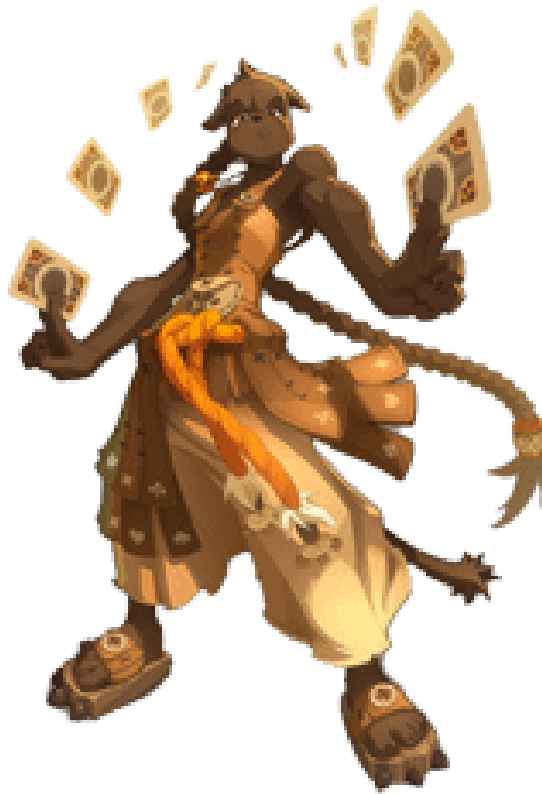





Class: Ecaflip



Themes et Elements

		
Theme: Fleas, mostly based on life drain.	Theme: Based on dice.	Theme: Based on cards.

Spell 1: Rough Tongue						
When you've got a tongue like sandpaper, there's nothing like a good lick in the face to do some damage and destabilize the enemy a bit.						
Cost: 2 AP	RANGE: 1	Area: Point	LOS: Yes	RANGE BOOST: No	Conditions: None	
Effects			Critical Effects			
Dmg: 2	Inc: 0.26	Total: 28	Dmg: 3	Inc: 0.39	Total: 42	
Note:						ID: 2065

Spell 2: Up to Scratch						
The hysterical Ecaflip charges forward, scratching all enemies it passes and finishing with a double scratch in front of it.						
Cost: 4 AP 1 MP	RANGE: 3-4	Area: V 1+6	LOS: Yes	RANGEBOOS T: No	Conditions: In a line	
Effects			Critical Effects			
Dmg: 6	Inc: 0.6	Total: 66	Dmg: 9	Inc: 0.9	Total: 99	
Gets closer to the target -3 to 33 (inc 0.3) HP on cells the Eca went through -6 to 66 (inc 0.6) HP on the target cell			Gets closer to the target -5 to 49 (inc 0.44) HP on cells the Eca went through -9 to 99 (inc 0.99) HP on the target cell			
Note:						ID: 2066

<h2>Spell 3: Fleahopper</h2>						
The Ecaflip throws a flea, which damages a target and increases the Critical Hit rate of any allies standing nearby.						
Cost: 3 AP 1 MP	RANGE: 1-3	Area: Croix	LOS: Yes	RANGE BOOST: Yes	Conditions: 3/turn	
Effects			Critical Effects			
Dmg: 2	Inc: 0.24	Total: 26	Dmg: 3	Inc: 0.36	Total: 39	
Heals an ally (or the Eca) up to 3 cells away from the target : 2 to 26 (inc 0.24) +1%/+7% CH			Heals an ally (or the Eca) up to 3 cells away from the target : 6 to 39(inc 0.36) +2%/+11% CH			
Note: Only heals if damages were dealt.						ID: 2067

<h2>Spell 4: Hunter</h2>						
The Ecaflip targets an area and prepares to fight. If an enemy moves, the Ecaflip jumps on him, claws first.						
Cost: 1 AP 1 MP	RANGE: 1-3	Area:	LOS: No	RANGE BOOST: Yes	Conditions: ends turn	
Effects			Critical Effects			
Dmg: 2	Inc: 0.38	Total: 40	Dmg: 3	Inc: 0.57	Total: 60	
Places a glyph circle 1 for 1 turn: If an enemy steps in, the Ecaflip teleports to him and hits him			Places a glyph circle 1 for 1 turn: If an enemy steps in, the Ecaflip teleports to him and hits him			
Note:						ID: 2072

Spell 5: Flea Love

The Ecaflip flicks a flea onto his target. Each turn, the flea feeds off the target's blood and grows until flying back to the Ecaflip and healing him.

