

# Champions

## Bug Fixes

- **Androxus**
  - **Through The Warp (Card)**
    - Fixed a bug where Androxus would Dash slower while using this card.
- **Drogoz**
  - **Booster**
    - Fixed a bug where booster would not inherit momentum, such as using booster immediately after dismounting.
- **Grover**
  - **Efflorescence (Talent)**
    - Fixed a bug where this Talent was providing a larger radius increase than intended.
  - **Blossom (Ability)**
    - Fixed an issue where Blossom was not playing sounds.
  - **Vine (Ability)**
    - No longer loses accuracy while jumping.
- **Lex**
  - **Inescapable (Card)**
    - Fixed a bug where Lex could sometimes gain higher than intended Movement Speed.
- **Seris**
  - **Soul Collector (Talent)**
    - Fixed a description error stating that Seris' damage and health were scaling at 20% per stack, instead of 2%.
- **Vivian**
  - **Joyless Eyes (Card)**
    - Now properly increases the effect radius to values on cards.

## Balance

- **Androxus**
  - **Revolver**
    - Recoil Reduced
    - Damage decreased from 580 to 520
  - **Defiance**
    - Reduced the post hit lock out for a quicker transition into shooting.
  - **NetherStep**
    - Dash Distance increased by 15%

- Forced Drift time after dashing greatly reduced
- **Cards**
  - **Abyssal Touch**
    - Defiance reduces the cooldown of Nether Step by {1.5|1.5}s ⇒ **{2.0, 2.0}s** if it hits a champion.
  - **Disrupt**
    - Reduce the cooldown of Reversal by {1|1}s ⇒ **{1.2, 1.2}s**.
  - **Featherweight**
    - Increase your Air Control while using Drift by {15|15}%
    - **NEW EFFECT:** Gain {6|6}% Damage reduction while using Drift.
  - **Spite**
    - Hitting an enemy with Defiance grants you {10|10}% Movement Speed for 4s.
    - **NEW EFFECT:** Defiance reduces healing received by {15|15}% for 3s.
    - Renamed to Spiteful
  - **Watchful**
    - Hitting an enemy reveals them to you for {1|1}s even through stealth.
    - **NEW EFFECT:** Getting an elimination reduces all active cooldowns by {10|10}%.
- **Ash**
  - **Slug Shot**
    - No longer grants increased damage
    - Now counts as Direct Damage
  - **Cards**
    - **Gate Crasher**
      - Reduce the Cooldown of Shoulder Bash by {1|1}s ⇒ **{1.2s|1.2s}**.
    - **Indomitable**
      - Gain {10|10}% ⇒ **{14|14}%** crowd control reduction.
    - **Siege Engine**
      - Reduce the cooldown of Siege Shield by {.5|.5}s for each enemy hit with Kinetic Burst.
      - **NEW EFFECT:** Reduce the cooldown of Siege Shield by {1|1} for hitting an enemy with Kinetic Burst.
    - **Thrive**
      - Heal for {150|150} ⇒ **{175|175}** Health when hitting with Shoulder Bash.
    - **Watchtower**
      - Siege Shield reveals nearby enemies for {1|1}s.
      - **NEW EFFECT:** Increase the Health of Siege Shield by {250|250}.
- **Barik**
  - **Cards**

