

ABILITIES

SHURIKEN - Tier 2

ABILITY : **SHURIKEN**

Throw a shuriken in front of you (range = **10 blocks**) dealing **150% arrow damage** to a single target and slowing it down by 10% for **2s**.

The shuriken has a 100% chance to bounce to a nearby enemy (range = **5 blocks**) up to 4 times.

Mana cost : 75

Cooldown : 5s

NINJA TRICKS - Tier 3

ABILITY : **NINJA TRICKS**

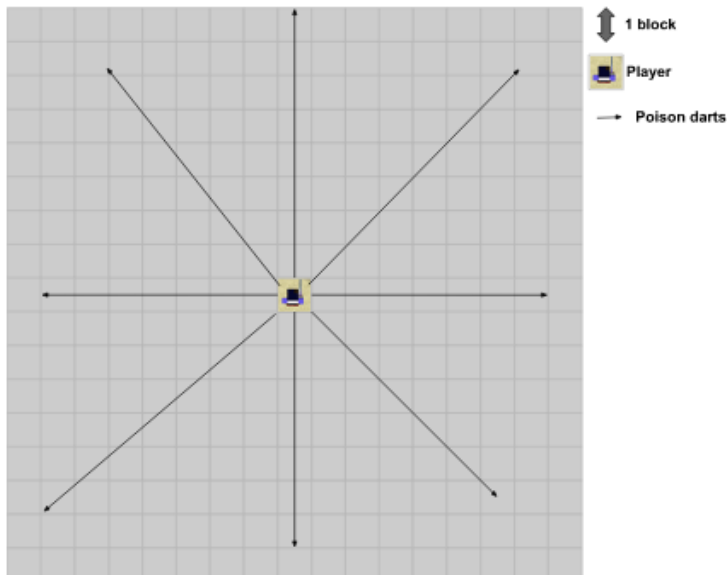
Dash **5 blocks** forward and throw a special powder around you (range = **5 blocks**) which gives yourself and allies within range +25% knockback resistance and health regeneration of 2% max health per second for **5s**.

Within **5s** of using this ability you can use it again to dash **5 blocks** forward and throw 8 poisonous darts around you dealing **150% arrow damage** each and applying a poison dealing **50% arrow damage** per second and slowing enemies hit by 10% for **5s** (do not stack).

Mana cost : 100

Cooldown : 10s

Area of Effect : Poison darts



SHADOW EXTRACTION - Tier 4

ABILITY : **SHADOW EXTRACTION**

Remove the **mark of the ninja** from all enemies within **20 blocks** of you and deal **250% arrow damage** to them. Allies within **10 blocks** of you and yourself get healed for 3% max health per mark removed.

Mana cost : 100

Cooldown : 10s

SUBSTITUTION - Tier 5

ABILITY : **SUBSTITUTION**

Set up a small decoy on the ground **1 block** in front of you for **10s**.

The next time you get hit by an attack the damage is reduced by 75% and you automatically switch your place with the decoy which then throw a **shuriken** (see the ability) on the closest enemy (range = **10 blocks**).

The decoy disappear afterwards.

You also get a bonus of +25% attack speed for **5s** after switching place with the decoy.

Mana cost : 100

Cooldown : 10s

EXPLOSIVE KUNAI - Tier 6

ABILITY : **EXPLOSIVE KUNAI**

Throw 3 kunais in front of you (range = **20 blocks**) each dealing **150% arrow damage** on impact. The kunais then stick to the enemies or stay where they land (ground, wall...).

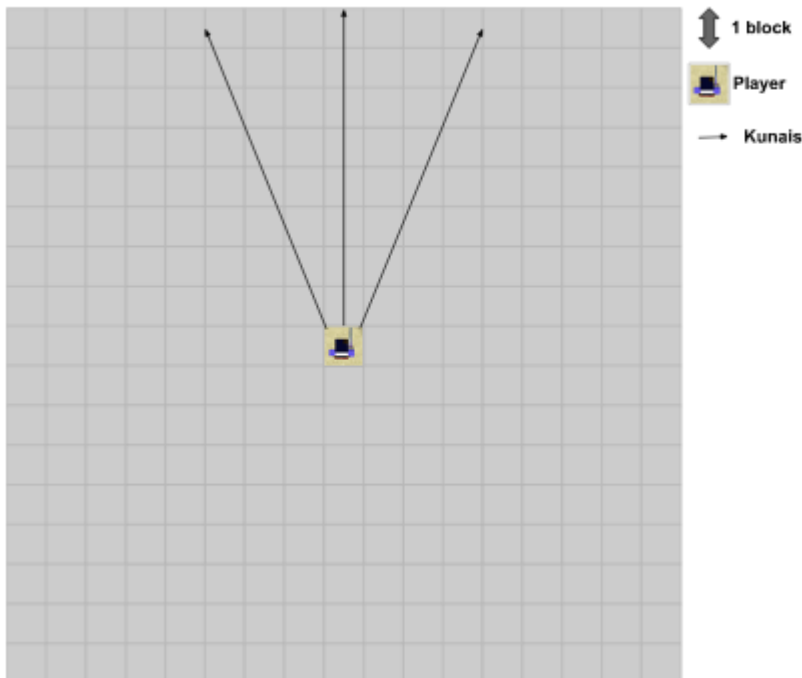
After **2s** the kunais explode dealing **250% arrow damage** to all enemies within **5 blocks**.

