**Skilltree – Detail**

**Predator**

**Active**

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| **Dash** | **Descriptions** |
| *deals small damage while dashing through enemies* |
| Cost: xxx |
| Cooldown: xxx |

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| **heavy Dash** | **Descriptions** |
| *deals heavy damage while dashing through enemies* |
| Cost: xxx |
| Cooldown: xxx |

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| **hookshot** | **Descriptions** |
| *pulls one enemy to you* |
| Cost: xxx |
| Cooldown: xxx |

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| **Grappling hook** | **Descriptions** |
| *pulls two enemies to you* |
| Cost: xxx |
| Cooldown: xxx |

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| **slash** | **Descriptions** |
| *attacks an enemy with xxx damage* |
| Cost: xxx |
| Cooldown: xxx |

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| **Fatal slash** | **Descriptions** |
| *attacks an enemy with xxx (more) damage* |
| Cost: xxx |
| Cooldown: xxx |

**Passive**

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| **rage** | **Descriptions** |
| *After a xxx killstreak, your movementspeed is increased for xxx for xxx seconds. Each additional kill increases the duration by xxx seconds.* |
| Cost: xxx |
| Cooldown: xxx |

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| **frenzy** | **Descriptions** |
| *After a xxx killstreak, your movementspeed and attackspeed are increased for xxx for xxx seconds. Each additional kill increases the duration by xxx seconds.* |
| Cost: xxx |
| Cooldown: xxx |

**Morph-power**

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| **spartan** | **Descriptions** |
| *Transform into a ancient spartan warrior for xxx seconds. While in spartan mode, your caused damage is increased by xxx%. (WIP)* |
| Cost: xxx |
| Cooldown: xxx |

**Techno-Mage**

**Active**

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| **Fire ball** | **Descriptions** |
| *Hurl a burning missile that cause xxx damage* |
| Cost: xxx |
| Cooldown: xxx |

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| **Fire plume** | **Descriptions** |
| *unleash a plume of fire that cause xxx damage and has a chance of xxx% to ignite enemies (ignited enemies taking xxx damage for xxx seconds)* |
| Cost: xxx |
| Cooldown: xxx |

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| **slime** | **Descriptions** |
| *Raise a pool of slime that slow the movement of enemies by xxx%* |
| Cost: xxx |
| Cooldown: xxx |

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| **Super slime** | **Descriptions** |
| *Raise a pool of gummy slime that immobilize enemies for xxx seconds* |
| Cost: xxx |
| Cooldown: xxx |

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| **Origame spy-bat** | **Descriptions** |
| *Summon a spy-bat that flies in players last move direction for xxx seconds* |
| Cost: xxx |
| Cooldown: xxx |

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| **Origame spider bomb** | **Descriptions** |
| *Summon a spider bomb that moves in players last move direction for xxx seconds and explodes. If it contacts enemies it will explode* |
| Cost: xxx |
| Cooldown: xxx |

**Passive**

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| **Magical orbit** | **Descriptions** |
| *After a xxx killstreak, creating xxx orbs that orbits you, explode and dealing xxx damage when enemies get close. Each additional kill increases the duration by xxx seconds.* |
| Cost: xxx |
| Cooldown: xxx |

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| **mythical orbit** | **Descriptions** |
| *After a xxx killstreak, creating xxx orbs (more) that orbits you, explode and dealing xxx damage when enemies get close. Each additional kill increases the duration by xxx seconds.* |
| Cost: xxx |
| Cooldown: xxx |

**Morph-power**

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| **Astral entity** | **Descriptions** |
| *Transform into a being of pure astral energy for xxx seconds. While in astral entity form, you recover per second xxx of your life and are able to move free trough a level and firing fire missiles simultaneously. (WIP)* |
| Cost: xxx |
| Cooldown: xxx |

**Technokrat**

**Active**

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| **Laser beam** | **Descriptions** |
| *Channel a laser beam, dealing xxx damage* |
| Cost: xxx |
| Cooldown: xxx |

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| **plasma cannon** | **Descriptions** |
| *Channel a plasma beam, dealing xxx damage and pierce the first enemy* |
| Cost: xxx |
| Cooldown: xxx |

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| **trap** | **Descriptions** |
| *Lay a trap that triggers when an enemy approaches. The trap does xxx damage to all enemies within xxx yards* |
| Cost: xxx |
| Cooldown: xxx |

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| **Tactical mine** | **Descriptions** |
| *Lay a trap that triggers when an enemy approaches. The trap does xxx damage to all enemies within xxx yards. The trap can explode up to xxx time* |
| Cost: xxx |
| Cooldown: xxx |

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| **sentry** | **Descriptions** |
| *Summon a turret that fires at nearby enemies in players last move direction, dealing xxx damage. Last xxx seconds.* |
| Cost: xxx |
| Cooldown: xxx |

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| **obelisk** | **Descriptions** |
| *Summon a turret that fires at nearby enemies, dealing xxx damage. Last xxx seconds.* |
| Cost: xxx |
| Cooldown: xxx |

**Passive**

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| **Robo-dog** | **Descriptions** |
| *After a xxx killstreak, summons a robo-dog that attacks your enemies for xxx damage. This companion can be targeted or damaged by enemies. Lasts xxx seconds. Each additional kill increases the duration by xxx seconds.* |
| Cost: xxx |
| Cooldown: xxx |

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| **Battle drone** | **Descriptions** |
| *After a xxx killstreak, summons a robo-dog that attacks your enemies for xxx damage. This companion cannot be targeted or damaged by enemies. Lasts xxx seconds. Each additional kill increases the duration by xxx seconds.* |
| Cost: xxx |
| Cooldown: xxx |

**Morp-power**

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| **Mobile suit** | **Descriptions** |
| *Don a mobile suit for xxx seconds. While having the mobile suit, your taken damage is reduce by xxx%. (WIP)* |
| Cost: xxx |
| Cooldown: xxx |