


Class: Xelor

Theme and Elements

		
Theme :	Theme :	Theme :



Spell 1: Frostbite

The Xelor uses his magic to freeze time for an enemy, injuring it as well as potentially removing 1 AP!

Cost: 3 AP	RANGE: 1-3	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: None
Effects			Critical Effects		
Dmg: 3	Inc: 0.29	Total: 32	Dmg: 4	Inc: 0.44	Total: 48
-1 AP (30-80%)			-1 AP (45-120%)		
Note: AP loss generate 20 lvl of Hyperactions. Hyperaction: 1% resist to AP loss, at the beginning of a player's turn, he losses (AP max*10) lvl of Hyperaction.					ID: 783

<h2>Spell 2: Slow Down</h2>						
A very practical mid-range spell, Slow Down uses Water magic to subtract AP from the enemy.						
Cost: 1 AP	RANGE: 2-4	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: 1/target	
Effects			Critical Effects			
Dmg: 1	Inc: 0.05	Total: 6	Dmg: 1	Inc: 0.08	Total: 9	
Tick : On ally: +1 AP (30-80%) « Temporal focus » Tock: -1 AP (30%) / -1 AP (80%)			Tick : On ally: +1 AP (30-80%) « Temporal focus » Tock: -1 AP (45%) / -1 AP (120%)			
Note: Temporal focus : Water spells also give one AP to the target under Temporal Focus. There can only be one Temporal Focus at a time (ends at the end of the Xelor's turn).						ID: 775

<h2>Spell 3: Xelor's Sandglass</h2>						
By reducing his enemy's time, the Xelor can give some back to his friends! When the Demotivated state is applied to an enemy, the AP lost is given to one of his allies.						
Cost: 2 AP	RANGE: 2-5	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: Cast in line. 4/target	
Effects			Critical Effects			
Dmg: 2	Inc: 0.17	Total: 19	Dmg: 3	Inc: 0.25	Total: 28	
Tick: +1 AP to the ally under Temporal Focus (30-80%) Tock: -1 AP (20-70%)			Tick: +1 AP to the ally under Temporal Focus (30-80%) Tock: -1 AP (30-105%)			
Note: AP gains add a level of Accelerator. If Accelerator reaches lvl 5, the target cannot gain further AP.						ID: 763

Spell 4: Clock						
By speeding up time to his advantage, the Xelor creates a latent zone which can injure multiple targets and even cause them to lose 1 AP!						
Cost: 5 AP	RANGE: 2-4	Area: Cross	LOS: Yes	RANGE BOOST: Yes	Conditions: None	
Effects			Critical Effects			
Dmg: 5	Inc: 0.50	Total: 55		Dmg: 8	Inc: 0.75	Total: 83
Tick: +1 AP to an ally under Temporal Focus per enemy hit (30-80%) Tock: -1 AP (30-80%)			Tick: +1 AP to an ally under Temporal Focus per enemy hit (30-80%) Tock: -1 AP (45-120%)			
Note:						ID: 749

Spell 5: Sinistro						
The Xelor summons an immobile Sinistro which can remove AP from enemies. When it's summoned to an Hour cell, it will last longer and prove more effective.						
Cost: 4 AP	RANGE: 1-5	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: 1 Mechanism	
Effects			Critical Effects			
Dmg: /	Inc: /	Total: /		Dmg: /	Inc: /	Total: /
3 charges Has 3 AP and the spell Frostbite with a Range 1-3			3 charges Has 3 AP and the spell Frostbite with a Range 1-3			
Note: -If the Sinistro is on the Dial, it has 40% more chances to remove and AP.						ID: 1417



<h2>Spell 1: Underhand</h2>					
Xelors can use a sneaky telescopic hand to keep their enemies at arm's length. They press against the fabric of time to push the enemy backwards - provided their timing is right, that is!					
Cost: 4 AP	RANGE: 1	Area: Point	LOS: Yes	RANGE BOOST: Non	Conditions: None
Effects			Critical Effects		
Dmg: 4	Inc: 0.51	Total: 55	Dmg: 6	Inc: 0.76	Total: 82
On a player, pushes by 1 cell. If the Xelor is on a hour cell: On an empty cell: places a Time Rift			On a player, pushes by 1 cell. If the Xelor is on a hour cell: On an empty cell: places a Time Rift		
Note: Doesn't damage allies.					ID: 767

