

Detailed Character Abilities for Programmers

Each ability is separated from the other by horizontal line. Abilities marked with an **INCOMPLETE** header are still being designed or are pending redesign. **DO NOT IMPLEMENT THESE ABILITIES.**

Unimplemented designer variables are marked in red

Implemented designer variables are marked in green

Death

Basic Attack 1: Scythe

Description

Death swings his large scythe around him. Deals extra damage to feared enemies.

Variables

Range

Angle

Damage

Attack speed (defined as percentage of base cooldown)

Damage bonus to feared enemies (in percentage)

Basic Attack 2: Drain

Description

Death extends his hand to suck the life out of enemies in front of him, damaging them and healing himself. Lifesteal is increased on feared enemies. The attack has a small delay before being executed. The attack channels for as long as the player holds down their mouse button. Death is locked in place for the duration of the channel.

Variables

Range

Damage per tick

Attack speed (defined as percentage of base cooldown)

Lifesteal bonus on feared enemies (in percentage)

Attack Delay (time required for death to start channeling his drain, during this time he remains fixed to the ground)

Basic Attack 3: Teleport

Description

Death teleports behind a nearby enemy and deals medium damage to it. Death is able to teleport to feared enemies at any range.

Variables

Range

Damage

Damage penalty (needs to do less damage, maybe?)

Attack speed (defined as percentage of base cooldown) This variable determines how fast Death teleports to the feared unit.

Attack cooldown: defines the time between Death's arrival at an enemy (when he finishes an teleport) and

the time he is able to execute his next teleport. (so the delay between each consecutive teleport)

Passive

Description

Every time Death makes x kills with his basic attack, enemies have a chance to flee in fear for x seconds.

Variables

Fear duration (Global variable used for all fear inducing abilities)

Number of kills required to trigger the effect.

Q: Transfixed Terror

Description

Death unleashes a terrifying scream that locks all feared enemies within a certain radius around him in place and deals low damage to enemies within the same radius.

Variables

Cost: x

Cooldown: x seconds

Ability Radius

Damage

Stun duration (the fear effect is prolonged for the duration of the stun)

The duration during which death is fixed to the ground (immediately when casting the ability)

W: Curse of the unknown

Description

Death casts a deadly curse in target direction. This curse attaches to the first enemy hit. When the curse hits it immediately jumps to a random nearby enemy if there are any. This process repeats up to seven times. When the curse hits the full seven enemies the curse dissolves and fears enemies in a small radius around the final enemy hit.

Variables

Cost: x

Cooldown: x seconds

Ability Radius

Damage

Max jumps

Max jump distance

Projectile Hit Distance

Projectile Latch on Distance

Projection Width

E: Fear the Reaper

Description

Death teleports to the selected area and fears enemies within a medium range around him when he arrives.

Variables

Cost: x

Cooldown: x seconds

Ability Radius

Ability Range

Teleportation time in seconds

R: Life's Finale

Description

Death drains the life of enemy units in a medium area around him for X seconds, after X seconds he release a blast dealing X damage in a medium area. Enemies being damaged by the final blast have a random chance to run away in fear.

Variables

Cost: x

Cooldown: x seconds

Damage per hit

Ticks per second

Duration (in ticks)

Area of Effect (Radius around the Death)

Damage Delay (time between casting of the ability and the moment the first damage is dealt)

Fear Chance

Spell Vampirism bonus (in percentage)

The duration during which death is fixed to the ground (immediately when casting the ability)

Famine

INCOMPLETE

Basic Attack 1: Poison Cone

Description

Famine spreads a green poison cloud cone in front of him.

Variables

Range (radius/range of the cone)

Angle (angle of the cone)

Damage (on each enemy hit)

Hits per second

INCOMPLETE

Basic Attack 2: Poison missile

Description

Famine launches

Variables

Range (radius of the damage area around Famine)

Angle (radius of the damage area around Famine)

Damage Modifier (on each enemy hit)

Hits per second

Basic Attack 3: Gas Poof

Description

Famine spawns small green poison cloud dots in a radius around him. This works just like Cassiopeia's and Karthus' abilities in League of Legends.

Variables

Range (radius of the damage area around Famine)

Angle (radius of the damage area around Famine)

Damage Modifier (on each enemy hit)

Hits per second

Passive

Description

Famine moves faster over acid. Corpses deal small area of effect damage and leave behind acid when Black Plague is not on cooldown.

