

Gus's Abilities One Pager

v2

➡ WALL GRAB

DOUBLE JUMP

BASH

✱ MELEE IN AIR

⚡ WALL JUMP

JUMP

(+ variants speed/orientation)

⚡ GLIDE

FALL

✱ WHIRLWIND
(tail kick)

FALL+

➡ WALL SLIDE

✱ DIVE

✱ MELEE ON
GROUND

IDLE / IDLE Breaks

WALK

Left/Right

➡ SPRINT

⚡ CRATE
PUSHING

✱ COUDEBOULE

CROUCH

GROUND SLIDE

✧ ACTIVE MAGIC CAPABILITIES

- Cramouille shot (boules de feu simples; plus 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)
- Combinaisons de magies



- ✱ Physical attacks (not restricted)
- ✧ Magic (restricted by MP)
- ➡ Movements (restricted by Endurance)
- ⚡ Movements (restricted by Physics)

Basic movements

Unlockable by story telling (mandatory to complete the game)

Unlockable by quests (not mandatory to complete the game)