<h2>Spell 2: Aging</h2>					
The Xelor makes sure that his target feels the weight of the years, and pushes it towards the grave! If his timing is right, then any AP or Initiative loss suffered by the target will also cause damage.					
Cost: 2 AP	RANGE: 1-3	Area: Cross 1	LOS: Yes	RANGE BOOST: Yes	Conditions: 1/target
Effects			Critical Effects		
Dmg: 1	Inc: 0.05	Total: 6	Dmg: 1	Inc: 0.08	Total: 9
Tick : -1 / -10 HP for each Initiative point lost Tock: -1 / -9 HP for each AP lost			Tick : -1 / -10 HP for each Initiative point lost Tock: -1 / -9 HP for each AP lost		
Note:					ID: 765

Spell 3: Temporal Distortion						
The Xelor inflicts damage on his target. If his timing is good, he'll also make it more prone to AP loss.						
Cost: 2 AP	RANGE: 2-4	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: None	
Effects			Critical Effects			
Dmg: 2	Inc: 0.23	Total: 25	Dmg: 3	Inc: 0.34	Total: 37	
Hyperaction -1 to -10 Teleports the target to a Time Rift			Hyperaction -1 to -10 Teleports the target to a Time Rift			
Note: Doesn't damage allies.						ID: 1418

Spell 4: Tempus Fugit						
The Xelor attacks all enemies in close combat, then teleports to the targeted cell. If his timing is right, the Xelor will attack after teleporting.						
Cost: 3 AP 1 PM	RANGE: 2-2	Area: Croix	LOS: Non	RANGE BOOST: Non	Conditions: None	
Effects			Critical Effects			
Dmg: 4	Inc: 0.41	Total: 45	Dmg: 6	Inc: 0.61	Total: 67	
Damage before teleport Places a Time Twist on the start and end cells of the spell.			Damage before teleport			
Note: Upon stepping on a Time Twist, the player is teleported to the other, if not already occupied. There can only be 2 Time Twists at a time. Each Time Twist only last one turn.						ID: 772

Spell 5: Xelor Punishment						
Xelor Punishment is definitely the Xelor's most powerful spell, but it only hits enemies found on, or adjacent to, Hour cells.						
Cost: 5 AP	RANGE: 2-4 -6	Area: Croix	LOS: Non	RANGE BOOST: Non	Conditions: Xelor on an hour cell. 2/turn	
Effects			Critical Effects			
Dmg: 6	Inc: 0.74	Total: 80	Dmg: 9	Inc: 1.11	Total: 120	
If target on an hour cell : +1 to +10 Air dmg If target on a non-hour cell: destroys the hour cell under the Xelor			If target on an hour cell : +1 to +15 Air dmg If target on a non-hour cell: destroys the hour cell under the Xelor			
Note: The cell is destroyed before dealing damages.						ID: 771



Spell 1: Hand						
If he gets too wound up, the Xelor can cast a clock hand into his opponent to inflict some damage and reduce Initiative.						
Cost: 5 AP	RANGE: 3-4	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: None	
Effects			Critical Effects			
Dmg: 5	Inc: 0.63	Total: 68	Dmg: 8	Inc: 0.94	Total: 102	
Tick: -25 Initiative Tock: Rebound on the target in 2 cells			Tick: -37 Initiative Tock: Rebound on the target in 2 cells			
Note:						ID: 750

<h2>Spell 2: Line of Fire</h2>					
The Xelor's mastery of time enables him to create a red hot ray which proves devastating for any enemies unlucky enough to find themselves in his line of fire. Especially since it decreases their Initiative too...					
Cost: 4PA	RANGE: 1-2 line	Area:	LOS: No	RANGE BOOST: Yes	Conditions: None
Effects			Critical Effects		
Dmg: 4	Inc: 0.41	Total: 45	Dmg: 6	Inc: 0.61	Total: 67
Tick : -20 Initiative Tock : Line 3			Tick : -30 Initiative Tock : Line 3		
Note:					ID: 751

<h2>Spell 3: Temporal Burn</h2>					
The Xelor hates wasting time, so he uses it up! He spends all the AP he has left to attack enemies. The amount of damage done and Initiative lost will depend on how many AP are available.					
Cost: X	RANGE: 2-3	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: AP > 0
Effects			Critical Effects		
Dmg: 1	Inc: 0.11	Total: 12	Dmg: 2	Inc: 0.16	Total: 18
Tick: -5 INI per AP Tock: Cross 1			Tick: -7 INI per AP Tock: Cross 1		
Note: Max 3 AP. 1/turn					ID: 752

