

Nyx G.D.D.

Nyx

Card / Talent / Ability Google Sheet

Conqueror of the Abyss



Affiliation: Abyss

Health: 4850

Role: Frontline

Lore (as of 10/12/2022): In the far past, Nyx was once a Pyre Lord, working alongside Azaan and others in the seemingly eternal fight against the chaotic Abyss. As time went on however, she found herself disillusioned with the ways of the Pyre and their rigid controlling dogmas (Azaan could be so stubborn!) - so content to throw away countless lives in their endless wars. When enough was enough, she began plotting her escape - she would show the Pyre the power of freedom, true freedom. Approached by the one who would eventually be know as Seris, they devised a plan for Nyx to begin her great betrayal. Under the guise of an assault on the Abyss Nyx left the Pyre behind and traveled through one of Seris' portals into a lord's fortress. Once there Nyx slew and subdued all who stood in her way in a violent bloodbath. Even the residing Lord was no match for her fury, their name lost to time, and Nyx began growing her army from their remaining forces - cementing herself as an Abyssal Lord. Her time in the Abyss has changed her physically, but she remains determined to bring a new age of chaos and freedom to the Realm. With her growing army behind her, she offers power to those who will accept it: a united front through strength and the chaos of free will - a force strong enough to overwhelm the Pyre wholly.

Preferring to tempt than to force, Nyx's partnership with Seris continued to bring more and more of the Abyss into the Realm. Every portal opened offered new power to those who would listen, and solidify her grip on the populace. A slow, methodical spread, Nyx's plans greatly suffered from the arrival of Yagorath - who consumed untold souls in her wake and began erasing Abyssal presence in the Realm through unchecked hunger. When Azaan sealed Yagorath - he trusted the Realm with its future, and in that a fatal mistake that Nyx could capitalize on. As the eternal conflict was brought to light through Azaan's ultimatum, another Realm-ending threat presented itself to the common-folk. The common-folk feared, and in that fear came the desire to protect one self through power - ill gotten or otherwise. Nyx began appearing to people all across the Realm, tempting them with Abyssal power and spreading her influence at an incredible rate.

When Azaan's trust was finally broken, it was too late. Nyx used her experience as a Pyre Lord to make her way into the Dawnforge and confront her old comrade. Fully embracing the chaotic fallout after Yagorath and Azaan's confrontation - she had shown the Pyre the strength of the Realm's spirit. It craved power, it craved freedom, and most of all it craved the potential to forge its own future. The Realm doesn't need to be destroyed... let it destroy itself if that is what it craves! Now revealing herself to the Realm she fully kicks her plan into action, gathering her followers and no longer acting from the shadows, instead leading on the frontline as chaos' Queen, the Queen of the Abyss.

Base Description

Nyx is a powerful Abyssal determined to bring a new age of chaos and freedom to the Realm. Using her overwhelming might, she punches and slashes through her foes without as much as a haggard breath. Formerly (yet still the lightest flicker remains) Azaan's lover, she fell from grace of her own will to join the Abyss and lead an army against her previous allies to save the Realm. Save in her own, well, darker way.

Base Gameplay

Nyx's power lies in her ability to control the space around her and keep enemies in her short, but optimal, range. Utilizing soft-CC that pulls enemies closer to her, she can lay on the damage and pressure using her high effectiveness but also high Cooldown abilities. With her unique damage mitigation and high power in-hands, she desires to be in the thick of it for as long as possible - soaking for her team and distracting foes with her fearful frame.

Domain Representatives	
Animation 1P	
Animation 3P	
Art Direction	
Audio	
Character	
Game Design	Steve Diezel
Production - Art	
Production - Audio	
Production - Tech	
Programming	
QA	
Rigging	
Tech Art	
UI	
VFX	
Lore	

Base Considerations

- Nyx's attacks should feel weightier / more powerful and more rewarding as she ascends her combo chain.
- Nyx's optimal gameplay should resolve around holding or contesting objective points, and as such her range is very low on almost all of her abilities.

Base Concerns

- Nyx's Deployables are going to be heavily experimented on in the hopes of making it feasible for all teams to efficiently do them. They will likely iterate dramatically as development proceeds.
- Nyx is built to have powerful counters and counter play on purpose to facilitate quick thinking from both sides of the conflict and smarter item choices. These counters will need to be monitored closely to prevent a too weak / strong character.
- Nyx is heavily reliant on her team to make up for her shortcomings, and in a vacuum may seem weak.