Enemies hit by multiple kunais or explosions take 80% less damage from these subsequent hits.

Mana cost : 75

Cooldown : 5s

Area of Effect : Kunais throw



- Max damage possible on 1 enemy = $150 + 2 \times 30 + 250 + 2 \times 50 = 560\%$ arrow damage

FUMA SHURIKEN - Tier 8 - ULTIMATE

ULTIMATE ABILITY : FUMA SHURIKEN

Throw a large shuriken in front of you (range = **10 blocks**) which deals **300% arrow damage** to all enemies in the path.

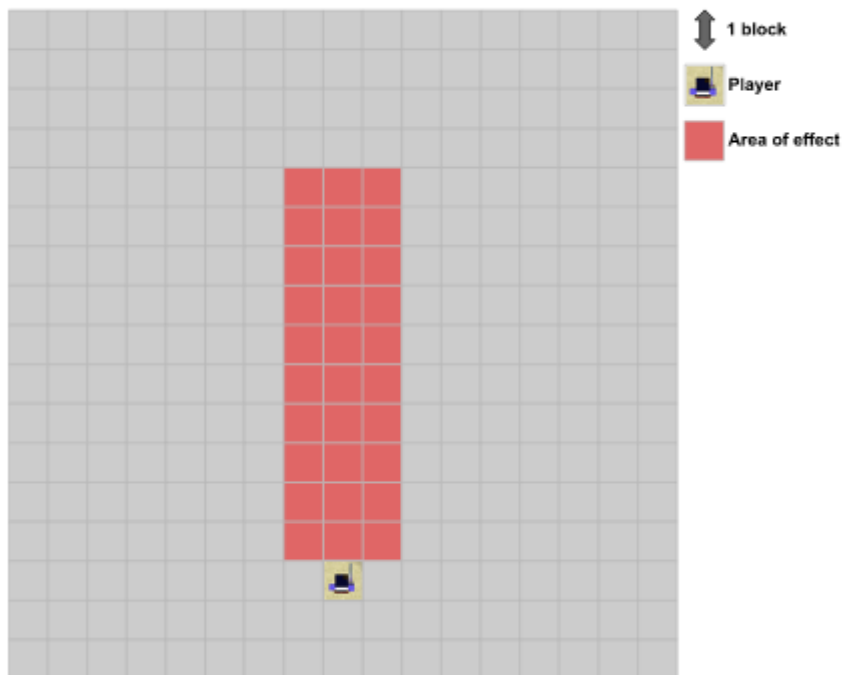
After traveling **10 blocks** or hitting an obstacle it comes back to you dealing **450% arrow damage** to all enemies in the path and reducing their healing by 50% for **5s**.

Enemies hit are also rooted for **2s** and the cooldown is reduced by **2s** for each marked enemy you hit up to 5 times.

Mana cost : 25% max mana

Cooldown : 30s

Area of Effect



PASSIVES

MARK OF THE NINJA - Tier 1

PASSIVE : **MARK OF THE NINJA**

Apply the **mark of the ninja** on enemies for **10s** if you hit them with a **mastery ability**.

If you attack a marked enemy with a **bow** or a **mastery ability** then all other marked enemies within **10 blocks** also take **20% of the damage**.

You can mark up to 5 enemies at once.

Click to toggle off this passive !

Mark of the ninja



= Mark of the ninja

PROTECTIVE STING - Tier 2

PASSIVE : **PROTECTIVE STING**

Shooting an ally with a bow (the knockback effect do not apply) grants yourself and this ally an **absorption shield** of 5% max health for **5s**.

Cooldown : 5s

Click to toggle off this passive !

THROWING EXPERT - Tier 2

PASSIVE : **THROWING EXPERT**

Items and abilities which throw an object deal **x1.1 damage** and apply a tick of health and mana regeneration if you hit an enemy with the **mark of the ninja**.

Cooldown : 1s

Click to toggle off this passive !

- Ability items like Livid Dagger, Bonemerang, Flower of truth, Axe of the Shredded... count as throwing an object

ABSORB AND COUNTER - Tier 4

PASSIVE : **ABSORB AND COUNTER**

If you get hit by an attack dealing more than 10% of your health then reduce it by 25% and automatically throw a **shuriken** (see the ability) on the closest enemy (range = **10 blocks**).

Cooldown : 10s

Click to toggle off this passive !

MARK OF SPEED - Tier 5

PASSIVE : **MARK OF SPEED**

Get a bonus of +5 speed and +2% attack speed to yourself and allies within **10 blocks** for each marked enemy.

Click to toggle off this passive !

MANA SAVING TRICK - Tier 5

PASSIVE : **MANA SAVING TRICK**

The **mana cost** of your abilities is reduced by 5% for each enemy with the mark of the ninja.

Click to toggle off this passive !

SHADOW CLONE - Tier 7

PASSIVE : **SHADOW CLONE**

Falling below 25% health automatically summon a decoy **5 blocks** in front of you which aggro all enemies within **10 blocks** for **3s**.

The decoy then throw an **explosive kunai** (see the ability) on the closest enemy (range = **20 blocks**) before disappearing

Cooldown : 30s.

Click to toggle off this passive !

ADDITIONAL MARK - Tier 7

PASSIVE : *ADDITIONAL MARK*

You can mark +1 enemy with the **mark of the ninja**.

Click to toggle off this passive !