- **Accelerator Field**
  - You and your allies gain {10|10}% Movement Speed for 3s → **5s** when passing through Barricade.
- **Brave and Bold**
  - When near turret you gain {10|10}% Crowd Control reduction.
  - **NEW EFFECT:** Gain {14|14}% Crowd Control and Slow Reduction.
- **Failsafe**
  - Dropping below 50% of your max Health reduces the cooldown of Rocket Boots by {20|20}%.
  - **NEW EFFECT:** Dropping below {10|10}% of your max Health resets the cooldown of Rocket Boots.
- **Red Streak**
  - Reduce the cooldown of Rocket Boots by {1|1}s → **{1.4|1.4}**.
- **Bomb King**
  - **Health**
    - Reduced health from 2400 to 2200
  - **Talents**
    - **Demolition**
      - Updated description text
    - **Royal Subjects**
      - Updated description text
  - **Cards**
    - **Countdown**
      - Reduce the cooldown of Grumpy Bomb by {1|1}s → **{.5|.5}s**.
    - **Ablative Coating**
      - Increase the health of Poppy Bomb by {100|100}
      - **NEW EFFECT:** Hitting an enemy with Poppy Bomb heals you for {100|100}.
    - **Jolt**
      - Poppy Bomb has {10|10}% → **{15|15}%** increased Knockback against enemies and explodes on contact with any surface.
    - **Reinforced Casing**
      - Increase the health of Sticky Bomb by {50|50}.
      - **NEW EFFECT:** Gain {14|14}% crowd control reduction.
    - **Royal Decree**
      - Increase your Reload speed by {2|2}% for 3s for every Sticky Bomb detonated.
      - **NEW EFFECT:** Increase Reload speed by {5|5}% for 3s after using detonate.
- **Buck**
  - **Cards**
    - **Bully**

- Gain {10|10}% → {12|12}% lifesteal against targets you hit with Net Shot.
  - **Concussion**
    - Reduce the cooldown of Net Shot by {1|1}s → {1.5|1.5}.
  - **Deep Breath**
    - Activating Recovery Grants you {8|8}% Damage Reduction for 2s → 3s.
  - **Exhilarate**
    - Heal for {75|75} for each champion you hit with Heroic Leap.
    - **NEW EFFECT:** Heal for {120|120} if you hit a champion with Heroic Leap.
  - **Momentum**
    - Heroic Leap grants {8|8}% Movement Speed for 2s when landing near an enemy.
    - **NEW EFFECT:** Activating Heroic Leap grants {6|6}% Damage Reduction for 4s.
- **Cassie**
  - **Impulse**
    - Reduced Bonus Damage from 350 to 250
  - **Cards**
    - **Kinetics**
      - Blast Shot reduces healing by {18|18}% → {15|15}%.
      - Description now includes 3s duration
    - **Raze**
      - Increase the knockback amount of Disengage by {6|6}% → {8|8}%.
    - **Sky Warden**
      - The Cooldown of Disengage is reduced by {.75|.75}s when hitting an airborne target.
      - **NEW EFFECT:** Hitting an Enemy with Disengage heals you for {125|125}.
  - **Tumble**
    - Gain {10|10}% → {14|14}% Crowd Control and Slow Reduction
- **Drogoz**
  - **Collision**
    - Reduced Collision size
  - **Cards**
    - **Apex Predator**
      - Gain {10|10}% → {14|14}% Crowd Control Reduction.
    - **Condescension**
      - Reduce the Cooldown of Thrust by {.5|.5}s for each enemy champion hit with Fire Spit.

- **NEW EFFECT:** Reduce the Cooldown of Thrust by {1|1} for hitting an enemy champion with Fire Spit.
  - **Follow the Scent**
    - Using Fire Spit increases your Movement speed by {8|8}% for 2s.
    - **NEW EFFECT:** Enemies hit by Fire Spit receive {scale=15|15}% less healing.
  - **Hyper Boost**
    - Reduce the cooldown of Thrust by {.1|.1}s each time Salvo hits a target.
    - **NEW EFFECT:** Restore {3|3}% booster fuel each time Salvo hits a target.
- **Evie**
  - **Ice Staff**
    - Remove accuracy loss while airborne
  - **Blink**
    - Increase distance by 15%
  - **Cards**
    - **Teleport**
      - The range of Blink is increased by {10|10}% → **{6|6}%**
    - **Cold Acclimation**
      - Your Weapon deals {20|20}% → **{60|10}%** reduced Self Damage and no longer knocks you back.
- **Fernando**
  - **Talents**
    - Dragonfire Lance
      - Reduced VFX
    - Formidable
      - Reduced maximum health regeneration from 60% to 55%.
  - **Cards**
    - **Immovable Object**
      - Gain {10|10}% → **{14|14}%** Crowd Control Reduction.
    - **Launch**
      - Increase the distance of Charge by {10|10}% → **{12|12}**.
    - **Looks that Kill**
      - Hitting an enemy with Fireball recharges {10|10}% of your maximum overhear.
      - **NEW EFFECT:** Hitting an enemy with Fireball recharges {20|20} ammo.
    - **Pyre**
      - Reduce the overhear cost of firing your flame lance by {15|15}%.
      - **NEW EFFECT:** Increase your maximum ammo capacity by {10|10}.
    - **Unstoppable Force**

