

# Yosora

*Son of the Sky*

## Character Overview

### Appearance





Yosora draws heavily from Samurai aesthetics.

His twin katanas, Sun and Moon, are “made of the day and night sky” - the blades of each weapon look like someone molded the sky into the shape of a blade. The guard of each blade would be shaped like a sun and moon respectively.

## **Lore**

Long ago, Symalara was not one land but many. Before the reign of our Empress Asaka, the land was fractured into warring kingdoms.

In one such kingdom, there was a hidden village, untouched by the bloodshed and conflict that stirred within them. Blessed by Earth, Twilight Village lay still in a windswept valley flanked by two, massive mountains.

The people of this village were happy. The river that ran through it brought fish as plentiful as the stars in the sky. The trees were loud, and sung silly songs of camaraderie and fortune. Flowers bore fruit as tasty as a court chef's sweets.

But, every day had its night, and every village has its darkness.

On the eve of every solstice each year, the Sun and Moon would appear above the twin mountains, and their voice, a great Sorceress, demanded one boy and one girl from the villagers, as sacrifices.

The village was in chaos. Every family protected their children fiercely, but the Sorceress reigned supreme, and in her mind, fairly.

"They only want the ugliest children." She said. "For the sake of our people, we must do as we are told."

The villagers would do anything to protect their children. Fathers would cut up their children's faces, mothers would poison their food to swell their bodies. It was udder madness.

But the sorceress, cruel as she was practical, saw through it. And once every year, two children would be offered to the Sun and Moon, who devoured them whole, and the villagers wept.

Then, the war came to the Village.

On the eve of the next sacrifice, a great Shogun and his army breached the valley to lay claim to it's land, hoping to earn the title of First Conqueror of the Windswept Valley.

Immediately, the sorceress got to work. She bespoke of the curse that lay their village.

How Mother Sun and Father Moon had forsaken them, and how calamity would befall them should the coming sacrifice be delayed. The Shogun was charmed, and ordered his men to steady their blades and let the sacrifice through.

The Shogun's brash son, however, would not.

Regarded as an impatient failure. Yosora was the bane of his father's existence, and it was a wonder that man kept him around. Perhaps, a testament of his patience, or fear of what his gifted son could wrought onto the world where he left free. At the time of the sacrifice, when both children were sent up the mountain stairs, Yosora used his impressive power to rescue not just one child, but both, from the Sun and Moon.

And as the sorceress predicted, calamity fell.

Immediately in anger, Sun and Moon descended on the valley, revealing themselves to be a deception. In truth, they were dragons - evil dragons who had forged a pact with the Sorceress to grant her eternal life, who had now decayed and turned grey. They immediately lay waste to the village. Yosora, in desperation, lept for the sky, and with one swing of his left blade, rendered the sun dragon in half and sealed it into the blade.

With his other blade, in one swing, rendered the moon dragon in half and sealed it into the blade. Then, in a single step, he cleaved the Sorceress' head clean from its neck.

Yosora then descended to the valley, expecting to be heralded as a hero, but the villagers were furious.

"Our homes are ashes!" one villager screamed.

"You mad man, my children are dead!" another barked.

But it was Yosora's father, who was most furious.

"My foolish, ill-begotten son. You have defied me for the one hundredth and first time!

You have no place in my lands, you are my son no longer!" He screamed. The man raised his blade, and cast Yosora out of the village.

"Foolish father. Your age begot you arrogance!" Yosora shouted back, then, he made one final promise.

"I will return with twice then men and double the power! I will steal your kingdom from you father!" And with that, Yosora set out on a quest. Some say that he never lived up to his promise, others say that even death respected it, waiting until he had his army and land before taking him. Whatever the truth may be, it is said that one could hear the whistling of brash Yosora at the brink of twilight.

# Kit 1

## Overview

**Class:** Fighter

**Role:** Solo

**Resource:**

## Abilities

### Passive: Way of the Forsaken

**Skyglass Blades:** Wield two blades, alternating between them as you basic attack. **Sun** deals bonus magic damage on-hit and applies Day mark against heroes on-hit, while **Moon** Lifesteals Against Heroes and applies Night mark against heroes.

**Equilibrium:** If an enemy gains a Day mark and then a Night mark, Yosora burns away armors. If they gain another Day mark instead, it explodes dealing magic damage in an area around them.

