Patch Notes 0.8
"Duelist 3.0"

General

No general balance changes this patch :3

Balance

Vetus-Crepitu Von Finkeldor

Vetus is very potent at all times. This nerf to his energy steal should make him less obnoxious to play against. He most likely will need further nerfs, but we'll see how this change affects him first.

- **Bustling Wind** energy steal reduced from 3 -> 2

Ouray Ahiga

Hunter's Mark is receiving a partial rework. This is a direct buff, however, it adds counterplay to the ability, which Hunter's Mark never had before, indirectly nerfing it. It should, however, feel more fun and engaging to use.

- **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

Lorna Reid

Lorna is FINALLY having her Confine reworked. This ability never felt viable. Its energy cost was so high for the Lorna player, as well as being uncounterable and nuisance to the target. It should have been reworked with the rest of her kit, but I wanted to see if her other changes made her too strong. She is stronger than she was before, but still slightly underperforming. I believe it's due to her feeling like she is missing an ability most of the time.

- **Confine** has been reworked

Ability 4: Confine

Choose an enemy's ability to silence, rendering the enemy unable to use it. You may do this maximum of 3 abilities at a time. You may choose to remove any of your silences during your turn to gain 1 energy. If a *Confined* enemy deals damage to you, the *Confine* is removed. If they have multiple abilities *Confined* they must deal damage to you multiple times to remove them all.

Energy: 2

Elizabeth Dépée

Lastly, Elizabeth is receiving a partial rework. The way her passive worked made her too strong in a 1v1 but really bad in a free for all. I also found it strange how she's supposed to be a duelist but she was rewarded for hitting more enemies with her Swift Strike. Also as a warrior, she is supposed to have an advantage over Hunters but due to Hunter's high single target damage, they seem to be the only ones who stood a chance against her in a 1v1. Her rework should; Make her better in free for alls, not AS good but still very potent in a 1v1, better/more practical sustain, help her fair better against Hunter's.

- **Solo Artist** (Passive) has been reworked
- **Slash** (Basic Attack) no longer applies bonus damage to the target's within adjacent spaces
- **Ready Stance** has been moved to Ability 1
- **Ready Stance** Energy cost decreased from 5 -> 3
- **Swift Strike** has been replaced by **Lunge**, a single target dash., and her new ability 2
- **Banish** has been replaced by **Intent Focus**, which is similar in concept but flows better in the new kit, and her new Ability 3

Warrior

Elizabeth Dépée

Alias: Duelist of Vigilance



High Single Target Damage

<u>Passive:</u> *Solo Artist*

As a skilled duelist, Elizabeth much prefers a 1v1. If Elizabeth is within 3 spaces of an enemy and there are no other enemies within the area, she

deals 1.5x damage to them and heals equal to the amount of bonus damage applied.

Basic Attack: *Slash*

Slash your enemy with your cutlass dealing damage.

Damage: 5

Energy: 1

Ability 1: *Ready Stance*

Elizabeth chooses to enter either her **counter** or **parry** stance. If in her **counter** stance the next time she is attacked the damage she receives is reduced by 50% and 100% of the damage is reflected back at the attacker. If in her **parry** stance the next time she is attacked she instead takes none of the damage and is placed on the same space as her attacker.

Energy: 3

Ability 2: *Lunge*

Elizabeth darts toward a targeted enemy within 6 spaces. She deals damage and disarms them for 1 turn. This ability also resets the cooldown on her **Slash** as well.

Damage: 10

Energy: 3

Distance: 6 Spaces

Disarm Duration: 1 Turn

Ability 3: *Intent Focus*

Elizabeth intently focuses on an enemy on the board and blurs all others out of her vision. She cannot attack blurred enemies while this is active. She gains sight of the enemy she is focused on, and her passive, **Solo Artist** procs on them whether they are within the radius or not. If she is only facing 1 opponent, this ability becomes passive.

Energy: 2

Ability 4: *En Garde!*

You choose an enemy player to duel. Each player rolls the die. The highest dice roll is the winner of the duel. The winner deals the number of their dice roll x4 to their opponent.

Energy: 4

Overview

Buffs	Shifts	Nerfs
Ouray Ahiga Lorna Reid Elizabeth Dépée		Vetus-Crepitu