




# Class: Sadida



## Theme and Elements

		
<b>Theme:</b> heal, doll support	<b>Theme:</b> poison, damage dealing	<b>Theme:</b> MP control, tanking support



Spell 1: Vaporize						
A refreshing minor spell which inflicts Water-type damage. The Sadida can cast this spell on a Doll to control it during its turn.						
<b>Cost:</b> 2 AP	<b>RANGE:</b> 1-4	<b>Area:</b> Point	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> Yes	<b>Conditions:</b> No	
<b>Effects</b>			<b>Critical Hit Effects</b>			
<b>Dmg:</b> 2	<b>Inc:</b> 0.22	<b>Total:</b> 24	<b>Dmg:</b> 3	<b>Inc:</b> 0.33	<b>Total:</b> 36	
On a doll : Allows to take control of it during its turn, +1 AP (to the Sadida) Summons a Greedy			On a doll : Allows to take control of it during its turn, +1 AP (to the Sadida) Summons a Greedy			
<b>Note:</b> Doesn't give back the AP if the spell is cast on a seed, but takes control of the doll.						<b>ID:</b> 926

Spell 2: Sadida's Tear						
An attack which deals considerable damage without requiring a line of sight. If cast on a Voodoll, this spell can heal or damage the target of the voodoll.						
<b>Cost:</b> 5 AP	<b>RANGE:</b> 1-3	<b>Area:</b> Point	<b>LOS:</b> No	<b>RANGE BOOST:</b> Yes	<b>Conditions:</b> Cast in a line	
<b>Effects</b>			<b>Critical Hit 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	
When used: If an ally is targeted by Voodoll, he will be healed for 1HP/20HP (water) (inc 0.19) If an enemy is targeted by Voodoll, he will take 1/20 dmg (water) (inc 0.19) Summons an Inflatable			When used: If an ally is targeted by Voodoll, he will be healed for 2HP/30HP (water) (inc 0.28) If an enemy is targeted by Voodoll, he will take 2/30 dmg (water) (inc 0.28) Summons an Inflatable			
<b>Note:</b>						<b>ID:</b> 918

Spell 3: Mudoll						
A mud bath which deals damage to the opponent or heal the allies.						
<b>Cost:</b> 3 AP	<b>RANGE:</b> 0-4	<b>Area:</b> Point	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> Yes	<b>Conditions:</b> None	
<b>Effects</b>			<b>Critical Hit Effects</b>			
<b>soin :</b> 3	<b>Inc:</b> 0,30	<b>Total:</b> 33	<b>Dmg:</b> 5	<b>Inc:</b> 0.44	<b>Total:</b> 49	
On ally/doll: heal If cast on Voodoll: Heals for 4HP/47HP (water) (inc 0.43) the target of the Voodoll, instead of the normal heal. Summons a Greedy			On ally/doll: heal If cast on Voodoll: Heals for 6HP/70HP (water) (inc 0.64) the target of the Voodoll, instead of the normal heal. Summons a Greedy			
<b>Note:</b>						<b>ID:</b> 930

Spell 4: Rust						
A vicious spell that causes substantial damage within the area of effect. If cast on a Doll, this spell increases its damage.						
<b>Cost:</b> 5 AP	<b>RANGE:</b> 2-4	<b>Area:</b> Cross 1	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> Yes	<b>Conditions:</b> None	
<b>Effects</b>			<b>Critical Hit Effects</b>			
<b>Dmg:</b> 4	<b>Inc:</b> 0.40	<b>Total:</b> 44	<b>Dmg:</b> 6	<b>Inc:</b> 0.60	<b>Total:</b> 66	
If cast on a doll : Lvl 0 = +10% water dmg; Lvl 100 = +100%; Inc0.90 (doesn't buff the seeds) Summons a Greedy			If cast on a doll : Lvl 0 = +15% water dmg; Lvl 100 = +150%; Inc1.35 (doesn't buff the seeds) Summons a Greedy			
<b>Note:</b> Max Dmg is 150%						<b>ID:</b> 931

Spell 5: Drain						
The Sadida drains some Health Points from a target and redistributes them to close targets.						
<b>Cost:</b> 4AP 1MP	<b>RANGE:</b> 2-4	<b>Area:</b> Point	<b>LOS:</b> No	<b>RANGE BOOST:</b> No	<b>Conditions:</b> None	
<b>Effects</b>			<b>Critical Hit Effects</b>			
<b>Dmg:</b> 4	<b>Inc:</b> 0.37	<b>Total:</b> 41	<b>Dmg:</b> 6	<b>Inc:</b> 0.55	<b>Total:</b> 61	
Heals the cells in contact with the target, for 4 to 41 HP (inc 0.37) Summons an Inflatable (only the targeted cell)			Heals the cells in contact with the target, for 6 to 61 HP (inc 0.55) Summons an Inflatable (only the targeted cell)			
<b>Note:</b> The heal only applies if the spell hits a target.						<b>ID :</b> 922