Passive – Queen of Change

Nyx gains passive Bonus Healing from all sources the closer she is to the Objective.

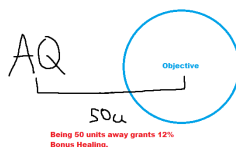
- Grants static 10% Bonus Healing in modes without an Objective (e.g. Team Deathmatch).
- Affects Healing from items (Life Rip, Kill to Heal).

Design Numbers:

- Distance from Objective: ≤ 30 units.: 20% Bonus Healing.
- Distance from Objective: 31-50 units.: 12% Bonus Healing.
- Distance from Objective: 51-70 units.: 4% Bonus Healing.
- Distance from Objective: ≥ 71 units.: 0% Bonus Healing.

STRETCH AND CONCERNS:

- The buff to give / values of it are up in the air until we can test it, since we haven't given a Bonus Healing passive before and may end up breaking some of the game's balance (or being too weak to even notice).



Inhand – Realm Breaker <LMB>

Nyx punches with such ferocity that the barrier between the Realms shatters momentarily, sending energy flying from her impact. Has a 5-hit chain progression.

- Energy shots are **Hit-scan / Instant**.
- Weighty attacks + combos incentivize aggression and being up close and personal to not reset hit-chain.
- Additional Hitboxes on her fists also incentivize close range combat.

Design Numbers:

- ALL HITS** share the same **Range**:
 - Max Range: 125 units.
 - Max Effective Range: 75 units.
 - Damage fall-off: 0.5% per unit.
- ALL HITS** share the same size:
 - 5 unit radius width, 125 unit long.
- Hit-chain progression**:
 - Hit-chain progression is reset to first Light Punch on miss or by using:
 - Altfire charged past 1.25s.
 - Ultimate.
 - Hit-chain window is **1.25s** - if Nyx hits a shot and fires again within that window, proceed to the next step in the chain. Otherwise, reset to first Light Punch.
 - Progression**: Light → Light → Light → Heavy → Heavy → back to Light #1
 - Light Punch:
 - Pre-fire: 0.1s
 - Post-fire: 0.4s
 - Total: 0.5s
 - Damage: 125
 - Heavy Punch:
 - Pre-fire: 0.4s
 - Post-fire: 0.6s
 - Total: 1.0s
 - Damage: 375
- Hitboxes** on fists for extra damage.
 - Fist damage: 75
 - Implementation: Combine values for pop-up damage #.

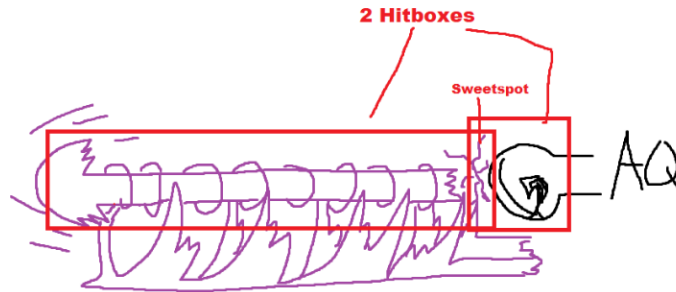
- Range to Activate: within **20** units.
- **No Ammo / Reload.**
- Has no **Air Inaccuracy** (to standardize future game without Air Inaccuracy).
- During Tech Art buy-ins, they asked for the progression to be done through different **Fire Modes** to easily be able to swap the animations when firing.
 - If it is needed to pivot off this implementation, sync with @Steve Diezel / @Bryan Cere / @Michael Bacigalupo .

Ref:

- Azaan's / Zhin's inhand hit-chain progression.
 - But resets to first Light Punch if misses target.

STRETCH AND CONCERNS:

- **Concern:** Hit-chain progression may be more complicated than expected due to requirement to confirm previous hit before firing next in sequence.
 - Strix's pistol does this with a window of 0.25 sec. We should try utilizing that to see if it helps implement this.



Altfire – Rift Slash <RMB>

Nyx slashes, sending out a claw-shaped energy wave projectile. On impact or at the end of its Range it explodes, dealing damage and creating a rift into the Abyss that pulses periodically to drag enemies into the center before exploding again. Can be charged to increase damage and Range of the projectile.

