

CHAMPIONS

- General
 - Movement Speed from abilities (e.g. hustle & prowl) will now properly diminish with other Movement Speed effects.
- Items
 - Resilience
 - Resilience and other Crowd Control reduction effects have been modified. They now will reduce the duration of Crowd Control effects by the indicated percentage and no longer reach a floor of 0.5s
 - Polymorph is an exception and its minimum duration is still 2s.
- Ash
 - Health reduced from 5300 to 4900.
 - Shoulder Bash
 - Cooldown increased from 15 to 17.
- Barik
 - Turret
 - Damage reduced from 150 to 120.
 - Health reduced from 700 to 600.
- Buck
 - Shotgun
 - Damage reduced from 800 to 700.
 - Ammo count increased from 4 to 5
 - Accuracy reduced by 10%.
- Cassie
 - Crossbow
 - Addressed an issue where sometimes Cassie's projectile sounds could get stuck on.
- Drogoz
 - Fire Spit
 - Projectile speed increased from 40 to 60.
- Evie
 - Ice Staff
 - Damage reduced from 930 to 850.
 - Soar
 - Flight speed reduced from 54 to 48.6
- Fernando
 - Health decreased from 5000 to 4600
- Grover
 - Health reduced from 2700 to 2500.
 - Blossom

- Heal on use reduced from 1000 to 900.
 - Whirlwind
 - Duration reduced from 5s to 4s.
 - Kinessa
 - Health increased from 2000 to 2100.
 - Sniper Rifle
 - Unscoped damage increased from 150 to 180.
 - Lex
 - Magnums
 - Damage reduced from 400 to 350.
 - Maeve
 - Dagger
 - Damage reduced from 420 to 400.
 - Prowl
 - Movement speed reduced from 65% to 50%.
 - Pounce
 - Damage Reduced from 500 to 400
 - Makoa
 - Shell Spin
 - Distance reduced from 55 to 44.
 - Dredge Anchor
 - Range reduced from 85 to 75.
 - Pip
 - Potion Launcher
 - Self damage reduced from 400 to 200.
 - Healing Potion
 - Radius increased from 25 to 27.5.
 - Ruckus
 - Health increased from 4400 to 4500.
 - Emitter
 - Shield reduced from 3000 to 2500.
 - Seris
 - Restore Soul
 - Channel time reduced from 2s to 1.5s
 - Time between healing ticks reduced from 0.2s to 0.15s
 - Skye
 - Wrist Crossbow
 - Damage reduced from 140 to 130.
 - Hidden
 - No longer increases Movement Speed.
 - Strix
 - Health increased from 2000 to 2100.
 - Torvald

- Health reduced from 3500 to 3300.
- Shield health reduced from 2000 to 1800.
- Willo
 - Seedling
 - Damage reduced from 500 to 400.
- Vivian
 - LMG
 - Damage reduced from 200 to 170.
 - Sentinel
 - Fixed a bug where Sentinel's explosion radius was larger than it appeared.
- Zhin
 - Counter
 - Counter attack damage reduced from 700 to 560.
 - Duration reduced from 2s to 1.5s
 - Billow
 - Duration reduced from 2.5s to 2s.

CARDS AND LEGENDARIES

- General
 - All cards now rank from 1 to 10.
 - In comparison to previous card levels, rank 2 is the equivalent of the old rank 1. Rank 8 is the equivalent of the old rank 4.
 - To represent this scaling on patch notes we are using a new notation on patch notes.
 - “[Nether Step] Nether Step heals you for {Base Value|Scaling Factor} Health.”
 - Legendary cards now scale with rank from 1-10 with the original value at rank 4.
 - All cards have been adjusted to work with these changes.
- Androxus
 - Cards
 - Abyssal Touch
 - [Defiance] Defiance reduces the cooldown of Nether Step by {.75|.75}s if it hits a champion.
 - Cooldown Reduction per rank increased from 1 to 1.5.
 - Buying Time
 - Reworked
 - [Reversal] Activating Reversal generates 1 Ammo every .5s for {.5|.5}s.
 - Elusive