Variables

Time until the acid on the ground expires (in seconds)

Q: Starvation

Cost: x

Cooldown: x seconds

Description

When Famine activates Starvation, he is locked to the ground for the duration of the ability. For the duration of the ability Famine cast an area of effect spell that is centered on the position of the mouse cursor. The radius of the area of effect around the mouse cursor can be scaled up and down using the scrollwheel.

Variables

Cost: x

Cooldown: x seconds

Casting radius

Maximum area of effect radius

Minimum area of effect radius

Initial area of effect radius

Maximum Damage modifier

Minimum Damage modifier

Ability Duration

W: Overpopulation

Description

Famine exploits the enemy's massive numbers by infecting an enemy with a deadly disease. The infected enemy receives damage over time (with a maximum duration) and if killed before the DoT expires, the enemy explodes and damages nearby units. After the explosion damage is dealt, the DoT jumps to a maximum of 2 of the surviving units and the damage of the DoT is halved. If those units die within x seconds, they too explode but deal half the damage they initially received. This process repeats up to 4 times.

Variables

Cost: x

Cooldown: x seconds

Casting radius

Explosion radius

Initial explosion damage

Damage reduction per jump (in percentage)

The time within which an enemy hit by an explosion needs to die in order for it to explode (in seconds)

The time reduction per jump for above variable (in percentage)

Maximum number of jumps

E: Unnatural Excretion

Description

Famine makes enemies in a cone in front of him vomit. They are stunned while vomiting. The vomit forms acid on the ground that famine can use to move over.

Variables

Cost: x

Cooldown: x seconds

Radius of the cone

Angle of the cone

Stun duration

R: Black plague

Description

Famine turns into a swirling cloud of pestilence, dealing damage to all surrounding enemies and reducing the physical damage taken by Famine for the duration of the ability.

Variables

Cost: x

Cooldown: x seconds

Casting radius

Minimum area of effect radius

Maximum area of effect radius

Ability Duration (interpolate between the Minimum and Maximum area of effect radius)

Physical Damage Reduction

Conquest

Basic Attack 1: Spray of Arrows

Description

Conquest shoots 3 arrows simultaneously in a cone.

Variables

Fire Range (maximum distance at which the arrows can be shot, if the character's distance from the selected target is larger than the fire range, the character will automatically walk to the closest location at which arrows can be shot to the targeted location)

Damage Multiplier

Attack speed multiplier

3 Arrows shot at a time

Middle arrow lands at the targeted location

Left and right arrow land x distance away from the middle arrow

Basic Attack 2: Rapid Arrows

Description

Conquest shoots single arrows in rapid succession. These arrows deal lower damage than the first basic attack (spray of arrows) but are more effective when targeting individual enemies.

Variables

Fire Range (maximum distance at which the arrows can be shot, if the character's distance from the selected target is larger than the fire range, the character will automatically walk to the closest location at which arrows can be shot to the targeted location. Arrows fizzle when they have travelled the distance of the fire range)

Damage Multiplier

Attack speed multiplier

Basic Attack 3: Arcing Arrows

Description

Conquest shoots one arrow at a time but does so in an arc which allows him to shoot over the enemy front lines to target archers and chaplains. The attack targets a location, the arrow flies in an arc and lands at the target location. The arrow deals damage in a small radius around the point of impact.

Variables

Fire Range (maximum distance at which the arrow can be shot, if the character's distance from the selected target is larger than the fire range, the character will automatically walk to the closest location from which the arrow can be shot to the target location)

Damage Multiplier

Damage radius

Attack speed multiplier
1 Arrow shot at a time

Passive

Description

For each kill Conquest makes with his basic attacks, he has a chance to conquest an enemy minion to his side.

Variables

Amount of kills to trigger the conquest effect
Chance to Conquest an enemy

Q: Piercing Arrow

Description

Conquest shoots a high empowered arrow straight ahead that pierces through all enemies it hits. The ability overlay functions similar to Death's Curse of the Unknown and War's Dash: The overlay is an arrow rotating around the character.

Variables

Cost: x
Cooldown: x seconds

Ability Range
Damage Percentage
Ability width (Area of effect is a square)
The duration during which conquest is fixed to the ground (immediately when casting the ability)

INCOMPLETE

W: Banner

Description

Conquest plants a banner at target location which will act a rally point for his units and provide buffs to all nearby allied units. When a banner is planted all allied units across the map get a movement speed bonus.

Spray Arrow Banner (Defensive): Conquest plants a banner at target area and heals allied units upon cast within a radius around the banner. The banner provides a consistent bonus to allied units in a radius around the banner. Units receive an armor and magic resistance bonus and health buff (x% increased HP).

