LEAP

Implant Powers Details

This list consist of all the possible implants players will be able to unlock and use for their jumper. I will list their name along with their ability and their cost. Remember these abilities can only be activated when the focus system is full. There are however different amounts that must be achieved based on the strength of the chosen implant. Please look at design document for information regarding the focus system and implants.

**Resolve** – When activated the player’s health begins to regenerate for 15 seconds. However, Resolve can be canceled by being hit. In order to activate Resolve it requires 80% of total focus.

**Barrier** – When activated the player’s character is surrounded by a barrier for 10 seconds. During this time, the player is unable to take damage from any enemy ability. In order to activate barrier it requires 100% of total focus.

**Charge** – When activated the player’s movement speed is boosted by 50% for 15 seconds. In order to activate charge requires 80% of total focus.

**Shockwave** – When activated the player unleashes a blast of energy from their body outwards. Anyone hit by the blast takes 25% damage of their total health and are knocked back from player. In order to activate shockwave it requires 100% of total focus.

**Nova** – When activated the player unleashes a power blue slash of pure kinetic energy from their sword and flies across the map for 5 seconds. Anyone hit by it are dealt 85% of their total health in damage. In order to activate Nova it requires 100% of total focus.

**Windfall** – When activated the player disperses into the wind leaving behind falling leaves. While active for 10 seconds they are invisible. They then return visible after 10 seconds or if they use any item or attack. In order to activate Windfall it requires 90% of total focus.

**Sword Dance** – When activated white feathers will fall down around the player for 2 seconds. Then for the next 10 seconds the players attack speed will increase by 50%. In order to activate Sword Dance it requires 80% of total focus.

**AI Support** – When activated an AI voice will be hearable to the player. For the next 20 seconds, the AI voice will alert the player to incoming enemy players along with the direction they are coming from (above, left, right, below). In order to activate AI Support it requires 70% of total focus.

**Death Strike** – When activated the player will be still for 1 second as their sword shines. After 1 second they dash forward for 3 seconds moving through players. Anyone the player moves through is stunned and untargetable for 5 seconds. After 5 seconds they are dealt half of their max health. In order to activate Death Strike it requires 100% of total focus.

**Blink** – When activated the player will teleport forward towards the direction faced about 5 feet. In order to activate Blink it requires 20% of total focus.