Patch Notes 0.13 January 24th, 2021

"Half Numbers"



General

Happy New Year everyone :) I'm very excited to be back with another patch after taking last month off for Christmas. Sorry that this patch has been delayed but it falls in line with my new patch schedule; balance patches will now be posted on the *last* Sunday of the month. There will be many things to look forward to this year in terms of TLOS. There will be at least 3 new fighters released, the first of which will be joining the roster very soon. These three characters will each hold some sort of connection to a character already established in the game. Firstly, a questionable character will lay his tricks upon those on the battleground, sparking an old rivalry. Next, somebody's going to have to learn how to fight alongside their loved one without being overprotective. And lastly, a certain someone will have to come face to face with their biggest fear. These three new characters will help not only to expand the existing character's stories but also the universe as a whole. Additionally, I'm hoping that we will finally be able to start adding art into the game this year! I hope you're excited for everything to come in 2021!

Game Rules

Half numbers are now allowed in the game and will leave your health pool ending in (.5). This will allow for more precise damage calculations and opens the door for more fine-tuning when balancing damage and healing numbers.

Damage, Heath, and Winning the Game

- Health pools may now end in half numbers (.5) if applicable.

Fighter Balance

Elizabeth Dépée

Elizabeth's Intent Focus, after her passive changes in the last patch, was left feeling especially useless. Essentially it was, 'pay 2 energy for 2 damage and 1 health', not so great. It will no longer become passive if she's in a 1v1, however now using this on an enemy will also make your next attack deal 1.5x bonus damage, as she lost this from her kit in the last patch. I'm giving it back to her, except now it's not passive so she won't be dealing insane amounts of damage at all times.

Intent Focus (ability 3)

- Now gives Elizabeth's next attack against the target a damage increase of 1.5x
- No longer 'is passive' when only fighting one enemy

Vetus-Crepitu von Finkledor

Vetus with a full damage build (*Fireball*, *Icicle Spear*, *Entangling Vines*, *Heavy Gust*, *Earthquake*) was bursting a bit too hard. He could in one turn use Entangling Vines, then Heavy Gust for 20 damage, then icicle spear for 10 damage, and then fireball for another 20 damage. Easily halving a single target for only 9 energy. Not even considering that he could use Entangling Vines the turn before and then get this almost no set up requiring 50 burst damage for only 6 energy. These nerfs are specifically targeted to reign in this way of playing Vetus. I will be reducing the duration of entangling vines down to one turn, so you will now have to choose if you want to use it for the CC or damage with fireball.

Fireball (basic attack)

- Damage against targets affected by ice spells reduced from 10 -> 8

Entangling Vines (ability 2)

- Duration decreased from 2 rounds -> 1 round

Heavy Gust (ability 3)

- Bonus damage if the target isn't knocked back reduced from 8 -> 5

Mindi Nite

Mindi's Dark Laser is struggling to feel useful on it's own. Without a portal to bounce the damage from, it deals 8 damage for 3 energy, and with a portal it's only up to 12 damage for 5 energy. She will be seeing a slight buff to this abilitie's damage to make it feel stronger outside of Darkest Form.

Dark Laser (ability 2)

- Damage increased from 8 (4 after first hit) -> 10 (5 after first hit)

Ouray Ahiga

Ouray's last changes left him in quite a strong state. Two of those changes are going to be reverted, being that Ohcumga could proc Master at Range (passive) and his damage type was instead basic attack instead of ability. Additionally, the additional damage applied by Ohcumga is being nerfed, after the first hit.

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)

Lorna Reid

I can't believe it... The time has finally come to nerf Lorna. Finally all of her buffs have paid off and left her in a good spot... a *really* good spot. She's going to be seeing a nerf this patch to bring down her burst just a touch. As well as an energy shift to Bear Trap, making her burst a bit more expensive, in return for a quality of life buff that allows her to relocate the Bear Trap for cheaper.

Pinecone Bombs (basic attack)

- No longer deal bonus damage to rooted enemies

Bear Trap (ability 1)

- Energy cost increased from 2 -> 3
- Now only costs 1 energy to relocate after the initial deploy

Hisoki Souta

Hisoki will be receiving an interesting change in this patch. His passive has been minorly reworked. He will no longer gain 2 energy at the start of every turn, but will instead gain double the energy amount from energy spaces. I'm making this change to force Hisoki to go out of his way to receive energy. As it is now he never really has to worry about energy allowing him to prioritize leveling more quickly, and then harass everyone else with his huge stack of energy that he has for free. This change will still allow him to stockpile large amounts of energy to utilize *Assassinate*, but will make him actually need to go for the energy first. In addition *Assassinate*'s energy cost is being shifted down on the lower to help him compete with some other characters (and his own) burst damage at similar energy costs. As it is now he could; stealth, kunai and auto attack for 23 damage at a cost of 7 energy. While his ultimate at the lowest threshold was dealing 20 *or less* damage at a cost of 8 energy, AND you have to be standing on the same space as them. This change should make *Assassinate* feel better to use for picking off low hp targets.

Mindfulness (passive)

- This ability no longer grants you 2 energy at the start of every turn. Now, it will instead double the amount of energy you receive from gain energy spaces.
- Still gives immunity to Energy Swap spaces

Assassinate (ultimate)

- Energy cost decreased on the lower end to make it more useful for picking off low hp targets. Changed from (40/36/32/28/24/20/16/12/8) to (40/36/32/28/23/18/13/8/4)

Madame Loco

Madame Loco's second ability, Shroud of Darkness works well when used to get within range to place hexes on enemies, but the aoe effect of this ability seems lackluster. The aoe will be getting an increase to its size to make it easier to hit with, as well as an increase to the heal to incentivise using it in this way more often.

Shroud of Darkness (ability 2)

- Now hits in a 2 space AOE instead of adjacent spaces
- Heal increased from 4 -> 5

Jala the Illustrious

Jala's burst of two starfalls was feeling a bit too strong. Its damage is being taken down just a bit to remedy this. With the knock-up bonus damage two Starfalls would hit for 38 damage. Now with this nerf and the Half Numbers change it would hit for 32.5 damage. This should feel a bit less strong, however may see more nerfs in the future. She's also seeing a slight nerf to her ult's radius to make it a bit harder to slam them on 2 level down spaces.

Starfall (ability 3)

- Damage reduced from 15 -> 13

Remarkable Relocation (ultimate)

- Radius decreased from 6 spaces -> 5 spaces

Overview

Buffs	Shifts	Nerfs
➢ Mindi Nite ➢ Madame Loco	➢ Elizabeth Dépée	➢ Vetus-Crepitu von Finkledor ➢ Ouray Ahiga ➢ Lorna Reid ➢ Jala the Illustrious