Mega Powers

What is the system capable of:

Telekinesis:

- Single AI push
- Single object push
- Multiple AIs push
- Multiple Objects push
- Pull and push a single AI
- Pull and push a single object
- Pull and push multiple AIs
- Pull and push multiple objects
- Objects after the ability can collide with AIs and kill them

Physics:

- Ground slam against AIs
- Ground slam against Objects
- Sparta Kick against AI
- Sparta Kick against an object
- Objects after the ability can collide with AIs and kill them
- Speedster attack
- Auto ground slam when falling from a height

Range:

- Laser from eyes
- Controlled wrecking ball
- Fireball

Radial:

- Shrapnel grenade
- Magnet grenade
- Spear rain
- Arrow rain
- Small meteor rain
- Big meteor rain
- Multiple fireballs

Gravity:

- Black hole void
- Black hole with suction
- Controlled black hole

Additional:

- 100% Blueprint
- Mana system with the option to enable/disable at any time
- Auto mana regeneration
- Pickup that restores part of the mana
- Pickup that increases max mana
- Enemy health system with the option to enable/disable at any time
- If using a health system, a damage system is enable
- Directional hit effect when damage system enabled
- Camera effects
- Ragdoll + optimization
- Notifications
- Multiple options to setup
- Super easy integration - plug and play (approximate 5 min)
- Support UE4 & UE5 default skeletons
- Actors spawner in random location-based sphere
- Actors spawner with 2D loop
- AI spawner with movement in a random location-based sphere
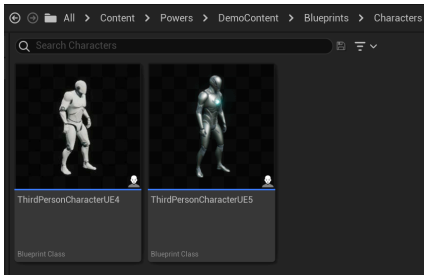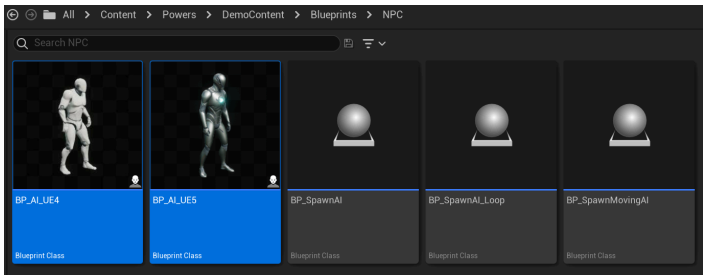- Sandbox for testing

The components that need to be added to the player can be found in this destination:
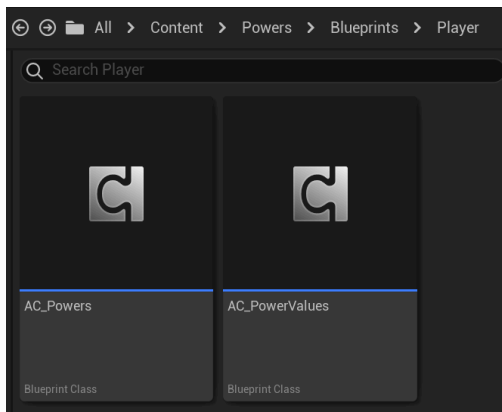
The components that need to be added to the NPCs/AIs can be found in this destination:
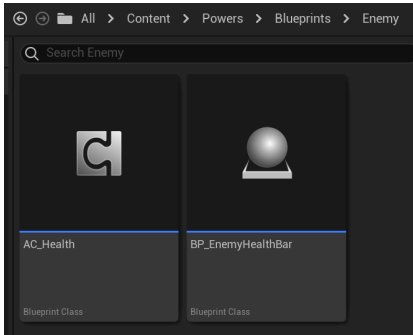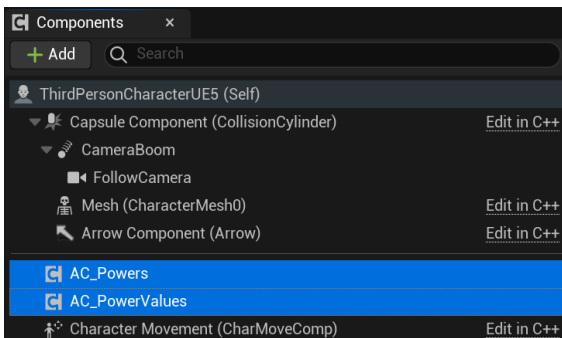

Those are demo player and NPCs/AIs blueprints and their destination:
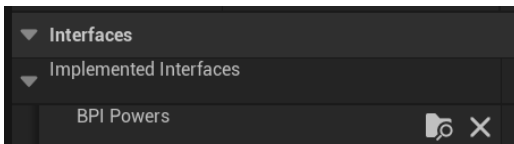

Activation on player

1) Inside the player we need to add these components:

Both components are necessary, for the correct work of the system

2) Inside the player, we also need to add the "BPI_Powers" interface":

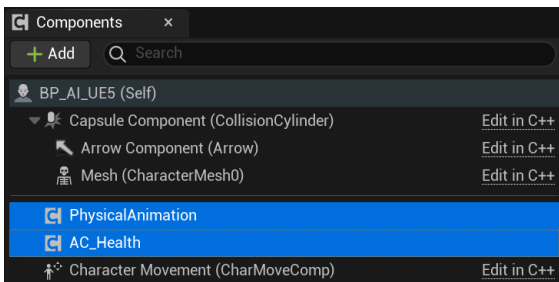The interface provides camera effects in some of the abilities

3) After finishing the first 2 steps we can copy "Mega Powers" from the provided demo character and paste it into our main character

<u>Activation on NPC/AI</u>

1) Inside the NPC we need to add these components:

The "AC_Health" component is disabled by default and not necessary for and can be used just in case we want to use the health system provided and the "PhysicalAnimation" component is used for ragdoll-related logic

In the AC_Health component, we can find basic changes that we can make like health and whether the system will be available in-game or not (by default as mentioned the system is disabled and can be enabled just by clicking on the empty box of "Can Use Health")

2) Inside the NPC, we also need to add the "BPI_Powers" interface":

The interface provides ragdoll logic and some movement logic related to the telekinesis systems
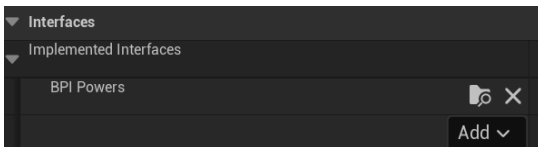
3) After finishing the first 2 steps we can copy "Mega Powers" from the provided demo AI and paste it into our AI

AC_Powers

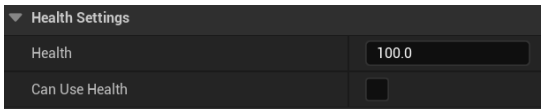**Draw Debug -** Draw debug traces related to the powers

StartFOV - Camera effect with base/default field of view value

EndFOV - Camera effect with target field of view value

StartArmLength - Camera effect with base/default arm length value

EndArmLength - Camera effect with target arm length value

Is Hit React UE5 - Hit react animations are from UE5 or UE4

The camera effects are most used in Telekinesis powers and can be
Tested in the demo level named TelekinesisUE5 or TelekinesisUE4

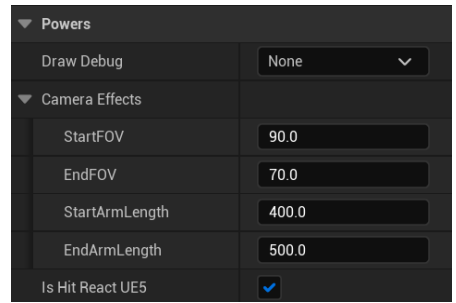## Sparta Kick Skeletal:

DetectLength - The length needed to find a target

Montage - Montage to play related to the power/ability

Sound - SFX related to the power/ability

PercentOfAnimation - The moment in the animation when
to do NPC ragdoll

InBone - The bone from which the ragdoll start

ImpulseRadius - The effect takes place in this radius

ImpulseMin - The minimum hit power

ImpulseMax - The maximum hit power

IncludeSelfSimulation - Do simulation for the victim

Mana - Mana needed to activate the power/ability

Damage - Damage from power if an enemy uses a health component

Sparta Kick Object:

DetectLength - The length needed to find a target

Montage - Montage to play related to the power/ability

Sound - SFX related to the power/ability

PercentOfAnimation - The moment in the animation when
to do impulse damage that affects the object

Radius - The effect takes place in this radius using radial impulse

Strength - Radial impulse strength

Mana - Mana needed to activate the power/ability

Self Explosion Skeletal:

DetectLength - The length needed to find a target

ExplosionRadius - Detection radius value using traces

DelayBeforeRagdoll - Delay before ragdoll start

InBone - The bone from which the ragdoll start

ImpulseRadius - The effect takes place in this radius

ImpulseMin - The minimum hit power

ImpulseMax - The maximum hit power

IncludeSelfSimulation - Do simulation for the victim

ParticleToSpawn - Play particle effect

NiagaraToSpawn - Play Niagara effect

Montage - Montage to play related to the power/ability

Sound - SFX related to the power/ability

PercentOfAnimation - The moment in the animation when to do NPC ragdoll

Mana - Mana needed to activate the power/ability

Self Explosion Object:

DetectLength - The length needed to find a target

ExplosionRadius - Detection radius value using traces

Radius - The effect takes place in this radius using radial impulse

Strength - Radial impulse strength

ParticleToSpawn - Play particle effect

NiagaraToSpawn - Play Niagara effect

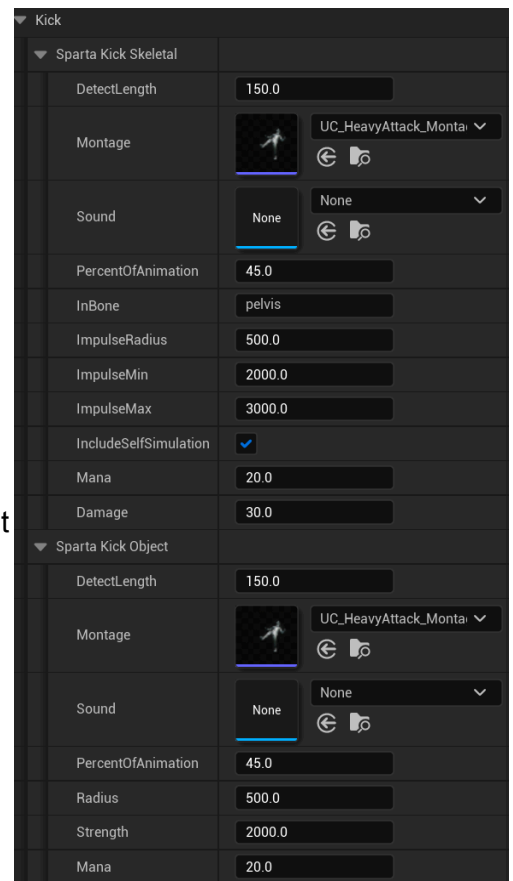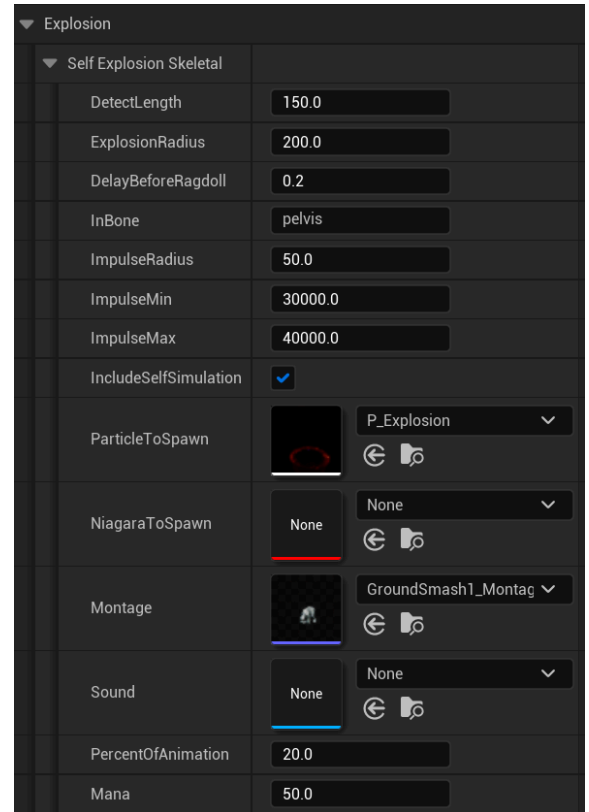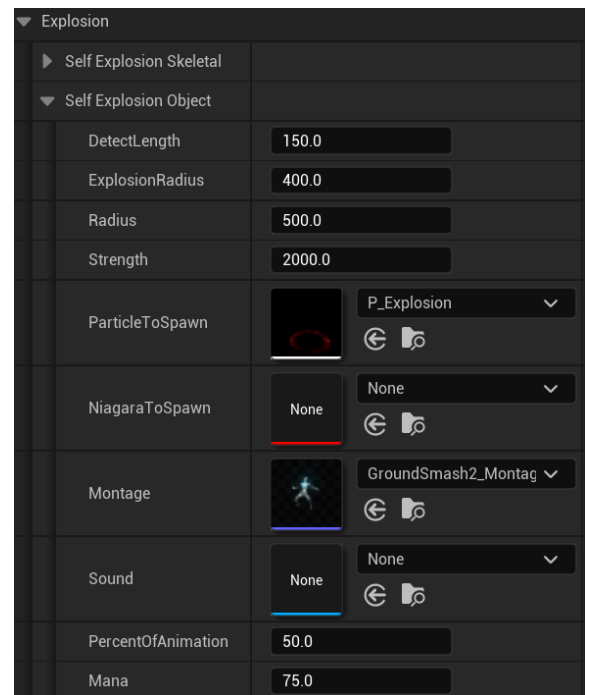**Montage -** Montage to play related to the power/ability

Sound - SFX related to the power/ability

PercentOfAnimation - The moment in the animation when to do impulse damage that affects the object

Mana - Mana needed to activate the power/ability

Explosion	
Self Explosion Skeletal	
DetectLength	150.0
ExplosionRadius	200.0
DelayBeforeRagdoll	0.2
InBone	pelvis
ImpulseRadius	50.0
ImpulseMin	30000.0
ImpulseMax	40000.0
IncludeSelfSimulation	✔
ParticleToSpawn	P_Explosion
NiagaraToSpawn	None
Montage	GroundSmash1_Montag
Sound	None
PercentOfAnimation	20.0
Mana	50.0

Explosion	
▶ Self Explosion Skeletal	
▼ Self Explosion Object	
DetectLength	150.0
ExplosionRadius	400.0
Radius	500.0
Strength	2000.0
ParticleToSpawn	P_Explosion
NiagaraToSpawn	None
Montage	GroundSmash2_Montag
Sound	None
PercentOfAnimation	50.0
Mana	75.0

Shrapnel Explosion:

InBone - The bone from which the ragdoll start

ImpulseRadiusMin - Impulse effect in a minimal radius

ImpulseRadiusMax - Impulse effect in a maximum radius

IncludeSelfSimulation - Do simulation for the victim

Montage - Montage to play related to the power/ability

ExplosionRadius - Detection radius value using traces

ShrapnelRadius - Exponential power for impulse

Sound - SFX related to the power/ability

PercentOfAnimation - The moment in the animation when to do NPC ragdoll

Mana - Mana needed to activate the power/ability

Explosion	
▷ Self Explosion Skeletal	
▷ Self Explosion Object	
▽ Shrapnel Explosion	
InBone	pelvis
ImpulseRadiusMin	0.5
ImpulseRadiusMax	1.0
IncludeSelfSimulation	☑
Montage	MultiplePush_Montage ∨
ExplosionRadius	500.0
ShrapnelRadius	-3000.0
Sound	None / None ∨
PercentOfAnimation	70.0
Mana	60.0

Magnet Explosion:

InBone - The bone from which the ragdoll start

ImpulseRadiusMin - Impulse effect in a minimal radius

ImpulseRadiusMax - Impulse effect in a maximum radius

IncludeSelfSimulation - Do simulation for the victim

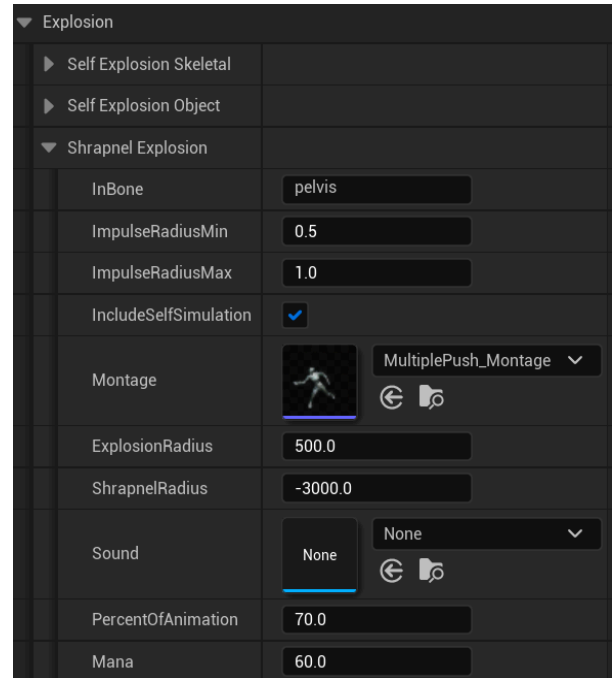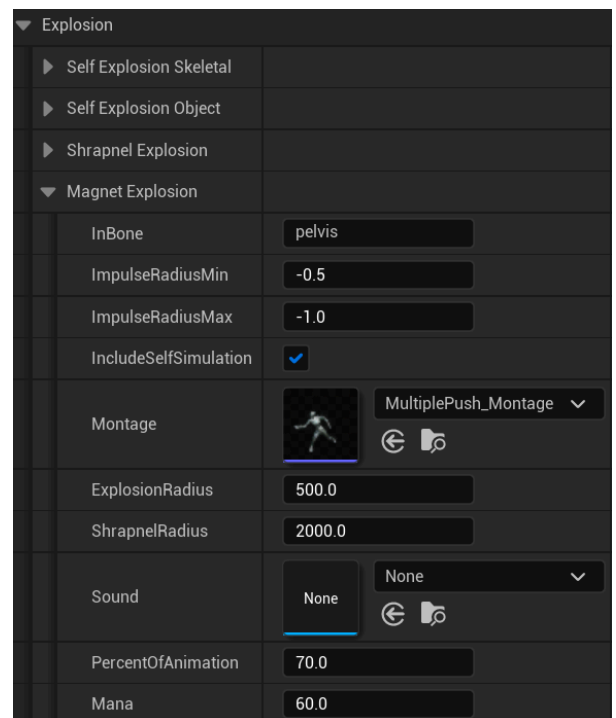**Montage -** Montage to play related to the power/ability