- Charge applies a {300|300} → {800|200} Knockback.
- **Grohk**
  - **Health**
    - Decreased health from 2400 to 2200
  - **Cards**
    - **Arc Lightning**
      - The bounce range of Shock Pulse is increased by {10|10}% → {12|12}%.
    - **Conduit**
      - Gain {4|4}% movement speed for 2s for each unique enemy hit by Shock Pulse.
      - **NEW EFFECT:** Gain {6|6}% movement speed for 3s if Shock Pulse hits an enemy
    - **Crackle**
      - Increase the Duration of Healing Totem by {1|1}s → {0.6|0.6}s.
    - **Electrostatic**
      - Updated Description
      - Regenerate ammo {8|8}% → {12|12}% faster
    - **Haunting**
      - Reduces the cooldown of Ghost Walk by {.5|.5}s → {0.6|0.6}.
    - **Lightning Rod**
      - Hitting a champion with Shock Pulse heals for {25|25} → {30|30}.
    - **Thunderlord**
      - Updated Description
      - Increase your ammo by {8|8}% → {10|10}%
    - **Thunderstruck**
      - Updated description
      - Recharge {4|4}% → {6|6}% of your ammo for every unique enemy hit by Shock Pulse
- **Grover**
  - **Health**
    - Decreased health from 2500 to 2300
  - **Cards**
    - **Chop Down**
      - Reduce the Cooldown of Crippling Throw by {.5|.5}s → {0.6|0.6}s.
    - **Gentle Breeze**
      - Allies gain {8|8}% Movement Speed for 2s → 4s after being healed by Blossom.
    - **Heavenly Agility**
      - After using Vine gain {20|20}% increased Air Control for 4s.
      - **NEW EFFECT:** Increase the Pull Speed of Vine by {6|6}%.
    - **Unstoppable**

- Gain {5|5}% ⇒ {6|6}% damage reduction for 2s ⇒ 4s after using Blossom.
- **Inara**
  - **Stone Wall**
    - No longer blocks lines of sight to the Payload in terms of contesting.
  - **Talents**
    - Tremors
      - Is now a flat 70% Cooldown reduction on Impasse.
  - **Cards**
    - **Crag**
      - Impasse gains {6|6}% more Damage Reduction from Earthen Guard.
      - **NEW EFFECT:** Activating Impasse heals you for {150|150}.
        - Has a 10s Internal Cooldown.
    - **Insurmountable**
      - Gain {10|10}% ⇒ {14|14} Crowd Control reduction.
    - **Living Stone**
      - Reload {10|10}% ⇒ {12|12}% faster during Earthen Guard.
      - Guard.
    - **Rolling Stones**
      - You cannot be slowed below {50|5}% of your base movement speed.
      - **NEW EFFECT:** Getting an elimination reduces all active cooldowns by {8|8}%
    - **Whetstone**
      - Eliminations grant you {5|5}% Reload Speed for 5s.
      - **NEW EFFECT:** Gain {5|5}% Reload Speed.
- **Jenos**
  - **Health**
    - Decreased health from 2400 to 2200
  - **Cards**
    - **Eclipse**
      - Updated description to include duration of effect.
      - Enemies affected by Void Grip receive {15|15}% reduced healing for 2.5s ⇒ 3s.
    - **Cosmic Barrier**
      - Gain {8|8}% ⇒ {5|5}% damage reduction while using Stellar Wind.
    - **Falling Star**
      - If a victim of Void Grip dies within 4s of being hit by the ability, reduce all active cooldowns by {15|15}% ⇒ {20|20}%.
    - **Inertia**
      - You cannot be slowed below {50|5}%.
      - **NEW EFFECT:** Gain {5|5}% Reload Speed.

