

Final Abilities – Lonely Sorceress

#01

Name	Growing Fire		
Type of magic	Fire		
Function	Basic projectile, consistent damage		
Description	Shoots a projectile forward, dealing damage to the first unit hit. The size of the projectile and potential damage increases is higher the longer the projectile travelled.		
Secondary mode	Instead of one projectile, shoot three projectiles in a cone, dealing less damage than the primary casting mode.		
Charges	Few	Medium	Many
Puzzles case	Activated a magical object from a distance.		

#02

Name	Time Anomaly		
Type of magic	Time		
Function	Crowd control (i.e. impairing enemy movement)		
Description	Deals low damage to all enemies in a circular area and makes them act in slow-motion for a short duration.		
Secondary mode	Charge up a to gradually increase the radius of the spell.		
Charges	Few	Medium	Many
Puzzles case	Adjust timing of moving objects to e.g. keep a moving object on a trigger for a longer time.		

#03

Name	Room to Breathe		
Type of magic	Air		
Function	Mobility (escape)		
Description	Slightly knocks back enemies in a cone in front of you before dashing backwards.		
Secondary mode	Charge up to gradually increase the knock back and dash range		
Charges	Few	Medium	Many
Puzzles case	Get somewhere faster than you usually could. Cross gaps in air.		

#04

Name	Sizzling Gate		
Type of magic	Lightning		
Function	High damage		
Description	Creates an electric gate between two points, dealing high damage to passing enemies and stunning them for a short duration.		
Secondary mode	Create a triangle between three points instead of a two-point gate.		
Charges	Few	Medium	Many
Puzzles case	Stun moving objects at a certain location to e.g. keep them on a trigger or prevent them from blocking your way.		
