

# Abilities record

LANDRY Jonathan, HAMID Enzo

September 23, 2024

## Contents

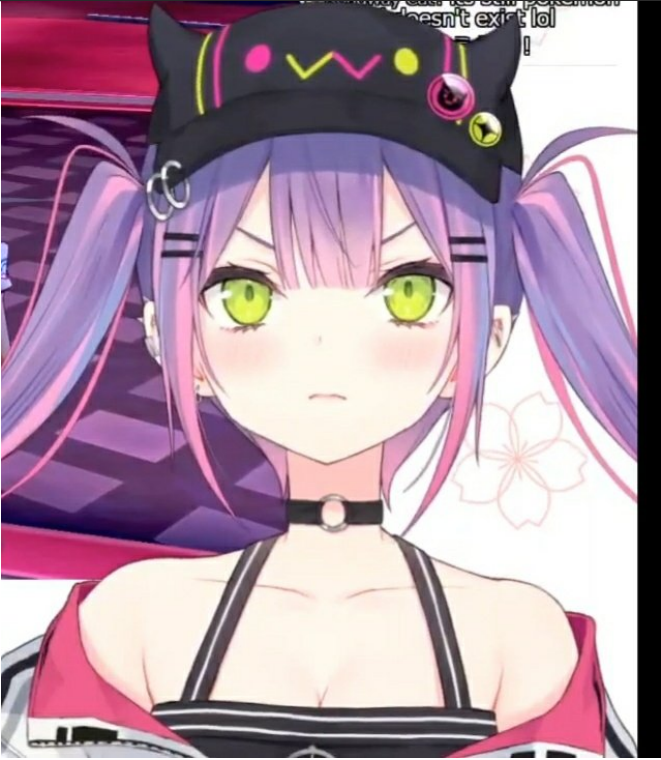
<b>Goblinoids</b>	<b>3</b>
Goblins . . . . .	3
Hobgoblins . . . . .	8
<b>Slimes</b>	<b>13</b>
Slimes . . . . .	13
Slime catastrophes . . . . .	18
<b>Elves</b>	<b>23</b>
Elves . . . . .	23
Orcs . . . . .	30
Ogres . . . . .	35
<b>Canidae</b>	<b>42</b>
Wolves . . . . .	42
<b>Humans</b>	<b>47</b>
Mages . . . . .	47
Berserkers . . . . .	48
Ronins . . . . .	55
Archers . . . . .	62

<b>Etherias</b>	<b>68</b>
Etheraes . . . . .	68
Etherions . . . . .	69
Aetherions . . . . .	70
<b>Dwarves</b>	<b>71</b>
Dwarves . . . . .	71
<b>Automatons</b>	<b>78</b>
Automatons . . . . .	78
<b>Warbeasts</b>	<b>85</b>
Warbeasts . . . . .	85
<b>Reptiles</b>	<b>92</b>
Lizardmen . . . . .	92
Dragons . . . . .	99
<b>Angels</b>	<b>106</b>
Angels . . . . .	106
Archangels . . . . .	113
<b>Vampires</b>	<b>120</b>
Vampires . . . . .	120
<b>Daemons</b>	<b>127</b>
Demons . . . . .	127
Onis . . . . .	134
Seraphim . . . . .	141
<b>Krakens</b>	<b>148</b>
Krakens . . . . .	148

# Goblinoids

## Goblins

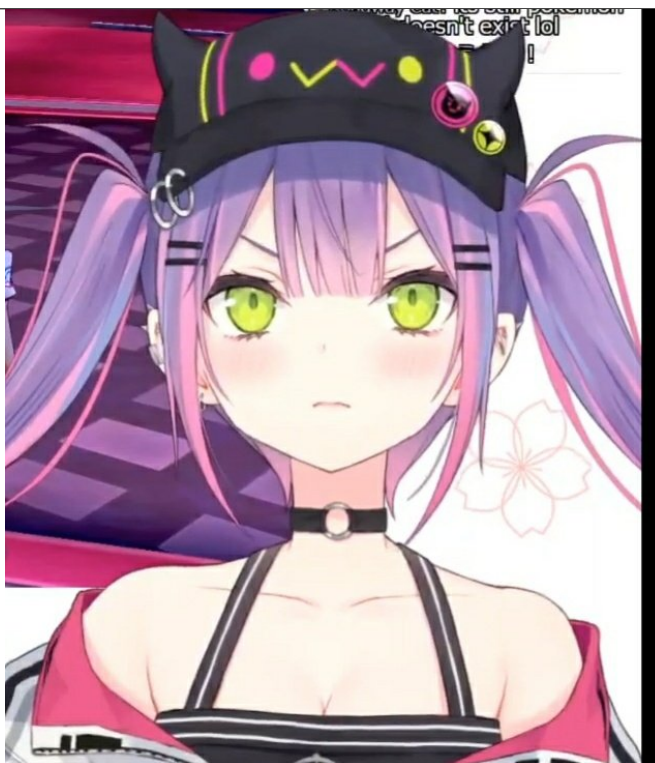
### Auto attack

Punch	
	
Element	None
Category	Attack
Nature	Physical
Target	AoE
Range	1 unit (towards the facing direction)
Attack delay	ABC
Damage	ABC
The user punches.	

Abilities

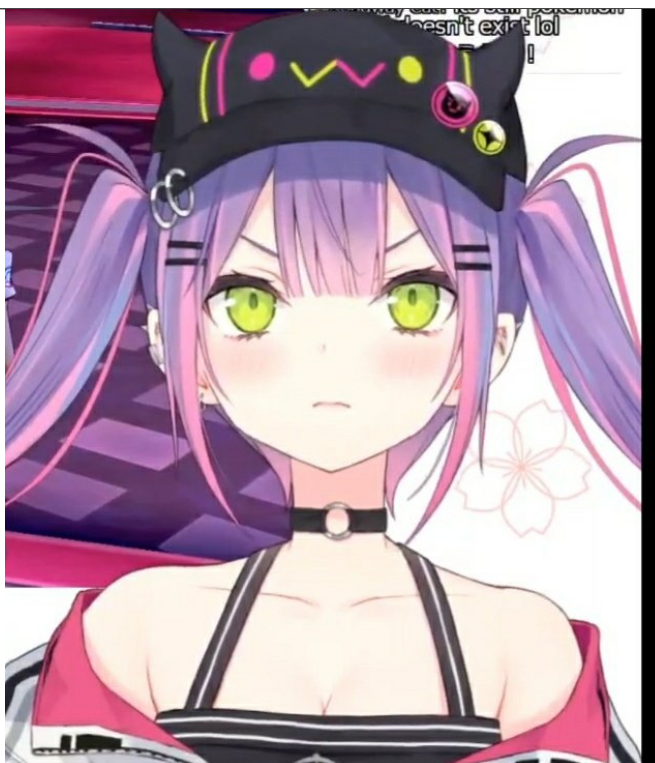
Head butt	
	
Element	None
Category	Attack
Nature	Physical
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	0
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user charges.	

## Health offering



Element	None
Category	Buff
Nature	Self
Target	Single target
Range	Self
Mana cost	0
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user hits his own head with his bat and loses $x\%$ of his <b>max HP</b> . In return, his <b>attack</b> is increased by $x\%$ and his <b>speed</b> by $x\%$ .	

## Pebble shot



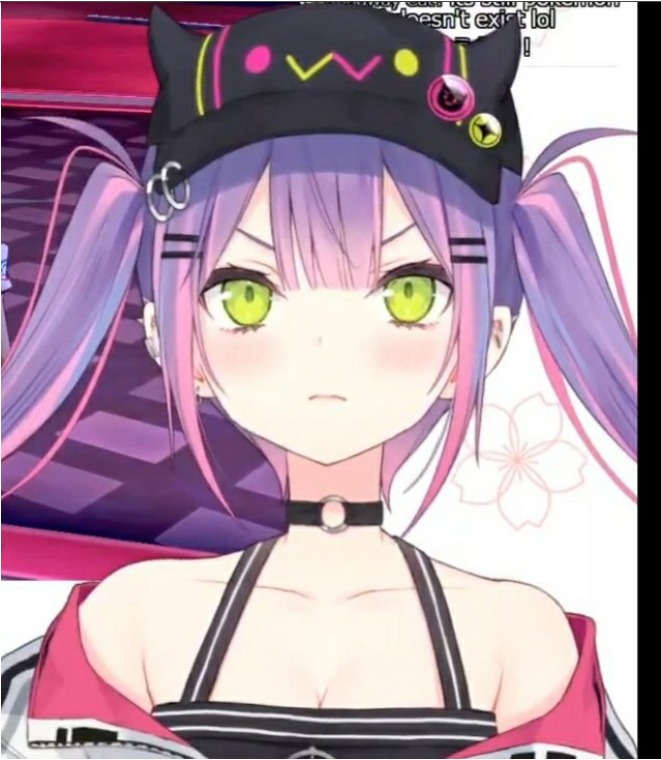
Element	None
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	0
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user hits a small rock with his bat.	

## Ultimates

Goblin fury	
	
Element	None
Category	Attack
Nature	Physical
Target	AoE
Range	Varies (towards the facing direction)
Mana cost	0
Apex energy cost	ABC
Damage	ABC
Duration	ABC
The user pursues the target while swinging his bat to hit it up to <b>x times</b> .	

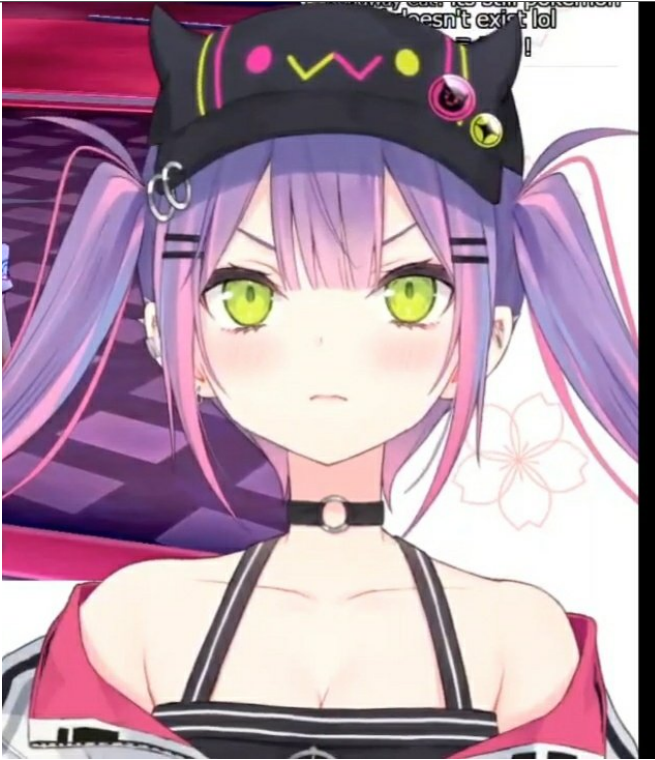
# Hobgoblins

## Auto attack

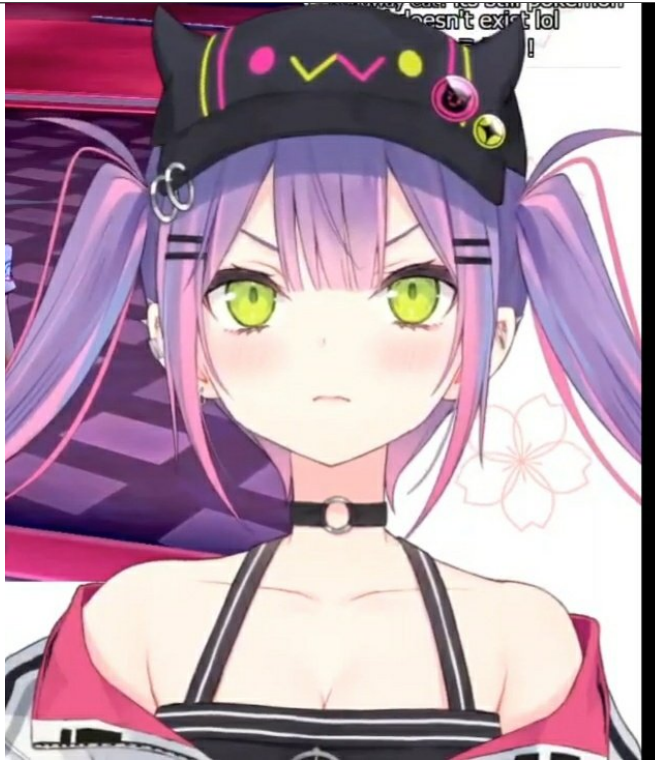
Bat swing	
	
Element	None
Category	Attack
Nature	Physical
Target	AoE
Range	1 unit (towards the facing direction)
Attack delay	ABC
Damage	ABC
The user swings his bat <b>once</b> .	



## Abilities

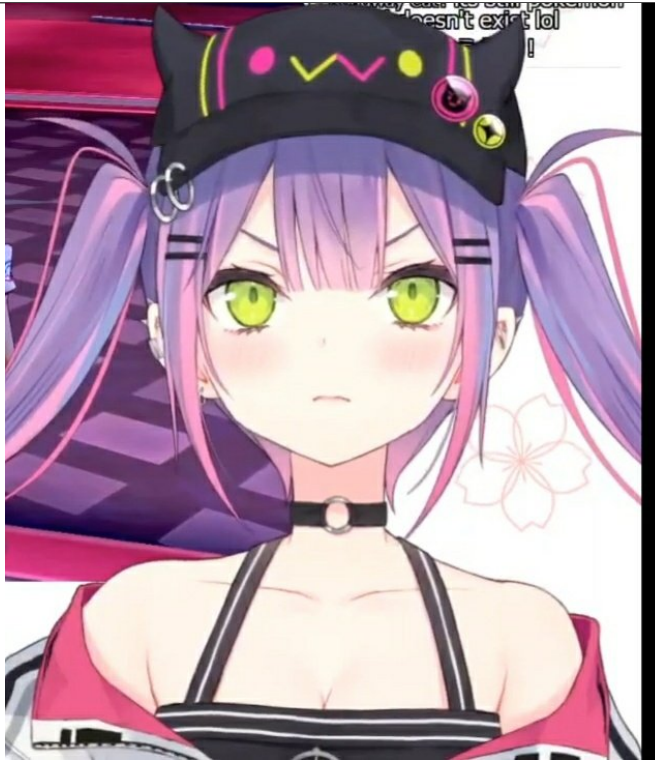
Multi stroke	
	
Element	None
Category	Attack
Nature	Physical
Target	AoE
Range	1 unit (towards the facing direction)
Mana cost	0
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user hits the target 3 times with his bat.	

## Lousy guard



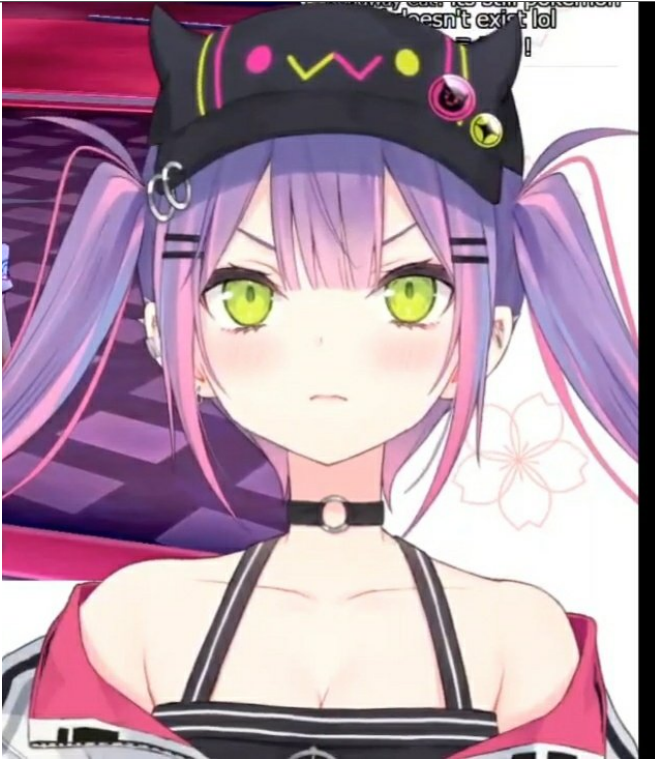
Element	None
Category	Heal
Nature	Self
Target	Single target
Range	Self
Mana cost	0
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user stands still and covers his head with his arms to increase his defense by x% for x seconds. At the end, the user recovers x% of the raw damages received in HP.	

## Double tackle



Element	None
Category	Attack
Nature	Physical
Target	AoE
Range	Self (straight towards the facing direction)
Mana cost	0
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user charges towards the facing direction <b>2 times</b> . When hit, the enemy gets <b>bumped</b> .	

## Ultimates

Charged jab	
	
Element	None
Category	Attack
Nature	Physical
Target	AoE
Range	x units
Mana cost	ABC
Apex energy cost	ABC
Damage	ABC
Duration	ABC
The user charges a punch for x seconds and hits the target with all his strength.	

# Slimes

## Slimes

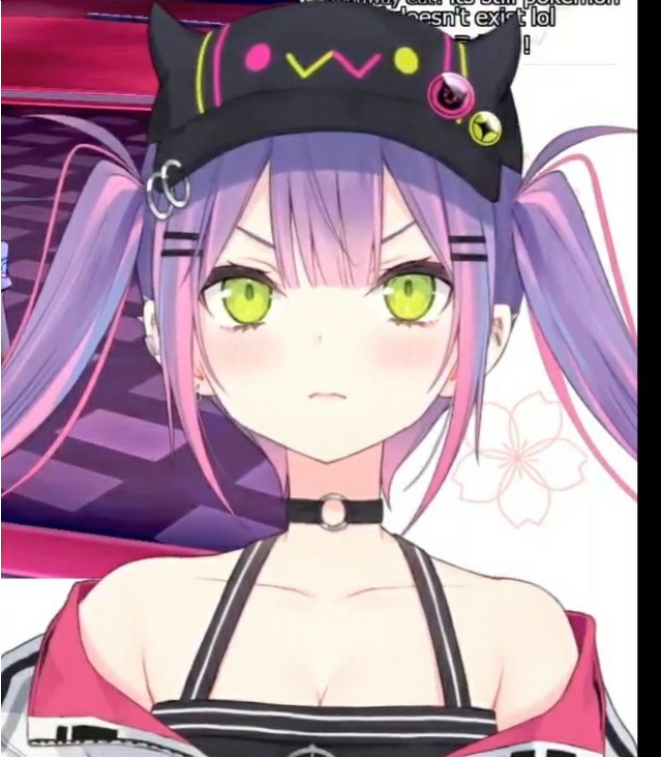
### Auto attack

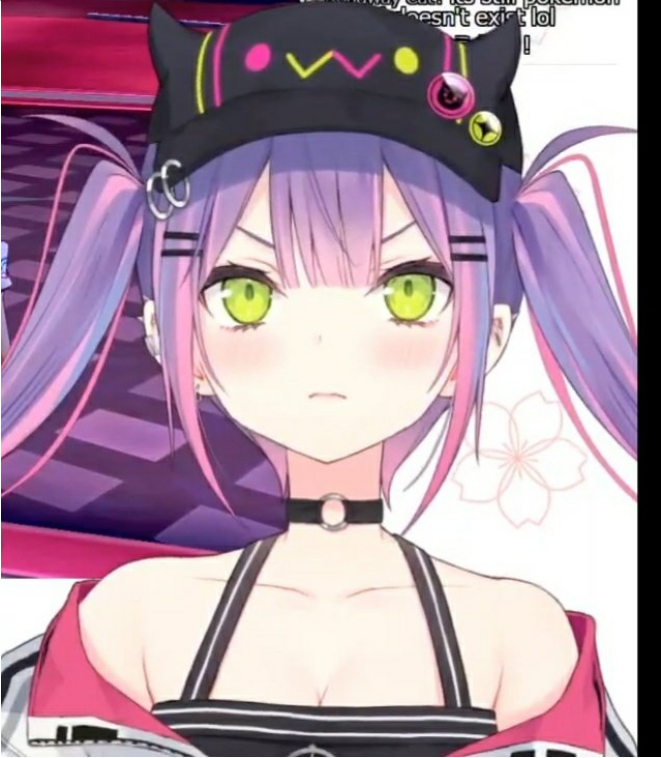
Charge	
	
Element	None
Category	Attack
Nature	Physical
Target	AoE
Range	x units (straight towards the facing direction)
Attack delay	ABC
Damage	ABC
The user charges.	

Abilities

Triple split	
	
Element	Water
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	0
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user shoots 3 slime balls.	

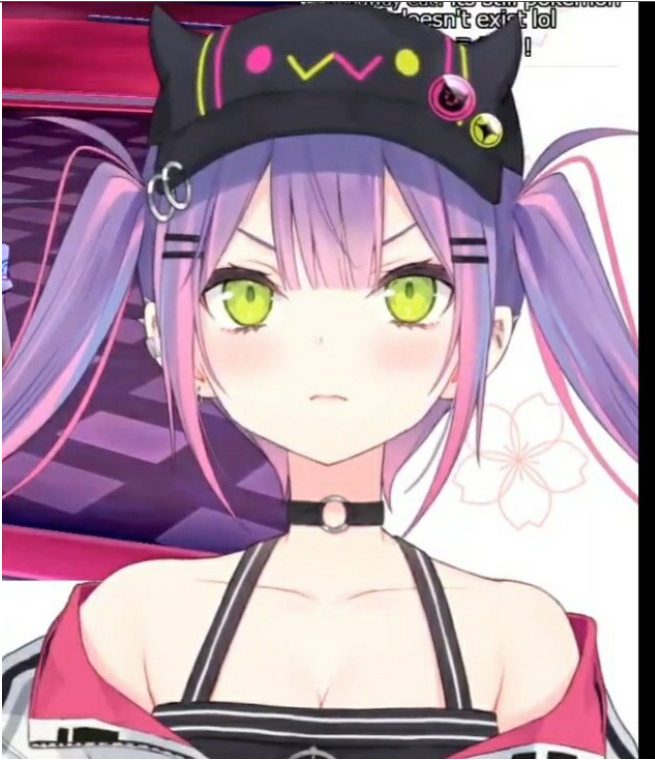


Medicinal herbs	
	
Element	None
Category	Heal
Nature	Self
Target	Single target
Range	Self
Mana cost	0
Cooldown time	ABC
Damage	0
Duration	ABC
The user spits medicinal herbs above him which <b>heal</b> himself <b>x% of his max HP</b> .	

Intoxication	
	
Element	Neutral
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (circle area towards the facing direction)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user inhales surrounding mana to exhale a toxic cloud.	



## Ultimates

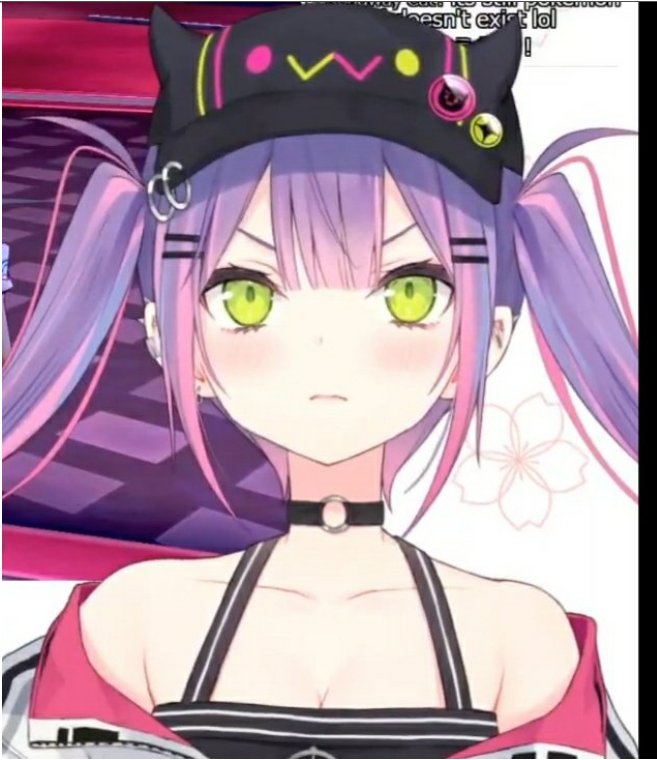
Darkness spikes	
	
Element	Darkness
Category	Debuff
Nature	Ranged
Target	AoE
Range	x units (circle area around himself)
Mana cost	ABC
Apex energy cost	ABC
Damage	ABC
Duration	ABC
The user launches darkness spikes which decrease the mana of the enemies by x%.	

# Slime catastrophes

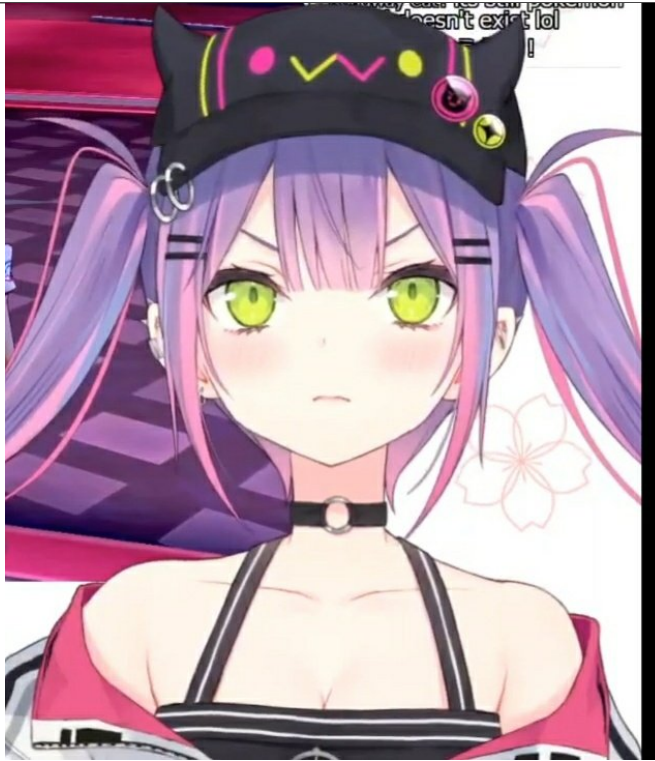
## Auto attack

Mucus spurt	
	
Element	Neutral
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (straight towards the facing direction)
Attack delay	ABC
Damage	ABC
The user slings a small projectile of slime.	

