




Class: FECA



Theme and Elements

		
Theme : Branch with damage armor buffs and resist glyph buffs.	Theme : Damage branch and negative armors triggered on specific conditions. Damage glyphs.	Theme : Counter defensive armors, bugg glyphs.

First:

The main changes concern the charge system that is consumed at the beginning of the turn of the Feca, which leads to a destruction of the Glyph or Armor as soon as it reaches 0 charges. Also the mechanic of all spells has been tweaked.

Names with a "*" or in grey are temporary. Some descriptions are not yet written.

The "Note:" part provides more information about the way the spell and its effects work, don't forget to read it.

Glyphs and Armors mechanics

Armors and Glyphs have charges, one is deduced during the turn of the Feca, and if the counter reaches 0 the armor or glyph is removed.

The armor effect triggers at the beginning of the turn of its carrier, same for the glyphs except the Fecalistopheles which marks its targets as soon as they get in.

For the moment I don't see why glyphs or armors shouldn't affect enemies and allies all together.

About graphics and the Feca

Some players want more interaction with the item the Feca has on his wrist. Also some animation and APS with bubble shape for protection spells are expected.

The appearance of spells is an important point; some players even choose their class based on this. Since Feca represents 5% of characters created (4th or 5th from the end), better improving its appearance to make it more interesting, since the spells are rather complicated to use.

The class itself should be a center piece of more developed group strategies against UBs or in PvP, therefore requiring a higher level of understanding of combat mechanics.



Spell 1: *Drop*

Armor

Cost: 3 AP	RANGE: 1-4	Area: Point	LOS: No	RANGE BOOST: No	Conditions: None
Effects			Critical Hit Effects		
Dmg: 3	Inc: 0.31	Total: 34	Dmg: 5	Inc: 0.46	Total: 51
Adaptive armor, depending on the amount of enemies. 0: +1-10% Res All, +3-30 Dodge and +0-0MP 1: +2-20% Res All, +6-60 Dodge and +0-0MP 2: +3-35% Res All, +10-100 Dodge and +0-1MP (lvl75) 3: +5-55% Res All, +15-150 Dodge and +0-1-2MP (lvl50, 75) Amount of Charges: 2			Same Amount of Charges: 3		
Note: The amount of enemies in contact sets the efficiency of the armor from 0 to 3 enemies.					ID : 2282



Spell 2: *Steam*

Armor

Cost: 4 AP	RANGE: 1-4	Area: Point	LOS: Yes	RANGE BOOST: No	Conditions: None
Effects			Critical Hit Effects		
Dmg: 4	Inc: 0.46	Total: 50	Dmg: 6	Inc: 0.69	Total: 75
Stase armor Lvl 1: +10% Res All, -10% Dmg All, 10% chance to loose 1MP Lvl 100: +100% Res All, -100% Dmg All, 100% chance to loose 1MP Amount of Charges: 4			Same Amount of Charges: 6		
Note:					ID : 2327



Spell 3: *Bubble*

Armor

Cost: 3AP 1MP	RANGE: 3-6	Area: Point	LOS: No	RANGE BOOST: No	Conditions: 3/target
Effects			Critical Hit Effects		
Dmg: 4	Inc: 0.58	Total: 62	Dmg: 6	Inc: 0.87	Total: 93
Pushing armor, Lvl 1: 20% to push target in contact Lvl 100: 100% to push target in contact Amount of Charges: 2			Same Amount of Charges: 3		
Note: The push effect triggers at the beginning of the carrier's turn.					ID : 2328



Spell 4: *Avalanche*

Glyph

Cost: 5 AP	RANGE: 1-4	Area: Point	LOS: Yes	RANGE BOOST: No	Conditions: None
Effects			Critical Hit Effects		
Dmg: 5	Inc: 0.61	Total: 66	Dmg: 8	Inc: 0.91	Total: 99
Le Super Glyph, Lvl 1: 20% to lose an additional MP when moving Lvl 100: 100% to lose an additional MP when moving Size: Circle of 2 Amount of Charges: 4			Same Amount of Charges: 6		
Note: Triggers for each MP spent to move within the glyph. Generates hypermovement. Applies to allies and enemies.					ID : 2329