Spell 1: Woodland Stench						
The Sadida creates a light breeze which, despite being weak, inflicts damage on the enemy. When cast on a Doll, this spell can be channeled through it so that the Doll casts it during its own turn.						
<b>Cost:</b> 3AP 1MP	<b>RANGE:</b> 1-4	<b>Area:</b> Point	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> Yes	<b>Conditions:</b> 2/target	
<b>Effects</b>			<b>Critical Hit Effects</b>			
<b>Dmg:</b> 4	<b>Inc:</b> 0.42	<b>Total:</b> 46	<b>Dmg:</b> 6	<b>Inc:</b> 0.63	<b>Total:</b> 69	
Lvl 1/100 = Poisoned (+1 Lvl)/Poisoned (+15 Lvl) (inc 0.14) (effect disappears if not applied again) The doll will cast « Woodland Stench” Summons a Lethargic			Lvl 1/100 = Poisoned (+2 Lvl)/Poisoned (+22 Lvl) (inc 0.20) (effect disappears if not applied again) The doll will cast « Woodland Stench” Summons a Lethargic			
<b>Note:</b> Poisoned: deals damages at the beginning of the targets turn (1lvl = 0.4 dmg) (max 100 lvls). On voodoll, poisoned is applied to the voodoll and the target.						<b>ID:</b> 932

Spell 2: Poisoned Wind						
The Sadida summons a poisoned wind that causes damage to the target if it dares to move. When cast on a Doll, this spell can be channeled through it so that the Doll casts it during its own turn.						
<b>Cost:</b> 2 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 Hit Effects</b>			
<b>Dmg:</b> 1	<b>Inc:</b> 0.09	<b>Total:</b> 10	<b>Dmg:</b> 2	<b>Inc:</b> 0.13	<b>Total:</b> 15	
Tetatoxin (+1 Lvl)/Tetatoxin (+13 Lvl) (inc 0.12) The doll will cast « Poisoned Wind » Summons a lethargic			Tetatoxin (+2 Lvl)/Tetatoxin (+20Lvl) (inc 0.18) The doll will cast « Poisoned Wind » Summons a lethargic			
<b>Note:</b> On voodoll: inflicts Tetatoxin to the voodoll and its target. Tetatoxin: lvl 1=1/MP,AP; Lvl 100=12/MP,AP. Inc0.11						<b>ID:</b> 919

Spell 3: Sudden Chill						
This spell cools down the target, reducing its resistance as well as dealing it damage. When cast on a Doll, this spell can be channeled through it so that the Doll casts it during its own turn.						
<b>Cost:</b> 4 AP	<b>RANGE:</b> 2-2	<b>Area:</b> Point	<b>LOS:</b> No	<b>RANGE BOOST:</b> Yes	<b>Conditions:</b> None	
<b>Effects</b>			<b>Critical Hit 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	
-1% to -20% Resists ALL (inc 0.19) The doll will cast "Sudden Chill" Summons an Ultra-Powerful			-2% to -30% Resists ALL (inc 0.28) The doll will cast "Sudden Chill" Summons a Mimik			
<b>Note:</b> On voodoll: Applies the penalty to the voodoll and the target. -60% resists maximum, cumulated on a single target						<b>ID:</b> 928

<h2>Spell 4: K'mir</h2>					
K'mir enables the Sadida to exert a pull on a target for one turn. When cast on a Doll, this spell can be channeled through it so that the Doll casts it during its own turn.					
<b>Cost:</b> 4 AP	<b>RANGE:</b> 1	<b>Area:</b> Point	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> No	<b>Conditions:</b> Have a target
<b>Effects</b>			<b>Critical Hit Effects</b>		
<b>Dmg:</b> 4	<b>Inc:</b> 0.40	<b>Total:</b> 44	<b>Dmg:</b> 6	<b>Inc:</b> 0.60	<b>Total:</b> 66
Lvl 1/100 = Poisoned (+1 Lvl)/Poisoned (+15 Lvl) Links the target with the Sadida. It cannot lock anymore. Stabilizes the Sadida and the target. The doll will cast "K'mir" Summons an Ultra-Powerful			Lvl 1/100 = Poisoned (+1 Lvl)/Poisoned (+15 Lvl) Links the target with the Sadida. It cannot lock anymore. Stabilizes the Sadida and the target. The doll will cast "K'mir" Summons an Mimik		
<b>Note:</b> Doesn't damage allies (the link ends at the end of the Sadida's turn) Triggers Tetratoxin (HP loss based on the level of Tetratoxin per MP used by the Sadida)					<b>ID:</b> 934

<h2>Spell 5: Gust</h2>					
Gust enables its caster to summon a violent wind which pushes back nearby enemies, as well as dealing them damage. When cast on a Doll, this spell can be channeled through it so that the Doll casts it during its own turn.					
<b>Cost:</b> 3 AP	<b>RANGE:</b> 0-4	<b>Area:</b> Cross 1	<b>LOS:</b> No	<b>RANGE BOOST:</b> NO	<b>Conditions:</b> 2/turn
<b>Effects</b>			<b>Critical Hit Effects</b>		
<b>Dmg:</b> 2	<b>Inc:</b> 0.22	<b>Total:</b> 24	<b>Dmg:</b> 3	<b>Inc:</b> 0.33	<b>Total:</b> 36
Lvl 1/100 = Poisoned (+1 Lvl)/Poisoned (+15 Lvl) Pushes by 1 cell The doll will cast « Gust » Summons a lethargic (center cell)			Lvl 1/100 = Poisoned (+1 Lvl)/Poisoned (+15 Lvl) Pushes by 1 cell The doll will cast « Gust » Summons a lethargic (center cell)		
<b>Note:</b> Doesn't hit the Sadida or his allies					<b>ID:</b> 938



## Spell 1: Bramble

A spell which deals Earth damage by whipping opponents who are a bit too reckless, or creates a bramble shield on an ally.