- **Not Cancelable**
 - Similar to Raum's Ultimate in shape (the claw like projectiles), but it does not spread as it travels and instead stays grouped together for the duration. One projectile programmatically that looks like 3 with VFX.
 - Indicate charged status with bar similar to Lillith
 - Additionally and similarly to Lillith - a Targeter that travels farther from Nyx as the ability is charged to indicated where the Projectile will travel to.
 - Slash is a Projectile that spawns a Deployable which deals damage periodically to absorb nearby enemies.
 - Deployable is only VFX.
 - Slash spawns Deployable at it's location as the end of the duration or when it hits something and explodes.
 - Should only ever had one Deployable active, since ability only goes on Cooldown once that Deployable explodes.

Design Numbers:

- **Claw Projectile:**
 - Visually it is 3 energy slashes, programmatically it is 1.
 - If needed to pivot, convert VFX to 1 slash.
 - Travels until it hits an enemy entity (Champion, Deployable, Shield, etc.), Collision (Wall, props, etc.), or reaches Max Range.
 - Should be able to travel up Collision within a certain height range (10 units~). Needs experimentation.
 - Use Raum's Ultimate as a starting point as it has required functionality for "step-ups".
 - **Charge** until max strength: 1.5s.
 - Can hold onto charge indefinitely. Only fires when button released.
 - **Range & Damage:**
 - 0 charge (tap) = 25 units, 400 dmg.
 - 50 charge (.75s) = 50 units, 525 dmg.
 - 100 charge (1.5s) = 100 units, 650 dmg.
 - **Activation Timing:**
 - Pre-fire: 0.2s.
 - Hold Max: Infinite.
 - Post-fire: 0.4s
 - Total: ≥0.6s
 - **Travel Speed:**
 - 100 units per second.
 - **Dimensions:**
 - Shape: **Triangle**
 - 15 units wide x 20 units tall x 10 units deep.
 - If Pivot, Shape: Column & 15 x 20 still.

- **Abyssal Rift:**
 - Spawned in after claw explodes.
 - **Pulses** inward periodically to deal damage and slow enemies.
 - Area of Effect: 30 unit sphere.
 - Pulse rate: 0.5s
 - Damage: 50
 - Slow strength: 35%.
 - **Explodes** at the end of its duration dealing additional damage.
 - Damage: 400
 - Area of Effect: 10 unit wide x 30 unit tall **cylinder**.
 - Deployable **Duration**: 1.5s
 - **Pulses** bypass shields.
 - Explosion does not.
 - Affected by **Resilience**.
- **Cooldown**: 9s
 - CD starts after Abyssal Rift explodes.

Ref:

- Lillith's Swarm (chargeable + targeting marker).
- Buck's Bounce House Talent (impulse moving targets).

STRETCH AND CONCERNS:

- **Stretch**: Single projectile with 3 VFX to look like a traveling claw is a stretch goal, pivot to single slash if needed.
- **Concern**: Pulses should require Line of Sight to pull to avoid being dragged through a wall.
- **Note**: Potentially utilize slight pause before throwing at max power.



Ability01 – Abyssal Fortress <Q>

Nyx calls forth an Abyssal Shield from a rift, placing it up to 90 units away. The Shield is stronger the closer it is placed to Nyx.

- Cancelable with re-fire
- Shield rises from ground to sell "from the Abyss (Hell)" angle.
- Shield weakens when placed farther from Nyx to prevent abusing utility and incentivizing player to be close to placement location.
 - Shield checks distance when placed, then sets health.
- Uses **Targeter** to pinpoint location in placement mode.
 - **Stretch goal**: Rotates relative to Nyx when in placement mode.
- Targeter shows Shields health levels when placing.
 - Ruler targeter to show health levels.
 - Pivot: color coded targeter to show health levels.
- Is a **Shield**.
 - Affected by **Wrecker**.
- Rift VFX remains as long as Shield does.
 - Pivot: VFX only appears when summoning.
- Cancel-able

Design Numbers:

- **Max Range**: 90 units.
- **Shield Health** scaling based on distance from Nyx:

