

**IGN:** Pwnage. (USEast)

**Hero Name:** Master of Creation (Master of Time, Master of Space, Master of Perception, Master of Reality)[Peg'Wan]

**Hero Type:** Mage Combo DPSer/Melee Tank/Melee Off-tank

**Rank Required:** 21



*Keep in mind; I didn't include damage values simply because there is no reason in pre-balancing this hero without knowing the environment in which it will be released in. I trust that the cooperative effort of the development team and myself will be enough to ensure total balance if the hero is destined to be implemented into the game.*

## ABILITIES PART I → MASTER OF SPACE



[Q] **Gravity Push:** Peg'Wan sends an energy force in front of him, damaging enemies and sending them backwards (distance determined by level of skill) and making them face the center of the map.



[W] **Implosion:** Peg'Wan compresses a point in space, imploding it and dealing damage to all units in range.

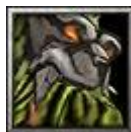


[E] **Displacement:** Peg'Wan selects an area of the map where units are located. The units become temporarily immobilized for a maximum time of 5 seconds. Within 5 seconds, Peg'Wan may select a location for the units to be teleported to. NOTE: Units cannot be teleported within a certain range of bases with current structures built inside. Alternatively, players **CAN** teleport the units inside of their own base; but no other bases.



[R] **Master Time:** Metamorphism; changes into Master of Time.

## ABILITIES PART II → MASTER OF TIME



[Q] **Time Warp:** Peg'Wan speeds time up in a surrounding area. This makes ALL units move faster and attack faster. However, this also makes ALL units take the equal percentage of increased speed in damage.



[W] **New Dimension\*:** Peg'Wan creates a new dimension of time, temporarily conjoining a future time with the present, releasing his future self.



[E] **Wither:** Peg'Wan does massive damage to a single unit based on the unit's maximum health and the time that has elapsed in the game.



[R] **Master Space:** Metamorphism; changes into Master of Space.

## ABILITIES PART III → MASTER OF PERCEPTION\*



Note: Master of Perception is the future form of Master of Time.

Relevance to New Dimension: Master of Perception gains his strength relevant to the level of New Dimension. Master of Perception is designed to be an agility based DPS bruiser who is able to tank an adequate amount of damage whilst focusing on sustainability and passive support.



[Q] **Creation Aura:** All friendly units around Master of Perception gain additional movement and attack speed (think endurance aura)



[W] **Deceptive Strike:** Master of Perception has a percent chance to do critical damage. Upon doing critical damage, Master of Perception creates a clone (multiple clones depending on skill level) to fight in battle alongside Master of Perception (has incredibly timed life).



[E] **Master Reality:** Metamorphism; changes into Master of Reality.

## ABILITIES PART IV → MASTER OF REALITY



Note: Master of Reality is the future form of Master of Space.

Relevance to New Dimension: Master of Reality gains his strength relevant to the level of New Dimension. Master of Reality is designed to be a heavy bruiser DPS, Mana Based tank who excels in clearing crowds and assisting in the Time/Space combos. He is also an excellent support.



[Q] **Reality Smite:** Master of Reality does damage to all enemy units around him, causing them to take damage over time.



[W] **Restoring Truth:** Master of Reality sacrifices a percentage of his mana and transfers it to his past self.



[E] **Master Perception:** Metamorphism; changes into Master of Perception.



[R] **Ultimate Sacrifice:** Master of Reality destroys himself, creating in his place a statue with incredible health regen/tanky capabilities. This structure will last significantly less than the cool down on the ability New Dimension to insure balance.

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