<b>Cost:</b> 4 AP	<b>RANGE:</b> 2-5	<b>Area:</b> Point	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> Yes	<b>Conditions:</b> None
Effects			Critical Hit Effects		
<b>Dmg:</b> 4	<b>Inc:</b> 0.43	<b>Total:</b> 47	<b>Dmg:</b> 6	<b>Inc:</b> 0.64	<b>Total:</b> 70
-1MP 100% On Voodoll: -20 Hyper movement to the target of the voodoll On an ally: +2 to +30 lvl (inc 0.28) of Bramble shell Summons a Block			-1MP 150% On Voodoll: -30 Hyper movement to the target of the voodoll On an ally: +3 to +45 lvl (inc 0.42) of Bramble shell Summons a Block		
<b>Note:</b> Bramble shell (lasts one turn): Level 1: Returns the first 1 damage (bonus to earth damage taken into account) to the caster. Level 100: Returns the first 100 damage received (bonus to earth damages taken into account).					<b>ID:</b> 925

## Spell 2: Fertilizer

A basic Earth spell which causes damage to the target and steals its MP or create a bramble shield on an ally.

<b>Cost:</b> 5 AP	<b>RANGE:</b> 0-3	<b>Area:</b> Point	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> Yes	<b>Conditions:</b> Cast in a line
Effects			Critical Hit Effects		
<b>Dmg:</b> 5	<b>Inc:</b> 0.51	<b>Total:</b> 56	<b>Dmg:</b> 8	<b>Inc:</b> 0.76	<b>Total:</b> 84
-1 MP 100% +1MP to the Sadida if the target loses a MP On voodoll: -20 Hyper Movement to target of voodoll +1MP to the Sadida On ally: +3 to +40 lvls of Bramble shell Summons a Block			-1 MP 150% +1MP to the Sadida if the target loses a MP On voodoll: -30 Hyper Movement to target of voodoll +1MP to the Sadida On ally: +5 to +60 lvls of Bramble shell Summons a Block		
<b>Note:</b>					<b>ID:</b> 929

<b>Spell 3: Wild Grass</b>						
The Sadida summons wild plants which cause Earth-type damage. Cast on the Voodoll, the damages will be increased.						
<b>Cost:</b> 3 AP 1MP	<b>RANGE:</b> 0-3	<b>Area:</b> Point	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> Yes	<b>Conditions:</b> 2/target	
<b>Effects</b>			<b>Critical Hit Effects</b>			
<b>Dmg:</b> 4	<b>Inc:</b> 0.44	<b>Total:</b> 48	<b>Dmg:</b> 6	<b>Inc:</b> 0.66	<b>Total:</b> 72	
On voodoll : +1 to +10 earth damage to the target On ally: +1 to +22 lvls (inc 0.31) of Bramble shell Summons a Block			On voodoll : +1 to +15 earth damage to the target On ally: +2 to +48 lvls (inc 0.46) of Bramble shell Summons a Block			
<b>Note:</b>					<b>ID:</b> 927	

<b>Spell 4: Earthquake</b>						
By invoking the forces of nature, the Sadida triggers an earthquake which will randomly strike the combat area.						
<b>Cost:</b> 1MP	<b>RANGE:</b> 0	<b>Area:</b> Cercle 2	<b>LOS:</b> No	<b>RANGE BOOST:</b> No	<b>Conditions:</b> 5/turn	
<b>Effects</b>			<b>Critical Hit Effects</b>			
<b>Dmg:</b> 2	<b>Inc:</b> 0.38	<b>Total:</b> 40	<b>Dmg:</b> 3	<b>Inc:</b> 0.57	<b>Total:</b> 60	
Random target on the map in the front arc of the Sadida. Summons a Madoll			Random target on the map in the front arc of the Sadida. Summons a Madoll			
<b>Note:</b>					<b>ID:</b> 935	





Spell 5: Manifold Bramble						
This'll add something extra to your fights: it has a smaller range than Bramble, but it can hit several opponents. If cast on an empty cell, it will create a Thorny Ground penalizing movement.						
<b>Cost:</b> 6 AP	<b>RANGE:</b> 4-5	<b>Area:</b> Circle 2	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> Yes	<b>Conditions:</b> None	
<b>Effects</b>			<b>Critical Hit Effects</b>			
<b>Dmg:</b> 5	<b>Inc:</b> 0.66	<b>Total:</b> 71	<b>Dmg:</b> 8	<b>Inc:</b> 0.98	<b>Total:</b> 106	
If the area is empty, places a "thorny ground" glyph on the ground, lvl 1 to 100 (1turn) and the Sadida gets 2 AP back (max 1 per Thorny Ground) Summons a Madoll			If the area is empty, places a "thorny ground" glyph on the ground, lvl 1 to 100 (1turn) and the Sadida gets 2 AP back (max 1 per Thorny Ground) Summons a Madoll			
<b>Note:</b> Thorny ground glyph, square area of 1 Lvl 1: 50% to 100% chance upon stepping in each cell to deal (-1MP 75%)						<b>ID:</b> 937



