"Changelogs"



General

Hello! Welcome back again after a 2 month hiatus, I hope everyone is doing well and staying safe. I'm so happy to be back again to bring you another patch. I will most likely be publishing more consistent patches for the next few months, returning to the former schedule of the last Sunday of every month. In my time off I worked a bit on the next fighter who will hopefully be ready for release for the next patch, if not then definitely the patch after. I hope you're excited to see a new warrior added into the game :)

Also this patch brings the addition of Changelogs. I am going to be adding changelogs onto every fighter's pages, so that if you want to quickly look at all of the changes that fighter has received over the years you can do that. These are a bit time consuming to make however, so I will be rolling them out gradually. Starting with Bjuaros, Elizabeth, Vetus, Mindi, and Ouray in this patch.

Changelogs added for - Bjuaros the Bold, Elizabeth Dépée, Vetus-Crepitu von Finkledor, Mindi Nite, and Ouray Ahiga

Fighter Balance

Bjuaros the Bold

Bjuaros is still feeling the effects of the nerf he received back in patch 0.11, the removal of his global root. I stand by this change as that was an EXTREMELY

frustrating mechanic to have to deal with, but this combined with the change he got in patch 0.10, nerf to his basic attack damage from 8 to 5, has left his basic attack feeling quite unrewarding unless you're on top of the enemy. With its energy cost of 2 instead of the normal 1 you felt discouraged of using it for poke damage, which I think is the reason why he feels like he isn't dealing enough damage. The energy cost will be brought down to that of a normal basic attack to compensate.

Heavy Strike (basic attack)

- Energy Cost reduced from 2 -> 1

Elizabeth Dépée

Elizabeth is seeing a slight buff to her passive sustain. I will be keeping a close eye on this change to make sure she doesn't become a monster that heals through everything like she once was. The 1 hp heal just felt pretty underwhelming and seeing as it's the only sustain in her current kit, and she needs to be on top of her opponent to use it, I felt a small buff was in order.

Solo Artist (passive)

- Heal Increased from 1 hp to 2 hp

Vetus Crepitu von Finkledor

Vetus remains a very strong fighter. His sustain from Shroud of Leaves was outdated and out of this world, and should have been nerfed long ago, my apologies. His healing will now scale up over the duration instead of being frontloaded. This will make him actually have to sacrifice more to combo with Warm Embers. It will also allow other players to react more and possibly burst him down in the late game before he can get the full heal. In addition Frostbite is also seeing a nerf as it's one of the best CC abilities in the game , being a global slow to stun. The stun is being changed to a root so other players can react and defend themselves better while afflicted by it.

Frostbite (ability 2)

- Stun at the end of the duration changed to a root

Shroud of Leaves (ability 3)

- Now heals for +2. +4. +6 increasing on each turn

Ouray Ahiga

Ouray's passive is seeing a nerf this patch, as it can enable him to do TONS of burst damage when paired with his mark. If you used Hunter's Mark on an enemy and proced your passive and just used your ult and basic attack for 5 energy you would deal 36 damage, 24 of which is true. This did however leave his ult feeling quite underwhelming when not used with his passive or Hunter's Mark. It was lowish damage for it's high energy cost with a conditional stun. Most of the time it went unused. Now, his passive will only increase damage to his basic attacks, solidifying him more as a hunter, while opening the door for buffs to the rest of his kit, starting with his ult.

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

Madame Loco

Madame Loco is in a really good spot again after the buffs to her Shroud of Darkness. Having to be within 5 spaces of someone to place hexes on them was a good nerf that came along with her rework in patch 0.11. It made it so she has to be around the fight more often, as an assassin should. However with her 8 space teleport it was seeming especially easy for her to close the distance and put a hex on someone from a range of 13 spaces. This issue became especially prominent in a playtest she had against Ouray. I will be bringing back her teleport range just a bit, but not entirely to what it was before her buffs in Patch 0.12. I may bring it back to that spot in the future if needed though.

Shroud of Darkness (ability 2)

- Teleport distance decreased from 8 -> 7

Trixx

Trixx' release has been great. I don't think he feels overpowered or underpowered. However, he will be getting just a small buff. I'm reducing his energy cost on Dangerous Deceit because oftentimes it just didn't seem too useful. Trixx

definitely has some energy troubles (especially when trying to use his and someone else's kit) but a lot of the time this ability just didn't seem worth using. It's main use, to group multiple enemies up often times would not work out, as you would only get the taunt on one of them and then they would break it with damage. I want this aspect to stay, as I think that's an interactive form of counterplay to it, but this buff should help it feel more worth attempting for the Trixx player.

Dangerous Deceit (ability 2)

- Energy cost decreased from 2 -> 1

Overview

Buffs	Shifts	Nerfs
➢ Bjuaros the Bold ➢ Elizabeth Dépée ➢ Trixx	➢ Ouray Ahiga	➢ Vetus Crepitu von Finkledor ➢ Madame Loco