## Abilities

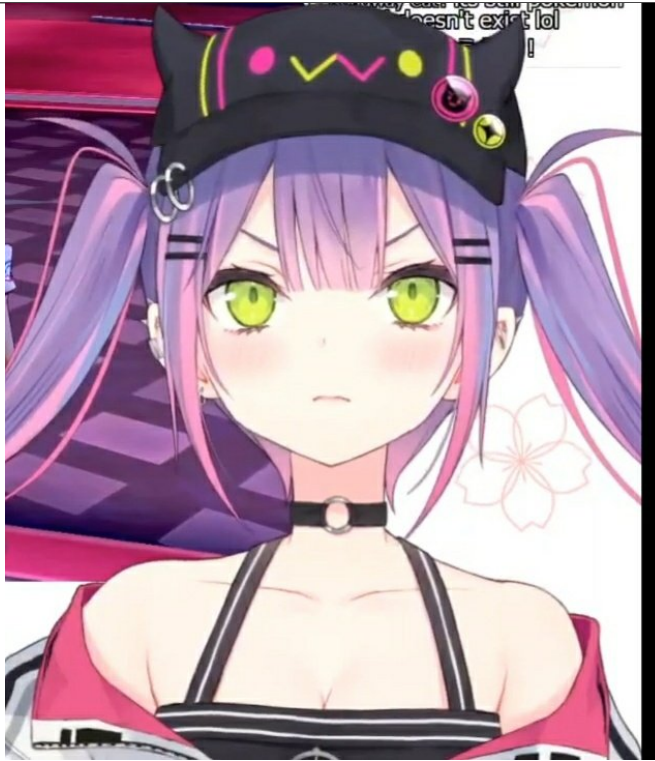
Regeneration	
	
Element	Neutral
Category	Heal
Nature	Self
Target	Single target
Range	Self
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user absorbs surrounding mana to heal x% of his max HP..	

## Hydro spin



Element	Water
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (circle area around himself)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user shoots a <b>water</b> beam and <b>spins on himself once</b> .	

## Lava Puddle



Element	Fire
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (circle area towards the facing direction)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user spits slime creating a large puddle which ignites and deals damages on contact.	

Ultimates

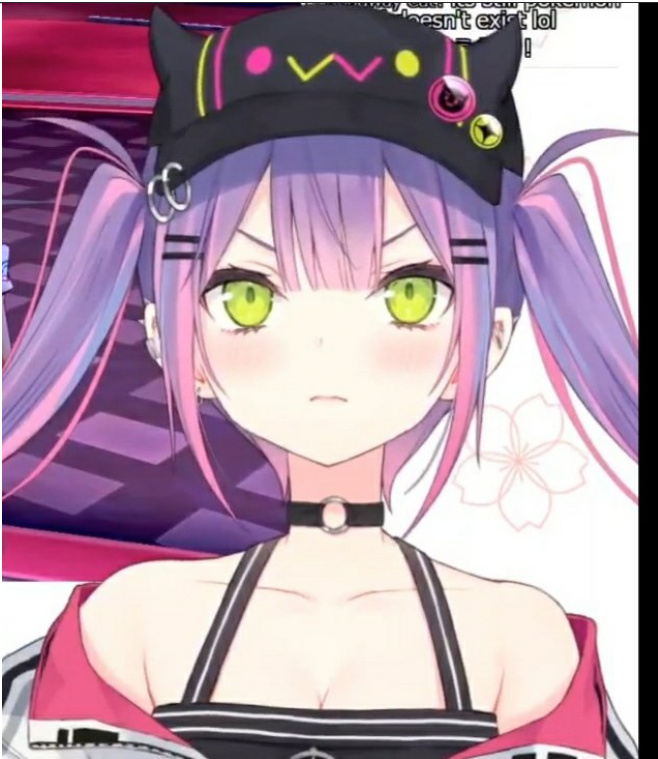
Mitosis	
	
Element	Neutral
Category	Alteration
Nature	Self
Target	Self
Range	x units (circle area around himself)
Mana cost	ABC
Apex energy cost	ABC
Damage	ABC
Duration	ABC
The user splits into 5 slimes.	



## Elves

### Elves

#### Auto attack

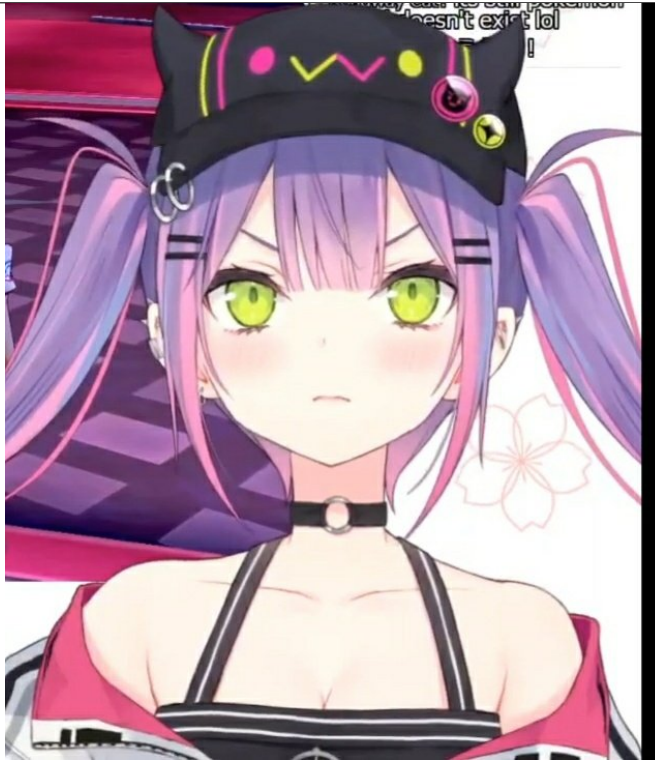
Osmosis	
	
Element	Earth
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (straight towards the facing direction)
Attack delay	ABC
Damage	ABC
The user shoots mana to drain x HP at each attack.	

Abilities

Nature guidance	
	
Element	Neutral
Category	Heal
Nature	None
Target	AoE
Range	x units (circle area around himself)
Mana cost	ABC
Cooldown time	ABC
Damage	0
Duration	ABC
The user summons a magical circle <b>underfoot</b> which <b>heals all allies inside</b> .	

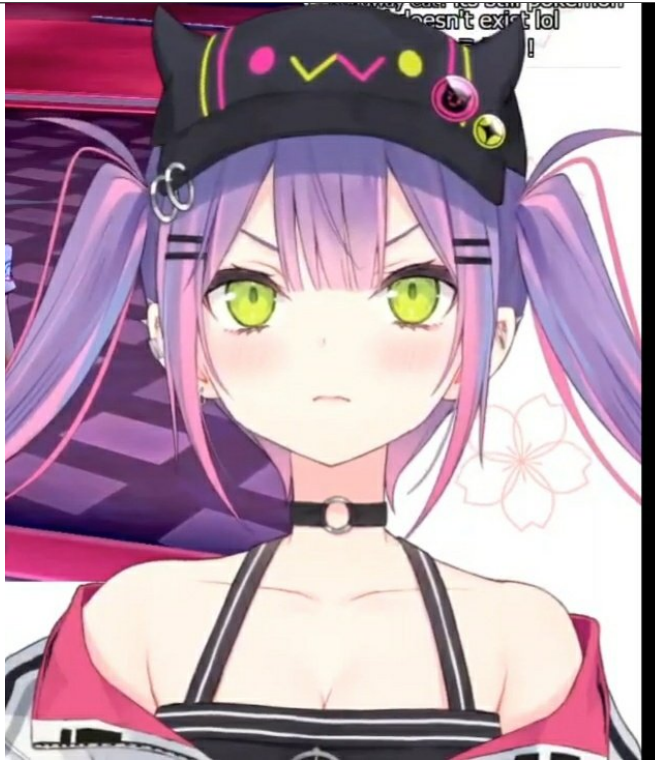


## Hydro burst



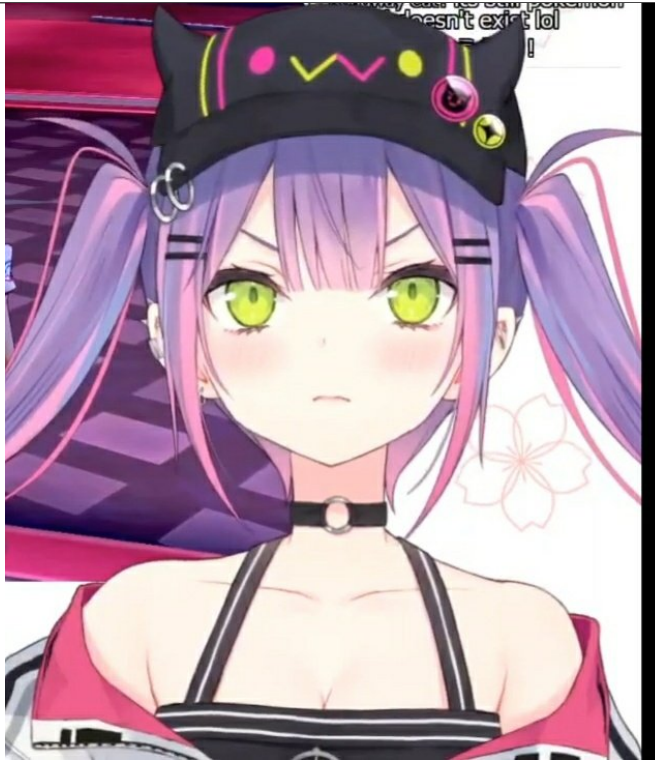
Element	Water
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (circle area around himself)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user summons a large expanding wave the hit enemies.	

## Poisonous spikes



Element	Earth
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (circle area towards the facing direction)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user grows large wood spikes which damage and poison the targets to deal damages over time.	

## Floral shackles

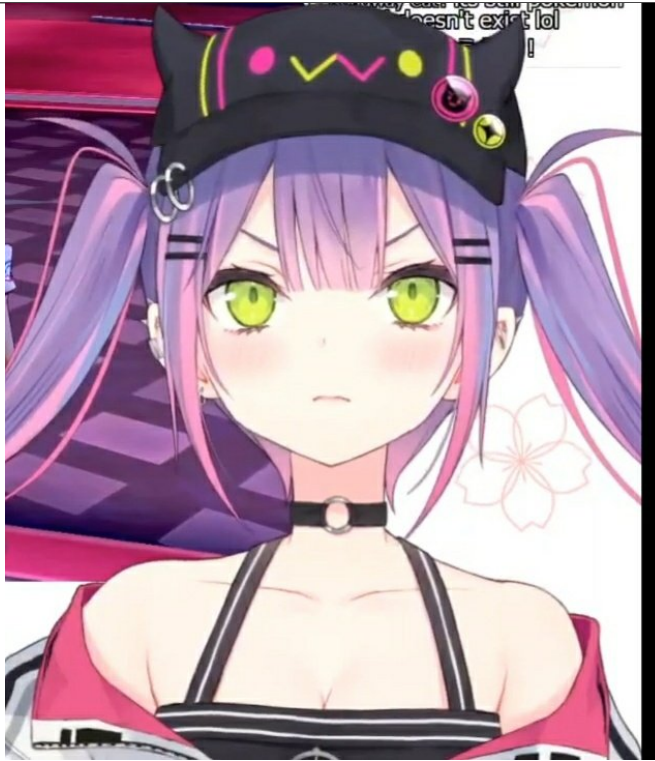


Element	Earth
Category	Control
Nature	None
Target	AoE
Range	x units (circle area towards the facing direction)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user grows roots from the ground hindering targets and dealing minor damages.	

## Ultimates

Verdant luminescence	
	
Element	Light
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (circle area towards the facing direction)
Mana cost	ABC
Apex energy cost	ABC
Damage	ABC
Duration	ABC
<p>The user absorbs light from the earth to form a sphere and throw it to explode on the ground.</p>	

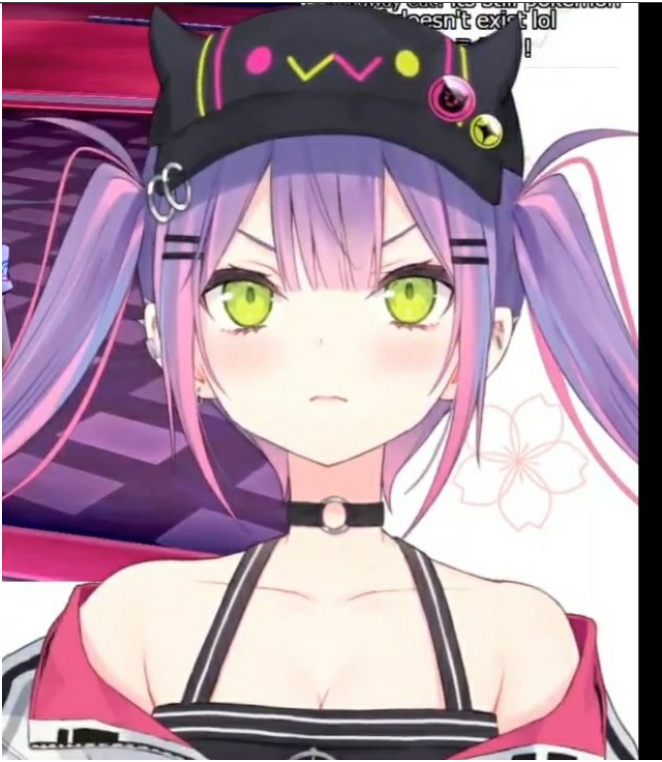
## Nature gift



Element	Earth
Category	Buff
Nature	None
Target	AoE
Range	x units (circle area around himself)
Mana cost	ABC
Apex energy cost	ABC
Damage	ABC
Duration	ABC
The user creates a large zone which <b>increases</b> by <b>x%</b> the <b>defense</b> , <b>attack</b> and <b>speed</b> of <b>all allies</b> within it.	

## Orcs

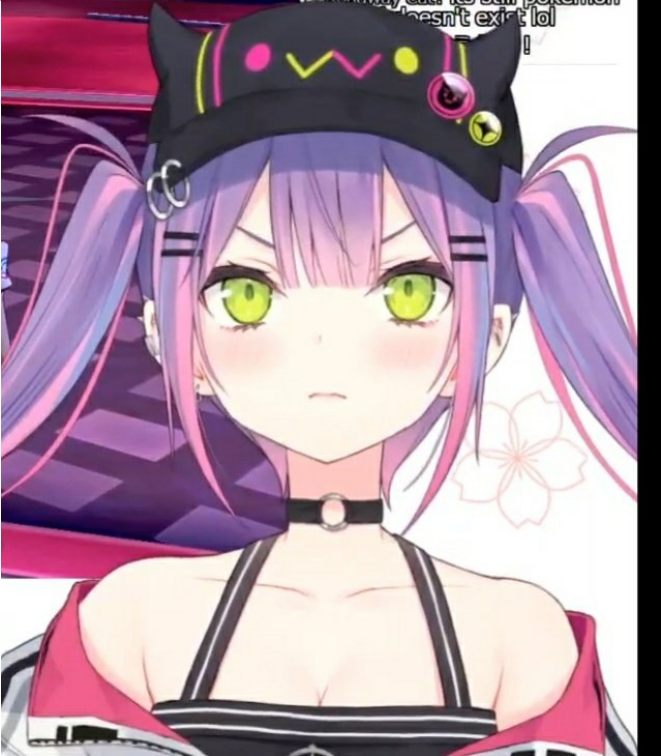
### Auto attack

Mass swing	
	
Element	None
Category	Attack
Nature	Physical
Target	AoE
Range	1 unit (towards the facing direction)
Attack delay	ABC
Damage	ABC
The user swings his mass.	



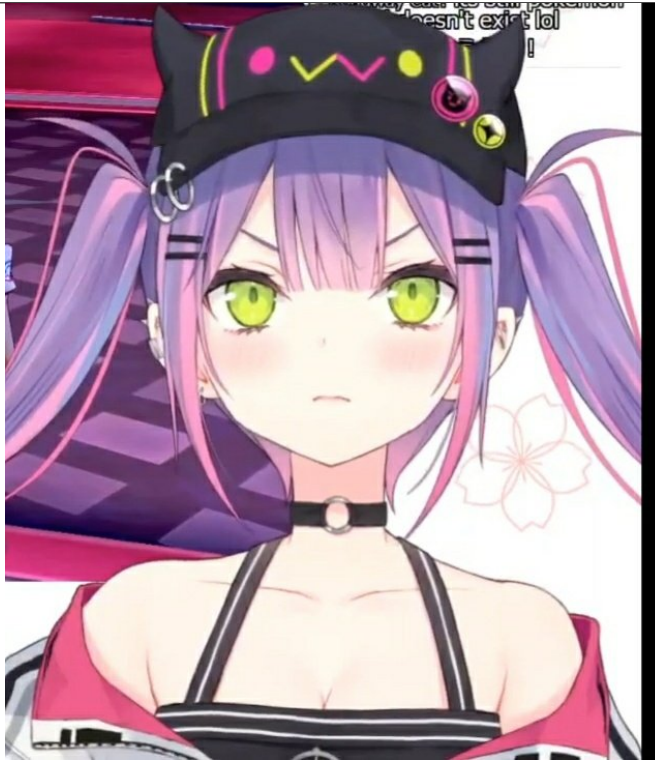
Abilities

Hammering blow	
	
Element	None
Category	Attack
Nature	Physical
Target	AoE
Range	x units (towards the facing direction)
Mana cost	0
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user joins his two fists to slam the ground.	

Focus	
	
Element	None
Category	Buff
Nature	Self
Target	Single target
Range	Self
Mana cost	0
Cooldown time	ABC
Damage	0
Duration	ABC
The user slows down to focus and increase his attack by x% but decrease his speed by x%.	

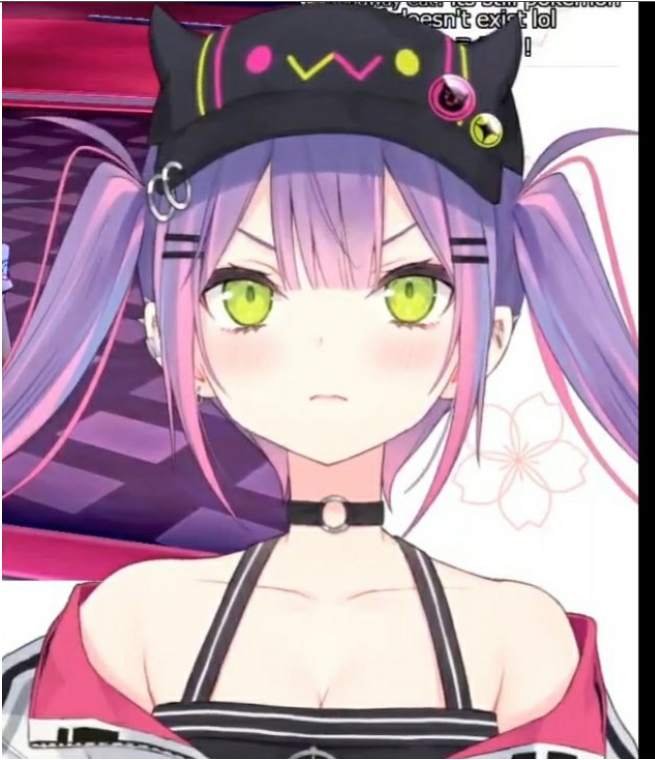


## Draining mass



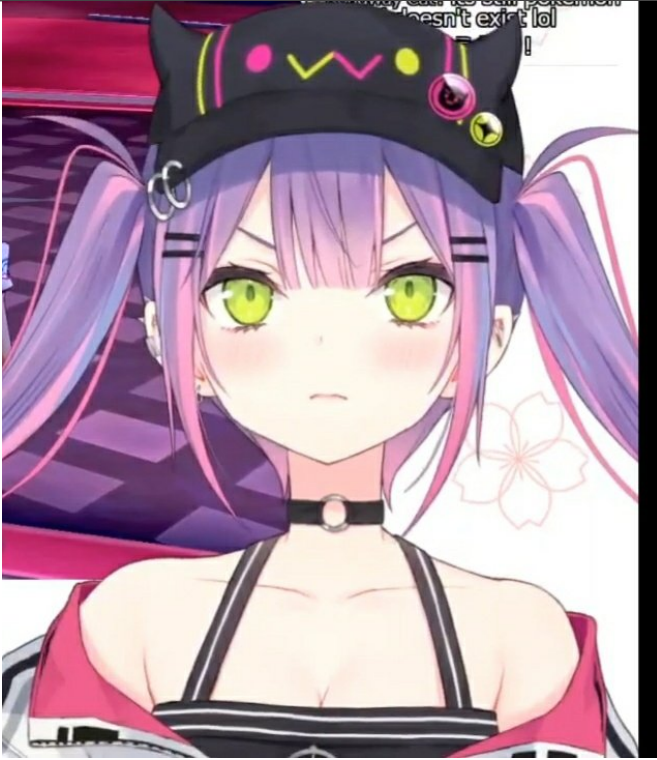
Element	Neutral
Category	Heal
Nature	Physical
Target	Single target
Range	Self
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user enchants his mass to drain x HP at each hit.	

## Ultimates

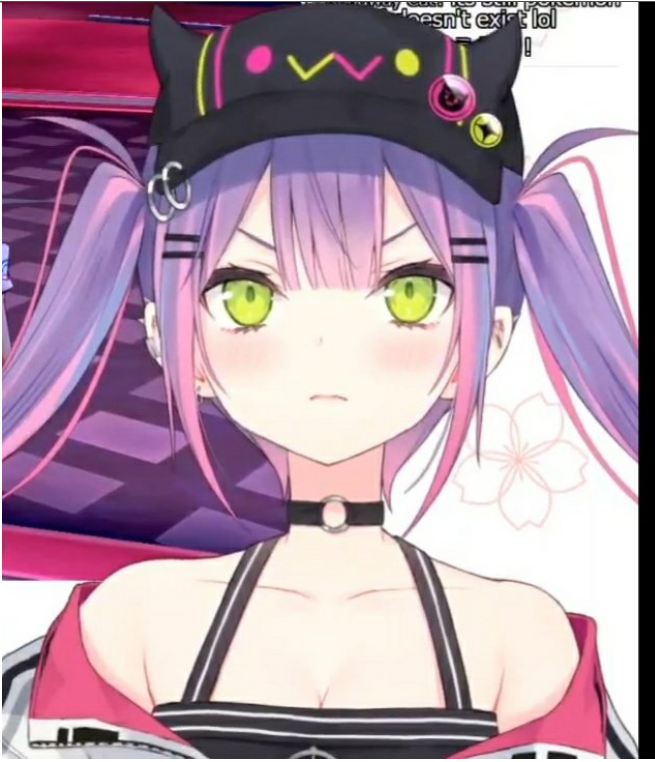
Shadow fists	
	
Element	Darkness
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	ABC
Apex energy cost	ABC
Damage	ABC
Duration	ABC
The user consecutively <b>hits twice</b> the air with darkness slinging <b>2 mana fists</b> .	

## Ogres

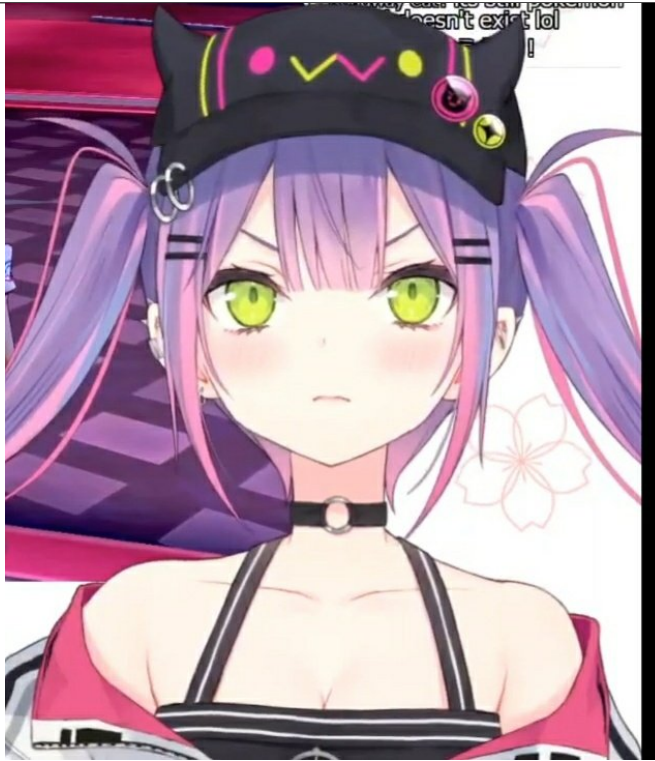
### Auto attack

Devastating stroke	
	
Element	None
Category	Attack
Nature	Physical
Target	AoE
Range	1 unit (towards the facing direction)
Attack delay	ABC
Damage	ABC
The user violently swings his arm.	

## Abilities

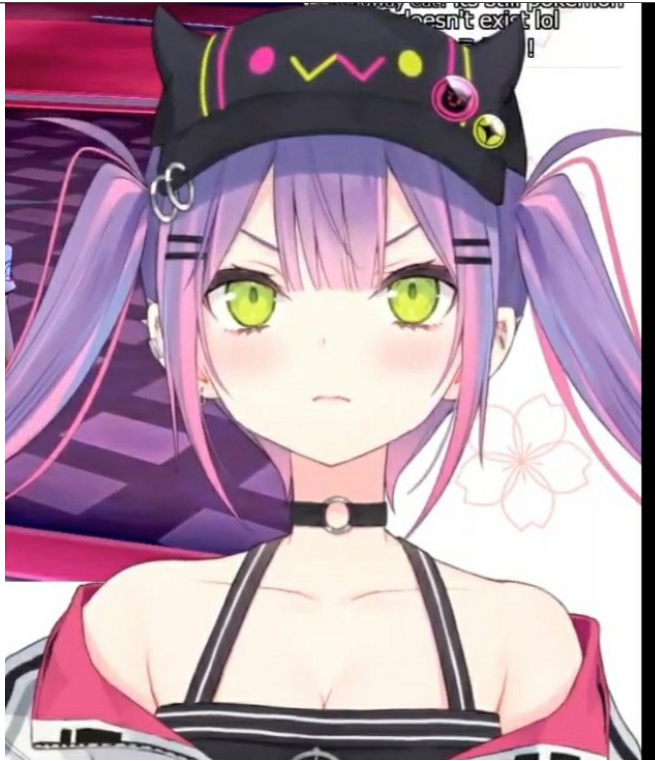
Scattering punch	
	
Element	Darkness
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (towards the facing direction)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user enchants his fist with <b>darkness</b> and punches to sling <b>3 darkness fists</b> .	

## Calamity fog



Element	Neutral
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (circle area towards the facing direction)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user blows a poison cloud dealing damages to anyone entering it.	

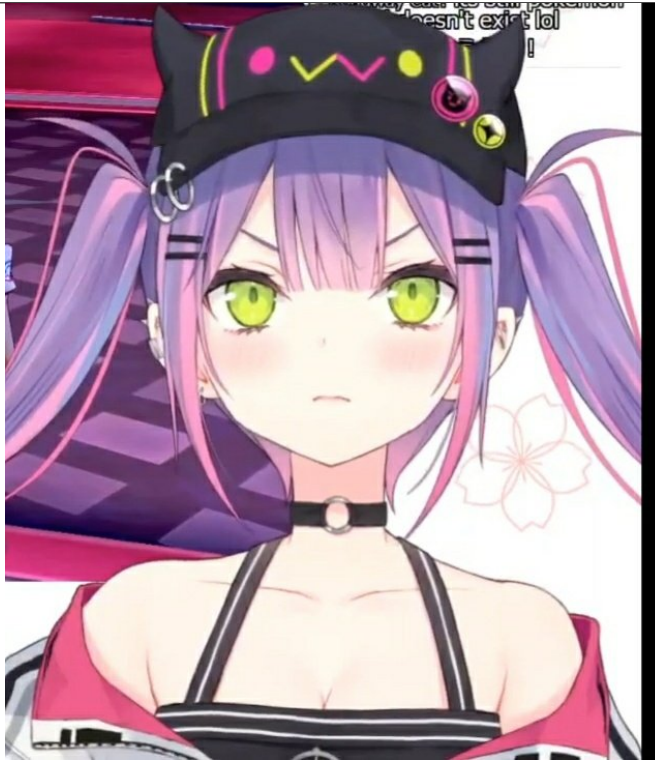
## Cursed influence



Element	Darkness
Category	Buff
Nature	Self
Target	Single target
Range	Self
Mana cost	ABC
Cooldown time	ABC
Damage	0
Duration	ABC
The user lets himself sink into darkness to greatly <b>increase</b> his <b>attack</b> by <b>x%</b> but <b>decrease</b> his <b>defense x%</b> .	

