Patch Notes 0.3
"Lone Wolf"

General

- Fighter's Alias' have changed. These changes were made for the following reasons; update to be more accurate to the kit, show an aspect of lore, or to better fit the overall theme of these taglines

- **Hisoki Souta:** Stealth Striker (Former: The Stealth Striker)
- **Madame Loco:** Toxic Terror (Former: The Toxic Terror)
- **Lorna Reid:** The Feartie Trapper (Former: The Patient Predator)
- **Ouray Ahiga:** Lone Wolf (Former: The Accurate Archer)
- **Mindi Nite:** The Dark in the Light (Former: The Dark Sorcerer)
- **Vetus-Crepitu von Finkledor:** Elementalist (Former: The Elementalist)
- **Elizabeth Depee:** Duelist of Vigilance (Former: The Daft Duelist)
- **Bjauros the Bold:** Badass Brute (Former: The Bustling Brute)

Balance

Ouray Ahiga

Ouray has been partially reworked to have a more interesting kit that feels good to use and brings some aspects of his lore into play. Abilities that were made to just fit any old archer kit have been removed and replaced with abilities that are crucial to a kit for Ouray Ahiga. The abilities that have been completely removed are: Explosive Shot, Rolling Shot, and Arrow Volley. Some of their aspects, however, may remain present in his new kit. The whole story of Ouray's past is one for another day, but in his new kit you will find him calling out to some of lost loved ones for assistance. Without further ado, here is, Lone Wolf, Ouray Ahiga 2.0.

Ouray Ahiga

Alias: Lone Wolf



High Single Target Damage

Passive: Master at Range

You deal 1.5x damage to enemies who are 10 or more tiles away from you.

Ability 1: Longshot

Draw back your bow and fire a high speed arrow at the enemy of your choice. This arrow deals damage to the target and anything it has to pass through to get to the target.

Damage: 5
Energy: 1

Ability 2: Spirit Wolf

Passive: Once this ability is unlocked your spirit wolf, Ohcumga, is summoned to your side. He moves independently from you, when you roll the die you first move yourself the amount rolled, and then move Ohcumga for up to half of the roll. Ohcumga does not have to go the full distance of the roll. If this ability is silenced or unlearnt the wolf stays and can still walk around, but you cannot activate it for it's effects.

Active: When you activate this ability Ohcumga will lash out and attack a target within adjacent spaces to him dealing damage (this counts as damage dealt by Ohcumga and does not proc **Master at Range** or **Hunter's Mark**) he then will grab onto the target slowing their movement for 2 turns. During these 2 turns Ohcumga is attached to the enemy and moves with them. This ability is not able to be cast again while Ohcumga is attached to an enemy.

Damage: 10
Energy: 2
Duration: 2 Turns

Ability 3: Ancestral Arrow

Do a dive roll three spaces in the direction of your choice, then fire an arrow powered by pure ancestral energy straight through the heart of the enemy of your choice dealing damage, knocking them back three spaces and crippling them for one turn.

Damage: 5
Energy: 3
Cripple Duration: 1 Turn

Ability 4: Hunter's Mark

Place a mark on the enemy. This mark makes you deal 50% more damage to it's target and reveals stealth. Additionally, Ohcumga gains movement speed when moving toward this target, allowing him to use your full dice roll. This lasts for three turns.

Energy: 3
Duration: 3 Turns

Ability 5: Ancestor's Strength

Throw your mighty tomahawk with all the strength of your ancestors. This axe deals true damage, meaning it goes through any damage mitigations, invulnerability, or shields. If Ohcumga is latched onto the enemy when they take damage from this attack, he lashes out stunning them for one turn.

Damage: 12
Energy: 5
Stun Duration: 1 Turn

Overview

Buffs	Shifts	Nerfs
	Ouray Ahiga (leaning more towards buffs)	