

Proposed Caliban Rework

(Originally written 7/17/24, before official rework was announced on 7/20/24. I have a screenshot as proof.)

Passive:

His passive is solid as is, but is just overridden by adaptation which most people run on him anyway. It shouldn't stack with adaptation as completely passive 50% dr on top of completely passive 90% dr is just too much. Would be nice if they at least semi worked together though.

Change:

Passive adaptive dr scaling combines with adaptation dr scaling i.e. maxed adaptation + caliban passive would give 15% slash dr after taking 1 instance of slash damage. This would at least let your dr stack up faster, even though the cap would still be the 90% from adaptation.

1st Ability:

This ability needs a complete rework. It's by far the worst part of his kit and is just a guaranteed way to get killed. The damage is negligible. The movement speed is also terrible. This change aims to give caliban a consistent grouping tool. It can also act as a panic button when his shields run out. The void damage would allow it to be equally effective against all enemy types and be buffed by his reworked 3.

Reworked 1st Ability:

25 energy. 1 energy/s, increases up to 5 energy/s the longer the ability is active. Tap to activate. Tap while active to deactivate. Ability grants 1 sec of invulnerability on cast as caliban begins to spin. Pulls enemies within a starting radius of 3 meters and a max radius of 15 meters (scales with range) towards caliban. The pull radius expands by 5m/s (scales inversely with duration) up to maximum range as long as ability is active. Energy cost increases the longer the ability is active, but stops increasing once max radius has been reached. Deals x void damage (scaling with strength) to enemies within 2 meters (scaling with range).

2nd Ability:

This ability is honestly solid. Nothing to write home about, but it does its job. The one things I find frustrating about it is the lifted status itself. Ragdollling enemies in the air and having them pushed around by any source of damage is incredibly

frustrating. They get in the way of other things and can fly all over the place when damaged in certain ways.

Change:

Enemies are no longer applied the lifted status. Instead, enemies are held in place in the air, similar to titania 3 (but not invulnerable obviously). Damage vulnerability, range, duration, and enemy limit are unchanged.

3rd Ability:

The “signature” ability of caliban. Summoning sentiments to fight for you is an awesome concept, but the ability is incredibly clunky to use and scales terribly. My idea is to give it more variety, but make it easier to use and keep track of.

Reworked 3rd Ability:

75 energy. Ability has 3 selectable versions: Oculysts, Conculysts, and Battalysts. When cast, 3 of the selected sentients will spawn for 30 seconds (scales with duration). All sentients are invulnerable. All versions will give 50 shield/s (scales with strength). Restored shields can overflow to overshield. Oculysts: Oculysts analyze calibans enemies. Oculysts scans up to 15 closest enemies within affinity range every 5 seconds. Enemies are added to codex if not already scanned. Scanned enemies will be 50% more vulnerable to void damage (scales with strength) for 5 secs (scales with duration). Mid threat level.

Conculysts: Conculysts bolster Calibans defenses. Conculysts give him -15% shield recharge delay (scales with strength) and an additional 25 shield/s (scales with strength). Conculysts melee attack nearest enemies in affinity range, dealing x void damage (scales with strength). High threat level. Battalysts. Battalysts fight for caliban. Each Battalyst fires lasers at enemies (needs line of sight to fire at an enemy but will move towards any in affinity range), dealing x void damage (scales with strength) with a 100% void status chance. Prioritizes enemies vulnerable to void damage. Low threat level. Augment: Fits in exilus slot. adds a 4th option which summons 1 Oculyst, 1 Conculyst, and 1 Battalyst

4th Ability:

This ability is his best feeling ability by far. The aoe defense strip and linger duration make it incredibly effective for locking down areas, while the decent radius and it pulling in enemies makes it still feel good to use on the go. My only problem with it is how terrible the damage is. It can take 10-15 casts of this ability to kill steel path enemies. Its casting speed is also pretty slow, but can be increased with amber shards and the ability is incredibly strong, so the casting speed is warranted.

Change:

Damage from beams and explosion is now void damage so it can be increased by his reworked 2. Beams also defense strip, not just the explosion/aftermath. This would allow the explosion to damage enemies after they're stripped, massively increasing its damage on enemies accurately hit with the beams.