Patch Notes 0.1

Balance

Bjauros the Bold

Bjuaros' warcry made him very difficult to play against. He was absurdly oppressive in a 1v1. Additionally the 15% mitigation he got from his passive was useless in the early game and mediocre at best in the late game. This shift to this ability should give him a needed edge in the early game. Between the bug fix to his **Warcry** ability and this balance change he may be a little bit on the weaker side, but we will be keeping an eye on him to make sure he can still do the things he wants to.

Thick Skinned

- Changed from 15% damage mitigation too giving him 115 max HP. Additionally he cannot be executed while above 100 HP.

Warcry

- Changed the duration from 3 turns to 2 two turns
- No longer silences

Elizabeth Dépée

Swift Strike was able to deal a lot of damage and go a great distance for a low energy cost very early in the game. The changes to it should bring it more in line with other early game abilities, while also giving her some much needed sustain. Additional her Counter Stance has been buffed because in almost every situation Parry was just the better stance to be in. The change should allow her more options and require more thought as to which stance is the better play.

Swift Strike

- 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

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

Mindi Nite

Mindi is receiving a slight rework in this patch. Most notably **Dark Spores** has now been moved to her passive, a weaker form of **Rebirth** now happens while she is in **Darkest Form**, her ability order has been shifted around, and she has been given an entirely new ability. Her new ability should help with her former problem of not having a lot of direct damage. Her old **Dark Spore's** not having an energy cost led to it being a mostly passive ability anyway, the only difference is you could forget to use it greatly reducing your burst. Now it deals less damage but she can easily stack it on multiple enemies at once. She now gets access to her **Portal** much earlier and her **Portal** now has new interactions with her other abilities. She gets her **Black Hole** later in the game than before, but it now deals damage even without **Darkest Form**, has a slightly higher energy cost, and can interact with the rest of her kit a bit more. These changes should allow her to really live up to her high burst, high sustain identity.

New Passive: **Dark Spores**

Upon dealing damage to an enemy Mindi instills Dark Spore's into their soul. These spores lie dormant until stacked three times, at this point the burst out dealing damage and healing her. If Mindi is able to get enough instances of damage off, this ability can deal it's damage multiple times in the same turn.

Damage: 5
Heal: 5

New Ability 2: **Portal**

- This ability has now been moved to her second ability
- She may now also teleport her Ghost Allies to the Portal

New Ability 3: **Dark Laser**

Mindi shoots a laser of pure dark energy out of the palm of her hand. This laser deals damage to it's target and anything it has to pass through to get there. If this ability hits a portal it may reflect in a different direction. If an enemy is hit by this multiple times they take half damage after the first hit.

Damage: 10
Energy: 3

New Ability 4: **Black Hole**

- This ability has now been moved to ability 4
- This ability now always deals 8 damage per turn to anything trapped in it's radius
- It's energy cost has been changed from 3 to 4

- If **Dark Laser** is targeted at, or has to pass through **Black Hole** to get to it's target The Black Hole goes supernova, ending the black hole and dealing an additional 15 damage to anything in its radius.

Darkest Form

- If she is killed while in this form she is instead reborn with 5hp on her start space. This counts as a death and her killer does receive credit for the kill. This cannot happen if she is executed. This effect is refreshed whenever **Darkest Form** is used
- Ghost Allies now only heal for 8 in **Darkest Form**
- **Dark Laser** deals 15 damage while in this form
- **Black Hole** now only deals 8 damage per turn

Hisoki Souta

Hisoki has been struggling to live up to his identity of lurking in the shadows waiting for the perfect moment to strike. He has been able to be stealthy and confusing, which is good, but he relied way to heavily on his **Assassinate** in order to do anything. He has been given a new ability that should allow him to be able to do more without having to save up for his **Assassinate**. In addition **Assassinate** has received a partial rework that should now allow it to be way more useful for picking off enemies.

Stealth (Kemuri Form)

- This ability has had its name changed from **Stealth** to **Kemuri Form** to better reflect what it does
- It's energy cost has been reduced from 4 down to 3

Teleport

- This ability has been removed

New Ability 3: **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

- 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

Madame Loco

- Fixed some issues that caused **Madame's Madness** to fail