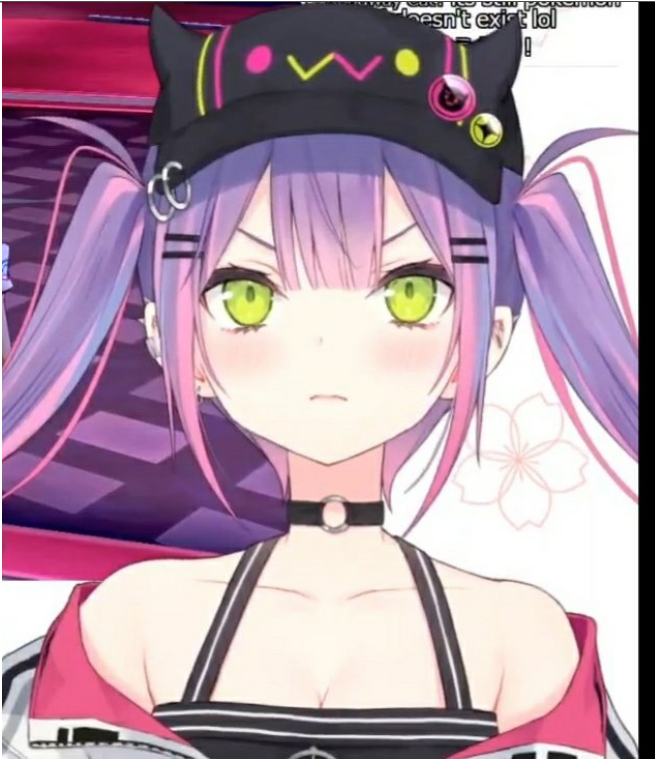


## Deathly rush

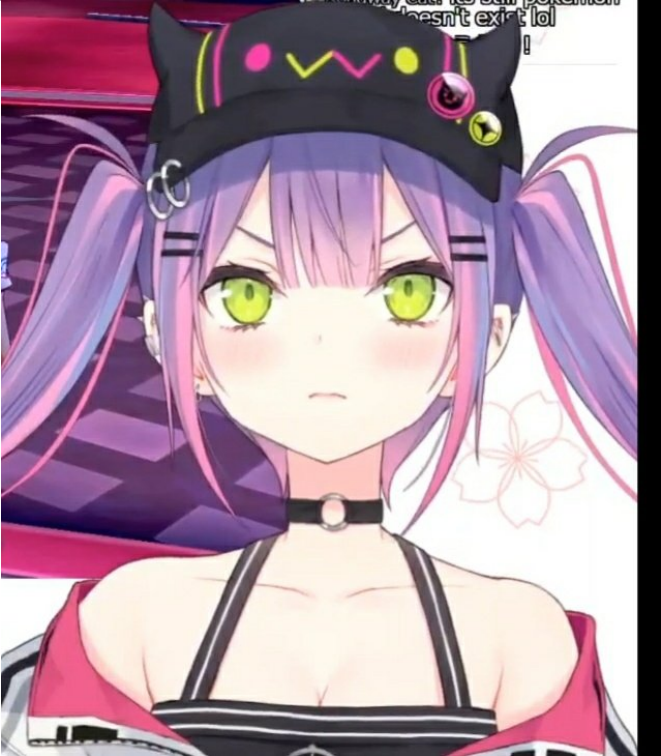


Element	Neutral
Category	Attack
Nature	Physical
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user charges.	

## Ultimates

Frenzy impact	
	
Element	Earth
Category	Attack
Nature	Physical
Target	AoE
Range	x units (circle area around himself)
Mana cost	ABC
Apex energy cost	ABC
Damage	ABC
Duration	ABC
The user jumps high and slams the ground at fall and lowering the targets' speed by x%.	

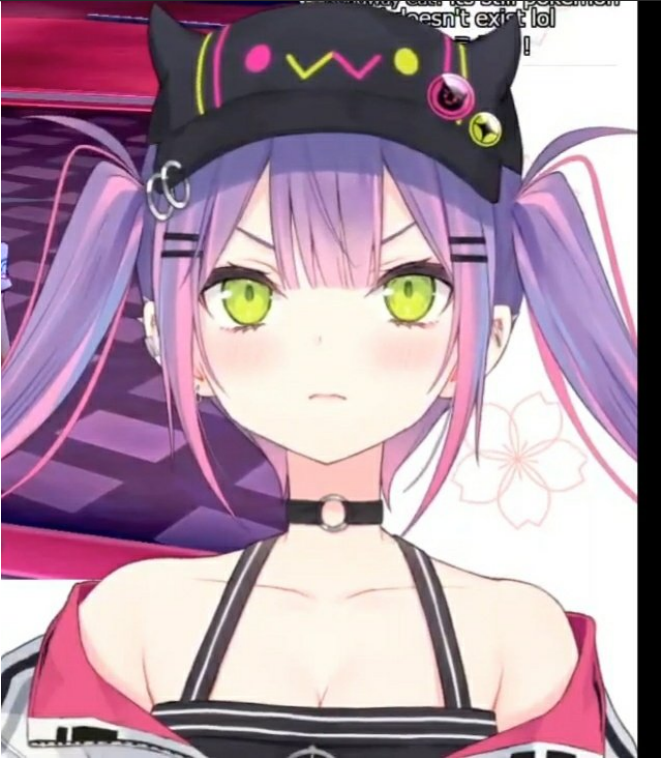


Fatal starvation	
	
Element	Neutral
Category	Attack
Nature	Physical and Ranged
Target	AoE
Range	x units (fan-shaped area towards the facing direction)
Mana cost	ABC
Apex energy cost	ABC
Damage	ABC
Duration	ABC
The user <b>hoovers</b> all entities in front and bites them.	

Canidae

Wolves

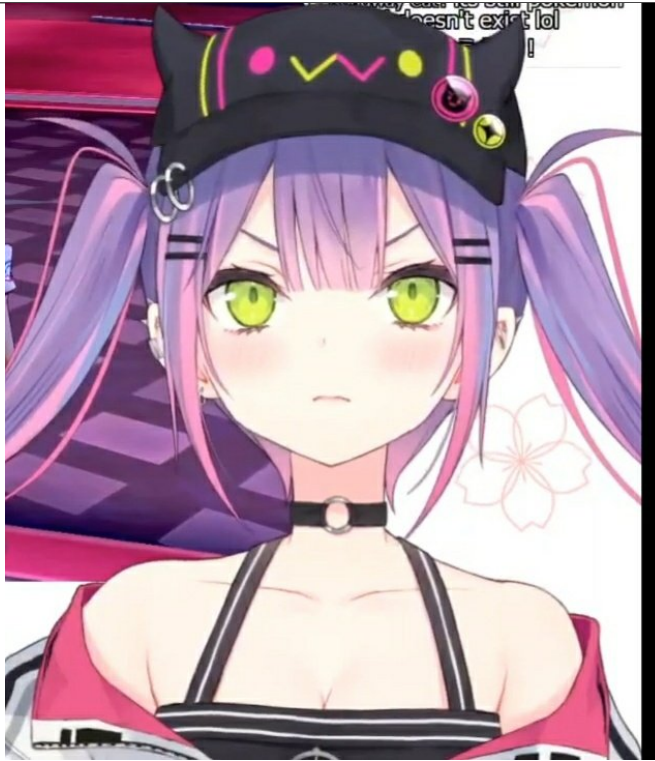
Auto attack

Bite	
	
Element	None
Category	Attack
Nature	Physical
Target	AoE
Range	1 unit (towards the facing direction)
Attack delay	ABC
Damage	ABC
The user bites.	

## Abilities

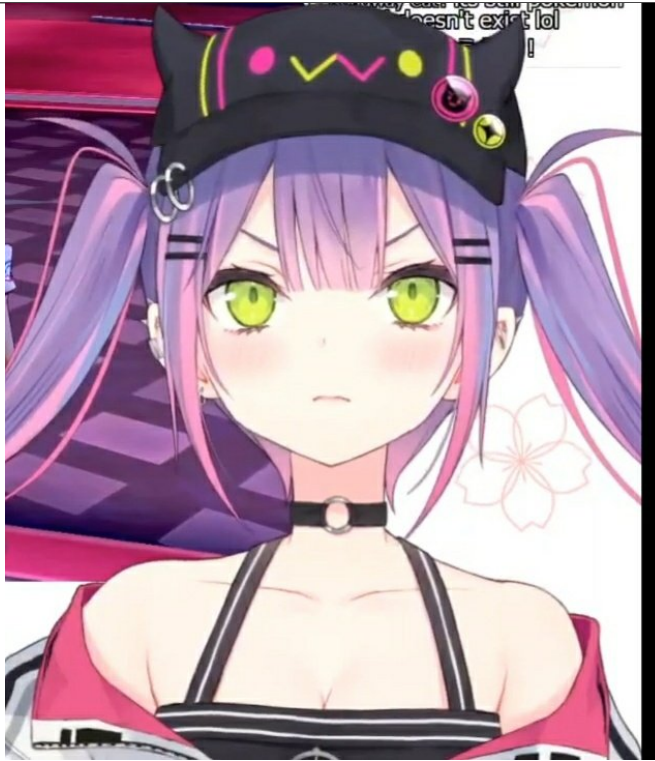
Frozen fang	
	
Element	Ice
Category	Attack
Nature	Physical
Target	AoE
Range	x units (towards the facing direction)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user freezes his fangs to bite the enemies <b>once</b> and reduce their <b>speed</b> by <b>x%</b> .	

### Gloomy cover



Element	Darkness
Category	Buff
Nature	Self
Target	Single target
Range	Self
Mana cost	ABC
Cooldown time	ABC
Damage	0
Duration	ABC
The user overlays himself with darkness to increase his attack and speed by x%.	

## Igniclaw



Element	Fire
Category	Attack
Nature	Physical
Target	AoE
Range	x units (towards the facing direction)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user sets his claws afire and scratches the enemies.	

Ultimates

Pack appeal	
	
Element	Light
Category	Attack
Nature	Physical
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	ABC
Apex energy cost	ABC
Damage	ABC
Duration	ABC
The user summons 4 light wolves and dashes with them.	

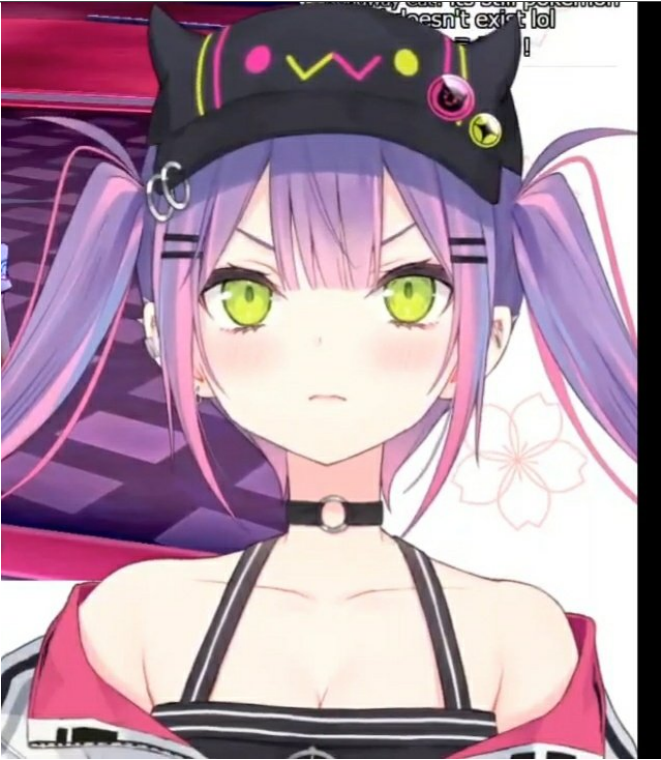


**Humans**

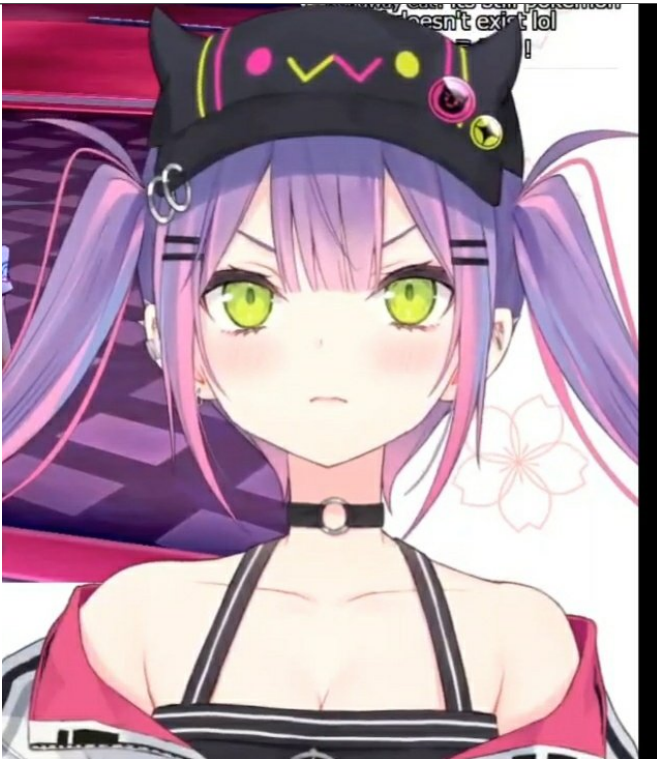
**Mages**

Berserkers

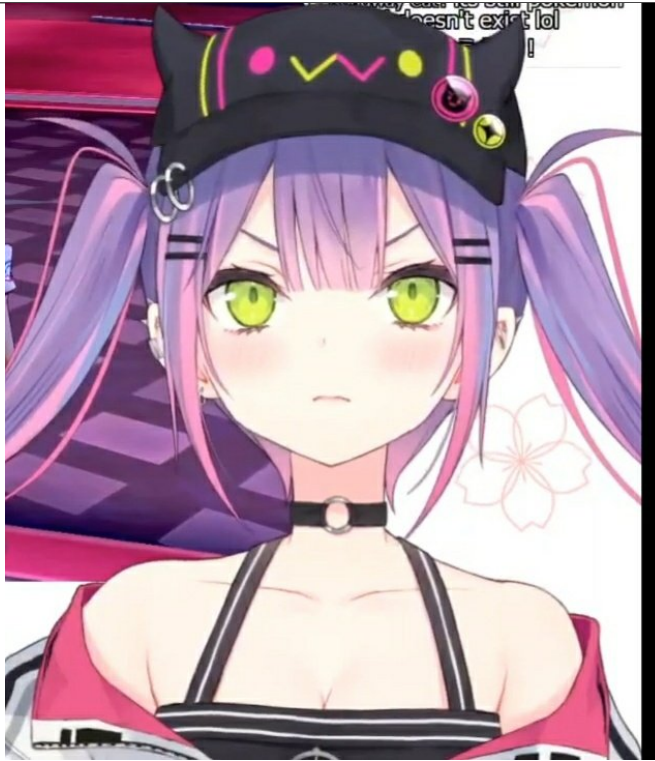
Auto attack

Axe swing	
	
Element	None
Category	Attack
Nature	Physical
Target	AoE
Range	1 unit (towards the facing direction)
Attack delay	ABC
Damage	ABC
The user swings his axe to hit the enemies.	

## Abilities

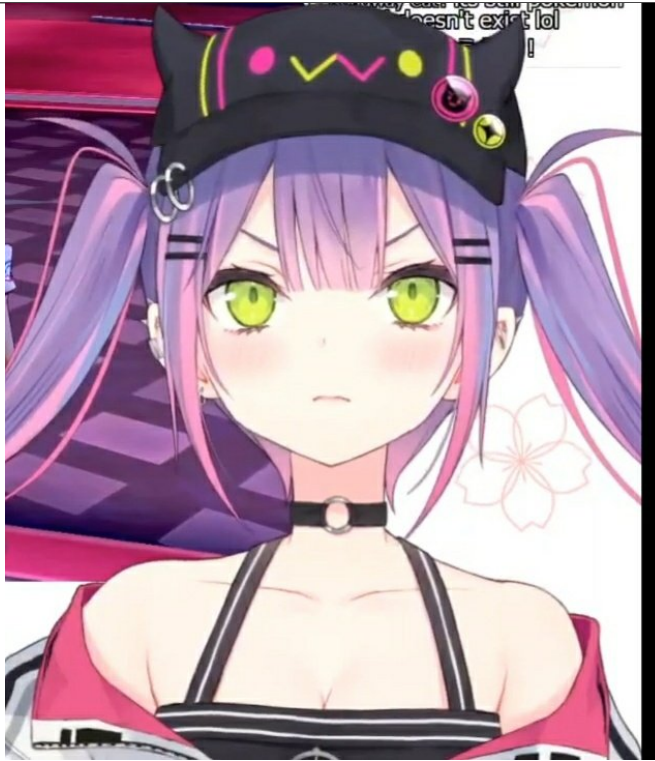
Warrior's roar	
	
Element	Neutral
Category	Buff
Nature	Self
Target	Single target
Range	Self
Attack delay	ABC
Damage	ABC
The user blares to improve his stamina. Speed, defense and attack are increased.	

## Igniting axe



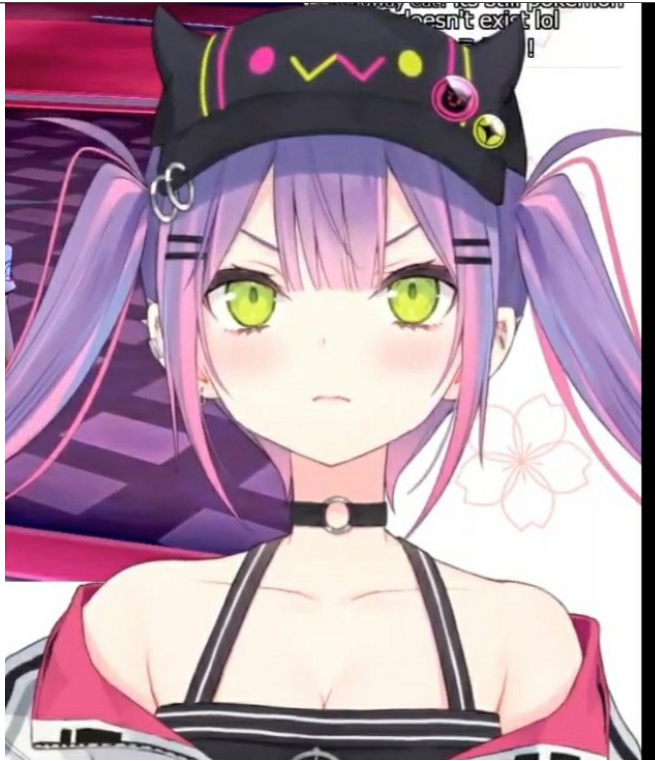
Element	Fire
Category	Attack
Nature	Physical
Target	AoE
Range	1 unit (towards the facing direction)
Attack delay	ABC
Damage	ABC
The user <b>ignites</b> his <b>axe</b> for a short period. Deals <b>fire damages</b> to enemies.	

## Blood lust



Element	Neutral
Category	Heal
Nature	Physical
Target	AoE
Range	1 unit (towards the facing direction)
Attack delay	ABC
Damage	ABC
The user <b>enchants</b> his <b>axe</b> so that every <b>hit</b> <b>heals</b> him by <b>x%</b> .	

## Heat burst



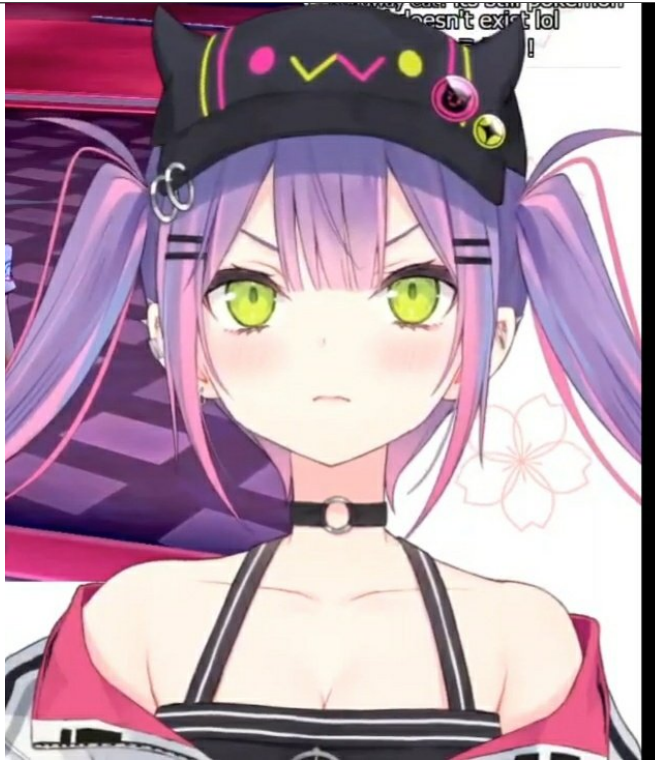
Element	Fire
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (circle area around himself)
Attack delay	ABC
Damage	ABC
The user creates a <b>circle of flames</b> causing a <b>burst of fire</b> to the <b>enemies</b> .	



## Ultimates

Executioner stroke	
	
Element	Earth
Category	Attack
Nature	Physical
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	ABC
Apex energy cost	ABC
Damage	ABC
Duration	ABC
<p>The user powerfully <b>smashes</b> his <b>enemies</b> in a relatively large zone dealing immense damage.</p>	

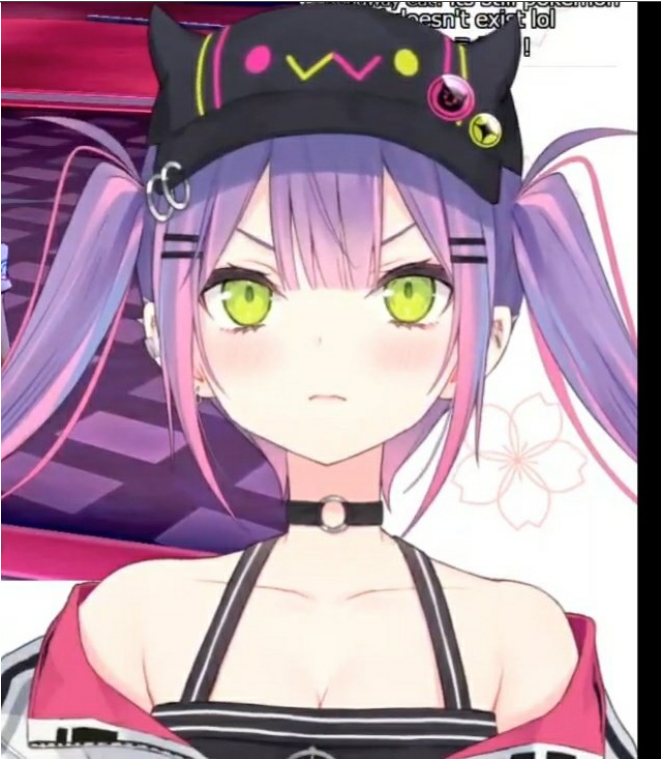
## Rijin strike



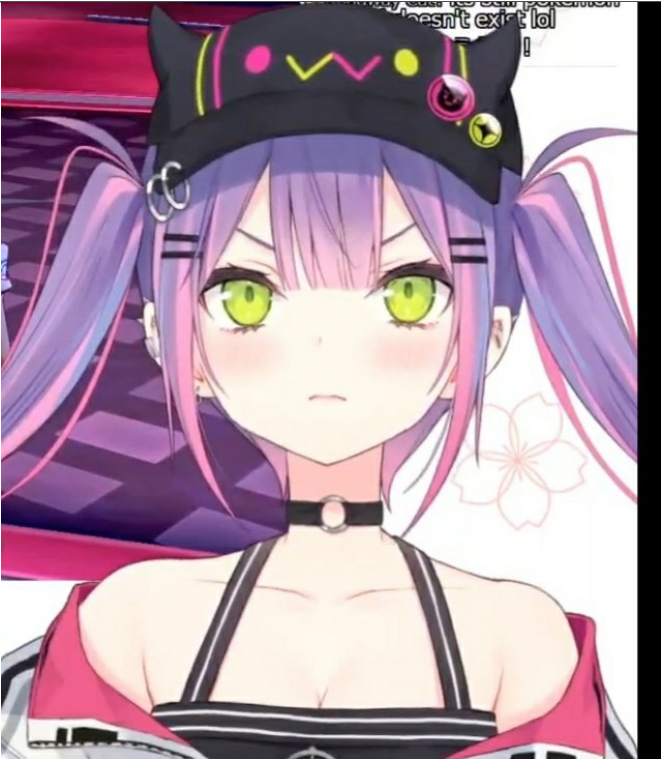
Element	Thunder
Category	Attack
Nature	Physical
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	ABC
Apex energy cost	ABC
Damage	ABC
Duration	ABC
The user summons lightning upon himself and charges enemies in a very large zone.	

Ronins

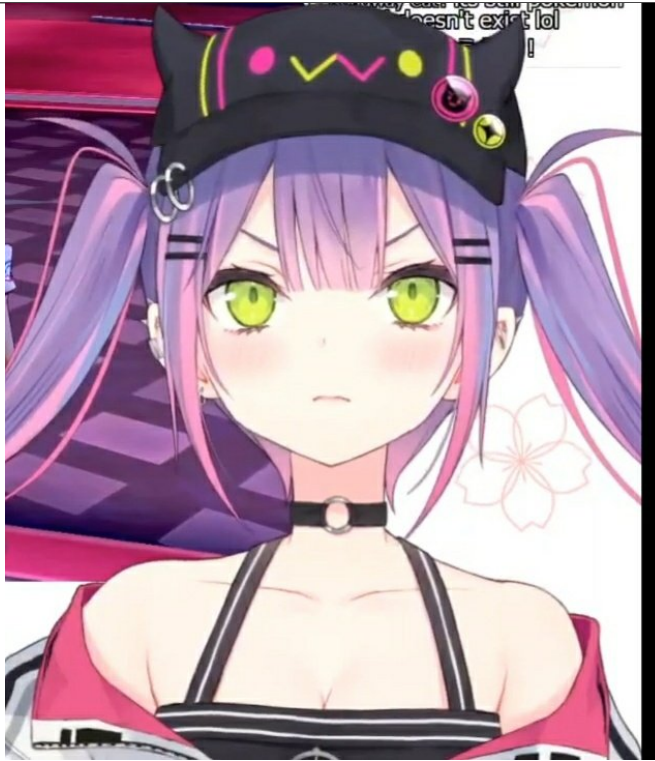
Auto attack

Sword swing	
	
Element	None
Category	Attack
Nature	Physical
Target	AoE
Range	1 unit (towards the facing direction)
Attack delay	ABC
Damage	ABC
The user swings his blade.	

Abilities

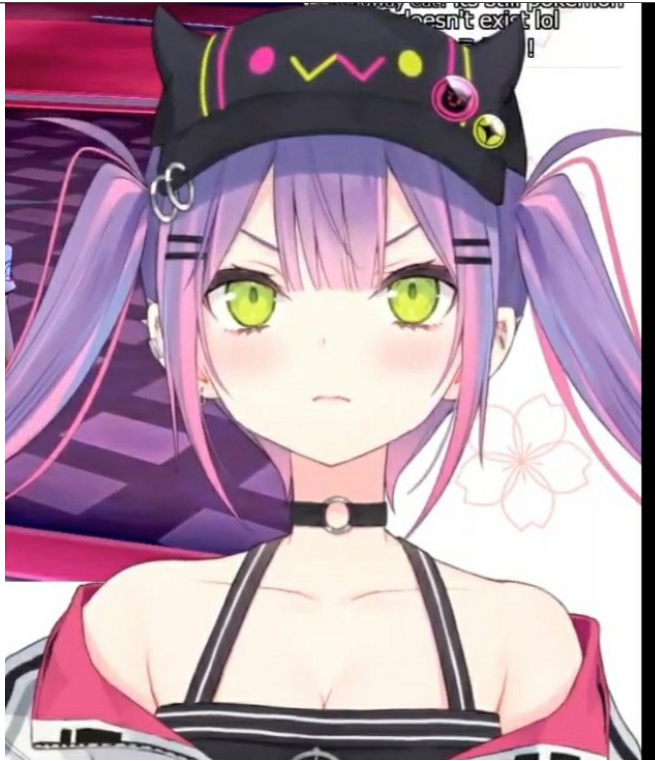
Peaceful mind	
	
Element	None
Category	Buff
Nature	Self
Target	Single target
Range	Self
Attack delay	ABC
Damage	ABC
The user adapts his mind and spirit to combat to increase his speed and attack by x%.	

## Lightning blade



Element	Thunder
Category	Buff
Nature	Self
Target	Single target
Range	Self
Attack delay	ABC
Damage	ABC
The user adds <b>thunder</b> mana to his blade to <b>increase</b> his <b>attack</b> by <b>x%</b> ..	

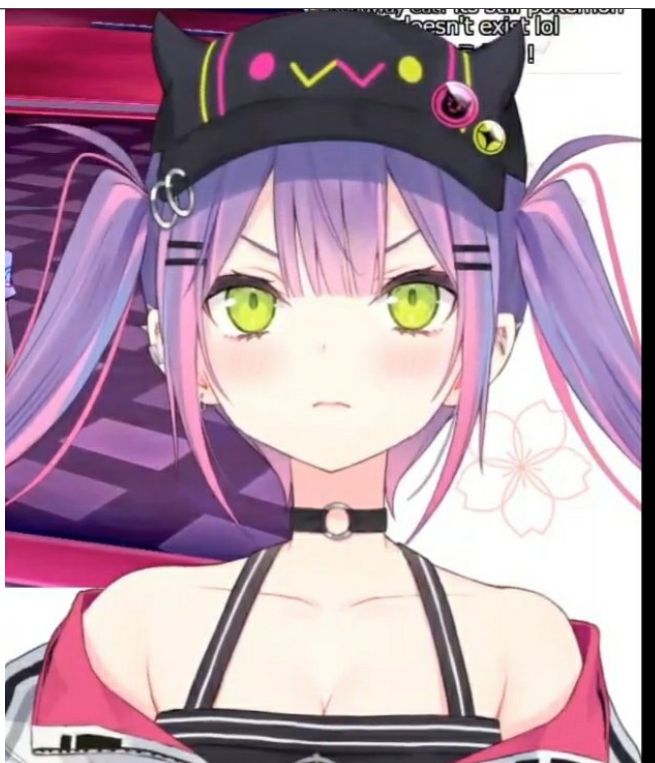
## Wind slash



Element	Wind
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (towards the facing direction)
Attack delay	ABC
Damage	ABC
The user sends a powerful <b>air slash</b> made of wind.	



## Kunai hurl

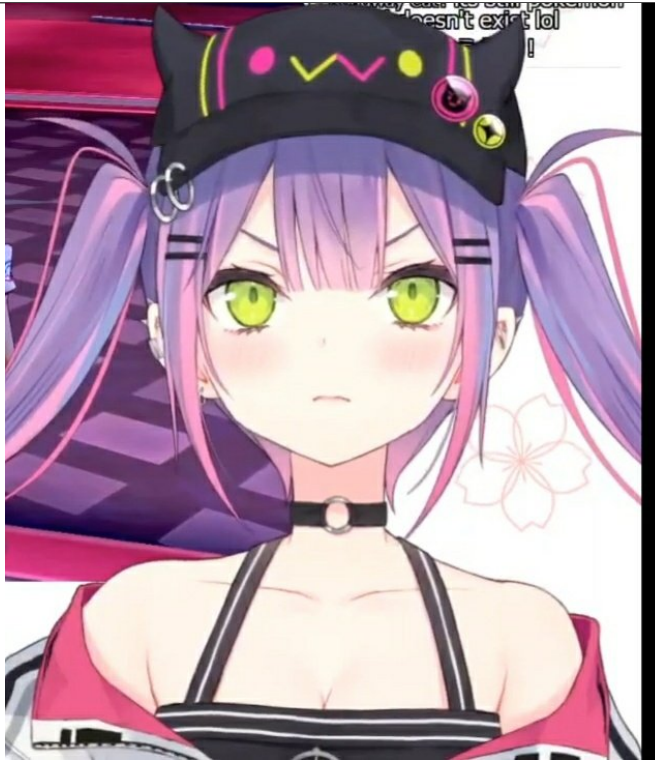


Element	Neutral
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (towards the facing direction)
Attack delay	ABC
Damage	ABC
The user <b>throws 3 kunais</b> to his enemies. If a kunai <b>touches</b> an enemy, he <b>steals mana</b> .	

Ultimates

Furtive slaughter	
	
Element	Wind
Category	Attack
Nature	Physical
Target	AoE
Range	x units (straight towards the facing direction)
Apex energy cost	ABC
Attack delay	ABC
Damage	ABC
The user stealthily dashes through the enemies.	

## Ember storm



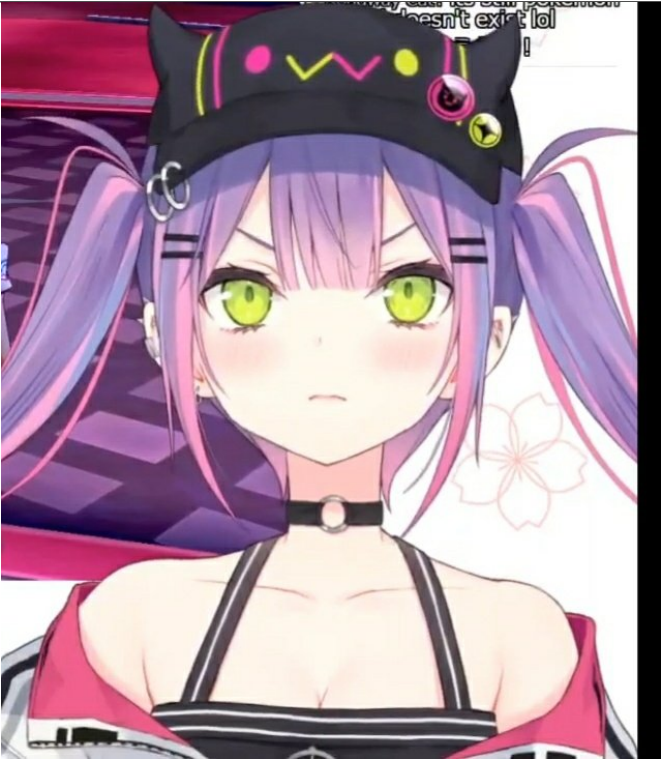
Element	Fire
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (circle area around himself)
Apex energy cost	ABC
Attack delay	ABC
Damage	ABC
The user spins and summons 2 waves of blazing fire.	

Archers

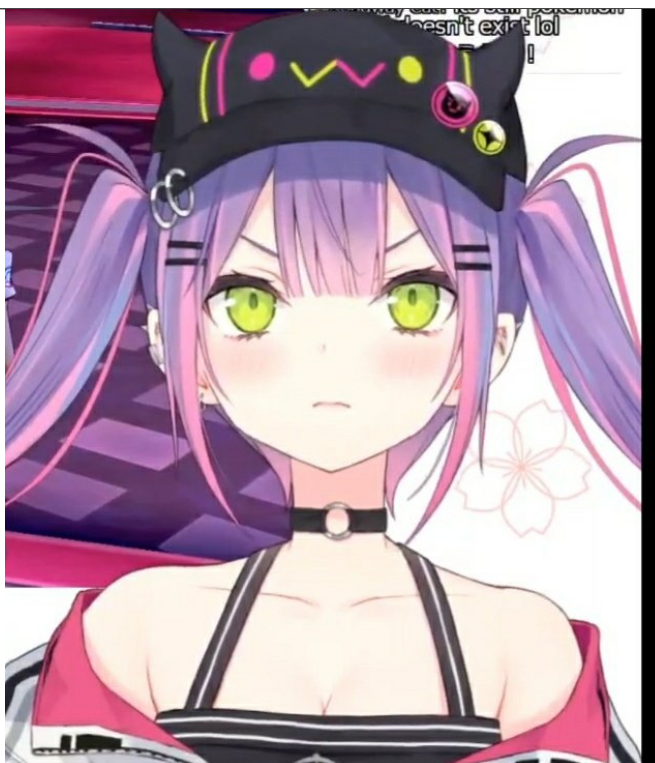
Auto attack

Arrow	
	
Element	None
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (towards the facing direction)
Attack delay	ABC
Damage	ABC
The user shoots an arrow.	

Abilities

Crippling net	
	
Element	Thunder
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (circle area towards the facing direction)
Attack delay	ABC
Damage	ABC
The user throws a <b>thunderous</b> net dealing damages over time and <b>decreasing</b> the enemies' <b>speed</b> by <b>x%</b> .	

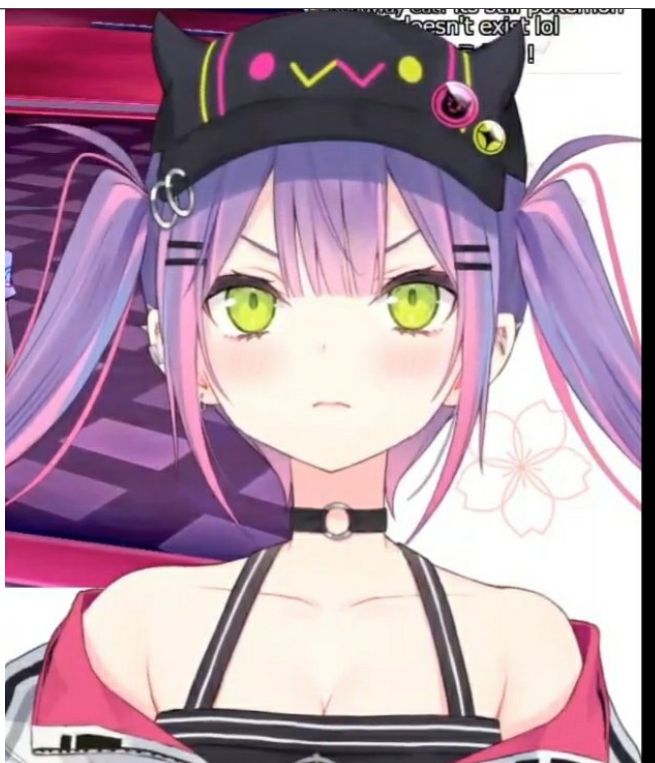
## Venomous arrow



Element	Neutral
Category	Attack
Nature	Self
Target	Single target
Range	Self
Attack delay	ABC
Damage	ABC
The user <b>poisons</b> his arrows with mana for a short period.	

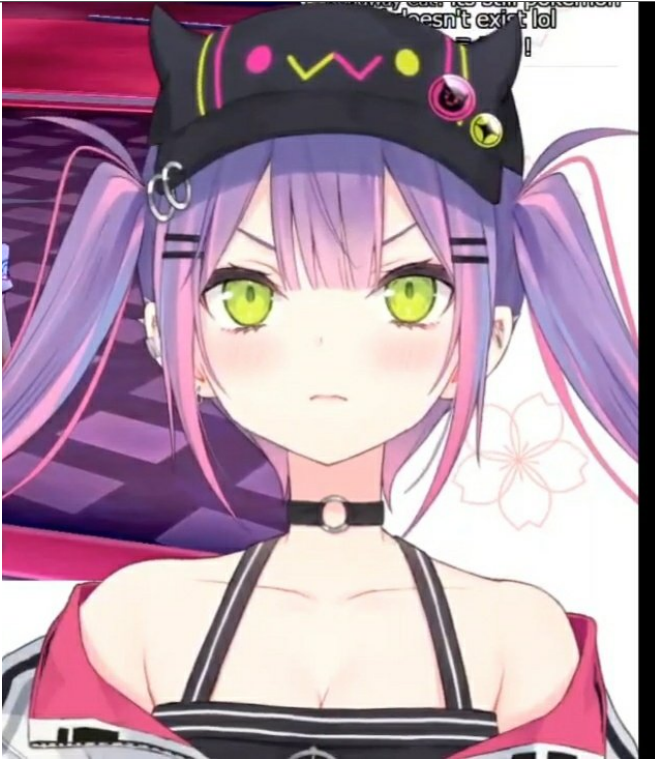


## Vitality drain

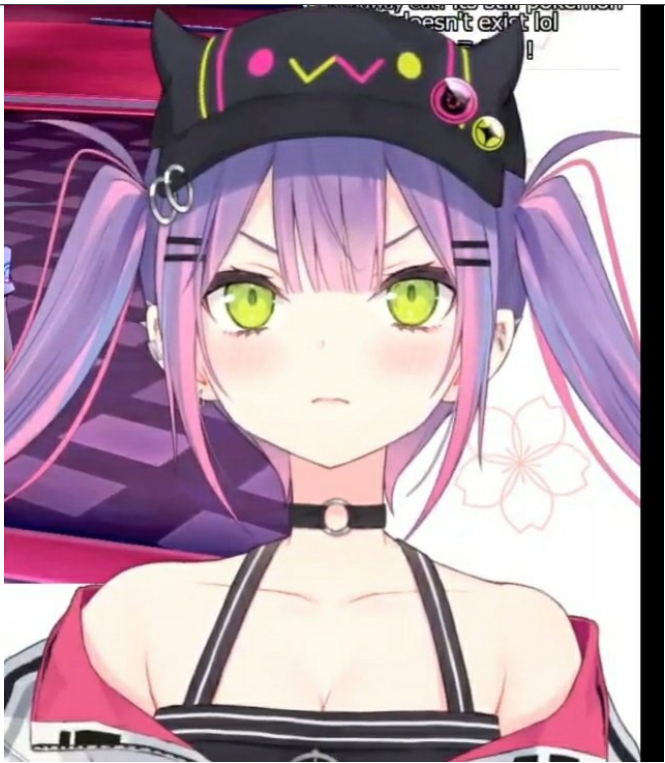


Element	Wind
Category	Heal
Nature	Ranged
Target	AoE
Range	x units (circle area towards the facing direction)
Attack delay	ABC
Damage	ABC
The user shoots an arrow which drains x HP every seconds from the enemies around.	

## Ultimates

Polar desolation	
	
Element	Ice
Category	Control
Nature	Ranged
Target	AoE
Range	x units (straight towards the facing direction)
Apex energy cost	ABC
Attack delay	ABC
Damage	ABC
The user shoots an arrow freezing every enemies hit and dealing minor damages.	

Artemis spear



Element	Light
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (straight towards the facing direction)
Apex energy cost	ABC
Attack delay	ABC
Damage	ABC
The user shoots a powerful light spear arrow which pierces the enemies.	

## **Etherias**

Etherias can use any attacks they want, however they generally stick to a few.

## **Etheraes**

## Etherions

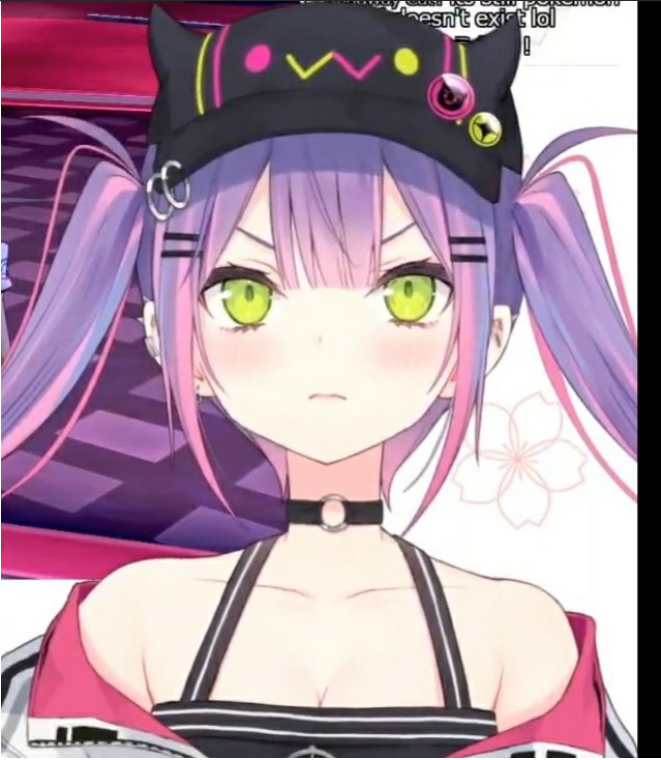
**Aetherions**



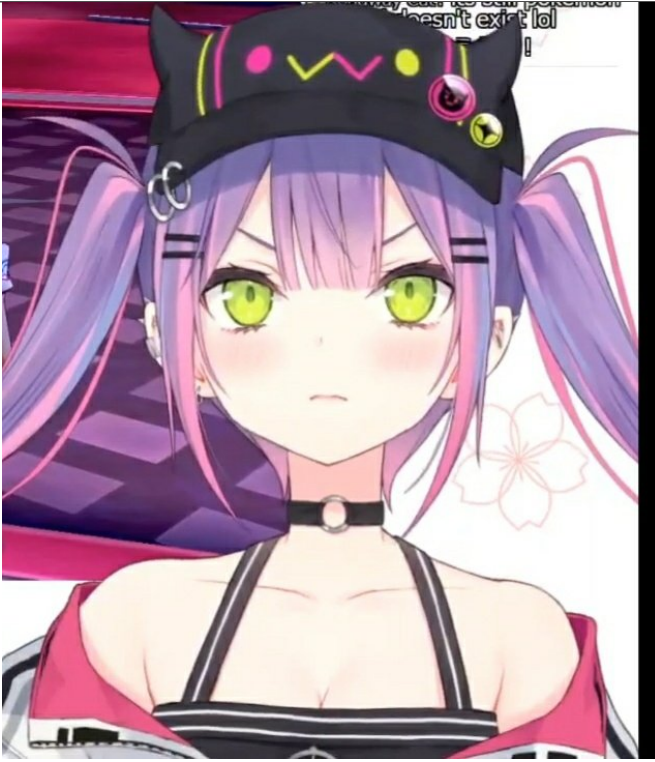
Dwarves

Dwarves

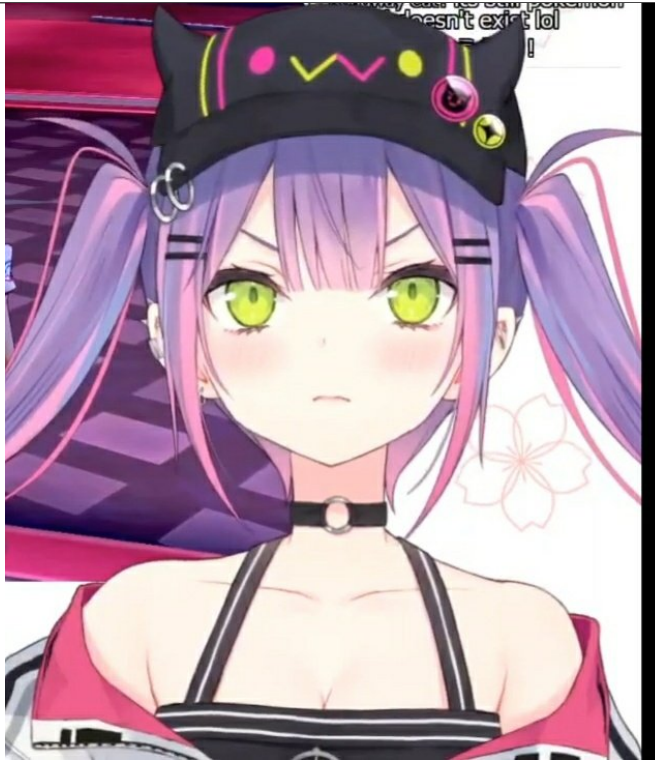
Auto attack

Hammering	
	
Element	None
Category	Attack
Nature	Physical
Target	AoE
Range	1 unit (towards the facing direction)
Attack delay	ABC
Damage	ABC
The user hammers the ground.	

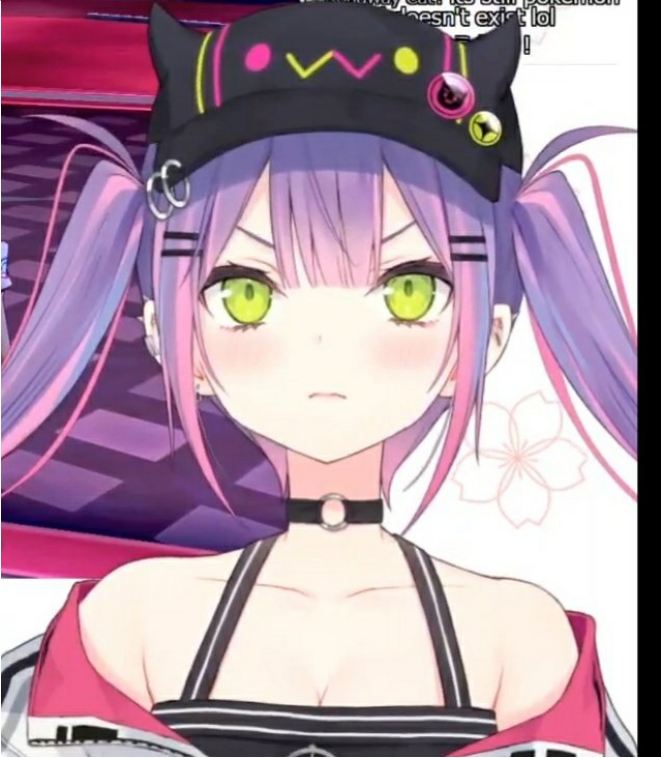
## Abilities

Weight throw	
	
Element	Earth
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user digs up a large rock from the ground and throws it to his targets.	

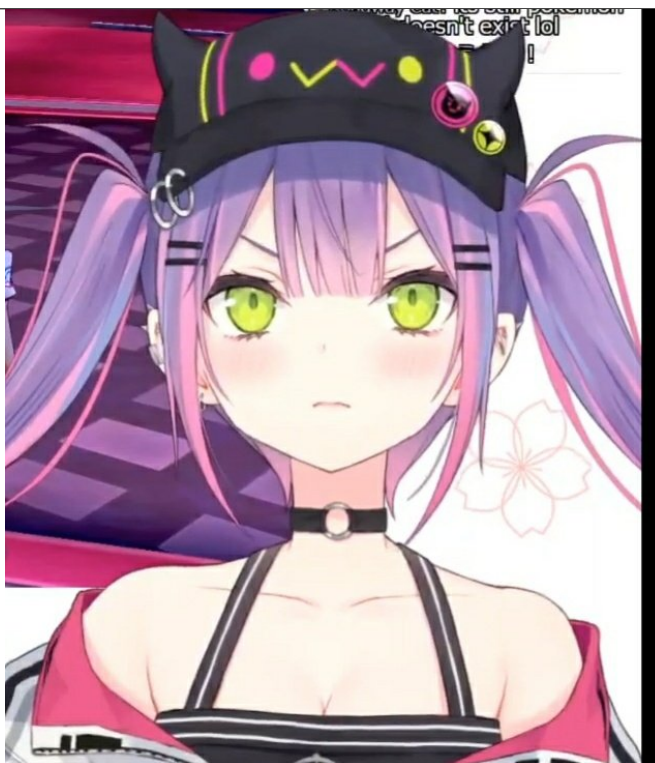
## Fortress rising



Element	Earth
Category	Defense
Nature	Self
Target	None
Range	x units (perpendicular to his facing direction)
Mana cost	ABC
Cooldown time	ABC
Damage	0
Duration	ABC
The user hits the ground with his hammer to raise a solidified dirt wall that cannot be crossed.	

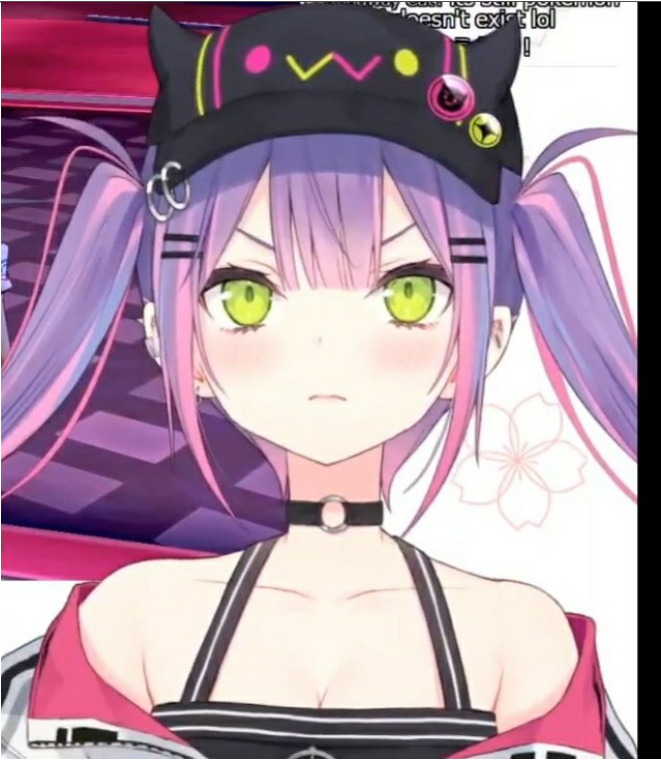
Melting head	
	
Element	Fire
Category	Attack
Nature	Physical
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user charges aflame.	