ExplosionRadius - Detection radius value using traces

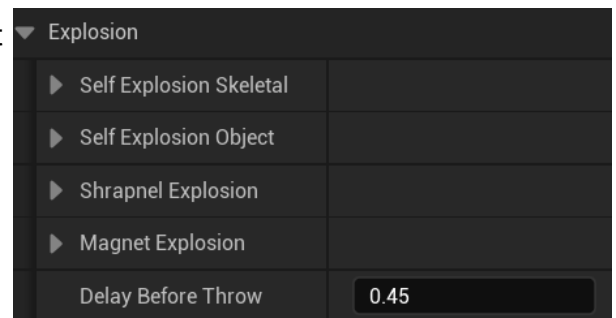**ShrapnelRadius -** Exponential power for impulse

Sound - SFX related to the power/ability

PercentOfAnimation - The moment in the animation when to do NPC ragdoll

Mana - Mana needed to activate the power/ability

Explosion	
▷ Self Explosion Skeletal	
▷ Self Explosion Object	
▷ Shrapnel Explosion	
▽ Magnet Explosion	
InBone	pelvis
ImpulseRadiusMin	-0.5
ImpulseRadiusMax	-1.0
IncludeSelfSimulation	☑
Montage	MultiplePush_Montage ∨
ExplosionRadius	500.0
ShrapnelRadius	2000.0
Sound	None / None ∨
PercentOfAnimation	70.0
Mana	60.0

Delay Before Throw - Throw a grenade of Shrapnel or Magnet With a delay in the animation before the throw of the grenade

Explosion	
▷ Self Explosion Skeletal	
▷ Self Explosion Object	
▷ Shrapnel Explosion	
▷ Magnet Explosion	
Delay Before Throw	0.45

Pull and Push Force Skeletal:

DetectLength - The length needed to find a target

ForceRadius - Capsule trace radius

ForceHalfHeight - Capsule trace half-height

InBone - The bone from which the ragdoll start

ImpulseRadius - The effect takes place in this radius

ImpulseMin - The minimum hit power

ImpulseMax - The maximum hit power

IncludeSelfSimulation - Do simulation for the victim

BoneToForce - The bone that is taken from the victim for pull

ParticleToSpawnPull - Play particle effect for pull

NiagaraToSpawnPull - Play Niagara effect for pull

MontagePull - Montage to play related to pull

SoundPull - SFX related to pull

PercentOfAnimationPull - The moment in the pull animation when to do ragdoll

ParticleToSpawnPush - Play particle effect for push

NiagaraToSpawnPush - Play Niagara effect for push

MontagePush - Montage to play related to push
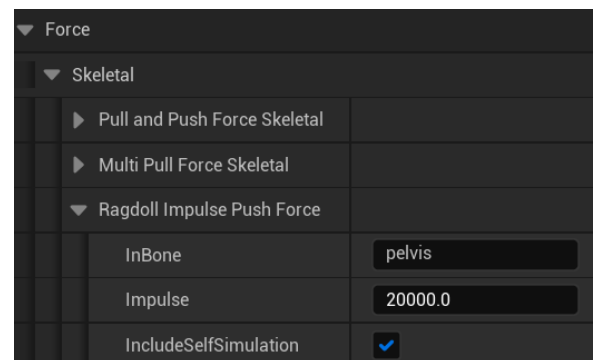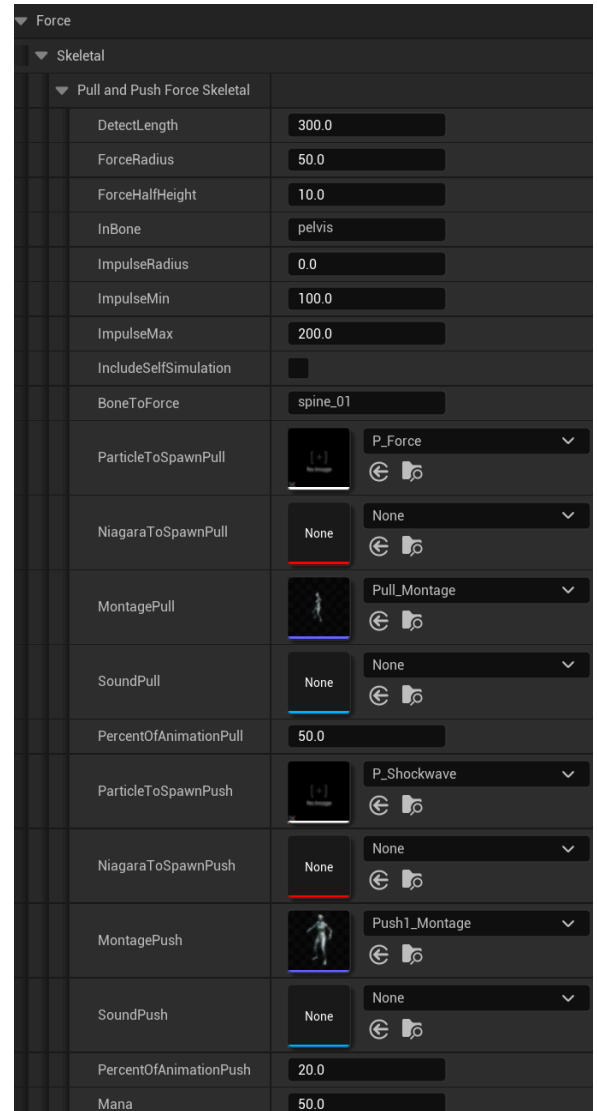
SoundPush - SFX related to push

PercentOfAnimationPush - The moment in the push animation when to do ragdoll

Mana - Mana needed to activate the power/ability

InBone - The bone from which the ragdoll starts using force

Impulse - Impulse effect using force

IncludeSelfSimulation - Do a simulation for the victim using force

Force		
Skeletal		
Pull and Push Force Skeletal		
DetectLength	300.0	
ForceRadius	50.0	
ForceHalfHeight	10.0	
InBone	pelvis	
ImpulseRadius	0.0	
ImpulseMin	100.0	
ImpulseMax	200.0	
IncludeSelfSimulation	☐	
BoneToForce	spine_01	
ParticleToSpawnPull		P_Force
NiagaraToSpawnPull	None	None
MontagePull		Pull_Montage
SoundPull	None	None
PercentOfAnimationPull	50.0	
ParticleToSpawnPush		P_Shockwave
NiagaraToSpawnPush	None	None
MontagePush		Push1_Montage
SoundPush	None	None
PercentOfAnimationPush	20.0	
Mana	50.0	

Force		
Skeletal		
▶ Pull and Push Force Skeletal		
▶ Multi Pull Force Skeletal		
▼ Ragdoll Impulse Push Force		
InBone	pelvis	
Impulse	20000.0	
IncludeSelfSimulation	☑	

Multi Pull Force Skeletal:

DetectLength - The length needed to find a target

ForceRadius - Multi-sphere trace radius

InBone - The bone from which the ragdoll start

DelayBeforeRagdoll - Delay before ragdoll start

ImpulseRadius - The effect takes place in this radius

ImpulseMin - The minimum hit power

ImpulseMax - The maximum hit power

IncludeSelfSimulation - Do simulation for the victim

BoneToForce - The bone that is taken from the victim for multiple pulls

ParticleToSpawnPull - Play particle effect for multiple pulls

NiagaraToSpawnPull - Play Niagara effect for multiple pulls

MontagePull - Montage to play related to multiple pulls

SoundPull - SFX related to multiple pulls

PercentOfAnimationPull - The moment in the multiple pulls animation when to do ragdoll

