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Gorge

- The burst speed from bunnyhop is too strong, especially with celerity
 - a. Reduced Gorge belylslide speed by 1.15
- Babblers cost too much for their amount of utility
 - a. Reduce cost of each babbler egg to 0.5 pres
 - b. Remove damage limitation of 5
 - c. Adjust HP to 11
 - This makes babblers more effective early game (2 shots per), but allows babblers to only absorb 1 bullet later in the game

Fades

- Fix movement speed bug
 - a. Adjusted Blink to compensate
- Fix ceiling model bug

Grenade Launcher

- Grenade launchers are frustrating to fight against because they are nearly impossible to miss with
 - a. Reduced the proximity detonation size to 0.085 from 0.17

Exosuit

- Exosuits are too strong for how little skill is required to use them
 - a. Change the damage type from heavy to normal
 - should result in a damage reduction of ~20% (napkin math)
 - b. Double rate of fire, half damage
 - require more tracking