If an enemy gains a Night mark and then a Day mark, Yosora gains a stacking, decaying shield. If they gain another night mark instead, he heals for a percentage of his missing health.

Marks last five seconds and when an enemy gains two marks they're expunged.

**Resolve:** Yosora is Manaless. In combat, he starts building Tempo by Moving and landing attacks, increasing his Move Speed and Attack Speed. When Yosora leaves combat, he will consume it to heal over time.

**Sun Magic Damage:** 5% total physical power

**Moon Lifesteal:** 3%

**Shield:** 50 + 15 per level for 2s stacking up to 2 times. Decaying by 10% every 0.2s.

**Armor Debuff:** 10% stacking up to 2 times for 5s

**Double Day Mark Explosion:** 40 + 3.5 per level +30% Magic Power +25% Physical Power

**Double Night Mark Heal:** 5 + 3 per level +5% missing health

**Tempo Gain:** 5 per enemy hit by a basic attack or ability. 1 for every 100 units traveled.

**Max Tempo:** 100

**Attack Speed:** +10 to 30% (Based on Level) at Max Tempo

**Move Speed:** +10% at max Tempo

**Tempo Healing:** Deplete 10 tempo every 0.5s healing 1.25% missing health.

### **[LMB] Basic Attack: Sun and Moon**

Melee basic attack alternating between Sun and Moon. When Yosora uses his Alternate ability, this inverts.

### **[RMB] Alternate: Twilight Strike**

Thrust forward with the blade that is first in your hit chain. Dealing physical damage in a line that can Critically Strike and apply on-hit effects. This then swaps your attack pattern. Going from Sun/Moon to Moon/Sun or vice versa.

If Yosora uses Cloud Technique while casting this ability, he will instead dash a short distance through all enemies. Applying the same damage that can Critically Strike and apply on-hit effects

Attack Speed decreases cast time and cooldown

**Damage:** 20/40/60/80/100 + 100% of total Physical Power

**Cooldown:** 4 to 1.33s

**Cast Time:** 0.4s to 0.1s

### **[Q] Primary: Carve the Sky**

Yosora cleaves in a cone with both his blades dealing physical damage. This ability does Critical damage to enemies below 30% maximum health.

If Yosora is moving backwards when he finishes the cleave, he will dash backwards.

**Damage:** 70/100/130/160/190 + 100% Physical Power

**Cooldown:** 11s

**Cone angle:** 180 degrees

### **[E] Secondary: Cloud Technique**

Yosora becomes completely untargetable for 0.5s while dashing a short distance in his movement direction. His next basic attack within 3s quickly strikes twice, once with each blade, for reduced damage and on hits. This strike's pattern is the opposite of his current attack pattern. While the strike is ready, Yosora can recast this ability to flip the order in which he will strike. You can cancel the double strike.

**Damage per Strike:** 55/60/65/70/75% of Total Physical Power

**On-Hit Efficiency:** 60/70/80/90/100% each strike

**Cooldown:** 20/18/17/16/14s

*Animation Ques: While the strike is ready, Yosora will hold out both blades, with the first blade to strike held out longer.*

### **[R]Ultimate: Absolute Alignment of Sun and Moon**

Yosora roots in place, becomes Crowd Control Immune, and then instantly dashes forward, cutting through all enemies dealing physical damage and stunning them, stopping behind the last enemy hero hit, or at max range if none are hit. Then, he is followed by the Sun and Moon Dragons sealed in his blade, dealing magic damage to all enemies in his path and pushing them towards him. Instantly fills his Tempo.

**Total Damage:** 200/400/600 +100% physical power

**Stun:** 2s

**Cooldown:** 120/100/80s



## **Augments**

**Celestial Alignment:** During Day time, Tempo provides up to 10% more Attack Speed. During Night time, it provides up to 5% more Move Speed.

**Sun and Moon:** Expunging Marks grants 15 Tempo. If Yosora already has Max Tempo, it reduces all his non-alternate ability cooldowns by 1s.

**Chaos in Heaven:** When Yosora expunges a unique mark order different from the last within 7s, he gains 2 permanent Physical Power and gains 1.5 (+0.25 per level) limitlessly stacking Health Regeneration for 7s.

## **Gameplay**

Yosora's base kit is composed of relatively simple abilities. A straight line strike dash, a cone sweep dash, and a basic dash, with a cinematic long-range dash ultimate.