## Molten spikes



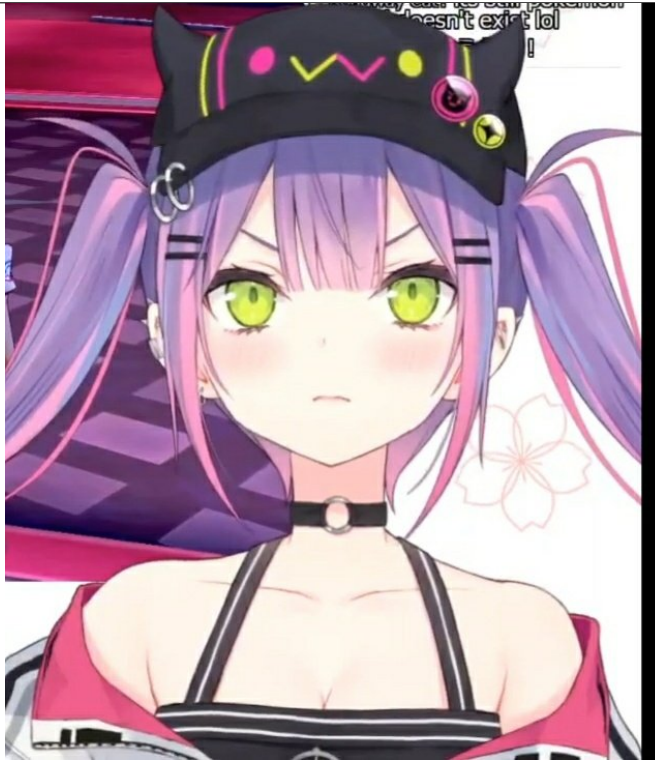
Element	Fire
Category	Attack
Nature	Ranged
Target	Aoe
Range	x units (straight towards the facing direction)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user hits the ground with his hammer to lift multiple rocks that he sets aflame by hitting them towards the enemies.	

Ultimates

Magma eruption	
	
Element	Fire
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (rectangle area towards the facing direction)
Mana cost	ABC
Apex energy cost	ABC
Damage	ABC
Duration	ABC
The user shatters the ground to make erupt 6 magma geysers.	



## Triangular smash

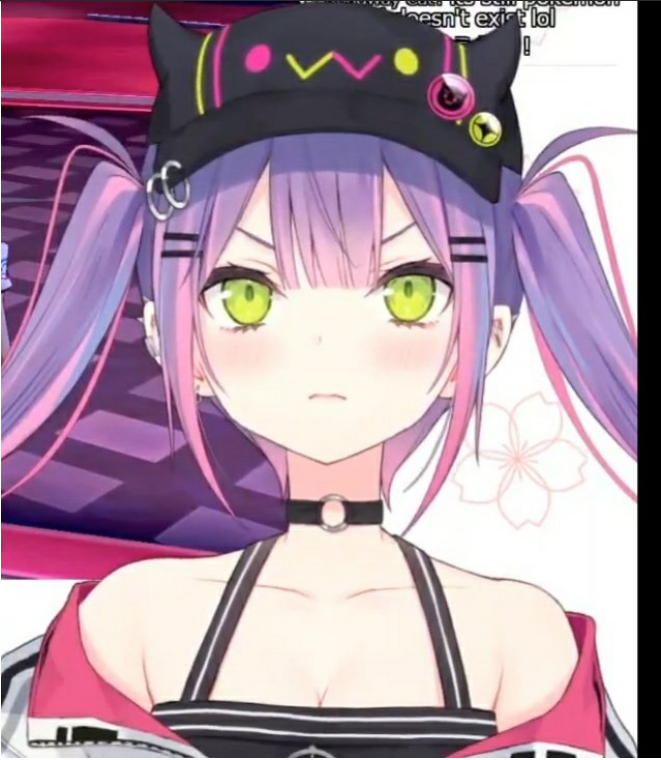


Element	Earth
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (triangle area around himself)
Mana cost	ABC
Apex energy cost	ABC
Damage	ABC
Duration	ABC
The user hits the enemies 3 times with his hammer in a triangle pattern.	

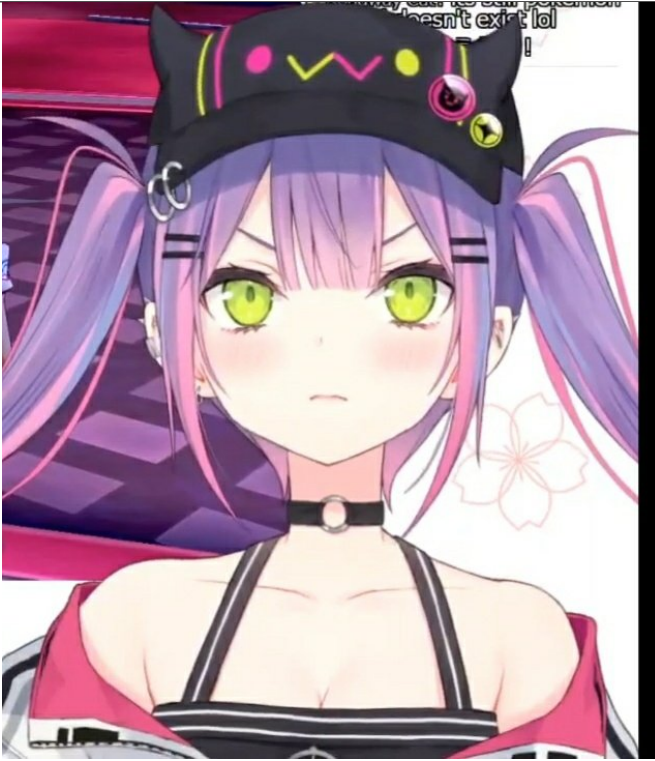
# Automatons

## Automatons

### Auto attack

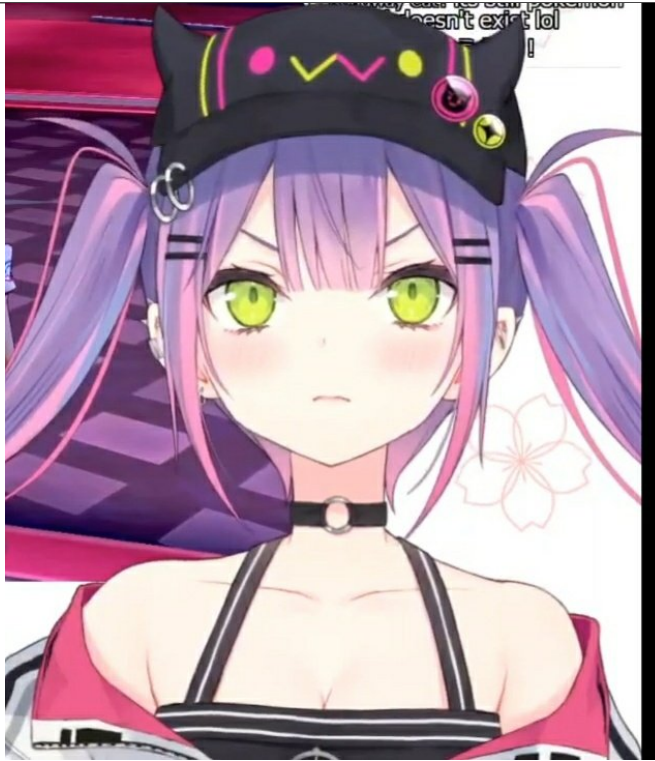
Punch	
	
Element	None
Category	Attack
Nature	Physical
Target	AoE
Range	1 unit (straight towards the facing direction)
Attack delay	ABC
Damage	ABC
The user punches in front of him.	

## Abilities

Mana overdrive	
	
Element	Neutral
Category	Buff
Nature	Self
Target	Single target
Range	Self
Mana cost	ABC
Cooldown time	ABC
Damage	0
Duration	ABC
<p>The user stops reinforcing his body with mana to <b>increase</b> his <b>attack</b> by <b>x%</b>. In exchange, the user <b>decreases</b> his <b>defense</b> by <b>x%</b>.</p>	

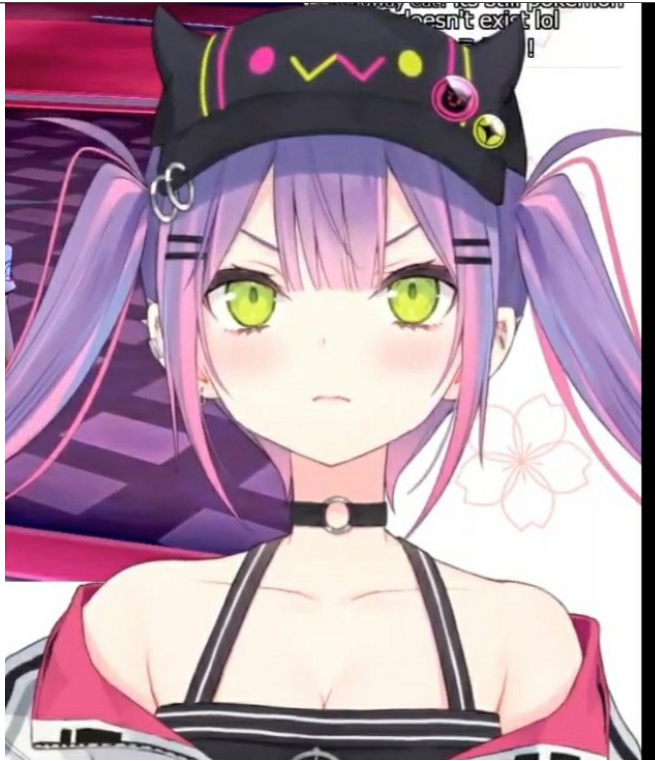
Umbral dash	
	
Element	Darkness
Category	Attack
Nature	Physical
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user overlays himself with darkness and charges while punching 3 times the enemies.	

## Mud trap



Element	Earth
Category	Control
Nature	Ranged
Target	AoE
Range	x units (circle area around himself)
Mana cost	ABC
Cooldown time	ABC
Damage	0
Duration	ABC
The user softens the surrounding ground which <b>decreases</b> the enemies' <b>speed</b> by <b>x%</b> and <b>drains x mana</b> .	

## Void strike



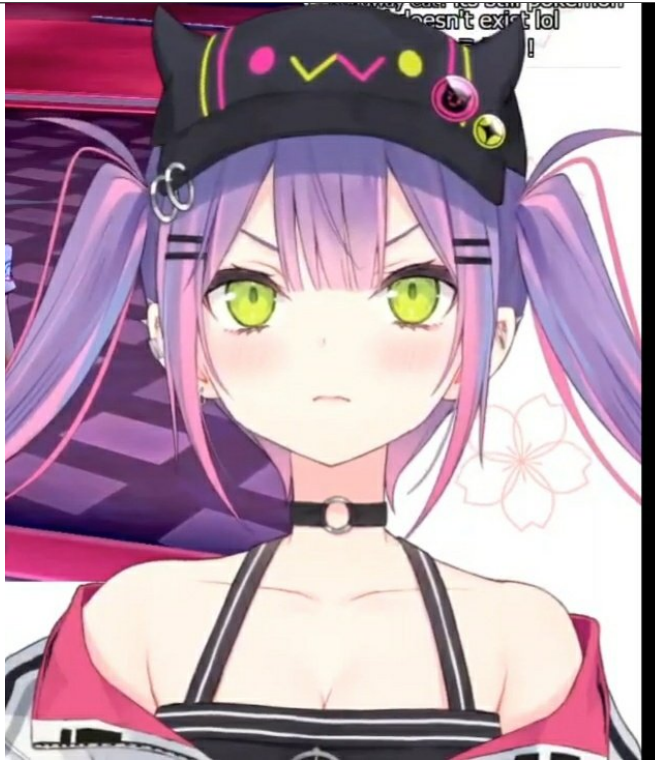
Element	Darkness
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (circle area towards the facing direction)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
<p>The user summons a black hole which pulls in the enemies instantly in front of him? The user then punches the enemies with darkness fists. The hit targets are bumped.</p>	



## Ultimates

Gaia's fist	
	
Element	Earth
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (circle area around himself)
Mana cost	ABC
Apex energy cost	ABC
Damage	ABC
Duration	ABC
The user raises a solidified dirt fist from the ground to uppercut the enemies.	

## Geo spikes

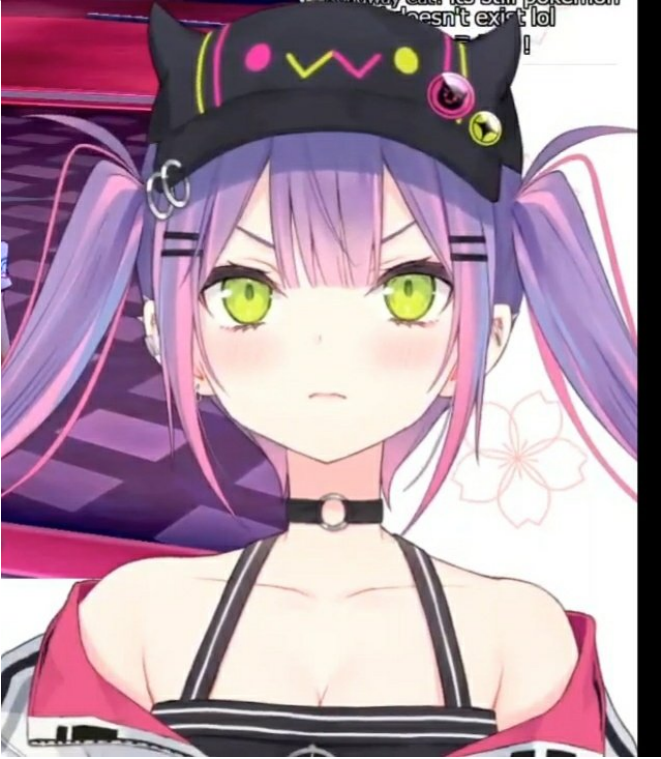


Element	Earth
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (circle shpaed, around user)
Mana cost	ABC
Apex energy cost	ABC
Damage	ABC
Duration	ABC
The user stomps the ground to raise 6 damaging stone spikes.	

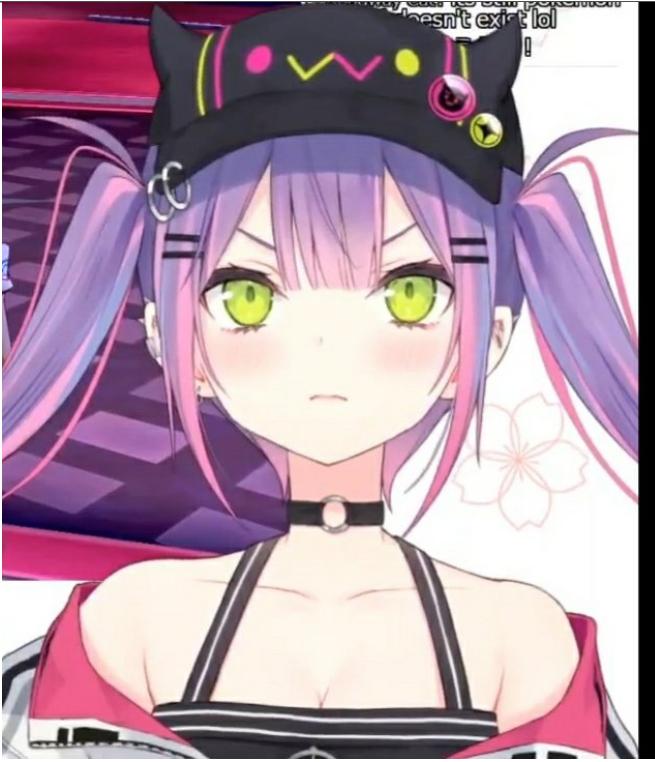
# Warbeasts

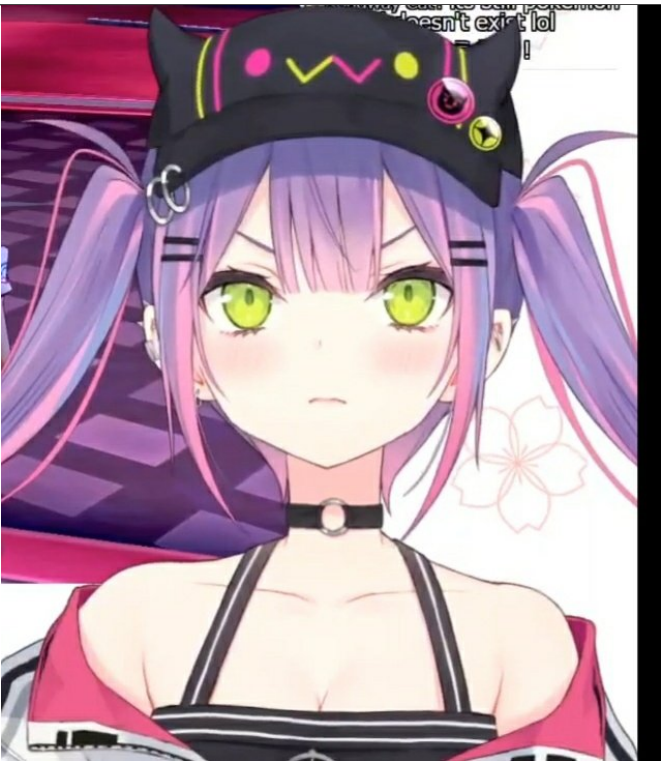
## Warbeasts

### Auto attack

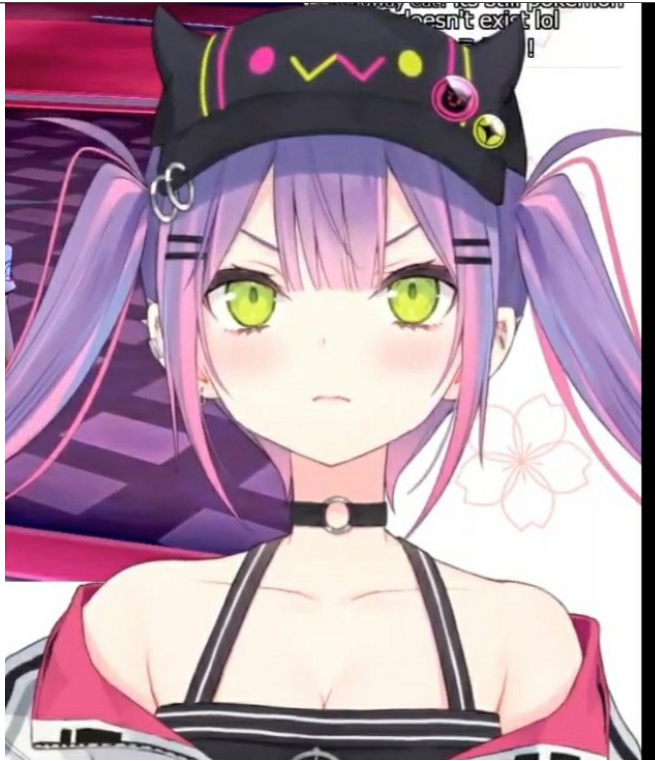
Hook	
	
Element	None
Category	Attack
Nature	Physical
Target	AoE
Range	1 unit (towards the facing direction, semi oval-shaped)
Attack delay	ABC
Damage	ABC
The user punches his target from the side.	

## Abilities

Bones breaker	
	
Element	Wind
Category	Attack
Nature	Physical
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user punches with all his strength. The enemies lose x% of their speed and get bumped.	

Recover	
	
Element	Neutral
Category	Heal
Nature	Self
Target	Single target
Range	Self
Mana cost	ABC
Cooldown time	ABC
Damage	0
Duration	ABC
The user sacrifices half of his max mana to heal x% of his max HP.	

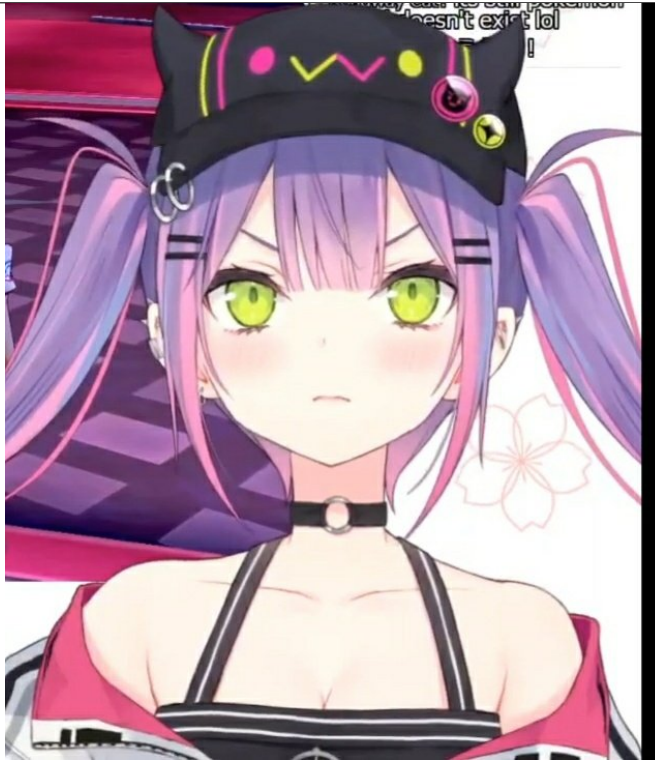
## Cursed clutches



Element	Darkness
Category	Attack
Nature	Physical
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user enchants his claws and rapidly scratches 10 times. The user steals x mana at each hit.	

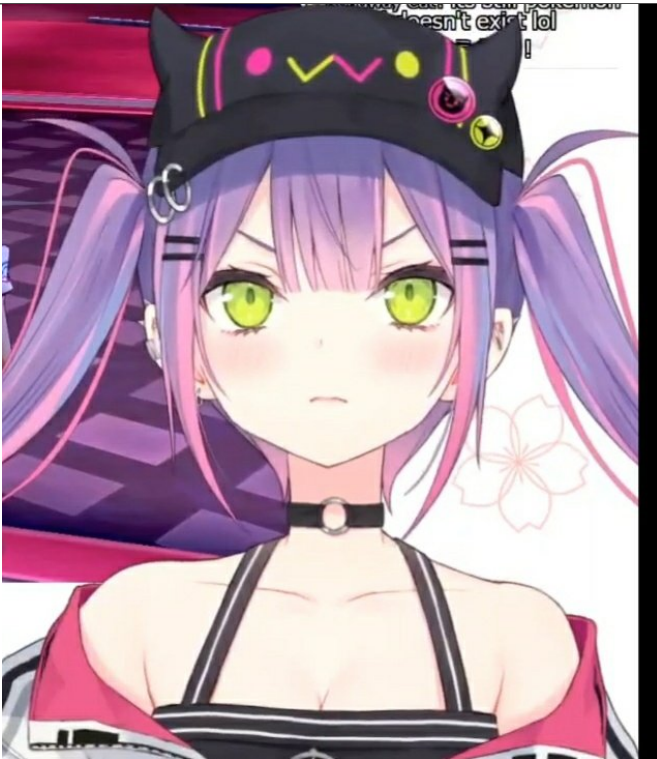


## Rumbling roar

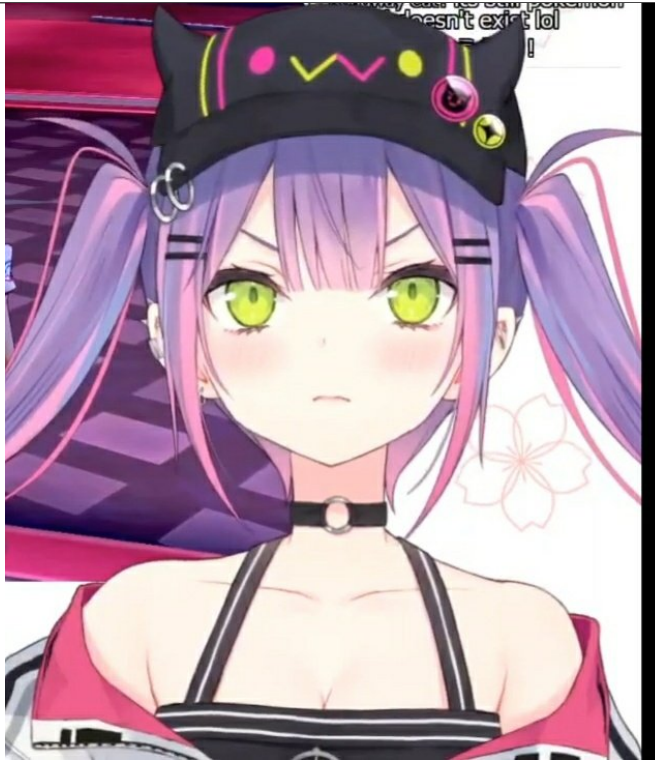


Element	Thunder
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (circle-shaped)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user howls to create an expanding <b>thunder shockwave</b> .	

## Ultimates

Mystical tiger	
	
Element	Wind
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	ABC
Apex energy cost	ABC
Damage	ABC
Duration	ABC
The user punches the air to summon a <b>wind</b> tiger head dashing through enemies.	

## Blood rush

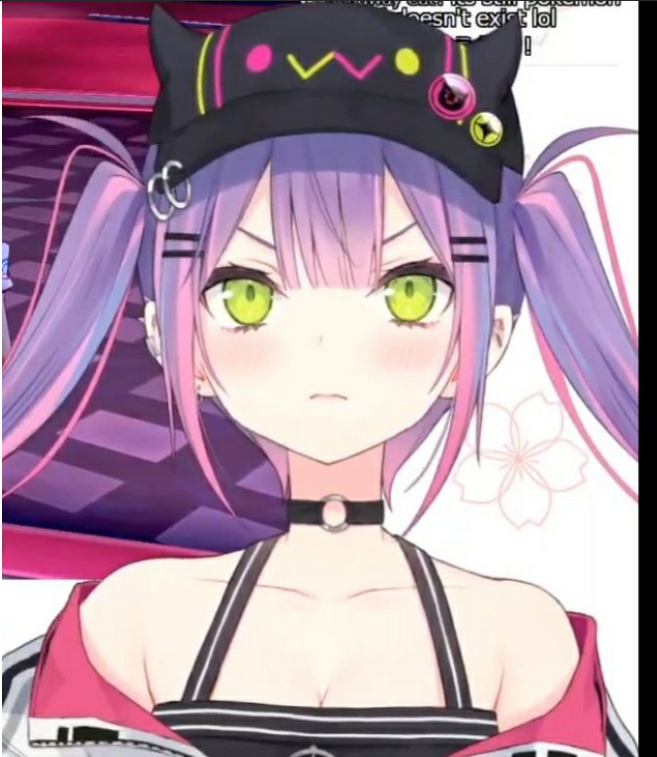


Element	Neutral
Category	Buff
Nature	Self
Target	Single target
Range	Self
Mana cost	ABC
Apex energy cost	ABC
Damage	0
Duration	ABC
The user pushes their muscles to the extreme in order to increase their speed and attack by x%.	

