause damage, especially if the targets are nearby. This spell also improves the Sacrier's Coagulation.					
Cost: 5 AP	RANGE: 1	Area: T 1	LOS: Yes	RANGE BOOST: No	Conditions: None
Effects			Critical Effects		
Dmg: 4	Inc: 0.56	Total: 60	Dmg: 6	Inc: 0.84	Total: 90
Applies Coagulation (+3lvl) Second line : -3 / -56			Applies Coagulation (+5lvl) Second line : -4 / -84		
Note:					ID : 507

<h2>Spell 5: Smasher</h2>					
A fearsome spell which enables the Sacrier to concentrate his Angrrr into a violent attack which leaves his enemies unhealable. This spell requires 25 Angrrr and increases the Sacrier's Coagulation.					
Cost: 6AP 1MP	RANGE: 1	Area: Point	LOS: Yes	RANGE BOOST: No	Conditions: 25 Angrrr, 1/turn
Effects			Critical Effects		
Dmg: 7	Inc: 0.85	Total: 92	Dmg: 11	Inc: 1.27	Total: 138
Applies Coagulation (+5lvl) Applies Incurable (1->7)			Applies Coagulation (+7lvl) Applies Incurable (2->10)		
					ID : 2115



Spell 1: Rejectattoo						
The Sacrier uses his tattoos to whip his enemy with all his might and push him violently backwards by one cell.						
Cost: 3 AP	RANGE: 1-2	Area: Point	LOS: Yes	RANGE BOOST: No	Conditions: In line	
Effects			Critical Effects			
Dmg: 3	Inc: 0.33	Total: 38	Dmg: 4	Inc: 0.50	Total: 54	
Pushes back 1 cell. If the target is Stabilized, 1 to 10 Dmg. Inc: 0.09			Pushes back 1 cell. If the target is Stabilized, 2 to 15 Dmg. Inc: 0.13			
Note:					ID : 2099	

Spell 2: Sacrier's Fist						
The Sacrier's tattoos take firm hold of the target, allowing him to launch himself towards it to attack.						
Cost: 2 AP + 1MP	RANGE: 1-(5 lvl 80)	Area: Point	LOS: Yes	RANGE BOOST: No	Conditions: 2/target	
Effects			Critical Effects			
Dmg: 4	Inc: 0.34	Total: 38	Dmg: 6	Inc: 0.51	Total: 57	
The Sacrier gets closer to the target by 4 cells Is the target is Stabilized, 1 to 10 Dmg. Inc: 0.09			The Sacrier gets closer to the target by 4 cells Is the target is Stabilized, 2 to 15 Dmg. Inc: 0.13			
Note:					ID : 890	

<h2>Spell 3: Assault</h2>					
Assault allows the Sacrier to change places with his target, inflicting the target with damage as he does so.					
Cost: 3 AP	RANGE: 1-3	Area: Point	LOS: Yes	RANGE BOOST: No	Conditions: In line
Effects			Critical Effects		
Dmg: 3	Inc: 0.29	Total: 32	Dmg: 4	Inc: 0.42	Total: 46
Swaps position with the target Turns the target toward the Sacrier +15 Dodge -> +45 Dodge If the target is Stabilized, 1 to 10 Dmg. Inc: 0.09			Swaps position with the target Turns the target toward the Sacrier +25 Dodge -> +70 Dodge If the target is Stabilized, 2 to 15 Dmg. Inc: 0.09		
Note:					ID : 847

<h2>Spell 4: Motion Sickness</h2>					
The Sacrier's enemies are motion sick! If they are teleported or moved, they'll suffer Air-type damage and the Sacrier will gain Dodge.					
Cost: 1AP+1 MP	RANGE: 1-5	Area: Point	LOS: Yes	RANGE BOOST: No	Conditions: 1/target
Effects			Critical Effects		
Dmg: 3	Inc: 0.18	Total: 21	Dmg: 4	Inc: 0.27	Total: 31
+10 Dodge -> +30 Dodge lvl 0: Applies Motion Sickness lvl 1; lvl 100: Applies Motion Sickness lvl 20			+15 Dodge -> +45 Dodge lvl 0: Applies Motion Sickness lvl 1; lvl 100: Applies Motion Sickness lvl 30		
Note:					ID : 2100

