Ouray Ahiga: Changelog

Patch 0.3

Rework

Ouray Ahiga

Alias: Lone Wolf



High Single Target Damage

Passive: **Master at Range**

You deal 1.5x damage to enemies who are 10 or more tiles away from you.

Ability 1: **Longshot**

Draw back your bow and fire a high speed arrow at the enemy of your choice. This arrow deals damage to the target and anything it has to pass through to get to the target.

Damage: 5
Energy: 1

Ability 2: **Spirit Wolf**

Passive: Once this ability is unlocked your spirit wolf, Ohcumga, is summoned to your side. He moves independently from you, when you roll the die you first move yourself the amount rolled, and then move Ohcumga for up to half of the roll. Ohcumga does not have to go the full distance of the roll. If this ability is silenced or unlearnt the wolf stays and can still walk around, but you cannot activate it for it's effects.

Active: When you activate this ability Ohcumga will lash out and attack a target within adjacent spaces to him dealing damage (this counts as damage dealt by Ohcumga and does not proc **Master at Range** or **Hunter's Mark**) he then will grab onto the target slowing their movement for 2 turns. During these 2 turns Ohcumga is attached to the enemy and moves with them. This ability is not able to be cast again while Ohcumga is attached to an enemy.

Damage: 10
Energy: 2
Duration: 2 Turns

Ability 3: Ancestral Arrow

Do a dive roll three spaces in the direction of your choice, then fire an arrow powered by pure ancestral energy straight through the heart of the enemy of your choice dealing damage, knocking them back three spaces and crippling them for one turn.

Damage: 5
Energy: 3
Cripple Duration: 1 Turn

Ability 4: Hunter's Mark

Place a mark on the enemy. This mark makes you deal 50% more damage to it's target and reveals stealth. Additionally, Ohcumga gains movement speed when moving toward this target, allowing him to use your full dice roll. This lasts for three turns.

Energy: 3
Duration: 3 Turns

Ability 5: Ancestor's Strength

Throw your mighty tomahawk with all the strength of your ancestors. This axe deals true damage, meaning it goes through any damage mitigations, invulnerability, or shields. If Ohcumga is latched onto the enemy when they take damage from this attack, he lashes out stunning them for one turn.

Damage: 12
Energy: 5
Stun Duration: 1 Turn

Patch 0.5 (Buff)

Longshot (basic attack)

- damage increased from 5 to 6

Patch 0.8 (Buff/ Shift)

- ***Hunter's Mark*** has been partially reworked

Ability 3: Hunter's Mark

Passive: Upon unlocking this ability select an enemy player as your mark. This mark takes 2x damage from **Master at Range** instead of 1.5x. Ohcumga gains movement speed when moving toward this target, allowing him to use your full dice roll. You may change the marked enemy by activating this ability, instead of taking its active effects.

Active: Upon activating this ability, reduce the range of your passive, **Master at Range**, against your marked target by two spaces. Meaning they take 2x damage if they are 8 or more spaces away from you. Additionally, your next basic attack against this target gains an attack damage buff scaling based on how far the enemy is out of your passive. 1 extra damage per 1 away.

Spaces away from you	Extra damage
8 Spaces	0 Damage
9 Spaces	1 Damage
12 Spaces	4 Damage

Energy: 3

Patch 0.10 (Nerf/ Shift)

Spirit Wolf (ability 1)

- Damage decreased from 10 -> 6
- Energy cost decreased from 2 -> 1

Ancestral Arrow (ability 2)

- Damage increased from 5 -> 8
- Diveroll has been removed

Hunter's Mark (ability 3)

- No longer is applied passively, now the mark is what applies the basic attack damage buff, however after hitting this attack, the mark is removed.
- Energy cost reduced from 3 -> 2

Patch 0.11 (Nerf)

Spirit Wolf (ability 1)

- Ohcumga now returns to Ouray after attacking

Patch 0.12 (Shift)

Master at Range (passive)

- The range at which it procs has been increased from 10 -> 12 spaces

Spirit Wolf (ability 1)

- Will now proc **Master at Range** (passive) dealing bonus damage if Ouray is out of distance
- Now deals Basic Attack damage instead of Ability damage
- No longer slows
- Now while he is attached, whenever Ouray basic attacks the enemy, Ohcumga will lash out dealing damage again

Hunter's Mark (ability 3)

- No longer applies bonus damage to your next attack
- Now slows their movement

Ancestor's Strength (ultimate)

- Energy cost decreased from 5 -> 4

Patch 0.13 (Nerfs)

Spirit Wolf (ability 1)

- Follow up damage when Ouray auto attacks reduced from 6 -> 3
- No longer procs **Master at Range** (*passive*)
- Damage type change reverted, from basic attack (physical) back to ability (physical)

Patch 0.14 (Buffs)

Spirit Wolf (ability 1)

- Ohcumga is now able to walk through player-made deployables

Hunter's Mark (ability 3)

- Now lasts until the end of your next turn

Patch 0.15 (Shift)

Master at Range (passive)

- Now only applies a damage increase to your basic attacks, no longer abilities

Ancestor's Strength (ultimate)

- Damage increased from 12 -> 15
- Energy cost decreased from 4 -> 3

Patch 0.22 (Shift/Rework)

Master at Range (passive)

- **REWORKED**
- *Master at Range* has been removed from the game and reworked to *Ohcumga, the Spirit Wolf*

Passive: **Ohcumga, the Spirit Wolf**

Ouray starts the game with his spirit wolf, Ohcumga, by his side. This wolf moves independently from you. When you roll the die you first move yourself the amount rolled, and then move Ohcumga for half of the roll (rounded up). Ohcumga takes the effect of the space he lands on. Landing on an energy-gain space causes him to store energy that he will grant to Ouray the next time they cross paths. Landing on an energy-loss space causes him to lose energy from the pool he's storing. He may store up to a maximum of 6 energy at any one time. Ohcumga may also level up/ down from level spaces, and from fighting Monsters! (up to a max of level 3) Ohcumga deals damage dependent on his level automatically upon crossing paths with an enemy fighter. This damage counts as a *basic attack*. Ohcumga has an HP pool and can be killed by damage from enemy fighters and monsters. Upon death Ohcumga loses all of his stored energy and is removed from the board, respawning at Ouray's side at the end of the next round, and staring at Level 1.

Level 1 Damage: 2
Level 2 Damage: 4
Level 3 Damage: 6
Minion Hp: 10

Longshot (basic attack)

- No longer deals damage to all targets it has to pass through to get to its target
- Now deals increased damage (9 damage) to targets 12 or more spaces away from you

Spirit Wolf (ability 1)

- **REWORKED**
- *Spirit Wolf* has been removed from the game and replaced with *Hunger of the Wolf*

Ability 1: **Hunger of the Wolf**

(This ability cannot be used if *Ohcumga, the Spirit Wolf* is dead) Ohcumga will lash out and attack all targets within adjacent spaces of him dealing damage dependent on

his level. This attack inflicts a wound on the enemy, causing them to bleed and take damage at the start of every turn for 2 turns.

Ohcumga has increased movement speed when moving toward a bleeding target, allowing him to use your full die roll. Whenever Ouray basic attacks a wounded enemy, they take an extra burst of damage.

Initial Damage: 3, 6, 9 (dependent on Ohcumga's Level)
Bleed Damage: 1 per turn
Longshot Bonus Damage: 2
Energy: 2
Ohcumga Move Speed: x2
Bleed Duration: 2 Rounds

Ancestral Arrow (ability 2)

- Damage reduced from 8 -> 5
- Energy cost reduced from 3 -> 2
- Knockback now scales up based on how close the target is to you

Knockback: 5 Spaces if the target is within 3 spaces
4 Spaces if the target is within 6 spaces
3 Spaces if the target is within 8 spaces
2 Spaces if the target is within 10 spaces
1 Space if the target is within 12 spaces

Hunter's Mark (ability 3)

- No longer interacts with *Master at Range* as this ability has been removed from the game
- No longer slows the target
- No longer gives *Ohcumga* a movement speed boost
- Now when Ouray uses *Longshot (basic attack)* on a marked target, Ohcumga will teleport to the target
- When Ohcumga *basic attacks* a marked target, Ouray's *Longshot (basic attack)* cooldown is reset

Ancestor's Strength (ultimate)

- **REWORKED**
- *Ancestor's Strength* has been removed from the game and replaced with *Celestial Howl*

Ultimate: **Celestial Howl**

Ohcumga unleashes a powerful celestial howl stunning enemies within 2 spaces of him. Then, Ohcumga charges back to Ouray, dealing damage dependent on his level and rooting enemies in his path. Upon reaching Ouray, Ohcumga is restored to full hp.

Charge Damage: 3, 6, 10
Energy: 3
Ohcumga Heal: 10 HP
Stun Duration: 1 Round
Stun Radius: 2 Spaces

Root Duration: 1 Round

Patch 0.23 (Nerfs)

Longshot (basic attack)

- Damage reduced from 6 (9 at range) -> 5 (8 at range)

Hunter's Mark (ability 3)

- Energy cost increased from 2 -> 3

Patch 0.24 (Nerfs)

Ohcumga the Spirit Wolf

- Basic Attack damage reduced from 2,4,6 -> 2,3,4
- Now can only benefit from Monster!, Level-Up/Down, and +/- Energy Spaces

Longshot (basic attack)

- Proccing *Wounded* bonus damage now removes a stack of *Wound.*

Hunger of the Wolf (ability 1)

- Damage Reduced form 3,6,9 -> 2,5,8
- Energy cost increased from 2 -> 3
- Can now only be cast using Ohcumga's energy pool

Hunter's Mark (ability 3)

- Mark Duration reduced from 1 Round -> 1 Turn

Celestial Howl (ultimate)

- Energy cost increased from 3 -> 4