

Paladins 4th talent ideas, re-balanced

Androxus: cursed revolver - increases the blast radius of the shots from accursed arm by 200% but only get 3 shots

Ash: flame fueled - kinetic burst now shoots a thin, long burst of fire that deals 600 damage over 0.75 seconds and slows opponents by 25% for 1 second

Atlas: reversing the flow - missed bullets remain stuck in the terrain for the next 4 seconds, and are recalled to your position when you reload, dealing 65% of the original damage to opponents hit. [Bullets only deal damage to first target hit]

Azaan: _____ - separate your walls into 3 charges that deploy 1 segment each. But can no longer be canceled manually and increase cooldown by 2 seconds [Each use of the ability uses 65% less ire than normal, cannot place near spawn rooms, walls last up to 4 seconds, cooldowns happen simultaneously] (like grohk)

Barik: trainin - can now shoot while using rocket boots but have reduced accuracy while doing so

Betty: crowd pleaser - cluster bomb deals 2.5% additional damage for each opponent hit

Bomb king: cruel rule - poppy bomb now cripples opponents for 2 seconds or until they land.

Buck: crazed - heroic leap's cooldown is reset upon activating buck wild and has 20% cooldown reduction for the duration

Caspian: change of tempo - rouges tempo projectile now homes in in the closest opponent, but increase cooldown by 2 seconds

Cassie: rope shot - disengage now pulls opponents towards you reduce cooldown by 1 second if you miss

Corvus: other self - increase the duration of projection to 6 seconds, after teleporting leave a new projection where you came from that you are able to teleport back to while the ability is still active. [Repeats for each time you teleport, ability cannot be canceled, cooldown starts when ability ends]

Dredge: vile rift - shortcut now deal 200 damage every 0.5 seconds to opponents within 20 units but shortcut only last 10 seconds [does not stack if next to two rifts]

Drogos: furious charge - increase ultimate charge rate by 10% and increase movement speed during dragon punch by 20% but decrease the damage to 2000

Evie: slip n skate - ice block now retains all momentum you had before you activated it, allowing you to slide across the ground.

Fernando: explosive - Fireball now explodes dealing knockback on the first target it hit, can also

knock yourself back

Furia: stored vengeance - wings of wrath projectiles now pierce opponents and can heal allies [targets closest unaffected player]

Grohk: wisps dance - can now use abilities during ghost walk and increase duration by 25%

Grover: perilous - blossom now damages opponents for a burst of 400 damage and passively deals 5 damage to opponents per second this doesn't put opponents in combat but deals 25% less healing

Imani: sorcerer supreme - augment frost bomb and inferno cannon but increase their cooldown by 5 seconds
[Inferno cannon slows opponents by 2% every tick for 1 second, stacks and refreshes duration. Frost bomb deals an additional 400 damage in a 30 unit radius over 2 seconds]

Inara: nature's strength - impasse walls and warders' field explode for 500 damage in a 25 unit radius on destruction by opponents or on timeout [Doesn't explode by reactivating]

Io: lunar launch - deal 400 damage in a radius upon using lunar leap

Jenos: cosmic ____ - decrease duration of the mark by 50% but increase the healing to 450 per second

Kasumi: deceit - inverse the effects of stacks on savage tear but half the damage dealt (disarm when opponent on 0 stacks, deals 500 base damage decreases by 50 per stack)

Khan: stand strong - grant yourself and allies 10% extra damage for 2 seconds after being healed by commanding shout but increase cooldown by 0.5 seconds for each ally affected

Kinessa: reconfigured - carbine rifle now deals 200 damage per shot but sniper mode only does a maximum of 900 damage

Koga: movement master - increase the effect of agility to 45% and can refresh wall climb by using shadow step if agility is active

Lex: reckless pursuit - in pursuit now lasts until the opponent breaks line of sight or is canceled but deals 600 damage every second and can only target 1 player. [Max duration 8 seconds]

Lian: honor - valor now only hits one player but deals 700 damage

Lillith: echoed cave - The reactivation of death wings now costs 350 blood health but deals 600 damage in a 25 unit radius

Maeve: flaunt death - reduce cooldown of nine lives by 0.5 second after hitting an opponent with daggers

Makoa: ♪gas gas gas - can now control motion of shell spin and it lasts until canceled. Move

30% faster whilst in shell spin. Increase cooldown by 2 seconds.

Mal'damba: _____ instincts - slither gains a second charge and deals 200 damage when passing through opponents.

Moji: go away - magic barrier now actively deals 30% of the damage you would have taken back to the attacker but doesn't apply magic marks

Nyx: true royalty - increases the time before all the damage is received during royal presence to 8 seconds but decrease your movement speed by 20% whilst active

Octavia: high command - get to pick a second commanders passive which will be 10% more effective

Pip: med kit - decrease the healing of potion to 550 but set the cooldown to 3 seconds cannot be increased or decreased

Raum: eruption - deal 500 damage in a 15 unit radius around yourself when using soul harvest and an additional 50 damage for each soul collected

Rei: revitalise - heal allies within 10 units for 15% of the damage done by sigil [doesn't affect yourself]

Ruckus: volatile - cause a 500 damage explosion in a 20 unit radius upon activating emitter and if it gets destroyed but increase the cooldown by 2 seconds if destroyed

Saati: hot streak - after hitting 3 consecutive shots on one opponent any further shots in the chain deal 10% more damage

Seris: true sight - reveal opponents who have stacks on them to yourself and allies within a 25 unit radius of the opponent for each stack they have on them. But set the maximum stacks per target to 3

Sha Lin: solace - decrease duration of the stealth effect of withdraw by 1 second and increase damage of first long bow shot within 5 seconds by 25%

Skye: cloaked - hidden no longer is cancelled by using attacks but is now cancelled by taking damage. Deal 30% less damage when stealthed

Strix: smart strike - opponents revealed by strix receive 10% more damage from all sources but flare only lasts for 3 seconds

Talus: survival instincts - blitz upper gains an additional charge but each only deals 300 damage and lightly launches opponents upwards instead

Terminus: lifeless - can move your core about even after being killed but decrease ultimate charge rate by 10%

Tiberius: performers act - increase effect of combat trance by 10% and increase ultimate charge rate by 15%

Torvald: reverse charge - hyper beam deals double damage but no longer deals knockback

Tyra: slayed beast - upon getting an elimination spawn a "loot" pile that restores 25% of yours and assisting teammates ammo as well as a 15% movement speed buff for 2 seconds to whoever claimed the "loot"

Vatu: dusk - blind opponents for 0.5 seconds in a 3 unit radius around you when you dash.
[Acts like maeve's ult blind]

VII: Fickle fates - increase damage dealt by heavy SMG by 10% for 2 seconds after using trigger discipline (swapping fire mode) [does not stack, 10 second cooldown]

Viktor: athlete - gain 300% increase jump height whilst sprinting, now has a 6 second duration and 2 seconds cooldown [enough to be able to jump up to the high ground on magistrates archive]

Vivian: The friends - increase ultimate charge rate by 25% and summon 4 drones per usage but drones only last 8 seconds

Vora: Reaping sorrow - harbingers wrath always executes but doesn't provide any damage reduction or immunity to status effects.

Willo: metamorphosis - deal 500 damage in a 30 unit radius after using flutter

Yagorath: sharp shell - gain a total of 90% damage reduction during hardening and increase the maximum damage to 1500 but increase the cooldown by 2 seconds

Ying: illusive potential - illusions now also damage opponents with their beams and the explosion from illusions now also heal allies. Beams only affect for 300 and explosion only affects for 360 [illusions target the closest player on the lowest health]

Zhin: Tobihi - whirl can now travel at vertical angles, based on direction you are looking whilst airborne but only deals 100 damage