

Paladins suggestion, 2017

NEW CHAMPION IDEA:

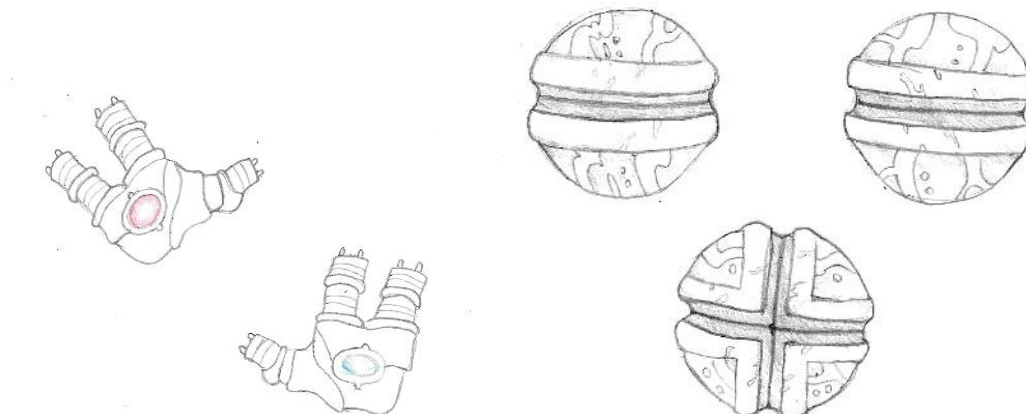
Xylos

Introducing the character

I created Xylos in the hopes of him being a new flank class champion. I didn't describe everything about him in detail because of time lost, after all this is just an idea and a suggestion. As you may see from attached concept sketch, I was going for the look of a stereotype alien; green skin, narrow eyes, no nose. I also gave him futuristic heavy looking armor, that most aliens from other media don't have. I was also struggling to make him more technologically advanced than other champions (again cause of the alien stereotype) that already have some sort of advanced technology. As for the background, like most other champions, he does not have one. In conclusion, all I want from my concept art and description is to inspire creators to make alien like champion, it's not important to me whether my art and ideas are used in the end.

Character in-game

When I was creating this character, I only wanted to cover up his looks and basic combat mechanics. Xylos does not have defined health, body animation nor cards. I did not cover health because of the character balance in game; it would just require a lot of time, same goes for cards. I did imagine him having very low health, somewhere around 1800, because of the variety of his combat options. Xylos' combat is based on three spheres, attached to his back. When in combat he levitates them on command until they set levitating above his palms. In the palm of his hand he has built up stabilizers that keep the sphere floating in place¹. Two spheres have the same design and are separated in two parts, those are for laser shooting and levitation, third sphere, separated in four parts is for shield and magnet building². During his sphere wielding, on his palms and forearms he has color indicators based on what action he is taking with spheres. There is also scrapped idea where he would have one big morphing sphere, that would morph on command, made out of liquid metal something similar to terminator movies.

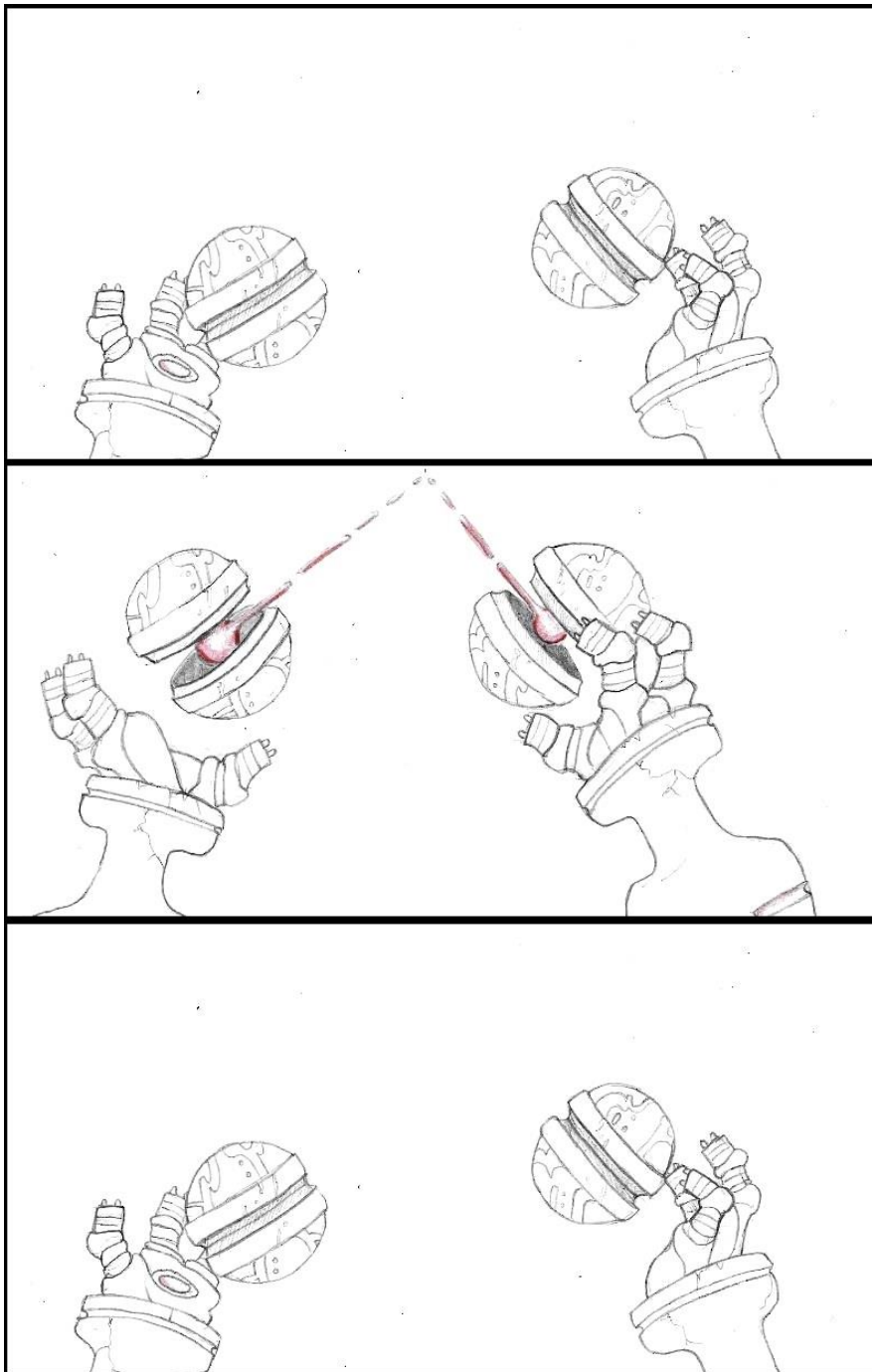


Combat mechanics

In game as already stated, Xylos would levitate spheres onto his hands and in neutral state he would walk with two main spheres, each closed in his hand. Like other Champions, Xylos has five attack key options LMB, Q, E, F and RMB. He has variety of attacks, including special LMB attack. Any damage from attack, radius or cooldown and ability duration wasn't defined.

