



OVERWATCH 

HERO CONCEPT


By : Artus Creusot (Game Designer) – Arthur Manantsara (Character Design)

Amaury

As an extreme mountaineer, Amaury must learn to fight to carry out his rescues against the new crises flooding the world.

 Tank

 Nancy, France (formerly)

 Jan 8, (Age: 34)



HERO STATS

  600

 5,5  40



INTENTIONS

Strategy intentions

The intention behind Amaury's design is to make the “Poke” composition more accessible and fun for casual players, but also more effective to play with when faced with a situation where the player and their team must attack the objective or push a payload. For experienced players, the idea is to make the “Poke” composition more mobile. However, the composition that will result from Amaury is not intended to be as effective as a true “Poke” composition built around hero like Sigma or Orisa in defending a position, holding a choke point or giving DPS the freedom to take off-angles and control space.

Gameplay intentions

Players using Amaury will have a high degree of mobility, letting them control the tempo of their play-style. Does the player prefer to push and defend in full cohesion with their team, play a little more independently to secure open spaces and give their team more freedom for more pressure, or even play very aggressively and reposition back to their team when things get risky?

The hero's kit is designed to support multiple playstyles, allowing each player to approach Amaury in the way that best fits how they like to take fights and control space.

ABILITIES



Flare gun



Rappeling
ice axe



Avalanche
barrier




Extra breath



Anchoring

Flare gun

 Direct explosive
projectile weapon.

Launch flares at
your enemies.



FLARE GUN

6 

 1.5S



PRIMARY FIRE

AREA OF EFFECT

TRAVEL TIME

DAMAGE :

90 (direct hit)
80 – 10 (area of effect)

EXPLOSION RADIUS :

0.8 – 2.9 meters

KNOCKBACK :

1.3 meters per second

ABILITIES



Flare gun



Rappeling
ice axe



Avalanche
barrier



Extra breath



Anchoring

Flare gun

 Frontal-cone fire explosion.

Make two flares collide to create a short-range fire explosion that burns enemies hit. Does not pass through shields.



FLARE GUN ALT FIRE



SECONDARY FIRE

AREA OF EFFECT

BURNING

DAMAGE :

70 - 10

RANGE :

6 meters

BURNING :

4 second duration
10 damages per second

AMMO COST :

2

ABILITIES



Flare gun



Rappeling
ice axe



Avalanche
barrier



Extra breath



Anchoring

Rappeling ice axe

LSHIFT Launch an ice axe to anchor yourself in one area then press again and get pull to it.



RAPPELING ICE AXE

6S

LSHIFT

EVASIVE

MOVEMENT

DEPLOYABLE

HEALTH :

35

RANGE :

18 meters

AREA :

25 meters

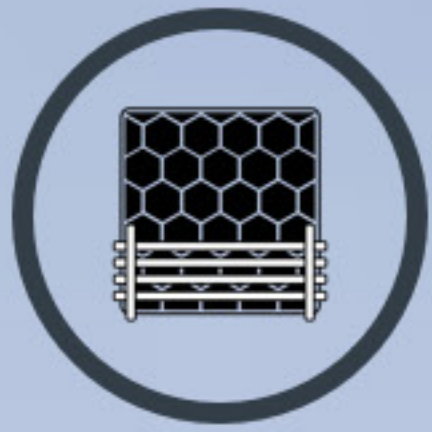
ABILITIES



Flare gun



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Avalanche
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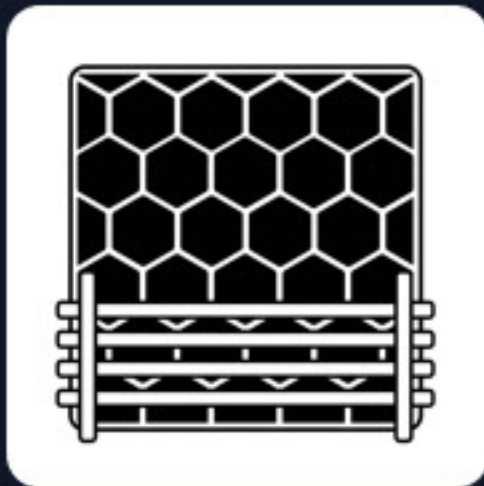
Extra breath



Anchoring

Avalanche barrier

E Deploy a barrier that grows larger when you are close to it. You can deploy a maximum of 2 barrier.



