

Faye: Forest Dryad

Support of the Summer Court



Champion Concept Reference

Archetype/Tagline: 'Trying my best!'
Scared and shy, but brave.

Adorable. Power can be terrifying when
all you desire is harmony

Brief Description:

nature-aligned or Summer Court-aligned champion that
can create areas that can boost her allies effectiveness in
battle via nature magic

Likely Role: Support

Potential Weapons:

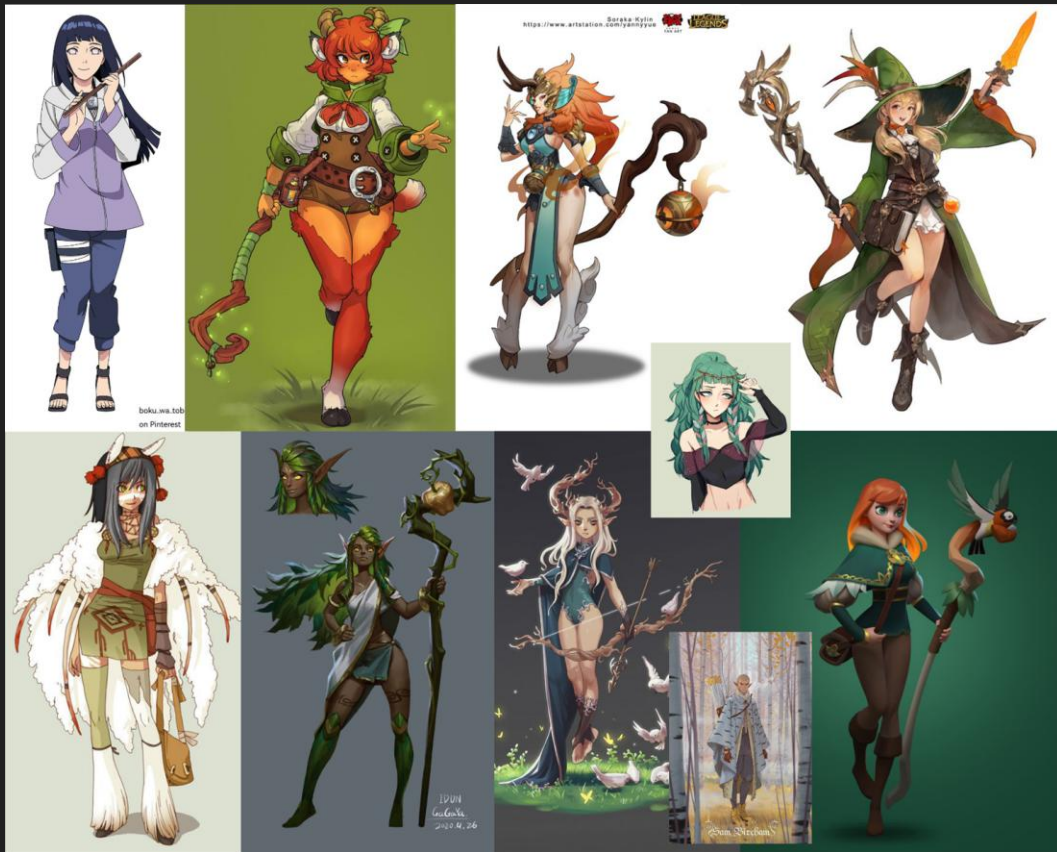
- Staff/hands/vine
- Oversized Slingshot

Visual/Thematic USP:

- Nature magic, forest/flowers/vines VFX
- Cute/waifu designed champion style

Gameplay USP:

- Create different zones that can buff allies
(damage reduction, reload speed, movement
speed, etc)
- Zones last a set period of time or until detonated
by re-activating
- Can 'detonate' zones to damage/debuff/CC
enemies in the area
- Deployable Mushroom bounce pads?



