Role: Tank		Health:200(200/0/0) Movement Speed: 5.5	Dmg	Rof/C D
Passive	-		-	-
Main Attack (LMB+RMB)	Dual Harpoons	Mori has two harpoons, with one controlled by LMB and the other controlled by RMB. When fired, the harpoon extends up to 30m and embeds itself in the first enemy or piece of terrain. While embedded in terrain, Mori can press the respective button for the harpoon in order to grapple herself at a speed of 25/ms up to 15m in the direction of where the harpoon is embedded. If the harpoon is embedded in terrain for 3 seconds, or if you move more than 35m away from where the harpoon is embedded, the embedded harpoon is pulled back to Mori. While embedded in an enemy, the enemy takes 50 damage and is slowed by 30% for as long as the harpoon is embedded. If an enemy with a harpoon embedded in them is hit by another harpoon, Mori will rips the harpoons out of them enemy, dealing 80 damage (replacing the damage of the second harpoon). If a hook is embedded in an enemy for 2 seconds, it will be pulled back to Mori. The harpoons travel at a speed of 50m/s, don't use ammo, and have independent RoF. Pressing the reload button returns embedded harpoons to Mori.	50/80	1
1 st Ability (Shift)	Aerial Maneuvers	For the next 5 seconds, Mori falls 50% slower, moves 50% faster in the air, and has 30% damage resistance while airborne.	-	12
2 nd Ability (E)	Jump Start	Every enemy with a harpoon embedded in them is electrocuted, dealing 60 damage and stunning them for 1 second.	60	8

Ult. Ability (Q)	Tempest	For the next 5 seconds, a 6m radius storm cloud centered around Mori follows her, dealing 50 damage a second to each enemy inside of it. Every second, the storm cloud sends lightning that strikes all enemies below it, dealing 90 damage and stunning for 0.3 seconds.	50/90	2100 Points
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LOFE: Mori was 12 years old when she was diagnosed with kleptomania. When she started to steal her parents keys as a toddler, her parents saw it as endearing; until she never grew out of stealing. She never needed to steal, her parents were very well off. She was expelled from high school at 17 for stealing her math teacher's wallet, and was disowned by her parents quickly after. She left her home and lived with her friends in the gang she joined only a few years before. The gang was known for petty crimes, but as the gang grew, so did the scale of their crimes. Labs were their favorite target to steal from, and each member of the gang all had fancy toys to use on heists afterward. When Mori was 24, she was leading her final heist. Mori walked straight into an ambush by police, even though her accomplices said there was no patrol. While her accomplices escaped, Mori spent 13 years in prison. She had no idea why they betrayed her, but when she got out of prison, she went to her stash that she kept a secret from everyone she knew. Armed with two harpoons and shock weaponry, it was time for her to find out the truth of what happened that night.