AVALANCHE BARRIER

2

8S

E

BARRIER

DEPLOYABLE

BARRIER HEALTH :

550

BARRIER DURATION :

8 seconds

AREA :

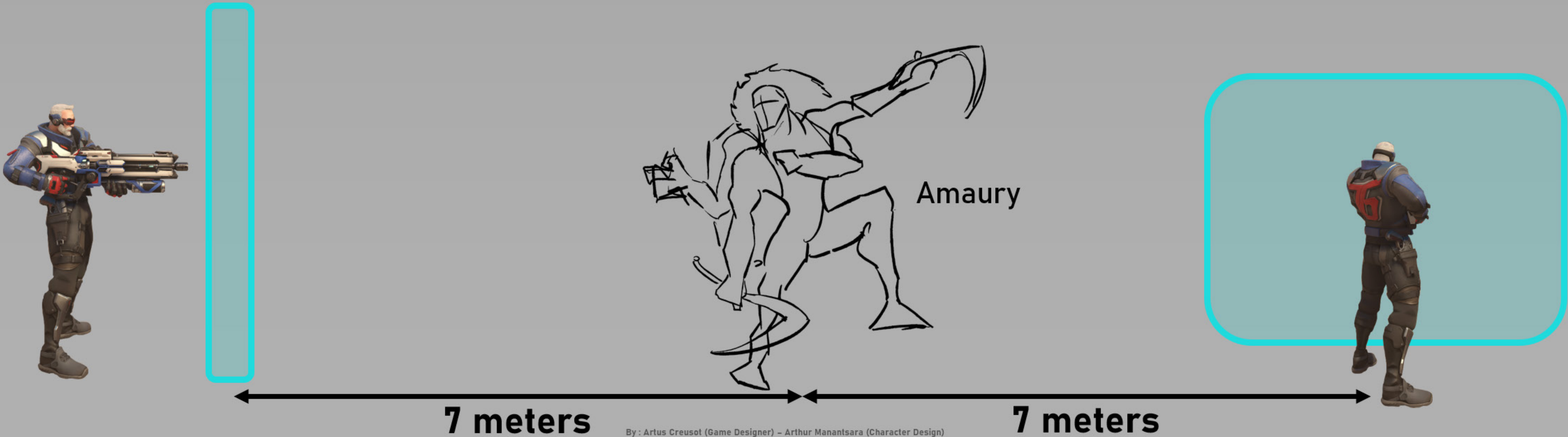
7 meters

AVALANCHE BARRIER

Avalanche barrier : configuration **low**



Avalanche barrier : configuration **high**



ABILITIES



Flare gun



Rappeling
ice axe



Avalanche
barrier



Extra breath



Anchoring

Extra breath

A Gives nearby allies one chance to revive at the location where you use your ability. You and your allies under the effect of the ability take more damage while the effect lasts. The area follows you and allies gain the buff when they enter the area.



EXTRA BREATH

2,650

A

RELOADS

PHASED

AREA OF EFFECT

IGNORE BARRIER

DAMAGE TAKEN PENALTY :

+30% damage taken

REVIVE HEALTH :

50% of max health

MOVEMENT SPEED BONUS :

+30% move speed

RADIUS :

7 meters

DURATION :

6 seconds

ABILITIES



Flare gun



Rappeling
ice axe



Avalanche
barrier



Extra breath



Anchoring

Extra breath

- If allies have the buff but the cooldown is finish, the buff disappear.
- If allies use an ultimate and die with the buff, the ultimate stops except if it's a deployable ultimate.
- If Amaury die, he revive at the revive point and extra breath stops.
- The revive point is indestructible but visible to allies and enemies alike.
- The revive point can be hacked and therefore disabled for the duration of said-hack.

