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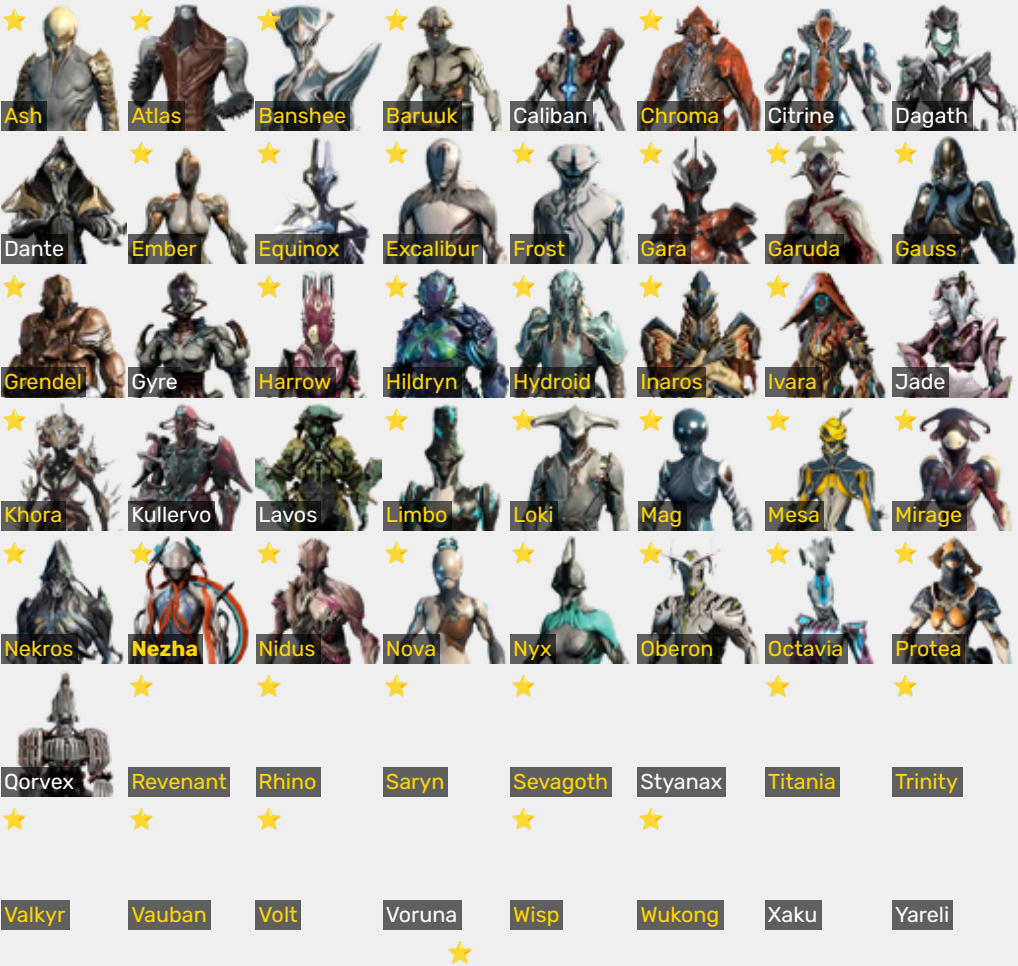
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Nezha

631



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Passive

Nezha slides **60%** faster and goes **35%** farther. These effects stack with Cunning Drift, Maglev and Streamlined Form.

Nezha's passive can be disabled with Controlled Slide.

Abilities

▼

View Maximization

▼

This section is *transcluded* from *Fire Walker*. To change it, please *edit the transcluded page*.

1

25

Fire Walker

Blaze a trail of flames, scorching enemies and cleansing allies.

Introduced in **Update 18.1** (2015-12-16)

Strength:

50 / 100 / 150 / 200 (**Heat** damage per tick)
500 / 750 / 1000 / 1250 (**Heat** explosion damage)

Duration:

15 / 20 / 25 / 30 s (buff duration)
5 / 6 / 7.5 / 10 s (flame duration)

Range:

3 / 4 / 5 / 6 m (explosion radius)

Misc:

15 / 15 / 20 / 25 % (movement speed bonus)
0.5 s (damage interval)
10 / 25 / 50 / ? % (**Heat** status chance)
100 % (flame trail status cleanse)
? s (flame ring duration)

Subsumable to

Helminth

This section is *transcluded* from *Blazing Chakram* . To change it, please *edit the transcluded page*.

2

25

Blazing Chakram

Hurl a flaming ring that burns enemies and causes them to emit a healing blast on death. Reactivate to instantly travel to the ring's location.

Introduced in [Update 18.1](#) (2015-12-16)

Strength:

100 / 150 / 200 / 250 (Heat damage)

400 / 600 / 800 / 1000 (boosted Heat damage)

60% / 75% / 85% / 100% (vulnerability)

Duration:

10 / 11 / 13 / 15 s

Range:

N/A

Misc:

50% / 65% / 80% / 100% (health orb chance)

20% / 25% / 30% / 35% (energy orb chance)

30 m (uncharged throw distance)

70 m (charged throw distance)

This section is *transcluded* from *Warding Halo* . To change it, please *edit the transcluded page*.

3

75

Warding Halo

Create a protective ring of fire that also stuns and damage enemies who get too close.

Introduced in [Update 18.1](#) (2015-12-16)

Strength:

500 / 650 / 800 / 1000 (base health)

50 / 75 / 100 / 125 (Slash damage per second)

1.15x / 1.25x / 1.75x / 2.50x (armor multiplier)

2.5x (absorption multiplier)

Duration:

N/A

Range:

1.25 / 1.5 / 1.75 / 2 m

Misc:

3 s (invulnerability duration on cast)

90% (damage redirection)

1 s (invulnerability duration on break)

*This section is **transcluded** from *Divine Spears* . To change it, please [edit the transcluded page](#).*

Divine Spears

Impale nearby enemies on spears that erupt from the ground.

4

100 Introduced in [Update 18.1](#)
(2015-12-16)

Strength:

150 / 300 / 450 / 600

(impale damage) Puncture
■■■■■■■■■■■■■■■■■■■■

150 / 300 / 450 / 600 (slam
Impact damage)

Duration: _____

6 / 8 / 10 / 12 s

Range:

10 / 13 / 16 / 19 m

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Duration Mods

Range Mods

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