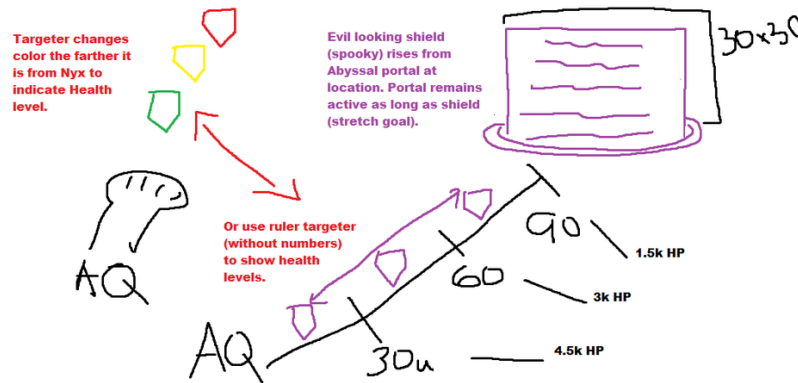
- ≤ 30 units: 4500
- 31-60 units: 3000
- 61-90 units: 1500
- **Dimensions:**
 - 30 units wide x 30 units tall.
 - Flat
- **Activation Timing:**
 - Pre-fire: 0.15s.
 - Hold: Infinite Loop.
 - Post-fire: 0.35s
 - Total: 0.5s
- **Cooldown: 12s**
 - Begins when shield is destroyed.

Ref:

- Inara's Impasse.

STRETCH AND CONCERNS:

- **Stretch / Concern:** Rotation during placement hasn't been done before, and we also don't have enough buttons to do it. Needs a unique fix to be able to do.
- **Concern:** Shield needs to appear quick enough from the ground to not block shots early before VFX is visible.
- **Concern:** If raised on an uneven surface, use center point to just placement.
 - Floating off stairs / clipping into platforms is okay.
- **Concern:** Need to figure out best method of conveying Health to player when placing shield to make play smooth.
- **Stretch:** VFX for summoning portal remains active for shields duration.
- **Note (Prog):** Utilize Targeter to show state of shield (health bar, etc) based on distance.



Ability02 – Royal Presence <F>

Nyx summons a poison aura, converting all damage she receives to a Poison while active and Poisoning enemies caught within its range. When the ability is reactivated, she sends out chains that latch and drag foes hit towards her. Reactivating the ability early does not remove Nyx's own Poison.

- Summoned chains behave like Seris ultimate. VFX travel and attach to hit enemies
- Converts all received damage to a **Poison** over 4s.
 - Poison refreshes its **Duration** as its damage pool increases.
- Chains only appear if ability is reactivated. If the ability expires the chains do not trigger.

Design Numbers:

- **Poison Aura Statistics:**
 - Radius: 15 units.
 - **Duration:** 8s
 - **Enemy Applied Poison Damage:** 5% Max HP over 6s.
 - Ref: Skye RMB.
 - **Activation Timing:**
 - Pre-fire: 0.3s.
 - Post-fire: 0.15s.
 - Total: 0.45s.
- **Self Poison Damage Conversion:**
 - Converts all damage received after **Damage Reduction** to a Poison.
 - $1000 \text{ DMG} * 30\% \text{ DR} = 700$ over 4s.
 - Poison rate of **0.25s**.
 - At the end of the Poison's Duration, Nyx has taken the full damage she would of taken if the buff was not active.
 - **Poison Duration:** 4s
 - Refreshes when damage pool is updated / getting hit.