<h2>Spell 4: Temporal Dust</h2>					
A dust which appears on the targeted area and badly stings the eyes of any creatures it finds there.					
Cost: 6 AP	RANGE: 1-4	Area: Cross 1	LOS: Yes	RANGE BOOST: Yes	Conditions: None
Effects			Critical Effects		
Dmg: 5	Inc: 0.55	Total: 60	Dmg: 7	Inc: 0.83	Total: 90
Tick: -20 Initiative Tock: Circle 2			Tick: -30 Initiative Tock: Circle 2		
Note:					ID: 754

<h2>Spell 5: Hydruille</h2>					
Precious ally of the Xelor, the Hydrand is indestructible and attacks the opponent before evaporating. If placed on an Hour cell, it will stay there until the Dial disappears...					
Cost: 4 PA	RANGE: 1-4	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: 1 Mechanism
Effects			Critical Effects		
Dmg:	Inc:	Total:	Dmg: /	Inc: /	Total: /
3 Charges Has 3 AP and the spell Temporal Burn with a Range of 1-3			3 Charges Has 3 AP and the spell Temporal Burn with a Range of 1-3		
Note: (targets and targets under Aging if possible). If Sinistro is on the Dial, it receives +20% INI removal.					ID: 753



Active 1: Xelor's Dial

The Xelor summons a Dial which boosts damage and AP loss, then teleports onto it. In order for the Dial to remain there, it must have Charges left and the Xelor must be standing on it at the start of the turn.

Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
Cost: 1 PW 3 AP	Cost: 1 PW 3 AP	Cost: 1 PW 3 AP	Cost: 1 PW 3 AP	Cost: 1 PW 3 AP	Cost: 1 PW 3 AP	Cost: 1 PW 3 AP	Cost: 1 PW 3 AP	Cost: 1 PW 3 AP	Cost: 1 PW 3 AP
RANGE: Line 3	RANGE: Line 3	RANGE: Line 3	RANGE: Line 3	RANGE: Line 3	RANGE: Line 3	RANGE: Line 3	RANGE: Line 3	RANGE: Line 3	RANGE: Line 3
Eff: Summons a Dial with 3 charges : +5% damage	Eff: Summons a Dial with 3 charges : +5% damage	Eff: Summons a Dial with 3 charges : +5% damage	Eff: Summons a Dial with 3 charges : +5% damage	Eff: Summons a Dial with 3 charges : +5% damage	Eff: Summons a Dial with 3 charges : +5% damage	Eff: Summons a Dial with 3 charges : +5% damage	Eff: Summons a Dial with 3 charges : +5% damage	Eff: Summons a Dial with 3 charges : +5% damage	Eff: Summons a Dial with 3 charges : +5% damage

Note: Current hour +50% damages

The dial is destroyed if the Xelor doesn't end his turn on it.

ID: 776

Active 2: Timekeeper

As quick as a flash, the Xelor charges the peak of his Dial with AP and Initiative which he will recover at the beginning of his next turn.

Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
Cost: 3 AP	Cost: 3 AP	Cost: 3 AP	Cost: 3 AP	Cost: 2 AP	Cost: 2 AP	Cost: 2 AP	Cost: 2 AP	Cost: 2 AP	Cost: 1 AP
RANGE: 3	RANGE: 3	RANGE: 3	RANGE: 3	RANGE: 3	RANGE: 3	RANGE: 3	RANGE: 3	RANGE: 3	RANGE: 3
Eff: Stocks 1 AP on the Dial. 5% chance to add a charge to the Dial.	Eff: Stocks 1 AP on the Dial. 10% chance to add a charge to the Dial.	Eff: Stocks 1 AP on the Dial. 15% chance to add a charge to the Dial.	Eff: Stocks 1 AP on the Dial. 20% chance to add a charge to the Dial.	Eff: Stocks 1 AP on the Dial. 25% chance to add a charge to the Dial.	Eff: Stocks 1 AP on the Dial. 30% chance to add a charge to the Dial.	Eff: Stocks 1 AP on the Dial. 35% chance to add a charge to the Dial.	Eff: Stocks 1 AP on the Dial. 40% chance to add a charge to the Dial.	Eff: Stocks 1 AP on the Dial. 45% chance to add a charge to the Dial.	Eff: Stocks 1 AP on the Dial. 50% chance to add a charge to the Dial.

