

League of Legends

Manaless Fighter

Young African American Woman

Role: Tank, Bruiser, Melee AD Carry (all mutually exclusive)

Background:

Design Concept: Vipaka was designed as a complementary character to Riven, the Exile. Like Riven, she will be a female manaless fighter with high mobility, no magical attacks, and AD scaling. The main difference between the two is how their passive interacts with their abilities. Where Riven's abilities empower her auto-attacks, Vipaka's auto-attacks will empower her abilities. Functionally, the interaction between abilities and auto-attacks will be similar to Rengar and Renekton. All abilities can be used at any time, but they will be made more powerful with her secondary resource. Riven's kit was somewhat based on the Super Smash Brothers kit of the Fire Emblem character Marth. Vipaka's kit is based on the SSB kit of the pokemon Lucario. There will be an emphasis on charge attacks, positioning, and throws.

Vipaka's build path is meant to heavily influence what type of role she is capable of playing. Statistical bonuses are tuned to prevent a Lee Sin ubermensch situation (that's the plan, anyway). The dynamics of Vipaka's abilities, especially her ultimate, allow a small amount of simultaneous defensive and damage stacking to be acceptable (bruiser). Since Focus bonuses affect only bonus stats and not total, you must stack defensive stats to make it powerful, which prevents heavier damage stacking. Due to being a Fury champion, Vipaka will probably scale better with Att Speed than Riven, but Vipaka will still have very high AD ratios which encourage straight damage. The carry case will probably be the one with the most room for experimentation, since Att Speed, Move Speed, and AD can all be used to enhance her innate strength.

In the tank case, it is expected that Vipaka builds 100 Fury to convert into Focus immediately to gain the maximum defensive bonuses. In the bruiser case, Vipaka is expected to shift from Fury to Focus frequently to gain relevant advantages (Greater power and maneuverability of Fury vs. greater defense and team presence of Focus). The carry case is meant to have Vipaka use her abilities very frequently to stay in range of and attack an enemy, generating and regenerating Fury to keep her Fury-powered movespeed bonus high.

Aesthetic Inspiration: I see Vipaka has a lithe African American woman between 19 and 26. In her fury state, she has abrupt, forceful movements in line with harder, faster martial arts. In her Focus state, her movements are smoother, more deliberate and acrobatic. Graceful. Visually, I believe the best comparisons for her emotions in her Fury state would be Juri Han from Street Fighter or Roronoa Zoro from the manga One Piece (specifically when he puts on his black bandana, shown here http://24.media.tumblr.com/tumblr_mbiuimsRdWV1rcpgrqo1_500.jpg), only with less malice. In her Focus state, one of the better comparisons would be to Makoto, also from Street Fighter.

Working Name: Vipaka

Narrative History: (Note, this uses much of the established League of Legends Lore. I am adhering to what is canon and taking liberties with small holes between events) Vipaka was born in Ionia as the younger sister of the nation's paragon of balance, Karma. During the noxian invasion of their island nation, Vipaka was caught in the middle of a counter attack against Noxian troops led by a woman with a large rune sword she would later know to be Riven. As the Ionians were about to attack the squad of Noxians, the entire field was doused in Zaunite bio-chemical gas. Zaun is an ally of Noxus and everyone knew it. Vipaka was far enough away to escape the brunt of the poison, but close enough to see the look of pain and anguish on the faces of her people and the Noxians. Realizing that this madness was causing her to feel sympathy for the very nation that had been terrorizing her people, Vipaka became more angry than she had ever been. After being found and rescued by the rest of her family, the fury only grew. Even after training at the Monastery to understand and channel her anger, it only grew and grew. One day, as all were afraid it would finally consume her, she bellowed to the heavens in a great and terrible shout. The clouds opened and the ground poured wisps of blue aether. Vipaka had tapped into the very heart of Ionia, its most primal, raw, and pure energy. She understood then that the fury she felt wasn't just hers, it was that of her people, her land. By understanding it, she could finally control the roiling emotions of an entire nation. Vipaka had become the Wrath of Ionia.

Abilities:

- Passive: Impetus
 - Resource: Fury (100)
 - Each Auto-attack builds Fury. Vipaka's abilities use a percentage of her fury to enhance their effects. When Vipaka's abilities deal damage, she gains Wrath: Each stack regenerates Fury passively at 2 per second for 5 seconds, with a maximum of 5 stacks.
 - Idea 1/15/2015 10:01 AM: Impetus triggers Wrath after x seconds, before wrath triggers, Vipaka can attack a champion to lengthen the delay while strengthening the incoming stack of Wrath (i.e. only stacks by hitting champions)
 - New Passive 1/28/2015:
 - Secondary Bar: Balance Meter
 - Wrath generates towards the left and Tranquility Generates towards the right. (Think Balance Druid's eclipse bar, only without going back & forth)
 - Basic Abilities can be used during their cooldown. Using an ability during its standard CD will put that ability in the Wrath state. While an ability is in the fury state, each use will restart its full CD, generate wrath, and will add a wind-down animation. Once an ability is allowed to complete its full cooldown, it will return to the Tranquil State.
 - Basic Abilities used in the Tranquil State will put Vipaka in the Tranquil Stance. While in the Tranquil Stance, Vipaka's basic attacks will generate Tranquility
 - Wrath: The more Wrath you have the more vulnerable you are. Current plan: Lowers max HP by a percentage. Abilities in the Wrath state do more damage and function slightly differently. Wrath Decays at x per second.
 - Tranquility: The more Tranquility you have, the less vulnerable you are (more max HP for now)
- Q:
 - Bonus Cost: 30 Fury
 - First Cast: Vipaka slowly builds a sphere of spiritual energy, fully charges after 3 seconds. Vipaka can't autoattack while charging. Once charged, Vipaka regains the ability to auto attack and the ability will remain charged and ready to fire until cast again or the player dies.
 - Second Cast: Fires a linear, colliding skillshot of spiritual energy. Damage, range, and size dependant on charge time. Ability goes on Cooldown after second cast.
 - Fury Bonus: Missile speed, damage, and range increased based on the amount of Fury when used.
 - NEW
 - Focus Mode: While projectile is being charged and held, it creates an AOE

DOT effect that damages all enemies within a small area around Vipaka. Thrown projectile is pass-through with a wider hitbox and a much shorter range.

- Wrath: Q charges faster, but has slower missile speed.
- Tranquility: Becomes pass-through skillshot. Can be cast while moving.
- ref: http://supersmashbros.wikia.com/wiki/Aura_Sphere

■ W:

- Bonus Cost: 40
- Vipaka throws series of powerful punches that will deal physical damage to all enemies within 112.5 range. This ability can be activated a second time within 4 seconds, and a third time within 4 seconds of that. The third activation channels for 0.5 seconds before unleashing a powerful upward strike that deals bonus damage. If you do not activate the ability a third time, the cooldown is reduced.
- Fury Bonus: Lowers cooldown based on Fury when used.
- Focus Mode: First two hits are knock asides, 3rd hit has no channel.
- idea: more offensive, no push back
- NEW: can be used once more before activating Wrath State.
- Wrath: Can be used every 0.5 seconds, but lowers att speed.
- Tranq: can be used while moving
- ref: http://streetfighter.wikia.com/wiki/Seichusen_Godanzuki

■ E:

- Bonus Cost: 20
- Vipaka channels power into her feet, jumping forward. If she collides with terrain, she can jump again. Once she lands on the ground, she will deal AOE damage around her.
- Fury Bonus: Jump has longer range based on Fury when used. Allows up 2 more dashes for 20 Fury each if jumping from terrain.
- Focus mode: Upon landing, cracks the earth, creating a slow field in front of her in a cone.
- idea: charging before dash, skillshot dash, focus mode stun at end of dash, no throw
- idea 1/16/2015: the closer Vipaka is to the terrain she jumps to (the shorter the dash before hitting terrain), the longer the 2nd jump is.
- ref: http://streetfighter.wikia.com/wiki/Abare_Tosanami

■ R: Tipping the Scales

- Converts all current Fury into Focus. Neither Fury nor Focus can be generated in this state. Abilities in this state do not consume Focus (and thus don't gain bonuses). Focus increases bonus health, armor, and magic resist by a percentage (ex. 50 Fury converts into 50 Focus that adds 10% of your total defensive bonus. 100 Fury converts into 100 Focus that adds 20%). Vipaka's other abilities have altered effects and ranges while in the Focus state.
- Using the ability again returns Vipaka to the Fury building state with 0 Fury.

