Hisoki Souta: Changelog

Patch 0.1 (Buffs)

Stealth/ Kemuri Form (ability 1)

- Ability name changed from 'Stealth' to 'Kemuri Form' to better reflect what it does
- Energy cost decreased from 4 -> 3

Teleport (ability 2)

- This ability has been removed and replaced with 'Shadow Kunai'

New Ability 2: **Shadow Kunai**

Throw a shadowy kunai in the direction of your choosing. This kunai can travel up to three spaces away from you. However if it is being targeted at an enemy it's range is doubled to 6 spaces. Upon hitting an enemy the kunai deals damage. Whether the kunai is on a space or stuck in an enemy it will persist until the end of your next turn. At anypoint until then you may teleport to the kunai for no additional energy cost. The kunai can travel through player made walls, but if it goes through will not deal any damage to the wall.

Damage: 10
Energy: 5
Distance: 3 Spaces (6 if targeted at an enemy)

Assassinate (ultimate)

- This ability's energy cost is now dependant on how much HP the target has, scaling down the lower their HP
- The energy cost only ticks down once the enemies HP reaches the next threshold. For example, if the target has 85 HP the energy cost of this ability would be 37.

Target HP	Energy Cost
100	40
90	37
80	34
70	31

60	28
50	25
40	22
30	19
20 or lower	16

Patch 0.2 (Buffs)

Kemuri Form (ability 1)

- Attacking while in **Kemuri Form** now deals an additional 3 damage.

Shadow Kunai (ability 2)

- Energy cost has been reduced from 5 to 3
- The distance when not aiming at an enemy has been increased from 3 to 4

Patch 0.10 (Buffs)

Shadow Kunai (ability 2)

- Damage increased from 10 -> 12

Meditation (ability 3)

- Energy cost decreased 5 -> 4
- Can now be cast as a **reaction** (during someone else's turn to completely avoid the effects of crowd control, still takes damage)

Patch 0.12 (Buffs)

Shadow Kunai (ability 2)

- The energy cost has been reduced when this ability is **not** targeted at an enemy from 3 -> 2

Assassinate (ultimate)

- The execute is now applied by dealing True damage, as a result, it can no longer be immuned

Patch 0.13 (Buffs)

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)

Patch 0.14 (Nerfs)

Shadow Kunai (ability 2)

- Damage reduced from 12 -> 10

Assassinate (ultimate)

- Last threshold energy cost increased from 4 -> 5

Patch 0.16 (Buff)

Assassinate (ultimate)

- Energy Cost on the lower end is being reduced a bit

Target HP	Energy Cost
41 -50	18 -> **16**
31 -40	13 -> **10**
21 - 30	8 -> **6**
20 or lower	5 -> **4**

Patch 0.20 (Buffs)

Shadow Kunai (ability 2)

- Base range increased from 4 -> 6 (Now **always** has a range of 6 spaces; not only when being targeted at an enemy.)

Meditation (ability 3)

- Energy cost decreased from 4 -> 2

Patch 0.21 (Nerfs)

Precise Strike (basic attack)

- Now only deals 2 damage globally
- The target takes 5 damage if they're within 2 spaces of you
- All targets within 2 spaces of you when this is cast, have 1 energy stolen from them

Kemuri Form (ability 1)

- Now it is canceled by the effects of hard crowd-control.

Patch 0.24 (Shift)

Precise Strike (basic attack)

- No longers steals energy in an AoE around you, only from the target

Kemuri Form (ability 1)

- Now grants *True Stealth*

Shadow Kunai (ability 2)

- No longer refunds energy if it doesn't hit a target
- Damage decreased from 10 -> 8
- Energy cost decreased from 3 -> 2