

Heroes

Amael

Super Punch

- Weapon ratio increased from 150% to 170%

Lawn Mower

- Weapon ratio increased from 80% to 100%

Blackfeather

Feint of Heart

- Weapon ratio increased from 100% to 110%

On Point

- Crystal ratio decreased from 180% to 170%

Cain

Peacemaker

- Weapon ratio decreased from 110% to 105%

Triple Tap

- Slow decreased from 30%/35%/40%/45%/60% to 30%/35%/40%/45%/55%

Once More

- Cooldown increased from 18/17/16/15/12 to 18/17/16/15/13

Flicker

Stats

- Base Armor increased from 35-100 to 35-110
- Base Shield increased from 25-75 to 25-85

Fortress

Packmates

- Decrease the amount of time to activate from 1 second to 0.5 seconds

Truth of the Tooth

- Increase move speed bonus from 1.8 to 2.0

Law of the Claw

- Number of hits needed to activate from 6 to 5

Attack of the Pack

- Cooldown decreased from 120/110/100 to 120/105/90

Glaive

Twisted Stroke

- Cleave Damage increased from 30%/35%/40%/45%/65% to 30%/35%/40%/45%/75%
- Crit Chance increased 10%/15%/20%/25%/30% to 10%/15%/20%/25%/40%

Bloodsong

- Lifesteal per stack increased from 1.2%/1.2%/1.2% to 1.2%/1.2%/1.4%

Idris

Shroudstep

- Weapon Ratio increased from 120% to 140%

Chakram

- Crystal Ratio decreased from 100% to 90%

Shimmer Strike

- Weapon Ratio increased from 125% to 140%

Inara

Dance of Leaves

- Crystal Ratio decreased from 140% to 130%

Nature's Wrath

- Cooldown increased from 90/75/60 to 120/105/90

Joule

Rocket Jump

- Crystal Ratio increased from 100% to 140%

Thunder Strike

- Base Damage increased from 80/110/140/170/260 to 85/120/155/190/295

Karas

Gust

- Decrease cooldown
- Decrease damage
- Decrease CP Ratio

Krul

Dead Man's Rush

- Increase barrier from 80/200/320/440/560 to 80/200/320/440/680

From Hell's Heart

- Stacks decreased from 4/3/2 to 2/2/2

Leo

Turbo Blade

- Bonus move speed per stack increased from 0.5 to 0.6
- Duration increased from 5 to 6

Lyra

Principle Arcanum

- Reduce health ratio from 0.05% to 0.04%

Bright Bulwark

- Slow reduced from 30%/30%/30%/30%/50% to 30%/30%/30%/30%/40%

Magnus

Arcane Rite

- Crystal Ratio reduced from 100% to 90%

Mystic Missile

- Damage (Spit Missile) decreased from 60/110/160/210/260 to 40/90/140/190/240

Seraphic Flare

- Cooldown increased from 90/75/60 to 110/90/70

Ozo

Three-Ring Circus

Increased weapon ratio of first hit increased from 100% to 120%

Increased weapon ratio of second hit increased from 100% to 120%

Increased weapon ratio of third hit increased from 100% to 120%

Bangrang

Cooldown decreased from 70/50/30 to 60/45/30

Phinn

Quibble

- Cooldown decreased from 10/9/8/7/6 to 8/7.5/7/6.5/6

San Feng

Divine Fist

- Damage reduced from 200/350/500/650/800 to 160/280/400/520/640
- CP Ratio increased from 60% to 120%

SAW

Stats

- Increase base damage from 50-105 to 60-126

Suppressing Fire

- Base damage per second increased from 140/175/210/245/315 to 150/185/220/255/325

Mad Cannon

- Crystal Ratio increased from 150% to 160%
- Weapon Ratio increased from 100% to 120%

Skye

Stats

- Increase base damage from 72-111 to 74-140

Taka

House Kamuha

- Bonus damage increased from 30-85 to 40-95

Kaiten

- Increased Crystal Ratio from 140% to 170%

X-Retsu

- Increased Crystal Ratio from 85% to 90%

Tony

Jawbreaker

- Weapon ratio increased from 70% to 90%

Trash Talk

- Duration decreased from 1.2/1.2/1.2/1.2/1.6 to 1/1/1/1/1.4

Varya

Stormforged Spear

- CP ratio increased from 140% to 150%
- Energy Cost reduced from 475/475/475/475/375 to 450/450/450/450/325

Viola

Harmony

- Barrier Health ratio reduced from 7% to 5%

Power Ballad

- Cooldown increased from 22/18/14 to 26/22/18

Vox

Stats

- Increase base Energy from 200-464 to 300-564

Range

- Increased from 5.8 to 5.9

Warhawk

MK-II Annabelle

- Increase Weapon ratio from 100% to 120%

Rocket Ride

- Weapon Ratio increased from 80% to 90%

Items

Book of Eulogies

- Health restored to melee characters increased from 30 to 40

Serpents Mask

- Vampirism increased from 15% to 20%
- Weapon Power decreased from 70 to 60

Spellsword

- Increase cooldown reduction increased from 20% to 25%
- Weapon power increased from 85 to 95

Tension Bow

- Weapon power increased from 40 to 50
- Increase bonus damage from 100 to 150
- Cost reduced from 2900 to 2700

Bonesaw

- Increase number stacks from 5 to 8
- Decrease armor shred from 10% to 6%
- Decrease attack speed from 30% to 25%

Tornado Trigger

- Increase critical damage from 5% to 10%
- Increase move speed buff from 10% to 15%
- Decrease cost from 2800 to 2600

Tyrant's Monocle

- Decrease critical damage from 15% to 10%

Spellfire

- Decrease crystal power from 80 to 75
- Decrease damage of burn from 7-40 to 2-24
- Cost increased from 2700 to 2800

Frostburn

- Increase crystal power from 90 to 100

Dragon's Eye

- Increase crystal power from 75 to 85

Eve of Harvest

- Increase crystal power from 60 to 80

Pulseweave

- Damage dealt while available reduced from 50% to 10%
- Health reduced from 600 to 550

Reflex Block

- Cooldown reduced from 90 seconds to 75 seconds

Aegis

- Max Health increased from 200 to 350

Capacitor Plate

- Armor increased from 30 to 35
- Shield increased from 30 to 35

Rook's Decree

- Cooldown reduced from 10 seconds to 6 seconds
- Increase Health scaling on passive from 15% to 20%

Teleport Boots

- Reduce cooldown from 150 seconds to 130 seconds

Journey Boots

- Passive cooldown reduction reduced from 30 seconds to 20 seconds
- Increase sprint duration from 2 seconds to 2.5 seconds

Shiversteel

- Attack speed increased from 20% to 25%

Stormcrow

- Damage to non-jungle monsters reduced from 25% to 15%

SuperScout 2000

- Cooldown reduction increased from 20% to 25%
- Max Health increased from 450 to 500