# Reptiles

## Lizardmen

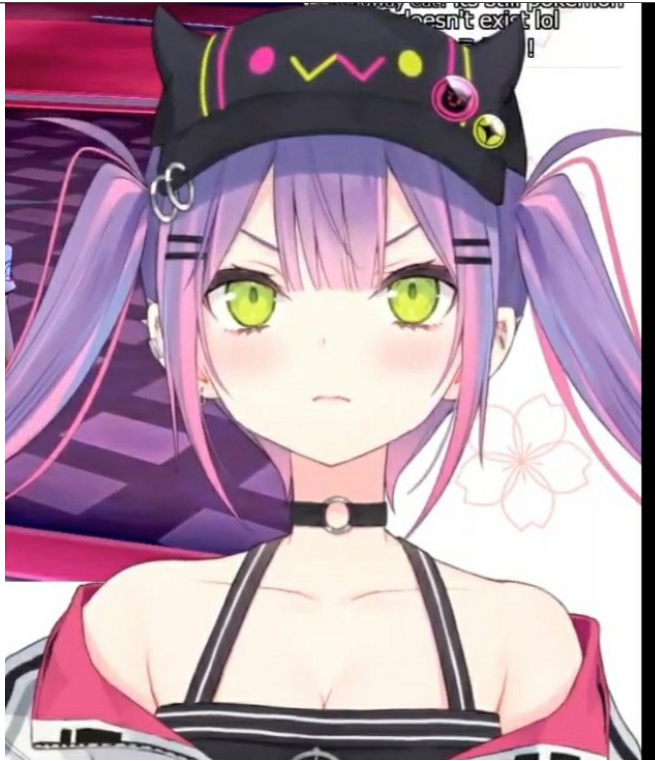
### Auto attack

Spear hit	
	
Element	None
Category	Attack
Nature	Physical
Target	AoE
Range	1 unit (straight towards the facing direction)
Attack delay	ABC
Damage	ABC
The user hits the enemy with his spear <b>once</b> .	

Abilities

Aqua dash	
	
Element	Water
Category	Attack
Nature	Physical
Target	AoE
Range	x units (towards the facing direction, Z form)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user dashes in a Z form 3 times.	

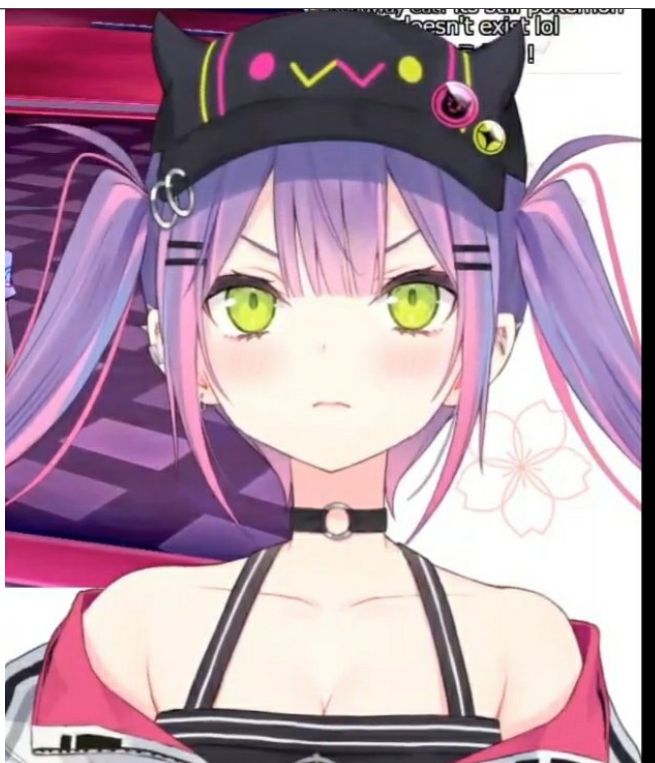
## Water gliding



Element	Water
Category	Buff
Nature	Self
Target	Single target
Range	Self
Mana cost	ABC
Cooldown time	ABC
Damage	0
Duration	ABC
The user dampens his feet with <b>water</b> to slide and <b>increase</b> his <b>speed</b> by <b>x%</b> .	

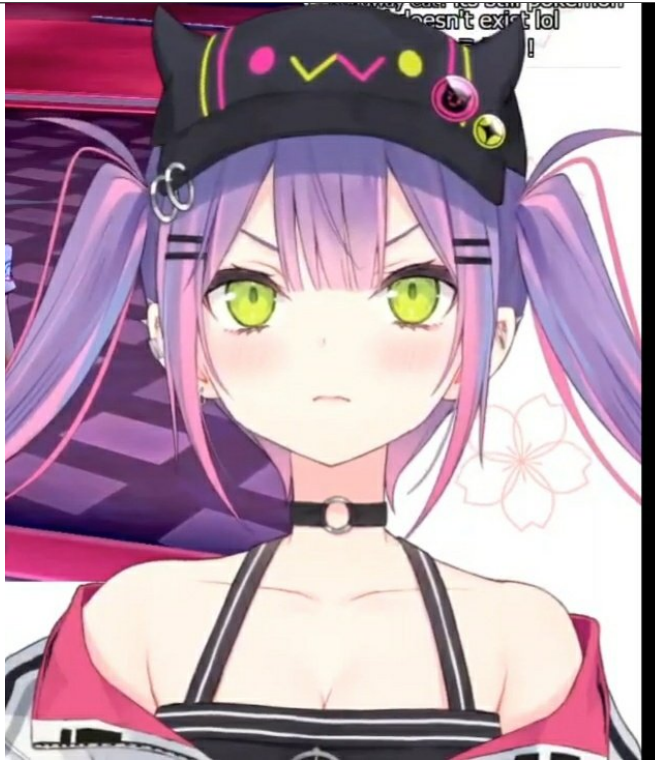


## Geyser



Element	Water
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user sticks his spear in the ground to invoke a <b>water</b> geyser.	

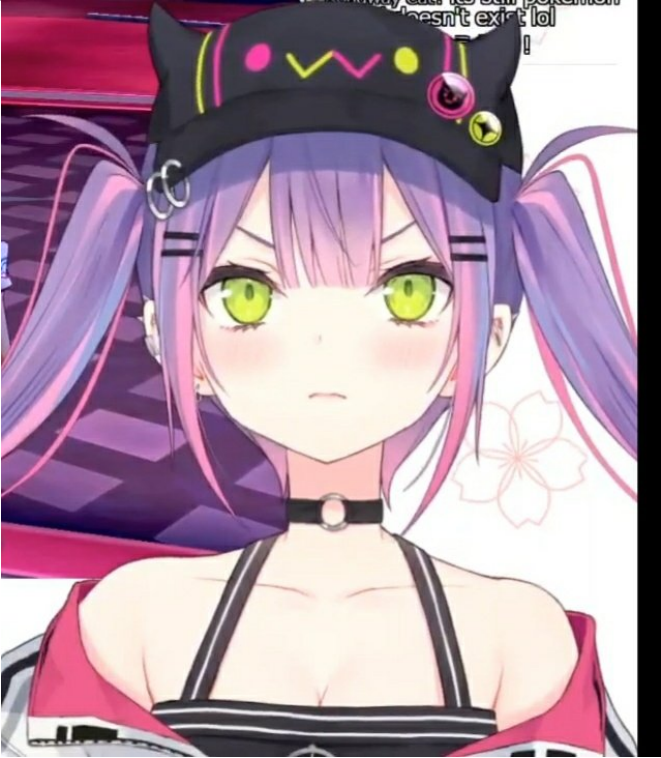
## Perforation



Element	None
Category	Attack
Nature	Physical
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	0
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user dashes swiftly to perforate his enemies.	

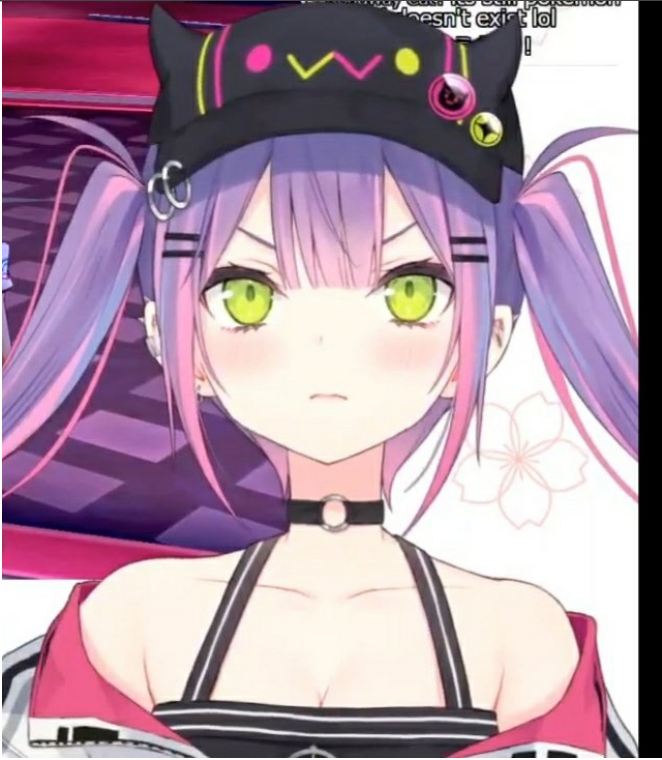
## Ultimates

Icy breath	
	
Element	Ice
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	ABC
Apex energy cost	ABC
Damage	ABC
Duration	ABC
The user blows a blizzard to deal damages over time and freeze the enemies.	

Poseidon trident	
	
Element	Water
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	ABC
Apex energy cost	ABC
Damage	ABC
Duration	ABC
The user throws his spear and invokes a potent <b>water</b> trident.	

## Dragons

### Auto attack

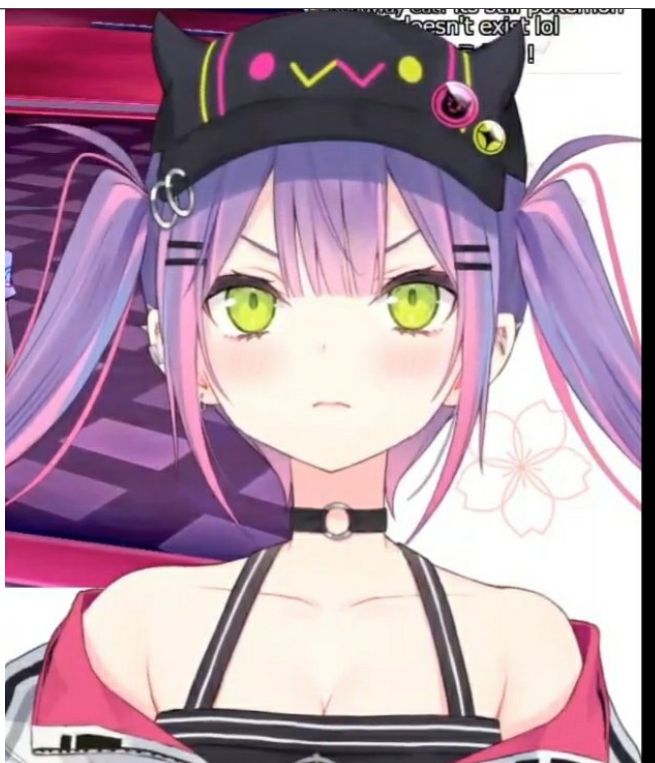
Punch	
	
Element	None
Category	Attack
Nature	Physical
Target	AoE
Range	1 unit (straight towards the facing direction)
Attack delay	ABC
Damage	ABC
The user punches in front of him.	

Abilities

Hell fire	
	
Element	Darkness
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user breathes dark fire to torch his enemies. The enemies get burnt for x seconds.	

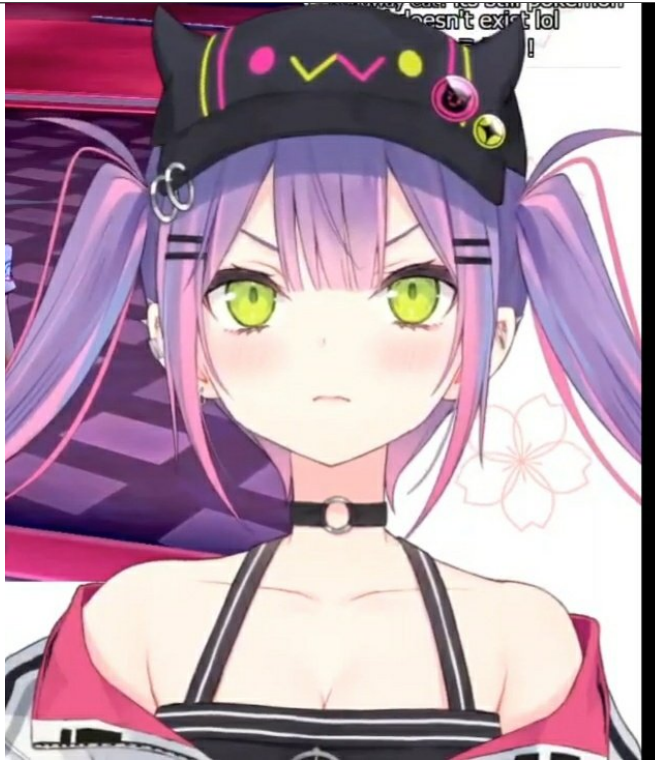


## Aura burst



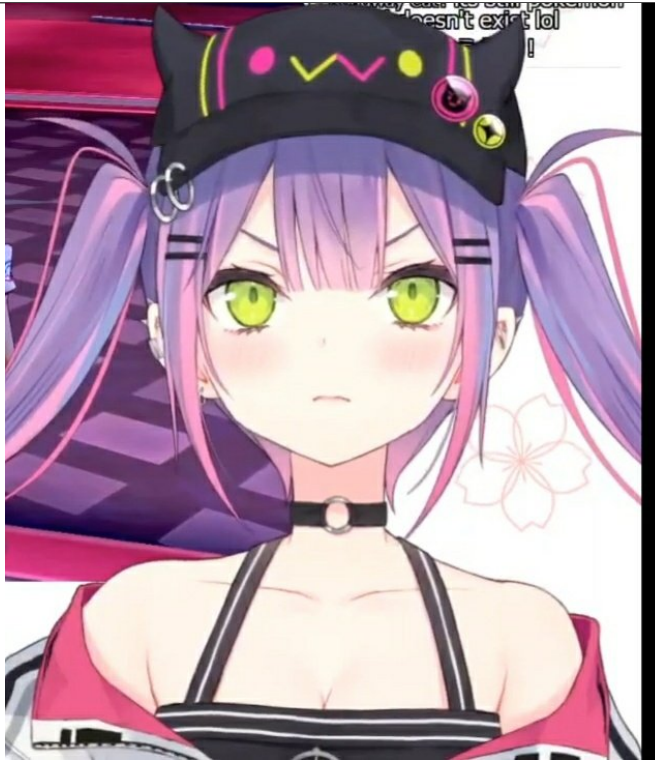
Element	Neutral
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (circle area around himself)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user unleashes his aura to deal damages and <b>decrease</b> the enemies' <b>speed</b> by <b>x%</b> .	

## Dragon wrath



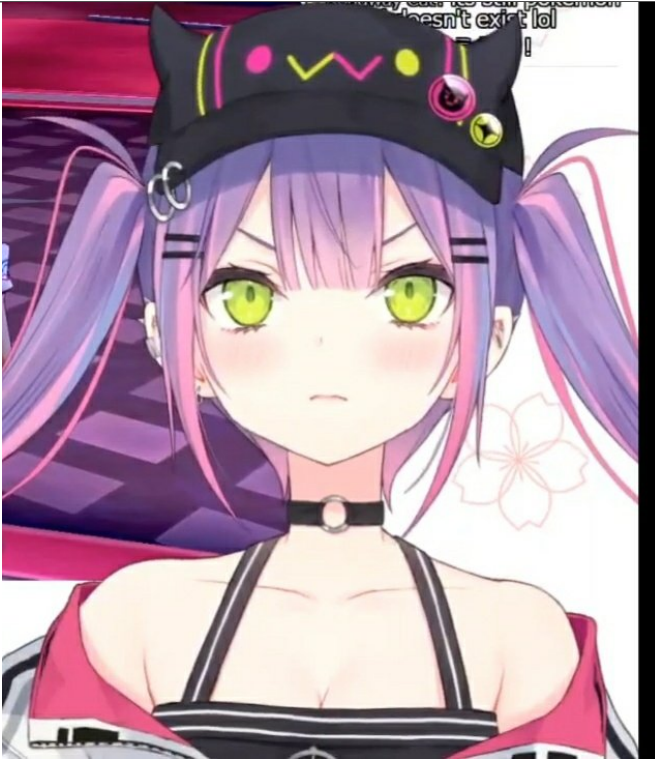
Element	Neutral
Category	Attack
Nature	Physical
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user dashes <b>multiple times</b> to powerfully <b>hit his enemies</b> .	

## Raging tempest

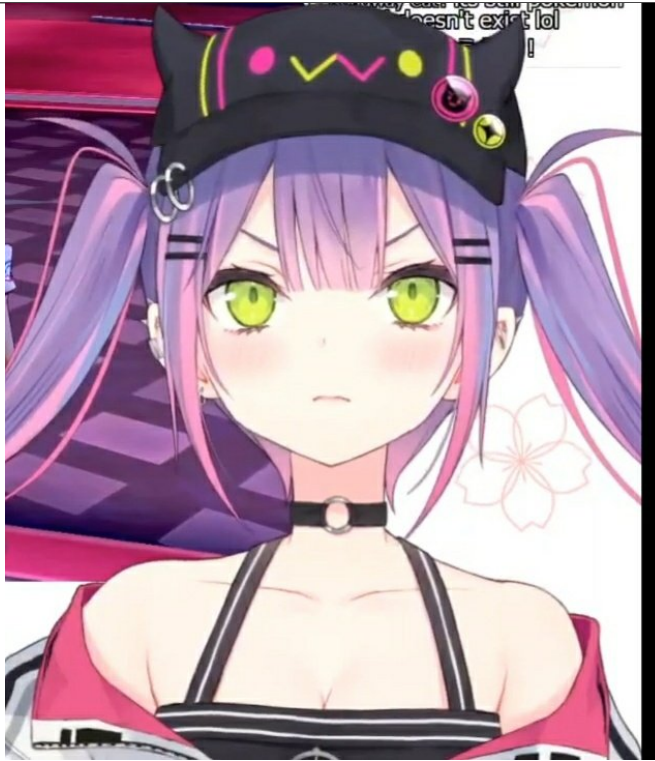


Element	Wind
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user flaps his wings to create a <b>wind</b> tornado <b>pulling in enemies</b> and <b>dealing minor damages</b> .	

## Ultimates

Draconic burst	
	
Element	Neutral
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (circle area towards the facing direction)
Mana cost	ABC
Apex energy cost	ABC
Damage	ABC
Duration	ABC
The user shoots <b>multiple mana beams</b> in front of him which then explode in a <b>zone</b> .	

## Dragon strike



Element	Neutral
Category	Attack
Nature	Physical
Target	AoE
Range	x units (circle-shaped)
Mana cost	ABC
Apex energy cost	ABC
Damage	ABC
Duration	ABC
The user flies up and charges the nearest enemies in a large zone around the crash.	

# Angels

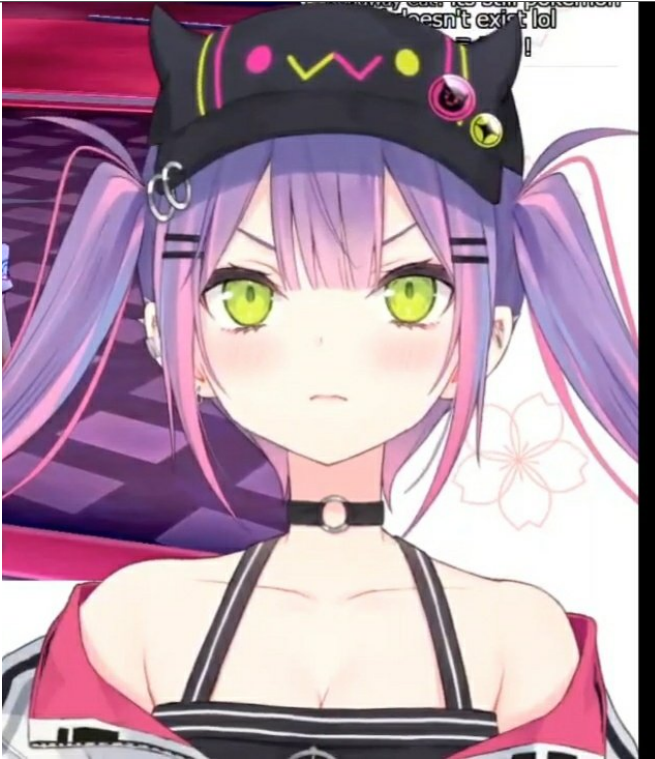
## Angels

### Auto attack

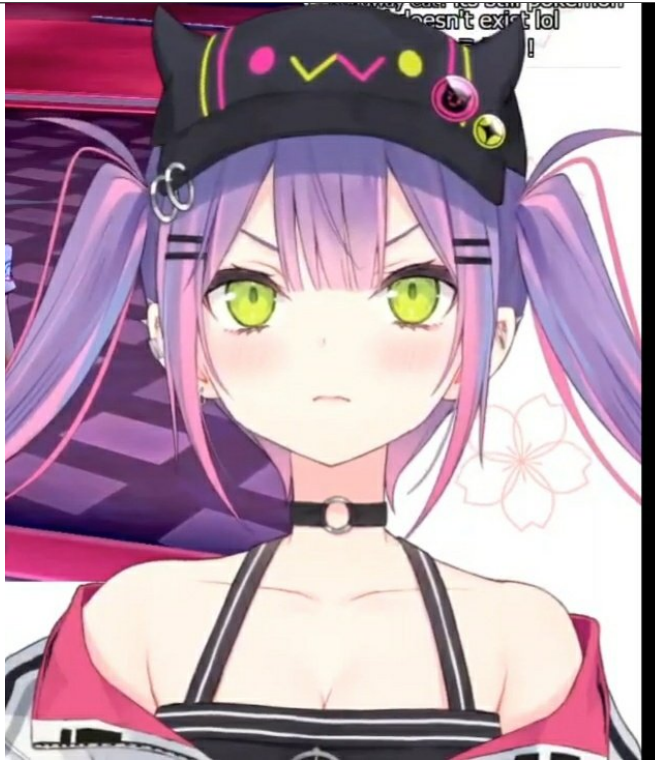
Light ball	
	
Element	Light
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (toards the target, straight)
Attack delay	ABC
Damage	ABC
The user shoots a light ball in front of him.	



## Abilities

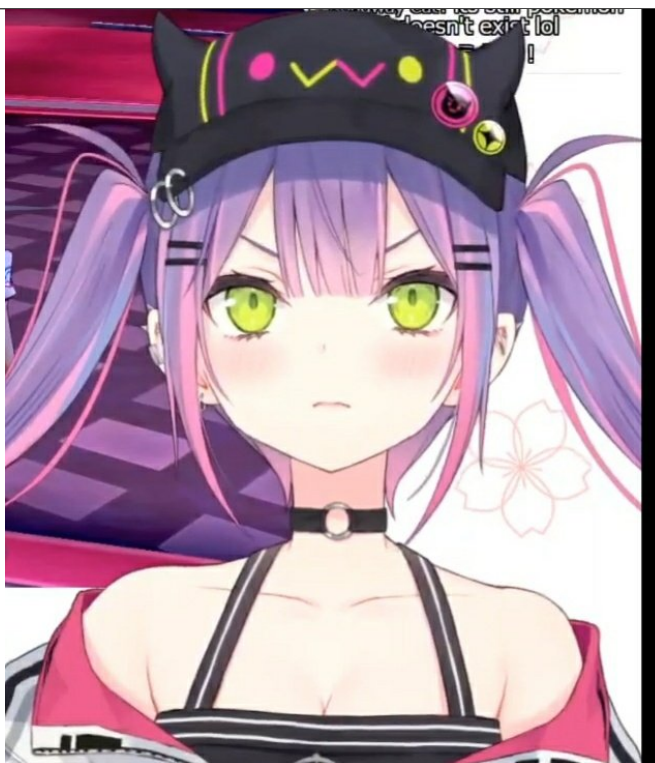
Heavens blessing	
	
Element	Light
Category	Buff
Nature	Self
Target	Single target
Range	Self
Mana cost	ABC
Cooldown time	ABC
Damage	0
Duration	ABC
<p>The user prays the Heavens to increase his attack, defense and mana regeneration rate by x%.</p>	

## Light particles

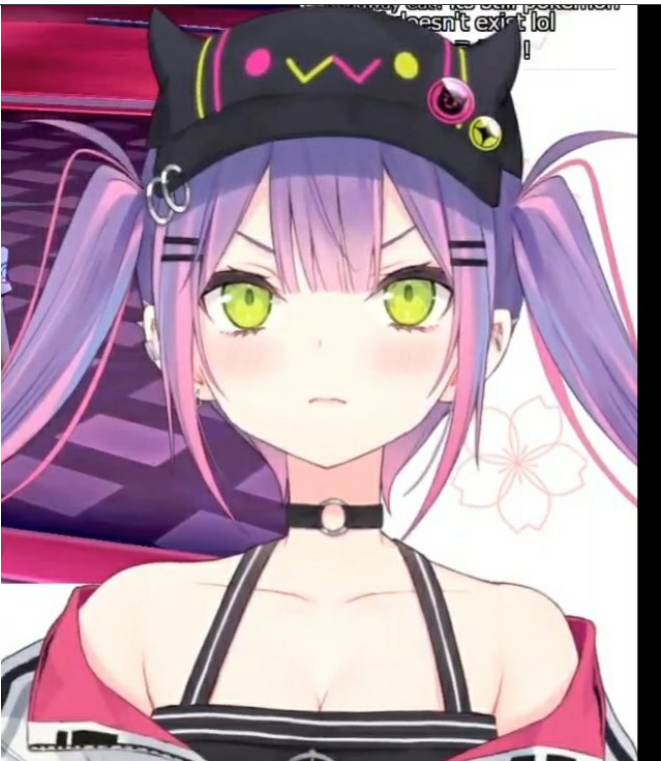


Element	Light
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user shoots <b>multiple</b> light particles <b>in front of him</b> .	

## Electrified halo



Element	Thunder
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (circle-shaped)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user emits electricity from his halo in a <b>zone</b> to <b>deal damages over time</b> .	

Icicle stream	
	
Element	Ice
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user shoots multiple ice spikes in front of him.	

## Ultimates

Excalibur	
	
Element	Light
Category	Attack
Nature	Physical
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	ABC
Apex energy cost	ABC
Damage	ABC
Duration	ABC
The user materializes a long light sword and swings it in front of him.	

Resurgence	
	
Element	Light
Category	Heal
Nature	Self
Target	AoE
Range	x units (circle-shaped)
Mana cost	ABC
Apex energy cost	ABC
Damage	0
Duration	ABC
The user <b>heals</b> all allies in a <b>zone around him</b> .	



