First character (Mage)

**Passive**: Every magic hit against enemy is stored back by the Mage for later use.

**Movement**: Character is floating above the ground all the time. His main source of power is his cloak from which some of the attacks originate.

**Primary attack 1**: Mage swings its cloak before him, from the end of the cloak spawns a banana shaped attack that flies forward and has a short living trail of pixelated magical particles. This attack can hit multiple targets before exploding in a small radius around last target and doing small damage who is caught in it. Scales with attack speed and damage.

**Primary attack 2**: Mage gathers all stored up energy from its cloak and fires a beam of energy in front of him from his hands. While firing mage is still able to move in any direction. Beam scales with attack speed and damage. Attack speed increases tick rate of the damage.

**Primary ability**: Mage gathers energy in his hands into a ball. Energy can be seen traveling from the cape as pixelated particles. After charging ability it can be frown in a trajectory and when it hits the ground it explodes into burning circle. Ability has a charge time, while holding it longer, it gains size, deals more burning damage and the radius of the burn increases. Charge time scales with attack speed. Burning damage scales with characters damage.

**Secondary ability (Ultimate)**: Can enter berserk state after reaching full energy on the passive. All Mage stats are amplified. His primary attack is switched to a second one. Mage exits this state after exhausting its passives energy.

Mage special power ups from the bosses

**Rank 1:**

1. Passive empowerment: Crits now increase energy more than normal hits. Gain X% of crit.
2. Primary empowerment: All enemies hit explode around for small amount. Gain X% attack speed.
3. Ability empowerment: While standing in the fire start gaining shield and armor. Gain X% of max HP.
4. Ultimate empowerment: Energy drains slower. Gain X% life steal.

**Rank 2:**

**Rank 3:**

**Rank 4:**

**MOBS:**

First enemy (Simple melee)

It’s a small owl with a twist of having horse legs and horns. It has a big radius of detection. When it sees the player, it starts sprinting towards it. When the owl reaches the player, it starts attacking it with his horns.

This mob is first level mob. Difficulty is easy since they can be kited by the player.

Second enemy (Simple ranged)

It’s a stylized bat that spawns and flies slowly around the player in random directions. It has an attack that he needs to charge. After charging it lets a out a beam of energy from his mouth towards the player.

This mob is first level mob. Difficulty is easy, does not fly fast, attacks do not do that much damage and attacks has LoS.