Weaponskills:

1. Hard Slash: *Cross slash with sword, forming an X*
2. Syphon Strike: *Strike sword into enemy, gets lodged halfway, rip it out with both hands*
3. Unleash:
4. Unmend:
5. Souleater: *Spinning slash followed by reaching out and ripping aether out of the target*
6. Stalwart Soul:
7. Bloodspiller: *See “Lion’s Claw”, forward flip into a downward slash*
8. Quietus:
9. Scalet Delirium: *A flurry of six forward slashes*
10. Comeuppance: *Two spinning slashes*
11. Torcleaver: *Jump twirling upwards and slam sword into the ground*
12. Impalement: *Jumping uppercut into the air and slam down the sword into the ground*
13. Disesteem:

Abilities:

1. Grit:
2. Flood of Shadow: *Swip hand along the ground and drag forward in front of you, releasing darkness in a straight line (See Clive’s shiva attacks in ff16 as reference)*
3. Edge of Shadow: *claw the air in front of you, leaving darkness in your hands path as you tear the air in front of you*
4. Blood Weapon/Delirium: *throw arms out to side and shout upwards (see Dark Arts for reference)*
5. Shadow Wall/Shadowed Vigil:
6. Dark Mind: *pull hand down over face, similar to ascian creating sigil on their face*
7. Living Dead:
8. Salted Earth:
9. Shadowstride: *DON’T TOUCH THIS ANIMATION, SEE DOCUMENTATION*
10. Abyssal Drain:
11. Carve and Spit: *Punches upward into the air with offhand and followed by cleaving downwards*
12. The Blackest Night: *stand up straight and put hand over heart*
13. Dark Missionary:  *from Dark Mind pose, raise hand into the air, sharing buff with all around you*
14. Living Shadow:
15. Oblation: *stretch hand out in front of you creating a barrier (see Sora dark form block as reference)*
16. Salt and Darkness: *raise left hand into the air and snap fingers*
17. Shadowbringer: *move blade to left side, drag along left hand and drag along the ground, extending it outwards in front of you*
18. Dark Force:

Emotes/Idles:

1. Combat Idle:
2. Walk:
3. Run:
4. Side Run (E & Q Keys):
5. Sprint:
6. Jump:
7. Draw:
8. Sheathe:
9. Battle Stance:
10. Victory:
11. Weapon Non-Combat Idle: