Trixx: Changelog

Patch 0.14

Trixx has been added to the game

Patch 0.15 (Buff)

Dangerous Deceit (ability 2)

- Energy cost decreased from 2 -> 1

Patch 0.20 (Buff)

Kitsune's Discretion (ability 1)

- NEW - Now applies a 50% decrease on the next instance of damage the target deals (this effect cannot stack).

Patch 0.22 (Buff)

Tales of the Kitsune (passive)

- Trixx now receives a heal (4 hp) when he levels up/ gains a tail, this heal does not proc upon slaying a Monster! Or when Trixx is at 9 tails.
- Trixx no longer receives 1 energy when gaining a Tail

Inazuma Claws (ability 3)

- Leap distance is now doubled (2 spaces -> 4 spaces) if cast while shapeshifted (either by *Dangerous Deceit* or *Kitsunetsuki*) ending your current transformation

Patch 0.23 (Shift)

Inazuma Claws (ability 3)

- Damage decreased from 10 -> 8
- 9-Tails Damage decreased from 15 -> 12
- Energy Cost decreased from 4 -> 3
- No bounce energy refund reduced from 2 -> 1
- If there is an additional target within range, lightning will always shoot out to them once, and then coin flip for additional bounces.

Patch 0.24 (Buffs)

Tails of the Kitsune (passive)

- Now grants Trixx a reduced Heal (2hp) upon leveling up from slaying a Monster!

Flaming Fangs (basic attack)

- Now a targeted attack within adjacent spaces
- *Singed* does not stack

Kitsune's Discretion (ability 1)

- Energy cost decreased from 3 -> 2

Dangerous Deceit (ability 2)

- Can now dodge one attack in the base form of this ability
- Dodging an attack now grants a small heal (2 hp)
- Swapped to ability 3

Inazuma Claws (ability 3)

- Swapped to ability 2
- If the lightning bounces from an enemy with debuffs, it will spread the debuffs to the next target
- No longer grants an energy refund if lightning does not bounce
- Lightning damage no longer stacks at base form, lightning damage now ramps up while at 9-Tails
- Pounce damage decreased from 8 -> 6
- Pounce damage at 9-Tails decreased from 12 -> 8
- Energy cost decreased from 3 -> 2