Ability Prototypes – Lonely Sorceress

**#01 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

***Name*** Rewind!

***Type of magic*** Time

***Description*** 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.

***Cooldown*** Low Medium High

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**#02 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

***Name*** Time Trap

***Type of magic*** Time

***Description*** 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.

***Cooldown*** Low Medium High

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**#03 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

***Name*** Slooooow now

***Type of magic*** Time

***Description*** Shoots a projectile forward. Significantly slows down the time for the first unit hit until the effect wears off.

***Cooldown*** Low Medium High

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**#04 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

***Name*** Refocus

***Type of magic*** Time

***Description*** 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

***Type of magic*** Lightning

***Description*** Select a very small area. After a short delay, lightning strikes, dealing high damage to all units in the chosen area.

***Cooldown*** Low Medium High

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**#09 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

***Name*** The Orbit

***Type of magic*** Celestial

***Description*** 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.

***Cooldown*** Low Medium High

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**#10 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

***Name*** Control

***Type of magic*** Telekinesis / Space

***Description*** 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.

***Cooldown*** Low Medium High

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**#11 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

***Name*** Piercing Pale

***Type of magic*** Earth

***Description*** Throws a spear of earth forward, impaling enemies in a line. Hit units take damage and are knocked backed.

***Cooldown*** Low Medium High

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**#12 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

***Name*** Stone Arena

***Type of magic*** Earth

***Description*** Conjures earth walls in a circle around you, shutting off enemies outside the circle.

***Cooldown*** Low Medium High

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**#13 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

***Name*** Chain Reaction

***Type of magic*** Detonation

***Description*** 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.

***Cooldown*** Low Medium High

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**#14 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

***Name*** Tri-Blaze

***Type of magic*** Fire

***Description*** 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.

***Cooldown*** Low Medium High

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**#15 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

***Name*** Heat Pillar

***Type of magic*** Fire

***Description*** Creates a pillar of fire at a given location, dealing damage over time to enemies as long as they are inside the pillar.

***Cooldown*** Low Medium High

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**#16 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

***Name*** Spreading Fire

***Type of magic*** Fire

***Description*** Shoots a projectile forward that grows bigger the longer it travels. The first enemy hit takes damage based on how long the projectile travelled.

***Cooldown*** Low Medium High

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**#17 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

***Name*** Wind Blade

***Type of magic*** Air

***Description*** Shoots a projectile forward, dealing damage to all enemies in a line and knocking them to the side.

***Cooldown*** Low Medium High

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**#18 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

***Name*** Room To Breathe

***Type of magic*** Air

***Description*** Knocks back enemies in a cone around the protagonist. Enemies knocked into solid surfaces or other units take low damage.

***Cooldown*** Low Medium High

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**#19 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

***Name*** Changing Sides

***Type of magic*** Possession

***Description*** 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 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

***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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