Cost: 6 AP 1 PW	RANGE: 1-4	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: Not already under Flea Love. 1/turn
Effects			Critical Effects		
Dmg: /	Inc: /	Total: /	Dmg: /	Inc: /	Total: /
<p>On an enemy : Cast Flea Love:</p> <ul style="list-style-type: none"> - Each beginning of turn (3 in total): - Sucks 1 to 17 HP (in 0.16) <p>Upon return, heals 3 to 51 (in 0.48) HP to the Eca and his allies in contact.</p> <p>On an empty cell: Places a glyph Fleeches (circle 2) with 2 charges (-1 at the end of the turn).</p>			<p>On an enemy : Cast Flea Love:</p> <ul style="list-style-type: none"> - Each beginning of turn (3 in total): - Sucks 2 to 25 HP (in 0.23) <p>Upon return, heals 6 to 75 (in 0.69) HP to the Eca and his allies in contact.</p> <p>On an empty cell: Places a glyph Fleeches (circle 2) with 3 charges (-1 at the end of the turn).</p>		
<p>Note: If an enemy begins his turn in the glyph : He takes 5-35 dmg and an ally in the glyph is healed by 5-35</p>					ID: 2073



Spell 1: D-Six

The Ecaflip rolls a die: if he rolls a 6, he gets to roll again, and his damage is increased by 50% each time.

Cost: 4 AP	RANGE: 2-4	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: None
Effects			Critical Effects		
Dmg: 4	Inc: 0.44	Total: 48	Dmg: 6	Inc: 0.66	Total: 72
On a 6 : - Another die is thrown +4 on 6, -4 on 1 "Winning Streak"			On a 6 : - Another die is thrown +4 on 6, -4 on 1 "Winning Streak"		
Note:					ID: 2042

Spell 2: Dé du Chateux

The Ecaflip throws a die which can considerably increase or reduce the damage done by his next attack.

Cost: 3 AP	RANGE: 1-3	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: None
Effects			Critical Effects		
Dmg: 3	Inc: 0.41	Total: 44	Dmg: 4	Inc: 0.62	Total: 66
Damage of the next attack modified : - -50% (on 1) to +50% (on 6) +3 on 4, 5 or 6, -3 on 1, 2 or 3 "Winning Streak"			Damage of the next attack modified : - -50% (on 1) to +50% (on 6) +3 on 4, 5 or 6, -3 on 1, 2 or 3 "Winning Streak"		
Note:					ID: 2050

Spell 3: Craps

Ever the player, the Ecaflip throws two dice towards his enemy. If the total shown is 7, the Ecaflip is on a Winning Streak and damage done will be tripled! If he rolls snake eyes, on the other hand, he'll feel a little less lucky...

Cost: 1AP/1MP	RANGE: 2-5	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: 2/target
Effects			Critical Effects		
Dmg: 2	Inc: 0.19	Total: 21	Dmg: 3	Inc: 0.29	Total: 32
-6/-63 HP on a 7 (inc -0.57) 2 on 7, -4 on 2 "Winning Streak"			-9/-95 HP on a 7 (inc -0.57) 2 on 7, -4 on 2 "Winning Streak"		
Note:					ID: 2045

Spell 4: Die Alright

The Ecaflip throws a die. If he gets a Critical Hit, it might bounce violently from one enemy to another.

Cost: 6 AP 1 WP	RANGE: 1-3	Area: Point	LOS: No	RANGE BOOST: Yes	Conditions: In a line
Effects			Critical Effects		
Dmg: 8	Inc: 1.02	Total: 110	Dmg: 10	Inc: 1.55	Total: 165
+8 on 6 "Winning Streak"			Rebound 15% +8 on 6 "Winning Streak"		
Note:					ID: 2046

Spell 5: Dice Roulette						
The Ecaflip plays roulette by rolling dice around him. If he rolls a 1, 2, or 3, the dice heal. If he rolls a 4, 5, or 6, they inflict damage. Does not work with Double or Quits.						
Cost: 5 AP	RANGE: 0	Area: Square	LOS: Yes	RANGE BOOST: No	Conditions: None	
Effects			Critical Effects			
Dmg:	Inc:	Total:	Dmg:	Inc:	Total:	
On 1, 2 or 3: heal 1/10 HP On 4, 5 or 6: -10 / -120 HP (inc 1.1) +3 per enemy hit "Winning Streak" -3 per enemy healed "Winning Streak"			On the Eca: heal 1/10 HP On other cells: -10 / -120 HP (inc 1.1) +3 per enemy hit "Winning Streak"			
Note: Doesn't affect the Eca						ID: 2048