Spell 5: *Crashing Wave*

Glyph

Cost: 5 AP 1 MP 1 WP	RANGE: 1-4	Area: Custom (rectangle 6 cells)	LOS: Yes	RANGE BOOST: No	Conditions: None
Effects			Critical Hit Effects		
Dmg: 7	Inc: 0.73	Total: 80	Dmg: 10	Inc: 1.10	Total: 120
Divine Silence Glyph, when using a WP spell. Lvl 1: 1 Dmg (Water) when using a WP and 1% to gain a WP Lvl 100: 50 Dmg (Water) when using a WP and 30% to gain a WP Size: Circle of 3 Amount of Charges: 4			Same Amount of Charges: 6		
Note: Applies to allies and enemies.					ID : 2330



 <h2 style="text-align: center;">Spell 1: Fecalor*</h2>						
Armor						
Cost: 3 AP	RANGE: 1-3	Area: point	LOS: Yes	RANGE BOOST: Yes	Conditions: None	
Effects			Critical Hit Effects			
Dmg: 3	Inc: 0.33	Total: 36	Dmg: 4	Inc: 0.50	Total: 54	
Armordiction of Fecalor*, curses the aggressor of the carrier. Lvl 1: -1% Resist All per hit of the aggressor Lvl 100: -30% Resist All per hit of the aggressor Limit: -100% Resist All Amount of Charges: 2			Same Amount of Charges: 3			
Note:					ID : 2288	

 <h2 style="text-align: center;">Spell 2: Felial*</h2>						
Armor						
Cost: 4 AP 1 MP	RANGE: 1-2	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: None	
Effects			Critical Hit Effects			
Dmg: 5	Inc: 0.63	Total: 68	Dmg: 7	Inc: 0.95	Total: 102	
Armordiction of Felial*, deals dmg at the beginning of the carrier's turn and interracts with Shushus mark*. Lvl 1: 1 Dmg (Fire) Lvl 100: 26 Dmg (Fire) Amount of Charges: 4			Same Amount of Charges: 6			
Note: See Fecalistofedes for the combined effect (Shushus mark*)					ID : 2258	



Spell 3: Fecadriel*

Glyph

Cost: 2 AP	RANGE: 1-4	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: None
Effects			Critical Hit Effects		
Dmg: 1	Inc: 0.20	Total: 21	Dmg: 3	Inc: 0.19	Total: 32
<p>Fecadriel Glyph*, adds levels of incurable and zombifies. Lvl 1: +1 Lvl Incurable with 50% Chance Lvl 100 : +3 Lvl Incurable with 100% Chance If 10 lvl of Incurable then the effect becomes Zombification. Size: Circle of 2 Amount of Charges: 2</p>			<p>Same Amount of Charges: 3</p>		
<p>Note: If Incurable is level 10 and the glyph triggers, then Zombification replaces Incurable (the effect lasts for a turn after each application) Progression: 1 Lvl of Incurable more (lvl 34 and 67) and % chance with linear progression and throw for each level of Incurable. Effect not stackable if several glyphs of the same type are placed! (same for all glyphs)</p>					ID : 2289



Spell 4: Fecasmodee*

Glyph

Cost: 3AP 1MP	RANGE: 1-3	Area: Point	LOS: Yes	RANGE BOOST: No	Conditions: 3/target
Effects			Critical Hit Effects		
Dmg: 4	Inc: 0.50	Total: 54	Dmg: 6	Inc: 0.71	Total: 77
<p>Gets closer by 2 cells if cast in line. Fecasmodee Glyph*, deals damage to the caster of a spell based on its cost. Lvl 1: 0.5 Dmg (Fire) per AP/MP/WP used. Lvl 100: 5 Dmg (Fire) per AP/MP/WP used. Size: Circle of 2 Amount of Charges: 2</p>			<p>Same Amount of Charges: 3</p>		

Note: Can be cast on an empty cell for the moment. Cost is calculated without making difference between AP/MP/WP.

ID : 2290





Spell 5: Fecastopheles

Glyph

Cost: 6 AP 1 WP	RANGE: 1-3	Area: Cross (5 cells)	LOS: Yes	RANGE BOOST: Yes	Conditions: None
Effects			Critical Hit Effects		
Dmg: 7	Inc: 0.83	Total: 90	Dmg: 10	Inc: 1.25	Total: 135
Fecastopheles Glyph, marks target which will burn upon starting its turn. Lvl 1: The mark inflicts 1 Dmg (Fire) Lvl 100: The mark inflicts 30 Dmg (Fire) Size: Circle of 1 (cross) Amount of Charges: 4 Shushus Mark* : Surrounds the target with a cloud of black smoke absorbing 20 dmg*mastery (Fire damage bonus of the Feca)			Same Amount of Charges: 6		
Note: The Fecastopheles Mark applies as soon as a player enters the glyph and is removed at the end of the turn of this player. If Armordiction of Felial* is on the marked target, then Shushus Mark appears. Shushus Mark evolves based on the level of Fecastopheles: lvl 1: 1 dmg – lvl 100: 20 dmg.					ID : 2338



 <h2 style="text-align: center;">Spell 1: <i>Fecablades</i></h2>						
Armor						
Cost: 3AP	RANGE: 1-3	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: None	
Effects			Critical Hit Effects			
Dmg: 3	Inc: 0.26	Total: 36	Dmg: 4	Inc: 0.40	Total: 44	
Absorption armor, protects the carrier of the armor. Lvl 1: 1 of Shield (Earth) Lvl 100: 30 of Shield (Earth) Amount of Charges: 2			Same Amount of Charges: 3			
Note: Shields benefit from the mastery of their type and block all damages.					ID : 2369	

 <h2 style="text-align: center;">Spell 2: <i>Fecabo</i></h2>						
Armor						
Cost: 4 AP	RANGE: 1-4	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: None	
Effects			Critical Hit Effects			
Dmg: 4	Inc: 0.41	Total: 50	Dmg: 6	Inc: 0.62	Total: 68	
Accumulation armor, adds resistance all based on the strength of the attack. Lvl 1: 1% of Res All per AP/MP/WP and keeps 0% of res every second turn. Lvl 100: 4% of Res All per AP/MP/WP and keeps 50% of res every second turn. Amount of Charges: 4			Same Amount of Charges: 6			
Note: The armor loses half of its percentage at the beginning of the turn of the Feca at level 100. Doesn't work on heals or with allies spells.					ID : 2371	



Spell 3: *Fecammer*

Armor					
Cost: 6 AP 1 WP	RANGE: 1-4	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: None
Effects			Critical Hit Effects		
Dmg: 7	Inc: 0.97	Total: 104	Dmg: 10	Inc: 1.46	Total: 156
Procrastination armor*, delays damage received by one turn. Lvl 1: Absorbs 20% of dmg and gives back 20% Lvl 100: Absorbs 100% of dmg and gives back 100% Amount of Charges: 1			Lvl 1 : Absorbs 20% of dmg and gives back 18% Lvl 100 : Absorbs 100% of dmg and gives back 90% Amount of Charges: 1		
Note: Gives back damages when removed. Amount of damage must be displayed.					ID : 2370



Spell 4: *Defensive Orb*

Glyph					
Cost: 3 AP 2 MP	RANGE: 1-5	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: 1/Target
Effects			Critical Hit Effects		
Dmg: 5	Inc: 0.50	Total: 55	Dmg: 7	Inc: 0.66	Total: 73
Distance protection glyph*, the further the caster is, the better the effect. Lvl 1: +5% Res All per cell after the 4th. Lvl 100: +30% Res All per cell after the 4th. Max: 90% Res All Size: Circle of 2 Amount of Charges: 4			Same Amount of Charges: 6		
Note: If distance is above 3.					ID : 2372



Spell 5: *Feca Staff*

Glyph

Cost: 5 AP 2 MP		RANGE: 1-4	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: None
Effects				Critical Hit Effects		
Dmg: 7	Inc: 0.83	Total: 90		Dmg: 10	Inc: 1.25	Total: 135
Sharing glyph, gives the highest resistance to one element to all those placed in the glyph. Lvl 1: 10% of the highest resist per element. Lvl 100: 100% of the highest resist per element. Max : 200% per element Size: Circle of 4 Amount of Charges: 4				Same Amount of Charges: 6		
Note: If a player and Magmog are in the glyph, the UB will not gain anything in Earth, Fire and Air, but will gain Water resist. The player will gain 200% resist in all resists but Water, except if he already has more than 200% resist in Earth, Fire, Air.						ID : 2373



Active 1: Glyph or Armor

This specialty enables the Feca to place Armor on a target or a Glyph on the ground. The resulting Glyph or Armor must be activated using an elemental spell.

