

Odinblade's Aerotheurge Class Overhaul - Change Notes

[New Skills / Skilltree](#)

Existing Skill Changes

PSA: Before reading, it's a good idea to become familiar with the **Conductive** status. When using certain electric-themed Aerotheurge spells on Conductive enemies, the spells will fork a portion of their damage to nearby enemies. Some skills have more unique Conductive abilities too, so be sure to check them out!

Also, most skills which apply **Shocked** for 2 turns have been reduced to only apply Shocked for 1 turn instead. This narrower window prevents the introduction of the influx in Shock spells this overhaul brings from becoming overpowered. Additionally, this smaller window encourages better decision-making.

UPDATE:

Suffocating now reduces Air Resistance by 10%. This is to give Suffocating skills more of a purpose once enemy Magic Armour has been depleted.

Starter Tier:

- Electric Discharge
 - Reduced Shocked duration from 2 to 1 turns
 - Increased damage from 90 to 95
 - Deals additional damage to Conductive enemies, and forks said damage to nearby enemies.
 - Odin: *Electric Discharge is a nice and simple Aerotheurge skill. Decent damage with the ability to Shock and Stun, as well as electrify surfaces, is all good. It may now interact with Conductive, allowing it to spread a decent portion of damage around to nearby enemies, making it less of a single-target skill.*
- Favourable Wind
 - Reduced AreaRadius from 10 to 8
 - Now cleanses Petrified, Stunned, and Slowed on-cast
 - Reduced CD from 6 to 4
 - Reduced Aura duration from 4 to 2
 - Renamed to Winds of Change
 - Nearby allies now also begin Floating, ignoring all ground surfaces
 - Odin: *Whilst not a bad spell, Favourable Wind felt hard to justify a memory slot. Its cooldown was pretty high due to the duration of Favourable Wind Aura - an effect which wasn't super-useful anyway. I decided to blend it with a DOS1 skill, Wind of Change, to help give it some clear uses to help justify its*

memory cost. The ability to grant Floating significantly mitigates friendly-fire incidents, something Aerotheurge is notorious for, especially with Hydrosophist mixed-in!

- Shocking Touch

- Changed the icon so it's more in-line with the other new Touch spells in my overhauls



- May no longer target terrain
 - No longer electrifies surfaces
 - Deals additional damage to Conductive enemies, and forks said damage to nearby enemies.
 - Increased range from 2 to 4
 - Odin: *As with Burning Touch and the newly-reintroduced Chilling Touch in my other overhauls, Shocking Touch now benefits from a small range increase and direct synergy with the new Conductive mechanic. This should help Battlemages to really make a statement.*
- Blinding Radiance
 - Increased aura duration from 1 to 2 turns
 - Odin: *Already a good skill for Battlemage playstyles, Blinding Radiance was only really let down by its duration. This increase helps Blind enemies for longer.*

Novice Tier:

- Dazing Bolt
 - Removed target-snapping, making it easier to target.
 - Deals a small amount of additional damage to Conductive enemies, and forks said damage to nearby enemies. All enemies hit with this effect are Dazed.
 - Odin: *"Dazing" Bolt - seems at some point this skill was supposed to apply Dazed! I've added this onto the skill in the form of a special Conductive ability, encouraging strategic thinking of when to use this skill, rather than as it comes off of cooldown.*
- Teleportation
 - Reduced damage multiplier from 100 to 70.
 - Changed damage type from Physical to Air.
 - Odin: *Teleportation is a fantastic spell - there is almost always a use for it. It really fits the Aerotheurge playstyle to control the battlefield effectively. Physical builds were dealing too much damage with this skill, so the type change to Air will solidify that it is an Aerotheurge spell. The damage changes help solidify the purpose of Teleport as a utility spell, whilst maintaining the ability to damage environmental hazards, such as Oil Barrels.*
 - You may be asking, "why have you not nerfed the range or made targeting harder?" Well, the answer to that is comprised of three small parts:
 - 1. *It's a staple spell, critical for Lone Wolf playthroughs. Nerfing this way hinders this experience too much.*
 - 2. *It is used both inside and outside of combat. Nerfing the range too much prevents you from being able to teleport allies or items to/from certain areas.*
 - 3. *Divinity is a game! Games are supposed to be fun. Granted, I do get little picky with some design choices with this game, but at the end of the day the game is incredibly fun for the most part. Overbalancing removes any fun!*
- Uncanny Evasion
 - Added a wispy overlay.
 - Odin: *A vital pillar in Lone Wolf and Tactician playthroughs, Uncanny Evasion is a phenomenal piece of utility. Reducing the effectiveness of this skill felt pretty bad: reducing the Dodge chance will either A. make it unusable if it is reduced too much, or B. have hardly any noticeable difference.*