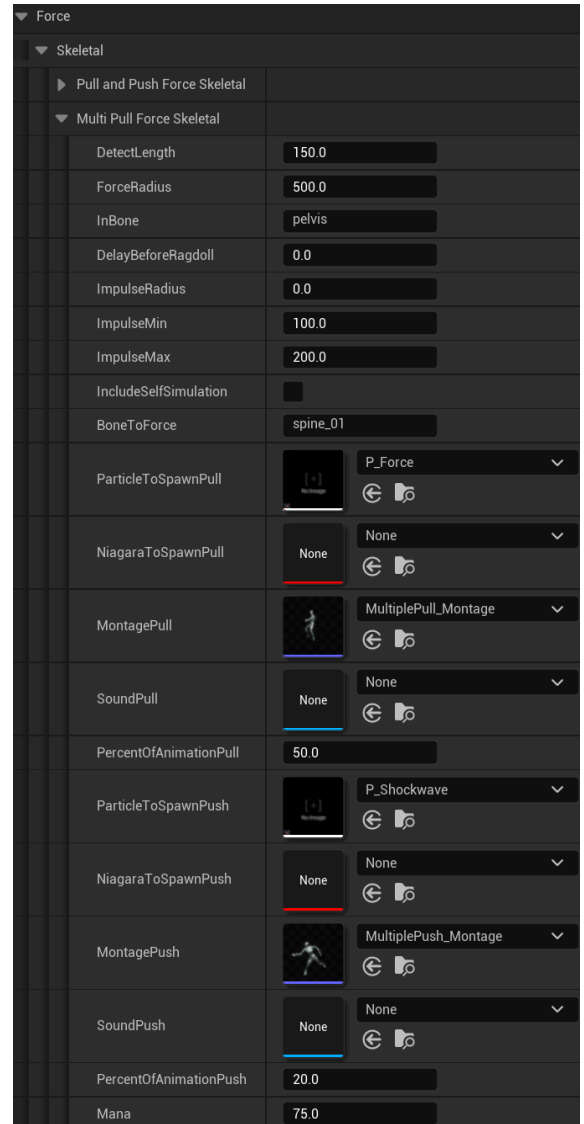**ParticleToSpawnPush -** Play particle effect for multiple pushes

NiagaraToSpawnPush - Play Niagara effect for multiple pushes

MontagePush - Montage to play related to multiple pushes

SoundPush - SFX related to multiple pushes

PercentOfAnimationPush - The moment in the multiple pushes animation when to do ragdoll

Mana - Mana needed to activate the power/ability

Push Force Skeletal:

DetectLength - The length needed to find a target

ForceRadius - Capsule trace radius

ForceHalfHeight - Capsule trace half-height

BoneToForce - The bone that is taken from the victim for push

ParticleToSpawn - Play particle effect for push
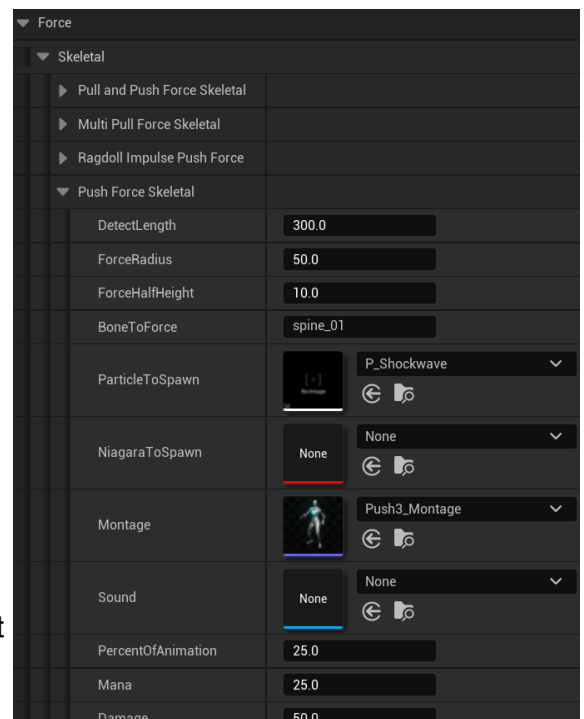
NiagaraToSpawn - Play Niagara effect for push

Montage - Montage to play related to push

Sound - SFX related to push

PercentOfAnimation - The moment in the push animation when to do NPC ragdoll

Mana - Mana needed to activate the power/ability

Damage - Damage from power if an enemy uses a health component

Push Force Skeletals:

DetectLength - The length needed to find a target

HalfSize - Multi-box trace

BoneToForce - The bone that is taken from the victim for pushes

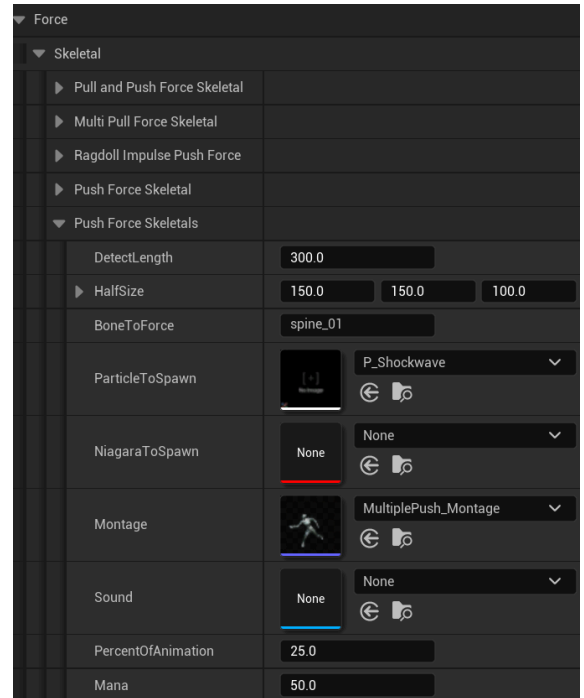**ParticleToSpawn -** Play particle effect for pushes

NiagaraToSpawn - Play Niagara effect for pushes

Montage - Montage to play related to pushes

Sound - SFX related to pushes

PercentOfAnimation - The moment in the push es animation when to do NPC ragdoll

Mana - Mana needed to activate the power/ability

Pull and Push Force Object:

DetectLength - The length needed to find a target

ForceRadius - Capsule trace radius

ForceHalfHeight - Capsule trace half-height

InBone - The bone from which the ragdoll start

ImpulseRadius - The effect takes place in this radius

ImpulseMin - The minimum hit power

ImpulseMax - The maximum hit power

IncludeSelfSimulation - Do simulation for the victim

BoneToForce - The bone that is taken from the victim for pull

ParticleToSpawnPull - Play particle effect for pull

NiagaraToSpawnPull - Play Niagara effect for pull

MontagePull - Montage to play related to pull

SoundPull - SFX related to pull

PercentOfAnimationPull - The moment in the pull animation when to do ragdoll
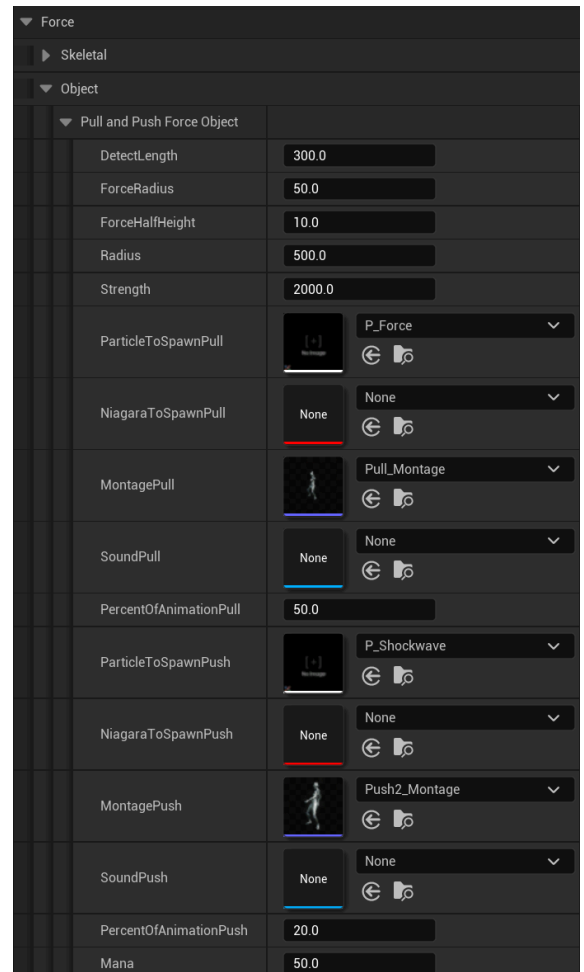
ParticleToSpawnPush - Play particle effect for push

NiagaraToSpawnPush - Play Niagara effect for push

MontagePush - Montage to play related to push

SoundPush - SFX related to push

PercentOfAnimationPush - The moment in the push animation when to do ragdoll

Mana - Mana needed to activate the power/ability

Multi Pull Force Object:

DetectLength - The length needed to find a target

ForceRadius - Capsule trace radius

Radius - The effect takes place in this radius using radial impulse

Strength - Radial impulse strength

ParticleToSpawnPull - Play particle effect for pull

NiagaraToSpawnPull - Play Niagara effect for pull

MontagePull - Montage to play related to pull

SoundPull - SFX related to pull

PercentOfAnimationPull - The moment in the pull animation when to do ragdoll

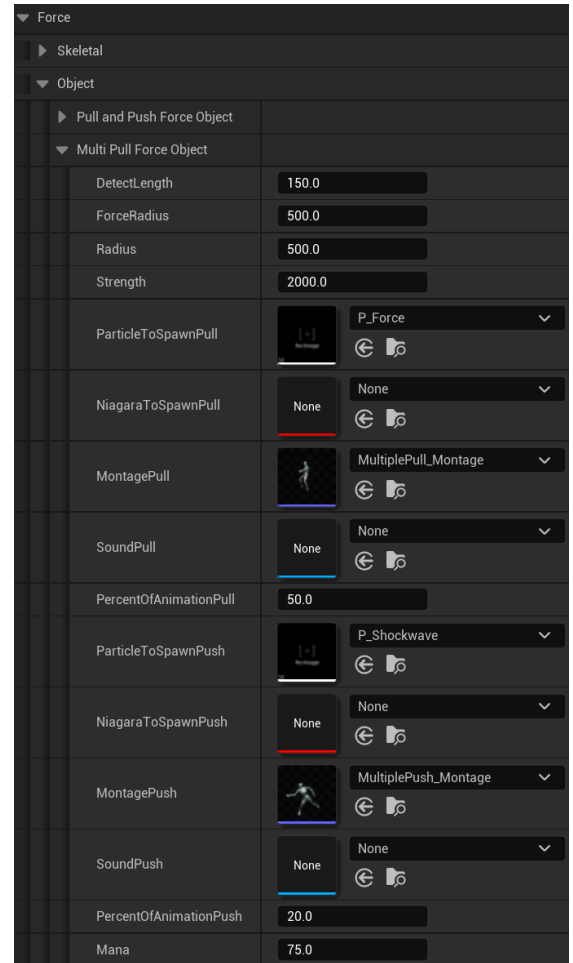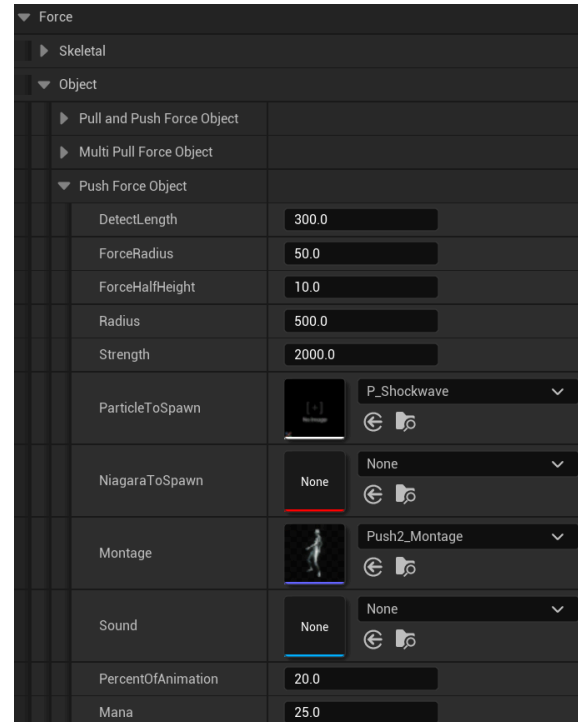**ParticleToSpawnPush -** Play particle effect for push

NiagaraToSpawnPush - Play Niagara effect for push

MontagePush - Montage to play related to push

SoundPush - SFX related to push

PercentOfAnimationPush - The moment in the push animation when to do ragdoll

Mana - Mana needed to activate the power/ability

Force		
▶ Skeletal		
▼ Object		
▶ Pull and Push Force Object		
▼ Multi Pull Force Object		
DetectLength	150.0	
ForceRadius	500.0	
Radius	500.0	
Strength	2000.0	
ParticleToSpawnPull		P_Force
NiagaraToSpawnPull	None	None
MontagePull		MultiplePull_Montage
SoundPull	None	None
PercentOfAnimationPull	50.0	
ParticleToSpawnPush		P_Shockwave
NiagaraToSpawnPush	None	None
MontagePush		MultiplePush_Montage
SoundPush	None	None
PercentOfAnimationPush	20.0	
Mana	75.0	

Push Force Object:

DetectLength - The length needed to find a target

ForceRadius - Capsule trace radius

ForceHalfHeight - Capsule trace half-height

Radius - The effect takes place in this radius using radial impulse

Strength - Radial impulse strength

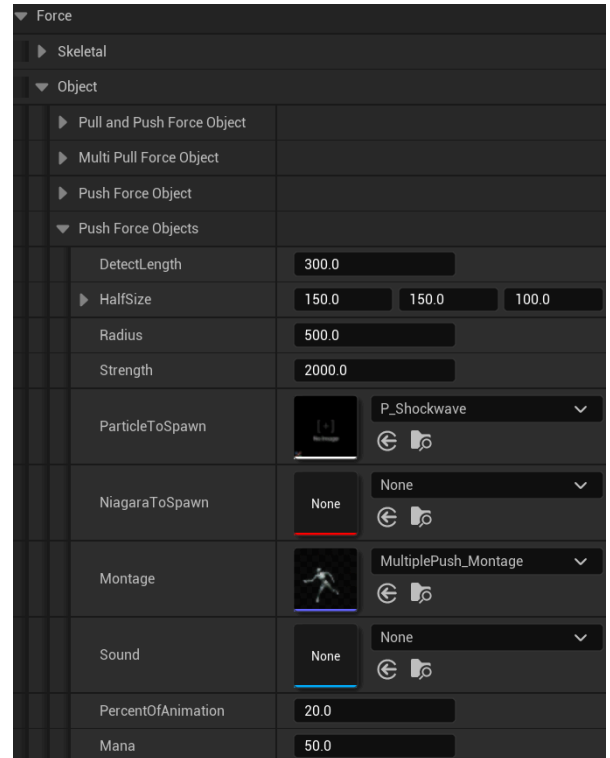**ParticleToSpawn -** Play particle effect for push

NiagaraToSpawn - Play Niagara effect for push

Montage - Montage to play related to push

Sound - SFX related to push

PercentOfAnimation - The moment in the push animation when to do NPC ragdoll

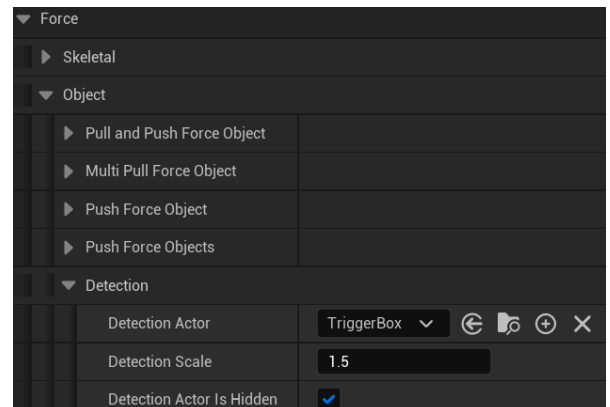**Mana -** Mana needed to activate the power/ability

Force		
▶ Skeletal		
▼ Object		
▶ Pull and Push Force Object		
▶ Multi Pull Force Object		
▼ Push Force Object		
DetectLength	300.0	
ForceRadius	50.0	
ForceHalfHeight	10.0	
Radius	500.0	
Strength	2000.0	
ParticleToSpawn		P_Shockwave
NiagaraToSpawn	None	None
Montage		Push2_Montage
Sound	None	None
PercentOfAnimation	20.0	
Mana	25.0	

Push Force Objects:

DetectLength - The length needed to find a target

HalfSize - Multi-box trace

Radius - The effect takes place in this radius using radial impulse

Strength - Radial impulse strength

ParticleToSpawn - Play particle effect for pushes

NiagaraToSpawn - Play Niagara effect for pushes

Montage - Montage to play related to pushes

Sound - SFX related to pushes

PercentOfAnimation - The moment in the push es animation when to do NPC ragdoll

Mana - Mana needed to activate the power/ability

Force			
▶ Skeletal			
▼ Object			
▶ Pull and Push Force Object			
▶ Multi Pull Force Object			
▶ Push Force Object			
▼ Push Force Objects			
DetectLength	300.0		
▶ HalfSize	150.0	150.0	100.0
Radius	500.0		
Strength	2000.0		
ParticleToSpawn	P_Shockwave		
NiagaraToSpawn	None		
Montage	MultiplePush_Montage		
Sound	None		
PercentOfAnimation	20.0		
Mana	50.0		

Detection:

Detection Actor - An actor/object created on top of hit object to Give damage to other actors that overlap. Most of the time, it will be Used with triggers or other collisions that can overlap

Detection Scale - Increase the scale of detection actor to have overlap

Detection Actor Is Hidden - Set the detection actor to be hidden in the world or visible

Force	
▶ Skeletal	
▼ Object	
▶ Pull and Push Force Object	
▶ Multi Pull Force Object	
▶ Push Force Object	
▶ Push Force Objects	
▼ Detection	
Detection Actor	TriggerBox
Detection Scale	1.5
Detection Actor Is Hidden	✔

Mana:

Use Mana System - The option to have a mana system or not, By default, the system is enabled

Max Mana - The maximum starting mana available at the beginning

Update Time Restoration - The time to restore the mana Gradually

Initial Start Delay Restoration - Delay before the restoration begins

Can Restore Mana - Is the restoration system in use or not, by default, the system is enabled

