

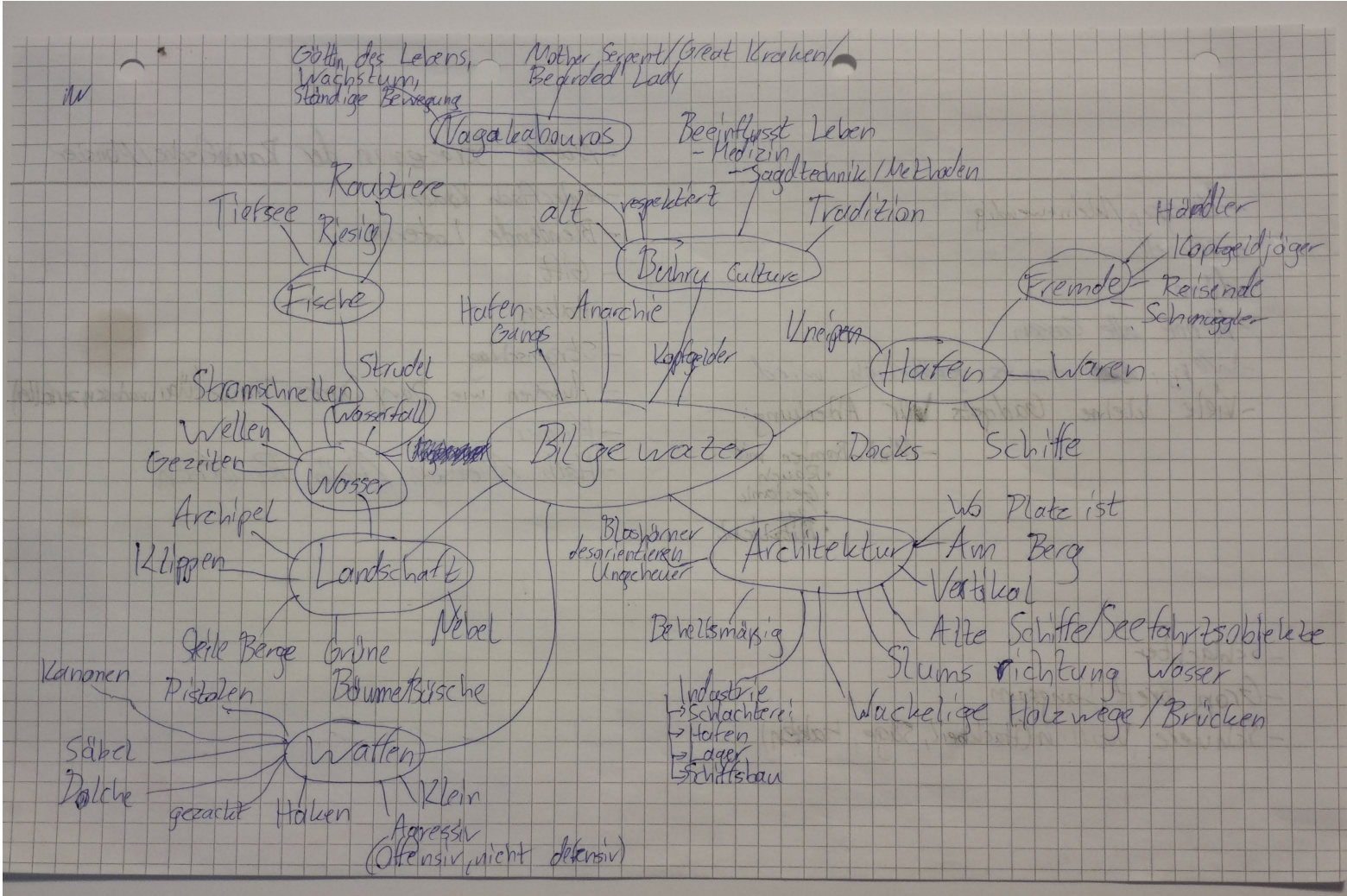
# Rybaak – The Son of the Sea

*Character Concept*

*League of Legends Champion*



# Discovery- Environment



# Discovery- Concepts

- Kleingraz / kleintwendig

- schnell

- dünn

- Kennt alle Gassen

- Weig, ~~was~~ wann es gefährlich wird

- Viele kleine Gadgets zur Ablenkung:

