Passives when break is applied

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| **Hero** | **Skill name** | **Intended results when break is applied** | **Actual results when break is applied** |
| Abaddon | Froustmourne | Stop adding stacks when Abaddon attacks | Works as intended. |
| Axe | Counter Helix | Axe stops spinning when attacked | Works as intended. |
| Anti Mage | Mana Break | Anti Mage stops burning mana when attacking | Works as intended. |
| Anti Mage | Magehunter | Anti Mage stops gaining bonus damage from spells cast around it | Works as intended. |
| Bounty Hunter | Jinada | Bounty Hunter won't crit with Jinada. | Works as intended. |
| Centaur | Return | Centaur won't return hits when attacked on casted a spell on. | Works as intended. |
| Crystal Maiden | Passive portion of Frostbite | When attacked by a hero, Frostbite wouldn't occur. Won't roll for frostbites on creeps. | Works as intended, however Silver Edge's attack will first activate the passive before applying break. Doom's Doom prevents the proc. |
| Dazzle | Passive portion of Shallow Grave | When Dazzle is hit fatally, Shallow Grave won't activate. | Works as intended, however if Silver Edge's bonus damage attack is supposed to kill Dazzle, Shallow Grave will activate before break is applied. |
| Drow Ranger | Trueshot Aura | Aura stops working for the duration. | Works as intended. |
| Drow Ranger | Marksmanship | Drow Ranger gains no bonus agility. | Works as intended. |
| Enigma | Gravity | Aura stops working. | Works as intended – added a modifier that thinks every 0.2 if aura needs to be removed or replaced based on break state. |
| Faceless Void | Timelock | Timelock won't proc when attacking. | Works as intended. |
| Faceless Void | Timelord | Attacking enemies wouldn't increase their cooldowns. | Works as intended. |
| Juggernaut | Blade Dance | Blade Dance won't proc when attacking. | Works as intended. |
| Kunkka | Tidebringer | Tidebringer won't proc any tides and won't go into cooldown. | Works as intended. |
| Lich | Frost Nova passive | Nearby enemies stop getting stacks and aren't blasted by Frost Nova procs. | Works as intended. |
| Lina | Fiery Soul | Lina won't get new stacks of Fiery Soul when casting spells. | Works as intended. |
| Magnus | Magnetize | New stacks will not be added to enemies. | Works as intended. |
| Magnus | Empower | Passive empower on self stops working. | Works as intended – added a modifier that thinks every 0.2 if the self empower needs to be removed or replaced based on break state. |
| Necrophos | Heartstopper Aura | New stacks won't be added to nearby allies and enemies. | Works as intended. |
| Necrophos | Sadist | New stacks won't be added when a unit/hero dies nearby, and when attacking a hero. | Works as intended. |
| Shadow Fiend | Necromastery | New souls won't be added when a unit dies. | Works as intended. |
| Shadow Fiend | Presence of The Dark Lord | New souls won't be added when enemy heroes are nearby. Debuff won't be applied to enemies. | Works as intended – added a modifier that thinks every 0.2 if the aura needs to be removed or replaced based on break state. |
| Night Stalker | Hunter in The Dark | Night Stalker loses his move and attack speed buffs. | Works as intended. |
| Omniknight | Purification | Purification is not cast on Omniknight when fatally damaged. | Works as intended, however if Silver Edge's bonus damage attack is supposed to kill Dazzle, Shallow Grave will activate before break is applied. |
| Omniknight | Degen Aura | New stacks are not added to nearby enemies. | Works as intended. |
| Outworld Devourer | Essence Aura | Aura stops working. | Works as intended - added a modifier that thinks every 0.2 if the aura needs to be removed or replaced based on break state. |
| Outworld Devourer | Arcane Orb | Doesn't regenerate mana per cast (since Essence Aura is not working). | Works as intended, however the orb firing particle still shows. |
| Phantom Assassin | Blur | Doesn’t evade attacks, shown on minimap. | Works as intended – added a modifier that thinks every 0.2 if the Blur should apply itself again. |
| Phantom Assassin | Coup De Grace | Coup De Grace doesn't proc when attacking. | Works as intended. |
| Pudge | Flesh Heap | Pudge loses all his Flesh Heap stacks. | Works as intended - added a modifier that thinks every 0.2 if the stacks need to be removed or replaced based on break state. Model doesn't scale back up until killing again, so model scaling down was removed for now. |
| Queen of Pain | Passive Shadow Strike | Shadow Strike isn't cast passively when attacking an enemy without the debuff. | Works as intended. |
| Queen of Pain | Delightful Torment | Cooldown reduction is disabled. | Works as intended. |
| Sand King | Caustic Finale | Attacking an enemy does not add the debuff. | Works as intended. |
| Skeleton King | Vampiric Aura | Aura stops working. | Works as intended - added a modifier that thinks every 0.2 if the stacks need to be removed or replaced based on break state. Also, get current toggle state to place correct buff on creeps. |
| Skeleton King | Mortal Strike | Mortal Strike doesn't proc when attacking. | Works as intended. |
| Sniper | Headshot | Headshot doesn't proc on all states when attacking. | Works as intended. |
| Sven | Great Cleave | Sven doesn't cleave when attacking. Active can still be used. | Works as intended - added a modifier that thinks every 0.2 if the stacks need to be removed or replaced based on break state. |
| Techies | Passive mine on attack | Techies won't throw mines when attacking. | Works as intended. |
| Troll Warlord | Bash | Bash won't proc when attacking. | Works as intended. |
| Troll Warlord | Fervor | Fervor stacks won't be added when attacking. | Works as intended. |
| Vengeful Spirit | Vengeance Aura | Aura stops working. | Works as intended - added a modifier that thinks every 0.2 if the stacks need to be removed or replaced based on break state. |
| Venomancer | Poison Sting | New stacks of Poison Sting aren't added when attacking. | Works as intended. |