

## New Hero: Blaze

Veteran Firebat

Role: Ranged Warrior

Assets: [blizzard.gamespress.com/Blaze-Press-kit](http://blizzard.gamespress.com/Blaze-Press-kit)

Embargo: Tuesday, January 2 at 20:00 CET

**Overview:** A ranged Tank who specializes in initiating fights and dealing area damage by spreading his flames.



### Basic Abilities

- **Flame Stream (Q)**
  - Fire two streams that deal 83 damage to enemies hit. Flame Stream Ignites Oil Spills it comes in contact with.
    - Cost: 25
    - Cooldown: 4
- **Oil Spill (W)**
  - Vector targeted ability. Dispense a slick of oil that lasts for 5 seconds and Slows enemies that come in contact with it by 40%. Oil Spills are Ignited for 2.4 seconds when hit by Flame Stream. Ignited Oil Spills no longer Slow enemies, but instead deal 18 damage to them every 0.3 seconds. Additionally, Blaze is healed for 49 Health every 0.3 seconds while standing in Ignited Oil Spills. Stores up to 2 Charges.
    - Cost: 40
    - Charges: 2
    - Cooldown: 12
- **Jet Propulsion (E)**
  - After 0.5 seconds, charge forward. Colliding with an enemy Hero deals 53 damage and Stuns them and nearby enemy Heroes for 1.25 seconds.
    - Cost: 50
    - Cooldown: 12

### Traits

- **Pyromania (D)**
  - Gain 25 Armor and deal 40 damage to nearby enemies every 0.5 seconds for 4 seconds. Each Hero hit by Flame Stream reduces Pyromania's cooldown by 5 seconds.
    - Hotkey: D
    - Cooldown: 90

### Heroic Abilities

- **Bunker Drop (R1)**
  - After 0.5 seconds, deploy and enter a Bunker with 1300 Health. Blaze and his allies can enter and exit the Bunker at will. While in the Bunker, occupants gain access to Flamethrower, dealing 179 damage to enemies in a line. Exiting the Bunker grants 25 Armor for 2 seconds. Bunkers last 10 seconds or until destroyed.
    - Cost: 40

- Cooldown: 40
- **Combustion (R2)**
  - Channel for up to 2.6 seconds. Upon ending, Slow nearby enemies by 60% and deal 48 damage to them every 0.5 seconds. Combustion's Slow and damage over time duration is extended the longer Blaze Channels, from 1 second up to 5 seconds. Blaze's Movement Speed is reduced by 50% while Channeling.
    - Cost: 70
    - Cooldown: 80

## Talents

Hero Level (Tier)	Talent	Description
1	Adrenaline Stimpack	Activate to gain 100% Attack Speed and 25% Movement Speed for 5 seconds.
1	Endurance Stimpack	Activate to gain a Shield that absorbs 450 damage over 5 seconds.
1	Neural Stimpack	Activate to gain 50 Mana and cause Ability cooldowns to recharge 100% faster for 5 seconds.
1	New Habits	Collecting Regeneration Globes reduces the cooldown of Pyromania by 5 seconds. <b>Quest:</b> Collect 15 Regeneration Globes <b>Reward:</b> Pyromania grants Unstoppable for 2 seconds.
4	[Q] Feeding the Flame	Each enemy Hero hit by Flame Stream reduces the cooldown of Oil Spill by 1.5 seconds.
4	Adhesive Petroleum [W]	Enemies standing in Oil Spill when it is Ignited are Slowed by 30% for 2.5 seconds.
4	Oil Dispersal [W]	Increase Oil Spill's area by 20% and Slow amount by 10%.
4	Meltdown	Hitting an enemy Hero with Pyromania reduces their damage dealt by 5% for 2.5 seconds, up to 30%.
7	Crossfire [Q]	Hitting an enemy with both streams of Flame Stream deals 132 bonus damage.
7	Grill and Kill [W]	<b>Quest:</b> Damage enemy Heroes with Ignited Oil Spills 60 times. <b>Reward:</b> Increase Oil Spill's Pyromania duration by 2 seconds, and damage by 25%
7	Incinerator Gauntlets	Increase Basic Attack area by 15% and Basic Attack damage to Minions, Mercenaries, and Monsters by 50%. Additionally, Basic Attack splashes Pyromania Oil Spills.
10	Bunker Drop [R1]	After 0.5 seconds, deploy and enter a Bunker with 1300 Health. Blaze and his allies can enter and exit the Bunker at will. While in the Bunker, occupants gain access to

		Flamethrower, dealing 179 damage to enemies in a line. Exiting the Bunker grants 25 Armor for 2 seconds. Bunkers last 10 seconds, or until destroyed.
10	Combustion [R2]	Channel for up to 2.6 seconds. Upon ending, Slow nearby enemies by 60% and deal 48 damage to them every 0.5 seconds. Combustion's Slow and damage overtime duration is extended the longer Blaze Channels, from 1 second up to 5 seconds. Blaze's Movement Speed is reduced by 50% while Channeling.
13	Suppressive Fire [Q]	Each stream of Flame Stream reduces the Spell Power of Heroes hit by 15% for 4 seconds, up to 30%
13	Nanomachine Coating [W]	Enemies standing in Oil Spills have their Attack Speed reduced by 40% for 2.5 seconds.
13	Fuel Leak [E]	Jet Propulsion creates Oil Spills along Blaze's path. If Jet Propulsion impacts an enemy Hero, an additional Oil Spill is created underneath them
16	Thermal Protection [E]	Each enemy hit by Jet Propulsion grants 10 Armor for 3 seconds and reduces its cooldown by 2 seconds.
16	Heat Treatment	Heal for 75% of the damage dealt by Pyromania
16	Juggernaut Plating	Activate to gain 50 Spell Armor for 3 seconds. Upon expiration, gain a Shield equal to 100% of the Spell Damage reduced by Juggernaut Plating.
20	Fortified Bunker [R1]	Occupants can cast Oil Spill from Bunker Drop every 6 seconds. Additionally, Bunker Drop's Armor bonus upon exiting is increased by 25, and its duration by 1 second.
20	Flash Fire [R2]	While Channeling Combustion, Blaze's Movement Speed is no longer reduced, and nearby enemies are Slowed by 60%.
20	Burn Notice	Basic Attacks Slow enemies by 5% and deal an additional 18 damage over 2.5 seconds. Stacks up to 5 times.