▼ Mana	
Use Mana System	✔
Max Mana	100.0
Update Time Restoration	0.05
Initial Start Delay Restor...	3.0
Can Restore Mana	✔
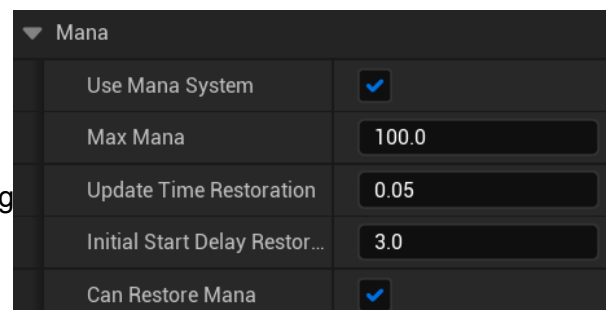
Speedster:

SlowMotionSpeed - The world speed by default 1=100% speed

StandardSpeed - The default speed of the main character

SprintSpeed - The sprint speed of the main character

MinLaunchHeight - The minimum exponential height (Z axis) to launch NPC

MaxLaunchHeight - The maximum exponential height (Z axis) to launch NPC

InBone - The bone from which the ragdoll start

ImpulseRadius - The effect takes place in this radius

ImpulseMin - The minimum hit power

ImpulseMax - The maximum hit power

IncludeSelfSimulation - Do simulation for the victim

Montage - Montage to play related to pushes

Sound - SFX related to the power/ability

Mana - Mana needed to activate the power/ability

MinManaToActivate- The required minimum mana to activate the power/ability

Speed Damage		
Speedster		
SlowMotionSpeed	0.25	
StandardSpeed	600.0	
SprintSpeed	6000.0	
MinLaunchHeight	200.0	
MaxLaunchHeight	250.0	
InBone	pelvis	
ImpulseRadius	50.0	
ImpulseMin	3000.0	
ImpulseMax	4000.0	
IncludeSelfSimulation	✔	
Montage	None	None
Sound	None	None
Mana	0.25	
MinManaToActivate	10.0	

Laser Beam:

DelayBeforeRagdoll - Delay before ragdoll start

ImpulseMin - The minimum hit power

ImpulseMax - The maximum hit power

IncludeSelfSimulation - Do simulation for the victim

FreezeRagdoll - Is the ragdoll will be stopped or not (for optimization purposes)

TimeBeforeFreezeRagdoll - The time before the ragdoll freeze activated and affected only if the FreezeRagodll is enabled

Sound - SFX related to the power/ability

Montage - Montage to play related to pushes

MaxLazerRange - The range of the laser Power/ability

Mana - Mana needed to activate the power/ability

MinManaToActivate - The required minimum mana to activate the power/ability

Laser		
Laser Beam		
DelayBeforeRagdoll	0.1	
ImpulseMin	7500.0	
ImpulseMax	8500.0	
IncludeSelfSimulation	✔	
FreezeRagdoll	✔	
TimeBeforeFreezeRagdoll	2.0	
Sound	None	None
Montage	None	None
MaxLaserRange	2000.0	
Mana	0.5	
MinManaToActivate	10.0	

Rain Of Arrows:

Spacing - The space between arrows

SplineRotation - Use spline rotation to rotate the arrows

RandomRotation - Use random spline rotation to rotate the arrows

Spread - Spread arrows value, combination with "Spacing" to give the amount

ProjectileGravityScale - The gravity of the arrows

Initial/MaxSpeed - The speed of the arrows

IncludeSelfSimulation - Do simulation for the victim

DecalEffect - A decal material appears on a static surface when overlap with it

MinDecalEffectScale - The minimum scale of the decal

MaxDecalEffectScale - The maximum scale of the decal

DecalEffectLifeSpan - Delay before the decal disappears (zero value means that the decal doesn't disappear)

FreezeRagdoll - Is the ragdoll will be stopped or not (for optimization purposes)

TimeBeforeFreezeRagdoll - The time before the ragdoll freeze activated and affected only if the FreezeRagodll is enabled

ArrowLifeSpan - Delay before the arrows disappear (zero value means that the arrows don't disappear)

MinImpulse - The minimum hit power

MaxImpulse - The maximum hit power

Montage - Montage to play related to pushes

Sound - SFX related to the power/ability

SpawnLocationCorrection - Add correction to spawn location

Mana - Mana needed to activate the power/ability

Black Hole:

GravityStrengthSkeletal - Add to spawn location
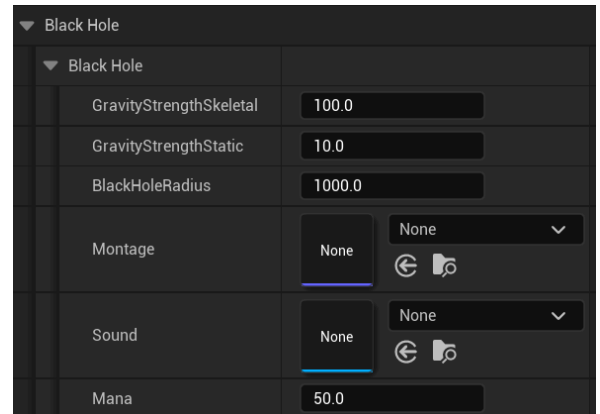
GravityStrengthStatic - Add to spawn location

BlackHoleRadius - Add to spawn location

Montage - Montage to play related to pushes

Sound - SFX related to the power/ability

Mana - Mana needed to activate the power/ability

Controlled Black Hole:

SocketSpawnLocation - Starting point location-based socket

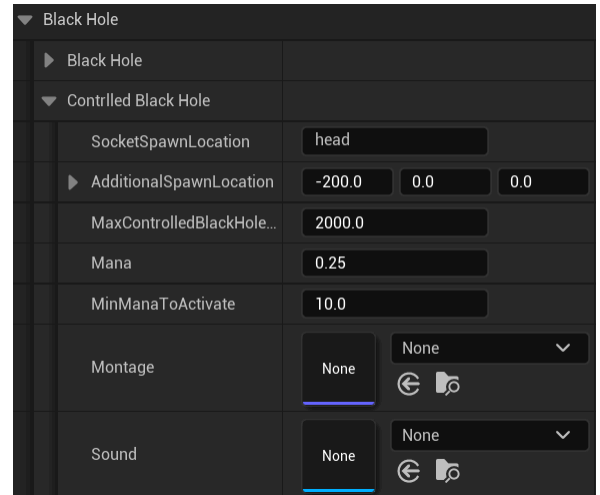**AdditionalSpawnLocation -** Add correction to spawn location

BlackHoleRadius - Add to spawn location

Mana - Mana needed to activate the power/ability

MinManaToActivate - The required minimum mana to activate the power/ability

Montage - Montage to play related to pushes

Sound - SFX related to the power/ability

Rain Of Spears:

Spacing - The space between arrows

Spread - Spread the spears value, in combination with "Spacing" to give the amount

SpearSpawnDuration - Spears will be spawned with a delay

AdditionalAngleRotation - Add correction to spawn rotation

ProjectileGravityScale - The gravity of the spears

Initial/MaxSpeed - The speed of the spears

IncludeSelfSimulation - Do simulation for the victim

DecalEffect - A decal material appears on a static surface when overlap with it

MinDecalEffectScale - The minimum scale of the decal

MaxDecalEffectScale - The maximum scale of the decal

DecalEffectLifeSpan - Delay before the decal disappears (zero value means that the decal doesn't disappear)

FreezeRagdoll - Is the ragdoll will be stopped or not (for optimization purposes)

TimeBeforeFreezeRagdoll - The time before the ragdoll freeze activated and affected only if the FreezeRagodll is enabled

SpearLifeSpan - Delay before the arrows disappear (zero value means that the spears don't disappear)
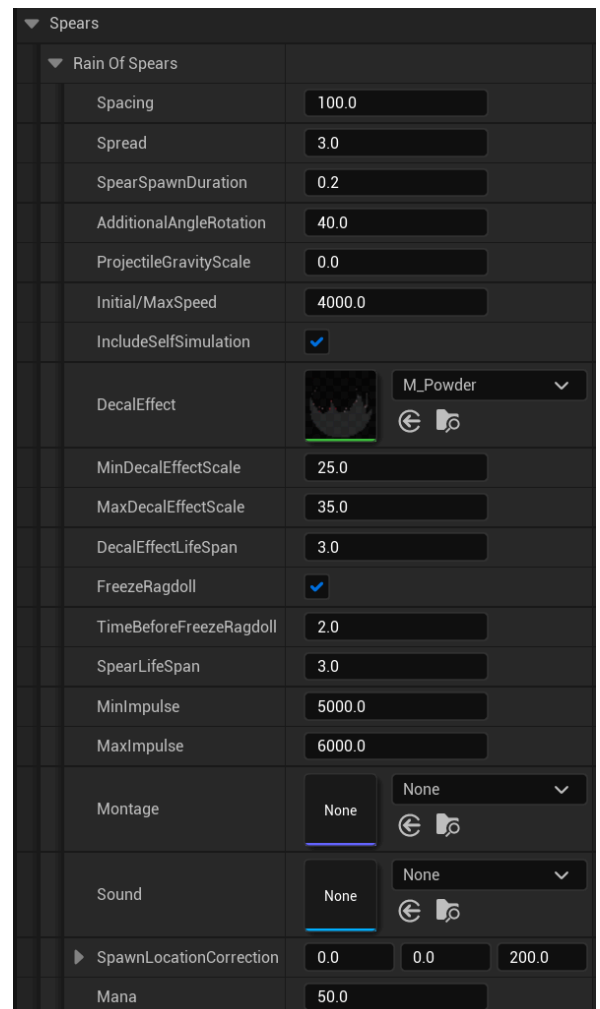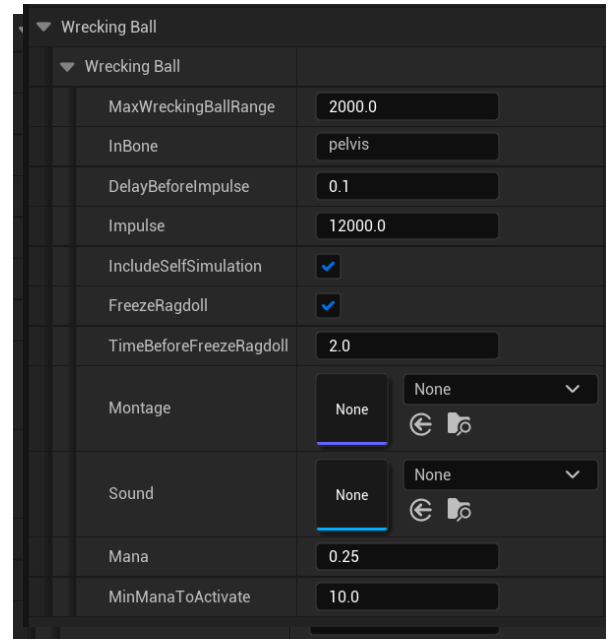
MinImpulse - The minimum hit power

