Ouray Ahiga

Lone Wolf

High Single Target Damage

Passive: Ohcumga, the Spirit Wolf

Minion

Ouray starts the game with his spirit wolf by his side. During your movement phase, move Ohcumga for half of your die roll (rounded up). He takes the effects of some spaces he lands on; Monster!, Level-Up/Down, and +/- Energy. He can store energy in a pool (up to 6), that he will give to Ouray when they cross paths next.

Ohcumga deals *basic attack* damage automatically upon crossing paths with an enemy. He can be killed, and upon death will; lose his stored energy, be removed from the board, and at the end of the next round respawn to Ouray's side at Level 1.

Level 1 Damage: 2
Level 2 Damage: 3
Level 3 Damage: 4
Minion Hp: 10

Basic Attack: Longshot

Targeted | Projectile | Global

Draw back your bow and fire an arrow at an enemy that deals increased damage if the target is far away from you. Deals additional damage to *Wounded* targets, consuming one stack of the *Wound*.

Damage: 5 (8 at range)
Wounded Bonus Damage: 2
Energy: 1
Damage Increase Range: 12+ Spaces

Ability 1: Hunger of the Wolf

AoE | Ground target | Debuff | Speed Buff

Ohcumga attacks all targets within adjacent spaces of him dealing damage dependent on his level and inflicting a *wound*. *Wounded* enemies take damage at turn start for their next 2 turns and Ohcumga has increased movement speed when moving toward them.

Cannot be used if Ohcumga is dead.
Can only be cast using Ohcumga's energy pool.

Initial Damage: 2, 5, 8 (dependent on Ohcumga's Level)
Bleed Damage: 1 per turn
Ohcumga's Energy: 3
Ohcumga Move Speed: x2
Bleed Duration: 2 Rounds

Ability 2: Ancestral Arrow

Targeted | Projectile | Knockback | Cripple | Global

Fire an arrow at a targeted enemy powered by ancestral energy that; deals damage, *Knocksback*, and *Cripples*. The *Knockback* is stronger the closer the target is to you.

Damage: 5
Energy: 2
Cripple Duration: 1 Turn
Knockback: 5 Spaces if the target is within 3 spaces
4 Spaces if the target is within 6 spaces
3 Spaces if the target is within 8 spaces
2 Spaces if the target is within 10 spaces
1 Space if the target is within 12 spaces

Ability 3: Hunter's Mark

Targeted | Debuff | Teleport | Cooldown Reset | Global

Mark an enemy. When Ouray hits a marked enemy with **Longshot,** Ohcumga teleports to them. When Ohcumga attacks a marked enemy, **Longshot's** cooldown is reset.

Energy: 3
Mark Duration: 1 Turn

Ultimate: Celestial Howl

AoE | Stun | Dash | Root | Heal

Ohcumga unleashes a powerful howl, *Stunning* enemies within range before charging back to Ouray, dealing damage dependent on his level and *Rooting* enemies in his path. Upon reaching Ouray, Ohcumga is restored to full hp.

Charge Damage: 3, 6, 10 (dependent on Ohcumga's Level)

Energy: 4

Ohcumga Heal: 10 HP

Stun Duration: 1 Round

Stun Radius: 2 Spaces

Root Duration: 1 Round