- [Nether Step] Gain {5|5}% Movement speed for 3s after using Nether Step.
 - Duration increased from 2s to 3s.
 - Featherweight
 - [Armor] Increase your Air Control while using Drift by {15|15}%
 - Maximum rank Air Control increased from 100% to 150%.
 - Marksman
 - Reworked
 - [Defiance] If Defiance hits a Champion it generates 1 Ammo every .5s for {.5|.5}s.
 - Power of the Abyss
 - [Reversal] Hitting a target with Reversal reduces the Cooldown of Nether Step by {10|10}%.
 - Rescaled so maximum rank Cooldown reduction is still 100%.
 - Sleight of Hand
 - Reworked
 - [Nether Step] Using Nether Step generates 1 Ammo every .5s for {.5|.5}s.
 - Watchful
 - [Weapon] Hitting an enemy reveals them to you for {.5|.5}s even through stealth.
 - No longer requires a headshot.
- Legendary Cards
 - Defiant Fist
 - New
 - [Defiance] Successful hits with Revolver increase the damage of your next Defiance by {8.5|.5}% up to 100%.
- Ash
 - Cards
 - Indomitable
 - [Armor] Gain {5|5}% crowd control reduction.
 - Maximum level Crowd Control reduction increased from 40% to 50%.
 - Trebuchet
 - Reworked
 - [Siege Shield] Activating Siege Shield generates 1 Ammo every .5s for {.5|.5}s.
 - Legendary Cards
 - Battering Ram
 - [Shoulder Bash] Gain {61.2|3.6}% Damage Reduction while Channeling Shoulder Bash.
 - Rescaled so maximum rank Cooldown reduction is still 90%.
 - Slug Shot

- New
 - [Weapon] Your weapon shots travel 50% faster and further, deal {21.25|1.25}% more damage, but no longer explode.
 - Barik
 - Cards
 - Accelerator Field
 - [Barricade] You and your allies gain {5|5}% Movement Speed for 3s when passing through Barricade.
 - Maximum rank Movement Speed decreased from 100% to 50%.
 - Now correctly indicates that the duration is 3s.
 - Brave and Bold
 - [Armor] When near turret you gain {5|5}% Crowd Control reduction.
 - Updated description to say Crowd Control reduction instead of CC reduction
 - Bowling Ball
 - [Rocket Boots] Gain a Shield with {150|150} Health during Rocket Boots and for 4s after.
 - Fixed a description error where some ranks said “Gain shield” instead of “Gain a shield”.
 - Failsafe
 - [Armor] Dropping below 50% of your max Health reduces the cooldown of Rocket Boots by {10|10}%.
 - Rescaled so maximum rank Cooldown Reduction is still 100%.
 - Field Deploy
 - [Turret] Reduce the Deploy Time of your Turret by {.3|.3}s.
 - Rescaled so maximum rank Turret Deploy Time is still near instant.
 - Foundation
 - [Barricade] Increase the Duration of Barricade by {.5|.5}s.
 - Fixed a description error where rank 4 did not specify seconds.
 - One man’s Treasure
 - [Armor] Eliminations reduce active cooldowns by {5|5}%.
 - Maximum Rank Cooldown Reduction increased from 28% to 50%.
 - Legendary Cards
 - Hair Trigger
 - New
 - [Weapon] Blunderbuss fires {25.5|1.5}% faster.
- Bomb King
 - Cards
 - Ablative Coating
 - [Poppy Bomb] Increase the health of Poppy Bomb by {50|50}.
 - Maximum rank deployable health increased from 200 to 500.

- Cards
 - Kinetics
 - [Blast Shot] Blast Shot reduces healing by {4|4}% more.
 - Maximum rank healing reduction increased from 20% to 40%.
 - Lunge
 - [Dodge Roll] Increase the distance of Dodge Roll by {5|5}%.
 - Maximum rank distance decreased from 80% to 50%.
 - Sky Warden
 - [Disengage] The Cooldown of Disengage is reduced by {.75|.75}s when hitting an airborne target.
 - Maximum rank Cooldown Reduction increased from 4s to 7.5s.
 - Tumble
 - [Armor] Gain {5|5}% Crowd Control Reduction
 - Maximum Crowd Control reduction increased from 28% to 50%.
 - Updated description to say Crowd Control reduction instead of CC reduction
- Legendary Cards
 - Just Breathe
 - New
 - [Scout] Crossbow shots deal up to {42.5|2.5}% increased damage over 100 units.
- Drogoz
 - Cards
 - Apex Predator
 - [Armor] Gain {5|5}% Crowd Control Reduction.
 - Maximum rank Cooldown Reduction increased from 28% to 50%.
 - Bask
 - [Salvo] Heal for {12.5|12.5} each time Salvo hits a target.
 - Maximum rank healing increased from 40 to 125.
 - Follow the Scent
 - [Fire Spit] Using Fire Spit increases your Movement speed by {4|4}% for 2s.
 - Updated description to correctly indicate duration.
 - Lung Capacity
 - Reworked
 - As mentioned above, default Fire Spit speed has been updated to compensate.
 - [Fire Spit] Heal for {25|25} health for each enemy champion hit with Fire Spit.
 - Survival
 - [Thrust] Dropping below {5|5}% of your max Health reduces the Cooldown of Thrust by 100%.
 - Maximum Health Threshold reduced from 60% to 50%.