Active 1: Doll									
This spell creates a Doll Seed. The element of the resulting Doll will correspond to that of the first attack the Seed receives.									
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 1MP 2 WP	<b>Cost:</b> 6 AP 1MP 1 WP	<b>Cost:</b> 6 AP 1 WP	<b>Cost:</b> 6AP 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> 3 AP 1 WP	<b>Cost:</b> 3 AP 1 WP	<b>Cost:</b> 2 AP 1 WP
<b>RANGE:</b> 1	<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> 1-3	<b>RANGE:</b> 1-4	<b>RANGE:</b> 1-4
<b>Effect:</b> Summons a Doll Seed	<b>Effect:</b> Summons a Doll Seed	<b>Effect:</b> Summons a Doll Seed	<b>Effect:</b> Summons a Doll Seed	<b>Effect:</b> Summons a Doll Seed	<b>Effect:</b> Summons a Doll Seed	<b>Effect:</b> Summons a Doll Seed	<b>Effect:</b> Summons a Doll Seed	<b>Effect:</b> Summons a Doll Seed	<b>Effect:</b> Summons a Doll Seed
<b>Note:</b> Dolls<Leadership limited to 2/turn Animations have to be very fast. Dolls only take 50% of area damage									<b>ID:</b> 911

## Active 2: Dolly Sacrifice

The Sadida sacrifices one of his Dolls and recovers Health Points based on its level. This spell does not trigger Explodoll.

Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
<b>Cost:</b> 4 AP	<b>Cost:</b> 3 AP	<b>Cost:</b> 3AP	<b>Cost:</b> 3 AP	<b>Cost:</b> 3 AP	<b>Cost:</b> 2 AP	<b>Cost:</b> 2 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> 2	<b>RANGE:</b> 2	<b>RANGE:</b> 3	<b>RANGE:</b> 3	<b>RANGE:</b> 4	<b>RANGE:</b> 4	<b>RANGE:</b> 5	<b>RANGE:</b> 5 No LoS
<b>Effect:</b> On a doll: turns it into a seed. Heals the Sadida of $1+(0.005*\text{Lvl of the Sadida})$  On voodoll: destroys it.  On a seed: Destroys and give back 4 AP	<b>Effect:</b> On a doll: turns it into a seed. Heals the Sadida of $1+(0.015*\text{Lvl of the Sadida})$  On voodoll: destroys it.  On a seed: Destroys and give back 3 AP	<b>Effect:</b> On a doll: turns it into a seed. Heals the Sadida of $1+(0.030*\text{Lvl of the Sadida})$  On voodoll: destroys it.  On a seed: Destroys and give back 3 AP	<b>Effect:</b> On a doll: turns it into a seed. Heals the Sadida of $1+(0.045*\text{Lvl of the Sadida})$  On voodoll: destroys it.  On a seed: Destroys and give back 3 AP	<b>Effect:</b> On a doll: turns it into a seed. Heals the Sadida of $1+(0.060*\text{Lvl of the Sadida})$  On voodoll: destroys it.  On a seed: Destroys and give back 3 AP	<b>Effect:</b> On a doll: turns it into a seed. Heals the Sadida of $1+(0.075*\text{Lvl of the Sadida})$  On voodoll: destroys it.  On a seed: Destroys and give back 2 AP	<b>Effect:</b> On a doll: turns it into a seed. Heals the Sadida of $1+(0.090*\text{Lvl of the Sadida})$  On voodoll: destroys it.  On a seed: Destroys and give back 2 AP	<b>Effect:</b> On a doll: turns it into a seed. Heals the Sadida of $1+(0.105*\text{Lvl of the Sadida})$  On voodoll: destroys it.  On a seed: Destroys and give back 2 AP	<b>Effect:</b> On a doll: turns it into a seed. Heals the Sadida of $1+(0.120*\text{Lvl of the Sadida})$  On voodoll: destroys it.  On a seed: Destroys and give back 2 AP	<b>Effect:</b> On a doll: turns it into a seed. Heals the Sadida of $1+(0.135*\text{Lvl of the Sadida})$  On voodoll: destroys it.  On a seed: Destroys and give back 1 AP
<b>Note:</b> Dolly heal 0: $0*\text{inc y}$ (inc y: $0*\text{inc z}$ (inc z: $0.0015*\text{lvl of the Sadi}$ )) Chromatic heal Only on ally dolls. 1/turn. Doesn't trigger explodoll. Chromatic heal. Chromatic dmg: uses the highest mastery of the Sadi									<b>ID:</b> 920

## Active 3: Voodoll

The Sadida summons a Voodoll and links it to a target. Any damage or heal cast on the Voodoll will be sent to the target.

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> 6 AP 2 WP	<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> 4AP 1 WP
<b>RANGE:</b> 2-2 line	<b>RANGE:</b> 2-2 line	<b>RANGE:</b> 2-2 line	<b>RANGE:</b> 2-2 line	<b>RANGE:</b> 2-2 line	<b>RANGE:</b> 2-3 line	<b>RANGE:</b> 2-3 line	<b>RANGE:</b> 2-3 line	<b>RANGE:</b> 2-3 line	<b>RANGE:</b> 2-4 line
<b>Effect:</b> Has 11% of the targets HP	<b>Effect:</b> Has 12% of the targets HP	<b>Effect:</b> Has 13% of the targets HP	<b>Effect:</b> Has 14% of the targets HP	<b>Effect:</b> Has 15% of the targets HP	<b>Effect:</b> Has 16% of the targets HP	<b>Effect:</b> Has 17% of the targets HP	<b>Effect:</b> Has 18% of the targets HP	<b>Effect:</b> Has 19% of the targets HP	<b>Effect:</b> Has 20% of the targets HP

**Note:** AI [flee] – doll cannot be controlled with Vaporize (cannot be nettled).

Area damage/heal are reduced by 50% on the voodoll.

