

Class: FECA





Spell 1: Natural Attack						
Cost: 2 AP 1 MP	RANGE: 1-5	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: 2/target	
Effects			Critical Effects			
Dmg: 3	Inc: 0.47	Total lvl 100 (200): 50 (97)	Dmg: 5	Inc: 0.7	Total: 75 (145)	
Move the Feca Staff Glyph under the target Armor: 23 (2 inc 0.21) Fire dmg at the beginning of the target's turn Charge: 3			Move the Feca Staff Glyph under the target Armor: 34 (3 inc 0.31) Fire dmg at the beginning of the target's turn Charge: 3			
Note:						ID: 2288

Spell 2: Meteorite Shower						
Cost: 4 PA	RANGE: 1-4	Area: Point	LOS: No	RANGE BOOST: Yes	Conditions: Cast in line	
Effects			Critical Effects			
Dmg: 4	Inc: 0.56	Total: 60 (116)	Dmg: 6	Inc: 0.84	Total: 90 (174)	
Glyph : 41 (3 inc 0.38) Fire Dmg at the beginning of the target's turn Charge: 2 Area: circle 2			Glyph : 61 (4 inc 0.57) Fire Dmg at the beginning of the target's turn Charge: 2 Area: circle 2			
Note:						ID: 2258

Spell 3: Flaming Carpet						
Cost: 3 AP	RANGE: 1-6	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: Cast in line	
Effects			Critical Effects			
Dmg: 3	Inc: 0.42	Total: 45 (87)	Dmg: 5	Inc: 0.62	Total: 67 (129)	
Move the Avalanche Glyph under the target Armor: Ally: -50 (inc 0.5)% resists to enemies in contact Enemy: -50(inc 0.5)% resists Charge: 2			Move the Avalanche Glyph under the target Armor: Ally: -75(inc 0.75)% resists to enemies in contact Enemy: -75(inc 0.75)% resists Charge: 2			
Note:						ID: 2289

Spell 4: Volcano						
Cost: 2 AP	RANGE: 1-5	Area: Point	LOS: Yes	RANGE BOOST: No	Conditions:	
Effects			Critical Effects			
Dmg: 2	Inc: 0.25	Total: 27 (52)	Dmg: 3	Inc: 0.37	Total: 40 (77)	
Move the Steam Glyph under the target Armor: pulls the carrier by 2 cells at the beginning of the Feca's turn, if he is less than 2+[5 (inc 0.05)] cells away. Charge: 2			Move the Steam Glyph under the target Armor: pulls the carrier by 2 cells at the beginning of the Feca's turn, if he is less than 2+[5 (inc 0.05)] cells away. Charge: 3			
Note:						ID: 2290

Spell 5: Fecastopheles

Spell 5: Fecastopheles					
Cost: 6 AP	RANGE: 2-3	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: None
Effects			Critical Effects		
Dmg: 6	Inc: 0.84	Total: 90 (174)	Dmg: 9	Inc: 1.26	Total: 135 (261)
Glyph: 45 (4 inc 0.41) Fire Dmg (circle 2) at the beginning of the target's turn. Charge: 2 Area: circle 1			Glyph: 67 (6 inc 0.61) Fire Dmg (circle 2) at the beginning of the target's turn. Charge: 2 Area: circle 1		
Note:					ID: 2338



Spell 1: Fecablades						
Cost: 4 AP	RANGE: 1-2	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: None	
Effects			Critical Effects			
Dmg: 4	Inc: 0.56	Total: 60 (116)	Dmg: 6	Inc: 0.84	Total: 90 (174)	
If the spell hits: +4 Block Armor: creates a shield with 37 (3 Inc: 0.34) HP Earth at the beginning of the carrier's turn. Charge:2			If the spell hits: +4 Block Armor: creates a shield with 55 (5 Inc: 0.5) HP Earth at the beginning of the carrier's turn. Charge:2			
Note: The Shield absorbs 70% of the Dmg of each attack						ID: 2369