- Legendary Cards
 - Reign of Terror
 - New
 - [Salvo] Salvo now activates instantly, always fires 6 shots, and deals {8.5|.5}% more damage.
- Evie
 - Cards
 - Biting Cold
 - Reworked
 - [Ice Block] Activating Ice Block generates 1 Ammo every .5s for {.5|.5}s.
 - Cantrip
 - Reworked
 - [Soar] Activating Soar generates 1 Ammo every .5s for {.5|.5}s.
 - Cold Acclimation
 - [Weapon] Your Weapon deals {10|10}% reduced Self Damage and no longer knocks you back.
 - Rescaled for Self Damage Reduction so that maximum rank is still 100%.
 - Killing Frost
 - [Soar] Kills reduce the Cooldown of Soar by {10|10}%.
 - Rescaled Soar Cooldown Reduction so that maximum rank is still 100%.
 - Legendary Cards
 - Snow Globe
 - New
 - [Ice Storm] Ice Storm now deals {85|5}% more damage and costs 60% energy, but lasts only 2s.
 - Wormhole
 - [Blink] Blink may be used a second time within 4s to return to the initial casting location and the cooldown of blink is reduced by {0.85|.05}s.
 - Now also reduces the cooldown of Blink.
- Fernando
 - Cards
 - Brand
 - [Fireball] Fireball reduces healing by {7.5|7.5}% for 3s.
 - Maximum Healing Reduction reduced from 80% to 75%.
 - Immovable Object
 - [Armor] Gain {5|5}% Crowd Control Reduction.
 - Maximum Crowd Control reduction increased from 28% to 50%.
 - Updated description to say Crowd Control reduction instead of CC reduction.

- Launch
 - [Charge] Increase the distance of Charge by {5|5}%.
 - Maximum Charge Distance increase reduced from 100% to 50%.
 - Unstoppable Force
 - [Charge] Charge applies a {150|150} Knockback.
 - Maximum Knockback increased from 800 to 1500.
 - Legendary Cards
 - Dragonfire Lance
 - New
 - [Weapon] Flame Lance now fires small fireballs that deal {85|5} damage every 0.2s.
 - Aegis
 - [Shield] Your Shield has an infinite Duration and the Cooldown is reduced to {13.2|.6}s.
 - Cooldown Reduction reduced by 4s.
 - Grohk
 - Cards
 - Electrostatic
 - [Weapon] Regenerate overheat {4|4}% faster.
 - Maximum rank overheat regeneration increased from 24% to 40%.
 - Lightning Rod
 - [Shock Pulse] Hitting a champion with Shock Pulse heals for {12.5|12.5}.
 - Maximum rank healing increased from 80 to 125.
 - Haunting
 - [Ghost Walk] Reduces the cooldown of Ghost Walk by {.25|.25}s.
 - Maximum rank Cooldown Reduction reduced from 4s to 2.5s.
 - Thunderlord
 - [Weapon] Your weapon can fire {4|4}% longer before overheating.
 - Maximum rank overheat increase increased from 20% to 40%.
 - Legendary Cards
 - Spirit's Domain
 - New
 - [Healing Totem] Healing totem can now deploy at range and {85|5}% of your healing to full health players becomes a shield.
 - Wraith
 - [Armor] If you would have died, Ghost Walk instead and heal for {12.75|.75}% of your maximum Health.
 - Internal cooldown increased from 30s to 45s.
 - Grover
 - Cards
 - Heavenly Agility
 - [Vine] After using Vine gain {10|10}% increased Air Control for 4s.

