AOE Abilities:

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| --- | --- | --- |
| **Type:** | **Effective Area:** | **Explanation:** |
| Piercing | https://i.gyazo.com/bbae269c7c84796dca3c1fa267bce3cc.png | Single Direction attack that pierces enemies |
| Cone | https://i.gyazo.com/a85ff47fcbe3aae80fc050816d742962.png | Directional Attack that spreads out over distance |
| Explosion | https://i.gyazo.com/97ae01e8ac4880a009184f646a77fe9d.png | Directional attack that creates a damage area on hit or after a time |
| Rain | https://i.gyazo.com/968e3e3038bab9c1274fb8d3291dedde.png | Creates an area of damage from above where the character position is irrelevant |
| Wall | https://i.gyazo.com/40b7e80f9c43587f0ed46377f0278609.png | AoE ability with a focus on defence, Simply put directional close range area damage |
| Area | https://i.gyazo.com/58ff8f65c130169ae3f07f0650016d01.png | Attack hits things nearby the character |
| Ricochet | https://i.gyazo.com/66c85d8bfa7ef4cb11147beed0ec717d.png | Attack that bounces between enemies, usually becomes more effective with higher enemy counts |
| Shaped | https://i.gyazo.com/77a25b38004cd9702532cfa6ba85afbc.png | Same as cone but different shapes |

**Potential Attacks:**

* “Special Arrows”
* Multiple Arrows
* Arrows launched in a unique way
* Summon a pet (Slime maybe?)
* Throw an alternative projective
* Use an explosive
* Magic
* Drop an object (like a trap)