

# RAVENSWATCH

Atalante

*Hero fan-concept  
by Benjamin Peltier*

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## Atalante - Introduction

This document presents a thorough concept for a new hero, *Atalante*, a *Greek-inspired huntswoman* abandoned by her father and raised by a bear.

Designed as a *ranged character* built around *resource management*, Atalante offers robust *synergy through her talents* while embracing a *nature theme*.

From her *bramble-entwined arm* to her *arrow economy mechanic*, every aspect of her kit ties into a cohesive playstyle that balances *precision, tactical positioning, and resource control*.

# Atalante - Abilities

## TRAIT - Enchanted quiver

25s 

- Atalante has up to 20 arrows in her quiver.
- ATTACK and POWER consume 1 arrow.
- Activating TRAIT recovers all arrows.
- Arrows remain lodged in enemies when they are hit, or fall to the ground if the target dies or if the shot misses.
- Stepping on an arrow on the ground picks it up.
- When out of combat all arrows reappear in the quiver.

## POWER - Powerful shot

8s 

- Fires a powerful arrow that deals 40 damage and knocks back the enemy hit.
- Can be held to charge the arrow to increase the damage up to 80 on a perfect charge.

## ULTIMATE - Bramble infestation

60s 

- Atalante performs a backflip that makes her INTANGIBLE.
- Several bramble stakes spawn around the initial position, dealing 125 damage to all targets hit.

## ATTACK - Bow

- Hold to shoot arrows, each arrow deals 20 damage.
- Does not prevent movement but reduces movement speed.
- Arrows do not pierce through enemies.

## SPECIAL - Brambles

10s 

- Create a zone of brambles, dealing 5 damage per second to each enemy inside. Lasting for 6 seconds.

## DEFENSE - Roll

6s 

- Performs a large roll in a straight line, granting the INTANGIBLE status.
- Collects arrows planted in enemies you pass through.

## ULTIMATE - Arrows burst

80s 

- Channels a flurry of 10 arrows for 3 seconds in a straight line.
- Each arrow deals 100 damage.

# Atalante - Talents

## Starting

### Healing quiver

- The quiver holds up to 40 arrows.
- Each arrow recovered with the TRAIT heals for 2 health points (+1 per rarity).

### Poisoned arrows

- Every ability that uses an arrow applies POISON to the first enemy hit for 6 seconds (+2 per rarity).
- POISON deals 5% of the ATTACK's damage every second and reduces healing received by 25%. It can stack up to 3 times.

### Perfect shot

- Quest (x20): Each perfect charged POWER grants +0.5 DMG.
- Completed: Perfect charged POWER passes through up to 1 targets (+1 per rarity).

### Legacy of the bear

- Quest (x 40): Collecting an arrow with the DEFENSE grants +1 ARMOR.
- Completed : DEFENSE applies VULNERABLE and reduces movement speed by 50% of enemies it passes through for 4 seconds (+2 per rarity).

## Final

### Stubborn brambles

- The bramble stakes hit 1 additional time (+1 per rarity).

### Bramble invasion

- SPECIAL is triggered under each enemy hit by the ULTIMATE, with a radius of 20% (+10 per rarity).

### Powerful burst

- Increases the number of arrows fired by 2 (+1 per rarity).
- ULTIMATE arrows become perfect charged POWER arrows.

### Healing burst

- Each arrow of the ULTIMATE restores 80 health points (+20 per rarity) to Atalante and allies in the trajectory.

# Atalante - Talents

## Standard

### Hooked arrow

- Each arrow removed from a living enemy by TRAIT or DEFENSE deals 4 damage (+2 per rarity).

### Power of rarity

- Atalante gains 1% crit chance (+0.5 per rarity) for each arrow missing from her quiver.

### Tactical reload

- Picking up at least 5 arrows at the same time from the ground reduces the cooldown of abilities by 0.5 seconds (+0.5 per rarity).

