# Shotgun

Increase damage

Increase size

Increase speed

Ability: you fire a large shot, if it does damage, you heal 1 health

Ability:

# Pistol

Ability:

Ability:

# Sword

Ability:

Ability:

# Mobility

Increase speed

Decrease friction

Decrease gravity

Triple jump

Ability: Dash

Ability: Half game speed for 2 seconds

Slow for 4 seconds

No longer slows you

# Tank

Increase max health

Damage is decreased by 1 (to a minimum of 1)

You heal 1 after you kill any enemy

Ability: you take half damage (rounded up) for 2s

Ability:

# Light

Your light aura does damage to nearby enemies getting smaller as it does so, your aura expands over time to its full size

Larger aura

Deal increased damage

Ability: Sacrifice 4 health to fully heal your light aura

Ability: Destroy all projectiles within the light aura