Spell 2: Fecabow						
Cost: 3 PA	RANGE: 1-4	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: None	
Effects			Critical Effects			
Dmg: 3	Inc: 0.46	Total: 45 (87)	Dmg: 5	Inc: 0.46	Total: 67 (129)	
If the spell hits : +6 Block Armor: creates a sphere that will absorb 30 (2 inc: 0.28) HP Earth dealt by the carrier. Charge: 2			If the spell hits : +6 Block Armor: creates a sphere that will absorb 45 (3 inc: 0.42) HP Earth dealt by the carrier. Charge: 2			
Note: Reduces Dmg dealt by the carrier						ID: 2371

Spell 3: Fecammer						
Cost: 2 PM	RANGE: 1-3	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: 1/turn	
Effects			Critical Effects			
Dmg: 3	Inc: 0.44	Total: 40 (77)	Dmg: 5	Inc: 0.55	Total: 60 (115)	
Glyph: creates a shield with 27 (2 inc 0.25) HP Earth on allies that begin their turns on the Glyph. Charge: 2 Area: Cross 2			Glyph: creates a shield with 40 (3 inc 0.37) HP Earth on allies that begin their turns on the Glyph. Charge: 2 Area: Cross 2			
Note:					ID: 2370	

Spell 4: Defensive Orb						
Cost: 3 AP	RANGE: 1-5	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: None	
Effects			Critical Effects			
Dmg: 3	Inc: 0.42	Total: 45 (87)	Dmg: 5	Inc: 0.62	Total: 67 (129)	
If the spell hits : +6 Block Armor: Reduces Dmg by 100 (inc 1)% and deals back all absorbed Dmg when the armor is destroyed. Charge: 2			If the spell hits : +6 Block Armor: Reduces Dmg by 100 (inc 1)% and deals back all absorbed Dmg when the armor is destroyed. Charge: 2			
Note:					ID: 2372	

Spell 5: Feca Staff

Cost: 5 AP	RANGE: 1-3	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: Cast in line
Effects			Critical Effects		
Dmg: 5	Inc: 0.72	Total: 75 (145)	Dmg: 8	Inc: 1.07	Total: 100 (192)
If the spell hits : +10 Block Glyph : -1 MP at the beginning of the turn (50 inc 0.4%) (unlocks at lvl 100) -1 MP at the beginning of the turn (50 inc 0.4%) (unlocks at lvl 50) -1 MP at the beginning of the turn (50 inc 0.4%) (unlocks at lvl 0) Charge: 2 Area: Cross 1			If the spell hits : +10 Block Glyph : -1 MP at the beginning of the turn (75 inc 0.4%) (unlocks at lvl 100) -1 MP at the beginning of the turn (75 inc 0.4%) (unlocks at lvl 50) -1 MP at the beginning of the turn (75 inc 0.4%) (unlocks at lvl 0) Charge: 2 Area: Cross 1		
Note:					ID: 2373



Spell 1: Drip						
Cost: 1 AP	RANGE: 1-3	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: None	
Effects			Critical Effects			
Dmg: 1	Inc: 0.14	Total: 15 (29)	Dmg: 2	Inc: 0.2	Total: 22 (42)	
Move the Fecammer Glyph under the target Repulsive armor: At the beginning of the Feca's turn, the carrier is pushed back one cell if he is 1 (Inc: 0.025 max 6) cell away from the Feca. Charge: 2			Move the Fecammer Glyph under the target Repulsive armor: At the beginning of the Feca's turn, the carrier is pushed back one cell if he is 1 (Inc: 0.025 max 6) cell away from the Feca. Charge: 2			
Note:						ID: 2282

Spell 2: Steam						
Cost: 3 AP	RANGE: 1-2	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: None	
Effects			Critical Effects			
Dmg: 3	Inc: 0.42	Total: 45 (87)	Dmg: 5	Inc: 0.62	Total: 67 (129)	
Glyph : +1 AP at the beginning of the turn (50 inc 0.5) +1 AP at the beginning of the turn (50 inc 0.5) Charge: 3 Area: Point			Glyph : +1 AP at the beginning of the turn (50 inc 0.5) +1 AP at the beginning of the turn (50 inc 0.5) Charge: 3 Area: Point			
Note:						ID: 2327

