

Ability List by Damage

General Notes on the Creation of this List:

- Abilities listed Strongest to Weakest when used IN REVOLUTION.
- Abilities that hit multiple targets given slightly higher priority.
- Damage-over-time abilities given slightly lower priority.
- Abilities that consume adrenaline adjusted according to that cost.
- Abilities from the same style that share a cooldown are listed on the same line.

Key

- ² = 2Handed only
- ^{DW} = Dual-Wield only
- * = Threshold
- ** = Ultimate

Magic

- **Sunshine/ Metamorphosis
- **Tsunami (Only use w/ Incite Fear)
- *Smoke Tendrils (!!! Damages user)
- *Wild Magic
- **Omnipower (Only use w/ Kal-Mej)
- Greater Concentrated Blast ^{DW}
- Corruption Blast
- *Asphyxiate
- Dragon Breath
- *Deep Impact/ Horror
- Combust
- Sonic Wave ²
- Tuska's Wrath
- Chain
- Magma Tempest ²
- Sacrifice
- Impact/ Shock
- Wrack
- Concentrated Blast ^{DW}

Requires Manual Inputs: Detonate (Use w/ Blast Boots), Greater Chain, Magma Tempest (Targeted) ², EOF/ Special Attack

Ranged

- Greater Dazing Shot ² (w/ Splintering Arrows)
- **Death's Swiftness
- *Salt the Wound (w/ Splintering Arrows)
- *Shadow Tendrils (!!! Damages User)
- *Snap Shot
- Greater Ricochet
- Corruption Shot

- **Deadshot (Only use w/ Kal-Xil)
- *Rapid Fire
- Greater Dazing Shot ² (No Splintering Arrows)
- Needle Strike ^{DW}
- Dazing Shot ²
- *Tight Bindings/ Rout
- Snipe
- Fragmentation Shot
- Tuska's Wrath
- Ricochet
- Sacrifice
- Binding Shot/ Demoralise
- Piercing Shot
- **Incendiary Shot
- **Unload
- *Salt the Wound (No Splintering Arrows)

Melee

- **Berserk
- **Overpower (Only use w/ Kal-Ket, preferably timed manually)
- *Assault
- *Destroy ^{DW}
- *Greater Flurry ^{DW}
- *Hurricane ²
- *Blood Tendrils (!!! Damages User)
- Sever
- Cleave ²
- Decimate ^{DW}
- *Quake
- *Flurry ^{DW}
- Greater Fury
- *Slaughter 175 bleed
- Havoc ^{DW}
- Smash ²
- Dismember
- Barge
- *Forceful Backhand/ Stomp
- Slice
- Tuska's Wrath
- Sacrifice
- Backhand/ Kick
- Punish
- Fury
- **Meteor Strike ²
- **Frenzy ^{DW}
- **Pulverise ²
- **Massacre ^{DW}

- **Balanced Strike

Requires Manual Inputs: Greater Barge, Bladed Dive, EOF/ Special Attack