Daggers

The daggers are a dual wielded weapon that deal greater damage when from behind. It is a good choice when facing enemies that require agility to defeat due to the base speed boost it gives the player. It's blade was forged with the blood of enemies, so the edge never wears down to less of a razor's edge, so the damage output is reliable and due to the speed of the attacks, it'll act as death of a thousand cuts.

Special Ability

Throwing Daggers

This will act as a ranged attack similar to the God Of War Levithian Axe as they will deal damage on the way there and on the way back. As this item is one of the last ones you get, this will ensure that the player is not left defenseless as they have an arsenal of weapons to choose from.

Combat Abilities:

Hack n Slash

While grounded, the player will bring the daggers across and away from the chest and if this attack is repeated, it will end in a combo where the daggers will be brought back to neutral position.

Killer Top:

While grounded and moving, the player can charge up an attack that will propel them in the direction of movement when they release that will spin them with the daggers on the outside of the player. This will provide protection from enemies and projectiles, but will also damage enemies in range.

Lunge:

While aerial, the player will raise both daggers and when they land, they will damage all enemies in a given radius expotentially the closer to the centre to the epicentre they are. If the player lands on an enemy, said enemy will take a massive hit to their health. This move will be useful for crowd control and for bosses.