Spell 1: Heads or Tails						
Heads or Tails damages the target, before giving it back some HP.						
Cost: 3 AP	RANGE: 1-3	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: None	
Effects			Critical Effects			
Dmg: 3-6	Inc: 0.22-0.46	Total: 25-52	Dmg: 5-8	Inc: 0.32-0.70	Total: 37-78	
- x1.5 with the card God Ecaflip Heals 1/3 (Lvl 1) to 3/9 (Lvl 100) HP			- x1.5 with the card God Ecaflip Heals 1/3 (Lvl 1) to 3/9 (Lvl 100) HP			
Note:						ID: 2041

Spell 2: All In						
The Ecaflip uses all his remaining AP to lay a card on the target. The more AP there are in play, the greater chance he has of doubling his attack's damage, although there is a maximum 50% chance.						
Cost: X	RANGE: 2-4	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: AP > 0	
Effects			Critical Effects			
Dmg:	Inc:	Total:	Dmg:	Inc:	Total:	
-1/-11 HP per AP consumed (inc 0.10) +5% to get damage x2 per AP With the card God Ecaflip - 2% to apply Stunned per AP			-1/-11 HP per AP consumed (inc 0.10) +10% to get damage x2 per AP With the card God Ecaflip - 5% to apply Stunned per AP			
Note: X equals the amount of AP left						ID: 2047

Spell 3: Battle						
The Ecaflip plays War. If he wins, he inflicts damage on his target; if not, he heals it.						
Cost: 4 AP 1 MP	RANGE: 1-4	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: None	
Effects			Critical Effects			
Dmg:	Inc:	Total:	Dmg:	Inc:	Total:	
If the Ecaflip wins: -6/-86 HP (67%) (inc 0.80) If the Ecaflip loses: Heal 1/10 HP (33%) With the card God Ecaflip: - The Eca steals 50% of the HP lost			-6/-86 HP (inc 0.80) With the card God Ecaflip: - The Eca steals 50% of the HP lost			
Note:						ID: 2049

<h2>Spell 4: All or Nothing</h2>					
With All or Nothing, the Ecaflip has a 50% chance of ending his turn, and a 50% chance of doing damage and gaining 2 AP.					
Cost: 2 AP	RANGE: 1	Area: Point	LOS: Yes	RANGE BOOST: No	Conditions: None
Effects			Critical Effects		
Dmg: 2	Inc: 0.23	Total: 25	Dmg: 3	Inc: 0.34	Total: 37
The Ecaflip skips his turn or gain +2 AP With the card God Ecaflip <ul style="list-style-type: none"> - The spell cost 0 AP 			The Ecaflip skips his turn or gain +3 AP With the card God Ecaflip <ul style="list-style-type: none"> - The spell cost 0 AP 		
Note:					ID: 2043

<h2>Spell 5: Three Cards</h2>					
The Ecaflip places three cards on the ground and can walk over them to trigger an effect. The god Ecaflip gives him 1 AP, Ecaflip's Crawlies heal him, and the Hairy Hermit lowers his resistances.					
Cost: 4 AP 1 WP	RANGE: 2-4	Area: Custom	LOS: Yes	RANGE BOOST: Yes	Conditions: None
Effects			Critical Effects		
Dmg: 5	Inc: 0.75	Total: 80	Dmg: 8	Inc: 1.12	Total: 120
Place the Card Glyph <ul style="list-style-type: none"> - On God Ecaflip: +1 AP (34%) - On Crawlies: Heal 1 HP <Earth> (33%) - On Hairy Hermit: -5% resist <Earth> (33%) 			Place the Card Glyph <ul style="list-style-type: none"> - On God Ecaflip: +1 AP (50%) - On Hairy Hermit: ? (50%) 		
Note:					ID: 2044



Active 1: Double or Quits

The Ecaflip plays all or nothing! He will either double the last damage he inflicted, or heal his target. If he heals, he will no longer be able to cast Double or Quits unless he hurts his target again.

Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
Cost: 0	Cost: 0	Cost: 0	Cost: 0	Cost: 0	Cost: 0	Cost: 0	Cost: 0	Cost: 0	Cost: 0
RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0
Effect: Cancels the last damage dealt (50%) or double them (50%) -25% damage on Double or Quits	Effect: Cancels the last damage dealt (50%) or double them (50%) -20% damage on Double or Quits	Effect: Cancels the last damage dealt (50%) or double them (50%) -15% damage on Double or Quits	Effect: Cancels the last damage dealt (50%) or double them (50%) -10% damage on Double or Quits	Effect: Cancels the last damage dealt (50%) or double them (50%) -5% damage on Double or Quits	Effect: Cancels the last damage dealt (50%) or double them (50%) +5% damage on Double or Quits	Effect: Cancels the last damage dealt (50%) or double them (50%) +10% damage on Double or Quits	Effect: Cancels the last damage dealt (50%) or double them (50%) +15% damage on Double or Quits	Effect: Cancels the last damage dealt (50%) or double them (50%) +20% damage on Double or Quits	Effect: Cancels the last damage dealt (50%) or double them (50%) +25% damage on Double or Quits
Note: No effect on undeads. 2/turn									ID: 2060

Active 2: Feline Leap

The Ecaflip makes the most of his feline talents, jumping to a nearby cell and moving around more easily. His resulting skill at preparing attacks earns him a damage and heal bonus.

Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
Cost: 4 AP	Cost: 4 AP	Cost: 4 AP	Cost: 4 AP	Cost: 3 AP	Cost: 3 AP	Cost: 3 AP	Cost: 3 AP	Cost: 2 AP	Cost: 2 AP
RANGE: 1	RANGE: 1	RANGE: 1	RANGE: 1	RANGE: 1	RANGE: 1	RANGE: 1	RANGE: 1	RANGE: 1	RANGE: 1
Effect: +5% damage +5% heal 1/turn	Effect: +10% damage +10% heal 1/turn	Effect: +15% damage +15% heal 1/turn	Effect: +20% damage +20% heal 1/turn	Effect: +25% damage +25% heal 1/turn	Effect: +30% damage +30% heal 1/turn	Effect: +35% damage +35% heal 2/turn	Effect: +40% damage +40% heal 2/turn	Effect: +45% damage +45% heal 2/turn	Effect: +50% damage +50% heal 3/turn
Note: The ecaflip moves by 1 cell									ID: 2075

Active 3: Black Bow Meow

The Ecaflip calls on his feline friends. He summons a Black Bow Meow to bring him luck.

Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
Cost: 2 AP 1 WP	Cost: 2 AP 1 WP	Cost: 2 AP 1 WP	Cost: 2 AP 1 WP	Cost: 2 AP 1 WP	Cost: 2 AP 1 WP	Cost: 2 AP 1 WP	Cost: 2 AP 1 WP	Cost: 2 AP 1 WP	Cost: 2 AP 1 WP
RANGE: 1	RANGE: 1	RANGE: 1	RANGE: 1	RANGE: 1	RANGE: 1	RANGE: 1	RANGE: 1	RANGE: 1	RANGE: 1
Effect: HP = 2% of the Eca's max HP	Effect: HP = 4% of the Eca's max HP	Effect: HP = 6% of the Eca's max HP	Effect: HP = 8% of the Eca's max HP	Effect: HP = 10% of the Eca's max HP	Effect: HP = 12% of the Eca's max HP	Effect: HP = 14% of the Eca's max HP	Effect: HP = 16% of the Eca's max HP	Effect: HP = 18% of the Eca's max HP	Effect: HP = 20% of the Eca's max HP
Note: Summons a Black Bow Meow with a « Cuddle » aura equal to its level. Pet (1 summon, can be controlled)									ID: 2061

Black Bow Meow :

4 MP and follows the Ecaflip.

Applies the "Cuddle" aura to the Ecaflip. This aura allows the Ecaflip to gain lvls of "Winning Streak" each time he defeats an opponent or deals a CH.

Cuddle lvl 0: aura circle 2

- +1 (inc 1) lvl of "Winning Streak" when an enemy is killed (+9 at level 9)
- +0.2 (inc 0.2) level of "Winning Streak" when the Eca deals a CH (+2 at level 9)

If a positive card from the Ecaflip Tarot appears:

- +5% (inc 5) to earth damage (+50 at level 9)

Active 4: Roll Again

If the Ecaflip has the Ecaflip's Tarot specialty, he draws a new card straight away.
 If he has the Ecaflip's Die, he rolls another die and gains a damage bonus.