- **Chain Grab:**

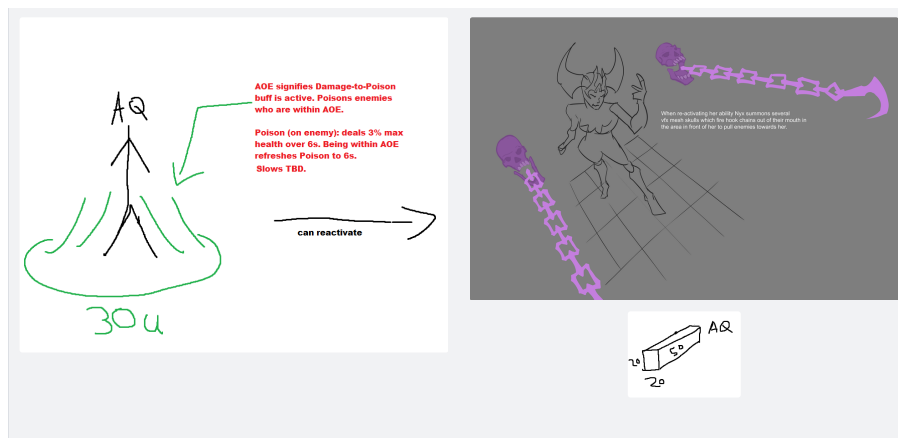
- On Ability reactivation, Nyx sends out chains, dealing damage in a 50 x 20 x 20 unit rectangle in front of Nyx.
- Once the chains have pulled (or failed to pull) a target to Nyx, the ability is finished, and the AOE disappears and it goes on Cooldown.
 - Any Poison remaining on Nyx is dealt to her over the course of the DoT if the ability is reactivated. But it can no longer be increased / refreshed. She should always take full damage from this Poison unless she uses her Ultimate.
 - Can hit multiple enemies. Enemies hit are dragged towards Nyx.
 - **Drag / Impulse Strength:** 30 units.
 - Function similarly to Buck - where knock-up applies low gravity and impulse towards Nyx.
- **Attack Dimensions:** 50 units long x 20 units wide x 20 units tall **rectangle**.
- **Damage:** 100.
- **Activation Timing:**
 - **Poison Aura:**
 - Pre-fire: 0.15s.
 - Post-fire: 0.25s.
 - Total: 0.4s.
 - **Chain Grab**
 - Pre-Fire: 0.15s.
 - Post-Fire: 0.3s.
 - Total: 0.45s.
- Affected by **Resilience**.
- **Cooldown:** 11s
- Starts when Ability ends.

Ref:

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STRETCH AND CONCERNS:

- **Concern:** Damage to Poison has some caveats programmatically and will take experimentation.
- **Note:** Dynamic "Poison" bar on health to show exactly how much damage has been taken when.



Ultimate – Chaos Nexus <E>

Nyx becomes CC immune and repeatedly strikes the ground, tearing a hole into the Abyss that pulses with every hit & dragging enemies in range towards the center. Then, she explodes with Abyssal energy, stunning and dealing damage to enemies caught in the blast. Clears any stacks of Poison from Royal Presence (ABL02).

- Pulses drag in enemies like **Rift Slash (Altfire)**.
- Synergizes with **Royal Presence (ABL02)** by providing an out to a high-damage Poison and increases her durability.
- Explosion looks like a Furia's Pyre Strike beam, but purple and from below to juxtapose Abyss VS. Pyre.
- Appears as if Nyx is tearing open a hole into the Abyss with her strikes.
 - Stretch Goal: Use Dawnforge's portal VFX to showcase similar scene of the Abyss on the other side of the opening.

Design Numbers:

- **Duration:** 2.2s.
 - The first pulse happens IMMEDIATELY after the prefire.
 - Pre-fire: 0.7s (pan out to 3rd person +first explosion @ 0.7s).
 - Pulse 2: 0.5s long (0.7s → 1.2s).
 - Explosion: .7s long (1.2 → 1.9s)
 - Post-fire: 0.3s (pan back in to 1st person).
- **Pulse Punch Statistics:**

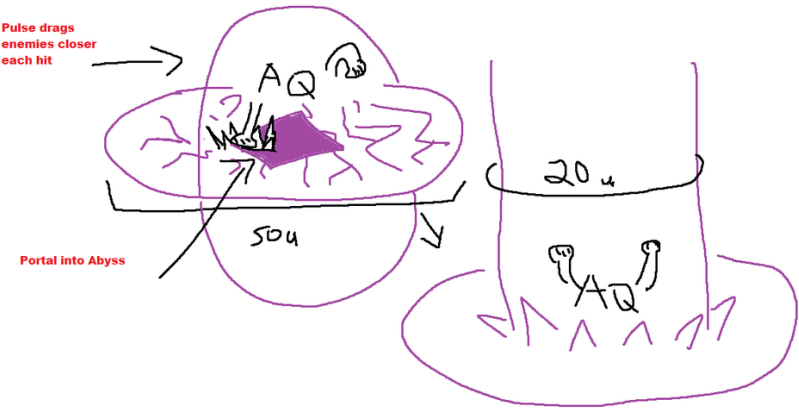
- Duration: 1s
- Area of Effect: 50 unit **sphere**.
- Pulse Rate: 1 per 0.5s.
- Damage: 100.
- Impulse towards Nyx: 18 units.
- Affected by **Resilience**.
- **Explosion Statistics:**
 - Duration: 0.5s
 - Area of Effect: 20 wide x 500 unit tall **cylinder**.
 - Mimic Furia's Pyre Strike where top of beam "fades" into sky.
 - Damage: 600.
 - Stun: 2s.
 - Affected by **Resilience**.
- **Pulses** bypass shields.
 - **Explosion** does ~~not~~.
- **Cost:** 100% Ultimate Energy.