- Maximum rank Air Control increased from 40% to 100%.
 - Legendary Cards
 - Deep Roots
 - [Crippling Throw] Crippling Throw now also roots and deals {8.5|.5}% more damage.
 - Root duration reduced from 1.5s to 1.2s
 - Now also increases the damage of Crippling Throw
 - Efflorescence
 - New
 - [Blossom] Increase the passive healing and area of Blossom by {85|5}%.
 - Inara
 - Cards
 - Crag
 - [Impasse] Impasse gains {6|6}% more Damage Reduction from Earthen Guard.
 - Maximum rank damage reduction increased from 40% to 60%.
 - Insurmountable
 - [Armor] Gain {5|5}% Crowd Control reduction.
 - Maximum rank Crowd Control reduction increased from 32% to 50%.
 - Lodestone
 - Reworked
 - [Warder's Field] Activating Warder's Field generates 1 Ammo every .5s for {.5|.5}s.
 - Shear
 - Reworked
 - [Earthen Guard] Activating Earthen Guard generates 1 Ammo every .5s for {.5|.5}s.
 - Summit
 - [Impasse] Activating Impasse underneath you applies a {150|150} knockup.
 - Maximum rank knockup increased to 1500.
 - Legendary Cards
 - Wrath of the Stagalla
 - New
 - [Weapon] Hitting all 3 shots on the same target deals an extra {170|10} damage.
- Jenos
 - Cards
 - Eclipse
 - [Void Grip] Enemies affected by Void Grip receive {7.5|7.5}% reduced healing.

- Maximum rank Healing Reduction reduced from 80% to 75%.
 - Legendary Cards
 - Binary Star
 - New
 - [Weapon] Star Splitter now deals {340|20} damage every 0.4s.
- Kinessa
 - Cards
 - Bob and Weave
 - [Transporter] Increase your movement speed by {13.5|13.5}% for 2s after deploying or teleporting through transporter.
 - Maximum rank Movement Speed reduced from 140% to 135%.
 - Quick Scope
 - [Sniper Mode] Reduce the time it takes to scope in and scope out by {10|10}%.
 - Scope in time per rank rescaled so that maximum rank is still 100%.
 - Legendary Cards
 - Reposition
 - New
 - [Transporter] Transporter is now instant and its cooldown is reduced by {2.55|.15}s.
- Lex
 - Cards
 - Commencement
 - [Combat Slide] Increase the distance of Combat Slide by {5|5}%.
 - Maximum rank distance decreased from 80% to 50%.
 - Equip
 - Reworked
 - [Combat Slide] Activating Combat Slide generates 1 Ammo every .5s for {.5|.5}s.
 - Restock
 - Reworked
 - [Weapon] Kills and Eliminations generate 1 Ammo every .5s for {.5|.5}s.
 - Wicked Don't Rest
 - [Combat Slide] Landing a headshot lowers the remaining Cooldown on Combat Slide by {10|10}%.
 - Rescaled so that maximum rank Cooldown reduction is still 100%.
 - Legendary Cards
 - ~~Fought The Law~~
 - ~~New~~
 - ~~[In Pursuit] In Pursuit now deals 48/54/60/66/72% of the target's maximum health in damage over its duration.~~

- Will no longer be released.
 - The Law Won
 - New
 - [Weapon] Killing your target grants a {4.5|.5}% damage buff that stacks up to 5 times.
- Lian
 - Legendary Cards
 - Precision
 - [Weapon] Grace generates 8 ammo and your weapon deals {4.5|.5}% more damage.
 - Now increases weapon damage.
 - Death and Taxes
 - New
 - [Weapon] Your weapon shots reduce the effect of healing on your target by {61.2|3.6}% for 1.5s.
- Maeve
 - Cards
 - Featherlight
 - [Prowl] Reduce Your fallspeed in Prowl by {2.5|2.5}%.
 - Maximum rank fallspeed reduction reduced from 80% to 50%.
 - Predation
 - [Armor] Gain {5|5}% increased Movement Speed when out of combat.
 - Updated description to have consistent wording across all ranks.
 - Scamper
 - [Pounce] Gain {5|5}% Movement Speed for 3s after activating Pounce.
 - Updated description to have consistent wording across all ranks.
 - Legendary Cards
 - Rogue's Gambit
 - [Armor] Eliminations reset the Cooldown of Pounce and Pounce deals {8.5|.5}% more damage.
 - Now increases pounce damage.
 - Street Justice
 - [Pounce] Pounce deals {25.5|1.5}% of the target's missing health as bonus damage.
 - Artful Dodger
 - [Nine Lives] Activating Nine Lives cleanses all Crowd Control effects and heals for {335|15}.
 - Healing reduced by 20%.
- Makoa
 - Cards
 - Determination

