## Normal attack :

Normal attack, depends on you weapon. Inflige (100-shield\_real(ennemie))% POW damage before spell shield reduction.

## Swift Hit : (Level one, during the second combat against rats).

Single target. Scale with your velocity, deals 100%POW+VEL/(2.3-E(level/5)) damage before shield reduction. ManaCost=10+20\*E(level/5) . During Swift Hit, you gain 20% chance of critical hit.

## Fire Ball : (Level 3, because you always need one fireball)

Single Target. Deals 150+25\*E(level/6)%POW and has 15+CHANCE/2% chance to trigger Scalding (SCA) effect.

ManaCost=40+25\*E(level/6).

## Greed : (level 4, because we all love maney)

Increase 8+7\*E(level/5)% of final ??? (money) and 5+3.5\*E(level/5)% the chance of reward (the objects).

Cost=2+E(level/5) of your actual HP (well money is sweat is blood right ?)

## Rain of swords : (level 5, don’t ask me how he can have so many swords…)

All ennemies. Deals 70+14\*E(level/5)%POW, apply all on-hits effects.

ManaCost = 80+38\*E(level/5)

## Resolve : (level 8, The hero is angry)

Single targets. Remove 1+E(level/5) negative effects. Will remove randomly if necessary.

ManaCost=25+15\*E(level/5)