Note: Requires to be on a Dial. 3/turn

ID: 776

Active 3: Mummification

The Xelor can take control of a KO'd ally and revive him for one last turn.

Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
Cost: 5Pa	Cost: 5Pa	Cost: 5Pa	Cost: 4Pa	Cost: 4Pa	Cost: 4Pa	Cost: 3Pa	Cost: 3PA	Cost: 3PA	Cost: 2PA
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
Eff: Revives an KO'd ally with 1 HP In Recovery (lvl 1)	Eff: Revives an KO'd ally with 1 HP In Recovery (lvl 2)	Eff: Revives an KO'd ally with 1 HP In Recovery (lvl 3)	Eff: Revives an KO'd ally with 1 HP In Recovery (lvl 4)	Eff: Revives an KO'd ally with 1 HP In Recovery (lvl 5)	Eff: Revives an KO'd ally with 1 HP In Recovery (lvl 6)	Eff: Revives an KO'd ally with 1 HP In Recovery (lvl 7)	Eff: Revives an KO'd ally with 1 HP In Recovery (lvl 8)	Eff: Revives an KO'd ally with 1 HP In Recovery (lvl 9)	Eff: Revives an KO'd ally with 1 HP In Recovery (lvl 10)
Note:									ID: 777

Active 4: Devotion

The Xelor uses some Wakfu to give himself and his allies a little extra time.

Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
Cost: 3PM	Cost: 3PM	Cost: 3PM	Cost: 3PM	Cost: 2PM	Cost: 2PM	Cost: 2PM	Cost: 1PM	Cost: 1PM	Cost: 1PM
RANGE: 0	RANGE: 0-1	RANGE: 0-1	RANGE: 0-2	RANGE: 0-2	RANGE: 0-2	RANGE: 0-3	RANGE: 0-3	RANGE: 0-4	RANGE: 0-4
Eff: +1 AP to the target 1/target 1/turn	Eff: +1 AP to the target 1/target 1/turn	Eff: +1 AP to the target 1/target 2/turn	Eff: +1 AP to the target 1/target 2/turn	Eff: +1 AP to the target 1/target 2/turn	Eff: +1 AP to the target 1/target 3/turn	Eff: +1 AP to the target 1/target 3/turn	Eff: +1 AP to the target 1/target 3/turn	Eff: +1 AP to the target 1/target 4/turn	Eff: +1 AP to the target 2/target 4/turn
Note: Applies acceleration.									ID: 766

Active 5: Desynchronization

	Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
	Cost: 3 AP 1 PW	Cost: 3 AP 1 PW	Cost: 3 AP 1 PW	Cost: 2 AP 1 PW	Cost: 2 AP 1 PW	Cost: 2 AP 1 PW	Cost: 1 AP 1 PW	Cost: 1 AP 1 PW	Cost: 1 AP 1 PW	Cost: 0 AP 1 PW
	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0
	Eff: Tick: Becomes Tock Applies Temporal Sickness Tock: Becomes Tick Applis Temporal Sickness -18% Damage all	Eff: Tick: Becomes Tock Applies Temporal Sickness Tock: Becomes Tick Applis Temporal Sickness -16% Damage all	Eff: Tick: Becomes Tock Applies Temporal Sickness Tock: Becomes Tick Applis Temporal Sickness -14% Damage all	Eff: Tick: Becomes Tock Applies Temporal Sickness Tock: Becomes Tick Applis Temporal Sickness -12% Damage all	Eff: Tick: Becomes Tock Applies Temporal Sickness Tock: Becomes Tick Applis Temporal Sickness -10% Damage all	Eff: Tick: Becomes Tock Applies Temporal Sickness Tock: Becomes Tick Applis Temporal Sickness -8% Damage all	Eff: Tick: Becomes Tock Applies Temporal Sickness Tock: Becomes Tick Applis Temporal Sickness -6% Damage all	Eff: Tick: Becomes Tock Applies Temporal Sickness Tock: Becomes Tick Applis Temporal Sickness -4% Damage all	Eff: Tick: Becomes Tock Applies Temporal Sickness Tock: Becomes Tick Applis Temporal Sickness -2% Damage all	Eff: Tick: Becomes Tock Applies Temporal Sickness Tock: Becomes Tick Applis Temporal Sickness -0% Damage all
	Note: Temporal Sickness : upon using Desynchronization: -3 AP (1 turn)									ID: 757



Passive 1: Temporal Waves

This passive spell enables the Xelor to trigger his Tick Tock. What's more, every time the Xelor manages to remove AP from someone, he has a chance of removing 1 extra AP.