- Mini-Bomben mit
  - Rauch
  - Gestank
  - Gas
  - Blitzlicht

- schlachter

- Groß, Breit, langsam

- Schwere Waffen (Hackbeil, Säge, Haken)

- Nutzt Strategien der Raubfische / Monster

- Anglerfisch Köder

- Blendende Laterne

- Gift

- Haken

- Stromschlag

- Aussehen wie Dany Jones Crew (Überwachsen, zerfallen)

- Kiemen

- Halb Mensch Halb Raubfisch

# Ideation- Background

- Fisherman from Bilgewater
- Master of his craft
  - Strong
  - Old
  - Experienced
  - Weathered
- Basic but effective Tools/Weapons
- Has survived the sea for longer than anyone

# Ideation- Background

Being a fisherman in Bilgewater usually ends on the sea ground after a couple of years, yet *Rybaak* has been one for all his life. The harsh weather and deaths of his crew mates have hardened him in his continuous fight against the sea monsters which lurk beyond the safety of Bilgewater's shores. It's a job that pays well in the slaughter docks, but the only reward *Rybaak* needs are the trophies of his catch.

# Ideation- Abilities

**Role: Bruiser - Juggernaut**

## **Passive**

Rybaak's Attacks and damaging Abilities infect the enemy. Rybaak's Attacks and Abilities are enhanced against infected Targets.

## **Attacks (Melee)**

*Rybaak* carries a heavy cleaver with which he strikes at the enemy. Infected targets take bonus damage over time.

## **Q**

*Rybaak* attacks by swinging his fishing hook into the enemy and ripping it out. This slows the target briefly. If the target was infected, the slow duration is increased.

# Ideation- Abilities

## W

*Rybaak* douses himself in salt water to disinfect his wounds removing DOT effects and granting a temporary increase in resistances