The complexity in his kit comes from the possible combinations. First, a Yosora player must consider the order in which they strike their opponent. Knowing when they can stick to protecting himself to extend the trade via Moon/Sun pattern for a shield, or moving towards ending the fight via the Sun/Moon pattern. Next, there is the micro that a player must consider. Use your E to gap close? You've also expended your primary defensive ability. Use your Q to escape? It's also your primary finisher.

## **Voicelines**

**Hero Select:** Twilight is upon us, it is time for me to move.

**Hero Banned:** Fearful? Pathetic.

**Introduction:** In whatever form, at whatever time, I will find and crush evil.

**Attempt Cast On Cooldown Ability:** I need more time.

**Attempt Cast On Cooldown Ability:** Not right now

**Attempt Cast On Cooldown Ability:** Patience

**Ultimate Ready:** The dragon twins are ready, and restless.

**Ultimate Ready:** Absolute Alignment of Sun and Moon is ready

**Ultimate Ready (1% chance):** Absolute Alignment of Sun and Moon is ready...why did i give it such a long name?

**Healing from Tempo:** A battle well fought.

**Sun/Moon Mark Expunge:** Dawnfire!

**Moon/Sun Mark Expunge:** Dusklight!

**Alternate Voiceline:** Skyfall

**Alternate Voiceline:** Twilight!

**Alternate Voiceline (If switching to Moon/Sun):** Yugure!

**Alternate Voiceline (If switching to Sun/Moon):** Yoake!

**Primary Voiceline:** How's this?

**Primary Voiceline:** In pieces!

**Primary Voiceline:** Become Two!

**Primary Voiceline(Dashing Backwards):** Farewell!

**Primary Voiceline(Dashing backwards while executing a target):** Begone!

**Primary Voiceline(Dashing backwards while executing a target):** Finality!

**Secondary Voiceline:** Into the night!

**Secondary Voiceline:** Untouchable!

**Secondary Voiceline:** Beyond reproach!

**Secondary + Alternate Voiceline:** Like lightning!

**Secondary + Alternate Voiceline:** Can't keep up!

**Ultimate Voiceline:** DAWN AND DUSK AS ONE!

**Ultimate Voiceline:** SUN & MOON UNLEASHED!

**Ultimate Voiceline (Killing an enemy):** NOTHING PERSONAL!

**Ultimate Voiceline:** FALL TO TWILIGHT

**Low Health:** I must rest now.

**Low Health:** I cannot fall, before my father.

**Death:** Not now...

**Death:** My mission -

**Death:** NO I REFUSE I -

**Kill Streak:** The bodies pile up and I feel the same

**Kill Streak:** Look at this carnage, what becomes of it?

**Kill Streak:** This was over when I drew my blades

**Pentakill:** ALL FALL BEFORE ME!

**Pentakill:** FIVE HEADS, TWO BLADES, BY ONE MORTAL

**Pentakill:** I WILL SHAKE THE HEAVENS, AND CONQUER THE EARTH

**Assist:** Nice work

**Assist:** One of many, do not falter

**On Receive Heal / Ally Ability:** Thank you

**On Receive Heal / Ally Ability:** A man is made by his tribe, and you are good tribesman

**On Receive Heal / Ally Ability:** Just what I needed

**Item Purchased Offensive:** Weapons make war

**Item Purchased Offensive:** Seek peace, by bringing tools of war

**Item Purchased Offensive:** Armed men are safe men

**Item Purchased Defensive:** The armor is as important as the arms

**Item Purchased Defensive:** Impenetrable. Perfect.

**Item Purchased Defensive:** They'd have to hit me first for this to matter

**Encounter - [Equinox](#):** Mother Sun and Father Moon - the stories are true?

**Encounter - Yurei:** The Last Koru Shinzo, can you really live up to that title?

**Encounter - Renna:** I have slain a hundred demons before, you are nothing

**Encounter - Akeron:** Demon King, I will rip your eye from your stomach, and sunder your head from your shoulders, creature!

**Encounter - [Yasuke](#):** Foreign Man from a Foreign Land - your skill is unmatched, but does Smoke and Fire beat Sun and Moon? I may have a place in my army for you

**Encounter - [Inara](#):** Temptress, your tricks are wasted on me.