Lvl 1	Attack Tick (Lvl 1) and Tock (Lvl 1)	Lvl 6	Attack Tick (Lvl 6) and Tock (Lvl 6)	Lvl 11	Attack Tick (Lvl 11) and Tock (Lvl 11)	Lvl 16	Attack Tick (Lvl 16) and Tock (Lvl 16)
Lvl 2	Attack Tick (Lvl 2) and Tock (Lvl 2)	Lvl 7	Attack Tick (Lvl 7) and Tock (Lvl 7)	Lvl 12	Attack Tick (Lvl 12) and Tock (Lvl 12)	Lvl 17	Attack Tick (Lvl 17) and Tock (Lvl 17)
Lvl 3	Attack Tick (Lvl 3) and Tock (Lvl 3)	Lvl 8	Attack Tick (Lvl 8) and Tock (Lvl 8)	Lvl 13	Attack Tick (Lvl 13) and Tock (Lvl 13)	Lvl 18	Attack Tick (Lvl 18) and Tock (Lvl 18)
Lvl 4	Attack Tick (Lvl 4) and Tock (Lvl 4)	Lvl 9	Attack Tick (Lvl 9) and Tock (Lvl 9)	Lvl 14	Attack Tick (Lvl 14) and Tock (Lvl 14)	Lvl 19	Attack Tick (Lvl 19) and Tock (Lvl 19)
Lvl 5	Attack Tick (Lvl 5) and Tock (Lvl 5)	Lvl 10	Attack Tick (Lvl 10) and Tock (Lvl 10)	Lvl 15	Attack Tick (Lvl 15) and Tock (Lvl 15)	Lvl 20	Attack Tick (Lvl 20) and Tock (Lvl 20)
Note: Tick : +1% INI loss per level. Tock : +2% chances to AP loss per level							ID: 756

Passive 2: Master of Time

Nobody masters temporal flux quite like the Xelor. Master of Time enables him to increase his Initiative and his chances of removing AP.

Lvl 1	+2 INI +1.5% chance to remove AP	Lvl 6	+12 INI +9% chances to remove AP	Lvl 11	+22 INI +16.5% chance to remove AP	Lvl 16	+32 INI +24% chance to remove AP
Lvl 2	+4 INI +3% chance to remove AP	Lvl 7	+14 INI +10.5% chance to remove AP	Lvl 12	+24 INI +18% chance to remove AP	Lvl 17	+34 INI +25.5% chance to remove AP
Lvl 3	+6 INI +4.5% chance to remove AP	Lvl 8	+16 INI +12% chance to remove AP	Lvl 13	+26 INI +19.5% chance to remove AP	Lvl 18	+36 INI +27% chance to remove AP
Lvl 4	+8 INI +6% chance to remove AP	Lvl 9	+18 INI +13.5% chance to remove AP	Lvl 14	+28 INI +21% chance to remove AP	Lvl 19	+38 INI +28.5% chance to remove AP
Lvl 5	+10 INI +7.5% chance to remove AP	Lvl 10	+20 INI +15% chance to remove AP	Lvl 15	+30 INI +22.5% chance to remove AP	Lvl 20	+40 INI +30% chance to remove AP
Note:							ID: 785

Passive 3: Time Theft

Time Theft grants the Xelor a chance to recover the AP that he removes from his enemies.

Lvl 1	1% to get back 1 AP +1% chance to give 1 AP	Lvl 6	6% to get back 1 AP +6% chance to give 1 AP	Lvl 11	11% to get back 1 AP +11% chance to give 1 AP	Lvl 16	16% to get back 1 AP +16% chance to give 1 AP
Lvl 2	2% to get back 1 AP +2% chance to give 1 AP	Lvl 7	7% to get back 1 AP +7% chance to give 1 AP	Lvl 12	12% to get back 1 AP +12% chance to give 1 AP	Lvl 17	17% to get back 1 AP +17% chance to give 1 AP
Lvl 3	3% to get back 1 AP +3% chance to give 1 AP	Lvl 8	8% to get back 1 AP +8% chance to give 1 AP	Lvl 13	13% to get back 1 AP +13% chance to give 1 AP	Lvl 18	18% to get back 1 AP +18% chance to give 1 AP
Lvl 4	4% to get back 1 AP +4% chance to give 1 AP	Lvl 9	9% to get back 1 AP +9% chance to give 1 AP	Lvl 14	14% to get back 1 AP +14% chance to give 1 AP	Lvl 19	19% to get back 1 AP +19% chance to give 1 AP
Lvl 5	5% to get back 1 AP +5% chance to give 1 AP	Lvl 10	10% to get back 1 AP +10% chance to give 1 AP	Lvl 15	15% to get back 1 AP +15% chance to give 1 AP	Lvl 20	20% to get back 1 AP +20% chance to give 1 AP
Note: Triggers on a successful AP removal.							ID: 761

