***TEXT GUIDE ON HOW TO MOD SONNY 2017 24.10.2021***

**Glossary**

**Ability Pool**

* this.prefix = "XX"; this basically means that the Ability Code starts like for example the prefix is ES2 and the Ability Code name is TOXICSPLASH then the entire code would be ES2\_TOXICSPLASH
* This.defaultElement = Element.XXX; Basically means that every ability in the ability pool will be the Element XXX except if you give the ability another element for example this.ability.Element = Element.Fire; this overwrites the default element.
* base.NewAbility("Ability Name", "Ability Code name (UDID) so the TOXICSPLASH in ES2\_TOXICSPLASH", "The icon for example FIre/SF\_ShellShock", icondir);
* base.SetCDAndTarget(X, AbilityData.Target.TargetType; basically how much Cooldown the Ability has if its 4 then you need to wait 4 turns to use it again and the Target type means on whom you can use it either Everyone or only your Friends or yourself.
* this.ability.power.Factor = Xf; basically how much it scales with your Power if its 1f then 100% and so on if its –1f then it heals
* this.ability.power.FactorLevel = Xf; basically says how much the attack increases per level if its 1.1f then it will increase by 10% each upgrade if its 1f nothing happens if its 0.9f it decreases I think never tried it. Probably since 100x 0,9 = 90 but for heals you also use 1f not –1f!
* this.ability.targetBuffUDID = "XXXX"; basically which Buff it should afflict the target with;
* this.ability.selfBuffUDID = "XXXX"; basically which Buff it should give yourself if you use the ;
* base.Condition.XXX(Check, Equals, Previous Turn no Dmg, SetCheckBuff, SetCheckBuffForDispel, SetCompareLife, SetCompareFocus, SetCheckPreviousAbilityIn, SetCheckPreviousAbilityOut, SetCheckPreviousAbilityWasCrit, SetProcChance
* base.CreateReaction(AbilityReaction.Type.XXX); Reactions = Aoe, ApplyBuffTotTarget, ApplyBuffToSelf, ApplyBuffToteam, ModifyPower, ModifyFocus, ModifyHit, ModifyHp, ModifyHPxTrigger, Dispel Target, Dispel Self, ignoreDefense, ModifyCrit Damage, Modify CritChance, ModifyDefToPower, ModifySpeedToPower, ModifyPreviousCooldown, ModifySelfCooldown, ModifyStats, ModifyTargetStats, MultiStrike  
  base.Reaction.phase = AbilityReaction.Phase.XXX; PreExecute, Execute or PostExecute  
  base.Reaction.SetVars(0f, 0f, 0f); base.Reaction.SetVarsPerLevel or base.Reaction.SetStringVar depends on the reaction
* this.ability.animationType = AbilityData.AnimationType.XXXX; basically if its a Melee animation or if you shoot a projectile or if you dont shoot and dont move so Shock like Mindfreeze for example.
* (only if the animationType is projectile) this.ability.projectileSound = AbilityData.ProjectileSoundType.XXX; basically what sound the projectile does when fired don't confuse it with the hit sound this only applies when you shoot it.
* (Only if the animationType is a Projectile) this.ability.projectileGraphicType = EffectPool.ProjectileGraphicType.XXX; basically how the projectile looks like if its Ball then its a Ball if its Spear then it looks like a Spear
* this.ability.hitSound = AbilityData.HitSoundType.XX; basically what sound the attack does when it hits the target
* this.ability.combatAnimation = AbilityData.CombatAnimationType.XXXXX; basically how the animation looks like when the attack is hit
* this.ability.upgradeType = AbilityData.UpgradeType.X; Basically what happens when you upgrade the ability if you want it to heal more than its healing if you want it to do more dmg then its Damage.
* this.ability.AoE = true/false; if its on true the ability will hit all enemies if its on false then it only hits one enemy
* this.ability.aiFactorFlat = Xf; - If this is on 5f then it will be the Priority for the A.I to use. If its on 99f then the 99 one will be the Priority and then the 5f one.
* this.ability.aiMaxLife = xf; This makes the A.I only use it on targets that have less or equal health than Xf for example: Veradux Heal has a aiMaxLife factor of 0.6f, so he will only heal allies which reached 60% or lower health
* this.ability.aiMinLife = xf; This makes the A.I only use it on targets that have more Hp than Xf for example: Veradux Heal has a aiMinife factor of 0.6f, so he will only heal allies which have 61% or higher health.
* base.Description = "Basically the Description of the ability you can use @Damage to indicate how much damage the ability does (etc.)";