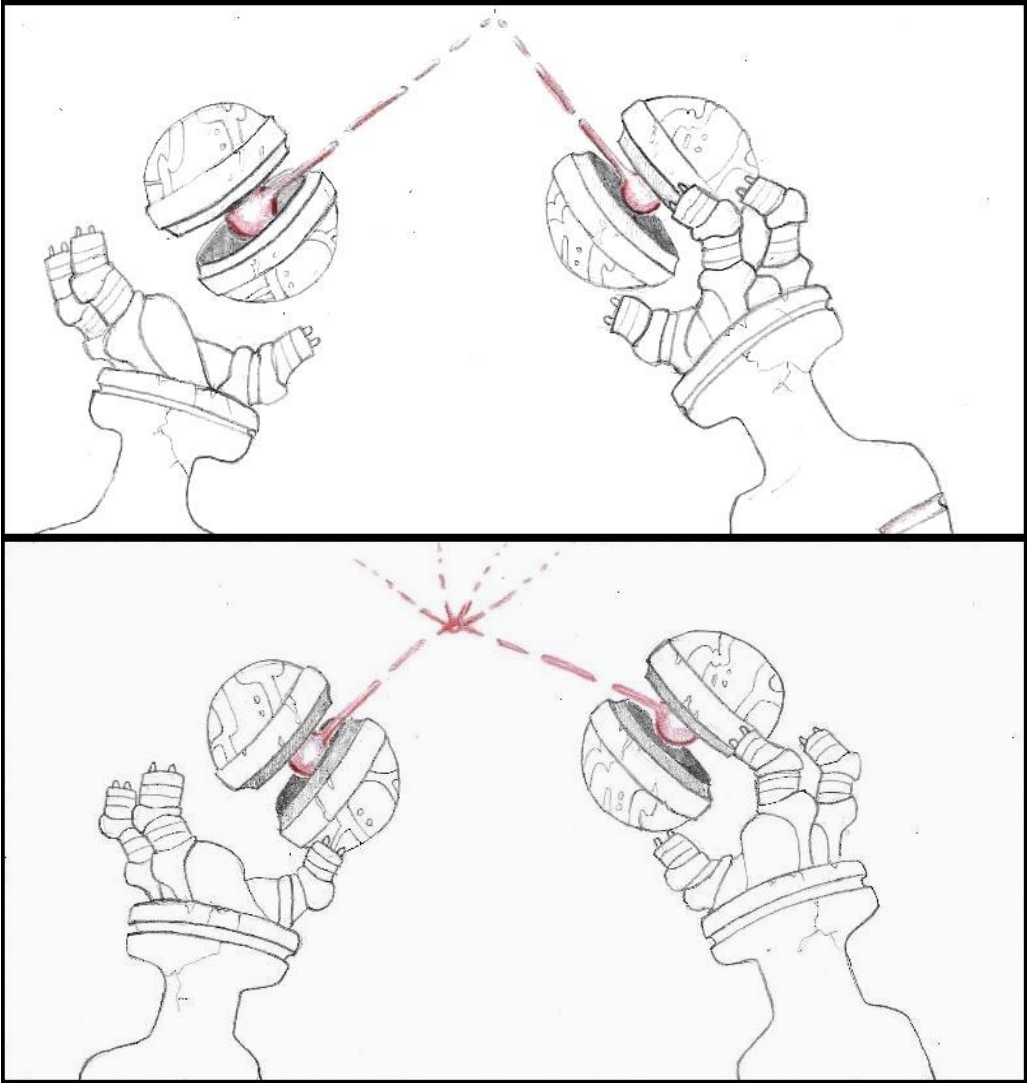
1. LMB, lazer shooting (first option)

When clicking it two spheres would open and start shooting red lazars, connecting at the end of the target. At cooldown spheres would close and upon refiling themselves would open again.