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	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0
Effect: Draw another card in the Ecaflip Tarot. Throws another die. +3% chances to get the cost of roll again back. +3% damage for 1 turn	Effect: Draw another card in the Ecaflip Tarot. Throws another die. +6% chances to get the cost of roll again back. +6% damage for 1 turn	Effect: Draw another card in the Ecaflip Tarot. Throws another die. +9% chances to get the cost of roll again back. +9% damage for 1 turn	Effect: Draw another card in the Ecaflip Tarot. Throws another die. +12% chances to get the cost of roll again back. +12% damage for 1 turn	Effect: Draw another card in the Ecaflip Tarot. Throws another die. +15% chances to get the cost of roll again back. +15% damage for 1 turn	Effect: Draw another card in the Ecaflip Tarot. Throws another die. +18% chances to get the cost of roll again back. +18% damage for 1 turn	Effect: Draw another card in the Ecaflip Tarot. Throws another die. +21% chances to get the cost of roll again back. +21% damage for 1 turn	Effect: Draw another card in the Ecaflip Tarot. Throws another die. +24% chances to get the cost of roll again back. +24% damage for 1 turn	Effect: Draw another card in the Ecaflip Tarot. Throws another die. +27% chances to get the cost of roll again back. +27% damage for 1 turn	Effect: Draw another card in the Ecaflip Tarot. Throws another die. +30% chances to get the cost of roll again back. +30% damage for 1 turn
Note: Limited to 1/turn (2/turn at level 9) Damage bonus max 30%, 1/turn									ID: 2078

Active 5: Cat Tree

The Eca plays at Bow Meow and mouse! He has a 50-50 chance of dodging attacks and be sent back to a cell around the Cat Tree. If he lands on the Cat Tree, the Ecaflip becomes immune to damage until the end of the turn.

Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
Cost: 2 WP	Cost: 2 WP	Cost: 2 WP	Cost: 2 WP	Cost: 2 WP	Cost: 2 WP	Cost: 2 WP	Cost: 2 WP	Cost: 2 WP	Cost: 1 WP
RANGE: 1	RANGE: 1	RANGE: 1	RANGE: 1-2	RANGE: 1-2	RANGE: 1-2	RANGE: 1-3	RANGE: 1-3	RANGE: 1-3	RANGE: 1-4
Effect: Place a Cat Tree with a Cat Tree glyph in circle 1 When the Eca is hit: 3% to TP on a Cat Tree cell or on the center cell 2 Charges	Effect: Place a Cat Tree with a Cat Tree glyph in circle 1 When the Eca is hit: 6% to TP on a Cat Tree cell or on the center cell 2 Charges	Effect: Place a Cat Tree with a Cat Tree glyph in circle 1 When the Eca is hit: 9% to TP on a Cat Tree cell or on the center cell 2 Charges	Effect: Place a Cat Tree with a Cat Tree glyph in circle 1 When the Eca is hit: 12% to TP on a Cat Tree cell or on the center cell 3 Charges	Effect: Place a Cat Tree with a Cat Tree glyph in circle 1 When the Eca is hit: 15% to TP on a Cat Tree cell or on the center cell 3 Charges	Effect: Place a Cat Tree with a Cat Tree glyph in circle 1 When the Eca is hit: 18% to TP on a Cat Tree cell or on the center cell 3 Charges	Effect: Place a Cat Tree with a Cat Tree glyph in circle 1 When the Eca is hit: 21% to TP on a Cat Tree cell or on the center cell 4 Charges	Effect: Place a Cat Tree with a Cat Tree glyph in circle 1 When the Eca is hit: 24% to TP on a Cat Tree cell or on the center cell 4 Charges	Effect: Place a Cat Tree with a Cat Tree glyph in circle 1 When the Eca is hit: 27% to TP on a Cat Tree cell or on the center cell 4 Charges	Effect: Place a Cat Tree with a Cat Tree glyph in circle 1 When the Eca is hit: 30% to TP on a Cat Tree cell or on the center cell 5 Charges

Note: The tree loses one charge at the beginning of the turn.

Cat Tree: +3% (Inc 3) resist for the Ecaflip

Center cell: The Eca becomes immune to damage until the end of the turn.

Cat Tree is a Mechanism, it blocks LoS and movement.

