|  |  |  |  |
| --- | --- | --- | --- |
|  | R | G | B |
| T1 | +30% damage | +25% fire rate | Debuff: Applies 30% slow for 1s |
| T2 | Additional damage: 7% of the target’s current health |  | Debuff: |
| T3 | Debuff: Applies 20 armor reduction for 3s | Buff: Each continuous hit on the same target adds 15% fire rate; stacks 7 times, lost when changing target. | Projectile explodes on impact, radius: 150 |
| T4 | +500% Critical Damage | +50% projectile speed  +15% Critical Chance | +25% Attack Range |
| T5 |  |  | Debuff: Applies 100% slow for 2s on crit |

Cannon Tower: