**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.

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**#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.

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**#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.

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**#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.

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