Condition: 1 Mecha, not have another Cat Tree.

ID: 2079



Passive 1: Ecaflip's Tarot

At the start of each turn, the Ecaflip draws a tarot card which grants him a bonus or a penalty. All in all, yet another way for him to dance with Fate...

Lvl 1	Positive Card: 40% Neutral Card: 20% Negative Card: 40% +2% Earth damage under a positive card	Lvl 6	Positive Card: 43% Neutral Card: 20% Negative Card: 37% +12% Earth damage under a positive card	Lvl 11	Positive Card: 45% Neutral Card: 20% Negative Card: 35% +22% Earth damage under a positive card	Lvl 16	Positive Card: 48% Neutral Card: 20% Negative Card: 32% +32% Earth damage under a positive card
Lvl 2	Positive Card: 41% Neutral Card: 20% Negative Card: 39% +4% Earth damage under a positive card	Lvl 7	Positive Card: 43% Neutral Card: 20% Negative Card: 37% +14% Earth damage under a positive card	Lvl 12	Positive Card: 46% Neutral Card: 20% Negative Card: 34% +24% Earth damage under a positive card	Lvl 17	Positive Card: 48% Neutral Card: 20% Negative Card: 32% +34% Earth damage under a positive card
Lvl 3	Positive Card: 41% Neutral Card: 20% Negative Card: 39% +6% Earth damage under a positive card	Lvl 8	Positive Card: 44% Neutral Card: 20% Negative Card: 36% +16% Earth damage under a positive card	Lvl 13	Positive Card: 46% Neutral Card: 20% Negative Card: 34% +26% Earth damage under a positive card	Lvl 18	Positive Card: 49% Neutral Card: 20% Negative Card: 31% +36% Earth damage under a positive card
Lvl 4	Positive Card: 42% Neutral Card: 20% Negative Card: 38% +8% Earth damage under a positive card	Lvl 9	Positive Card: 44% Neutral Card: 20% Negative Card: 36% +18% Earth damage under a positive card	Lvl 14	Positive Card: 47% Neutral Card: 20% Negative Card: 33% +28% Earth damage under a positive card	Lvl 19	Positive Card: 49% Neutral Card: 20% Negative Card: 31% +38% Earth damage under a positive card
Lvl 5	Positive Card: 42% Neutral Card: 20% Negative Card: 38% +10% Earth damage under a positive card	Lvl 10	Positive Card: 45% Neutral Card: 20% Negative Card: 35% +20% Earth damage under a positive card	Lvl 15	Positive Card: 47% Neutral Card: 20% Negative Card: 33% +30% Earth damage under a positive card	Lvl 20	Positive Card: 50% Neutral Card: 20% Negative Card: 30% +40% Earth damage under a positive card

Note:

ID: 2068

Passive 2: Ecaflip Die

At the start of each turn, the Ecaflip rolls a die. If he gets between 1 and 3, his Winning Streak will decrease. If he gets between 4 and 6, his Winning Streak will increase.