MaxImpulse - The maximum hit power

Montage - Montage to play related to pushes

Sound - SFX related to the power/ability

SpawnLocationCorrection - Add correction to spawn location

Mana - Mana needed to activate the power/ability

Laser Beam:

MaxWreckingBallRange - The range of the wrecking ball

InBone - The bone from which the ragdoll start

DelayBeforeImpulse - Wait before the hit effect takes place

Impulse - The hit power

IncludeSelfSimulation - Do simulation for the victim

FreezeRagdoll - Is the ragdoll will be stopped or not
(for optimization purposes)

TimeBeforeFreezeRagdoll - The time before the ragdoll
freeze activated and affected only if the FreezeRagodll is enabled

Sound - SFX related to the power/ability

Montage - Montage to play related to pushes

MaxLazerRange - The range of the laser Power/ability

Mana - Mana needed to activate the power/ability

MinManaToActivate - The required minimum mana to activate
the power/ability

Wrecking Ball		
Wrecking Ball		
MaxWreckingBallRange	2000.0	
InBone	pelvis	
DelayBeforeImpulse	0.1	
Impulse	12000.0	
IncludeSelfSimulation	☑	
FreezeRagdoll	☑	
TimeBeforeFreezeRagdoll	2.0	
Montage	None	None
Sound	None	None
Mana	0.25	
MinManaToActivate	10.0	

Fireball:

InBone - The bone from which the ragdoll start

DelayBeforeImpulse - Wait before the hit effect takes place

Impulse - The hit power

IncludeSelfSimulation - Do simulation for the victim

FreezeRagdoll - Is the ragdoll will be stopped or not
(for optimization purposes)

TimeBeforeFreezeRagdoll - The time before the ragdoll
freeze activated and affected only if the FreezeRagodll is enabled

SocketLocation - Starting point location-based socket

MaxFireballRange - The range of the fireball Power/ability

PercentOfAnimation - The moment in the fireball animation
where the VFX spawned

Montage - Montage to play related to the power/ability

Sound - SFX related to the power/ability

**FireballParticleEffect -** Play the beginning particle effect

FireballNiagaraEffect - Play the beginning Niagara effect

FireballExplosionParticleEffect - Play finish particle effect

FireballExplosionNiagaraEffect - Play finish Niagara effect

Mana - Mana needed to activate the power/ability

Damage - Damage from power if an enemy uses a health
component

Fireball		
Fireball		
InBone	pelvis	
DelayBeforeImpulse	0.1	
Impulse	12000.0	
IncludeSelfSimulation	☑	
FreezeRagdoll	☑	
TimeBeforeFreezeRagdoll	2.0	
SocketLocation	hand_r	
MaxFireballRange	2000.0	
PercentOfAnimation	0.85	
Montage		MultiplePush_Mc
Sound	None	None
FireballParticleEffect		P_Fireball
FireballNiagaraEffect	None	None
FireballExplosionParticleEffect		P_FireballExplos
FireballExplosionNiagaraEffect	None	None
Mana	20.0	
Damage	25.0	
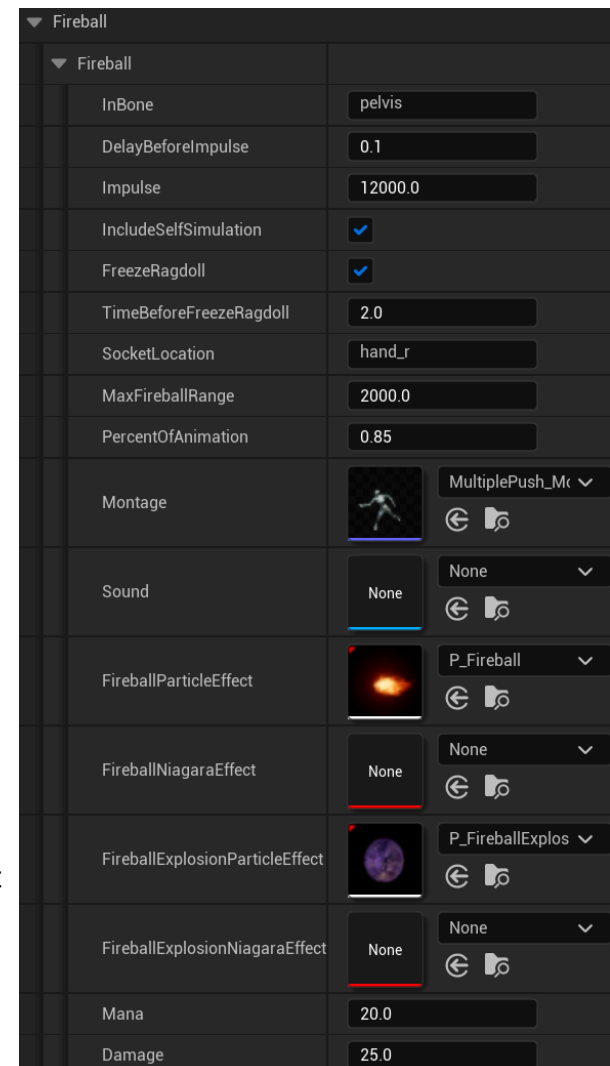
Fireball:

Distance - Distance from the player where to spawn power/ability

DetectionRadius - The radius that the power/ability takes effect

Mana - Mana needed to activate the power/ability

SpawnTimeMin - The minimum time before spawn

SpawnTimeMax - The maximum time before spawn

Big Meteor Rain:

InBone - The bone from which the ragdoll start

ImpulseRadiusMin - The minimum hit power

ImpulseRadiusMax - The maximum hit power

IncludeSelfSimulation - Do simulation for the victim

EffectRadius - The hit power in radius

MomentOfMeteorRainInPercent - The moment in the Meteor rain animation where the VFX spawned

MeteorAmount - The number of meteors to spawn

TakeEffectRadius - The radius of destruction

MeteorMoveSpeed - The speed of the meteors when they fall

ExplosionRadius - The explosion effect around the meteor

SpawnHeight - Start location of meteor rain

MinSpawnTime - The minimum time before spawn

MaxSpawnTime - The maximum time before spawn

NiagaraEffectInAction - Play the beginning Niagara effect

ParticleEffectInAction - Play the beginning particle effect

NiagaraFinishEffect - Play finish Niagara effect

ParticleFinishEffect - Play finish particle effect

MontagePowerIdle - Montage to play related to the power/ability

**Sound -** SFX related to the power/ability

WingsMesh - Static mesh as an additional visual effect

WingsSocketLocation - Wings placement on the player rig

**Mana -** Mana needed to activate the power/ability

Min Big Meteor Decal Scale - Decal material minimum scale

Max Big Meteor Decal Scale - Decal material maximum scale

Big Meteor Decal Material - A decal material appears on a static surface when overlapping with it

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Fireball

Fireball	
Multiple Fireballs	
Distance	200.0
DetectionRadius	1500.0
Mana	50.0
SpawnTimeMin	0.05
SpawnTimeMax	0.1

Meteors — Big — Big Meteor Rain — RagdollSettings

Property	Value
InBone	pelvis
ImpulseRadiusMin	1.5
ImpulseRadiusMax	1.85
IncludeSelfSimulation	✔
EffectRadius	-3000.0
MomentOfMeteorRainInPercent	75.0
MeteorAmount	10
TakeEffectRadius	1500.0
MeteorMoveSpeed	40.0
ExplosionRadius	500.0
SpawnHeight	1500.0
MinSpawnTime	0.05
MaxSpawnTime	0.2
NiagaraEffectInAction	None
ParticleEffectInAction	P_Spark
NiagaraFinishEffect	None
ParticleFinishEffect	P_MeteorFi
MontagePowerIdle	UE5_Blackl
Sound	None
WingsMesh	SM_Wings
WingsSocketLocation	spine_05
Mana	75.0
Min Big Meteor Decal Scale	0.8
Max Big Meteor Decal Scale	1.2
Big Meteor Decal Material	M_Crack_Ir