Damage/heal dealt by allies are dealt to the voodoll and its target.

Damage/heal dealt by enemies are only dealt to the voodoll.

only 1 voodoll at a time per Sadida (cost 1 Leadership)

**ID:** 926

## Active 4: Tree

The Sadida turns into a tree for one turn. He can't move but heals and increases his resistance.

Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
<b>Cost:</b> 5 AP 1 WP X MP	<b>Cost:</b> 4 AP 1 WP X MP	<b>Cost:</b> 4 AP 1 WP X MP	<b>Cost:</b> 3 AP 1 WP X MP	<b>Cost:</b> 3 AP 1 WP X MP	<b>Cost:</b> 2 AP 1 WP X MP	<b>Cost:</b> 2 AP 1 WP X MP	<b>Cost:</b> 1 AP 1 WP X MP	<b>Cost:</b> 1 AP 1 WP X MP	<b>Cost:</b> 1 WP X MP
<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> Heals the sadida by 2.5 1+(0.015*Lvl of the Sadi) per MP used. Increases the Sadidas resists by 0.5% per level of the Sadida	<b>Effect:</b> Heals the sadida by 3 1+(0.020*Lvl of the Sadi) per MP used. Increases the Sadidas resists by 0.5% per level of the Sadida	<b>Effect:</b> Heals the sadida by 3.5 1+(0.025*Lvl of the Sadi) per MP used. Increases the Sadidas resists by 0.5% per level of the Sadida	<b>Effect:</b> Heals the sadida by 4 1+(0.030*Lvl of the Sadi) per MP used. Increases the Sadidas resists by 0.5% per level of the Sadida	<b>Effect:</b> Heals the sadida by 4.5 1+(0.035*Lvl of the Sadi) per MP used. Increases the Sadidas resists by 0.5% per level of the Sadida	<b>Effect:</b> Heals the sadida by 5 1+(0.040*Lvl of the Sadi) per MP used. Increases the Sadidas resists by 0.5% per level of the Sadida	<b>Effect:</b> Heals the sadida by 5.5 1+(0.045*Lvl of the Sadi) per MP used. Increases the Sadidas resists by 0.5% per level of the Sadida	<b>Effect:</b> Heals the sadida by 6 1+(0.050*Lvl of the Sadi) per MP used. Increases the Sadidas resists by 0.5% per level of the Sadida	<b>Effect:</b> Heals the sadida by 6.5 1+(0.055*Lvl of the Sadi) per MP used. Increases the Sadidas resists by 0.5% per level of the Sadida	<b>Effect:</b> Heals the sadida by 7 1+(0.060*Lvl of the Sadi) per MP used. Increases the Sadidas resists by 0.5% per level of the Sadida

**Note:** Cannot be carried, stabilizes the target. Heal is Chromatic.

**ID:** 915

## Active 5: Sic 'Em More

The Sadida makes the most of his knowledge of nature to send his Dolls into a wild rage. They will become more powerful for a short period of time.

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> 4AP	<b>Cost:</b> 4 AP	<b>Cost:</b> 3AP	<b>Cost:</b> 3AP	<b>Cost:</b> 2AP	<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
<b>Effect:</b> Nettles the targeted doll (lvl 1)	<b>Effect:</b> Nettles the targeted doll (lvl 2)	<b>Effect:</b> Nettles the targeted doll (lvl 3)	<b>Effect:</b> Nettles the targeted doll (lvl 4)	<b>Effect:</b> Nettles the targeted doll (lvl 5)	<b>Effect:</b> Nettles the targeted doll (lvl 6)	<b>Effect:</b> Nettles the targeted doll (lvl 7)	<b>Effect:</b> Nettles the targeted doll (lvl 8)	<b>Effect:</b> Nettles the targeted doll (lvl 9)	<b>Effect:</b> Nettles the targeted doll (lvl 10)

**Note:** Nettled (voodoll cannot be Nettled) :

- +0% (inc 10) of water mastery
- +0% (inc 5) of air mastery
- +0% (inc 5) to remove a AP/MP
- +0% (inc 10) to stabilize at the beginning of its turn
- +0 (inc 0.3) MP

**ID:** 914



## Passive 1: Explodoll

When a Doll dies, it will explode and inflict damage in the surrounding area to the enemies, and heal allies. That's one way to prove its devotion to its Sadida right to the end.