- [Armor] Gain {5|5}% Crowd Control Reduction.
 - Maximum rank Crowd Control reduction increased from 28% to 50%.
 - Ebb and Flow
 - [Armor] Upon reaching 40% health the Cooldown of Shell Spin is reduced by {10|10}%.
 - Rescaled so that Maximum Rank cooldown reduction is still 100%.
 - Salvage
 - Reworked
 - [Dredge Anchor] Activating Dredge Anchor generates 1 Ammo every .5s for {.5|.5}s.
- Legendary Cards
 - Half Shell
 - [Shell Shield] Shell Shield is now placed on the ground, is not Channeled, and lasts {1.7|.1}s longer.
 - Now increases the duration of Shell Shield
 - Davey Jones Locker
 - [Dredge Anchor] If your victim dies within {2.55|.15}s of being hit by Dredge Anchor the cooldown is reset.
- Mal'Damba
 - Cards
 - Eerie Presence
 - [Mending Spirits] Reduce the Cooldown on Mending Spirits by {.25|.25}s when you miss.
 - Updated description to have consistent wording across all ranks.
 - Venomous Gourd
 - Reworked
 - [Gourd] Enemies hit by Gourd take {7.5|7.5}% reduced healing for 1s.
 - Legendary Cards
 - Wekono's Curse
 - New
 - [Mending Spirits] May now be cast on enemies to deal {42.5|2.5}% of the healing value as damage over time.
- Pip
 - Cards
 - Sturdy
 - [Weapon] Your weapon no longer knocks you back and deals {10|10}% less self damage.
 - Rescaled so that maximum rank Self Damage reduction is still 100%.
 - Smithereens
 - Reworked

- [Explosive Flask] Hitting an enemy with Explosive Flask generates 1 Ammo every .5s for {.5|.5}s.
 - Reload
 - [Healing Potion] Instantly reduce Healing Potion"s Cooldown by {.25|.25}s for each ally hit.
 - Updated description to have consistent wording across all ranks.
 - Legendary Cards
 - Mischief
 - New
 - [Weapon] Hits with your Potion Launcher reduce the Cooldown of all other skills by {0.85|.05}s.
 - Ruckus
 - Cards
 - Extended Magazines
 - [Advance] Advance generates {5|5} Ammo.
 - Maximum Ammo Generation increased from 20 to 50.
 - Proximity
 - Reworked
 - [Advance] Activating Advance grants {2|2}% damage reduction for 3s.
 - Legendary Cards
 - Aerial Assault
 - [Advance] Advance gains a 3rd charge, standing still causes Ruckus to jet upwards, and the cooldown of Advance is reduced by {0.85|.05}s.
 - Now reduces the cooldown of Advance.
 - Overdrive
 - [Weapon] Deal up to {34|2}% more damage based on your missing Health.
 - Rank 3 damage increased from 30% to 40%
 - Rocket Barrage
 - New
 - [Missile Launcher] You may hold up to 3 charges of Missile Launcher and Missile Launcher deals {12.75|.75}% increased damage.
 - Seris
 - Legendary Cards
 - The Void Abides
 - New
 - [Restore Soul] Heal all allies within 50ft of your Restore Soul target for {42.5|2.5}% of the healing value.
 - Sha Lin
 - Cards

- Poise
 - [Armor] Gain {5|5}% Crowd Control Reduction.
 - Maximum rank Crowd Control reduction increased from 20% to 50%.
- Run Them Down
 - [Impaler Arrow] Gain {5|5}% Movement Speed for 4s after hitting Impaler Arrow.
 - Updated description to correctly indicate the duration.
- Windwall
 - [Planted] Gain {2.5|2.5}% Damage Reduction during Planted.
 - Damage Reduction per rank increased from 3% to 5%.
- Legendary Cards
 - Explosive Arrows
 - New
 - [Impaler Arrow] Impaler Arrow now explodes on contact for an additional {255|15} damage and knocks back all enemies in the radius, but can no longer stun.
 - Shifting Sands
 - [Planted] Killing an enemy resets the Cooldown of Planted and Planted deals {8.5|.5}% more damage.
 - Now also increases the damage of Planted
- Skye
 - Cards
 - Decrepify
 - [Poison Bolts] Poison Bolts reduce healing by {7.5|7.5}% for 3s.
 - Maximum rank Healing Reduction reduced from 80% to 75%.
 - Emergency Exit
 - [Hidden] You automatically enter Stealth when you drop below 30% Health. This effect can happen once every {25|-2.5}s.
 - Minimum rank Internal Cooldown reduced from 40s to 25s.
 - Twilight Armor
 - [Armor] Gain {5|5}% Crowd Control Reduction.
 - Maximum rank Crowd Control reduction increased from 28% to 50%.
 - Legendary Cards
 - Preparation
 - [Armor] Reduce all Cooldowns by 100% when getting a kill and heal for {425|25} Health.
 - Now also heals on kill.
 - Smoke and Dagger
 - New
 - [Smoke Screen] Smoke Screen now deals {510|30} damage when it deploys.