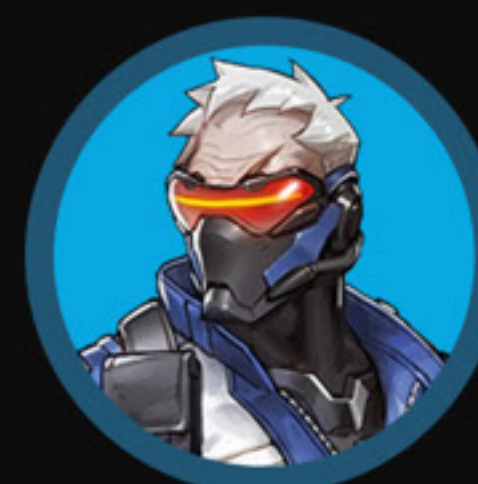
EXTRA BREATH



Revive Point



Amaury and the area
of extra breath



Ally

ABILITIES



Flare gun



Rappeling
ice axe



Avalanche
barrier



Extra breath



Anchoring

Anchoring

SPACE hang onto the walls.



Anchoring

SPACE

MOVEMENT

Hold down the space bar while facing a wall to hang on to it. Once hanging, the player can look around, shoot, and use their abilities. When they release the space bar, Amaury performs a small jump and cannot cling again until he touch the ground.

STORY

Amaury was born in a large city and raised in a loving and very protective family. As the Omniums crisis began to unfold around the world, Amaury's family became very concerned and decided to move to the countryside in eastern France, far away from the big cities that were more likely to be affected by attacks. Amaury left behind his friends and familiar surroundings and was apprehensive about his new life in rural France.

Curious by nature, Amaury ventured alone into the mountainous areas near his home and quickly fell in love with the nature that mountain exploration had to offer. At only 12 years old, he and his father went on an expedition to climb Mont Blanc, which was a revelation for him. Every year, Amaury and his father went climbing a mountain; it had become a tradition.

Four years after climbing Mont Blanc, Amaury and his father set off on a new expedition, but during their new adventure, an avalanche was triggered. Amaury was very lucky because he was only partially buried and was able to free himself. He found his father nearby but discovered that his leg was completely broken. Amaury began to panic, but his courage and nature prevented him from being overwhelmed by stress. He regained his composure and devised an ingenious rope system to carry his father, sometimes on his back, sometimes dragging him across the snow. He walked like this for several days.

Once they returned home and were safe, his story spread throughout the village and even reached neighboring villages and towns. Subsequently, Amaury trained as a high-altitude mountain rescuer and even specialized in the coldest environments, which are the most hostile to humans. He was soon sent around the globe to help numerous mountaineers, scientists, and other adventurers lost in the vastest snowy deserts or stranded in the world's most challenging mountains. Hope had just expanded its boundaries.

STORY

One day, Amaury received a very special mission, sent directly by Overwatch from Switzerland. He had to go on an expedition to find the Ecopoint Antarctica research station set up by Overwatch, with whom they had lost all contact after a major storm. Amaury accepted and set off. It was a rescue mission, and time was running out.

To reach Antarctica, he had to stop in New Zealand and was accompanied by a team specially assembled to take him there. New Zealand had recently been hit by fallout from a nuclear explosion in Australia, which had completely paralyzed transportation. Shortly after landing in New Zealand, a sleeper cell of Omniums took advantage of the country's weakness to invade, and Amaury had to go into hiding, hoping that the situation would calm down, as he was not trained in combat. While hiding in a building with the rest of his team, a shell landed and exploded, burying Amaury and his team under the rubble. He tried to get up and help his companions, but it was impossible; his legs wouldn't respond. He cried and, with great shame, shouted for help. He, who had helped others his whole life, found himself asking for help.

After the conflict had calmed down, Amaury was pulled from the rubble and taken to the hospital. He lost both his legs and the mission was a failure. He was unable to calm himself. For the first time in his life, his courage was not enough. He had become like a miner without a pickaxe, stranded on a planet of diamonds. Amaury was sent home to his village so that his parents could take care of him. Some people talked about early retirement...

STORY

Amaury developed a deep anger towards himself, even though it wasn't his fight, he had run away from those who needed him. With all the money he had accumulated during his missions, he bought state-of-the-art, robust cybernetic prostheses, usually sold to the military, to replace his legs. He trained relentlessly for many years to become one with them, with the aim of resuming his rescue activities.

However, the world had changed. Having been kept away from these wars his entire life, he came up against the wall of reality. To avoid reliving the humiliation he had suffered in New Zealand, Amaury trained in combat methods and became an extremely effective fighter.

To respond to new global challenges, Amaury was ready to do anything to keep hope alive, even in the most dangerous places on earth.



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