- **Inner Peace**
  - Decrease the cooldown of Void Grip by {1|1}s → **{1.2|1.2}s**.
- **Penumbra**
  - Gain {8|8}% → **{5|5}%** Lifesteal.
- **Star Seeker**
  - Increase air control by {10|10}% → **{14|14}%** while using Stellar Wind.
- **Kinessa**
  - **Transporter**
    - Added VFX trail to indicate travel path
  - **Cards**
    - **Calibrate**
      - Hitting an enemy with your Carbine lowers the cooldown of Transporter by {0.25|0.25}s → **{0.12|0.12}s**.
    - **Headstrong**
      - You cannot be slowed below {60|10}% of your base movement speed.
      - **NEW EFFECT:** Increase your maximum Health by {50|50}.
    - **Restore**
      - Added 10 second Internal Cooldown.
    - **Power Supply**
      - After getting a Kill Reload {8|8}% faster for 5s.
      - **NEW EFFECT:** Kills grant {4|4} ammo
    - **True Grit**
      - Hitting an enemy with a fully charged shot heals you for {75|75} → **{100|100}**.
- **Lex**
  - **Cards**
    - **Assail**
      - Gain {8|8}% Movement Speed during In Pursuit.
      - **NEW EFFECT:** Activating In Pursuit generates {2|2} ammo.
    - **Hardiness**
      - Gain {4|4}% → **{5|5}%** Damage Reduction during In Pursuit.
    - **Juke Boots**
      - You cannot be slowed below {60|10}% of your base movement speed.
      - **NEW EFFECT:** Increase your maximum Health by {50|50}.
    - **Wicked Don't Rest**
      - Landing a headshot lowers the remaining Cooldown on Combat Slide by {20|20}%.
      - **NEW EFFECT:** Hitting an enemy reduces the Cooldown of Combat Slide by {scale=5|5}%
- **Lian**



- Cards
  - Eagle's Emerald
    - Headshots reduce the Cooldown of Valor by {1|1}s.
    - **NEW EFFECT:** Hitting an enemy with Heirloom Rifle reduces the Cooldown of Valor by {scale=0.25|0.25}s.
  - Present Arms
    - Heal for {75|75} ⇒ {100|100} health after using Presence.
  - Revitalizing Gem
    - Heal for {30|30} ⇒ {50|50} for every enemy hit with Valor.
  - Royal Seal
    - Presence reduces healing by 50% for {1|1}s.
    - **NEW EFFECT:** Presence reduces healing by {15|15}% for 3s.
- Maeve
  - Cards
    - Featherlite
      - Reduce Your fallspeed in Prowl by {5|5}%.
      - **NEW EFFECT:** Gain {5|5}% damage reduction while using Prowl.
    - Persistence
      - You cannot be slowed below {60|10}% of your base movement speed.
      - **NEW EFFECT:** Gain {6|6}% Damage Reduction when below 40% health
    - Scar Tissue
      - Gain {5|5}% ⇒ {6|6}% Damage Reduction for 2s ⇒ 3s after using Nine Lives.
    - Sixth Sense
      - Gain {6|6}% Damage reduction for 2s ⇒ 3s after using Pounce.
- Makoa
  - Dredge Anchor
    - Significantly reduced Dredge Anchor collision size
  - Talents
    - Leviathan
      - Reduce bonus health from 1600 to 1200
  - Cards
    - Determination
      - Gain {10|10}% ⇒ {14|14}% Crowd Control Reduction.
    - Lighter Cannonballs
      - Gain {5|5}% ⇒ {7|7}% Reload speed.
    - Rampage
      - Gain {8|8}% Movement Speed for 3s ⇒ 6s after getting an elimination.
- Mal'Damba
  - Health

