Patch Notes 0.2
"You Got a Star"

General

- All fighters have now been ranked on a difficulty system of 1-5 stars

	Bjauros the Bold
	Elizabeth Dépée
	Lorna Reid, Ouray Ahiga, Vetus-Crepitu Von Finkeldor
	Hisoki Souta, Mindi Nïte
	Madame Loco

Balance

Hisoki Souta

Hisoki has still been struggling after his rework. **Shadow Kunai** has proven to be a much more effective tool that **Teleport** was, but it's high energy cost and short distance were holding it back from really being viable. The changes to this ability as well as the change to Kemuri Form should allow him to play more actively.

Kemuri Form

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

Shadow Kunai

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

Lorna Reid

Lorna has had her passive shifted to make just a bit stronger in a free for all. However she has had her **Bear Trap** tuned back just a bit, between 3 **Bear Traps**, 2 **Pitfalls**, and 3 **Pinecone Bombs**, she has just a little bit too much map presence. She should still be potent in that regard but just a little bit less so. She has also been given a touch of mobility on her **Pitfall** to allow her to get herself out of a bad situation if need be. Lastly her **Confine** has had its energy cost reduced, it was just too high to ever be able to get it off in a match.

Still Target

- Now enemies caught in your CC take 1.5x damage from all sources, but you no longer receive bonus damage on other fighter's CC

Bear Trap

- Max amount that you are able to place has been reduced from 3 to 2

Pitfall

- When you have two Pitfalls active at the same time you may, while walking past one of them you may choose to go through and come out at the other one

Confine

- Energy cost has been reduced from 15 to 10

Madame Loco

Madame Loco has had all numbers associated with her reagents cut in half. This should make hers numbers just a bit smaller making her less overwhelming to play. Additionally her max **Spirit** stacks has been reduced due to her being able to use them to get a reagent being stronger now.

The After Party

- Now only gives 1 reagent of your choosing

- The max amount of **Spirits** you could hold been reduced from 5 to 4

Gather Reagents

- Now only gives half of you dice roll as reagents

Baroness' Brew

- **Madame's Madness** reagent costs have been decreased from 3 to 2
- **Healing Elixir** reagent costs have been decreased from 5 to 3
- **Terminal Illness**' reagent costs have been decreased from 3 to 2
- **Toxic Cloud** reagent costs have been decreased from 4 and 3 to 2 each

Overview

Buffs	Shifts	Nerfs
Hisoki Souta Lorna Reid	Madame Loco	