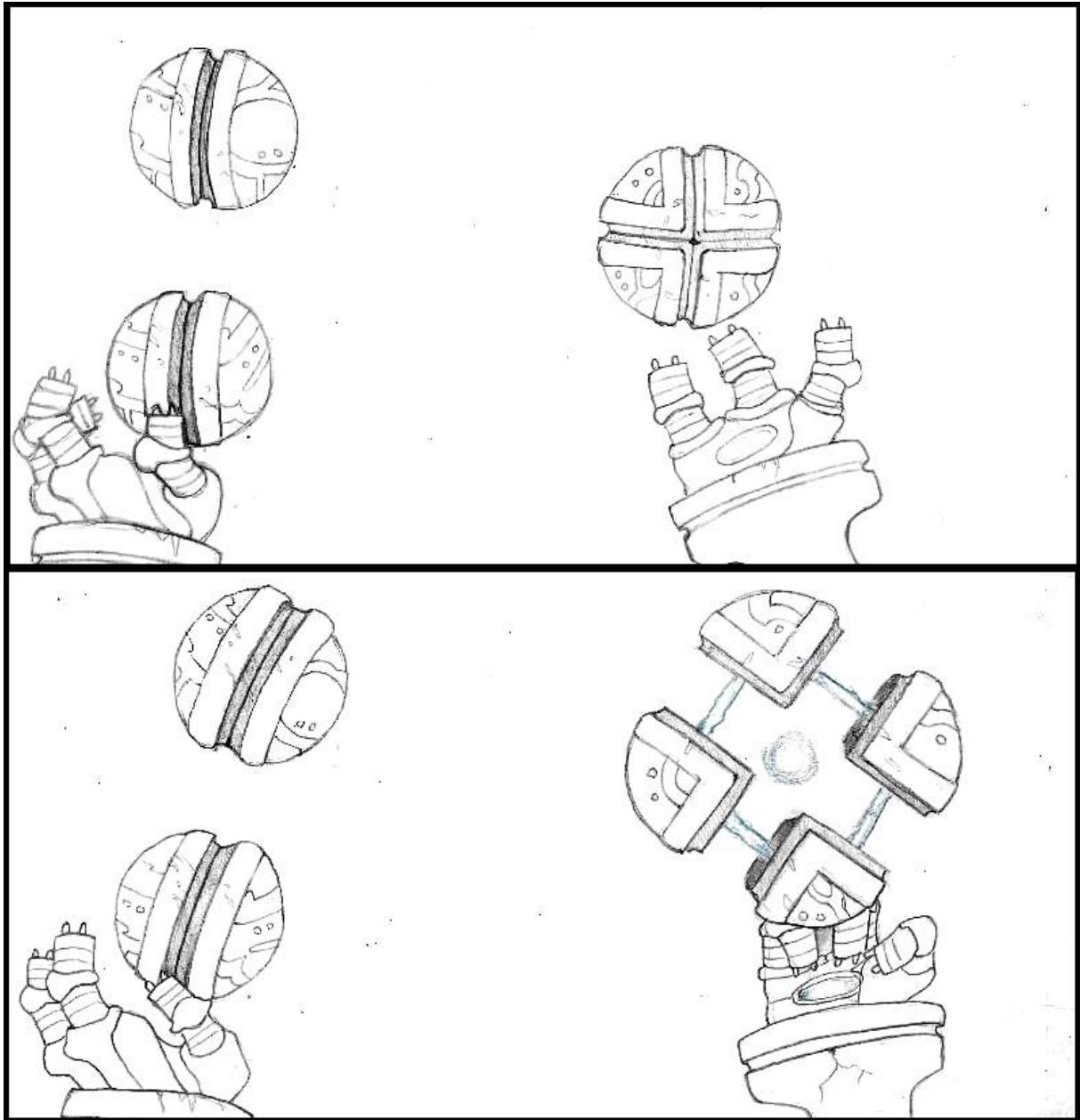
1. LMB, lazer shooting (second option)

Clicking and holding left mouse button lazars would connect early and make lazer spread.



2. Q, placing a magnet mine

When clicking, he would put two main spheres to aside and activate his third sphere, as it would separate in four parts, creating a square magnetic trap in his hand. After that he would send it flying on the aimed location, where open speher would plant itself on the floor. Champions inside of sphere radius, would start getting pulled on to it, any animations they would do would stay the same, but they would be slowly pulled to the planted sphere.