## E

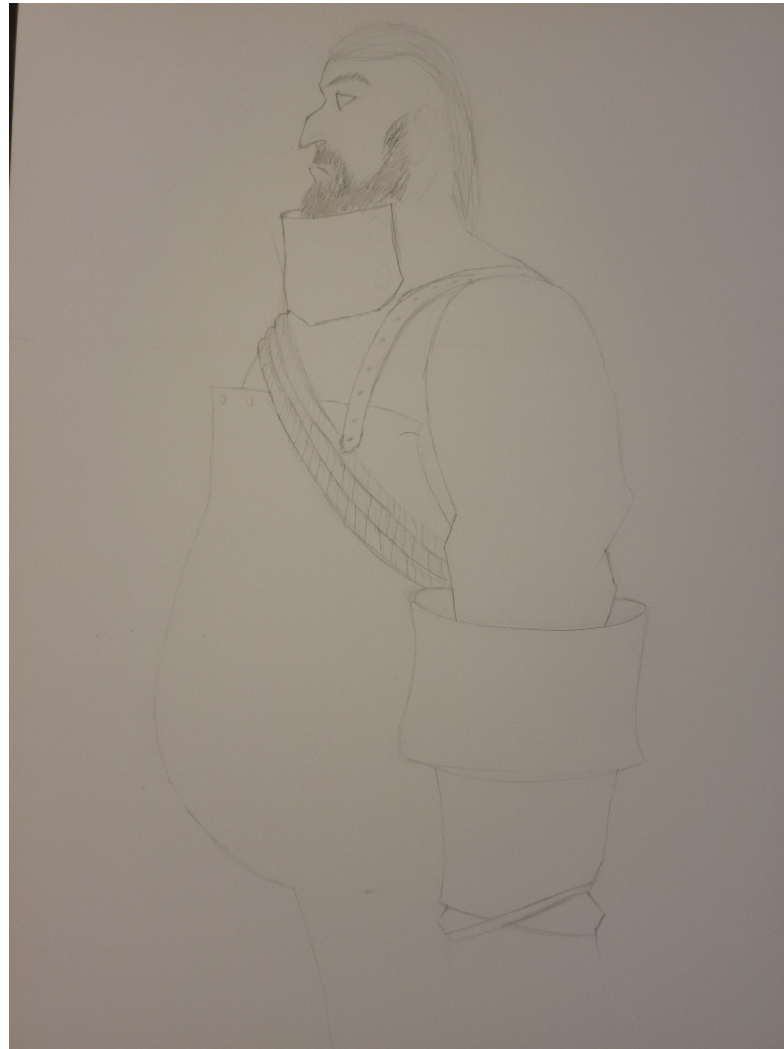
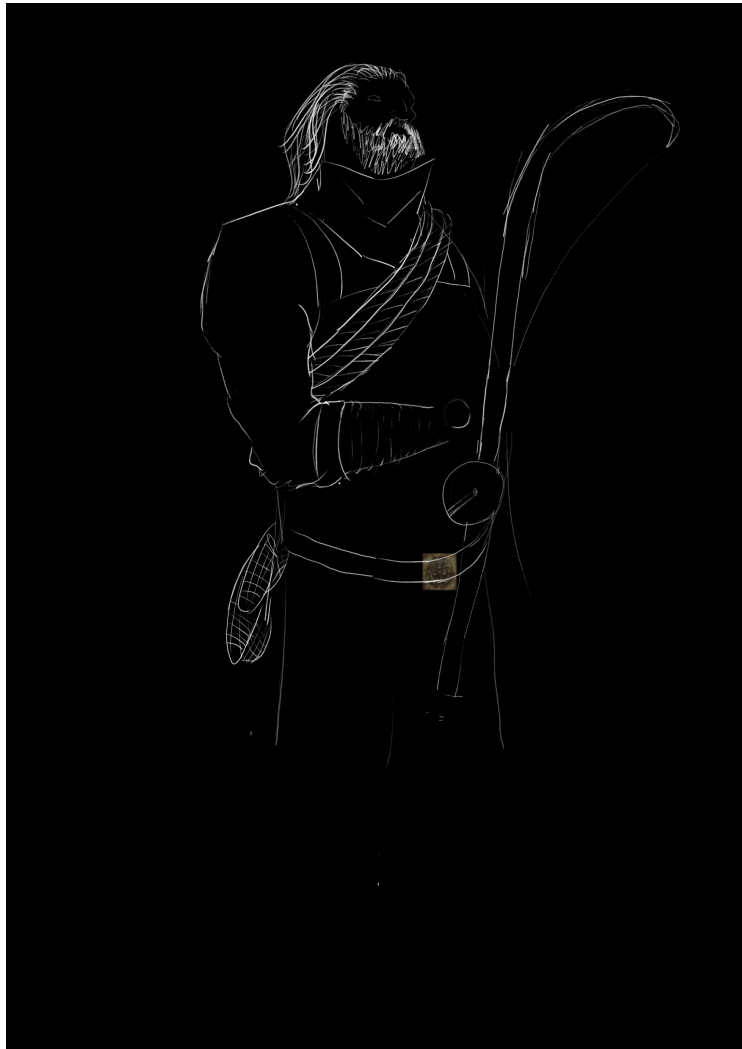
Throws a net on the ground which stays for a couple of seconds and slows enemies walking over it. If any abilities are cast, the caster will be entangled and rooted. If the target was infected, it is stunned instead.