Lvl 1	6: Winning Streak +1 4 or 5 : Winning Streak +0 2 or 3: Winning Streak -0 1: Winning Streak -1	Lvl 6	6: Winning Streak +6 4 or 5 : Winning Streak +3 2 or 3: Winning Streak -3 1: Winning Streak -6	Lvl 11	6: Winning Streak +11 4 or 5 : Winning Streak +5 2 or 3: Winning Streak -5 1: Winning Streak -11 +1 time the level of Winning Streak to CH damage	Lvl 16	6: Winning Streak +16 4 or 5 : Winning Streak +8 2 or 3: Winning Streak -8 1: Winning Streak -16 +1 time the level of Winning Streak to CH damage
Lvl 2	6: Winning Streak +2 4 or 5 : Winning Streak +1 2 or 3: Winning Streak -1 1: Winning Streak -2	Lvl 7	6: Winning Streak +7 4 or 5 : Winning Streak +3 2 or 3: Winning Streak -3 1: Winning Streak -7	Lvl 12	6: Winning Streak +12 4 or 5 : Winning Streak +6 2 or 3: Winning Streak -6 1: Winning Streak -12 +1 time the level of Winning Streak to CH damage	Lvl 17	6: Winning Streak +17 4 or 5 : Winning Streak +8 2 or 3: Winning Streak -8 1: Winning Streak -17 +1 time the level of Winning Streak to CH damage
Lvl 3	6: Winning Streak +3 4 or 5 : Winning Streak +1 2 or 3: Winning Streak -1 1: Winning Streak -3	Lvl 8	6: Winning Streak +8 4 or 5 : Winning Streak +4 2 or 3: Winning Streak -4 1: Winning Streak -8	Lvl 13	6: Winning Streak +13 4 or 5 : Winning Streak +6 2 or 3: Winning Streak -6 1: Winning Streak -13 +1 time the level of Winning Streak to CH damage	Lvl 18	6: Winning Streak +18 4 or 5 : Winning Streak +9 2 or 3: Winning Streak -9 1: Winning Streak -18 +1 time the level of Winning Streak to CH damage
Lvl 4	6: Winning Streak +4 4 or 5 : Winning Streak +2 2 or 3: Winning Streak -2 1: Winning Streak -4	Lvl 9	6: Winning Streak +9 4 or 5 : Winning Streak +4 2 or 3: Winning Streak -4 1: Winning Streak -9	Lvl 14	6: Winning Streak +14 4 or 5 : Winning Streak +7 2 or 3: Winning Streak -7 1: Winning Streak -14 +1 time the level of Winning Streak to CH damage	Lvl 19	6: Winning Streak +19 4 or 5 : Winning Streak +9 2 or 3: Winning Streak -9 1: Winning Streak -19 +1 time the level of Winning Streak to CH damage
Lvl 5	6: Winning Streak +5 4 or 5 : Winning Streak +2 2 or 3: Winning Streak -2 1: Winning Streak -5	Lvl 10	6: Winning Streak +10 4 or 5 : Winning Streak +5 2 or 3: Winning Streak -5 1: Winning Streak -10 +1 time the level of Winning Streak to CH damage	Lvl 15	6: Winning Streak +15 4 or 5 : Winning Streak +7 2 or 3: Winning Streak -7 1: Winning Streak -15 +1 time the level of Winning Streak to CH damage	Lvl 20	6: Winning Streak +20 4 or 5 : Winning Streak +10 2 or 3: Winning Streak -10 1: Winning Streak -20 +2 times the level of Winning Streak to CH damage

Note:

ID: 2062

Passive 3: Ecaflip Precision

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

Lvl 1	Chances to deal a precise shot : 2%	Lvl 6	Chances to deal a precise shot : 12%	Lvl 11	Chances to deal a precise shot : 22%	Lvl 16	Chances to deal a precise shot : 32%
Lvl 2	Chances to deal a precise shot : 4%	Lvl 7	Chances to deal a precise shot : 14%	Lvl 12	Chances to deal a precise shot : 24%	Lvl 17	Chances to deal a precise shot : 34%
Lvl 3	Chances to deal a precise shot : 6%	Lvl 8	Chances to deal a precise shot : 16%	Lvl 13	Chances to deal a precise shot : 26%	Lvl 18	Chances to deal a precise shot : 36%
Lvl 4	Chances to deal a precise shot : 8%	Lvl 9	Chances to deal a precise shot : 18%	Lvl 14	Chances to deal a precise shot : 28%	Lvl 19	Chances to deal a precise shot : 38%
Lvl 5	Chances to deal a precise shot : 10%	Lvl 10	Chances to deal a precise shot : 20%	Lvl 15	Chances to deal a precise shot : 30%	Lvl 20	Chances to deal a precise shot : 40%

Note: Damage bonus from +10% to +150% :

40% to deal 30% damage all (limb)

30% to deal 50% damage all (body)

20% to deal 80% damage all (head)

10% to deal 150% damage all (brain)

ID: 2076

Passive 4: Flealine Army

The Ecaflip's fleas are all itching to go. They steal more health and have a chance of applying themselves with Fire and Earth spells.

