**Skilltree – Detail**

**Predator**

**Active**

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

**//has to be lower cooldown than heavy dash**

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

**//hast to be higher cooldown than dash**

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

**//does it damage?**

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

**//same as above**

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

**//same as normal attack? Where is the difference between slash and dash-> could be a difference in the animation**

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

**//same as above**

**Passive**

|  |  |
| --- | --- |
| **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 |

**//**

|  |  |
| --- | --- |
| **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**

|  |  |
| --- | --- |
| **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**

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

**//**

|  |  |
| --- | --- |
| **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 |

**//**

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

**// slime xD**

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

**//**

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

**//implementation possible? Spy bat system for one skill?**

|  |  |
| --- | --- |
| **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**

|  |  |
| --- | --- |
| **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 |

**//**

|  |  |
| --- | --- |
| **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**

|  |  |
| --- | --- |
| **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 |

**//move free through the level?**

**Technokrat**

**Active**

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

**//**

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

**//**

|  |  |
| --- | --- |
| **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 |

**//**

|  |  |
| --- | --- |
| **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 |

**//tactical mine in a 2d level? Is there enough depth to the ai?**

|  |  |
| --- | --- |
| **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 |

**//maybe u can direct the position of the turret freely beforehand**

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

**//enough difference between obelisk and sentry?**

**Passive**

|  |  |
| --- | --- |
| **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 |

**//does it follow you**

|  |  |
| --- | --- |
| **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 |

**//follows player?**

**Morp-power**

|  |  |
| --- | --- |
| **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 |

**//**

**//TODO add more depth to certain skills and/ or remove redundancy**