<b>Lvl 1</b>	In the area: Enemy: $1+(0.0045*\text{Lvl of the Sadida})$ chromatic dmg Ally: $1+(0.0045*\text{Lvl of the Sadida})$ chromatic heal	<b>Lvl 6</b>	In the area: Enemy: $1+(0.0270*\text{Lvl of the Sadida})$ chromatic dmg Ally: $1+(0.0270*\text{Lvl of the Sadida})$ chromatic heal	<b>Lvl 11</b>	In the area: Enemy: $1+(0.0495*\text{Lvl of the Sadida})$ chromatic dmg Ally: $1+(0.0495*\text{Lvl of the Sadida})$ chromatic heal	<b>Lvl 16</b>	In the area: Enemy: $1+(0.0720*\text{Lvl of the Sadida})$ chromatic dmg Ally: $1+(0.0720*\text{Lvl of the Sadida})$ chromatic heal
<b>Lvl 2</b>	In the area: Enemy: $1+(0.0090*\text{Lvl of the Sadida})$ chromatic dmg Ally: $1+(0.0090*\text{Lvl of the Sadida})$ chromatic heal	<b>Lvl 7</b>	In the area: Enemy: $1+(0.0315*\text{Lvl of the Sadida})$ chromatic dmg Ally: $1+(0.0315*\text{Lvl of the Sadida})$ chromatic heal	<b>Lvl 12</b>	In the area: Enemy: $1+(0.0540*\text{Lvl of the Sadida})$ chromatic dmg Ally: $1+(0.0540*\text{Lvl of the Sadida})$ chromatic heal	<b>Lvl 17</b>	In the area: Enemy: $1+(0.0765*\text{Lvl of the Sadida})$ chromatic dmg Ally: $1+(0.0765*\text{Lvl of the Sadida})$ chromatic heal
<b>Lvl 3</b>	In the area: Enemy: $1+(0.0135*\text{Lvl of the Sadida})$ chromatic dmg Ally: $1+(0.0135*\text{Lvl of the Sadida})$ chromatic heal	<b>Lvl 8</b>	In the area: Enemy: $1+(0.0360*\text{Lvl of the Sadida})$ chromatic dmg Ally: $1+(0.0360*\text{Lvl of the Sadida})$ chromatic heal	<b>Lvl 13</b>	In the area: Enemy: $1+(0.0585*\text{Lvl of the Sadida})$ chromatic dmg Ally: $1+(0.0585*\text{Lvl of the Sadida})$ chromatic heal	<b>Lvl 18</b>	In the area: Enemy: $1+(0.0810*\text{Lvl of the Sadida})$ chromatic dmg Ally: $1+(0.0810*\text{Lvl of the Sadida})$ chromatic heal
<b>Lvl 4</b>	In the area: Enemy: $1+(0.0180*\text{Lvl of the Sadida})$ chromatic dmg Ally: $1+(0.0180*\text{Lvl of the Sadida})$ chromatic heal	<b>Lvl 9</b>	In the area: Enemy: $1+(0.0405*\text{Lvl of the Sadida})$ chromatic dmg Ally: $1+(0.0405*\text{Lvl of the Sadida})$ chromatic heal	<b>Lvl 14</b>	In the area: Enemy: $1+(0.0630*\text{Lvl of the Sadida})$ chromatic dmg Ally: $1+(0.0630*\text{Lvl of the Sadida})$ chromatic heal	<b>Lvl 19</b>	In the area: Enemy: $1+(0.0855*\text{Lvl of the Sadida})$ chromatic dmg Ally: $1+(0.0855*\text{Lvl of the Sadida})$ chromatic heal
<b>Lvl 5</b>	In the area: Enemy: $1+(0.0225*\text{Lvl of the Sadida})$ chromatic dmg Ally: $1+(0.0225*\text{Lvl of the Sadida})$ chromatic heal	<b>Lvl 10</b>	In the area: Enemy: $1+(0.0450*\text{Lvl of the Sadida})$ chromatic dmg Ally: $1+(0.0450*\text{Lvl of the Sadida})$ chromatic heal	<b>Lvl 15</b>	In the area: Enemy: $1+(0.0675*\text{Lvl of the Sadida})$ chromatic dmg Ally: $1+(0.0675*\text{Lvl of the Sadida})$ chromatic heal	<b>Lvl 20</b>	In the area: Enemy: $1+(0.0900*\text{Lvl of the Sadida})$ chromatic dmg Ally: $1+(0.0900*\text{Lvl of the Sadida})$ chromatic heal

**Note:** Heal and damages are Chromatic. Area: square 1

**ID:** 933

## Passive 2: Doll Link

In an act of ultimate symbiosis, the Sadida links his health to that of his Dolls. Part of the damage he receives will be redirected to the Dolls.

<b>Lvl 1</b>	0.5% of damage redirected	<b>Lvl 6</b>	3% of damage redirected	<b>Lvl 11</b>	5.5% of damage redirected	<b>Lvl 16</b>	8% of damage redirected
<b>Lvl 2</b>	1% of damage redirected	<b>Lvl 7</b>	3.5% of damage redirected	<b>Lvl 12</b>	6% of damage redirected	<b>Lvl 17</b>	8.5% of damage redirected
<b>Lvl 3</b>	1.5% of damage redirected	<b>Lvl 8</b>	4% of damage redirected	<b>Lvl 13</b>	6.5% of damage redirected	<b>Lvl 18</b>	9% of damage redirected
<b>Lvl 4</b>	2% of damage redirected	<b>Lvl 9</b>	4.5% of damage redirected	<b>Lvl 14</b>	7% of damage redirected	<b>Lvl 19</b>	9.5% of damage redirected
<b>Lvl 5</b>	2.5% of damage redirected	<b>Lvl 10</b>	5% of damage redirected	<b>Lvl 15</b>	7.5% of damage redirected	<b>Lvl 20</b>	10% of damage redirected
<b>Note:</b> Redirects damage to the Voodoll. If the Sadida doesn't have a voodoll, damages are reduced.							<b>ID:</b> 916

## Passive 3: Savoir-Faire

This spell allows the Sadida to control more Dolls at once and increases the effectiveness of his Voodoll.

