

## Florence Nightingale (Berserker) - “Angel of Crimea” (Support)



### Passive: Nurse of Steel

Nightingale treats the battlefield like an active disease-ridden warzone.

- Nightingale’s basic attack and abilities apply Sanitized to enemy champions for 4 seconds. Enemies who are sanitized have their life steal, spell vamp and incoming healing by 40%.
- Nightingale gains bonus movement speed (up to 20%) when moving towards an ally with HP less than 40%.

### Q: Medical Restraint

Nightingale decides that the enemy is a liability towards the environment.

- Nightingale dashes forward a moderate distance and delivers a heavy handed strike with one of her medical bags, dealing physical damage.
- The target upon being hit is Disarmed (unable to basic attack) for 1.5 seconds. If the target had already been afflicted with Sanitized then the enemy target is rooted on the spot for 1.2 seconds as she “Straps them to the operating table”.

### W: Scream of the Angel

Nightingale lets out a screaming command for order, releasing a shockwave in a short radius around her.

- Enemies caught within the shockwave take physical damage and have their Physical Damage and Magical Damage cut by 25% for 3 seconds while Sanitized is applied to them.
- Allies caught within the radius of the shockwave gain 20% tenacity and 20% movement speed.

#### **E: Battlefield Triage**

Nightingale forcefully administers medical aid to a targeted ally (or herself).

- Nightingale slaps a massive adrenaline shot into an ally. She instantly cleanses them of all active crowd-control effects and heals them for a flat amount plus a percentage of their missing health.
- Because her treatment is incredibly rough, the healed ally gains a 30% attack speed and 15% movement speed burst for 3 seconds as the adrenaline floods their system.

#### **Ultimate {R} : Nightingale Pledge**

Nightingale manifests her conceptual Noble Phantasm, a massive glowing white sanctuary zone that completely denies the concept of conflict.

- Nightingale deploys a large, stationary medical zone on the ground for 5 seconds.
- While inside the zone, all enemy Noble Phantasms and Ultimates deal 50% reduced damage, and enemies cannot critically strike.
- Allies standing inside the zone receive continuous, heavy healing every second. Furthermore, allies within the *Nightingale Pledge* cannot be reduced below 1 HP by non-ultimate abilities