

Barrier Champions

Barrier Champions are my favourite of the three, especially because I like the flexibility they offer when attempting to deal with them. The suggestion I have here is not a correction, because I honestly believe that their current design is elegant and more than sufficient. I was inspired by mechanics such as the enrage of the Genesis Mind from the Pyramidion Strike. “Punishment” mechanics, or those that change if the player hits thresholds without being able to kill an enemy outright, are very interesting to me.

I propose that the **barrier champions** could feature a mechanic like this, where receiving critical damage causes them to put up a more **powerful barrier**. This would be similar to the Titan’s Ward of Dawn super, and would be a channelled ability. This would stop the champion from attacking, but with the benefit of a stronger barrier. This barrier would still be vulnerable to Anti-Barrier, but with significantly more health than the standard shield. Players would be compelled to take advantage of this brief moment where they can shoot more safely, and the champion would have the opportunity to restore itself. This ability would be on a very long cooldown.



Concern: None/
Additional gameplay
mechanic

Proposal: An “enrage”
ability for the champion,
opening up more
avenues for impactful
gameplay decisions.