### Last asset

- The last arrow in the quiver increases the damage of the next ability that uses it by 750% (+250 per rarity).

### Focused shot

- Every 9 ATTACKS (-1 per rarity), the next ATTACK is replaced with the POWER but cannot be charged.

### Agile huntress

- Each hit with the ATTACK grants 10% (+5 per rarity) movement speed decaying over 3 seconds.
- The decaying effect is reset if another ATTACK hit.

### Skilled huntress

- Each ATTACK that hits an enemy increases the ATTACK's damage by 10% (+5 per rarity) up to 5 times.
- The counter is reset when an ATTACK does not hit a target and when Atalante exits combat.

### Unstable poison

- After dealing its initial damage, if the ennemy hit has 3 stacks of POISON, the ATTACK consumes them to trigger an explosion dealing 30 damage (+10 per rarity).

### Boar slayer

- POWER deals 50% additional damage (+50 per rarity) to unharmed or isolated targets.

# Atalante - Talents

## Standard

### Powerful bramble shot

- When the POWER deals damage to a target, the SPECIAL is triggered on that same target, dealing 30% less damage (-5 per rarity).

### Invigorating shot

- After a DASH, the next POWER is instantly perfectly charged and gains 6% LIFESTEAL (+2 per rarity).

### Impaling shot

- POWER pushing an enemy against a wall or another ennemy deals 15 extra damage (+5 per rarity).

### Bramble flowers

- 3 flowers spawn in the SPECIAL. Each flower can be collected by allies who walk on it. Collecting a flower heal the hero for 15 health points (+5 per rarity).

### Poisoned brambles

- Each time the SPECIAL inflicts damage to an enemy, it applies POISON to the enemy for 4 seconds (+2 per rarity).

### Overgrown brambles

- The SPECIAL radius is 10% larger (+5 per rarity).

### Poisoned stab

- DEFENSE deals 30% of ATTACK damage (+10 per rarity) to enemies it passes through and applies POISON to them for 6 seconds.

### Bramble footprint

- DEFENSE triggers SPECIAL at starting position lasting for 3 seconds (+1 per rarity).

### Protective roll

- Recovering at least 3 arrows with the DEFENSE grants 15 SHIELD (hero level +5 per rarity) for 6 seconds.

# Atalante - Visual

## Moodboard

### Base

Greek huntswoman with a bramble arm.

### Reference

Atalante's myth, Poison Ivy, Zyra and various dryads in fantasy.

### Key aesthetic

Leaves and brambles.



## Color Palette

### Primary Color

Moss green for nature theme

### Secondary Colors

Brown for brambles part and leather.

Fall colors for hair and leaves.

Gold for some highlights and trinkets.



## Materials & Textures

### Leather

Boots, quiver on the hips, belt and left glove.

### Cloth

Moss green summer dress in greek aesthetic.

### Metal

Bracelets, trinkets on the belt and in the hair.

### Natural Elements

Right arm wrapped up with brambles oozing dark green poison.

Leaves in the hair.

Wooden bow.

# Atalante - Visual

## Visual Effects

### Arrow Trails

Wind trails, subtle for the ATTACK, proportionally amplified by the charge of the POWER.

### SPECIAL brambles

Thorny vines erupting from the ground and winding.

### Charged Shot Visual

Glow intensifies around the arrow tip, with a bright flash on perfect charge.

### Quiver

Teal magical particles when the arrows reappear in the quiver.

### Run

Some leaves rarely fall behind Atalante when she is running.

### Poison

Dark green drops around thorns, arrows and poisoned enemies.

### ULTIMATE brambles

Wooden stakes brutally emerging from the ground with thorns on it and quickly going back in the ground.