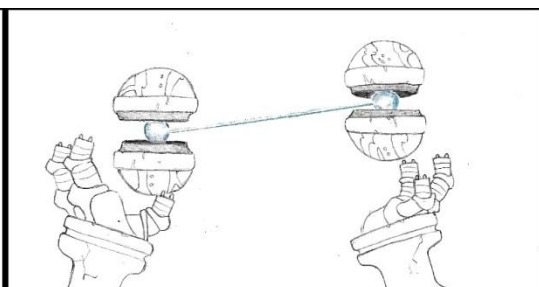
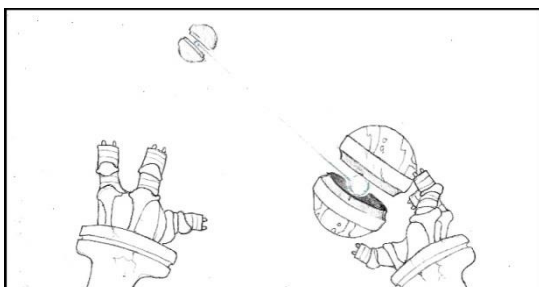
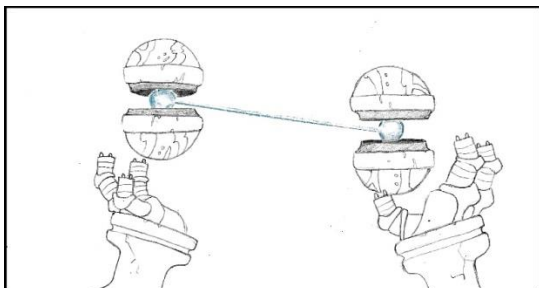
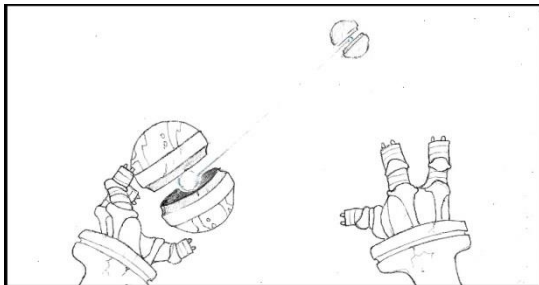
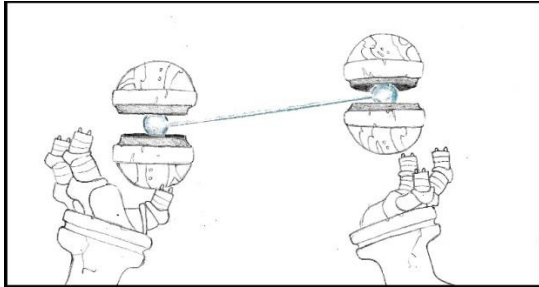
3. E, realising pathogen

Upon activating, Xylos would rip his tubes that connect to his jaw line off, releasing hazardous alien pathogen on other champions in a large radius. As he does that warning siren would go off, from his suit because of his own exposure to Paladins realm atmosphere (maybe alarm would sound something similar too Nuclear alarm siren) Champions would be going through „stunned“ animation and there health slowly lowering to some extent, along the screen frame there would be green fog.