## R (Ultimate)

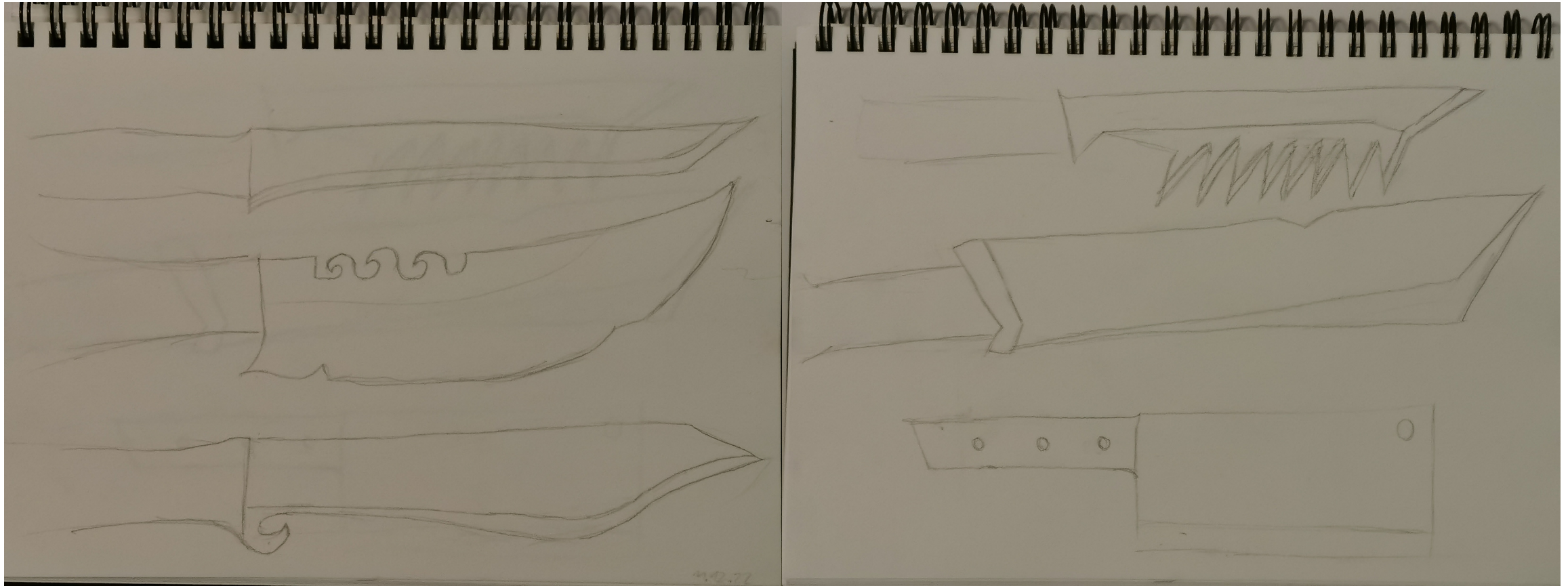
A storm erupts around *Rybaak* with high waves splashing in a circle, disorienting the enemies which slows them. The storm applies *Rybaak's* Passive



