

## Ability Prototypes – Lonely Sorceress

### #01

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<b>Name</b>	Rewind!		
<b>Type of magic</b>	Time		
<b>Description</b>	Shoots a projectile forward. For the first unit hit, time is reversed and its state is slowly reset to what it has been a couple of seconds ago. May be used to counter healing or approaching melee enemies.		
<b>Cooldown</b>	Low	Medium	High

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### #02

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<b>Name</b>	Time Trap		
<b>Type of magic</b>	Time		
<b>Description</b>	Affects enemies in a small area. All hit units are trapped in a time anomaly. They take damage and are banished from combat for some time.		
<b>Cooldown</b>	Low	Medium	High

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### #03

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<b>Name</b>	Sloooooow now		
<b>Type of magic</b>	Time		
<b>Description</b>	Shoots a projectile forward. Significantly slows down the time for the first unit hit until the effect wears off.		
<b>Cooldown</b>	Low	Medium	High

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### #04

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<b>Name</b>	Refocus		
<b>Type of magic</b>	Time		
<b>Description</b>	Resets the cooldowns of all other spells.		

**Cooldown**

Low

Medium

High

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**#05****Name**

Sizzling Gate

**Type of magic**

Lightning

**Description**

May be activated twice. Shoots a projectile forward that sticks to solid surfaces. Once both projectiles have been fired, a connection between the two locations is created. All enemies inside this area are stunned for a few seconds and take damage.

**Cooldown**

Low

Medium

High

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**#06****Name**

The Flash

**Type of magic**

Lightning

**Description**

Quickly dashes forward in a line, ignoring collision with hostile units. Passed through enemies take low damage.

**Cooldown**

Low

Medium

High

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**#07****Name**

Volt Arcs

**Type of magic**

Lightning

**Description**

Shoots a projectile forward, dealing damage to first enemy hit. If a unit was hit, the lightning bounces off to random enemies nearby, dealing less damage than the first hit.

**Cooldown**

Low

Medium

High

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**#08****Name**

Bursting Strike

<b>Type of magic</b>	Lightning		
<b>Description</b>	Select a very small area. After a short delay, lightning strikes, dealing high damage to all units in the chosen area.		
<b>Cooldown</b>	Low	Medium	High

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## #09

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<b>Name</b>	The Orbit		
<b>Type of magic</b>	Celestial		
<b>Description</b>	Creates a small planet at the chosen location. Nearby enemies are drawn into the planet's orbit and circle around it for a short duration. When the effect wears off, the planet explodes and deals damage to all enemies in the orbit.		
<b>Cooldown</b>	Low	Medium	High

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## #10

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<b>Name</b>	Control		
<b>Type of magic</b>	Telekinesis / Space		
<b>Description</b>	Shoots a projectile forward. The first enemy hit is encapsulated and now follows the movement of the protagonist's arm taking damage when colliding with surfaces or other units.		
<b>Cooldown</b>	Low	Medium	High

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## #11

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<b>Name</b>	Piercing Pale		
<b>Type of magic</b>	Earth		
<b>Description</b>	Throws a spear of earth forward, impaling enemies in a line. Hit units take damage and are knocked backed.		
<b>Cooldown</b>	Low	Medium	High

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## #12

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<b>Name</b>	Stone Arena		
<b>Type of magic</b>	Earth		
<b>Description</b>	Conjures earth walls in a circle around you, shutting off enemies outside the circle.		
<b>Cooldown</b>	Low	Medium	High

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## #13

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<b>Name</b>	Chain Reaction		
<b>Type of magic</b>	Detonation		
<b>Description</b>	Places a magical bomb at a chosen location. On contact, the bomb fires off, dealing damage in a large around it. If an enemy is killed by the detonation, a new bomb is placed at the location of the corpse.		
<b>Cooldown</b>	Low	Medium	High

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## #14

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<b>Name</b>	Tri-Blaze		
<b>Type of magic</b>	Fire		
<b>Description</b>	Shoots a projectile forward, dealing damage to the first enemy hit. If an enemy was hit, two more projectiles launch off of the target in 45° degree angles.		
<b>Cooldown</b>	Low	Medium	High

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## #15

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<b>Name</b>	Heat Pillar		
<b>Type of magic</b>	Fire		
<b>Description</b>	Creates a pillar of fire at a given location, dealing damage over time to enemies as long as they are inside the pillar.		
<b>Cooldown</b>	Low	Medium	High

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## #16

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<b>Name</b>	Spreading Fire		
<b>Type of magic</b>	Fire		
<b>Description</b>	Shoots a projectile forward that grows bigger the longer it travels. The first enemy hit takes damage based on how long the projectile travelled.		
<b>Cooldown</b>	Low	Medium	High

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## #17

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<b>Name</b>	Wind Blade		
<b>Type of magic</b>	Air		
<b>Description</b>	Shoots a projectile forward, dealing damage to all enemies in a line and knocking them to the side.		
<b>Cooldown</b>	Low	Medium	High

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## #18

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<b>Name</b>	Room To Breathe		
<b>Type of magic</b>	Air		
<b>Description</b>	Knocks back enemies in a cone around the protagonist. Enemies knocked into solid surfaces or other units take low damage.		
<b>Cooldown</b>	Low	Medium	High

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## #19

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<b>Name</b>	Changing Sides		
<b>Type of magic</b>	Possession		
<b>Description</b>	Hits a single enemy right in front of you. For some time, the hit enemy changes sides and fights against your enemies.		

**Cooldown**

Low

Medium

High

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## #20

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**Name**

Little Helper

**Type of magic**

Summoning

**Description**

Summons a magical helper at a given location. The helper continuously attacks enemies in a small area arounds its spawn location, dealing low damage. After a few seconds, the helper disappears, dealing medium damage around its spawn location.

**Cooldown**

Low

Medium

High

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