Big Meteor Rain:

InBone - The bone from which the ragdoll start

ImpulseRadiusMin - The minimum hit power

ImpulseRadiusMax - The maximum hit power

IncludeSelfSimulation - Do simulation for the victim

EffectRadius - The hit power in radius

MomentOfMeteorRainInPercent - The moment in the Meteor rain animation where the VFX spawned

MeteorAmount - The number of meteors to spawn

TakeEffectRadius - The radius of destruction

MeteorMoveSpeed - The speed of the meteors when they fall

ExplosionRadius - The explosion effect around the meteor

SpawnHeight - Start location of meteor rain

MinSpawnTime - The minimum time before spawn

MaxSpawnTime - The maximum time before spawn

NiagaraEffectInAction - Play the beginning Niagara effect

ParticleEffectInAction - Play the beginning particle effect

NiagaraFinishEffect - Play finish Niagara effect

ParticleFinishEffect - Play finish particle effect

MontagePowerIdle - Montage to play related to the power/ability

Sound - SFX related to the power/ability

WingsMesh - Static mesh as an additional visual effect

WingsSocketLocation - Wings placement on the player rig

Mana - Mana needed to activate the power/ability

Small Meteor Particle Effect - Particle for small meteor rain

Small Meteor Niagara Effect - Niagara for small meteor rain
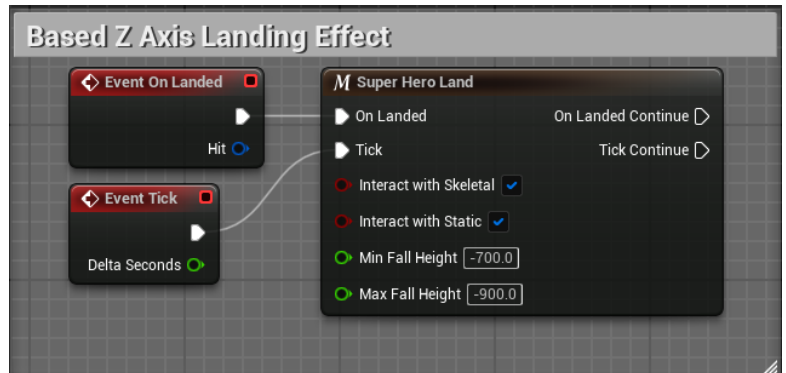
Mega Powers (Player)

This event is used for moving objects using the powers and can
Be found inside the player's blueprint in "Mega Powers"
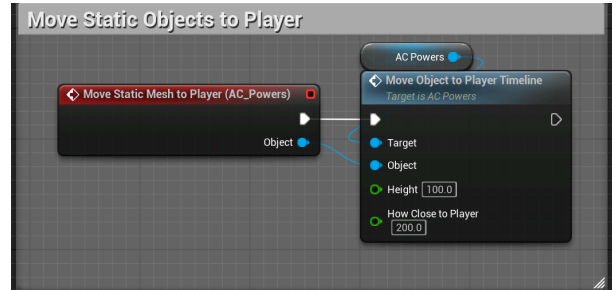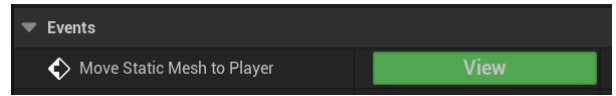
Camera effect start and end for some of the kinematic
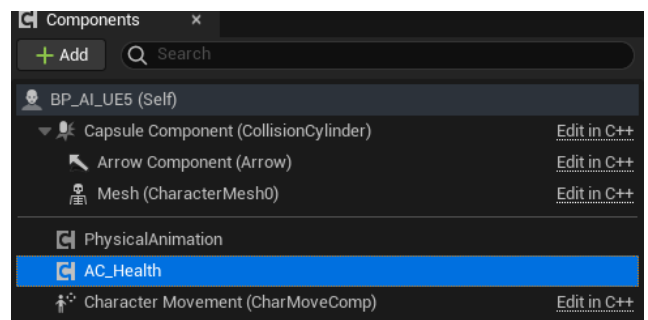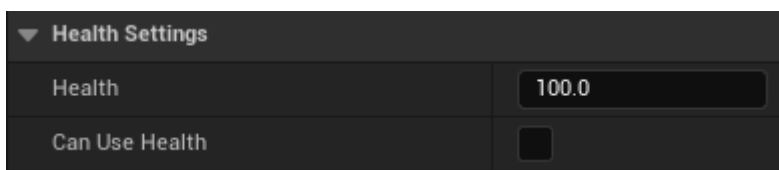powers/abilities
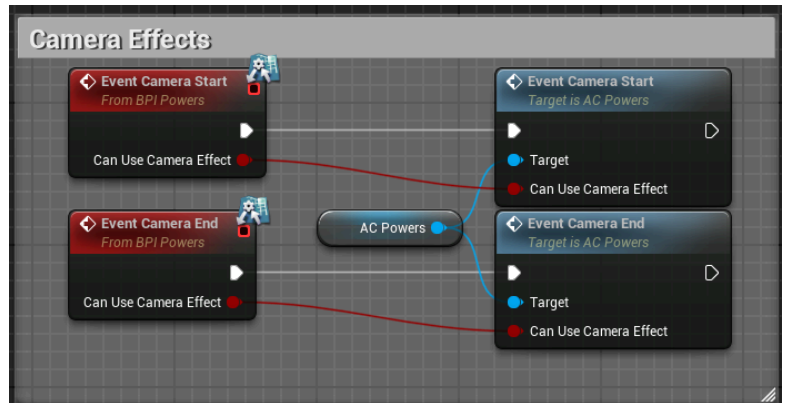
When landing from height and there are AI/NPC or
Objects will be affected by self-explosion
powers/abilities

AC_Health

The health component will be inside the AI/NPC and will contain an option to enable/disable health and set health
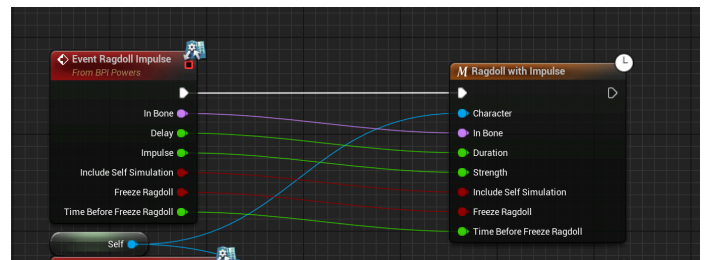value (by default the component is disabled and can be enabled by checking "Can Use Health")

PhysicalAnimation component needed to do physical effects
The main use of the component is for being grabbed by the player
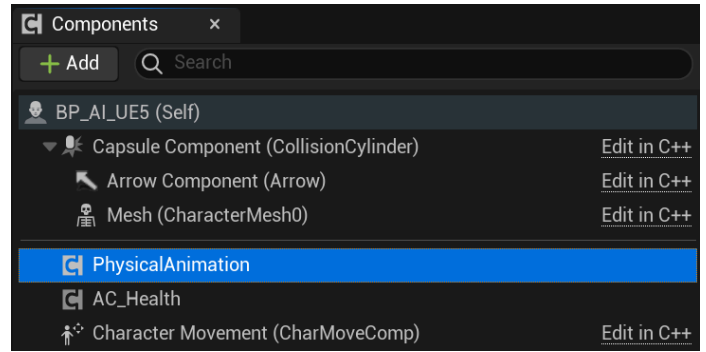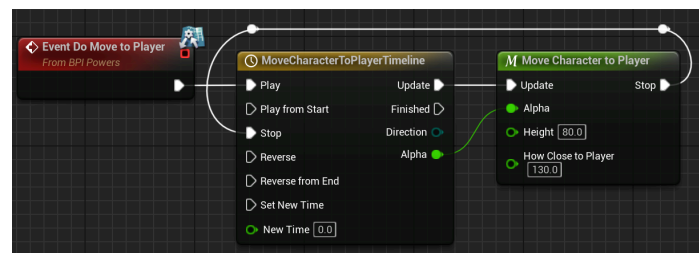

<u>Mega Powers (AI/NPC)</u>

Do ragdoll impulse effect on the AI/NPC in one direction

Do ragdoll radial impulse effect on the AI/NPC in all directions

This event is used for moving the skeletal type (AI/NPC) to the player.

Note:
1) Every power/ability that can be found inside AC_Powers has a color that represents the power/ability in the levels, this way it's easy to find the code related to the power/ability.
2) Some of the powers use navigation mesh for better positioning (in this case it's a must-have option).
3) Do your binding for every power/ability and to find all the available powers you can go to the provided controller under the name "BP_PC_Sandbox_UE5" or "BP_PC_Sandbox_UE4".