- Strix
 - Cards
 - Relentless
 - [Scope] Reduce the movement speed penalty of Scope by {10|10}%.
 - Rescaled so that maximum rank Movement Speed penalty reduction is still 100%.
 - Legendary Cards
 - Unauthorized Use
 - New
 - [Flare] Increase the Projectile Speed of Flare by 100, increase its Damage by {255|15}%, and reduce its Cooldown by 10s.
- Talus
 - Cards
 - Antediluvian
 - [Overcharge] Enemies hit by Overcharge receive {7.5|7.5}% reduced healing for 2s.
 - Maximum rank Healing Reduction reduced from 80% to 75%.
 - Reclamation
 - Reworked
 - [Overcharge] Reduce the Cooldown of Overcharge by {.25|.25}s.
 - Transient
 - [Rune of Travel] The duration of Rune of Travel is reduced by {.25|.25}s.
 - Maximum rank Cooldown Reduction reduced from 4s to 2.5s.
 - Legendary Cards
 - Inner Strength
 - [Rune of Travel] Rune of Travel now resets the Cooldown of Overcharge and Blitz Upper when it activates and grants you {17|1}% damage reduction for 4s.
 - Now grants damage reduction.
 - Nothing Personal
 - New
 - [True Power] Targets below 65% Health are now revealed, and your Ultimate charge rate is increased by {12.75|.75}%.
- Terminus
 - Cards
 - Abomination
 - [Calamity Blast] Calamity Blast shots reduce healing for 2s by {2|2}% per Charge.
 - Rescaled so that maximum rank Healing Reduction is still 20%.
 - Devastation
 - Reworked

- Legendary Cards
 - Burn, Monster!
 - New
 - [Fire Bomb] Fire Bomb now Cripples enemies and deals {85|5}% more damage.
- Viktor
 - Cards
 - Compensator
 - [Iron Sights] Reduces recoil by {10|10}%.
 - Rescaled so that maximum rank Recoil Reduction is still 100%.
 - Guerrilla Warfare
 - [Hustle] After using hustle gain {5|5}% reload speed for 3s.
 - Maximum rank Reload Speed increased from 28% to 50%.
 - Legendary Cards
 - Shrapnel
 - New
 - [Frag Grenade] Increase Frag Grenade's AoE by 40% and deal {170|10} more damage.
- Vivian
 - Cards
 - Runic Ammunition
 - [Weapon] Heal for {2.5|2.5}% of damage dealt to shields.
 - Maximum rank healing from damage dealt to shields reduced from 40% to 25%.
 - Scapegoat
 - [Deflector Shield] While Deflector Shield is active {5|5}% of damage dealt to you is instead dealt to the Shield.
 - Maximum rank deflection reduced from 60% to 50%.
 - Legendary Cards
 - Booby Trap
 - New
 - [Sensor Drone] If an enemy is within 20ft of your Sensor Drone, it explodes dealing {425|25} damage.
- Willo
 - Cards
 - Germination
 - Reworked
 - [Seedling] Activating Seedling generates 1 Ammo every .5s for {.5|.5}s.
 - Hummingbird
 - Reworked
 - [Flutter] Activating Flutter generates 1 Ammo every .5s for {.5|.5}s.
 - Pixie Dust

- [Billow] Heal for {36|2}% of your maximum Health over the duration of Billow.
- Healing reduced by 33%.
- Yomi
 - New
 - [Weapon] Your heavy hit passes through enemies, deals {127.5|7.5} more damage, and has no range limit.