Archangels

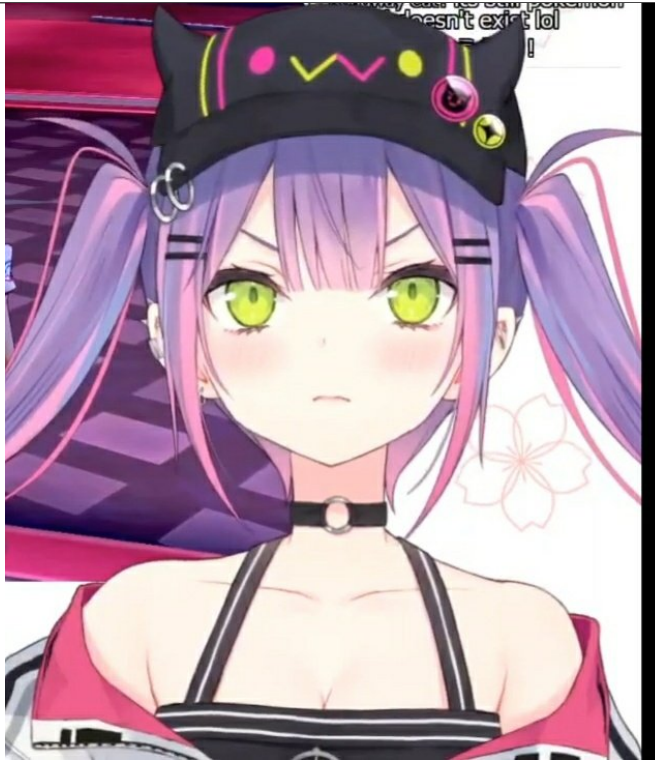
Auto attack

Light beam	
	
Element	Light
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (straight towards the facing direction)
Attack delay	ABC
Damage	ABC
The user shoots a light beam in front of him.	

Abilities

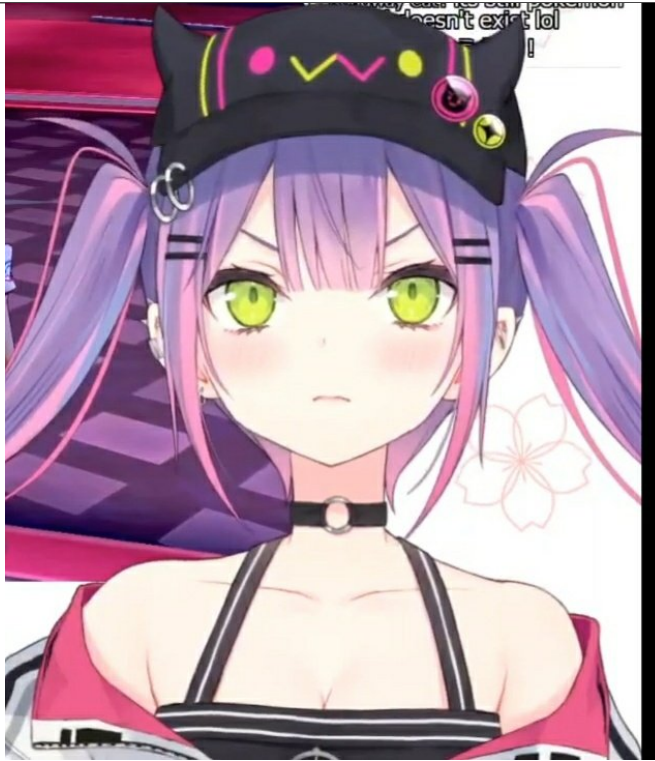
Radiance cannons	
	
Element	Light
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user shoots multiple light beams in front of him.	

## Aegis shield



Element	Light
Category	Defense
Nature	Self
Target	Single target
Range	Self (circle-shaped)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user creates a light shield nullifying all damages for x seconds.	

## Ash burner



Element	Fire
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user creates a small sun and shoots it at the targets.	

Holy gusts

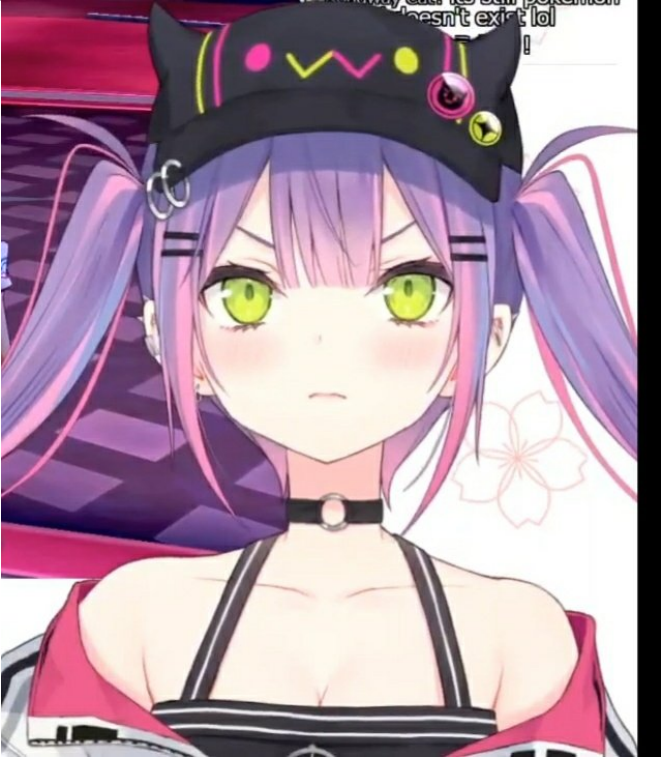


Element	Wind
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user flaps his wings to create a wind burst.	

## Ultimates

Divine retribution	
	
Element	Light
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (circle-shaped, in front)
Mana cost	ABC
Apex energy cost	ABC
Damage	ABC
Duration	ABC
The user makes light fall from the sky in a zone.	

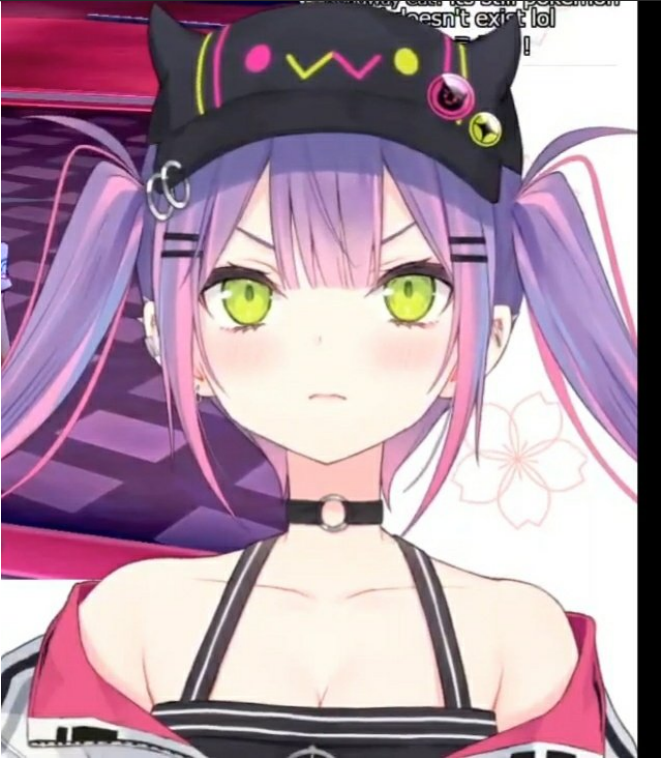


Heavens gate	
	
Element	Light
Category	Buff
Nature	Self
Target	Single target
Range	Self
Mana cost	ABC
Apex energy cost	ABC
Damage	ABC
Duration	ABC
The user opens the Heavens gate to <b>increase</b> his <b>attack</b> and <b>mana regeneration rate</b> by <b>x%</b> .	

# Vampires

## Vampires

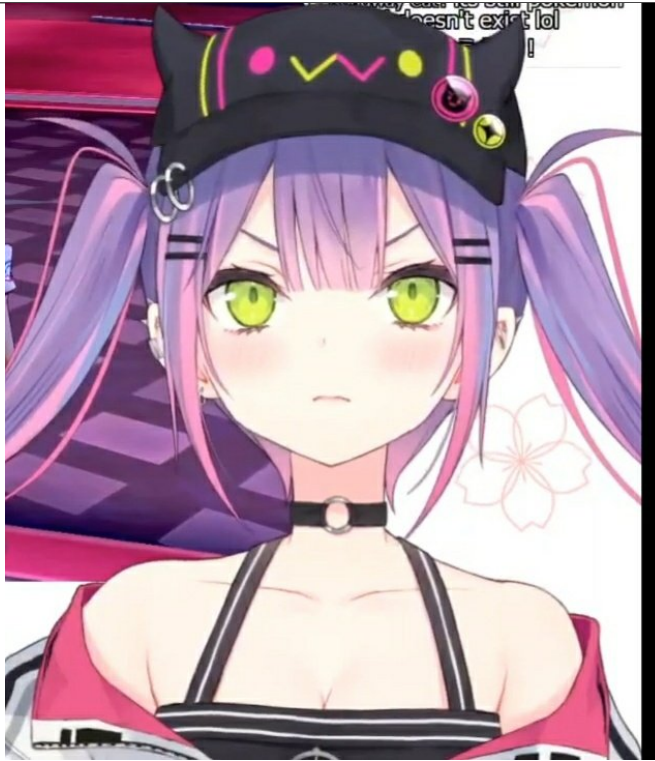
### Auto attack

Draining strike	
	
Element	Darkness
Category	Attack
Nature	Physical
Target	AoE
Range	1 unit (straight towards the facing direction)
Attack delay	ABC
Damage	ABC
The user punches and drain x mana.	

## Abilities

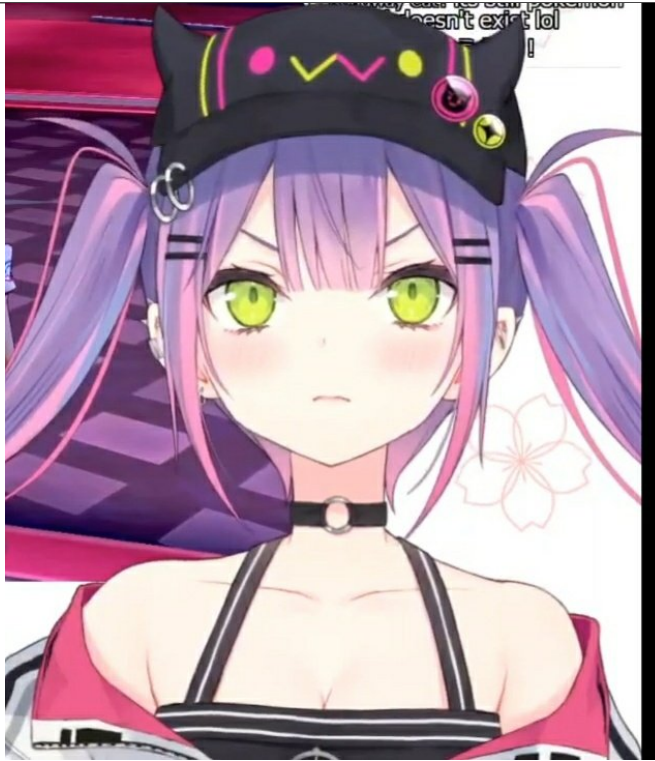
Shadow stride	
	
Element	Darkness
Category	Defense
Nature	Self
Target	Single target
Range	Self
Mana cost	ABC
Cooldown time	ABC
Damage	0
Duration	ABC
The user dives into the shadows to become unreachable for x seconds.	

## Blood thirst

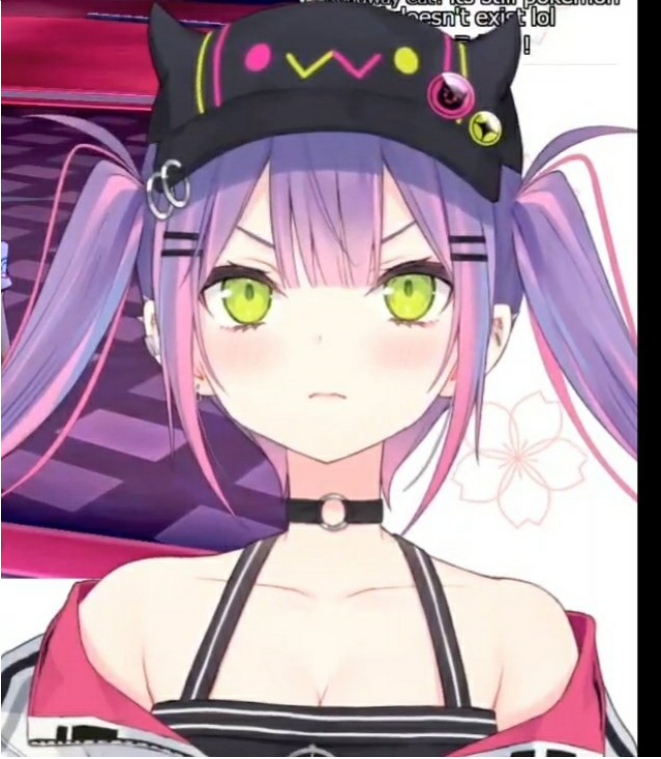


Element	Darkness
Category	Heal
Nature	Physical
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user bites the target to steal x HP.	

## Frozen blood

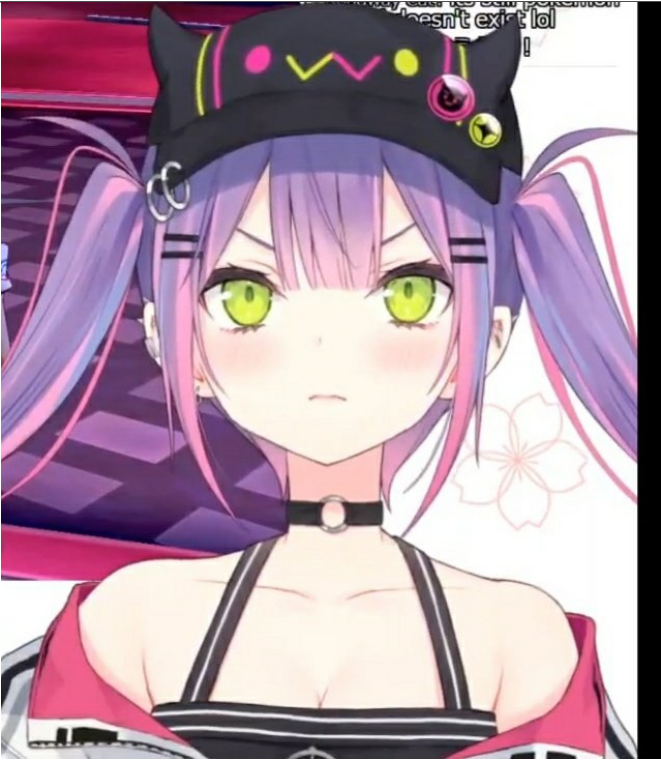


Element	Ice
Category	Debuff
Nature	Ranged
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user sprays the targets with his blood and freezes them to deal minor damages and decrease the enemies' defense by x%.	

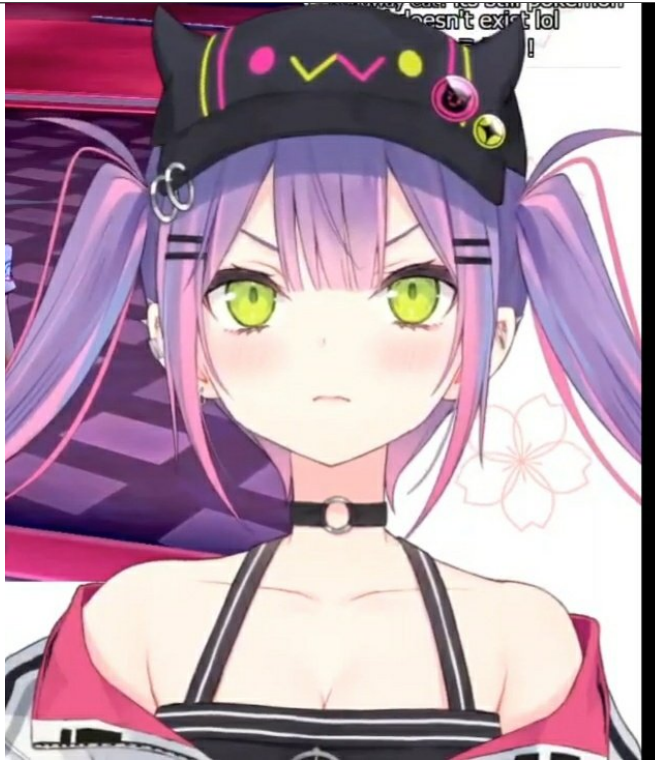
Ghost punch	
	
Element	Darkness
Category	Attack
Nature	Physical
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user overlays his punch with darkness and punches the targets. The targets get their defense lowered by x%.	



Ultimates

Darkness embodiment	
	
Element	Darkness
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (circle area around himself)
Mana cost	ABC
Apex energy cost	ABC
Damage	ABC
Duration	ABC
The user unleashes darkness in a zone for a short period to deal damages over time.	

## Noble blood

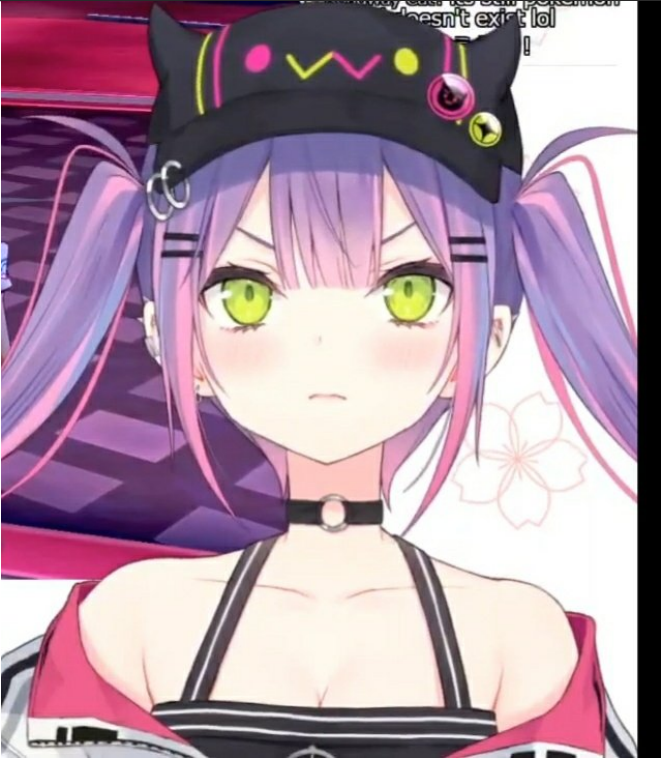


Element	Darkness
Category	Buff
Nature	Self
Target	Single target
Range	Self
Mana cost	ABC
Apex energy cost	ABC
Damage	ABC
Duration	ABC
The user activates the power of vampires to <b>increase</b> his <b>speed</b> , <b>attack</b> and <b>mana regeneration rate</b> by <b>x%</b> .	

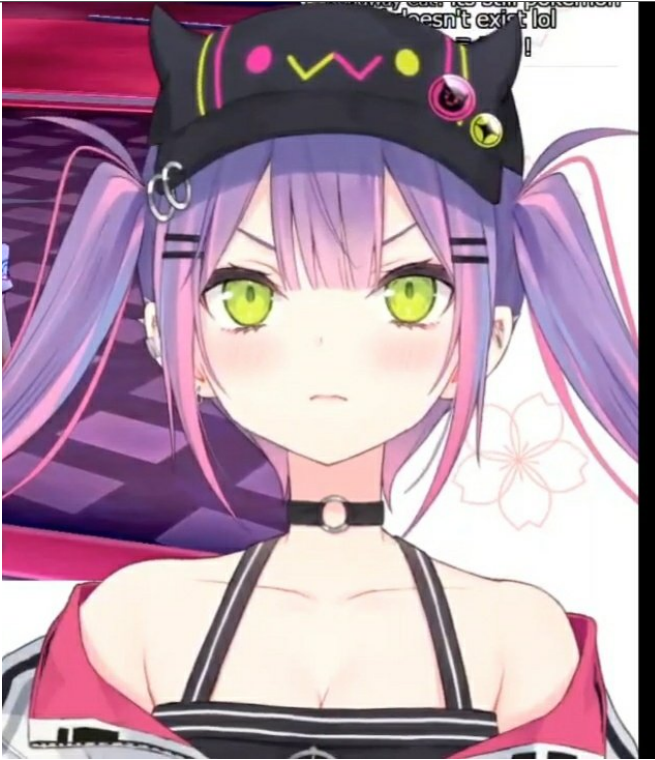
Daemons

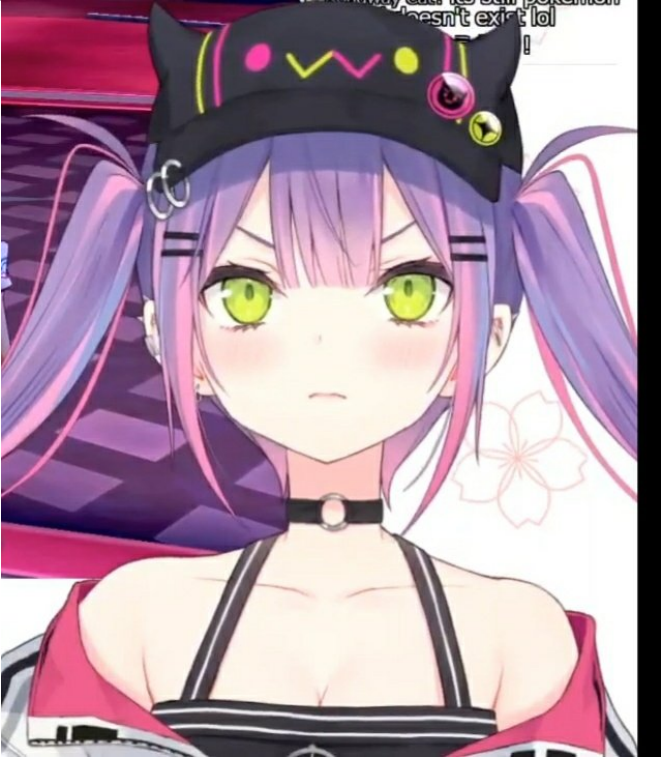
Demons

Auto attack

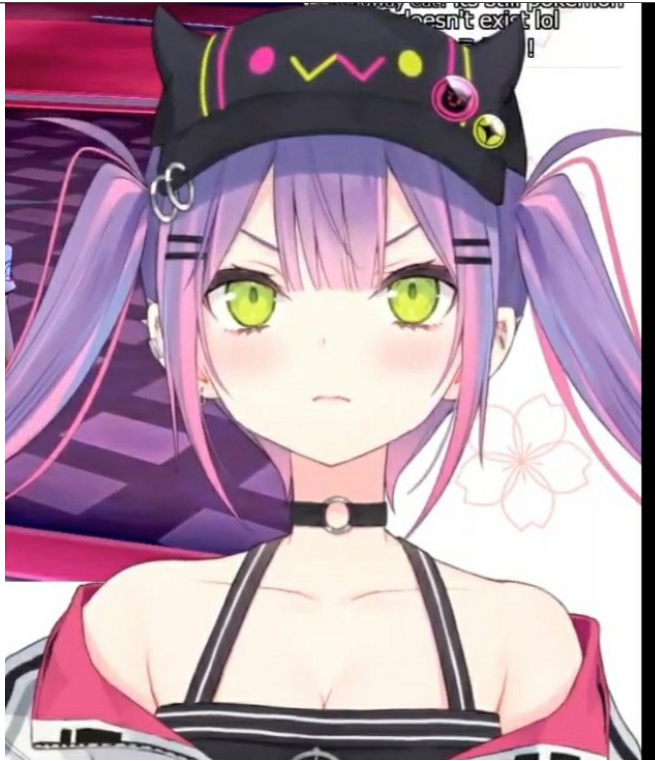
Darkness sphere	
	
Element	Darkness
Category	Attack
Target	AoE
Range	x units (straight towards the facing direction)
Nature	Ranged
Attack delay	ABC
Damage	ABC
The user shoots a darkness ball.	

## Abilities

Mind control	
	
Element	Darkness
Category	Control
Nature	Ranged
Target	AoE
Range	x units (circle-shaped)
Mana cost	ABC
Cooldown time	ABC
Damage	0
Duration	ABC
The user creates a <b>zone</b> in which enemies get controlled to move <b>towards him</b> .	

Hades shield	
	
Element	Darkness
Category	Defense
Nature	Self
Target	Single target
Range	Self (circle-shaped)
Mana cost	ABC
Cooldown time	ABC
Damage	0
Duration	ABC
The user creates a darkness shield around him nullifying all damages for x seconds.	

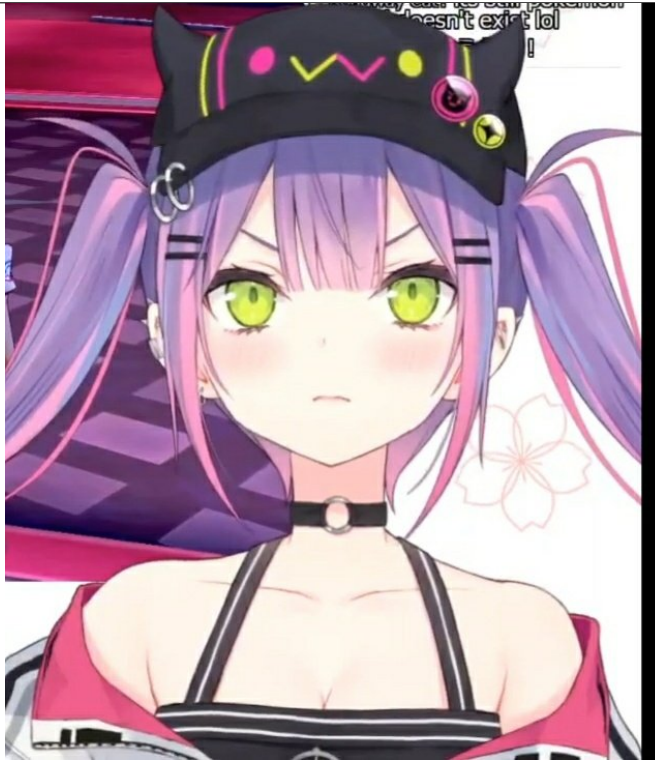
## Satan horns



Element	Darkness
Category	Attack
Nature	Physical
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user <b>charges</b> and impales the targets <b>3 times</b> with his horns.	