<h2>Spell 5: Light Speed</h2>					
The Sacrier moves in leaps and bounds to end up far behind his enemies, and is skillful enough to administer a violent blow to any enemy targets he passes en route! This spell requires 25 Angrrr.					
Cost: 5AP+1 MP+1 WP	RANGE: 3-3	Area: Zone	LOS: No	RANGE BOOST: No	Conditions: 25 Angrrr, 1/turn
Effects			Critical Effects		
Dmg: 6	Inc: 0.59	Total: 73	Dmg: 9	Inc: 0.88	Total: 97
Teleports to the targeted cell			Teleports to the targeted cell		
1/turn					ID : 2101



<h2>Active 1: Attraction</h2>									
The Sacrier can pull a target towards him, either to protect it or to beat it to a pulp! What's more, an enemy target will have a hard time getting free from this attraction.									
Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
Cost: 4 AP 2 MP	Cost: 4 AP 2 MP	Cost: 3 AP 2 MP	Cost: 3 AP 2 MP	Cost: 2 AP 2 MP	Cost: 2 AP 2 MP	Cost: 2 AP 2 MP	Cost: 1 AP 2 MP	Cost: 1 AP 2 MP	Cost: 2 MP
RANGE: 2-3	RANGE: 2-4	RANGE: 2-4	RANGE: 2-5	RANGE: 2-5	RANGE: 2-6	RANGE: 2-6	RANGE: 2-7	RANGE: 2-7	RANGE: 2-8
Effect: -2 Dodge Attracts by 3 cells	Effect: -5 Dodge Attracts by 4 cells	Effect: -7 Dodge Attracts by 4 cells	Effect: -10 Dodge Attracts by 5 cells	Effect: -12 Dodge Attracts by 5 cells	Effect: -15 Dodge Attracts by 6 cells	Effect: -17 Dodge Attracts by 6 cells	Effect: -20 Dodge Attracts by 7 cells	Effect: -22 Dodge Attracts by 7 cells	Effect: -25 Dodge Attracts by 8 cells
Note:									ID : 844

Active 2: Transposition

The Sacrier likes being in the right place at the right time: using Transposition, he can swap places with an ally or an enemy depending on the level of the spell.

Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
Cost: 5 AP	Cost: 5 AP	Cost: 5 AP	Cost: 5 AP	Cost: 4 AP	Cost: 4 AP	Cost: 4 AP	Cost: 3 AP	Cost: 3 AP	Cost: 3 AP
RANGE: 2-2	RANGE: 2-3	RANGE: 2-3	RANGE: 2-4	RANGE: 2-4	RANGE: 2-5	RANGE: 2-5	RANGE: 2-6	RANGE: 2-6	RANGE: 2-7
Effect: Swaps position with the target (ally) +5 Dodge	Effect: Swaps position with the target (ally) +10 Dodge	Effect: Swaps position with the target (ally) +15 Dodge	Effect: Swaps position with the target (ally) +20 Dodge	Effect: Swaps position with the target (ally) +25 Dodge	Effect: Swaps position with the target (ally & enemy) +30 Dodge	Effect: Swaps position with the target (ally & enemy) +35 Dodge	Effect: Swaps position with the target (ally & enemy) +40 Dodge	Effect: Swaps position with the target (ally & enemy) +45 Dodge	Effect: Swaps position with the target +50 Dodge
Note:									ID : 888

Active 3: Sacrifice

The Sacrier sacrifices himself and takes blows on behalf of one of his allies. Every time the targeted ally takes damage, the Sacrier will switch places with him.

Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
Cost: 6 AP OWP	Cost: 6 AP 0 WP	Cost: 5 AP 0 WP	Cost: 5AP 0 WP	Cost: 4 AP 0 WP	Cost: 4 AP 0 WP	Cost: 3 AP 0 WP	Cost: 3 AP 0 WP	Cost: 2 AP 0 WP	Cost: 2 AP 0 WP
RANGE: 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	RANGE: 1-5 No LoS
Effect: Sacrifice (+adds as many charges as the amount of opponents) 1/turn	Effect: Sacrifice (+adds as many charges as the amount of opponents) 1/turn	Effect: Sacrifice (+adds as many charges as the amount of opponents) 1/turn	Effect: Sacrifice (+adds as many charges as the amount of opponents) 1/turn	Effect: Sacrifice (+adds as many charges as the amount of opponents) 1/turn	Effect: Sacrifice (+adds as many charges as the amount of opponents) 1/turn	Effect: Sacrifice (+adds as many charges as the amount of opponents) 1/turn	Effect: Sacrifice (+adds as many charges as the amount of opponents) 1/turn	Effect: Sacrifice (+adds as many charges as the amount of opponents) 1/turn	Effect: Sacrifice (+adds as many charges as the amount of opponents) 1/turn
Note: Sacrifice allows the Sacrier to swap position with another player when this player is hit. Each hit he takes reduces the level of Sacrifice by 1. When the effect is removed, it applies another effect (scar) which immunes the target to Sacrifice and Life Transfer for one turn.									ID : 878

Active 4: Life Transfer

The Sacrier removes part of his own health in order to transfer it to a target.

Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
Cost: 1WP	Cost: 1WP	Cost: 1WP	Cost: 1WP	Cost: 1WP	Cost: 1WP	Cost: 1WP	Cost: 1WP	Cost: 1WP	Cost: 1WP
RANGE: 1	RANGE: 1-2	RANGE: 1-2	RANGE: 1-2	RANGE: 1-3	RANGE: 1-3	RANGE: 1-3	RANGE: 1-4	RANGE: 1-5	RANGE: 1-6 No LoS
Effect: Transfers 1x the level of the Sacrier as HP to the target. Incurable (+9) Sacrifice (lvl 2)	Effect: Transfers 1x the level of the Sacrier as HP to the target. Incurable (+9) Sacrifice (lvl 2)	Effect: Transfers 1x the level of the Sacrier as HP to the target. Incurable (+9) Sacrifice (lvl 3)	Effect: Transfers 1x the level of the Sacrier as HP to the target. Incurable (+9) Sacrifice (lvl 3)	Effect: Transfers 1.5x the level of the Sacrier as HP to the target. Incurable (+9) Sacrifice (lvl 3)	Effect: Transfers 1.5x the level of the Sacrier as HP to the target. Incurable (+9) Sacrifice (lvl 4)	Effect: Transfers 1.5x the level of the Sacrier as HP to the target. Incurable (+9) Sacrifice (lvl 4)	Effect: Transfers 2x the level of the Sacrier as HP to the target. Incurable (+9) Sacrifice (lvl 4)	Effect: Transfers 2x the level of the Sacrier as HP to the target. Incurable (+9) Sacrifice (lvl 5)	Effect: Transfers 2x the level of the Sacrier as HP to the target. Incurable (+9) Sacrifice (lvl 5)
Note: Sacrifice allows the Sacrier to swap position with another player when this player is hit. Each hit he takes reduces the level of Sacrifice by 1. When the effect is removed, it applies another effect (scar) which immunizes the target to Sacrifice and Life Transfer for one turn.									ID : 2117

Active 5: Sanguine Armor

The Sacrier creates a Sanguine Armor around himself, which protects him from attacks, as well as stabilizing him and increasing his Lock.

Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
Cost: 3AP 1WP	Cost: 2AP 1WP	Cost: 2AP 1WP	Cost: 2AP 1WP	Cost: 2AP 1WP	Cost: 1AP 1WP	Cost: 1AP 1WP	Cost: 1AP 1WP	Cost: 1 WP	Cost: 1 WP
RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0
Effect: Coagulation x1.5 +6 Lock	Effect: Coagulation x1.5 +12 Lock	Effect: Coagulation x1.5 +18 Lock	Effect: Coagulation x1.5 +24 Lock	Effect: Coagulation x1.5 +30 Lock	Effect: Coagulation x1.5 +36 Lock	Effect: Coagulation x1.5 +42 Lock	Effect: Coagulation x1.5 +48 Lock	Effect: Coagulation x1.5 +54 Lock	Effect: Coagulation x2 +60 Lock
Note:									ID : 2119



Passive 1: Chrage

The Sacrier gain Angrrr when he loses HP. Angrrr allows the Sacrier to do more damage, and unlocks certain powerful spells!

Lvl 1	+0.5% Elementary damage/10 Angrrr	Lvl 6	+3% Elementary damage/10 Angrrr	Lvl 11	+5.5% Elementary damage/10 Angrrr	Lvl 16	+8% Elementary damage/10 Angrrr
Lvl 2	+1% Elementary damage/10 Angrrr	Lvl 7	+3.5% Elementary damage/10 Angrrr	Lvl 12	+6% Elementary damage/10 Angrrr	Lvl 17	+8.5% Elementary damage/10 Angrrr
Lvl 3	+1.5% Elementary damage/10 Angrrr	Lvl 8	+4% Elementary damage/10 Angrrr	Lvl 13	+6.5% Elementary damage/10 Angrrr	Lvl 18	+9% Elementary damage/10 Angrrr
Lvl 4	+2% Elementary damage/10 Angrrr	Lvl 9	+4.5% Elementary damage/10 Angrrr	Lvl 14	+7% Elementary damage/10 Angrrr	Lvl 19	+9.5% Elementary damage/10 Angrrr
Lvl 5	+2.5% Elementary damage/10 Angrrr	Lvl 10	+5% Elementary damage/10 Angrrr	Lvl 15	+7.5% Elementary damage/10 Angrrr	Lvl 20	+10% Elementary damage/10 Angrrr
Note:							ID : 2107

