

Gus's Abilities One Pager

v3

WALL GRAB

The player will get tired and fall off the wall if he stays hanging there too long. (X seconds)

WALL JUMP

WALL SLIDE

The slide will speed up if the player stays hooked for too long

IDLE / IDLE Breaks

DOUBLE JUMP

Only one double jump is allowed

JUMP

WALK

Left/Right

CROUCH

Moves slowly when crouched

GLIDE

SPRINT

GROUND SLIDE

Slide on the ground

BASH

FALL

FALL+

DIVE

CRATE PUSHING

MELEE IN AIR

WHIRLWIND (tail kick)

MELEE ON GROUND

COUPDEBOULE

ACTIVE MAGIC CAPABILITIES

- [Cramouille shot](#) (boules de feu simples; rapides à tirer mais puissance faible)
- [Cramouille charge](#) (attaque puissante mais longue à charger et possibilité de la rater si charge trop longue)
- [Zap](#) (éclair)
- [Bubulle](#) (bulles)
- [Pharos](#) (lumière)
- [Soufflefort](#) (vent)
- Combinaisons de magies



- Physical attacks (not restricted)
- Magic (restricted by MP)
- Movements (restricted by Endurance)
- Smooth Movement System
- Movements (restricted by Game Physics)

Basic movements

[Unlockable](#) by story telling (mandatory to complete the game)

[Unlockable](#) by quests (not mandatory to complete the game)

