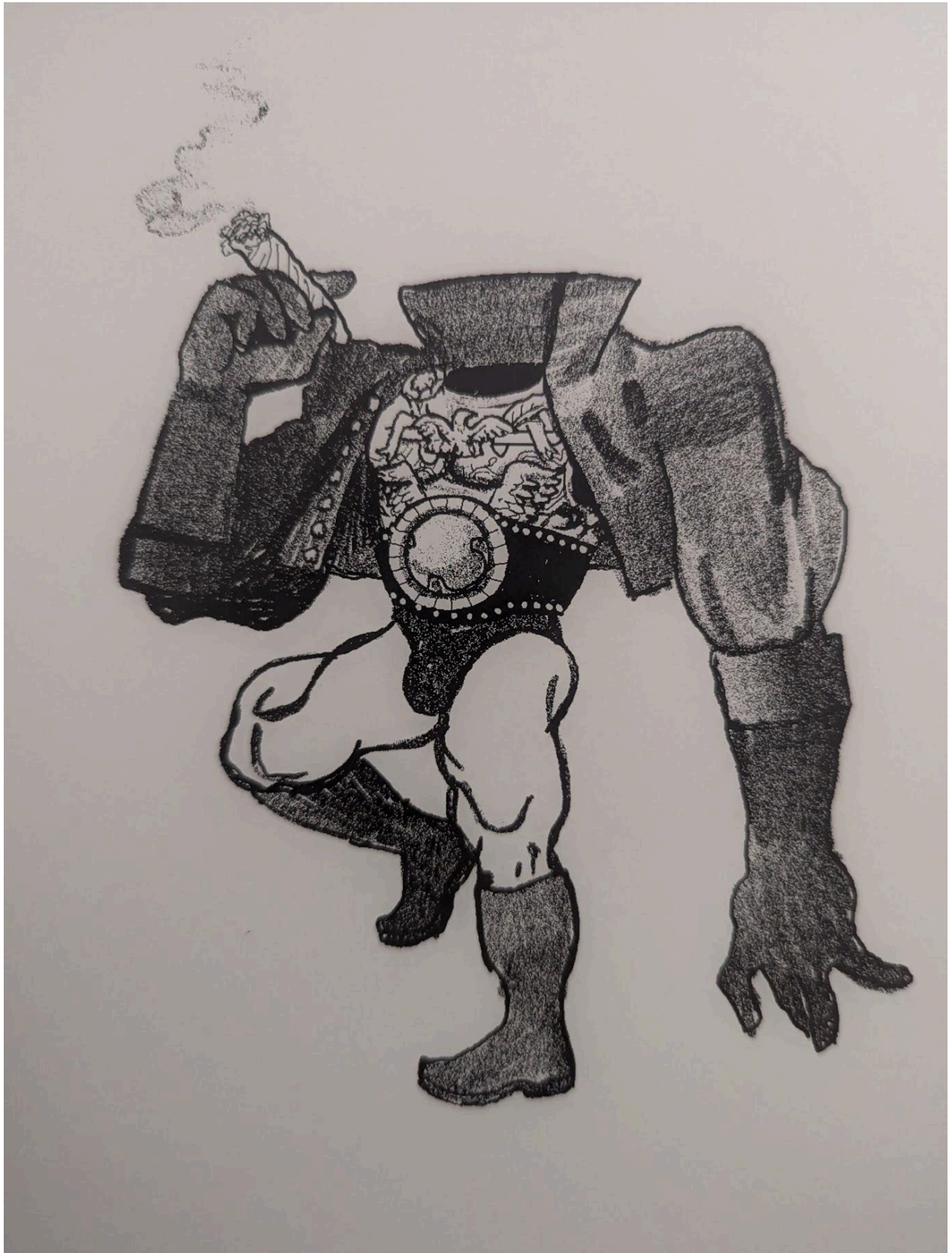


Chariot



Pitch: *Controls spacing, initiates and peels.* Chariot decides when and how he gets in and gets out, and loves to exert control over his enemies. Whether his enemies want to be far away or up close and personal, Chariot is going to give them a hard time getting there.

Gun: Chariot sucks down a cigar to reload, then spits a rapid salvo of fire bolts (from where his head would be) that have a slow (relative) projectile speed. High ammo capacity.

Hitbox: Chariot does not have a head, and can only be headshot by targeting the large gem on the front of his abdomen. Chariot is huge.

1) **Shockwave:** Target an enemy to send a shockwave traveling towards them that picks up in size and damage the farther it travels, before cutting off at max range traveled. Deals area damage at point of impact, slowing targets hit by 20% for 1.5s. The shockwave can be intercepted by other enemy heroes.

2) **Echo Slam:** Damage enemies in an area around Chariot, stunning enemies for 0.8 seconds, and repeating the effect with 50% damage and duration for every enemy hero in the area.

3) **Polarity Beam:** Activate with either the right or left mouse button to determine polarity. Project a beam originating from Chariot's abdomen. Right clicking will pull enemies in the beam towards Chariot. Left clicking will send enemies hurling away from Chariot.

The beam is constant and allows for movement with a 50% self-slow, lasting for up to 4 seconds or until it is canceled or if Chariot becomes stunned or silenced.

4) **Blazing Chariot:** Transformation (onto a chariot) that enhances movement speed and enables flying. Crashing into an enemy hero causes an explosion and cancels Blazing Chariot. Attacks and abilities are disabled while active.

Allies may be absorbed into the chariot by holding space while looking towards it (like a zipline). While in the chariot, allies are phased out, and may leave the charity by pressing space again.

The chariot lasts for up to 20 seconds; taking damage reduces this duration. The chariot can be canceled.

Target items: Warp Stone / Spiritual Overflow / Melee Charge / Return Fire / Life Strike / Majestic Leap / Colossus / Phantom Strike / Unstoppable / Mystic Reach / Spirit Strike / Cold Front / Mystic Slow / Torment Pulse / Knockdown / Escalating Exposure



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