Ref:

- Cabrakan [SMITE](#)
- Furia's Pyre Strike

STRETCH AND CONCERNS:

- **Stretch:** Would be great to get the portal VFX from Dawnforge to really sell her strength as she rips open the Realm.
- **Concern:** 3s is a really long time in an FPS - need to iterate often to make sure this Ultimate is viable.
- **Concern:** Pulses should require Line of Sight to pull to avoid being dragged through a wall.



Talents

Note: Still in development.

- **Default Talent, SHOW OF FORCE**
 - Rift Slash knocks back enemies its hits, and the resulting rift explodes 1s sooner.
- **Talent2, ABYSSAL BREACH**
 - Enemies that pass through Abyssal Fortress are Revealed and take 10% additional weapon damage from Nyx and her allies for 3s. Reduce Abyssal Fortress' Cooldown by 2s.
- **Talent3, SUBJUGATION**
 - Royal Presence's chains now only hits the first enemy in its path, but Roots them for 3s. Increase the range of the chains by 50%.
- **CONCERNS:**
 - Bacon ipsum dolor amet shank shankle doner cupim.

STAKEHOLDERS:

- Bacon ipsum dolor amet shank shankle doner cupim.

<Champion>				
Category	Image	Description	Comments	Item ID

Weapon/ Armor		[Weapon] You can miss {scale=1 1} attacks before your chain resets. Increase the window to progress the chain by {scale=0.05 0.05}s.		
		[Armor] Increase your maximum Health by {scale=150 150}.		
		[Weapon] Reduce the Cooldown of your next Rift Slash by {scale=0.20 0.20}s, up to a max reduction of 5s, when hitting enemies with Realm Breaker.		
		[Weapon] Increase the trigger distance of Realm Breaker's bonus damage by {scale=5 5} units.		
RMB		[Rift Slash] Increase the speed Rift Slash travels at by {scale=20 20}%.		
		[Rift Slash] Increase the slow strength of the rift's pulses by {scale=5 5}%.		
		[Rift Slash] Increase the rift's pulse area of effect by {scale=12 12}%.		
		[Rift Slash] Increase your Movement Speed by {scale=4 4}% for 5s after casting Rift Slash.		
Q		[Abyssal Fortress] Increase your fire rate by {scale=5 5}% for 3s when passing through Abyssal Fortress.		
		[Abyssal Fortress] Reduce the Health reduction from placing Abyssal Fortress >30 units away by {scale=20 20}%.		
		[Abyssal Fortress] Increase allies and decrease enemies' Movement Speed by {scale=7 7}% for 4 seconds when passing through Abyssal Fortress.		
		[Abyssal Fortress] Increase Abyssal Fortress' Health by {scale=200 200}.		
F		[Royal Presence] Increase the radius of Royal Presence's Poison aura by {scale=20 20}%.		
		[Royal Presence] Increase the pull strength of Royal Presence's chain grab by {scale=20 20}%.		
		[Royal Presence] Increase the duration of the Royal Presence's Poison aura by {scale=0.5 0.5}s.		
		[Royal Presence] Gain a {scale=30 30} health Shield for each enemy hit by Royal Presence's chain grab.		
Talents		Rift Slash knocks back enemies its hits, and the resulting rift explodes 1s sooner.		
		Enemies that pass through Abyssal Fortress are Revealed and take 10% additional weapon damage from Nyx and her allies for 3s. Reduce Abyssal Fortress' Cooldown by 2s.		
		Royal Presence's chains now only hits the first enemy in its path and no longer drags enemies hit, but instead Roots them for 3s. Increase the range of the chains by 50%.		