Adept Tier:

- Pressure Spike
 - Renamed to Pressurise
 - Now also sets Suffocating on enemies
 - Odin: *This skill is one of the best for AP point investment - if you aren't already making use of it you absolutely should be! It now also applies Suffocating, providing additional synergies with other skills added into the overhaul.*
- Apportation
 - Now also sets Gravity on enemies, preventing movement
 - Odin: *Apportation is a cool idea. Unfortunately, it has almost 0 use in battle, so much so that a lot of peeps haven't even used this skill before! Gravity is similar to Entangled, helping to keep enemies locked in place, providing excellent synergies with skills like Conduit and Thunderstorm.*
- Nether Swap
 - No changes
 - Odin: *Another great skill. Although Teleportation nudges ahead in terms of greatness, Nether Swap now has even more tactical uses with the new Conductive mechanic, allowing you to place your conduit in prime position.*
- Chain Lightning (1SP)
 - Reduced Shocked duration from 2 to 1 turns
 - Deals additional damage to Conductive enemies, and forks said damage to nearby enemies.
 - Odin: *Initially, the plan was to replace this skill due to the introduction of the Conductive mechanic. However, unlike Conductive, Chain Lightning forks at various levels, allowing you to reach enemies all across the battlefield, rather than just those close to the Conductive target. However, to make it a bit snazzier, it now provides the Conductive fork effect to each enemy hit. Having more than one Conductive enemy in the chain makes for some seriously satisfying damage.*

Master Tier (skill requirements increased to Aerotheurge 4):

- Closed Circuit (2SP)
 - Reduced duration of Shocked from 2 to 1 turns.
 - Odin: *Closed Circuit is a perfect skill for battlemages - strong damage, CC, and Air Immunity. With the introduction of new melee Aerotheurge skills, this skill is only going to shine further!*

Divine Tier (skill requirements increased to Aerotheurge 5):

- Superconductor
 - Deals additional damage to Conductive enemies, and forks said damage to nearby enemies.
 - Odin: *A solid skill - additional changes are unnecessary.*

- Tornado
 - Increased HitRadius from 2 to 3
 - Reduced AP cost from 2 to 1
 - Reduced cooldown from 5 to 4 turns
 - Reduced PointsMaxOffset (rubberband) from 5 to 3
 - Moved from Divine Tier to Adept Tier
 - Frayed the icon's border to match others in-game



- Reduced requirement from Aerotheurge 5 to Aerotheurge 3
 - Now applies Lost Footing
 - Now sets Suffocating on enemies
 - Now also clears Poisoned
 - Odin: *Ah, Tornado. An amazing concept, it falls a bit short in terms of usability, and seems a bit of a letdown via effect vs. appearance. Making the skill available earlier-on helps it to deliver value. Another important change here is the one to PointsMaxOffset - the change basically means the Tornado is a little less sporadic, and combined with the increase in radius, is still able to cover the same area.*
- Thunderstorm (3SP)
 - Reduced lifetime from 2 to 1 turns (meaning enemies are hit for 2 bolts now instead of 3)
 - Increased area radius from 10 to 13
 - Increased minimum and maximum number of hits from 6 to 7
 - Increased damage on each bolt from 100 (100x3 bolts) to 165 (165x2 bolts)
 - Odin: *With the release of the Definitive Edition, Larian nerfed the damage on most 3SP ultimate skills. In my personal opinion, the change to Thunderstorm felt like it should have been a skill tweak rather than just a plain nerf. The problem with this skill is that whilst it may do more overall damage than other skills like Closed Circuit, Thunderstorm is reliant on hitting enemies with all 3 bolts over it's 2 turn duration. However, enemies can easily move out of it, even with some crowd-control effects. The changes here help Thunderstorm to deal the damage an ultimate skill should do in a shorter window.*