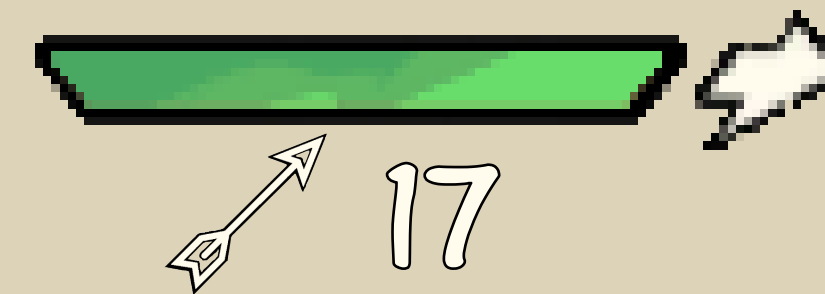
### ULTIMATE arrows

Re-use the perfect charge wind trails but with an emphasis around the player.

## HUD

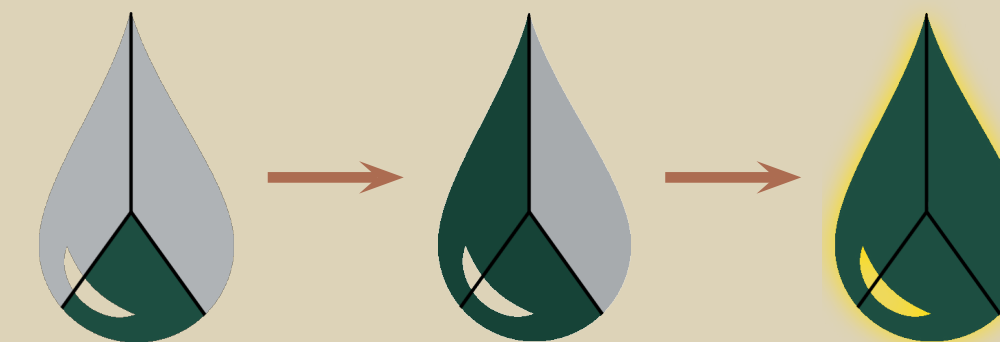
### Arrow Count

Arrow symbol and arrows count directly under the health bar. The symbol and the count glow in yellow/gold when the quiver is full, when reaching 5 or less arrows it start flashing in red. And stay fully in red when empty.



### Poison Stack Icon

Grey drop icon split in 3 parts, each stack illuminate one part in dark green. When 3 stacks are reached, the icon glows.



### Bramble AoE Marker

Green circle to clearly delimit the zone.



# Atalante - Animations Intentions

## Idle Stance

Facing sideways, always seems ready, occasionally shifts weight or smoothly reposition the bow to keep the stance alive and natural. During a long idle, she sometimes plays an animation where she is looking around.

## Walk / Run

Stealthy walk blending into a smooth agile run.

## Dash

Dash with her left shoulder forward.

## TRAIT

Wave movement with the right hand next to the quiver.

## ATTACK

Quick draw and then taking arrow from the quiver (diverse bow angle for variety, mainly vertical).

## POWER

Legs steadily grounded, bow held horizontally and slowly drawing it following POWER timing.

## DEFENSE

Quick roll with wind trails, and little jump to get up.

## SPECIAL

She almost kneels, placing her right palm on the ground, then the brambles on the arm pulse.

## ULTIMATE

### Bramble infestation

Backflip leaning on her right arm, when the palm hits the ground the brambles pulse (link this to brambles stakes emergence), then land on one knee.

### Arrows burst

Re-use the POWER animation, but matching the faster pace of the ULTIMATE.

## Hit Reaction

### Variation 1

Movement of the right shoulder, always trying to keep the left face forward (the one with the bow).

### Variation 2

The head goes back and she raises her right arm.

### Stun

She puts her right arm on her belly, as if she were sucker-punched and lower her head.

## Death Animation

Dramatic fall on the back and throwing the bow.

## Picking up arrows

No animation, the arrows magically appears on the quiver.

For animations timing see Abilities Details section and follow what is specified there.

# Atalante - Abilities Details

**Base health: 80**

For all distances, we are using meters as a rough guideline for clarity.