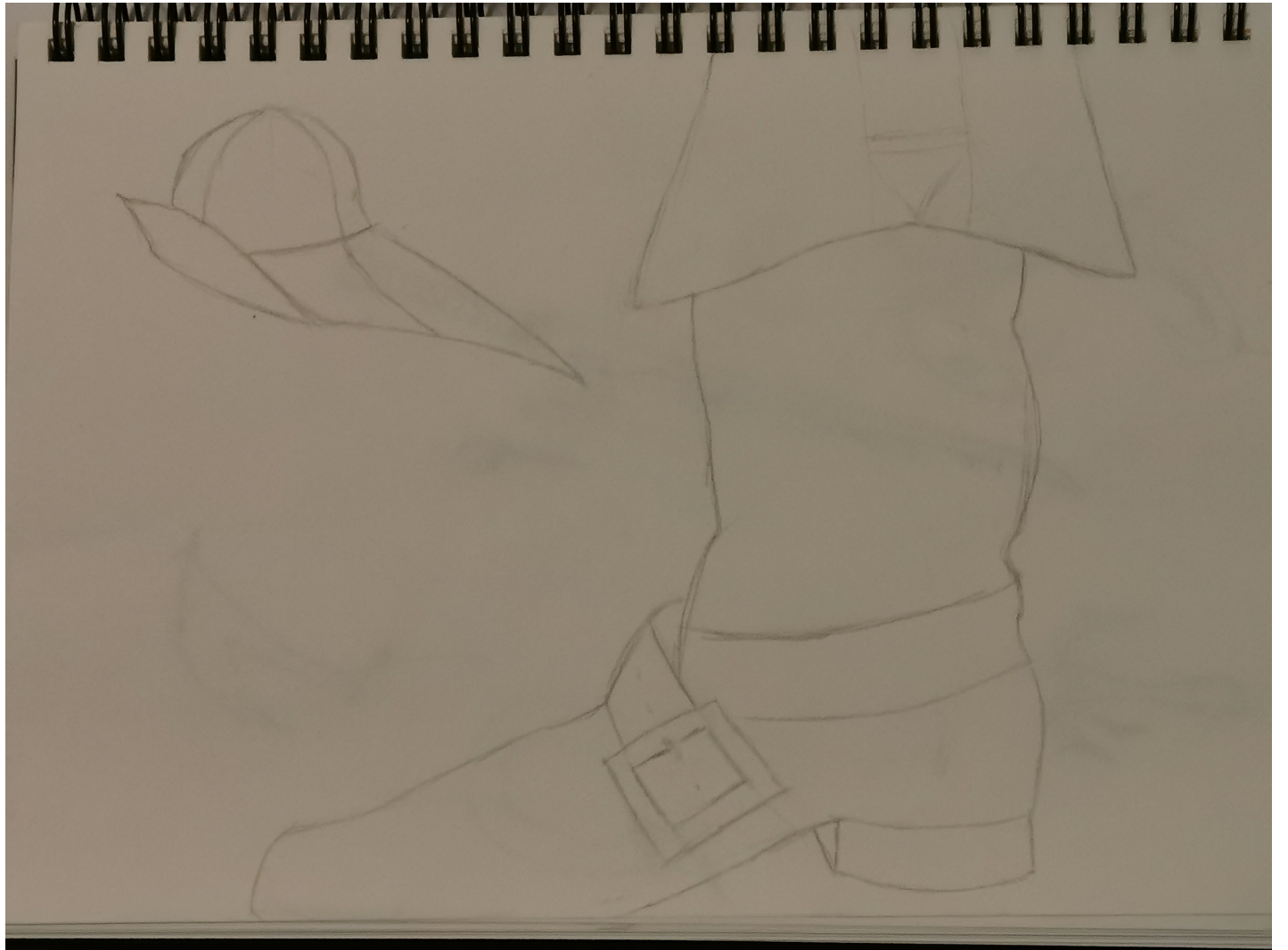
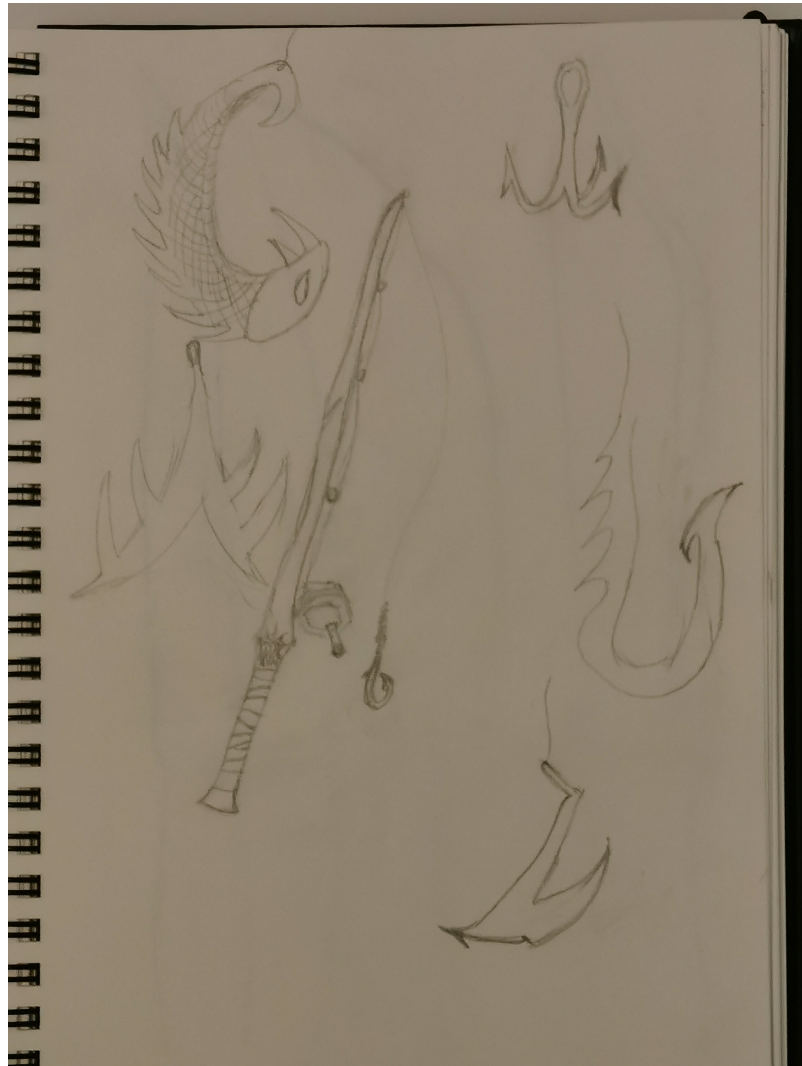
# Main Character Sketches



# Weapons



# Fishing Rod & Clothing



# Sculpt



# Renders