Working Name: Vipaka

- NEW: Locks current Wrath/Tranq amount. If used at max wrath & tranq, allows Vipaka to transform one of her basic abilities into a super ability. After using the super ability, wrath & tranq reset to 0.

Statistics: (Note: Numbers are approximate pending actual testing.)

- Health
 - Base: 445
 - Increase per Lv.:
- Health Regen
 - Base: 6 per 5 sec
 - Increase per Lv.: 0.5 per 5 sec
- Mana:
 - N/A (See Passive)
- Range:
 - Melee: 125
- Attack Damage
 - Base: 51
 - Increase per Lv.: 3
- Attack Speed
 - Base: 0.65
 - Increase after Lv. 1: 3.5%
- Armor
 - Base: 16
 - Increase per Lv. 3.5
- Magic Resist
 - Base: 30
 - Increase per Lv.: 0.5
- Movement Speed
 - 350

Change log:

4/10/2014:

- Passive:
 - renamed: Impetus, formerly Wrath
 - removed: Each point of fury increases Vipaka's movement speed (ex. 50 Fury adds 10% of your total move speed. 100 Fury adds 20%).

3/15/2014:

- Affected: E:
 - E v2.:
 - Bonus Cost: 20
 - Vipaka moves to the target position. If the position is in a 600 unit radius around her, she quickly dashes to that spot. If the position is more than 600 units away, Vipaka will pause briefly then will gain a large amount of movement speed and charge to that position [max radius 1500 units]. While running to the target position, Vipaka can end the charge by running to a new target position within a 500 unit radius of her current position. During this 2nd dash, Vipaka will push back the first enemy champion she hits. While running under this effect, Vipaka will be unable to perform any other actions or right click to move until the charge is complete. If Vipaka began casting her Q before beginning the charge, it will continue charging until it's done.
 - Fury Bonus: Allows up 2 more dashes for 20 Fury each if cast within x seconds.
 - Focus mode:
 - This is too much like heracrim. Makoto's Abare Tosanami provides a much more interesting basis for closing the gap. While it may create difficulties in terms of collision and animation (when she jumps and lands on a wall, what is she sticking on if the collider is a flat wall? how will it look?), dynamically it will provide a richer experience.

3/14/2014:

- Vipaka is distributing energy to different parts of her body to perform skills in Fury mode, which is why Fury is consumed. In focus, all energy is distributed evenly. Energy can be seen flowing from limb to limb.
- Affected: W:
 - OLD W:
 - Bonus Cost: 40
 - Vipaka fires a burst of Spiritual energy in a cone shape in front of her. The force of the blast pushes her backwards.
 - Fury Bonus: Creates a field of slowing in a wide radius around the burst.
 - Focus Mode: Force of spiritual energy throws enemies back instead.

7/1/2013:

- Affected: E:

Working Name: Vipaka

- OLD E:
 - Bonus Cost: 20
 - Vipaka dashes to a target enemy, appears behind them, and suppresses the enemy for an instant. While the enemy is suppressed, Vipaka can throw the opponent in the direction of her choosing.
 - Fury Bonus: Allows up 2 more dashes for 20 Fury each if cast within x seconds.
 - Focus mode: Vipaka stuns the opponent instead of suppressing them (suppressing limits action for both parties, stun only limits for the victim) and appears in front of them, rather than behind.'

- Thought Process: E's throw + W's knock back creates a really ridiculous displacement situation that is more frustrating than Blitz/Thresh/Naut's grab with none of the counterplay. E being a targeted ability, you only need to get into dash range to begin displacement: throw in an ideal direction, then follow up with W. with enough fury, this becomes even worse with repeated dashes and throws. Eliminating the throw on the first dash only makes it less bad, not better.

Since I feel the Passive, Q, and ult are in a good place, I am focusing my attentions on W and E. I feel some sort of gap closer is necessary for Vipaka, but I plan on rethinking exactly how it operates. I have resolved to entirely remove the throwing element from the E, since technologically and mechanically it would have been difficult to deal with.