# **Hero Rework: Gazlowe**

Boss of Ratchet

Role: Bruiser

Embargo: Monday, August 31 at 11:00 AM PST

**Overview:** A bruiser who specializes in area damage and controlling the battlefield.

**Developer Comment:** Our resident one man wrecking crew is receiving a fairly large revamp, designed to fully embrace him as a formidable Bruiser, acting as a front-line member of his team who specializes in disruption and zone control. He now sports a new resource system with Scrap, as well as some design changes to both Deth Lazor and Xplodium Charge, which should make them more consistently useful throughout the course of the game. We had a blast tinkering with our favorite Goblin, and hope you also enjoy what we’ve done with him!

**Vitals**

* Uses Scrap instead of Mana, max of 10 Scrap
* Base Health increased from 1826 to 2275
* Health regen increased from 3.8046 to 4.74

**Basic Attack**

* Damage from 95 to 100

**Trait**

* **Reduce, Reuse, Recycle (Trait)** 
  + Renamed to Reduce, Reuse, Recycle.
  + Regenerate 1 Scrap every 4 seconds. Destroyed Rock-It! Turrets drop 1 Scrap, pick up dropped Scrap to regain it. Activate to destroy a target Rock-It! Turret.

**Scrap**

* Scrap pick up range increased from 1.25 to 1.5.
* Spawn pick up delay reduced from 0.45 to 0.0 seconds.

**Ability Changes**

* **Rock-It Turrets (Q)** 
  + Costs 4 Scrap.
  + Base damage decreased from 62 to 36.
  + Base Health reduced from 593 to 510.
  + Health scaling increased from 4% to 5%.
  + Duration decreased from 30 to 15 seconds.
  + GCD decreased from 2 to 0.5 seconds.
  + Placement range increased from 2 to 3.
  + Adjusted weapon range icons to be less noisy.
  + Prioritizes nearest enemy Hero when first created.
* **Deth Lazor (W)**
  + No longer has a cost.
  + Cooldown decreased from 12 to 8 seconds.
  + Damage increased from 137 to 174.
  + Range increase from 6 to 10.
  + Width increased from 2 to 2.5.
  + Adjusted Functionality:
    - After 0.65 seconds, deal 208 damage to enemies in a line. Heal 25% of damage dealt, this effect is increased to 75% against Heroes.
* **Xplodium Charge (E)**
  + No longer has a cost.
  + Cooldown decreased from 12 to 8 seconds.
  + Damage increased from 137 to 174.
  + Range increase from 6 to 10.
  + Width increased from 2 to 2.5.
  + Adjusted Functionality:
    - After 0.65 seconds, deal 208 damage to enemies in a line. Heal 25% of damage dealt, this effect is increased to 75% against Heroes.

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| **Level** | **Talent** | **Description** |
| 1 | **Rocket Boots (E)** | **NEW:** Increase the cast range of Xplodium Charge by 30% and its damage by 20%. Hitting a Hero increases movement speed by 20% for 3 seconds. |
| **One Man Wrecking Crew (Passive)** | **NEW:** Casting Basic Abilities cause Gazlowe’s next Basic Attack within 6 seconds to deal 45% more damage. Stores up to 2 charges. |
| **Big Game Hunter (Passive)** | **NEW:** Dealing damage with Basic Attacks to Heroes, Mercs or Monsters reduces the cooldown of Reduce, Reuse, Recycle by 2 seconds. Increase maximum Scrap by 2. |
| 3 | **Rock It Sock It (Q)** | **NEW:** Placing a Rock-It! Turret grants Gazlowe a 215 point Shield for 2.5 seconds. |
| **Hyperfocus Coils (W/E)** | Moved from level 7.  Adjusted Functionality: Heroes hit by Deth Lazor and Xplodium Charge take an additional 2% of their maximum Health in damage. Gazlowe is healed for 150% the amount. Crit kicker added. |
| **EZ-PZ Dimensional Ripper (Active)** | Activate to force an enemy Minion to fight for Sylvanas’s team. Stores up to 3 charges. Catapults cost 3 charges. |
| 7 | **Goblin Fusion (Q)** | Moved from level 13.  Adjusted Functionality: Generate 3 Scrap for each Hero hit by Deth Lazor. |
| **Overload (W)** | **NEW:** Deth Lazor can now store up to 2 charges. Each enemy Hero hit by Deth Lazor reduces the cooldown of Deth Lazor by 0.5 seconds. |
| **Master Blaster (E)** | **NEW:** Deth Lazor and Xplodium Charge Slow by 35% for 2.5 seconds. Rock-It! Turret Basic Attacks extend the duration by 0.25 seconds. |
| 10 | **Robo-Goblin (R1)** | New Functionality: Activate to become Unstoppable for 1.5 seconds. Passive: Basic Attacks deal 80 bonus damage over 5 seconds, stacks up to 3 times. |
| **Grav-O-Bomb 3000 (R2)** | Cooldown decreased from 90 to 60 seconds. Damage reduced from 251 to 220. Added Functionality: Basic Abilities deal 30% more damage for 5 seconds after casting Grav-O-Bomb 3000. |
| 13 | **Positive Reinforcement (Q)** | **NEW:** Primary Turret attacks against Heroes increase Gazlowe’s Attack Speed by 40% for 3 seconds. |
| **Superior Schematics (Q)** | Moved from level 16. Adjusted Functionality: Rock-It! Turrets attack up to 2 additional target for 75% damage and have 50% increased range. |
| **Overcharged Capacitors (Q)** | **NEW:** Gazlowe gains 5% Spell Power for each active turret, up to a maximum of 15%. Dealing Basic Attack damage extends the duration of Rock-It! Turrets by 1.5 seconds. |
| 16 | **Firin’ Mah Lazorz (W)** | Moved from level 20. Damage increased from 102 to 125. |
| **Ark Reaktor (E)** | Moved from level 4.  Adjusted Functionality: Reduce the cooldown of Xplodium Charge by 3 seconds. Using Xplodium Charge creates 3 Rock-It! Turrets that last for 3 seconds. These Turrets do not drop Scrap or benefit from other Talents. |
| **Overklock (Passive)** | **NEW:** Hitting enemy Heroes grants 15% bonus Movement Speed for 2 seconds. Hitting enemy Heroes with Basic Attacks causes them to take an additional 2.5% of their maximum Health in damage. |
| 20 | **Mecha-Lord (R1)** | Adjusted Functionality: Basic Attacks increase Gazlowe’s Armor by 10 for 10 seconds, up to a maximum of 30. Basic Attacks deal 50% more damage to Stunned or Slowed targets. |
| **Miniature Black Hole (R2)** | Added Functionality: Each enemy Hero hit reduces the cooldown of Grav-O-Bomb by 12 seconds. |
| **It’s Raining Scrap (Q)** | Adjusted Functionality: Reduce the Scrap cost of Rock-It! Turrets by 1. Regain 2 Scrap for each Scrap pickup. |
| **Bomb Toss (E)** | **NEW:** Xplodium Charge launches 2 more bombs when it detonates. |