Lvl 1	1% to cast Fleahopper +2% heal	Lvl 6	6% to cast Fleahopper +12% heal	Lvl 11	10% to cast Fleahopper +22% heal	Lvl 16	16% to cast Fleahopper +32% heal
Lvl 2	2% to cast Fleahopper +4% heal	Lvl 7	7% to cast Fleahopper +14% heal	Lvl 12	12% to cast Fleahopper +24% heal	Lvl 17	17% to cast Fleahopper +34% heal
Lvl 3	3% to cast Fleahopper +6% heal	Lvl 8	8% to cast Fleahopper +16% heal	Lvl 13	13% to cast Fleahopper +26% heal	Lvl 18	18% to cast Fleahopper +36% heal
Lvl 4	4% to cast Fleahopper +8% heal	Lvl 9	9% to cast Fleahopper +18% heal	Lvl 14	14% to cast Fleahopper +28% heal	Lvl 19	19% to cast Fleahopper +38% heal
Lvl 5	5% to cast Fleahopper +10% heal	Lvl 10	10% to cast Fleahopper +20% heal	Lvl 15	15% to cast Fleahopper +30% heal	Lvl 20	20% to cast Fleahopper +40% heal

Note: On a Fire or Earth spell

ID: 2080

Passive 5: Paws Off

The Ecaflip is on the defensive: as soon as an enemy approaches, he gives it a retaliatory hit to push it away.

Lvl 1	Cross aura of 1 : +0% CF If an enemy comes in contact (1%): -Push by 1 cell -turn toward the Eca	Lvl 6	Cross aura of 1 : +3% CF If an enemy comes in contact (6%): -Push by 1 cell -turn toward the Eca	Lvl 11	Cross aura of 1 : +5% CF If an enemy comes in contact (11%): -Push by 1 cell -turn toward the Eca	Lvl 16	Cross aura of 1 : +8% CF If an enemy comes in contact (16%): -Push by 1 cell -turn toward the Eca
Lvl 2	Cross aura of 1 : +1% CF If an enemy comes in contact (2%): -Push by 1 cell -turn toward the Eca	Lvl 7	Cross aura of 1 : +3% CF If an enemy comes in contact (7%): -Push by 1 cell -turn toward the Eca	Lvl 12	Cross aura of 1 : +6% CF If an enemy comes in contact (12%): -Push by 1 cell -turn toward the Eca	Lvl 17	Cross aura of 1 : +8% CF If an enemy comes in contact (17%): -Push by 1 cell -turn toward the Eca
Lvl 3	Cross aura of 1 : +1% CF If an enemy comes in contact (3%): -Push by 1 cell -turn toward the Eca	Lvl 8	Cross aura of 1 : +4% CF If an enemy comes in contact (8%): -Push by 1 cell -turn toward the Eca	Lvl 13	Cross aura of 1 : +6% CF If an enemy comes in contact (13%): -Push by 1 cell -turn toward the Eca	Lvl 18	Cross aura of 1 : +9% CF If an enemy comes in contact (18%): -Push by 1 cell -turn toward the Eca
Lvl 4	Cross aura of 1 : +2% CF If an enemy comes in contact (4%): -Push by 1 cell -turn toward the Eca	Lvl 9	Cross aura of 1 : +4% CF If an enemy comes in contact (9%): -Push by 1 cell -turn toward the Eca	Lvl 14	Cross aura of 1 : +7% CF If an enemy comes in contact (14%): -Push by 1 cell -turn toward the Eca	Lvl 19	Cross aura of 1 : +9% CF If an enemy comes in contact (19%): -Push by 1 cell -turn toward the Eca
Lvl 5	Cross aura of 1 : +2% CF If an enemy comes in contact (5%): -Push by 1 cell -turn toward the Eca	Lvl 10	Cross aura of 1 : +5% CF If an enemy comes in contact (10%): -Push by 1 cell -turn toward the Eca	Lvl 15	Cross aura of 1 : +7% CF If an enemy comes in contact (15%): -Push by 1 cell -turn toward the Eca	Lvl 20	Cross aura of 1 : +10% CF If an enemy comes in contact (20%): -Push by 1 cell -turn toward the Eca

Note: 1/opponent and per turn

ID: 2059

Spell: Hairy Moon

Spell: Hairy Moon						
Cost: 4 AP 1 WP	RANGE: 2-4	Area: Custom	LOS: Yes	RANGE BOOST: Yes	Conditions: None	
Effects						
Dmg:	Inc:	Total:		Dmg:	Inc:	Total:
Normal effect : Summons a controllable Kittikaze of level 1 to 100 (based on the Lvl of the Eca) Dmg = 1d2 * lvl Effect God Ecaflip: Summons a controllable Super Kittikaze of level 1 to 100 2 Dmg * lvl Effect Ouginak: Summons a Super Kittikaze that attacks the allies, of level 1 to 100 2 Dmg * lvl						
Note: The Kittikaze deals 1.5 dmg per lvl and dies when hitting. Damages get through everything.					ID: 2044	