Spell 3: Bubble

Spell 3: Bubble					
Cost: 2 AP 1 MP	RANGE: 3-5	Area: Point	LOS: No	RANGE BOOST: Yes	Conditions: 2/target
Effects			Critical Effects		
Dmg: 3	Inc: 0.47	Total: 50 (97)	Dmg: 5	Inc: 0.7	Total: 75 (145)
Move the Meteorite Shower Glyph under the target Armor: +1 Range to the carrier (50 inc 0.5) +1 Range to the carrier (50 inc 0.5) Charge: 2			Move the Meteorite Shower Glyph under the target Armor: +1 Range to the carrier (75 inc 0.5) +1 Range to the carrier (75 inc 0.5) Charge: 2		
Note:					ID: 2328

Spell 4: Avalanche

Spell 4: Avalanche					
Cost: 5 AP	RANGE: 2-3	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: None
Effects			Critical Effects		
Dmg: 5	Inc: 0.70	Total: 75 (145)	Dmg: 8	Inc: 1.04	Total: 112 (216)
Glyph : -1 AP at the beginning of the player's turn (50 inc0.5%) -1 AP at the beginning of the player's turn (50 inc0.5%) Charge: 2 Area: Circle 2			Glyph : -1 AP at the beginning of the player's turn (75 inc0.75%) -1 AP at the beginning of the player's turn (75 inc0.75%) Charge: 2 Area: Circle 2		
Note:					ID: 2329

Spell 5: Crashing Wave

Spell 5: Crashing Wave						
Cost: 4 AP		RANGE: 2-4	Area: Points	LOS: Yes	RANGE BOOST: Yes	Conditions: None
Effects				Critical Effects		
Dmg: 4	Inc: 0.56	Total: 60 (116)		Dmg: 6	Inc: 0.84	Total: 90 (174)
Move the Fecastopheles Glyph under the target Armor: +50 (inc 0.5) resists all, -50 (inc 0.5) Dmg all (-50 heal (inc 0.5)) Charge: 2				Move the Fecastopheles Glyph under the target Armor: +50 (inc 0.5) resists all, -50 (inc 0.5) Dmg all (-50 heal (inc 0.5)) Charge: 2		
Note:						ID: 2330



Active 1 : Glyph or Armor

	Active 1 : Glyph or Armor								
Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
Cost: 3 AP 1MP	Cost: 3 AP 1MP	Cost: 3 AP 1MP	Cost: 2 PA 1MP	Cost: 2 AP 1MP	Cost: 2 AP 1MP	Cost: 2 AP	Cost: 2 AP	Cost: 2 AP	Cost: 1 AP
RANGE: 0	RANGE: 0-1	RANGE: 0-2	RANGE: 0-2	RANGE: 0-3	RANGE: 0-4	RANGE: 0-4	RANGE: 0-5	RANGE: 0-6	RANGE: 0-6
Effect: On target : Place a neutral Armor On cell: Place a neutral Glyph On Glyph or Armor, remove the armor or the glyph Feca +3 AP +1 MP	Effect: On target : Place a neutral Armor On cell: Place a neutral Glyph On Glyph or Armor, remove the armor or the glyph Feca +3 AP +1 MP	Effect: On target : Place a neutral Armor On cell: Place a neutral Glyph On Glyph or Armor, remove the armor or the glyph Feca +3 AP +1 MP	Effect: On target : Place a neutral Armor On cell: Place a neutral Glyph On Glyph or Armor, remove the armor or the glyph Feca +2 AP +1 MP	Effect: On target : Place a neutral Armor On cell: Place a neutral Glyph On Glyph or Armor, remove the armor or the glyph Feca +2 AP +1 MP	Effect: On target : Place a neutral Armor On cell: Place a neutral Glyph On Glyph or Armor, remove the armor or the glyph Feca +2 AP +1 MP	Effect: On target : Place a neutral Armor On cell: Place a neutral Glyph On Glyph or Armor, remove the armor or the glyph Feca +2 AP	Effect: On target : Place a neutral Armor On cell: Place a neutral Glyph On Glyph or Armor, remove the armor or the glyph Feca +2 AP	Effect: On target : Place a neutral Armor On cell: Place a neutral Glyph On Glyph or Armor, remove the armor or the glyph Feca +2 AP	Effect: On target : Place a neutral Armor On cell: Place a neutral Glyph On Glyph or Armor, remove the armor or the glyph Feca +1 AP
Note:									ID: 797

