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| --- | --- | --- | --- | --- |
| **Damage Types** | **Default** | **Ice** | **Acid** | **Electricity** |
| **Bullets** | Shot   * damage * base damage | Freezes   * penetration * freeze duration | Damage   * damage percent * lasting time | Electric probability   * spread probability * damage |
| **Grenades** | Explosion   * damage | Ice Storm   * wind push * wind slow down | Acid Puddle   * damage multiplier * lasting time | Electric Shock   * force lighting energy |
| others | * Bullet Homing * Ricochet * Fire Rate (auto fire) * Shotgun |  |  |  |
| **Movement** | Dash   * max dash * dash refill * dash speed * dash damage | Double Jump | Shield   * max shield * shield refill * shield explode | Max Health |