<b>Lvl 1</b>	5% to regain a WP upon death of a doll +5% HP to the voodoll	<b>Lvl 6</b>	30% to regain a WP upon death of a doll +30% HP to the voodoll	<b>Lvl 11</b>	55% to regain a WP upon death of a doll +1 Leadership +55% HP to the voodoll	<b>Lvl 16</b>	80% to regain a WP upon death of a doll +1 Leadership +80% HP to the voodoll
<b>Lvl 2</b>	10% to regain a WP upon death of a doll +10% HP to the voodoll	<b>Lvl 7</b>	35% to regain a WP upon death of a doll +35% HP to the voodoll	<b>Lvl 12</b>	60% to regain a WP upon death of a doll +1 Leadership +60% HP to the voodoll	<b>Lvl 17</b>	85% to regain a WP upon death of a doll +1 Leadership +85% HP to the voodoll
<b>Lvl 3</b>	15% to regain a WP upon death of a doll +15% HP to the voodoll	<b>Lvl 8</b>	40% to regain a WP upon death of a doll +40% HP to the voodoll	<b>Lvl 13</b>	65% to regain a WP upon death of a doll +1 Leadership +65% HP to the voodoll	<b>Lvl 18</b>	90% to regain a WP upon death of a doll +1 Leadership +90% HP to the voodoll
<b>Lvl 4</b>	20% to regain a WP upon death of a doll +20% HP to the voodoll	<b>Lvl 9</b>	45% to regain a WP upon death of a doll +45% HP to the voodoll	<b>Lvl 14</b>	70% to regain a WP upon death of a doll +1 Leadership +70% HP to the voodoll	<b>Lvl 19</b>	95% to regain a WP upon death of a doll +1 Leadership +95% HP to the voodoll
<b>Lvl 5</b>	25% to regain a WP upon death of a doll +25% HP to the voodoll	<b>Lvl 10</b>	50% to regain a WP upon death of a doll +1 Leadership +50% HP to the voodoll	<b>Lvl 15</b>	75% to regain a WP upon death of a doll +1 Leadership +75% HP to the voodoll	<b>Lvl 20</b>	100% to regain a WP upon death of a doll +2 Leadership +100% HP to the voodoll
<b>Note:</b>							<b>ID:</b> 917



## Passive 4: Green Guard

As rigorous guards, the Dolls may find themselves in the Nettled state if the Sadida is attacked.

<b>Lvl 1</b>	2% chance to Nettle the dolls (lvl 1)	<b>Lvl 6</b>	12% chance to Nettle the dolls (lvl 3)	<b>Lvl 11</b>	22% chance to Nettle the dolls (lvl 6)	<b>Lvl 16</b>	32% chance to Nettle the dolls (lvl 8)
<b>Lvl 2</b>	4% chance to Nettle the dolls (lvl 1)	<b>Lvl 7</b>	14% chance to Nettle the dolls (lvl 4)	<b>Lvl 12</b>	24% chance to Nettle the dolls (lvl 6)	<b>Lvl 17</b>	34% chance to Nettle the dolls (lvl 9)
<b>Lvl 3</b>	6% chance to Nettle the dolls (lvl 2)	<b>Lvl 8</b>	16% chance to Nettle the dolls (lvl 4)	<b>Lvl 13</b>	26% chance to Nettle the dolls (lvl 7)	<b>Lvl 18</b>	36% chance to Nettle the dolls (lvl 9)
<b>Lvl 4</b>	8% chance to Nettle the dolls (lvl 2)	<b>Lvl 9</b>	18% chance to Nettle the dolls (lvl 5)	<b>Lvl 14</b>	28% chance to Nettle the dolls (lvl 7)	<b>Lvl 19</b>	38% chance to Nettle the dolls (lvl 10)
<b>Lvl 5</b>	10% chance to Nettle the dolls (lvl 3)	<b>Lvl 10</b>	20% chance to Nettle the dolls (lvl 5)	<b>Lvl 15</b>	30% chance to Nettle the dolls (lvl 8)	<b>Lvl 20</b>	40% chance to Nettle the dolls (lvl 10)
<b>Note:</b> Nettled Lvl 1 to 10 (Voodoll cannot be Nettled)							<b>ID:</b> 913

## Passive 5: Lone Sadida (temporary name)

If the Sadida doesn't play dolls, his damages are increased.