Active 2: Peace Armor

	Active 2: Peace Armor								
Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
Cost: 6 AP 1 WP	Cost: 6 AP 1 WP	Cost: 6 AP 1 WP	Cost: 5 AP 1 WP	Cost: 5 AP 1 WP	Cost: 5 AP 1 WP	Cost: 4 AP 1 WP	Cost: 4 AP 1 WP	Cost: 4 AP 1 WP	Cost: 3 AP 1 WP
RANGE: 1	RANGE: 1-2	RANGE: 1-3	RANGE: 1-4	RANGE: 1-5	RANGE: 1-6	RANGE: 1-7	RANGE: 1-8	RANGE: 1-9	RANGE: 1-10
Effect: Transcends the target Doesn't limit the attacks									
Note: 1/turn									ID: 2271

Active 3: Teleportation

Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
Cost: 6 AP 1 WP	Cost: 6 AP 1 WP	Cost: 6 AP 1 WP	Cost: 5 AP 1 WP	Cost: 5 AP 1 WP	Cost: 5 AP 1 WP	Cost: 4 AP 1 WP	Cost: 4 AP 1 WP	Cost: 4 AP 1 WP	Cost: 3 AP 1 WP
RANGE: 1	RANGE: 2	RANGE: 3	RANGE: 3	RANGE: 4	RANGE: 5	RANGE: 5	RANGE: 6	RANGE: 7	RANGE: 7
Effect: Teleport the Feca and the target in front of the Feca	Effect: Teleport the Feca and the target in front of the Feca	Effect: Teleport the Feca and the target in front of the Feca	Effect: Teleport the Feca and the target in front of the Feca	Effect: Teleport the Feca and the target in front of the Feca	Effect: Teleport the Feca and the target in front of the Feca	Effect: Teleport the Feca and the target in front of the Feca	Effect: Teleport the Feca and the target in front of the Feca	Effect: Teleport the Feca and the target in front of the Feca	Effect: Teleport the Feca and the target in front of the Feca
Note: If the cell in front of the Feca is unavailable upon arrival, the target is placed on a random cell in contact with the Feca (Range no modifiable)									ID: 2299

Active 4: Taunt

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: 5 AP	Cost: 5 AP	Cost: 4 AP	Cost: 4 AP	Cost: 3 AP	Cost: 3 AP	Cost: 2 AP
RANGE: 1	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
Effect: On monster: targets the Feca for its attacks On player: forbids spells that don't target the Feca Or Target's spell can only hit the Feca	Effect: On monster: targets the Feca for its attacks On player: forbids spells that don't target the Feca Or Target's spell can only hit the Feca	Effect: On monster: targets the Feca for its attacks On player: forbids spells that don't target the Feca Or Target's spell can only hit the Feca	Effect: On monster: targets the Feca for its attacks On player: forbids spells that don't target the Feca Or Target's spell can only hit the Feca	Effect: On monster: targets the Feca for its attacks On player: forbids spells that don't target the Feca Or Target's spell can only hit the Feca	Effect: On monster: targets the Feca for its attacks On player: forbids spells that don't target the Feca Or Target's spell can only hit the Feca	Effect: On monster: targets the Feca for its attacks On player: forbids spells that don't target the Feca Or Target's spell can only hit the Feca	Effect: On monster: targets the Feca for its attacks On player: forbids spells that don't target the Feca Or Target's spell can only hit the Feca	Effect: On monster: targets the Feca for its attacks On player: forbids spells that don't target the Feca Or Target's spell can only hit the Feca	Effect: On monster: targets the Feca for its attacks On player: forbids spells that don't target the Feca Or Target's spell can only hit the Feca
Note: (Range not modifiable)									ID: 2273

