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# **New Hero: Qhira**

Iresian Bounty Hunter

Role: Melee Assassin

Assets: <https://blizzard.gamespress.com/Qhira-Warchrome-Wastes>

Embargo: Monday July 29th at 11:00 am PDT

**Overview:** A brutal Melee Assassin who is adept at both beginning and ending fights.

**Basic Abilities**

* **Carnage (Q)**
  + Unleash your sword in a targeted direction, continuously dealing 31 damage to enemies caught in its path.
    - Cost: 40 Mana
    - Cooldown: 6 seconds
* **Blood Rage (W)**
  + Passive: Basic Attack and Ability damage cause enemies to bleed for 46 damage over 4 seconds. Stacks 5 times.
  + Active: Qhira deals 33 damage and heals for 88 health per enemy Hero affected. Damage and healing is increased by 50% per each additional stack on that Hero.
    - Cost: 35 Mana
    - Cooldown: 8 seconds
* **Revolving Sweep (E)**
  + Attach your sword to the first enemy Hero hit, Stunning them for .25 seconds. Once attached, Qhira avoids Basic Attacks and becomes immune to all effects, rotating around the target for 2.75 seconds, and dealing 109 damage to any enemies between you and the target. Reactivate to send you to the target’s location, knocking them back, dealing 112 damage and Stunning them for .75 seconds.
    - Cost: 70 Mana
    - Cooldown: 16 Seconds

**Trait**

* **Grappling Hook (D)**
  + Qhira fires a Grappling Hook that pulls her to any terrain it contacts. If an enemy Hero is hit, they take 36 damage and Qhira launches at them, dealing an additional 112 damage on impact. Can be used while Revolving Sweep is active.
    - Cooldown: 25 Seconds

**Heroic Abilities**

* **Unrelenting Strikes (R1)**
  + Deal 46 damage to all nearby enemies every .5 seconds for 2.5 seconds as your sword grows outward. Upon expiring, deal 86 damage to all nearby enemy Heroes and Stun them for .75 seconds.
    - Cost: 60 Mana
    - Cooldown: 75 Seconds
* **Final Strike (R2)**
  + After 1 second, strike your sword in a line to deal 432 damage to all enemies in its path. This damage is increased by 25% to any enemy below 50% Health.
    - Cost: 45 Mana
    - Cooldown: 40 Seconds

**Talents**

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| **Hero Level (Tier)** | **Talent** | **Description** |
| 1 | Maximum Effort [Q] | If Carnage damages the same enemy Hero 3 times, it deals an additional 112 damage and slows them by 20% for 2 seconds. |
| 1 | Fatal Wounds [W] | While at maximum stacks, Blood Rage’s bleed deals 50% more damage to enemy Heroes below 50% Health.  **Quest:** Damage Heroes with Blood Rage’s bleed.  **Reward:** After 125 instances of damage, increase Blood Rage’s duration by 2 seconds. |
| 1 | Finishing Touch [Passive] | Basic Attacks against enemy Heroes below 50% Health deal an additional 20% damage and grant 35% Attack Speed for 2.5 seconds. |
| 4 | Upstage [W] | Damaging at least 2 Heroes with Blood Rage causes Qhira to Evade the next 4 Basic Attacks within 12 seconds. |
| 4 | Ensnaring Swing [E] | While Qhira is attached to an enemy Hero, they are Slowed by 25%. Secondary enemies hit by Revolving Sweep’s swing are Slowed by 35% for 3 seconds. |
| 4 | Your Pain, My Gain [Passive] | Basic Attacking an enemy Hero grants Qhira 10 Armor for 3 seconds (stacking up to 3 times). |
| 7 | The Thirst [Q] | Anytime Carnage damages an enemy Hero, Qhira’s next Basic Attack within 4 seconds deals 12% additional damage and restores 50% of the total damage dealt as Health. Damage stacks up to 10 times. |
| 7 | Healmonger [W] | If Blood Rage damages an enemy Hero below 50% Health, it Heals for an additional 213 Health. |
| 7 | Siphoning Link [E] | Damaging an enemy Hero with the initial impact or revolution of Revolving Sweep causes Qhira to regenerate 100 Health over 4 seconds (stacking up to 5 times) |
| 10 | Unrelenting Strikes [R1] | Deal 46 damage to all nearby enemies every .5 seconds for 2.5 seconds as your sword grows outward. Upon expiring, deal 86 damage to all nearby enemy Heroes and Stun them for .75 seconds. |
| 10 | Final Strike [R2] | After 1 second, strike your sword in a line to deal 432 damage to all enemies in its path. This damage is increased by 25% to any enemy below 50% Health. |
| 13 | Chainsaw [Q] | Carnage’s cooldown regenerates 100% faster while an enemy Hero has maximum Blood Rage stacks. |
| 13 | Pulsing Pain [E] | Each additional enemy Hero hit by Revolving Sweep causes the primary target to take an additional 120 damage. |
| 13 | The Hunted [Passive] | Basic Attacking an enemy Hero increases your Basic Attack damage against them by 25% for 4 seconds (stacking up to 4 times). This bonus is reset if a different Hero is attacked. |
| 16 | Booming Kick [E] | Increase the Stun duration of Revolving Sweep’s reactivation by .25 seconds. Other nearby enemy Heroes are also Stunned. |
| 16 | Lingering Ailment [E] | Enemy Heroes hit by Revolving Sweep’s initial impact or swing have their Armor reduced by 15 for 3 seconds. |
| 16 | Swing Life Away [E] | While rotating, Revolving Sweep’s cooldown regenerates 150% faster. Upon reactivation, Qhira gains 50 Spell Armor for 2 seconds. |
| 20 | Silent Killer [R1] | The initial cast of Unrelenting Strikes Silences all nearby enemy Heroes for 2 seconds. All damage against enemy Heroes with this ability reduces its cooldown by 3 seconds. |
| 20 | Unleashed Potential [R2] | Damage to enemy Heroes below 50% Health is increased from 25% to 50%. If an enemy Hero dies within 1.5 seconds of being hit with Final Strike, reset it and all other Basic Ability cooldowns. |
| 20 | Utility Belt [D] | Hitting an enemy Hero with Revolving Sweep resets your Grappling Hook cooldown and it recharges 900% faster after you have been out of combat for 5 seconds. |
| 20 | **No Sanctuary [Passive]** | Nearby enemy Heroes below 50% Health are revealed. Qhira gains 20% Movement Speed while an enemy is revealed this way and deals 20% more damage to them. |