Kitegirl abilities

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# Basic (unique)

**Ability updates**

**Chain bullets -> Bouncing Bullets**

OLD [Active] next 3 attacks chain dealing 90% of the damage

CHANGE TO -> [Passive] All basic attacks bounce (2) times dealing (33%) of the previous attack’s damage each time.

**Fleeting Swiftness**

[Active] For the next 3 seconds, damaging an enemy grants you 1 stack of deftness -> Ability is now a passive

**New abilities**

**Heavy Impact**

[Passive] All basic attacks damage enemies in a (small) cone behind the attack for (33%) of the attack’s damage.

**Sticky Bombs**

[Passive] All basic attacks apply a sticky bomb that explodes after (3s) dealing (10% AD) of the attack’s damage in a (small) area.

**Piercing Shot**

[Passive] All basic attacks pierce (1) time(s).

**Volt Infusion**

[Passive] All basic attacks shock (5) nearby enemies, for (10%) of the attack’s damage.

# Unique Passive

**Fleeting Swiftness**

[Passive] Damaging an enemy has a (1%) chance of granting you 1 stack of deftness.

**New abilities**

**Edged Bullets**

[Passive] Gain (5%) crit damage and crit chance.

**Flame On**

[Passive] When casting an offense ability, it has a (10%) chance to become flame infused. Flame infused abilities apply burning to all enemies hit.

**Rhythm of Battle**

[Passive] After not casting non-basic abilities for (5s), gain Ready. Ready empowers the next non-basic ability you use to deal (10%) bonus damage.

**Gained Insight**

[Passive] Dealing damage reduces all your cooldowns by (1%).

**Energy Impulse**

[Passive] Using or channeling an ability for 1 second empowers your (1) next basic attack(s) with (100% AD) damage.

**Easy Target**

[Passive] Whenever you damage an enemy, apply (5%) of their max health as bonus damage.

**Isolation**

[Passive] When there are no enemies in a medium area (2 meters) around you, gain (20%) AD.

**Inner Strength**

[Passive] While you are above (99%) resource, all your damage is increased by (10%).

**Furious Rejuvenation**

[Passive] Whenever you take damage, gain (5) overpower stacks. After not taking damage for (60) seconds, gain an effect that will cause you to instantly regenerate (100%) of the damage the next you take damage.

# Offense

**Ability changes**

**Disintegrate -> Devastating Flare**

(OLD) Instantly fires a laser in the pointed direction that deals (120% AD) damage and slows enemies by (33%) for 2 seconds. 16 seconds cooldown

CHANGE TO **->** After a (attacks per second \* 2) delay, fire a flare in the pointed direction that deals (100%) AD damage. [no longer applies slow]

Cooldown -> Cost: 60 resource.

**Dynamite -> Vicious Grenade**

Area: small -> medium

Applies burning -> no longer applies burning.

Throw a grenade towards the pointed direction. It will explode after 3 seconds, dealing (100% AD) damage in a (medium) area. The grenade can be damaged to explode instantly and critically strike.

Cost: 60 resource.

**New abilities**

**Rapid Assault**

[Active] Hold to rapidly shoot (attacks per seconds \* 2) bullets per second towards the nearest (2) targets, dealing (50% AD) damage per shot.

Cost: 15 resource/second

Note: damage and costs are calculated per tick, 5 ticks per second(?)idk

Note 2: Starting a channeled ability activates global cooldown (counts as a cast). Casting any other ability during a channel cancels the channel to cast that ability (includes dodge).

**Relentless Destruction**

[Active] Hold to charge an attack in the pointed direction. Release to deal (100% AD) damage in a (medium) area.

Cost: 50 resource.

**Perfect Shot**

[Active] Fire off an attack on an enemy, dealing (100% AD) damage in a (small) area forwards. If recast at the perfect moment, fire off another attack, dealing (50%) increased damage in a (50%) bigger area. This ability can be recast (2) times.

Note: Kinda like Lucian Q but with a recast timing mechanic

Cost: 30 resource, 10 for each recast.

**Spontaneous Combustion**

[Active] All burning enemies take (200% AD) damage and lose burning.

Cost: 25 resource.

**Targeted Strike**

[Active] Aim for 1 second, then shoot an enemy for (300% AD) damage.

Cost: 10 resource.

**Tesseract Node**

[Active] Place down a tesseract node. It deals (20% AD) damage to enemies in a (small) area every (attack speed) seconds. Placing down another tesseract node connects them with a chain that has the tesseract’s damage effect. A tesseract node lasts (10) seconds. You may have (2) tesseract nodes active at once.

Cost: 30 resource.

# Defense

**New abilities**

**Resourceful**

[Active] Instantly regenerate (50%) max resource.

Cooldown: 30 seconds.

**Repulse**

[Active] Knockback all enemies in a (medium) area around you.

Cooldown: 30 seconds.

**Buffer**

[Active] Gain a (1) HP shield that lasts (30) seconds. (Passive) You have (1%) increased movement speed while you have a shield.

Cooldown: 30 seconds.

**Decoy**

[Active] Deploy a decoy of yourself with (50%) of your max HP that taunts enemies, drawing their attention away from you for (5) seconds, or until the decoy is destroyed.

Cooldown: 30 seconds.

**Focus**

[Active] Gain (1) stack of focus. Focus grants you (10%) attack speed. The next time you take damage, instead of taking damage you lose all stacks of focus.

Cooldown: 60 seconds.

**Daze**

[Active] Shoot a flashbang shell towards the pointed direction, stunning all enemies hit for (2s).

Cooldown: 15 seconds.

# Mobility (unique)

Note: Mobility skills are now passive and apply to the dodge button.

Note: Spacebar is now a generic dodge with a cooldown of 20 seconds. Dodging makes you not collide with enemies for the duration of the dodge but does NOT make you invulnerable to damage.

**Ability changes**

**Dash** -> **Perfect Repositioning**

[Passive] After dodging, your next attack always critically strikes. This attack gains (10%) bonus critical damage.

**Smokescreen** -> **Vanish**

[Passive] Leave a (small) smokescreen when you dodge. Enemies that enter the smokescreen are slowed by (33%) for (5) seconds and receive (10) stacks of fragile.

**New abilities**

**Acrobatics**

[Passive] Your dodge can now have (2) charges.

**Blazing trails**

[Passive] Dodging leaves a hot trail in your wake. Enemies that enter are burned. This effect lasts (3) seconds.

# Ultimate (unique)

**Ballistic frenzy**

No longer executes enemies

No longer self-slows

Fires 5 times -> 3 times

**Overdrive**

[Active] Instantly gain 25 stacks of deftness -> [Active] Instantly gain (10) stacks of deftness, (50%) max resource and (10%) max resource per second for (10) seconds. During this duration, for everyone 1 resource you gain over your maximum, gain 1 deftness.

Cooldown: 90 seconds

**Full Eclipse**

[Active] For (5) seconds, all enemies are slowed by (50%). Then, stun all enemies for (2) seconds.

Cooldown: 90 seconds

**Swarm**

[Active] Toggle this ability to create a (medium) area where enemies are damaged by (50% AD) damage per second. The area continually grows larger at a (very slow) rate.

Cost: 5% of max resource per second + 2 \* amount of seconds channeled

**Twin Disintegrate**

[Active] Fire two huge lasers towards the pointed direction that deal (200% AD) damage each. Then, they rotate around you (1) time(s).

Cooldown: 120 seconds.