Active 5: Reverse

Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
Cost: 6 AP	Cost: 5 AP	Cost: 5 AP	Cost: 4 AP	Cost: 4 AP	Cost: 3 AP	Cost: 3 AP	Cost: 2 AP	Cost: 2 AP	Cost: 1 AP
RANGE: 0	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
Effect: The Feca lose 5% (+1 per lvl of the Feca) resists Target: +5% (+1 per lvl of the Feca) Dmg all If Feca is under Reverse, remove the state, +6 AP	Effect: The Feca lose 10% (+1 per lvl of the Feca) resists Target: +10% (+1 per lvl of the Feca) Dmg all If Feca is under Reverse, remove the state, +5 AP	Effect: The Feca lose 15% (+1 per lvl of the Feca) resists Target: +15% (+1 per lvl of the Feca) Dmg all If Feca is under Reverse, remove the state, +5 AP	Effect: The Feca lose 20% (+1 per lvl of the Feca) resists Target: +20% (+1 per lvl of the Feca) Dmg all If Feca is under Reverse, remove the state, +4 AP	Effect: The Feca lose 25% (+1 per lvl of the Feca) resists Target: +25% (+1 per lvl of the Feca) Dmg all If Feca is under Reverse, remove the state, +4 AP	Effect: The Feca lose 30% (+1 per lvl of the Feca) resists Target: +30% (+1 per lvl of the Feca) Dmg all If Feca is under Reverse, remove the state, +3 AP	Effect: The Feca lose 35% (+1 per lvl of the Feca) resists Target: +35% (+1 per lvl of the Feca) Dmg all If Feca is under Reverse, remove the state, +3 AP	Effect: The Feca lose 40% (+1 per lvl of the Feca) resists Target: +40% (+1 per lvl of the Feca) Dmg all If Feca is under Reverse, remove the state, +2 AP	Effect: The Feca lose 45% (+1 per lvl of the Feca) resists Target: +45% (+1 per lvl of the Feca) Dmg all If Feca is under Reverse, remove the state, +2 AP	Effect: The Feca lose 50% (+1 per lvl of the Feca) resists Target: +50% (+1 per lvl of the Feca) Dmg all If Feca is under Reverse, remove the state, +1 AP
Note: 1/turn (Max +/- 150%) (unlimited duration)									ID: 2274



Passive 1: Untouchable

Lvl 1	+2 Block +1 Block per ally	Lvl 6	+12 Block +2 Block per ally	Lvl 11	+22 Block +3 Block per ally	Lvl 16	+32 Block +4 Block per ally
Lvl 2	+4 Block +1 Block per ally	Lvl 7	+14 Block +2 Block per ally	Lvl 12	+24 Block +3 Block per ally	Lvl 17	+34 Block +4 Block per ally
Lvl 3	+6 Block +1 Block per ally	Lvl 8	+16 Block +2 Block per ally	Lvl 13	+26 Block +3 Block per ally	Lvl 18	+36 Block +4 Block per ally
Lvl 4	+8 Block +1 Block per ally	Lvl 9	+18 Block +2 Block per ally	Lvl 14	+28 Block +3 Block per ally	Lvl 19	+38 Block +4 Block per ally
Lvl 5	+10 Block +2 Block per ally	Lvl 10	+20 Block +3 Block per ally	Lvl 15	+30 Block +4 Block per ally	Lvl 20	+40 Block +5 Block per ally
Note:							ID: 2324

Passive 2: Feca Master

Lvl 1	+0 Control +5% Lock bonus +10% Resist all to all players	Lvl 6	+0 Control +30% Lock bonus +10% Resist all to all players	Lvl 11	+1 Control +55% Lock bonus +10% Resist all to all players	Lvl 16	+1 Control +80% Lock bonus +10% Resist all to all players
Lvl 2	+0 Control +10% Lock bonus +10% Resist all to all players	Lvl 7	+0 Control +35% Lock bonus +10% Resist all to all players	Lvl 12	+1 Control +60% Lock bonus +10% Resist all to all players	Lvl 17	+1 Control +85% Lock bonus +10% Resist all to all players
Lvl 3	+0 Control +15% Lock bonus +10% Resist all to all players	Lvl 8	+0 Control +40% Lock bonus +10% Resist all to all players	Lvl 13	+1 Control +65% Lock bonus +10% Resist all to all players	Lvl 18	+1 Control +90% Lock bonus +10% Resist all to all players
Lvl 4	+0 Control +20% Lock bonus +10% Resist all to all players	Lvl 9	+0 Control +45% Lock bonus +10% Resist all to all players	Lvl 14	+1 Control +70% Lock bonus +10% Resist all to all players	Lvl 19	+1 Control +95% Lock bonus +10% Resist all to all players
Lvl 5	+0 Control +25% Lock bonus +10% Resist all to all players	Lvl 10	+1 Control +50% Lock bonus +10% Resist all to all players	Lvl 15	+1 Control +75% Lock bonus +10% Resist all to all players	Lvl 20	+2 Control +100% Lock bonus +10% Resist all to all players
Note: (max +100 tacle) (bonus res No cumulable)							ID: 2295