Thematic Pillars

- Name: Faye
 - Play on the fact she's a humanoid that been under the care of Faeries
- Lore
 - A young child left in the care of the Summer Court, grown up in isolation from others like her and taught the fundamentals of Nature magic. A friend of Willo, though their sentiments are similar, Faye's power manifests more in her ability to empower others.
- Themes
 - Buff/Debuffing
 - Aura Effects
 - No/Light on Healing
- Visuals
 - Very forest/fungus themed, mixing a cute demeanor with a foraging aesthetic
- Personality
 - Shy and anxious, but very committed to her beliefs and her friends

Kit #1: Group Hug

Support *Everyone*

Passive: Grover's Grace

- When Faye stands in her Auras, their durations are extended by .25s every .5s for up to 2s.
- Stacking Auras increases this effect additively, extended both for the most recent Aura's timer.

Weapon: Tigron Targe

- Faye wields a physical shield imbued with natural and religious magic. She can fire from her Targe a magical blast every 1s, dealing 700 damage.
- Costs no Ammo.
- Effective Range of 75, Max Range of 125.

Alt-fire: Vulpin Vigor

- Faye raises her Targe, gaining 25% DR and providing nearby allies with 10% DR.
- While holding up her Targe, running into Allies gives them significant Knockback and Enemies receive a minor Knockback and 250 damage on first collision.
- Ability can be channeled infinitely, cooldown is 4s when dropped.

Ability 1 (Q): Faerie Frenzy

- Places a 20 unit aura at target location within 75 units.
- ANYONE within this aura deals and takes 10% increased weapon damage
- Aura persists for 4s at base.
 - If reactivated, the Aura explodes and enemies within take 400 damage.
- Cooldown is 10s.

Ability 2 (F): Leipori Leap

- Places a 20 unit aura at target location within 75 units.
- ANYONE within this Aura receives 300% jump height.
- Aura persists for 3s at base.
 - If reactivated, the Aura explodes and allies within receive 25% Movement speed for 2s.
- Cooldown is 8s.

Ultimate: Dryad Dance

- Faye creates a 40 unit Aura of multicolored, rainbow magic and begins a dance.
 - ANYONE within the Ultimate gains:
 - 20% Reload Speed
 - 20% Increased Damage Taken & Received
 - 20% Movement Speed
 - 20% ACDR
 - Faye's Allies gain double the benefit from her Vulpin Vigor during this Ultimate.
 - Lasts 6s seconds, is affected by Passive.

Kit #2: Nature vs Nurture

Auto Stance Swapping

Passive: Harmony of Growth

- Whenever Faye casts her Alt-Fire, Ability 1, or Ability 2 her stance swaps between Nature and Nurture.
- Nature Stance
 - Any Allies hit by her abilities receive 20% Lifesteal for 3s.
- Nurture Stance
 - Any Allies hit by her abilities receive 15% ACDR.

Weapon: Staff of Upbringing

- Faye wields a large staff that holds within a magical Crystal, which swaps between a Green hue for Nature and Orange for Nurture. She holds up the staff and sends out a magic bolt, dealing 800 damage to an enemy hit every 1s. It also can instead be fired at allies.
 - Allies hit while in Nature Stance receive a burst of 800 Healing.
 - Allies hit while in Nurture Stance receive 400 HPS for 1.5s.
- Effective Range of 100, Max Range of 250.
- Ammo of 8, reloads in 1.2s.

Alt-fire: Channeling Crystal

- Faye forces a Stance Swap, manipulating energy from around her in a 15 unit area. Enemies are slightly pulled in & take 500 damage. Allies gain the benefits of the passive.
 - If in Nature Stance on cast, allies also gain 10% DR for 2s.
 - If in Nurture Stance on cast, enemies are also 15% Slowed for 2s.
- Cooldown is 6s.

Ability 1 (Q): Reclaimed Territory

- Faye targets an 20 unit area and after a 1s delay, the area activates and deals 600 damage to enemies.
 - When used in Nature Stance, this ability appears as venus fly traps. Allies gain True Lifesteal instead.
 - When used in Nurture Stance, this ability appears as bees. Allies also gain 5% Ultimate Charge.
- Cooldown is 10s.

Ability 2 (F): Staff Vault

- Faye plants her Staff in front of her and swings around in a circle, dealing 300 damage in an 15 unit radius around her. After 2 swings around, she launches herself forward 40 units.
 - If used in Nature Stance, Faye heals 150 for each enemy hit.
 - If used in Nurture Stance, allies gain 15% Movement Speed for 3s.
- Cooldown of 10s.

Ultimate: Self-Actualization

- Faye swirls her staff into the air then slams it into the ground, Crystal becoming bright yellow to match Ult glow. For 8s, Faye now benefits from both stance effects at once.
- At anytime during the duration, Faye can refire to release her remaining Energy in a beam of 800 DPS & HPS. This cuts the remaining duration in half.

Kit #3: Fungal Fun

Symbiotic & Parasitic

Passive: Have Some Fungi

- Faye has 2 Fungi charges, similar to Corvus mark. These Fungi can be placed on either Allies or Enemies, and provide separate effects to each:
 - Allies: 20% Lifesteal, 10% DR
 - Enemies: 10% Damage Taken, Reveal
- Fungi last 12 seconds on Allies & 8 seconds on enemies.
- Whenever an enemy with a Fungi dies or an Ally with a Fungi gets an Elimination, Faye generates 5% Ultimate Charge.



Weapon: Branch of the Fartree

- Faye wields a branch from the Fartree, which holds her Fungi. She can shake it and release a poisonous spray, dealing 650 damage every .8s.
- Hitting targets with Fungi have additional effects.
 - Allies with Fungi gain 800 HPS for 3s.
 - Enemies with Fungi gain 10% Max Health Poison over 2s.
- Effective Range of 40, Max Range of 75.
- Ammo of 10, reloads in .9s.

Alt-fire: Send Shrooms

- Faye rips a Fungi off her Branch & tosses it onto an ally or enemy, consuming a Fungi charge.
- If cast on a target with a Fungi, Faye magically summons it back to her branch.
- When a target dies, Fungi are automatically returned.
- Cooldown of 3s to prevent swap-spam.

Ability 1 (Q): Symbiosis/Parasitism

- Faye amplifies the effects of her Fungi, doubling the strength of their Passive effects and her Weapon hits for 4s.
- If a Fungi target dies during this ability, the Fungi leaps to the nearest target of the same team.
- Cooldown of 10s.

Ability 2 (F): Spring Spore

- Faye summons a large mushroom from the ground & bounces away 50 units.
- The mushroom is left behind for 4s.
 - Allies can run up & bounce themselves forward.
 - Enemies can bounce off it too, however they are Crippled for 1s after and take 350 damage.
- Cooldown of 10s.



Ultimate: One of Us

- Faye casts a spell that causes herself and all Fungi targets to have an 15 unit auras around them.
- Allies and enemies within the radius are treated as if they have Fungi effects on them & count as targets for Faye's Fungi interactions.
- Duration of 8s.

Kit Summaries

Kit 1: Group Hug (Universal Auras)

- Passive
 - Aura Duration Increase
- Primary
 - Magical Shield Blasts
- Alt-Fire
 - DR & Displacement CC
- Ability 1 (Q)
 - Damage Enhance Aura
- Ability 2 (F)
 - Jump Enhance Aura
- Ultimate
 - Every Buff for Everyone

Kit 2: Nature vs Nurture (Auto Stance Swapping)

- Passive
 - Auto Stance Swap
- Primary
 - Healing & Harm Staff
- Alt-Fire
 - Overcharge Crystal CC
- Ability 1 (Q)
 - AoE Burst Buff
- Ability 2 (F)
 - Multi-Hit Staff Spin
- Ultimate
 - Stance Stim & Blast

Kit 3: Fungal Fun (Marks with a Twist)

- Passive
 - Fungi Marks
- Primary
 - Poisonous Spray
- Alt-Fire
 - Mark Management
- Ability 1 (Q)
 - Mark Amp/Spread
- Ability 2 (F)
 - Mushroom Jump Pad & CC
- Ultimate
 - Infestation Push Tool

Questions / Notes / Feedback