Passive 2: Blood Pact

The goddess Sacrier gives the Sacrier additional Health Points to help him protect his allies. However, if one of them dies, the Sacrier will receive damage for having broken the blood pact.

Lvl 1	+1% Max HP / +0.4% max HP per ally Damage if an ally dies: -1% max HP	Lvl 6	+6% Max HP / +2.4% max HP per ally Damage if an ally dies: -4% max HP	Lvl 11	+11% Max HP / +4.4% max HP per ally Damage if an ally dies: -7% max HP	Lvl 16	+16% Max HP / +6.4% max HP per ally Damage if an ally dies: -10% max HP
Lvl 2	+2% Max HP / +0.8% max HP per ally Damage if an ally dies: -2% max HP	Lvl 7	+7% Max HP / +2.8% max HP per ally Damage if an ally dies: -5% max HP	Lvl 12	+12% Max HP / +4.8% max HP per ally Damage if an ally dies: -8% max HP	Lvl 17	+17% Max HP / +6.8% max HP per ally Damage if an ally dies: -11% max HP
Lvl 3	+3% Max HP / +1.2% max HP per ally Damage if an ally dies: -2% max HP	Lvl 8	+8% Max HP / +3.2% max HP per ally Damage if an ally dies: -5% max HP	Lvl 13	+13% Max HP / +5.2% max HP per ally Damage if an ally dies: -8% max HP	Lvl 18	+18% Max HP / +7.2% max HP per ally Damage if an ally dies: -11% max HP
Lvl 4	+4% Max HP / +1.6% max HP per ally Damage if an ally dies: -3% max HP	Lvl 9	+9% Max HP / +3.6% max HP per ally Damage if an ally dies: -6% max HP	Lvl 14	+14% Max HP / +5.6% max HP per ally Damage if an ally dies: -9% max HP	Lvl 19	+19% Max HP / +7.6% max HP per ally Damage if an ally dies: -12% max HP
Lvl 5	+5% Max HP / +2% max HP per ally Damage if an ally dies: -3% max HP	Lvl 10	+10% Max HP / +4% max HP per ally Damage if an ally dies: -6% max HP	Lvl 15	+15% Max HP / +6% max HP per ally Damage if an ally dies: -9% max HP	Lvl 20	+20% Max HP / +8% max HP per ally Damage if an ally dies: -12% max HP
Note:							ID : 877

Passive 3: Moribund

A Sacrier who's nearing his death is even more bloodthirsty than usual. The lower his HP drops, the more powerful he becomes!