Passive 3: Fecatalyst

Lvl 1	+1.5% Lock added to resists	Lvl 6	+9% Lock added to resists	Lvl 11	+16.5% Lock added to resists	Lvl 16	+24% Lock added to resists
Lvl 2	+3% Lock added to resists	Lvl 7	+10.5% Lock added to resists	Lvl 12	+18% Lock added to resists	Lvl 17	+25.5% Lock added to resists
Lvl 3	+4.5% Lock added to resists	Lvl 8	+12% Lock added to resists	Lvl 13	+19.5% Lock added to resists	Lvl 18	+27% Lock added to resists
Lvl 4	+6% Lock added to resists	Lvl 9	+13.5% Lock added to resists	Lvl 14	+21% Lock added to resists	Lvl 19	+28.5% Lock added to resists
Lvl 5	+7.5% Lock added to resists	Lvl 10	+15% Lock added to resists	Lvl 15	+22.5% Lock added to resists	Lvl 20	+30% Lock added to resists
Note: (Max 100%)							ID: 2269

Passive 4: Ironclad

Passive 4: Ironclad							
Lvl 1	+2% resists	Lvl 6	+12% resists	Lvl 11	+22% resists	Lvl 16	+32% resists
Lvl 2	+4% resists	Lvl 7	+14% resists	Lvl 12	+24% resists	Lvl 17	+34% resists
Lvl 3	+6% resists	Lvl 8	+16% resists	Lvl 13	+26% resists	Lvl 18	+36% resists
Lvl 4	+8% resists	Lvl 9	+18% resists	Lvl 14	+28% resists	Lvl 19	+38% resists
Lvl 5	+10% resists	Lvl 10	+20% resists	Lvl 15	+30% resists	Lvl 20	+40% resists
Note:							ID: 2272

Passive 5: Stabilization Aura

Passive 5: Stabilization Aura							
Lvl 1	+1 Lock If enemy starts his turn in front of the Feca: apply Bound (5%)	Lvl 6	+6 Lock If enemy starts his turn in front of the Feca: apply Bound (30%)	Lvl 11	+11 Lock If enemy starts his turn in front of the Feca: apply Bound (55%)	Lvl 16	+16 Lock If enemy starts his turn in front of the Feca: apply Bound (80%)
Lvl 2	+2 Lock If enemy starts his turn in front of the Feca: apply Bound (10%)	Lvl 7	+7 Lock If enemy starts his turn in front of the Feca: apply Bound (35%)	Lvl 12	+12 Lock If enemy starts his turn in front of the Feca: apply Bound (60%)	Lvl 17	+17 Lock If enemy starts his turn in front of the Feca: apply Bound (85%)
Lvl 3	+3 Lock If enemy starts his turn in front of the Feca: apply Bound (15%)	Lvl 8	+8 Lock If enemy starts his turn in front of the Feca: apply Bound (40%)	Lvl 13	+13 Lock If enemy starts his turn in front of the Feca: apply Bound (65%)	Lvl 18	+18 Lock If enemy starts his turn in front of the Feca: apply Bound (90%)
Lvl 4	+4 Lock If enemy starts his turn in front of the Feca: apply Bound (20%)	Lvl 9	+9 Lock If enemy starts his turn in front of the Feca: apply Bound (45%)	Lvl 14	+14 Lock If enemy starts his turn in front of the Feca: apply Bound (70%)	Lvl 19	+19 Lock If enemy starts his turn in front of the Feca: apply Bound (95%)
Lvl 5	+5 Lock If enemy starts his turn in front of the Feca: apply Bound (25%)	Lvl 10	+10 Lock If enemy starts his turn in front of the Feca: apply Bound (50%)	Lvl 15	+15 Lock If enemy starts his turn in front of the Feca: apply Bound (75%)	Lvl 20	+20 Lock If enemy starts his turn in front of the Feca: apply Bound (100%)
Note: Stabilization is applied to enemies in contact with the Feca at the beginning of their turn (every other turn).							ID: