Abilities socketgame

Våpen:

* Katana (Fast weapon, good range)
  + Q:
    - Rainbow slash (-dmg, +area)
      * Slash in a curved area in front of you
    - Heart dice (+dmg, -area)
      * Poke in a straight line
    - Charge spin (+dmg, -speed)
      * Hold for more damage, spin around on release
* Axe (Slow weapon, good damage):
  + Q:
    - Double handed swing
      * Swing in front of you, leaping forward (+dmg, -speed)
    - One handed swing
      * Swing in front of you, leaping backwards (-dmg, +speed)
    - Fatigue throw
      * Throw the axe, if enemy hit, slow them, use fists when recharging
* Knives (Fast weapon, deals extra damage if hit both knives in succession)
  + Q:
    - Sonic stab
      * Stab in front of you
    - Sonic slash
      * Slash fast in front of you (+speed, -dmg)
    - Aerial throw
      * Throw the knife in the direction you’re facing

W:

* Glycogen
  + Activates life steal for 3 seconds
* Read and Destroy
  + Counters the attack and deals 1.5x damage
* Limitless
  + Activates speed and attack boost for 3 seconds
* Matter Pull
  + Pulls enemies to you
* Chilling Whisper
  + Makes the enemy look away from you
* Teleport
  + Teleports on the opposite side of the enemy
* Mute
  + Silences the enemy, but doubles their speed
* Treason
  + Makes the enemy invincible, but the enemy hits themselves if attacking

E:

* Death laser
  + Shoots a red laser
* Illusion
  + Makes a clone of yourself
* Earth wall
  + Creates a wall in front of you
* Rock throw
  + Hurls a big rock
* Pool
  + Makes a pool that slows enemies
* Not a mountain
  + Creates a wave that damages and takes the enemy with it
* Poison ivy
  + Spawn a poison ivy, enemies that touch it will be poisoned
* Vine whip
  + Choose a location on the screen to damage
* Fireball
  + Shoot a fire ball that has a chance to set the enemy on fire (damages, but gives movement speed)
* Magma Storm
  + Makes a fire tornado around the user
* Thunder Cross
  + Shoots thunder left, right, down, up
* Paralyze
  + Creates a pool of lightning that paralyzes the target if they’re standing in it