

# Loto's Character Workshop 1.99.0

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Hello Ywain!

I'm back after a long hiatus. Talk about a panic attack, WHERE ARE MY TOONS?! All is well now and the Workshop has been updated to be in line with DAoC 1.99 Live.

Lotos' Character Workshop 1.99

The Workshop has been updated to include the spell line changes for DAoC 1.99. In case you missed the patch notes on the herald, here's what changed.

\*The casting times and power costs for the Major Heal spells in the Mind Mastery Specialization have been adjusted as follows (healing values have not been changed):  
 o Level 2 - Major Somatic Renewal - 3.2s cast - 3 power  
 o Level 4 - Major Somatic Reparation - 3.2s cast - 4 power  
 o Level 6 - Major Somatic Revigoration - 3.2s cast - 6 power  
 o Level 9 - Major Somatic Relief - 3.1s cast - 8 power  
 o Level 13 - Major Somatic Rejuvenation - 3.0s cast - 11 power  
 o Level 18 - Major Somatic Regeneration - 2.9s cast - 14 power  
 o Level 25 - Major Somatic Rehabilitation - 2.7s cast - 18 power  
 o Level 33 - Major Somatic Revival - 2.6s cast - 24 power  
 o Level 42 - Major Somatic Resuscitation - 2.5s cast - 30 power

\* The Damage and Group Heal spell in the Mind Mastery Specialization has had the casting speed changed from 2.7s to 2.8 seconds, the radius of the attached group heal increased from 1000 units to 1250 units, and had the damage and healing values adjusted as follows:  
 o Level 3 - Phantom Renewal - 15 damage / 11 group heal  
 o Level 7 - Phantom Reparation - 32 damage / 21 group heal  
 o Level 14 - Phantom Relief - 61 damage / 41 group heal  
 o Level 22 - Phantom Rejuvenation - 95 damage / 62 group heal  
 o Level 27 - Phantom Regeneration - 116 damage / 75 group heal  
 o Level 34 - Phantom Rehabilitation - 144 damage / 95 group heal  
 o Level 43 - Phantom Revival - 182 damage / 119 group heal  
 o Level 47 - Phantom Resuscitation - 199 damage / 130 group heal

\* A Nearsight + Energy Decrease spell has been added to the Holism Specialization:

o Level 18 – Cloud of Distortion – 2s cast / 2m duration – 2000 unit range – 25% Nearsight, 10% Energy Debuff (1 minute) – 9 power  
 o Level 27 – Cloud of Obscurity – 2s cast / 2m duration – 2100 unit range – 35% Nearsight, 10% Energy Debuff (1 minute) – 13 power  
 o Level 38 – Cloud of Darkness – 2s cast / 2m duration – 2200 unit range – 45% Nearsight, 15% Energy Debuff (1 minute) – 19 power  
 o Level 47 – Cloud of Blindness – 2s cast / 2m duration – 2300 unit range – 55% Nearsight, 15% Energy Debuff (1 minute) – 23 power