




# 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						
<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> 0.17	<b>Total:</b> 19	<b>Dmg:</b>	<b>Inc:</b>	<b>Total:</b>	
On a doll : Allows to take control of it <b>during its turn</b> , +1 AP (to the Sadida) Summons a Greedy						
<b>Note:</b> Doesn't work if the doll is "Nettled", <b>doesn't give back the AP if the spell is cast on a seed, but takes control of the doll.</b>						<b>ID:</b> 926

Spell 2: Sadida's Tear						
<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> 0.58	<b>Total:</b> 63	<b>Dmg:</b>	<b>Inc:</b>	<b>Total:</b>	
<b>When used:</b> If an ally is targeted by Voodoll, he will be healed for 1HP/20HP (water) If an enemy is targeted by Voodoll, he will take 1/20 dmg (water) Summons an Inflatable						

<b>Note:</b>	<b>ID: 918</b>
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<h2>Spell 3: Mudoll</h2>						
<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> 0,27	<b>Total:</b> 30	<b>Dmg:</b>	<b>Inc:</b>	<b>Total:</b>	
If cast on Voodoll: Heals for 4HP/45HP (water) the target of the Voodoll, instead of the normal heal. Summons a Greedy						
<b>Note:</b> The heal becomes +1 charge on dolls (if they have charges)						<b>ID: 930</b>

<h2>Spell 4: Rust</h2>						
<b>Cost:</b> 5 AP	<b>RANGE:</b> 2-4	<b>Area:</b> 2 cells in line	<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> 0.50	<b>Total:</b> 54	<b>Dmg:</b>	<b>Inc:</b>	<b>Total:</b>	
If cast on a doll : Lvl 0 = +10% water dmg; Lvl 100 = +100%; Inc0.90 Summons a Greedy						
<b>Note:</b>						<b>ID: 931</b>

Spell 5: Drain						
<b>Cost:</b> 4AP 1MP	<b>RANGE:</b> 2-4	<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>Dmg:</b> 4	<b>Inc:</b> 0.37	<b>Total:</b> 41	<b>Dmg:</b>	<b>Inc:</b>	<b>Total:</b>	
Heals the cells in contact with the target, for 4 to 41 HP Summons an Inflatable (only the targeted cell)						
<b>Note:</b> The heal becomes +1 charge on dolls (if they have charges), the heal only applies if the spell hits a target.						<b>ID :</b> 922



Spell 1: Woodland Stench						
<b>Cost:</b> 3AP 1MP	<b>RANGE:</b> 1-3	<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> 0.42	<b>Total:</b> 46	<b>Dmg:</b>	<b>Inc:</b>	<b>Total:</b>	
Lvl 1/100 = Poisoned (+1 Lvl)/Poisoned (+15 Lvl) (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).						<b>ID:</b> 932

On voodoll, poisoned is applied to the voodoll and the target	
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## Spell 2: Poisoned Wind

<b>Spell 2: Poisoned Wind</b>						
<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>	<b>Inc:</b>	<b>Total:</b>	
Tetatoxin (+1 Lvl)/Tetatoxin (+13 Lvl) 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=13/MP,AP. Inc0.12						<b>ID:</b> 919

## Spell 3: Sudden Chill

<b>Spell 3: Sudden Chill</b>						
<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>	<b>Inc:</b>	<b>Total:</b>	
-1% to -20% Resists ALL 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

Spell 4: K'mir						
<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> 0.46	<b>Total:</b> 50	<b>Dmg:</b>	<b>Inc:</b>	<b>Total:</b>	
Links the target with the Sadida. It cannot lock anymore. Stabilizes the Sadida and the target. The doll will cast "K'mir" Summons a Mimik						
<b>Note:</b> Doesn't damage allies and dolls (the link ends at the end of the Sadida's turn)					<b>ID:</b> 934	

Spell 5: Gust						
<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> 0.25	<b>Total:</b> 27	<b>Dmg:</b>	<b>Inc:</b>	<b>Total:</b>	
Pushes of 1 cell The doll will cast « Gust » Summons a lethargic						



<b>Note:</b> Doesn't hit the Sadida or his allies	<b>ID:</b> 938
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<h2 style="margin: 0;">Spell 1: Bramble</h2>						
<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	
<b>Effects</b>			<b>Critical Hit Effects</b>			
<b>Dmg:</b> 4	<b>Inc:</b> 0.43	<b>Total:</b> 47	<b>Dmg:</b>	<b>Inc:</b>	<b>Total:</b>	
-1MP 100% On Voodoll: -20 Hyper movement to the target of the voodoll On an ally: <span style="color: red;">+2</span> to +19 lvl 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	

<h2 style="margin: 0;">Spell 2: Fertilizer</h2>						
<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	
<b>Effects</b>			<b>Critical Hit Effects</b>			
<b>Dmg:</b> 5	<b>Inc:</b> 0.51	<b>Total:</b> 56	<b>Dmg:</b>	<b>Inc:</b>	<b>Total:</b>	
-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: +2 to +24 lvls of Bramble shell Summons a Block	
<b>Note:</b>	<b>ID: 929</b>

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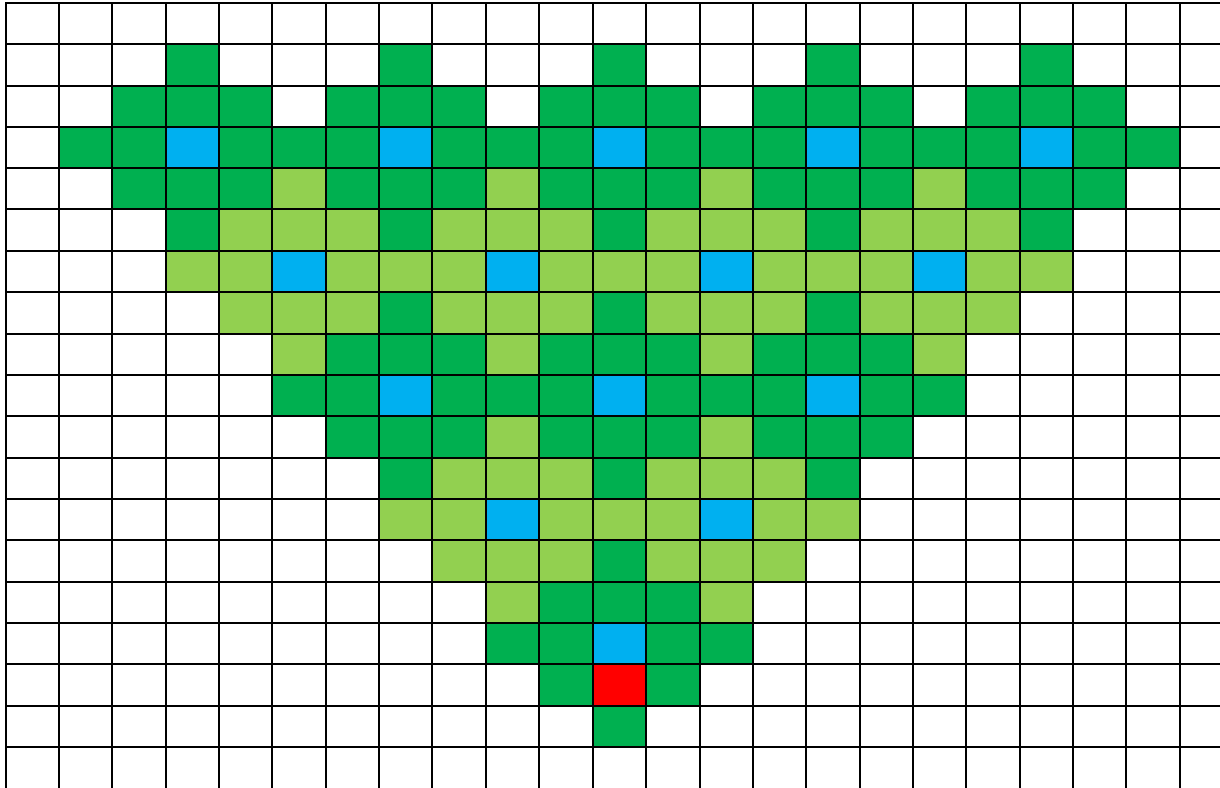
<h2>Spell 3: Wild Grass</h2>					
<b>Cost:</b> 3 AP 1MP	<b>RANGE:</b> 0-3	<b>Area:</b> Point	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> Yes	<b>Conditions:</b> 2/target
<b>Effects</b>			<b>Critical Hit Effects</b>		
<b>Dmg:</b> 4	<b>Inc:</b> 0.44	<b>Total:</b> 48	<b>Dmg:</b>	<b>Inc:</b>	<b>Total:</b>
-1 MP On voodoll : +1 to +10 earth damage to the target On ally : +22 lvls of Bramble shell On an empty cell: summons a Bramble lvl 1 to 100. Summons a Block					
<b>Note:</b> Bramble: HP = 4 to 48 (earth bonus) The bramble reduces Hyper Movement by 1 each 5 levels (0 to 20) to all characters in contact at the beginning of their turn.					<b>ID: 927</b>

<h2>Spell 4: Tremor</h2>					
<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> None
<b>Effects</b>			<b>Critical Hit Effects</b>		
<b>Dmg:</b> 3	<b>Inc:</b> 0.42	<b>Total:</b> 45	<b>Dmg:</b>	<b>Inc:</b>	<b>Total:</b>



<p>Centered on all allies.          Random target on the map in the front arc of the Sadida.          Summons a Madoll</p>	
<p><b>Note:</b> <del>Targets all allies and all dolls (they are hit by the spell)</del></p>	<p>ID: 935</p>

Area of Tremor: Centers randomly on one of the 15 blue cells. In the front arc of the Sadida (red cell).



Spell 5: Manifold Bramble						
<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>	<b>Inc:</b>	<b>Total:</b>	
<p>If the center cells is on an empty cell, places a “thorny ground” glyph on the ground, lvl 1 to 100.            Summons a Madoll</p>						
<p><b>Note:</b> Thorny ground glyph, square area of 1 (9 cells in total)            Lvl 1: 50% to 100% chance upon stepping in each cell to deal (-1MP 75%)</p>					<b>ID:</b> 937	



## Active 1: Doll

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, dolls lose a charge each turn. Animations have to be very fast.									<b>ID:</b> 911

## Active 2: Dolly Sacrifice

Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
<b>Cost:</b> 3 AP	<b>Cost:</b> 3 AP	<b>Cost:</b> 3AP	<b>Cost:</b> 2 AP	<b>Cost:</b> 2 AP	<b>Cost:</b> 2 AP	<b>Cost:</b> 1 AP	<b>Cost:</b> 1 AP	<b>Cost:</b> 0 AP	<b>Cost:</b> 0
<b>RANGE:</b> 1	<b>RANGE:</b> 2	<b>RANGE:</b> 3	<b>RANGE:</b> 3	<b>RANGE:</b> 4	<b>RANGE:</b> 5	<b>RANGE:</b> 5	<b>RANGE:</b> 6	<b>RANGE:</b> 6	<b>RANGE:</b> 6 <b>No LOS</b>
<b>Effect:</b> Sacrifices a doll and turns it into a seed. <b>In case of voodoo, destroys it.</b>	<b>Effect:</b> Sacrifices a doll and turns it into a seed. <b>In case of voodoo, destroys it.</b>	<b>Effect:</b> Sacrifices a doll and turns it into a seed. <b>In case of voodoo, destroys it.</b>	<b>Effect:</b> Sacrifices a doll and turns it into a seed. <b>In case of voodoo, destroys it.</b>	<b>Effect:</b> Sacrifices a doll and turns it into a seed. <b>In case of voodoo, destroys it.</b>	<b>Effect:</b> Sacrifices a doll and turns it into a seed. <b>In case of voodoo, destroys it.</b>	<b>Effect:</b> Sacrifices a doll and turns it into a seed. <b>In case of voodoo, destroys it.</b>	<b>Effect:</b> Sacrifices a doll and turns it into a seed. <b>In case of voodoo, destroys it.</b>	<b>Effect:</b> Sacrifices a doll and turns it into a seed. <b>In case of voodoo, destroys it.</b>	<b>Effect:</b> Sacrifices a doll and turns it into a seed. <b>In case of voodoo, destroys it.</b>
<b>Note:</b> Only on allied dolls. 2/turn. Doesn't trigger explodoll.									<b>ID:</b> 920

## Active 3: Voodoll

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> 6 AP 1 WP	<b>Cost:</b> 5 AP 1 WP	<b>Cost:</b> 5 AP 1 WP	<b>Cost:</b> 5AP 1 WP
<b>RANGE:</b> 2-2	<b>RANGE:</b> 2-2	<b>RANGE:</b> 2-2	<b>RANGE:</b> 2-2	<b>RANGE:</b> 2-2	<b>RANGE:</b> 2-3	<b>RANGE:</b> 2-3	<b>RANGE:</b> 2-3	<b>RANGE:</b> 2-3	<b>RANGE:</b> 2-4
<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
<p><b>Note:</b> AI [flee] – doll cannot be controlled with Vaporize (cannot be nettled).  <del>Damage not dealt by the Sadida are reduced by 50% (final)</del>            Cast in a line            Damage/heals that don't come from the Sadida are reduced by 50% (final). (Costs 1 leadership). Damage and heals are dealt to the voodoll and its target.            States only apply to the doll.            Cast in a line, only 1 voodoll at a time per Sadida</p>									ID: 926

## Active 4: Tree

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 of 2.5xMP used. <del>Cancels the next dmg or</del>	<b>Effect:</b> Heals the sadida of 3xMP used. <del>Cancels the next dmg or</del>	<b>Effect:</b> Heals the sadida of 3.5xMP used. <del>Cancels the next dmg or</del>	<b>Effect:</b> Heals the sadida of 4xMP used. <del>Cancels the next dmg or</del>	<b>Effect:</b> Heals the sadida of 4.5xMP used. <del>Cancels the next dmg or</del>	<b>Effect:</b> Heals the sadida of 5xMP used. <del>Cancels the next dmg or</del>	<b>Effect:</b> Heals the sadida of 5.5xMP used. <del>Cancels the next dmg or</del>	<b>Effect:</b> Heals the sadida of 6xMP used. <del>Cancels the next dmg or</del>	<b>Effect:</b> Heals the sadida of 6.5xMP used. <del>Cancels the next dmg or</del>	<b>Effect:</b> Heals the sadida of 7xMP used. <del>Cancels the next dmg or</del>

effect received: Increases the Sadidas resists by 0.5% per level of the Sadida	effect received: Increases the Sadidas resists by 0.5% per level of the Sadida	effect received: Increases the Sadidas resists by 0.5% per level of the Sadida	effect received: Increases the Sadidas resists by 0.5% per level of the Sadida	effect received: Increases the Sadidas resists by 0.5% per level of the Sadida	effect received: Increases the Sadidas resists by 0.5% per level of the Sadida	effect received: Increases the Sadidas resists by 0.5% per level of the Sadida	effect received: Increases the Sadidas resists by 0.5% per level of the Sadida.	effect received: Increases the Sadidas resists by 0.5% per level of the Sadida	effect received: Increases the Sadidas resists by 0.5% per level of the Sadida
<b>Note:</b> Cannot be carried. The heal used the main element of the Sadida (water, earth or air)									<b>ID:</b> 915

## Active 5: Sic 'Em More

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.	<b>Effect:</b> Nettles the targeted doll.	<b>Effect:</b> Nettles the targeted doll.	<b>Effect:</b> Nettles the targeted doll.	<b>Effect:</b> Nettles the targeted doll.	<b>Effect:</b> Nettles the targeted doll.	<b>Effect:</b> Nettles the targeted doll.	<b>Effect:</b> Nettles the targeted doll.	<b>Effect:</b> Nettles the targeted doll.	<b>Effect:</b> Nettles the targeted doll.
<b>Note:</b> Nettled (voodoll cannot be Nettled) : <ul style="list-style-type: none"> <li>- +100% water mastery</li> <li>- +50% air mastery</li> <li>- +50% chance to remove a AP/MP</li> <li>- Stabilized</li> <li>- +3 MP</li> </ul>									<b>ID:</b> 914