## TRAIT - Enchanted Quiver

**Purpose:** Reclaim arrows  
(on enemies or ground, but not those in flight)

**Max arrows:** 20

**Cast time:** 0.5s then the arrows  
all warp into the quiver at once  
Hero immobile during cast

**Cooldown:** 25s

## ATTACK - Bow

**Purpose:** Main attack

**Damage:** 20

Consumes 1 arrow

Does not pierce

**Attack Speed:** 1 arrow every 0.5s

Movement Speed reduced by 50% while firing

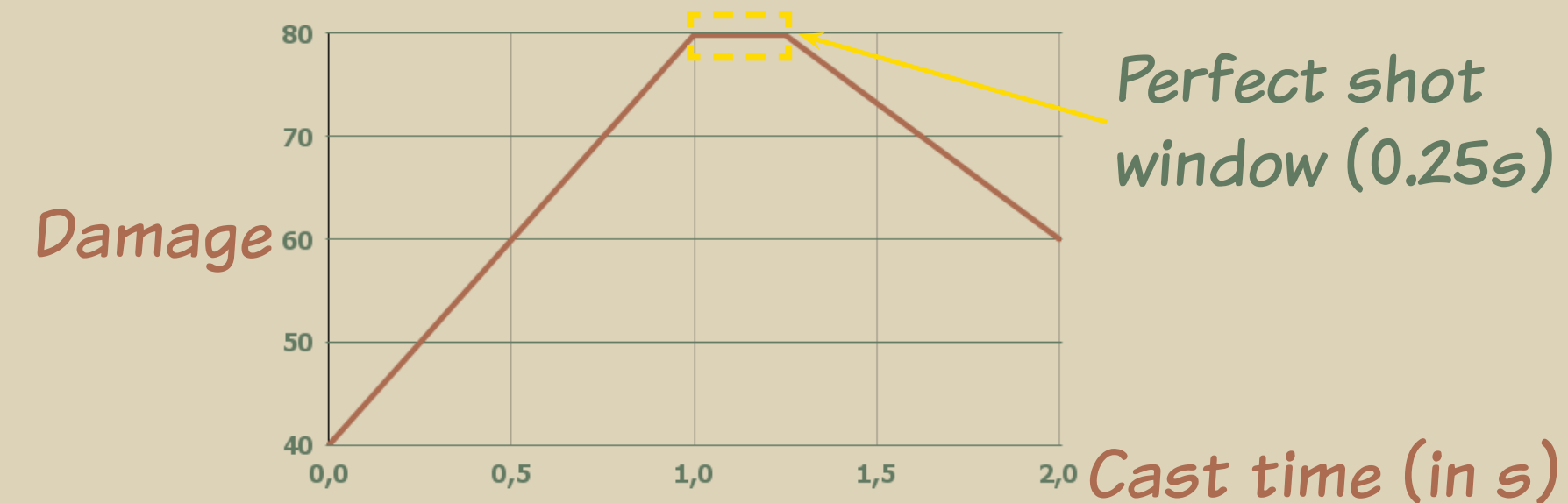
**Speed:** 25m/s

**Size:** 0.2m spherical collider on the arrowhead

**Range:** 20m

## POWER - Powerful Shot

**Purpose:** Single-target damage ability



Automatically fires after 2s

Hero immobile during cast

Consumes 1 arrow

Does not pierce

**Speed:** 35m/s

**Size:** 0.3m spherical collider on the arrowhead

**Range:** 20m

**Knockback:** 2m

**Cooldown:** 8s

# Atalante - Abilities Details

## SPECIAL - Brambles

**Purpose:** Multi-target damage ability

**Damage:** Enemies within bramble zone take 5 damage every second

**Radius:** 2m5, circular zone around hero  
The zone lasts 6s

**Cast time:** 0.5s, zone appears when the right palm hits ground  
Hero immobile during cast

**Cooldown:** 10s

## DEFENSE - Roll

**Purpose:** Survival and arrow recovery tool

Rolls in a straight line, INTANGIBLE during the roll but vulnerable at the end

Picks up arrows on the path (from ground or lodged in enemies)

**Time:** 0.5s for roll, 0.25s for jump

**Distance:** 3m

**Cooldown:** 6s

## ULTIMATE - Bramble Infestation

**Purpose:** Multi-target ultimate

**Damage:** Enemies in zone take 125 damage right when the zone appears.

**Radius:** 4m, circular zone.

Dodge by making a backflip, being INTANGIBLE for 0.5s.