Passive 4: Temporal Crystallization

The more elements the Xelor uses, the more powerful he gets.

Lvl 1	+0 Lvl of Temporal Crystallization per elements used in the turn. +1 INI (1+inc 0.75)	Lvl 6	+4 Lvl of Temporal Crystallization per elements used in the turn. +4 INI	Lvl 11	+8 Lvl of Temporal Crystallization per elements used in the turn. +8 INI	Lvl 16	+12 Lvl of Temporal Crystallization per elements used in the turn. +12 INI
Lvl 2	+1 Lvl of Temporal Crystallization per elements used in the turn. +1 INI	Lvl 7	+5 Lvl of Temporal Crystallization per elements used in the turn. +5 INI	Lvl 12	+9 Lvl of Temporal Crystallization per elements used in the turn. +9 INI	Lvl 17	+12 Lvl of Temporal Crystallization per elements used in the turn. +13 INI
Lvl 3	+2 Lvl of Temporal Crystallization per elements used in the turn. +2 INI	Lvl 8	+6 Lvl of Temporal Crystallization per elements used in the turn. +6 INI	Lvl 13	+9 Lvl of Temporal Crystallization per elements used in the turn. +10 INI	Lvl 18	+13 Lvl of Temporal Crystallization per elements used in the turn. +13 INI
Lvl 4	+3 Lvl of Temporal Crystallization per elements used in the turn. +3 INI	Lvl 9	+6 Lvl of Temporal Crystallization per elements used in the turn. +7 INI	Lvl 14	+10 Lvl of Temporal Crystallization per elements used in the turn. +10 INI	Lvl 19	+14 Lvl of Temporal Crystallization per elements used in the turn. +14 INI
Lvl 5	+3 Lvl of Temporal Crystallization per elements used in the turn. +4 INI	Lvl 10	+7 Lvl of Temporal Crystallization per elements used in the turn. +7 INI	Lvl 15	+11 Lvl of Temporal Crystallization per elements used in the turn. +11 INI	Lvl 20	+15 Lvl of Temporal Crystallization per elements used in the turn. +15 INI
Note: Max 100%, each element can only trigger once a turn. Temporal Crystallization: 1% damage per level. Max lvl 100. The state is lost if the Xelor doesn't deal damage for 1 turn.							ID: 764

Passive 5: Rollback

Sometimes, the fabric of time stretches and bends under Xelor spells. When it does, the energy spent casting a spell is returned as if nothing had happened... However, this will only ever happen once per turn.

Lvl 1	1% chance to regain 1 AP per AP used.	Lvl 6	6% chance to regain 1 AP per AP used.	Lvl 11	11% chance to regain 1 AP per AP used.	Lvl 16	16% chance to regain 1 AP per AP used.
Lvl 2	2% chance to regain 1 AP per AP used.	Lvl 7	7% chance to regain 1 AP per AP used.	Lvl 12	12% chance to regain 1 AP per AP used.	Lvl 17	17% chance to regain 1 AP per AP used.
Lvl 3	3% chance to regain 1 AP per AP used.	Lvl 8	8% chance to regain 1 AP per AP used.	Lvl 13	13% chance to regain 1 AP per AP used.	Lvl 18	18% chance to regain 1 AP per AP used.
Lvl 4	4% chance to regain 1 AP per AP used.	Lvl 9	9% chance to regain 1 AP per AP used.	Lvl 14	14% chance to regain 1 AP per AP used.	Lvl 19	19% chance to regain 1 AP per AP used.
Lvl 5	5% chance to regain 1 AP per AP used.	Lvl 10	10% chance to regain 1 AP per AP used.	Lvl 15	15% chance to regain 1 AP per AP used.	Lvl 20	20% chance to regain 1 AP per AP used.
Note: 3/turn							ID: 758