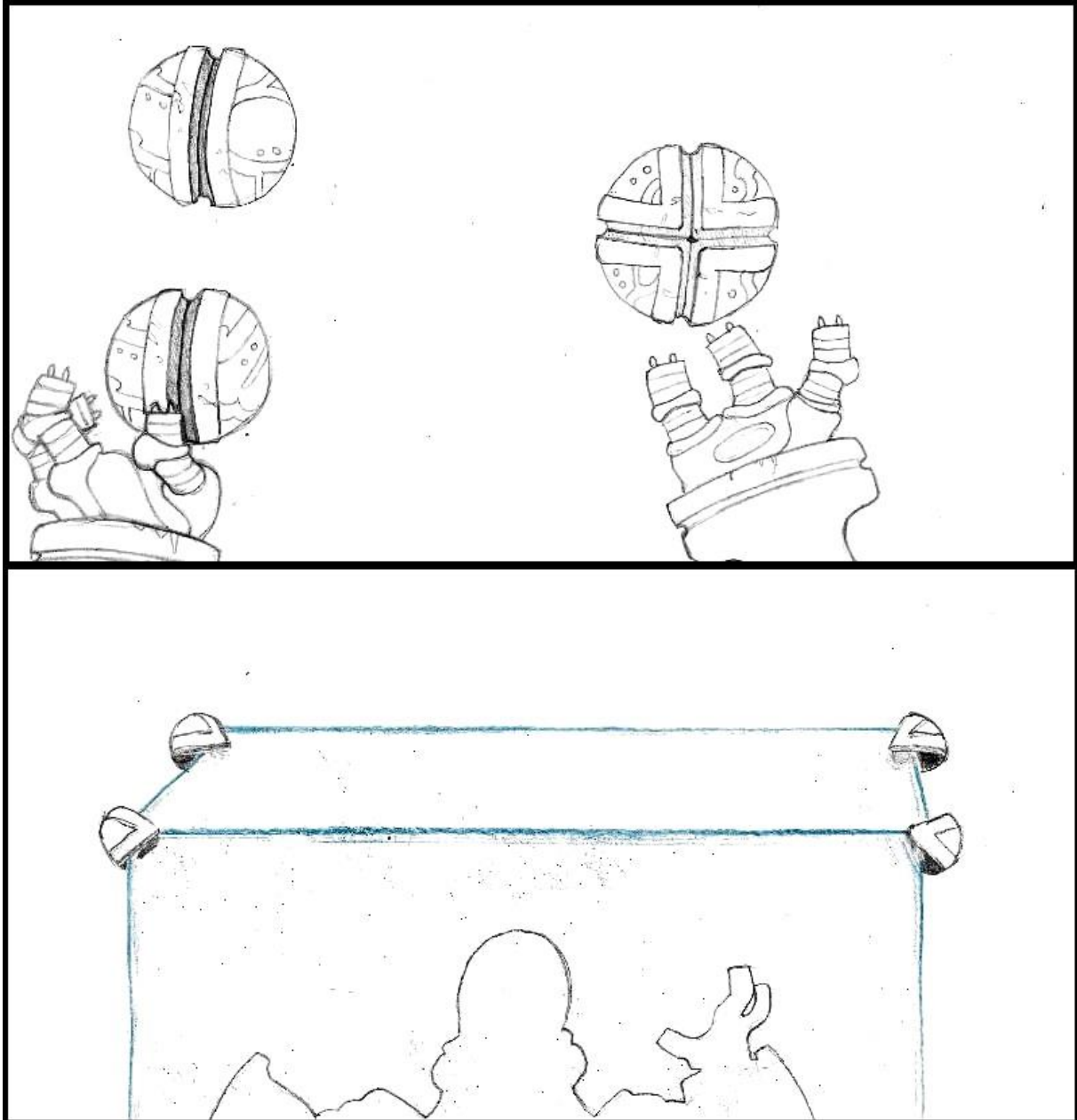
4. F, magnet levitation

When clicking and aiming at preferred location, Xylos would open his spheres, but this time they would each have blue lazer light, connected with lazer string. Then he would deploy one in the air still connected to other with string. As he holds the other one still in his palm, spheres would automatically make magnetic pull, as he is holding other one in place he would automatically be pulled to the one levitating in air, while in air he could repeat the process, with other sphere and then ability would enter cooldown.



5. RMB, deploying shield

When clicking, Xylos would once again activate third sphere, but this time he would deploy it above his head. Sphere would again break in four parts, but this time it would create square shaped shield around Xylos, duration of which is undefined. I created the shield option because of the healing abilities Maeve and Buck have; self healing factor and they are not healers. That's why I wanted to see a flanker that has a shield ability and isn't a tank.



Thank you for reading.