<b>Lvl 1</b>	+1.5% Elementary damage at the beginning of the turn	<b>Lvl 6</b>	+9% Elementary damage at the beginning of the turn	<b>Lvl 11</b>	+16.5% Elementary damage at the beginning of the turn	<b>Lvl 16</b>	+24% Elementary damage at the beginning of the turn
<b>Lvl 2</b>	+3% Elementary damage at the beginning of the turn	<b>Lvl 7</b>	+10.5% Elementary damage at the beginning of the turn	<b>Lvl 12</b>	+18% Elementary damage at the beginning of the turn	<b>Lvl 17</b>	+25.5% Elementary damage at the beginning of the turn
<b>Lvl 3</b>	+4.5% Elementary damage at the beginning of the turn	<b>Lvl 8</b>	+12% Elementary damage at the beginning of the turn	<b>Lvl 13</b>	+19.5% Elementary damage at the beginning of the turn	<b>Lvl 18</b>	+27% Elementary damage at the beginning of the turn
<b>Lvl 4</b>	+6% Elementary damage at the beginning of the turn	<b>Lvl 9</b>	+13.5% Elementary damage at the beginning of the turn	<b>Lvl 14</b>	+21% Elementary damage at the beginning of the turn	<b>Lvl 19</b>	+28.5% Elementary damage at the beginning of the turn
<b>Lvl 5</b>	+7.5% Elementary damage at the beginning of the turn	<b>Lvl 10</b>	+15% Elementary damage at the beginning of the turn	<b>Lvl 15</b>	+22.5% Elementary damage at the beginning of the turn	<b>Lvl 20</b>	+30% Elementary damage at the beginning of the turn
<b>Note:</b> The sadida gains a damage bonus (max 150%) if he doesn't control any dolls beside Voodoll. If the sadida places a seed, the bonus is lost.							<b>ID:</b> 912

**Greedy**

4MP 3AP HP = 17%

Mastery = Sadida's

Spell: Greeding						
<b>Cost:</b> 3 AP	<b>RANGE:</b> 1	<b>Area:</b> Point	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> No	<b>Conditions:</b> None	
<b>Effects</b>			<b>Critical Hit Effects</b>			
<b>Dmg:</b> 2	<b>Inc:</b> 0.28	<b>Total:</b> 30	<b>Dmg:</b> 3	<b>Inc:</b> 0.42	<b>Total:</b> 45	
<b>Note:</b>			<b>ID :</b>			

**Inflatable**

2MP 3AP HP = 28%

Mastery = Sadida's

Lock = 1.2\*Lvl of the doll

Spell: Inflate						
<b>Cost:</b> 3 AP	<b>RANGE:</b> 1-3	<b>Area:</b> Point	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> non	<b>Conditions :</b> None	
<b>Effects</b>			<b>Critical Hit Effects</b>			
<b>Dmg:</b> 2	<b>Inc:</b> 0.28	<b>Total:</b> 30	<b>Dmg:</b> 3	<b>Inc:</b> 0.42	<b>Total:</b> 45	
Heal						
<b>Note:</b>			<b>ID :</b>			

**Madoll**

3MP 3AP HP = 9%

Mastery = 0

Spell: « MP debuff »						
Cost: 3 AP	RANGE: 1-4	Area: Point	LOS: Yes	RANGE BOOST: No	Conditions : None	
Effects			Critical Hit Effects			
Dmg: 0	Inc: 0	Total: 0	Dmg:	Inc:	Total:	
-1MP 100%			-1MP 150%			
Note: generates hyper movement						ID :

**Block**

1MP 3AP HP = 32%

Mastery = 0

Spell: Aspiration						
Cost: 3 AP	RANGE: 2-3	Area: Point	LOS: Yes	RANGE BOOST: No	Conditions: Cast in a line	
Effects			Critical Hit Effects			
Dmg: 0	Inc: 0	Total: 0	Dmg:	Inc:	Total:	
Pulls the target by 2 cells						
Note:						ID :

**Ultra Powerfull** (doesn't pufflethe spell that was used to summon it, but saves it)

4MP 6AP HP = 17%

Mastery = 60% of Sadida's

Uses an air spell that the Sadida stored each turn. (if targeted by an air spell then it changes spell and puffles this one).

Spell: X						
Cost: 3 AP	RANGE: 1	Area: Point	LOS: Yes	RANGE BOOST: No	Conditions: None	
Effects			Critical Hit Effects			
Dmg: 1	Inc: 0	Total: 0	Dmg:	Inc:	Total:	
Note:			ID :			

**Lethargic** (doesn't puffle the spell with which it was summon)

3MP 3AP PV = 9%

Dodge = 100% of Sadida's dodge

Mastery = 0

Spell : « AP debuff »						
Cost: 3 AP	RANGE: 1-4	Area: Point	LOS: Yes	RANGE BOOST: No	Conditions: None	
Effects			Critical Hit Effects			
Dmg: 1	Inc:	Total:	Dmg:	Inc:	Total:	
-1AP 100%			-1MP 150%			
Note: Generates hyperaction					ID :	

**Voodoll**

2MP 0AP HP = X

Mastery = Sadida's

Dodge = cannot be locked

Lock = cannot lock

**Sacrificial**

3 MP 3 AP HP = 5%

Mastery = 1% per level of the doll

<b>Sort : Bistoufly (not translated)</b>						
<b>Cost:</b> 3 AP	<b>RANGE:</b> 0	<b>Area:</b> Cross 1	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> No	<b>Conditions:</b> None	
<b>Effects</b>			<b>Critical Hit Effects</b>			
<b>Dmg:</b> 3	<b>Inc:</b> 0.47	<b>Total:</b> 50	<b>Dmg:</b>	<b>Inc:</b>	<b>Total:</b>	
<b>Note :</b>					<b>ID :</b>	