- Decreased Health from 2650 to 2200
  - **Mending Spirits**
    - Increased Cooldown from 3s to 4s
  - **Slither**
    - Increased distance by 20%
  - **Cards**
    - **Otherworldly**
      - Gain {10|10}% Movement Speed for 2s → **3s** after Slither ends.
    - **Pungent Gourd**
      - Reveal enemies for {0.5|0.5}s → **{0.8|0.8}** after hitting them with Gourd. Also reveals stealth.
    - **Sustenance**
      - Receive {5|5}% → **{8|8}**% more healing when below 50% health.
    - **Venomous Gourd**
      - Enemies hit by Gourd take {15|15}% → **{10|10}**% reduced healing for 1s → **3s**.
- **Moji**
  - **Cards**
    - **Will-O-The-Wisp**
      - Gain {10|10}% → **{14|14}**% Crowd Control reduction.
- **Pip**
  - **Health**
    - Decreased Health from 2500 to 2200
  - **Cards**
    - **Acrobat's Trick**
      - Reload {5|5}% → **{7|7}**% faster.
    - **From Above**
      - Reduces the Cooldown of Weightless by {1|1}s → **{0.5|0.5}s**.
    - **Moxie**
      - Receive {5|5}% → **{10|10}**% increased healing when below 50% Health.
    - **Reload**
      - Instantly reduce Healing Potion"s Cooldown by {0.5|0.5}s → **{0.6|0.6}s** for each ally hit.
    - **Shrewd Move**
      - Eliminations reduce all active cooldowns by {5|5}% → **{8|8}**%.
    - **Side Tanks**
      - Reduce the Cooldown of Explosive Flask by {0.5|0.5}s → **{0.6|0.6}s**.
- **Ruckus**
  - **Miniguns**



- **NEW EFFECT:** Dropping below {15|15}% health resets the cooldown of Withdraw.
  - **Strike True**
    - Heal for {50|50} → **{70|70}** when striking an enemy with Impaler arrow.
- **Skye**
  - **Cards**
    - **Tactical Reload**
      - Dealing a killing blow to a player instantly restores {4|4} ammo.
      - **NEW EFFECT:** Restore {3|3} ammo after getting a elimination.
    - **Twilight Armor**
      - Gain {10|10}% → **{14|14}** Crowd Control Reduction.
    - **Victory Rush**
      - Gain {15|15}% Movement Speed for 12s after getting a kill.
      - **NEW EFFECT:** Gain {10|10}% Movement Speed for 8s after getting a elimination.
- **Strix**
  - **Sidearm**
    - Reduced Damage from 250 to 220
  - **Cards**
    - **Bushwhack**
      - Swapping to your Pistol grants {5|5}% Lifesteal for 2s → **3s.**
    - **Cooled Mags**
      - Every 2s → **1.5s** your inactive Weapon generates {1|1} Ammo.
    - **Flare XL**
      - Increase the Reveal range of Flare by {20|20}% → **{10|10}%.**
    - **Resourceful**
      - [Quick Switch] Every 2s → **1s** seconds your rifle is out, the cooldown of Flare is reduced by {0.25|0.25} → **{0.20|0.20}.**
- **Talus**
  - **Health**
    - Decreased Health from 2000 to 1900
  - **Blitz Upper**
    - Will now only affect a single enemy and require you to hit your victim directly
    - Reduced damage collision radius while dashing by 20%
  - **Talents**