Crafted Tier:

- Smoke Cover
 - Reduced CD from 5 to 4
 - Odin: *Smoke Cover is a somewhat underrated skill. Whilst the vision block could be detrimental if used for the sake of it, the smoke cloud provides a quick way to take a breather for a tiny AP cost. Additionally, it's really useful to steal items with (mwahaha). I've reduced the cooldown to give it some needed uptime.*
- Blessed Smoke Cloud
 - Renamed to Nimbus Veil
 - Reduced SP from 2 to 1
 - Increased AP cost from 1 to 2
 - Changed from a target skill to a shout skill with an 8m range
 - Now conjures a 1m Blessed Smoke Cloud around each nearby ally, lasting 1 turn
 - Odin: *The ability to create an Invisibility-granting surface is thematically satisfying for an Aerotheurge/Scoundrel spell. However, the source cost held it back a bit too much - 2SP felt pretty bad to use. Additionally, due to the size and targeting of the surface, it was too easy for your enemies to also benefit from the cloud.*
- Breathing Bubble
 - Renamed to Stormy Bellow
 - Increased AP cost from 1 to 2
 - Now deals 52 base damage to enemies, up from 0
 - Reduced cooldown from 5 to 4 turns
 - Reduced duration of Breathing Bubble from 5 to 3 turns
 - Breathing Bubble now also makes the target immune to Stunned/Shocked/Suffocating
 - Now creates an Electrified Steam Cloud around the caster and hit enemies
 - Changed requirement from Warfare to Hydrosophist
 - Changed recipe from Warfare to Hydrosophist books
 - Odin: *Quite a few changes here, but they were needed as I'm sure you'd agree. A cool idea on paper, Breathing Bubble failed to hit the mark, and was subsequently never used. The changes here are designed to give the skill a clear purpose, whilst maintaining the philosophy of a cloud-immunity status. I've also moved the skill from an Aero/Warfare combination to Aero/Hydro as it feels more at home here now.*
- Mass Breathing Bubble
 - Renamed to Thundering Roar
 - Now deals 52 base damage to enemies, up from 0
 - Applies Breathing Bubble on all allies in the area
 - Reduced duration of Breathing Bubble from 5 to 3 turns
 - Breathing Bubble now also makes the target immune to Stunned/Shocked/Suffocating
 - Now creates an Electrified Steam Cloud around the caster and hit enemies
 - Changed requirement from Warfare to Hydrosophist

- Changed recipe from Warfare to Hydrosophist books
 - Odin: *Similar changes here to Breathing Bubble.*
 - Vaporize
 - Increased area radius from 2 to 3
 - Renamed to Vaporise
 - Frayed the icon's border to match others in-game
- 
- Reduced cooldown from 4 to 3 turns
 - Now deals 70 base damage, up from 0
 - No longer removes Petrified and Frozen from characters
 - Deals additional damage to Conductive enemies, and forks said damage to nearby enemies.
 - Odin: *Vaporise was a bit of a flat spell - it needed to do more than just raising surfaces into clouds. I've added some needed damage and synergy with Conductive to help the skill shine, all whilst maintaining its' identity as a multi-surface enabler.*
 - Vacuum Touch
 - Increased range from 2m to 4m
 - Increased damage from 80 to 85
 - Reduced CD from 5 to 4
 - Odin: *A solid skill. A few minor number changes here to help it shine amongst other new-and-improved touch skills.*
 - Vacuum Aura
 - No changes
 - Odin: *Another great value skill, especially for battlemages. No changes necessary.*
 - Erratic Wisp
 - Reduced CD from 6 to 5 turns
 - If the target is an ally, they also gain Hawkeye, increasing range by 2m. This stacks with Farsight.
 - Odin: *Despite being a seemingly-bad skill, Erratic Wisp is actually really handy to keep casters away from enemies. Additionally, the 40% Air Resistance is great for mitigating friendly-fire. However, Erratic Wisp is hindered by the fact that it may not actually provide any value should enemies avoid attacking the target. With the additional effect of Hawkeye, this skill now always provides value to your allied targets, especially when used on the skills' key demographic - allied ranged attackers/casters.*
 - Evasive Aura
 - Added a wispy overlay.
 - Odin: *Refer to the change notes for Erratic Wisp for more information.*