Patch Notes 0.14 February 28th, 2021

"The Mischievous Kitsune"

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General

The time has come once again, to add another new fighter to the game! The new addition is going to be **Trixx**, the mischievous kitsune. Trixx is an **Assassin** who deals physical damage. He has high mobility, with a large focus on being within close range for his abilities. His early game is exceptionally weak, but is made up for when becomes super strong late in the game. He excels the most when played against multiple enemies. His skill floor is fairly low, making him probably the easiest assassin to pick up. However, his skill ceiling could be quite high as well. I hope that you have as much fun with him as I've had. Enjoy! :)

New Fighter! - Assassin

Trixx

The Mischievous Kitsune



High Burst, High Adaptability, High Mobility

Passive: Tails of the Kitsune

Trixx begins the game with one tail, gaining more as he levels up. The amount of tails he has is indicative of his level. Trixx still gains his abilities normally (at levels 2-5) but may level up to level 9. Each time Trixx gains a tail (levels up) he receives 1 energy. Once Trixx has obtained nine tails he enters his **9-Tails** form, granting his attacks additional effects.

Basic Attack: Flaming Fangs

Bite your enemies with scalding hot fangs, dealing damage. If they are within an adjacent space to you, they are *singed* taking the damage from this attack again at the start of their next turn.

9-Tails: *Singed* enemies are now damaged at the start **and** end of their next turn.

Damage: 3
Energy: 1

Ability 1: Kitsune's Discretion

First, dash in a direction the number of spaces equal to the number of tails you have. Then fire a bolt of unholy magic at an enemy within 2 spaces, dealing damage. If you reach an enemy or enemy deployable mid dash, you may choose to cancel the rest of the dash early.

9-Tails: After the dash, the damage is now dealt to everything in a 2 space AOE around you.

Damage: 9
Dash Distance: 2-9 Spaces
Energy: 3

Ability 2: Dangerous Deceit

Take the guise of a beautiful geisha, taunting all enemy movement towards you. While in this state you cannot attack. This ability ends at the start of your next turn, or the next time you take damage.

9-Tails: If you are attacked while in this form, flip your coin, if the coin lands on tails you dodge this attack, negating it.

Energy: 2

Ability 3: Inazuma Claws

Trixx supercharges his claws with lightning and pounces at a targeted enemy within 2 spaces dealing damage. If there is another enemy within 3 spaces of the initial target, flip your coin. If the coin lands on tails the lightning bounces to the target dealing damage. As long as there is an enemy in range the lightning continues to bounce until you flip heads. The bounced lightning's damage is increased by 1 every time it bounces. If the lightning does not bounce, gain half of the energy cost back.

9-Tails: Pounce damage increased from 10 -> 15

Pounce Damage: 10 (15 at **9-Tails**)

Lightning Damage: 3 (+1 per bounce)

Leap Distance: 2 Spaces

Energy: 4 (2 refunded if lightning doesn't bounce)

Ultimate: Kitsunetsuki

Steal the form of another player in the game, replacing your own abilities with theirs. You cannot use your own attacks while in this form, and instead, use your energy to cast their attacks. This form lasts until the end of your current turn. You may choose to leave this form early if you desire. After leaving this form, gain a level granting you another tail. If you defeat any enemy player's throughout the match, you may still transform into them, but only if you're the one who received credit for the kill.

9-Tails: This ability no longer costs energy to change your form, energy is only spent to cast their abilities.

Energy: 2 (0 if at **9-Tails**)

Fighter Balance

Bjuaros the Bold

Bjuaros will be seeing a slight shift. He's still dominating the early game, feeling like an aggressive monster who doesn't take any damage. However, as time goes on and his opponents level up gaining more and more abilities, he struggles to stay relevant as he's lacking in damage outside of his ultimate. He will be seeing a slight nerf to his early game sustain, but will be seeing a couple of buffs to help him deal more damage in the late game.

Runic Healing (ability 1)

- Energy cost increased from 2 -> 3

Warcry (ability 2)

- Damage increased from 8 -> 10

Savage Charge (ultimate)

- Energy cost decreased from 6 -> 5

Mindi Nite

Mindi will be receiving a nerf to her global mobility. This mechanic, while it wasn't too strong years ago, has been becoming stronger and stronger as I've been introducing more and more abilities and characters that are focused on being within a certain range. Due to this, Mindi's Portal has been such a strong get-out-of-jail-free card for her. She now must initially deploy (or redeploy) the portal near her, instead of globally. While in Darkest Form she will still be allowed to place it globally, but no longer able to teleport if she crippled. These changes should make it just a bit easier to pin her down.

Portal (ability 1)

- No longer can be placed globally, instead must be placed or relocated within 6 spaces of Mindi (she can still teleport to it globally, however)

Darkest Form (ultimate)

- *Portal (ability 1)* - can no longer teleport to portal if she's crippled, instead, while in Darkest Form the portal is able to be placed or relocated globally.

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Ouray Ahiga

In this patch Ouray's going to be on the receiving end of some minor buffs. The change from a few patches ago that shifted his Spirit Wolf into more of a damaging ability and Hunter's Mark into his utility is finally feeling more balanced after last patches nerfs. However, he will be getting some small buffs to fix a couple of issues. First is a change to his spirit wolf being made mostly thematically, however it does help him a bit with his hardest match-up, Bjuaros. Additionally, Hunter's Mark is supposed to increase Ohcumga's movement speed towards the target, but the mark was wearing off at the start of your next turn (before movement) so this part of the mark was completely irrelevant. Now, Hunter's Mark will last until the end of your next turn, allowing you to utilize this properly.

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

Hisoki Souta

Hisoki has been feeling quite strong since his buffs in the last patch. He will be getting the damage on his kunai tuned down just a bit, to take it's edge off especially when used while in stealth. Additionally, He will be seeing a slight increase to his ult's energy cost at the last threshold as it was drastically reduced in the last patch and now feels a little too easy to pull off.

Shadow Kunai (ability 2)

- Damage reduced from 12 -> 10

Assassinate (ultimate)

- Last threshold energy cost increased from 4 -> 5

Overview

New Assassin! - Trixx

Buffs	Shifts	Nerfs
➢ Ouray Ahiga	➢ Bjuaros the Bold (more buffs than nerfs)	➢ Mindi Nite ➢ Hisoki Souta