

-int darkness
+ void useAbility(Lutemon target) : Shadowball
+ int getShadowPower
+ String getAbilityName()

GreenLutemon
-int leafPower
+ void useAbility(Lutemon target) : Vines
+ int getLeafPower()
+ String getAbilityName()

OrangeLutemon
-int sunpower
+ void useAbility(Lutemon target) : Sunbeam
+ int getSunpower()
+ String getAbilityName()

PinkLutemon
-int Healpower
+ void useHeal(Lutemon target)
+ void getHealPower()
+ String getAbilityName()

WhiteLutemon
-int icePower
+ void useIceSpike(Lutemon target)
+ void getIcePower()
+ void getAbilityName()