**Dodge range:** 3m

The zone appears at half of the dodge animation (palm hits ground).

**Cooldown:** 60s

## ULTIMATE - Arrows burst

**Purpose:** Single-target ultimate

Fire 10 arrows over 3s (one arrow every 0.3s).

**Damage:** 100 per arrow

Does not consume arrow

Does not pierce

Hero immobile during cast

Player can adjust aim at 20% of normal speed.

**Speed:** 35m/s

**Size:** 0.3m spherical collider on the arrowhead

**Range:** 20m

**Cooldown:** 80s

# Atalante - Sound Design

## TRAIT

Soft rustling mixed with a magical hum.

## ATTACK

Variation of bow string sound.

## DEFENSE

Subtle whoosh or cloth rustle.

## Ambient Audio

Subtle wood clinks (arrows in quiver).  
Subtle vine-like rustling during  
idle (bramble arm).

## Run

Subtle cloth and wind sounds.

## Arrows impact

Thud, heavier for crits.

## Arrows pickup

Soft magical ping.

## Damage / Death

Ranging from minor yelps to dramatic final cry.

## POWER

Grunting during charge, and an exhale grunt when releasing the arrow.  
Audio cue when reaching perfect charge.

## SPECIAL

A stretching sound to emphasize the brambles bursting from the ground.  
Then, low creaking wood sound plus high scratchy thorns.

## ULTIMATE - Brambles

Whoosh for the dodge and then a big crack when the stakes emerge.

## ULTIMATE - Arrows

Reuse POWER SFX, matching the faster pace of the ULTIMATE.

# Atalante - Memoirs

**Theme:** *Destiny, vengeance and freedom*

**Form:** *Prophetic stanza*

**I.**

*When marble halls echo with the cry of a daughter,  
The throne shall cast her aside,  
For an oracle foretold that a girl would seal the king's end.  
In the hush of the forest, fate shall cradle the unwanted child.*

**II.**

*In the gloom of ancient oaks,  
A beast of fur and fang shall show mercy.  
Beneath her watchful eye, the child learns to stand,  
Until the claws of darkness claim the guardian's life.*

**III.**

*The Nightmare roams unseen,  
Its hunger devours warmth and hope.  
Blood on the leaves shall mark the bear's end,  
Spurring the child's heart toward vengeance.*

**IV.**

*In the circle of torn brambles, an ancient hag appears,  
Her laughter weaving promises of retribution.  
A quiver of living wood, an arm entwined with thorn,  
Both gift and snare, fueling the hunt for shadows.*

**V.**

*When the hunt turns to war, the brave and broken unite.  
A siren's lament, an inventor's grief, a pale warrior of dusk,  
Their bonds forged in shared cause,  
Summoning a new dawn against the Nightmare's reign.*

**VI.**

*Upon the brink of triumph, the thorn's fury twists,  
Whispering of old wounds and hateful legacies.  
A voice from shadows—Baba Yaga's beckoning:  
'Slay the father who forsook you, seize your rightful wrath.'  
The brambles tighten, binding her will.  
Yet reason and resolve shall sever the witch's chains.*

**VII.**

*Prophecy fades when she seizes the arrow of her own fate.  
The curse uncoils at last, its thorn softened by truth.  
Freed from ancient words, she stands not as a weapon of vengeance,  
But a champion of hope, hand in hand with the Ravenswatch.*