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: 2 AP	Cost: 2 AP	Cost: 2 AP	Cost: 1 AP	Cost: 1 AP	Cost: 1 AP	Cost: 0 AP
RANGE: 0-1	RANGE: 0-2	RANGE: 0-2	RANGE: 0-3	RANGE: 0-3	RANGE: 0-4	RANGE: 0-4	RANGE: 0-5	RANGE: 0-5	RANGE: 0-6
Eff: On target: Places a neutral Armor. On cell: places a Neutral Glyph.	Eff: On target: Places a neutral Armor. On cell: places a Neutral Glyph.	Eff: On target: Places a neutral Armor. On cell: places a Neutral Glyph.	Eff: On target: Places a neutral Armor. On cell: places a Neutral Glyph.	Eff: On target: Places a neutral Armor. On cell: places a Neutral Glyph.	Eff: On target: Places a neutral Armor. On cell: places a Neutral Glyph.	Eff: On target: Places a neutral Armor. On cell: places a Neutral Glyph.	Eff: On target: Places a neutral Armor. On cell: places a Neutral Glyph.	Eff: On target: Places a neutral Armor. On cell: places a Neutral Glyph.	Eff: On target: Places a neutral Armor. On cell: places a Neutral Glyph.

Note: Glyphs and armors have fix plates and lose one per turn.

Glyphs cannot cumulate with themselves; the effect is triggered when a player starts his turn on it or when he enters during his turn, and only once. Only fire glyphs have a different mechanic. Spells in CH must add 50% more charge.

ID : 797



Active 2: Peace Armor

This specialty allows the Feca to bring Peace to a player. (one charge, one turn)

Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
Cost: 5 AP 3 WP	Cost: 5 AP 3 WP	Cost: 4AP 3 WP	Cost: 4 AP 3 WP	Cost: 3 AP 3 WP	Cost: 3AP 3 WP	Cost: 2 AP 3 WP	Cost: 1 AP 3 WP	Cost: 3 WP	Cost: 2 WP
RANGE: 0-2	RANGE: 0-3	RANGE: 0-3	RANGE: 0-4	RANGE: 0-4	RANGE: 0-5	RANGE: 0-5	RANGE: 0-5	RANGE: 0-5	RANGE: 0-5

Doesn't inflict and doesn't receive damage or heals. Cannot lock and be locked. Removes all effects.	Doesn't inflict and doesn't receive damage or heals. Cannot lock and be locked. Removes all effects.	Doesn't inflict and doesn't receive damage or heals. Cannot lock and be locked. Removes all effects.	Doesn't inflict and doesn't receive damage or heals. Cannot lock and be locked. Removes all effects.	Doesn't inflict and doesn't receive damage or heals. Cannot lock and be locked. Removes all effects.	Doesn't inflict and doesn't receive damage or heals. Cannot lock and be locked. Removes all effects.	Doesn't inflict and doesn't receive damage or heals. Cannot lock and be locked. Removes all effects.	Doesn't inflict and doesn't receive damage or heals. Cannot lock and be locked. Removes all effects.	Doesn't inflict and doesn't receive damage or heals. Cannot lock and be locked. Removes all effects.	Doesn't inflict and doesn't receive damage or heals. Cannot lock and be locked. Removes all effects.
Note: No line of sight, peace armor cannot be cast on the caster if he already used a spell that deals damage in the same turn. A MP bonus or a teleportation spell is given to the carrier. Either +7MP or 5cells TP without line of sight?									ID : 2271



Active 3: Teleportation

This specialty allows the Feca to teleport to one of his Glyphs (neutral or activated) or at the position of an ally. This ally will be randomly placed on a cell next to the Feca.

Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
Cost: 5 AP 2 WP	Cost: 5 AP 2 WP	Cost: 5 AP 2 WP	Cost: 4 AP 2 WP	Cost: 4 AP 2 WP	Cost: 4 AP 2 WP	Cost: 3 AP 2 WP	Cost: 3 AP 2 WP	Cost: 3 AP 2 WP	Cost: 2 AP 2 WP
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: 1-6	RANGE: 1-6
Eff: Teleports and increases resistances of the allies in contact by 12%.	Eff: Teleports and increases resistances of the allies in contact by 14%.	Eff: Teleports and increases resistances of the allies in contact by 16%.	Eff: Teleports and increases resistances of the allies in contact by 18%.	Eff: Teleports and increases resistances of the allies in contact by 20%.	Eff: Teleports and increases resistances of the allies in contact by 22%.	Eff: Teleports and increases resistances of the allies in contact by 24%.	Eff: Teleports and increases resistances of the allies in contact by 26%.	Eff: Teleports and increases resistances of the allies in contact by 28%.	Eff: Teleports and increases resistances of the allies in contact by 30%.
Note: No line of sight, fleeing/tp on a cell in contact with the target. Cells not in contact with an enemy are favored.									ID : 2299



Active 4: Glyph of Fragmentation*

This glyph divides damage and heals between all targets present in the area.

Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
Cost: 6 AP	Cost: 6 AP	Cost: 6 AP	Cost: 6 AP	Cost: 6 AP	Cost: 6 AP	Cost: 6 AP	Cost: 6 AP	Cost: 6 AP	Cost: 5 AP
RANGE: 1-2	RANGE: 1-3	RANGE: 1-3	RANGE: 1-3	RANGE: 1-4	RANGE: 1-4	RANGE: 1-4	RANGE: 1-5	RANGE: 1-5	RANGE: 1-5

10% of damage and heals are spread between targets in the glyph.	20% of damage and heals are spread between targets in the glyph.	30% of damage and heals are spread between targets in the glyph.	40% of damage and heals are spread between targets in the glyph.	50% of damage and heals are spread between targets in the glyph.	60% of damage and heals are spread between targets in the glyph.	70% of damage and heals are spread between targets in the glyph.	80% of damage and heals are spread between targets in the glyph.	90% of damage and heals are spread between targets in the glyph.	100% of damage and heals are spread between targets in the glyph.
Note: Effect to develop: if three characters allies or enemies, then 100 damage will be shared on the 3 targets without taking individual resists into account (other than the one of the first target); if there are several glyphs of fragmentation, the sharing effect will take them into account!									ID : 2273



Active 5: Pacification

Feca brings temporary Peace.

Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
Cost: 3 AP 1WP	Cost: 2 AP 1WP	Cost: 2 AP 1WP	Cost: 2 AP 1WP	Cost: 2 AP 1WP	Cost: 1 AP 1WP	Cost: 1 AP 1WP	Cost: 1 AP 1WP	Cost: 1 AP 1WP	Cost: 0 AP 1WP
RANGE: Map effect	RANGE: Map effect	RANGE: Map effect	RANGE: Map effect	RANGE: Map effect	RANGE: Map effect	RANGE: Map effect	RANGE: Map effect	RANGE: Map effect	RANGE: Map effect
Eff : +35% Resist to damage and heals.	Eff : +40% Resist to damage and heals.	Eff : +45% Resist to damage and heals.	Eff : +50% Resist to damage and heals.	Eff : +55% Resist to damage and heals.	Eff : +60% Resist to damage and heals.	Eff : +65% Resist to damage and heals.	Eff : +70% Resist to damage and heals.	Eff : +75% Resist to damage and heals.	Eff : +80% Resist to damage and heals.
Note: Ends at the end of the next turn of the Feca, affects the combat (players, monsters, summons...), resistance is final. Ends the turn.									ID : 2274



Passive 1: The Shields of QuetzafecatI*

The Shields of QuetzafecatI improve your Water and Earth armors and protect your allies and yourself from your fire glyphs. They also grant you a mechanism bonus at the last level.

Lvl 1	+1 Willpower for Water armors +3% Resists to Fire Glyphs +1% Resists All for Earth armors	Lvl 6	+6 Willpower for Water armors +18% Resists to Fire Glyphs +6% Resists All for Earth armors	Lvl 11	+11 Willpower for Water armors +33% Resists to Fire Glyphs +11% Resists All for Earth armors	Lvl 16	+16 Willpower for Water armors +48% Resists to Fire Glyphs +16% Resists All for Earth armors
Lvl 2	+2 Willpower for Water armors +6% Resists to Fire Glyphs +2% Resists All for Earth armors	Lvl 7	+7 Willpower for Water armors +21% Resists to Fire Glyphs +7% Resists All for Earth armors	Lvl 12	+12 Willpower for Water armors +36% Resists to Fire Glyphs +12% Resists All for Earth armors	Lvl 17	+17 Willpower for Water armors +51% Resists to Fire Glyphs +17% Resists All for Earth armors
Lvl 3	+3 Willpower for Water armors +9% Resists to Fire Glyphs +3% Resists All for Earth armors	Lvl 8	+8 Willpower for Water armors +24% Resists to Fire Glyphs +8% Resists All for Earth armors	Lvl 13	+13 Willpower for Water armors +39% Resists to Fire Glyphs +13% Resists All for Earth armors	Lvl 18	+18 Willpower for Water armors +54% Resists to Fire Glyphs +18% Resists All for Earth armors
Lvl 4	+4 Willpower for Water armors +12% Resists to Fire Glyphs +4% Resists All for Earth armors	Lvl 9	+9 Willpower for Water armors +27% Resists to Fire Glyphs +9% Resists All for Earth armors	Lvl 14	+14 Willpower for Water armors +42% Resists to Fire Glyphs +14% Resists All for Earth armors	Lvl 19	+19 Willpower for Water armors +57% Resists to Fire Glyphs +19% Resists All for Earth armors
Lvl 5	+5 Willpower for Water armors +15% Resists to Fire Glyphs +5% Resists All for Earth armors	Lvl 10	+10 Willpower for Water armors +30% Resists to Fire Glyphs +10% Resists All for Earth armors	Lvl 15	+15 Willpower for Water armors +45% Resists to Fire Glyphs +15% Resists All for Earth armors	Lvl 20	+20 Willpower for Water armors +60% Resists to Fire Glyphs +20% Resists All for Earth armors +1 Mechanism

Note:

ID : 2324



Passive 2: Feca Master

When a Feca carries an armor, damages inflicted to him are reduced and his Lock increases.

Lvl 1	+1% Resists and +1% Lock/+2 Lock	Lvl 6	+6% Resists and +1% Lock/+12 Lock	Lvl 11	+11% Resists and +1% Lock/+22 Lock	Lvl 16	+16% Resists and +1% Lock/+32 Lock
Lvl 2	+2% Resists and +1% Lock/+4 Lock	Lvl 7	+7% Resists and +1% Lock/+14 Lock	Lvl 12	+12% Resists and +1% Lock/+24 Lock	Lvl 17	+17% Resists and +1% Lock/+34 Lock
Lvl 3	+3% Resists and +1% Lock/+6 Lock	Lvl 8	+8% Resists and +1% Lock/+16 Lock	Lvl 13	+13% Resists and +1% Lock/+26 Lock	Lvl 18	+18% Resists and +1% Lock/+36 Lock
Lvl 4	+4% Resists and +1% Lock/+8 Lock	Lvl 9	+9% Resists and +1% Lock/+18 Lock	Lvl 14	+14% Resists and +1% Lock/+28 Lock	Lvl 19	+19% Resists and +1% Lock/+38 Lock
Lvl 5	+5% Resists and +1% Lock/+10 Lock	Lvl 10	+10% Resists and +1% Lock/+20 Lock	Lvl 15	+15% Resists and +1% Lock/+30 Lock	Lvl 20	+20% Resists and +1% Lock/+40 Lock
Note: The highest value between +x% Lock and +X Lock is taken. Resist is final.							ID : 2295



Passive 3: ...TBD...

Best defense is a good lock...

