Elizabeth Dépée: Changelog

Patch 0.1 (Shift)

Swift Strike (ability 1)

- Damage changed from 8 to 5
- Distance changed from 6 to 5
- Elizabeth now receives a small heal (3 HP) for every enemy she slashes through

Ready Stance (ability 2)

- Counter stance now reflects 100% (changed from 50%) of the damage received while Elizabeth still only takes 50%

Patch 0.8

Rework

- **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- **Swift Strike** has been replaced by **Lunge**, a single target dash., and her new ability 2
- **Banish** has been replaced by **Intent Focus**, which is similar in concept but flows better in the new kit, and her new Ability 3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

Passive: 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

Patch 0.10 (Shift)

Ready Stance (ability 1)

- Energy cost reduced from 3 -> 2
- Now has a 1 turn cooldown after deflecting an attack

Patch 0.12 (Nerfs)

Solo Artist (passive)

- No longer makes attacks deal 1.5x bonus damage
- Instead makes the attack apply a bonus of 2 damage
- No longer heals her equal to the damage dealt, instead heals her for 1 hp whenever this passive is activated

Ready Stance (ability 1)

- **Counter Stance** now also deflects any additional effects or CC back to the attacker (if applicable)

Lunge (ability 2)

- Dash distance reduced from 6 -> 4

Patch 0.13 (Shift)

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

Patch 0.15 (Buff)

Solo Artist (passive)

- Heal Increased from 1 hp to 2 hp

Patch 0.22 (Shift)

Slash (basic attack)

- **REWORKED**
- *Slash* has been removed from the game and reworked to *Lunge*

Basic Attack: *Lunge*

Elizabeth jabs with her Saber two spaces in front of her. Enemies at the edge of this attack (exactly 2 spaces away from her) take increased damage.

Damage: 4 (6 at max range)

Energy: 1

Ready Stance (*ability 1*)

- 'Counter Stance' renamed to 'Riposte Stance'
- No longer reflects CC and additional effects back at the attacker
- Now is a *passively channeled* ability, allowing her to still take other actions while it is active, but allowing it to be canceled by *interrupts*
- Now only counters a damaging attack that is targeted at Elizabeth
- No longer has a 2 turn cooldown

Lunge (*ability 2*)

- Renamed to *Balestra*
- Is now classified as a leap rather than a dash, allowing Elizabeth to maneuver around certain obstacles better
- Range increased from 4 -> 5 spaces
- Now also applies a 2 space knockback to the target
- Damage reduced from 10 -> 6

Intent Focus (*ability 3*)

- No longer procs her passive from any range
- No longer provides a 1.5x damage increase to her next attack
- No longer disables her from attacking other enemies
- Updated text to more clearly state that if she's focusing on a fighter, she can see them through stealth
- Now provides a 2x movement speed boost when moving towards the focused fighter
- Now lasts until the end of her next turn instead of the current turn
- Energy cost reduced from 2 -> 1

En Garde! (*ultimate*)

- Damage increased from x4 of die roll to x5
- Ties are now granted to Elizabeth