

EXPLOSIVE BARRELS

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Guide

- Health: How many hits the barrel can take before exploding.
- Element: What element the barrel has, and what status effect it will impart upon explosion.
- Explosion Radius: The radius of the explosion, measured in Barrel Lengths. A Barrel Length equals the length of the barrel's sprite on the Y-Axis.
- Damage: The amount of damage the explosion will deal to entities within the radius (Note: Entities include the Player, Enemies, and potentially even destructible cover.)
- Pushback: If and how the explosion will push entities back.
 - Uniform: The explosion pushes all entities back with equal force.
 - None: The explosion won't push entities back with any force.

Exploding Barrel (Regular)

- Health: 3
- Element: N/A
- Explosion Radius: 1x Barrel Length
- Damage: 2
- Pushback: Uniform

The base version of the exploding barrel.

Weaken Exploding Barrel

- Health: 3
- Element: Weaken
- Explosion Radius: 1x Barrel Length
- Damage: 1
- Pushback: Uniform

The Weaken version of the exploding barrel. Does less damage than the base version but applies the Weaken status effect to anyone within the radius.

Poison Exploding Barrel

- Health: 3
- Element: Poison
- Explosion Radius: 1x Barrel Length
- Damage: 0

- Pushback: None

The Poison version of the exploding barrel. Deals no damage nor pushes back entities, but applies the Poison status effect.

Freezing Exploding Barrel

- Health: 2
- Element: Freeze
- Explosion Radius: 2x Barrel Length
- Damage: 0
- Pushback: None

The Freezing version of the exploding barrel. Deals no damage nor pushes back entities, but applies the Freezing status effect over an area twice as large as the base exploding barrel.

Burning Exploding Barrel

- Health: 2
- Element: Burn
- Explosion Radius: 1x Barrel Length
- Damage: 2
- Pushback: Uniform

The Burning version of the exploding barrel. Deals as much damage as the regular exploding barrel, but also applies the Burning status effect.