Lvl 1	40% HP: Multi-Arm (lvl 1) 20% HP: Multi-Arm (lvl 2) 1HP: Multi-Arm (lvl 4)	Lvl 6	40% HP: Multi-Arm (lvl 6) 20% HP: Multi-Arm (lvl 12) 1HP: Multi-Arm (lvl 24)	Lvl 11	40% HP: Multi-Arm (lvl 11) 20% HP: Multi-Arm (lvl 22) 1HP: Multi-Arm (lvl 44)	Lvl 16	40% HP: Multi-Arm (lvl 16) 20% HP: Multi-Arm (lvl 32) 1HP: Multi-Arm (lvl 64)
Lvl 2	40% HP: Multi-Arm (lvl 2) 20% HP: Multi-Arm (lvl 4) 1HP: Multi-Arm (lvl 8)	Lvl 7	40% HP: Multi-Arm (lvl 7) 20% HP: Multi-Arm (lvl 14) 1HP: Multi-Arm (lvl 28)	Lvl 12	40% HP: Multi-Arm (lvl 12) 20% HP: Multi-Arm (lvl 24) 1HP: Multi-Arm (lvl 48)	Lvl 17	40% HP: Multi-Arm (lvl 17) 20% HP: Multi-Arm (lvl 34) 1HP: Multi-Arm (lvl 68)
Lvl 3	40% HP: Multi-Arm (lvl 3) 20% HP: Multi-Arm (lvl 6) 1HP: Multi-Arm (lvl 12)	Lvl 8	40% HP: Multi-Arm (lvl 8) 20% HP: Multi-Arm (lvl 16) 1HP: Multi-Arm (lvl 32)	Lvl 13	40% HP: Multi-Arm (lvl 13) 20% HP: Multi-Arm (lvl 26) 1HP: Multi-Arm (lvl 52)	Lvl 18	40% HP: Multi-Arm (lvl 18) 20% HP: Multi-Arm (lvl 36) 1HP: Multi-Arm (lvl 72)
Lvl 4	40% HP: Multi-Arm (lvl 4) 20% HP: Multi-Arm (lvl 8) 1HP: Multi-Arm (lvl 16)	Lvl 9	40% HP: Multi-Arm (lvl 9) 20% HP: Multi-Arm (lvl 18) 1HP: Multi-Arm (lvl 36)	Lvl 14	40% HP: Multi-Arm (lvl 14) 20% HP: Multi-Arm (lvl 28) 1HP: Multi-Arm (lvl 56)	Lvl 19	40% HP: Multi-Arm (lvl 19) 20% HP: Multi-Arm (lvl 38) 1HP: Multi-Arm (lvl 76)
Lvl 5	40% HP: Multi-Arm (lvl 5) 20% HP: Multi-Arm (lvl 10) 1HP: Multi-Arm (lvl 20)	Lvl 10	40% HP: Multi-Arm (lvl 10) 20% HP: Multi-Arm (lvl 20) 1HP: Multi-Arm (lvl 40)	Lvl 15	40% HP: Multi-Arm (lvl 15) 20% HP: Multi-Arm (lvl 30) 1HP: Multi-Arm (lvl 60)	Lvl 20	40% HP: Multi-Arm (lvl 20) 20% HP: Multi-Arm (lvl 40) 1HP: Multi-Arm (lvl 80)
Note: Multi-Arm : +1% Damage and +1 Lock per level							ID : 2121

Passive 4: Clinging to Life

The Sacrier has a chance to laugh in the face of an attack which would normally kill him. Thanks to the Impending Death state, he is allowed one more turn, during which he is invulnerable, before dying.

Lvl 1	5% to apply Impending Death	Lvl 6	30% to apply Impending Death	Lvl 11	55% to apply Impending Death	Lvl 16	80% to apply Impending Death
Lvl 2	10% to apply Impending Death	Lvl 7	35% to apply Impending Death	Lvl 12	60% to apply Impending Death	Lvl 17	85% to apply Impending Death
Lvl 3	15% to apply Impending Death	Lvl 8	40% to apply Impending Death	Lvl 13	65% to apply Impending Death	Lvl 18	90% to apply Impending Death
Lvl 4	20% to apply Impending Death	Lvl 9	45% to apply Impending Death	Lvl 14	70% to apply Impending Death	Lvl 19	95% to apply Impending Death
Lvl 5	25% to apply Impending Death	Lvl 10	50% to apply Impending Death	Lvl 15	75% to apply Impending Death	Lvl 20	100% to apply Impending Death
Note: Impending Death allows the Sacrier to stay alive (by being invulnerable). No lock. -2 MP							ID : 2122

Passive 5: Tattooed Blood

The Sacrier's tattoos work their way right into his blood, allowing him to boost the effects of his Coagulation and improving his ability to keep his enemies close.

Lvl 1	+1 Lock	Lvl 6	+9 Lock	Lvl 11	+1 Coagulation +16 Lock	Lvl 16	+1 Coagulation +24 Lock
Lvl 2	+3 Lock	Lvl 7	+10 Lock	Lvl 12	+1 Coagulation +18 Lock	Lvl 17	+1 Coagulation +25 Lock
Lvl 3	+4 Lock	Lvl 8	+12 Lock	Lvl 13	+1 Coagulation +19 Lock	Lvl 18	+1 Coagulation +27 Lock
Lvl 4	+6 Lock	Lvl 9	+13 Lock	Lvl 14	+1 Coagulation +21 Lock	Lvl 19	+1 Coagulation +28 Lock
Lvl 5	+7 Lock	Lvl 10	+1 Coagulation +15 Lock	Lvl 15	+1 Coagulation +22 Lock	Lvl 20	+2 Coagulation +30 Lock

Note: The bonus to Coagulation is added to the level of the state applied by the Earth spells.

Ex: Rocky Foot applies +1 lvl of Coagulation, with this passive at max level it will then apply +3 levels of Coagulation.

ID : 2118