Rapid Arrow Banner (Offensive): Conquest plants a banner at target area and increases the attack speed of all allied units on the maps upon casting the ability (for x seconds). The banner provides a consistent attack damage and crit chance bonus to allied units in a radius around the banner.

Arcing Arrow Banner (Utility): Conquest plants a banner at target area and increases the movement speed of all allied units on the maps and recovers stamina to all players upon cast. The banner also stuns all enemies within a radius of the banner upon being cast. The banner provides a consistent attack damage and crit chance bonus to allied units in a radius around the banner.

Variables

Cost: x

Cooldown: x seconds

Spray Arrow Banner (Defensive)

Heal Percentage e modifier

Ability Duration

Ability Radius

Rapid Arrow Banner (Offensive)

Variables of the current Impale ability

Arcing Arrow Banner (Utility)

Ability Duration

E: Artillery

Description

Conquest fires x long range arrows into the sky. After one second delay, the arrows land at target location dealing massive damage to enemy units within a small area of where they land.

Variables

Cost: x

Cooldown: x seconds

Ability Range (maximum distance at which the artillery arrows can be shot, if the character's distance from the selected target is larger than the fire range, the character will automatically walk to the closest location from which the arrow can be shot to the target location)

Area of effect (damage radius around the point of impact for each arrow)

Damage Percentage

Maximum number of arrows able to fire per ability

Delay between shooting an arrow and it hitting the ground, thus dealing the damage (in seconds)

R: False prophet

Description

Conquest turns the enemy minions around him to his side. These allied minions will fight on Conquest's side until they die.

Variables

Cost: x

Cooldown: x seconds

Area of effect (radius around conquest in which units are affected)

Minion Cap (maximum number of minions fighting for conquest at any point in time)

The duration during which conquest is fixed to the ground (although, he is actually flying down from the sky),

immediately when casting the ability

War

INCOMPLETE

Basic Attack 1: Dual Wield

Description

War slashes out in front of him using his blade and axe simultaneously. This attack can be chained to execute a four-step combo.

Variables

Variables need to be matched with the animations

Wait for attack animations from animator

INCOMPLETE

Basic Attack 2: Two-handed Claymore

Description

War slashes out in front of him using his claymore. This attack can be chained to execute a four-step combo.

Variables

Variables need to be matched with the animations

Wait for attack animations from animator

INCOMPLETE

Basic Attack 3: Sword & Shield

Description

War slashes out in front of him using his blade while holding his shield for increased durability. This attack can be chained to execute a four-step combo.

Variables

Variables need to be matched with the animations

Wait for attack animations from animator

Passive

Description

Each successful basic attack reduces all of War's cooldowns by one second

Variables

none

Q: Dash

Description

War makes a short dash in a straight line to the target area, dealing medium damage to all enemies War hits during his dash. While War is executing this ability he can't switch his weapon loadout. Instead, the switch is cued and will trigger when the ability is finished.

Variables

Cost: x

Cooldown: x seconds

Ability Range

Damage Percentage

Ability width (Area of effect is a square)

Maximum number of enemies being hit

Duration that War appears at each enemy

W: Tools of Trade

Description

War executes a different attack depending on which weapon he is holding. While War is executing this ability he can't switch his weapon loadout. Instead, the switch is cued and will trigger when the ability is finished.

Dual Wield: War slashes around him viciously, creating a whirlwind (spin attack)

Claymore: War impales enemies in front of him using his claymore. (previously the Impale ability)

Sword & Shield: War creates a mighty shield around him that absorbs all stuns, slows and damage for x seconds.

Variables

Cost: x

Cooldown: x seconds

Dual Wield

Damage modifier

Ability Duration

Ability Radius

Claymore (Current Impale ability)

Variables of the currently implemented Impale ability

Sword & Shield

Ability Duration

E: Earthquake

Description

War leaps up and slams down on the ground dealing medium damage to surrounding enemies. While War

is executing this ability he can't switch his weapon loadout. Instead, the switch is cued and will trigger when the ability is finished.

Variables

Cost: x

Cooldown: x seconds

Variables of the current Earthquake ability

R: Warlord

Description

When War turns this ability on he gets buffs which are active for the duration of the ability. When this ability is on War has increased attack speed, damage and force but cannot be healed in any way.

Variables

Cost: x

Cooldown: x seconds

Damage bonus (in percentage)

Attack speed bonus (in percentage)

Force (with which you launch AI's) bonus (in percentage)

Ability Duration
