

Corvus

Corvus "Coat Guy" Karne

Premise: Introduce an interesting mechanic to support role: healing marked target while healing other allies

Goal: Create a relatively low-skill-floor champion that introduces a new healing mechanic while limiting extraneous complexity to ensure all players can engage and succeed with his kit

Lore: Corvus is the son of Karne, leader of the Magistrate. Watching his Paladin father perform heroic deeds in the name of the Realm as he was growing up and hearing stories from even longer ago instilled in him a desire to do the same. He swiftly rose in rank by his own merit, becoming a leader in the shadowy side of the organization, not acknowledged as an official branch but always the people to whom the Magistrate turned when something needed to be done, no questions asked.

Fervently devoted to his father, Corvus took it upon himself to deliver the Realm from the danger of the crystals, unaware of any other machinations of the Magistrate. He resolved to do whatever needed to be done in order to 'save the Realm' and end this conflict.

As soldier after soldier fell in the bloody battles with the poor, misguided Resistance, Corvus became desperate. In his mind, he urgently needs to stop this unnecessary war and he couldn't stand to see his Magistrate comrades fall around him. In the name of saving his men, he delved further and further into the use of a twisted artifact – an unholy dagger – and its Abyssal connections, warping his desire for salvation into a desperate burn to prevent anyone from stopping what needs to be done, which in his mind is still the protection of the Realm and its people. Manipulated and goaded on by Seris, Corvus decides, in a bid to end the fight with the Resistance, to summon an Abyssal lord, Raum. Now, shunned by his father and the Magistrate for delving into forbidden Abyssal arts, he has determined that he will show them his control over the Abyss and that he will save the Realm, even if it costs everything.

Affiliation: Magistrate (Excommunicated); Abyss (tangential)

Health: 2200

Speed: 360

Role: Support

Passive: Healing Mark

Must-Haves:

- Additional-target healing mechanic
 - Place some markon ally(ies) that provides healing to them when Coat Guy heals other allies

LMB: Machine Pistol & Bladed Dagger-like artifact combo

Hitscan Machine Pistol.

- Shots per fire: 1
- Damage: 70
- Refire: 0.07s
- Mag size: 50
- Reload time: 1.1s
- Effective Range: 110 units

RMB: Stop dying you fools

Direct Heal.

- On right-click, heal for [smallHeal1] up to [smallHeal2] by [increment] every [interval] seconds for [duration] seconds, then burst heal for [largeHeal]
 - I right click, they are healed for 50, then 0.125s later healed for 75, then 0.125s later healed for 100, then 0.125s later 125, then 0.125s later for 800
 - 50 > 75 > 100 > 125 > 800
- LoS required
- Healing a Marked target reduces the cooldown of the heal by 1s
- Cannot be cast without a target
- Info:
 - smallHeal1: 50
 - smallHeal2: 125
 - Increment: 25
 - Interval: 0.125s
 - Duration: 0.5s
 - largeHeal: 800
 - Cooldown: 4s

- Prefire: 0s
- Postfire: 0.4s
- Pre-hit delay: 0.1
- Range: 150 units

Q: Healing Mark

Mark that gives a percentage of the healing done to other allies to the marked target.

- Mark ally, who receives healing benefit when healing other allies
 - Additional benefit to directly healing Marked target
 - Marked target receives 55% of the heal applied to others
 - Healing a Marked target directly provides 110% heal and reduces the cooldown of the heal by 1s
- Mark does not require LoS
- Dissipates on target's death, your death, or Marking someone else
 - On Marked target's death, Mark moves to closest living ally
 - If no other ally alive when Marked target dies, Mark dissipates
- Cannot be cast without a target
- Only 1 target can be Marked at a time unless talented
- Healing a Marked target reduces the cooldown of the heal by 1s
- Info:
 - Cooldown: 2s
 - Prefire: 0s
 - Postfire: 0.2s
 - Marked target received healing %: 55%
 - Duration: Infinite until conditions met
 - Range: 250 units

E: Big Support Energy

Big AoE area denial.

- Rise up into the air, gaining targeter to call down abyssal orbital strike
- Caster gains reduced damage taken during targeting phase and CC immunity
- Large AoE at target location
 - Damages enemies on initial hit

- Leaves corrupted area on ground that damages enemies over time (damba-gourd-style)
- 3p prefire
- Info:
 - Damage to enemies on initial hit: 15% Max HP
 - Initial hit radius: 30 units
 - Initial effective radius: 30 units
 - Area damage per tick: 6.25% Max HP
 - Area tick-rate: every 0.5s
 - Area duration: 6s
 - Area radius: 30 units
 - Slow%: 33
 - Energy buy-in: 60%
 - Prefire on targeter: 1.0s
 - Velocity of Corvus going up during prefire: 400 uu/s
 - Prefire on strike: 0.7s
 - Postfire: 0.5s
 - Range: 500 units
 - Duration of targeting time: 10s
 - Reduced damage taken during targeting: 60%
 - Corvus Movement Speed during Ultimate: 30%

F: Projection

Throw a manifestation of the offhand and turn ethereal, maintaining the ability to heal and mark. Able to teleport to manifestation.

- Throw out a manifestation of offhand that pierces through enemies
- You maintain the ability to do everything else while the dagger is out
- Stops on world collision or at max range
- Can be used in any direction (including vertical)
- If hits max range, remains in-world as floating manifestation for [Duration]
- Refire within [Duration] seconds to Teleport to offhand
 - Can be used while manifestation is traveling
 - Countdown time for teleport doesn't start until it hits collision or max range
- Deals damage, slows on hit
- Goes on cooldown after teleport or after teleport window duration is exceeded
- If you choose to not Teleport, the ability's Cooldown is reduced by [CDR amount]
- Info:
 - Damage: 400

- Slow%: 35%
- Slow duration: 1.5s
- Range: 150 units
- Projectile Speed: 300 uu/s
- Duration: 3s
- Cooldown: 7s
- Time between throwing and being able to teleport: 0.1s
- Prefire on throw: 0.25s
- CDR amount: 1s

Legendaries:

- **Talent 1**
 - Your marked ally gains the following benefits while marked:
 - 10% CDR
 - 15% CCR
 - 15% Reload Speed
 - 50 Health every 1s
- **Talent 2**
 - Your [Projection] now applies a 1s stun to enemies hit. Enemies caught between your [Projection] and you when you Teleport take 600 additional damage.
- **Talent 3**
 - Reduce the Healing percentage granted to Marked targets to 40% but you are now able to Mark 2 allies at a time.