There are 3 different types of abilities:

Physical abilities

Magic abilities

Neutral abilities

Physical abilities will be simple things such as “Sword slash”, etc.

Magic abilities will range from elemental attacks to curses, to healing magic, etc.

Neutral abilities will be something as basic as “Battle cry”, give allies Swiftness for X seconds

The distinction matters between the 3 types of abilities will be apparent in the status, where some are disabled

Here are the current statuses I can think of. Abilities can have multiple statuses. Statuses can target enemies and allies.

🔥 **Affliction**

Burning High DoT (damage over time) for X seconds.

Poisoned Low DoT. Infinite.

Bleeding Moderate DoT for X seconds.

Hex Moderate DoT for X seconds.

🌀 **Control**

Paralyzed Interrupt current ability cast. Cannot act for X seconds.

Silenced Interrupt current magic spell cast. Cannot cast magic spells for X seconds.

Frozen Interrupt current ability cast. Cannot act for X seconds.

Feared Interrupt current ability cast. Cannot act for X seconds or until they receive damage (not from affliction)

Airborne Interrupt current physical ability cast. Cannot perform physical abilities for X seconds.

Confusion Target’s abilities can target allies and enemies for X seconds.

Charmed Target’s abilities can ONLY target allies for X seconds.

Locked Cannot use their next ability for X seconds

Stun Interrupt current ability cast

Sleep Interrupt current ability cast. Cannot act for X seconds.

📉 **Debuff**

Shattered - X resistance (can be any type) for X seconds

Chilled Casting speed slowed by 40% for X seconds.

Mind shackled - X magic ability damage for X seconds.

Weakened - X physical damage for X seconds

Damned Cannot receive healing or heal for X seconds

Maimed - X% of total HP, infinite.

✨ **Buff**

Enraged + X physical damage for X seconds.

Blessed + X resistance (can be any type) for X seconds

Focus + X magic ability damage for X seconds

Spell echo Cast the next magic ability twice

Double Strike Cast the next physical damage ability twice

Regeneration Gain X HP per second (infinite)

Swiftness Cast abilities X% faster for X seconds

💠 **Elemental**

Wet No effect by simply being wet

Combo’s

Wet + Chilled = Frozen for X seconds

Frozen + Airborne = Major damage + Stun for X seconds, cleanse frozen and airborne

Frozen + Burned = cleanse frozen, cleanse burned

Bleed + incision (special effect from certain weapon, not a status) = Maimed

Statuses:

Wet: 2X damage from electric, ½ damage from fire

Airborne: 2X damage from electric

Burned: ½ damage from water, cleanse burned

Example of a fully flesh ability:

**Electric Smash (Physical Ability)**

Target Cast time Cooldown Damage Ability

1 1 4 20 electric Stun

20 Blunt If wet, paralyze for 2 seconds, cleanse wet

This ability would “stun” the enemy. But if the enemy is wet, it would remove the status “wet” and then inflict “paralyze” for 2 seconds

**Inferno (Magic ability)**

Target Cast time Cooldown Damage Ability

All 3 10 60 Fire Inflict Burn for 8 seconds

Inferno targets all, meaning it targets everybody, including the person casting the ability.

**Dream Eater (Magic ability))**

Target Cast time Cooldown Damage Ability

1 2 6 40 curse If target is “Sleep”, deal additional 40  
 damage and heal for 40 HP, then   
 cleanse “Sleep”

This spell would only deal 40, but the combo is that if the target is asleep, they would deal a total of 80 damage and then heal for 40 damage. Then they would remove sleep.