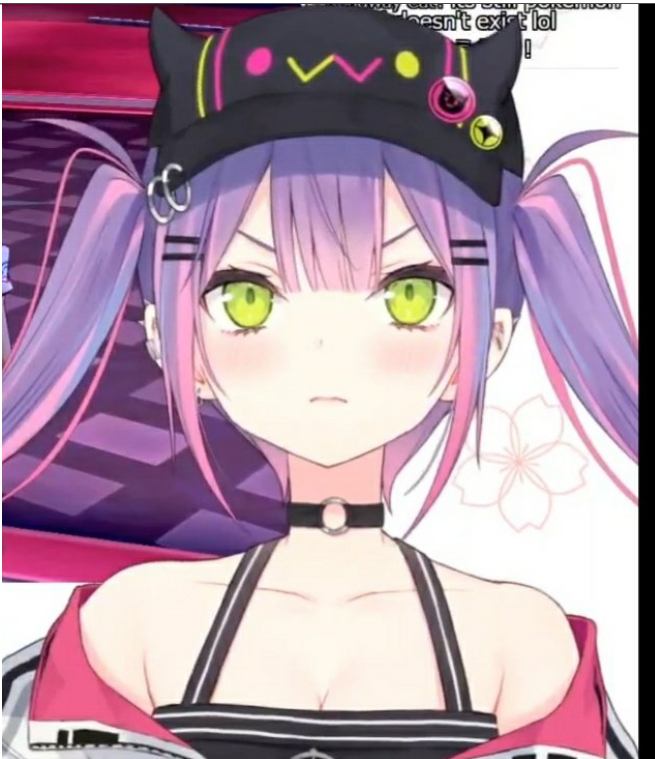


## Skull breaker

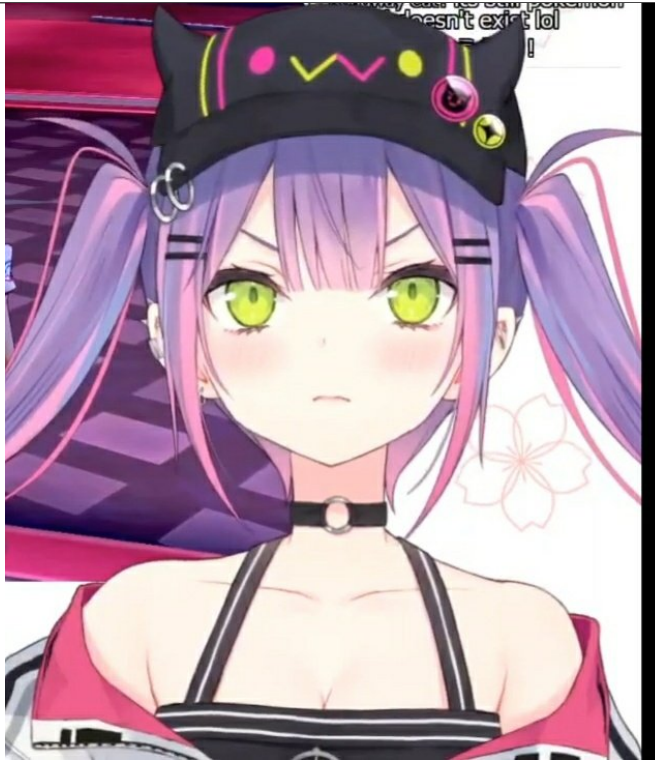


Element	Ice
Category	Attack
Nature	Physical
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user enchants his fist with ice and punches 3 times.	

## Ultimates

Underworld storm	
	
Element	Fire
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (circle-shaped)
Mana cost	ABC
Apex energy cost	ABC
Damage	ABC
Duration	ABC
The user creates a <b>fire storm</b> which <b>deals damages over time</b> to enemies.	

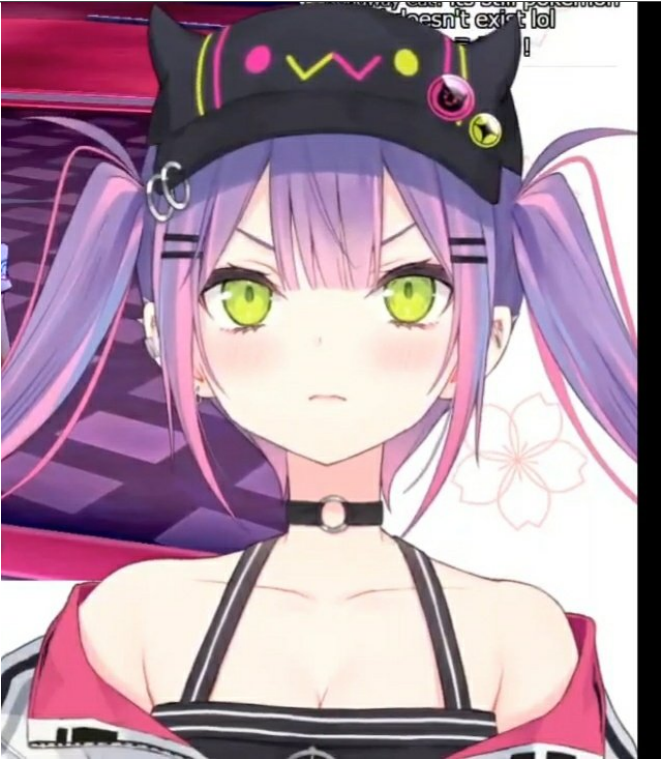
## Purgatory ray



Element	Darkness
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	ABC
Apex energy cost	ABC
Damage	ABC
Duration	ABC
The user shoots a <b>large</b> and devastating darkness beam.	

Onis

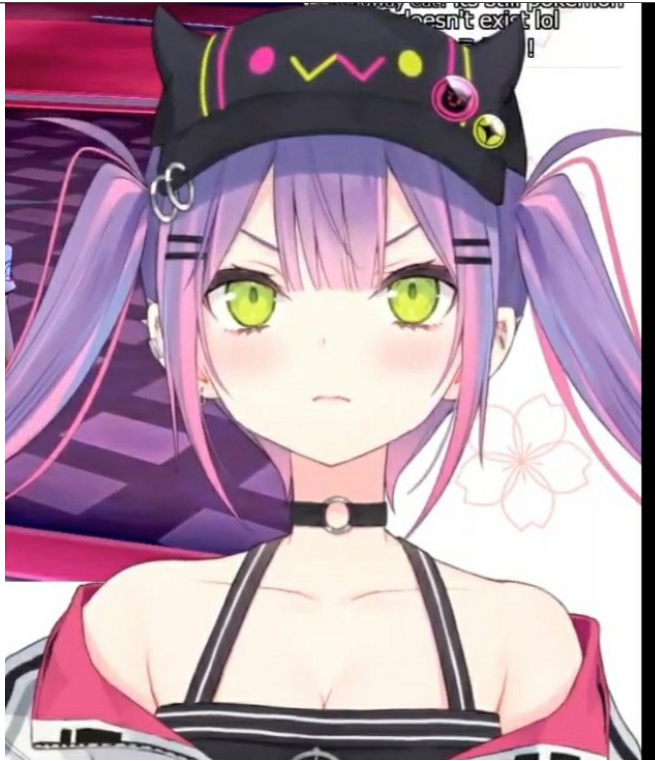
Auto attack

Fierce smash	
	
Element	None
Category	Attack
Nature	Physical
Target	AoE
Range	1u (straight towards the facing direction)
Attack delay	ABC
Damage	ABC
The user hits the targets with a strong punch.	

Abilities

Ribs breaker	
	
Element	Wind
Category	Attack
Nature	Physical
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user punches <b>twice</b> . The targets get <b>stunned</b> for <b>x seconds</b> .	

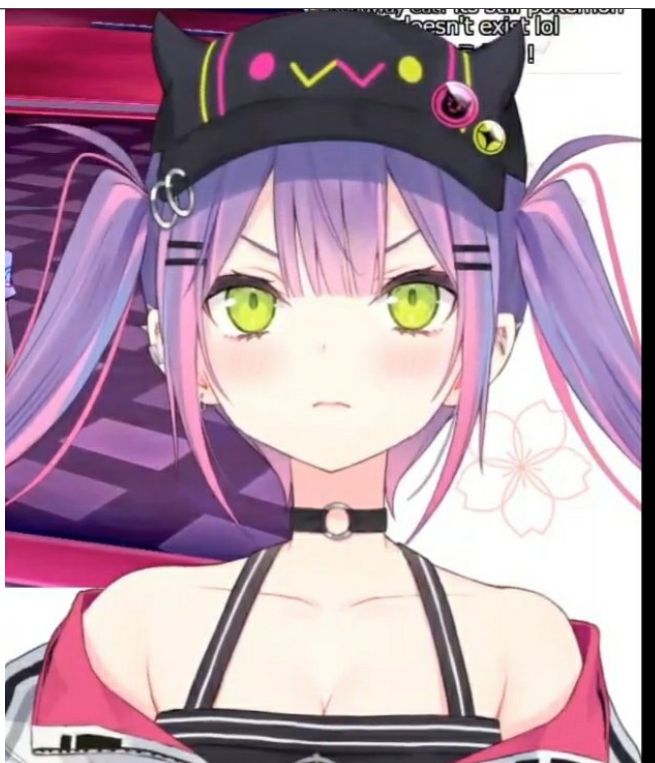
## Mind acuity



Element	None
Category	Buff
Nature	Self
Target	Single target
Range	Self
Mana cost	0
Cooldown time	ABC
Damage	0
Duration	ABC
The user focuses to increase his attack and speed by x%. His defense is lowered by x%.	

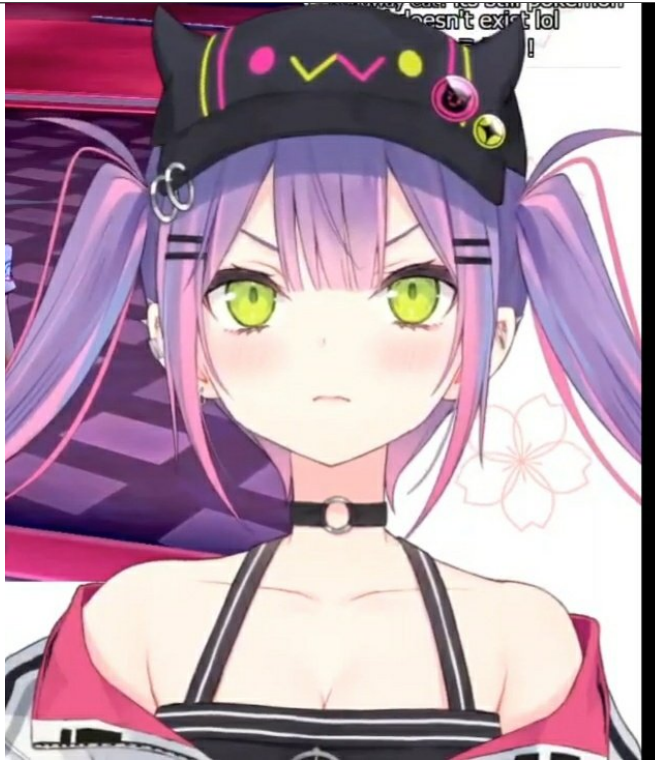


## Burning grasp



Element	Fire
Category	Attack
Nature	Physical
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user grasps the targets in a zone and starts a large fire. The targets get <b>burnt</b> .	

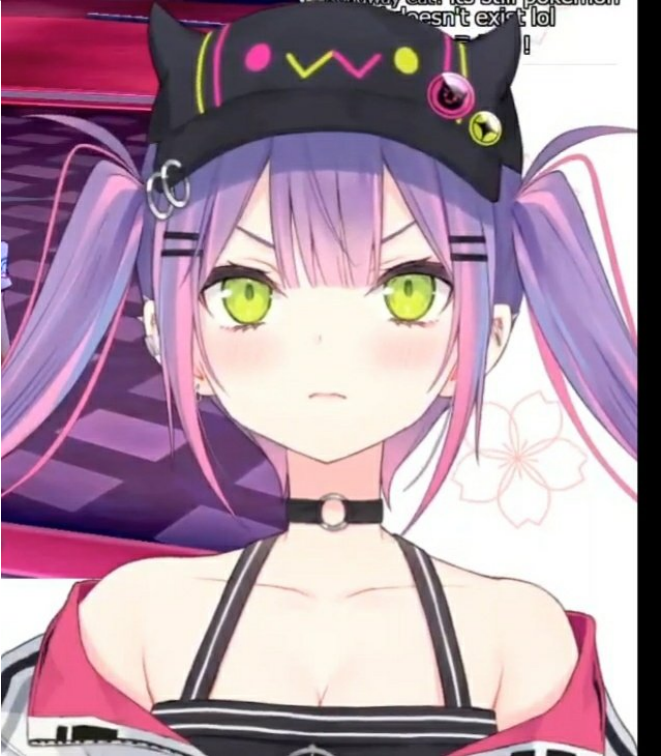
## Satan horns



Element	Darkness
Category	Attack
Nature	Physical
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user <b>charges</b> and impales the target <b>3 times</b> with his horns.	

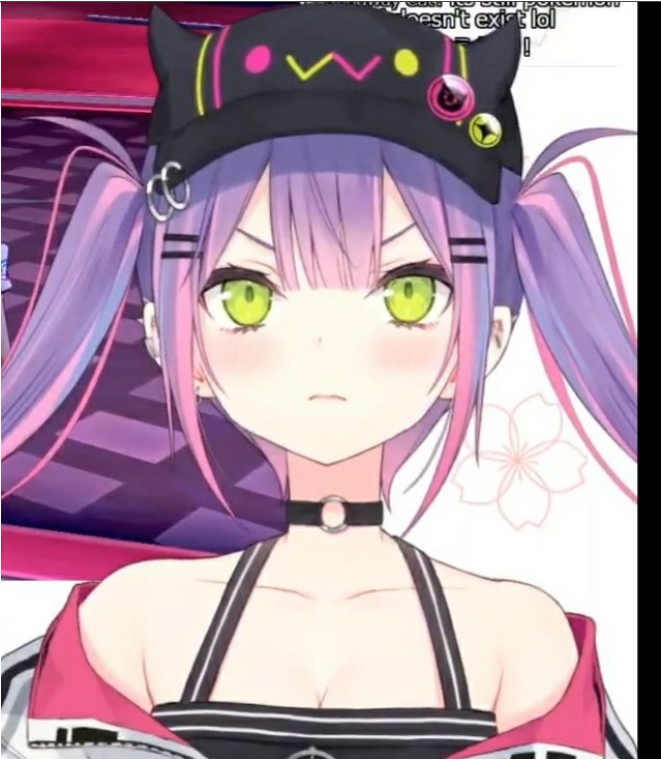
## Ultimates

Demonic roar	
	
Element	Wind
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (circle-shaped)
Mana cost	ABC
Apex energy cost	ABC
Damage	ABC
Duration	ABC
The user roars to create a <b>wind shockwave</b> . The <b>enemies' speed</b> is <b>lowered</b> by <b>x%</b> when hit.	

Darkness cataclysm	
	
Element	Darkness
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (circle-shaped)
Mana cost	ABC
Apex energy cost	ABC
Damage	ABC
Duration	ABC
The user punches the ground to break it.	

Seraphim

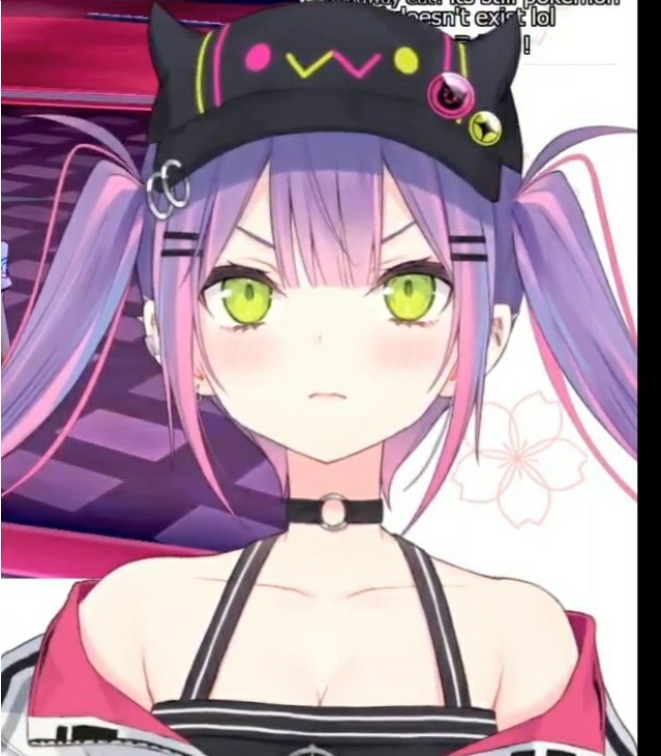
Auto attack

Light punch	
	
Element	Light
Category	Attack
Target	AoE
Range	1 unit (straight towards the facing direction)
Nature	Physical
Attack delay	ABC
Damage	ABC
The user reinforces his strength with light mana to punch his targets.	

Abilities

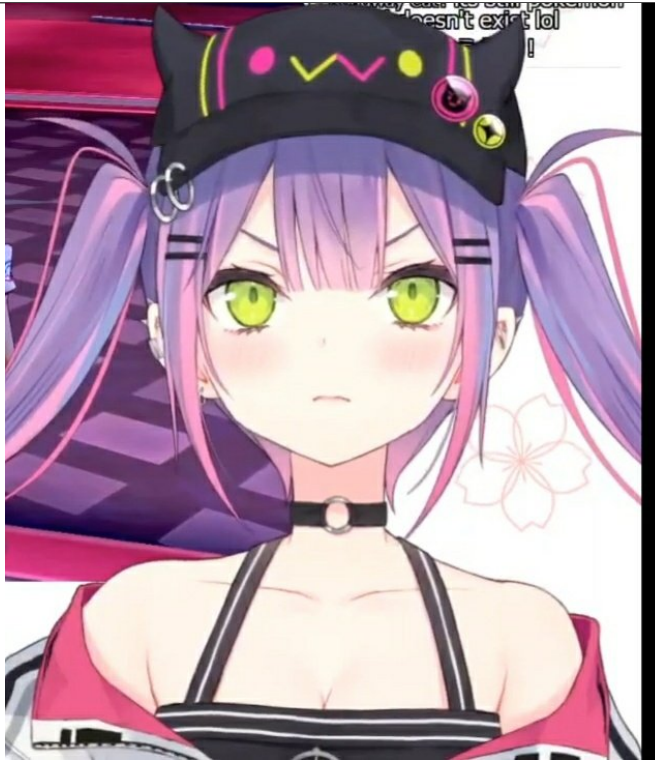
Tail whip	
	
Element	Light
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user coats his tail with light to make a powerful whip and strike his targets.	



Dark buff	
	Element
	Darkness
	Category
	Buff
	Nature
	Self
	Target
	Single target
	Range
	Self
Mana cost	ABC
Cooldown time	ABC
Damage	0
Duration	ABC
The user sacrifices x% of his HP in order to increase his speed and mana regeneration.	

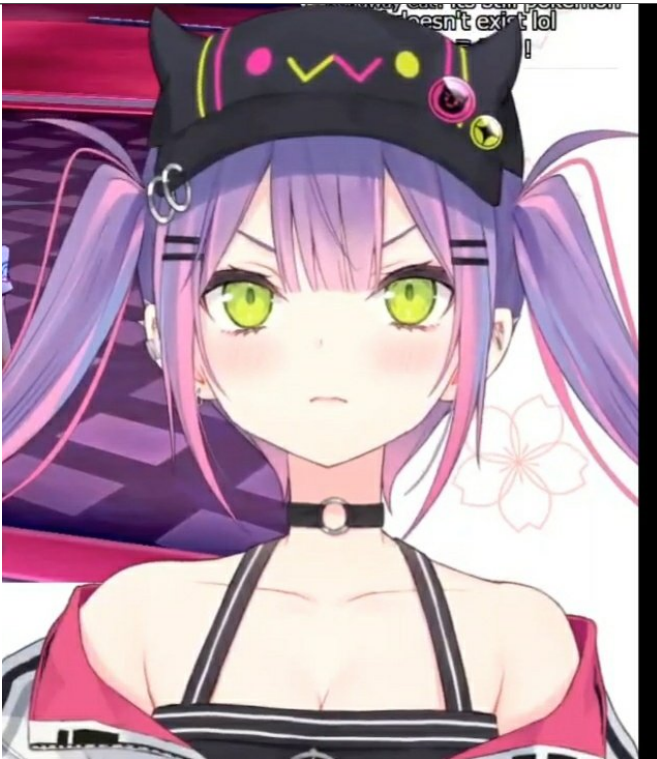
Mana spikes	
	
Element	Wind
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (straight towards the facing direction)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
The user creates <b>mana spikes</b> that he <b>projects</b> with his <b>wings</b> towards his targets.	

## Submitting gravity

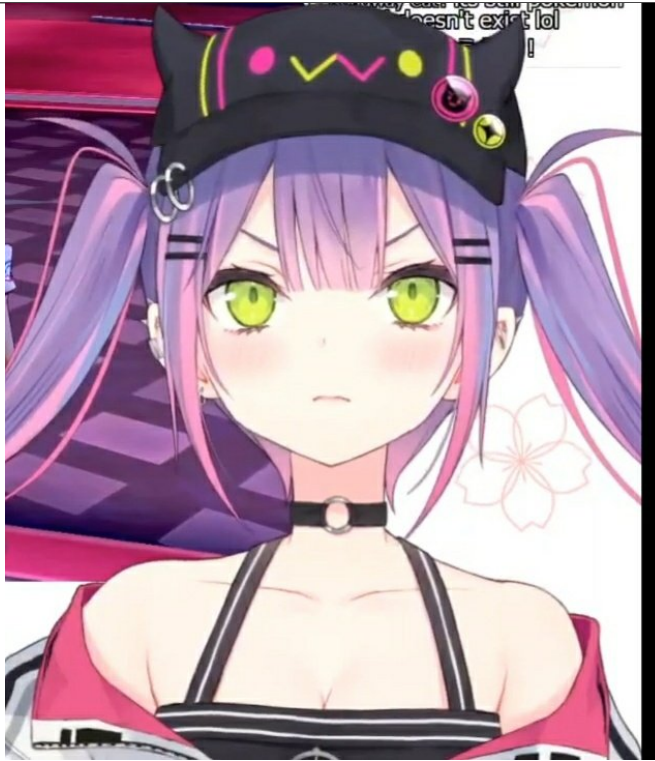


Element	Neutral
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (circle-shaped)
Mana cost	ABC
Cooldown time	ABC
Damage	ABC
Duration	ABC
<p>The user utilizes his <b>aura</b> to create a <b>pressurizing area</b> where gravity is greatly increased.</p> <p>Alongside with <b>damaging</b> his <b>targets</b>, the user <b>steals x%</b> of <b>mana</b> out of each enemy.</p>	

## Ultimates

Chaotic hurricane	
	
Element	Wind
Category	Attack
Nature	Ranged
Target	AoE
Range	x units (circle-shaped)
Mana cost	ABC
Apex energy cost	ABC
Damage	ABC
Duration	ABC
<p>The user creates a <b>hurricane</b> with his wings to <b>attract</b> his <b>enemies towards him</b> and violently <b>pitch them</b> after some time to deal great damages.</p>	

## Natural harmony



Element	Light
Category	Heal
Nature	Ranged
Target	Self
Range	x units (circle-shaped)
Mana cost	ABC
Apex energy cost	ABC
Damage	ABC
Duration	ABC
<p>The user <b>generates</b> a large <b>circle of light</b> to <b>heal</b> himself by <b>x%</b> and marginally <b>increase</b> his <b>attack</b>. His also allies benefit the effect of the spell.</p>	

# Krakens

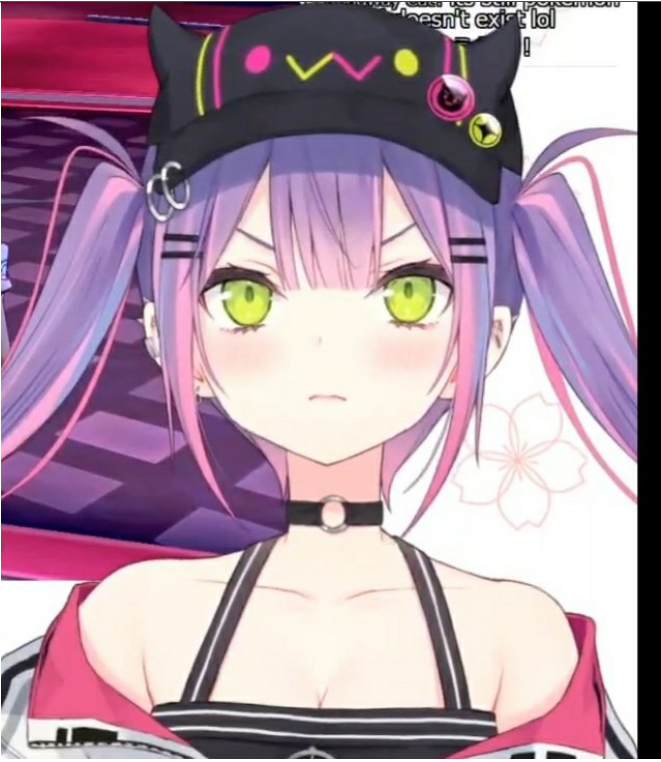
## Krakens

### Auto attack

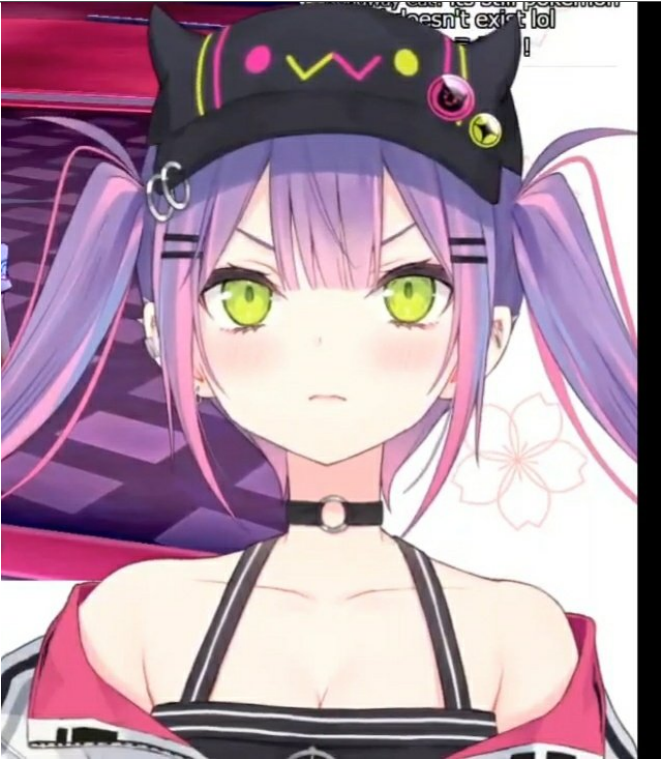
ABC	
	
Element	ABC
Category	ABC
Target	ABC
Range	ABC
Nature	ABC
Attack delay	ABC
Damage	ABC
ABC	



Abilities

ABC		
		
Element		ABC
Category		ABC
Nature		ABC
Target		ABC
Range		ABC
Mana cost		ABC
Cooldown time		ABC
Damage		ABC
Duration		ABC
ABC		

Ultimates

ABC	
	
Element	ABC
Category	ABC
Nature	ABC
Target	ABC
Range	ABC
Mana cost	ABC
Apex energy cost	ABC
Damage	ABC
Duration	ABC
ABC	