## Passive 1: Explodoll

Passive 1: Explodoll							
<b>Lvl 1</b>	5% chance to apply the death effect	<b>Lvl 6</b>	30% chance to apply the death effect	<b>Lvl 11</b>	55% chance to apply the death effect	<b>Lvl 16</b>	80% chance to apply the death effect
<b>Lvl 2</b>	10% chance to apply the death effect	<b>Lvl 7</b>	35% chance to apply the death effect	<b>Lvl 12</b>	60% chance to apply the death effect	<b>Lvl 17</b>	85% chance to apply the death effect
<b>Lvl 3</b>	15% chance to apply the death effect	<b>Lvl 8</b>	40% chance to apply the death effect	<b>Lvl 13</b>	65% chance to apply the death effect	<b>Lvl 18</b>	90% chance to apply the death effect
<b>Lvl 4</b>	20% chance to apply the death effect	<b>Lvl 9</b>	45% chance to apply the death effect	<b>Lvl 14</b>	70% chance to apply the death effect	<b>Lvl 19</b>	95% chance to apply the death effect
<b>Lvl 5</b>	25% chance to apply the death effect	<b>Lvl 10</b>	50% chance to apply the death effect	<b>Lvl 15</b>	75% chance to apply the death effect	<b>Lvl 20</b>	100% chance to apply the death effect
<b>Note:</b> Earth doll : <del>-20 Hyper Movement (square Area of 1)</del> +20 Resists all Air doll: Moves the killer of the doll by 1 cell (randomly) Water doll: <del>-1 RANGE (square Area of 1)</del> +20% to heals Fire doll: <del>-1 Range</del>							<b>ID:</b> 933

## Passive 2: Doll Link

<b>Passive 2: Doll Link</b>							
<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							<b>ID:</b> 916

## Passive 3: Savoir-Faire

<b>Passive 3: Savoir-Faire</b>							
<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 +55% HP to the voodoll	<b>Lvl 16</b>	80% to regain a WP upon death of a doll +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 +60% HP to the voodoll	<b>Lvl 17</b>	85% to regain a WP upon death of a doll +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 +65% HP to the voodoll	<b>Lvl 18</b>	90% to regain a WP upon death of a doll +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 +70% HP to the voodoll	<b>Lvl 19</b>	95% to regain a WP upon death of a doll +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 +75% HP to the voodoll	<b>Lvl 20</b>	100% to regain a WP upon death of a doll +1 Leadership +100% HP to the voodoll
<b>Note:</b> +2 Leadership at max lvl							<b>ID:</b> 917

## Passive 4: Green Guard

<b>Passive 4: Green Guard</b>							
<b>Lvl 1</b>	2% chance to Nettle the dolls (lvl 1)	<b>Lvl 6</b>	12% chance to Nettle the dolls (lvl 2)	<b>Lvl 11</b>	22% chance to Nettle the dolls (lvl 3)	<b>Lvl 16</b>	32% chance to Nettle the dolls (lvl 4)
<b>Lvl 2</b>	4% chance to Nettle the dolls (lvl 1)	<b>Lvl 7</b>	14% chance to Nettle the dolls (lvl 2)	<b>Lvl 12</b>	24% chance to Nettle the dolls (lvl 3)	<b>Lvl 17</b>	34% chance to Nettle the dolls (lvl 4)
<b>Lvl 3</b>	6% chance to Nettle the dolls (lvl 1)	<b>Lvl 8</b>	16% chance to Nettle the dolls (lvl 2)	<b>Lvl 13</b>	26% chance to Nettle the dolls (lvl 3)	<b>Lvl 18</b>	36% chance to Nettle the dolls (lvl 4)
<b>Lvl 4</b>	8% chance to Nettle the dolls (lvl 1)	<b>Lvl 9</b>	18% chance to Nettle the dolls (lvl 2)	<b>Lvl 14</b>	28% chance to Nettle the dolls (lvl 3)	<b>Lvl 19</b>	38% chance to Nettle the dolls (lvl 4)
<b>Lvl 5</b>	10% chance to Nettle the dolls (lvl 2)	<b>Lvl 10</b>	20% chance to Nettle the dolls (lvl 3)	<b>Lvl 15</b>	30% chance to Nettle the dolls (lvl 4)	<b>Lvl 20</b>	40% chance to Nettle the dolls (lvl 5)
<b>Note:</b> Nettled (voodoll cannot be Nettled) : <ul style="list-style-type: none"> <li>- +100% water mastery</li> <li>- +50% air mastery</li> <li>- +50% chance to remove a AP/MP</li> <li>- Stabilized</li> <li>- +3 MP</li> </ul>							<b>ID:</b> 913



