# Champions of Aerial Skills

## Homing Missile

This projectile will aim itself at a targeted opponent. After 5 seconds it will fire itself at the targeted opponent with great speed.

## Teleport

Hold to move a target icon out away from you. Release to bend the fabric of space and transport yourself to your target icon.

## Mini-Minigun

Hold to auto-fire this other attack. Uses tiny projectiles but at a much higher rate than your normal attacks. Unleash this beast for 5 seconds.

## Baseball Smash

Hold to charge and release to swing at opponents in front of you, pushing them back. Longer charge gives bigger pushback and a headache.

## Mirror Shield

For 2.5 seconds you will reflect back all projectiles back towards your attackers. Use this as a surprising counter, or to get out of a sticky situation.

## Puddle of Doom

Move faster for 8 seconds with a toxic puddle that hurt your opponents. Every time you get hit by a projectile the puddle grows bigger.

## Super L.A.S.E.R.

Charge up and fire your Super class weapon: “Local. Area. Systematic. Enemy. Removal.” Any opponents caught in this beam are instantly killed.

## Nuke 9000

Release your inner power levels after 6 seconds as you push every opponent away from you. Bigger push on closer opponents.

## Super Speed

For 10 seconds you will move so fast that it appears like time is moving slower. Opponents can’t activate any of their Skills during this time… but you can.

## Shadow Clones

Use ninjutsu to summon one clone for each player alive that will attack your opponents. You and your clones’ projectiles does not hit each other. Clones last for 20 seconds or until they are killed.