- **Faustian Bargain**
  - No longer lowers the cooldown of Rune of Travel
- **Cards**
  - **Ancient Power**
    - Hitting an enemy while Overcharge is active reduces the cooldown of Blitz Upper by {0.25|0.25}s.
    - Reduced internal cooldown from 2s to **1s**.
  - **Antediluvian**
    - [Overcharge] Enemies hit by Overcharge receive {15|15}% reduced healing for 2s ⇒ **3s**.
  - **Daredevil**
    - Activating Blitz Upper heals you for {50|50} ⇒ **{70|70}** Health.
  - **Guts**
    - Take {8|8}% ⇒ **{6|6}%** less damage when below 40% health.
  - **Spirited**
    - Gain {5|5}% ⇒ **{8|8}%** Reload Speed.
  - **Transient**
    - The duration of Rune of Travel is reduced by {.25|.25}s.
    - **NEW EFFECT:** Reduce the cooldown of Rune of Travel by {1|1}s.
- **Terminus**
  - **Massacre Axe**
    - Reduced Damage from 700 to 650
  - **Power Siphon**
    - No longer consumes an initial amount of energy on use.
    - When triggered locks players from canceling for a short period of time.
  - **Cards**
    - **Abomination**
      - Calamity Blast shots reduce healing for 2s by {2|2}% per Charge.
      - **NEW EFFECT:** Hitting an enemy with Calamity Blast reduces healing they receive for 3s by {8|8}%.
    - **Devastation**
      - Kills with Calamity Blast generate 4 new Charges. {25|-2.5} Cooldown.
      - **NEW EFFECT:** Hitting an enemy with Calamity Blast heal you for {50|50} per hit.
    - **Forsaken**
      - Gain {10|10}% ⇒ **{14|14}%** Crowd Control reduction.
    - **Necromantic Might**

- [Power Siphon] Reduce the damage required to generate a charge by {100|100} → **{120|120}**.
- **Unfeeling**
  - Gain {8|8}% damage reduction for 2s → **3s** after landing from Shatterfall.
- **Torvald**
  - **Gauntlet**
    - Reduced Damage from 200 to 180.
  - **Talents**
    - **Field Study**
      - No longer applies damage buff if the shield is destroyed.
    - **Direct Current**
      - Reduced Damage from 500 to 450.
    - **Thanks Grandpa**
      - No longer applies CC immunity
  - **Cards**
    - **Glyph of Freedom**
      - Gain {10|10}% → **{14|14}**% Crowd Control reduction.
    - **Rune Torrent**
      - Activating Nullify generates {2|2} ammo.
      - **NEW EFFECT:** Enemies affected by Nullify receive {15|15}% reduced healing for 3s.
- **Tyra**
  - **Cards**
    - **Favored Quarry**
      - The reveal portion of your Hunter's Mark lasts {1|1}s → **{2|2}s** longer.
    - **Incensed**
      - Gain {8|8}% movement speed for 3s → **4s** when activating Fire Bomb.
    - **Quick Release**
      - Gain {5|5}% reload speed for 3s after using Nade Launcher.
      - **NEW EFFECT:** Activating Nade Launcher grants you {2|2} ammo.
- **Viktor**
  - **Assault Rifle**
    - No Longer grants bonus damage on first four rounds in the magazine
    - Increased Damage from 130 to 135
  - **Frag Grenade**
    - No longer grants Bonus damage
  - **Cards**



- Reduce the Cooldown of Dead Zone by {0.5|0.5}s → **{0.7|0.7}**.
- Ying
  - Health
    - Decreased Health from 2350 to 2200
  - Illusion
    - Healing increased from 350 to 420
    - Deploy range increased by 100%
  - Lifelike
    - Now reduces illusion healing by 20% instead of 30%
  - Cards
    - Brittle
      - [Shatter] Reduce the cooldown of Shatter by {0.5|0.5}s → **{0.7|0.7}**
    - Ephemeral
      - Gain {5|5}% → **{8|8}**% Reload Speed.
    - Harmony
      - Heal for {10|10}% → **{13|13}**% of the damage dealt by Shatter.
    - Mesmerism
      - Increase the Range at which you can deploy Illusions by {10|10}%
      - **NEW EFFECT:** Activating Illusion generates {1|1} ammo.
    - Shuffle
      - Gain {8|8}% → **{10|10}**%. Movement Speed during Dimensional Link.
    - Spring Forward
      - Increase the duration of Dimensional Link by {0.6|0.6}s → **{0.7|0.7}s**.
- Zhin
  - Cards
    - Hideout
      - Increase the duration of Billow by {0.5|0.5}s → **{0.4|0.4}s**.
    - Footwork
      - Increase your Movement Speed by {10|10}% during Counter.
      - **NEW EFFECT:** Activating Counter increases your Movement Speed by {10|10}% for 3s.