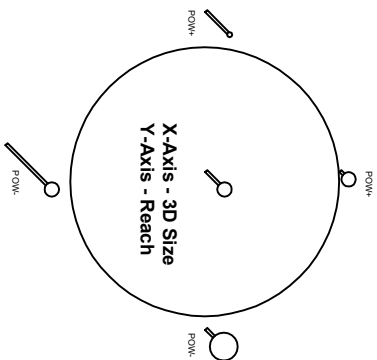


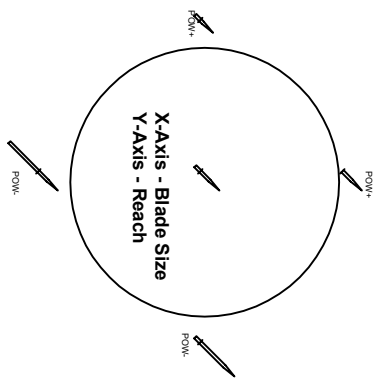
MELEE 1 (Bludg)

Damage per hit



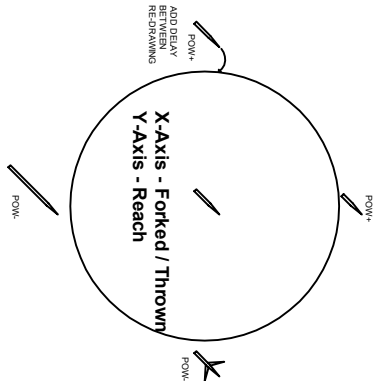
MELEE 2 (Slice)

Damage per hit



MELEE 3 (Pierce)

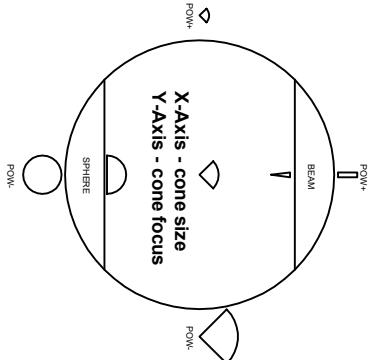
Damage per hit



ADD DELAY
BETWEEN
REDRAWING

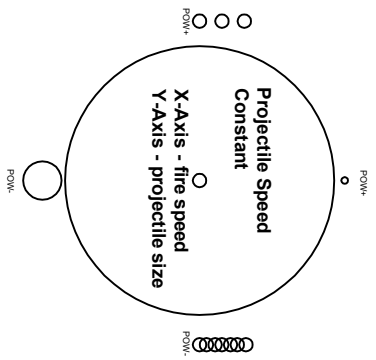
CONE/BEAM

Continuous Damage



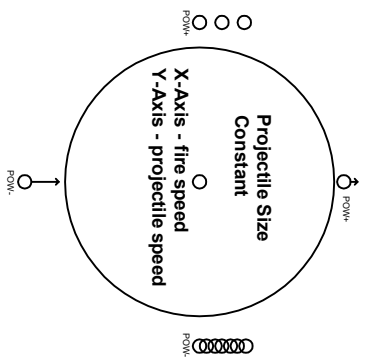
PROJECTILE 1

Damage per hit



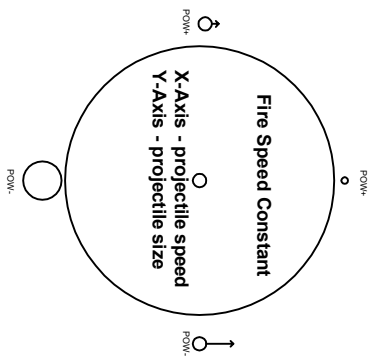
PROJECTILE 2

Damage per hit



PROJECTILE 3

Damage per hit



OTHER OPTIONS FOR ALL

- Push/Pull
- Status Effects (chill, on fire, etc.)
- Shrink/Grow
- Weaken/Strength
- Disintegrate
- Coating (like tar) / Sticky(to objects)
- Highlighting (easier to see)
- Uses Gravity - Projectile Only?