## Passive 5: Still Life (name to be changed)

<b>Passive 5: Still Life (name to be changed)</b>							
<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 100%) if he doesn't control any dolls beside Voodoll. If the sadida turns a seed into a doll, the bonus is lost.							<b>ID:</b> 912

Greedy

4MP 3AP HP = 4 sewing points

Mastery = Sadida's

<b>Spell: Greeding</b>						
<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 = 4 sewing points

Mastery = Sadida's

<b>Spell: Inflate</b>					
<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

Effects			Critical Hit Effects		
<b>Dmg: 2</b>	<b>Inc: 0.28</b>	<b>Total: 30</b>	<b>Dmg: 3</b>	<b>Inc: 0.42</b>	<b>Total: 45</b>
Heal					
<b>Note:</b>					<b>ID :</b>

Madoll

3MP 3AP HP = 2 sewing points

Mastery = Sadida's **air mastery**

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

Lethargic

3MP 3AP PV = 2 sewing points

Dodge = 100% of Sadida's dodge

Mastery = Sadida's air mastery

Spell : « AP debuff »						
<b>Cost:</b> 3 AP	<b>RANGE:</b> 1-4	<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> 1	<b>Inc:</b>	<b>Total:</b>	<b>Dmg:</b>	<b>Inc:</b>	<b>Total:</b>	
-1AP 100%			-1MP 150%			
<b>Note:</b> Generates hyperaction						<b>ID :</b>

Block

1MP 3AP HP = 6 sewing points

Mastery = Sadida's air damage

Spell: Aspiration						
<b>Cost:</b> 3 AP	<b>RANGE:</b> 1-3	<b>Area:</b> Point	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> Yes	<b>Conditions:</b> Cast in a line	
<b>Effects</b>			<b>Critical Hit Effects</b>			
<b>Dmg:</b> 0	<b>Inc:</b> 0	<b>Total:</b> 0	<b>Dmg:</b>	<b>Inc:</b>	<b>Total:</b>	
Pulls the target by 2 cells						
<b>Note:</b>						<b>ID :</b>

Mimik

4MP 6AP HP = 4 sewing points

Mastery = 60% of Sadida's Mastery

Uses the spell that the Sadida stored each turn.

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

Voodoll  
 2MP 3AP HP = X  
 Mastery = Sadida's  
 Resists = Target's

Spell: Satetonne (not translated)						
Cost: 3 AP	RANGE: 0	Area: Point	LOS: Yes	RANGE BOOST: No	Conditions:	
Effects			Critical Hit Effects			
Dmg: 1	Inc: 0.14	Total: 15	Dmg:	Inc:	Total:	
Use if linked to an enemy						
Note: The spell exists in the 3 elements of the Sadida. The voodoll uses the one with the highest mastery.					ID :	

Spell: Kiss kiss						

<b>Cost:</b> 3 AP	<b>RANGE:</b> 0	<b>Area:</b> Point	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> No	<b>Conditions:</b>	
<b>Effects</b>			<b>Critical Hit Effects</b>			
<b>Heal:</b> 1	<b>Inc:</b> 0.14	<b>Total:</b> 15	<b>Dmg:</b>	<b>Inc:</b>	<b>Total:</b>	
Heal Use if linked to an ally						
<b>Note:</b> The spell exists in the 3 elements of the Sadida. The voodoll uses the one with the highest mastery.						<b>ID :</b>

Sacrificial

3 MP 3 AP HP = 1 sewing point

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>