Abilities:  
No energy/mana cap  
Status effects:  
 Poison – High flat damage based on level and ability damage multiplier. Damage/tick goes down over time. ~10 seconds max duration. Re-applying restarts the damage and time instead of stacking.  
 Amaterasu-Starts at very low value, but goes up constantly over time, and never ends.  
 Heat-Damage goes down over time until it hits zero. Re-applying heat increases damage. Much lower damage than poison ~10x lower.  
 Electric? Low damage immediate hit that hits multiple enemies?  
  
Crit enhancing effects: Crit gives huge boost to Amaterasu damage. Maybe Multiplies by 1.1x to the base growth rate on hit blocks.

Bomb – High energy cost, large AOE. Targeted location.  
Screen whipe – hits all enemies, low damage, medium cost.