Lvl 1	1% of the Lock is added to resistance	Lvl 6	6% of the Lock is added to resistance	Lvl 11	11% of the Lock is added to resistance	Lvl 16	16% of the Lock is added to resistance
Lvl 2	2% of the Lock is added to resistance	Lvl 7	7% of the Lock is added to resistance	Lvl 12	12% of the Lock is added to resistance	Lvl 17	17% of the Lock is added to resistance
Lvl 3	3% of the Lock is added to resistance	Lvl 8	8% of the Lock is added to resistance	Lvl 13	13% of the Lock is added to resistance	Lvl 18	18% of the Lock is added to resistance
Lvl 4	4% of the Lock is added to resistance	Lvl 9	9% of the Lock is added to resistance	Lvl 14	14% of the Lock is added to resistance	Lvl 19	19% of the Lock is added to resistance
Lvl 5	5% of the Lock is added to resistance	Lvl 10	10% of the Lock is added to resistance	Lvl 15	15% of the Lock is added to resistance	Lvl 20	20% of the Lock is added to resistance
Note: Max 50% of Resist All so cap at 250 Lock.							ID : 2269



Passive 4: Protecto*

This passive increases the natural resists of the Feca and his allies.

Lvl 1	+2% Resist. All to the allies +1% Resist. All to the Feca	Lvl 6	+12% Resist. All to the allies +6% Resist. All to the Feca	Lvl 11	+22% Resist. All to the allies +11% Resist. All to the Feca	Lvl 16	+32% Resist. All to the allies +16% Resist. All to the Feca
Lvl 2	+4% Resist. All to the allies +2% Resist. All to the Feca	Lvl 7	+14% Resist. All to the allies +7% Resist. All to the Feca	Lvl 12	+24% Resist. All to the allies +12% Resist. All to the Feca	Lvl 17	+34% Resist. All to the allies +17% Resist. All to the Feca
Lvl 3	+6% Resist. All to the allies +3% Resist. All to the Feca	Lvl 8	+16% Resist. All to the allies +8% Resist. All to the Feca	Lvl 13	+26% Resist. All to the allies +13% Resist. All to the Feca	Lvl 18	+36% Resist. All to the allies +18% Resist. All to the Feca
Lvl 4	+8% Resist. All to the allies +4% Resist. All to the Feca	Lvl 9	+18% Resist. All to the allies +9% Resist. All to the Feca	Lvl 14	+28% Resist. All to the allies +14% Resist. All to the Feca	Lvl 19	+38% Resist. All to the allies +19% Resist. All to the Feca
Lvl 5	+10% Resist. All to the allies +5% Resist. All to the Feca	Lvl 10	+20% Resist. All to the allies +10% Resist. All to the Feca	Lvl 15	+30% Resist. All to the allies +15% Resist. All to the Feca	Lvl 20	+40% Resist. All to the allies +20% Resist. All to the Feca
Note: Fecas only get 20% of Resist. All and not 40% even if they are considered as allies. Cannot cumulate.							ID : 2272



Passive 5: Sabilization Aura*

Fecas always say: « Stay close to your friends and even closer to your enemies. »

Lvl 1	5% To apply Sabilization	Lvl 6	30% To apply Sabilization	Lvl 11	55% To apply Sabilization	Lvl 16	80% To apply Sabilization
Lvl 2	10% To apply Sabilization	Lvl 7	35% To apply Sabilization	Lvl 12	60% To apply Sabilization	Lvl 17	85% To apply Sabilization
Lvl 3	15% To apply Sabilization	Lvl 8	40% To apply Sabilization	Lvl 13	65% To apply Sabilization	Lvl 18	90% To apply Sabilization
Lvl 4	20% To apply Sabilization	Lvl 9	45% To apply Sabilization	Lvl 14	70% To apply Sabilization	Lvl 19	95% To apply Sabilization
Lvl 5	25% To apply Sabilization	Lvl 10	50% To apply Sabilization	Lvl 15	75% To apply Sabilization	Lvl 20	100% To apply Sabilization
Note: Sabilization is applied to the enemies in contact with the Feca at the beginning of their turn. Can be debuffed.							ID :