



Nawra

Overwatch Hero Design

By Rachel Li

Inspiration/Design Goal

Underexplored Theme

The introduction of Oasis reveals a new part of the Overwatch universe that is mysterious and beautiful. As the central hub for advanced scientific development, Oasis for sure has given birth to a number of heroes who would fight with amazing abilities and weapons powered by science. Yet, other than its subtle relationship with Vishkar Corporation, its story is seldom explored. I thus aspire to create the story of a hero from Oasis, the only place of nature and hope amid the desert of Iraq, and how they would contribute to the diverse world and battles of Overwatch.

Hybrid Hero Class

Through my gameplay experience and recent observations of Overwatch, I found that main tanks are not usually player's first choice to play. On the other hand, hybrid heroes such as Mei who is usually considered half tank and half dps, as well as Brigitte who supports and protects, are very popular choices in a variety of maps, as they can adapt to more styles of gameplay and team compositions. In light of this, I would like to introduce a hybrid hero who can support the team in creative ways that also gives players space for challenge and strategic planning, the two important elements that keep the game competitive and fun.

Nature's Elements

From the rework of Torbjorn's abilities and the introduction of Ashe we see the first appearance of fire damage in Overwatch Gameplay, a great addition to the family of Elemental Damage. As a nature lover and a great fan of Overwatch, I am very excited to see the game continuing to develop heros and strategies revolving around the idea of Elemental powers that would not only add to more play styles for players, but also highlight the power and spirit of nature seldom discussed in the Overwatch world. Inspired by the wonder and beauty of Earth's creations, I would like to propose a hero that implements another type of natural power: Plants.

Hero Backstory

Born in the city of Oasis, a place of high-end technology and advance science, Nawra believes in the power of science to bring peace to the world and to change people's lives in Arabia, just as how the eight founders of Oasis has brought prosperity and harmony to Iraq. Considering herself lucky to be born in the only city in the desert to be surrounded by plants and nature, she wishes to make the most of her passion in Botany and skill in biology and share the beauty of nature and Earth with the rest of the world.

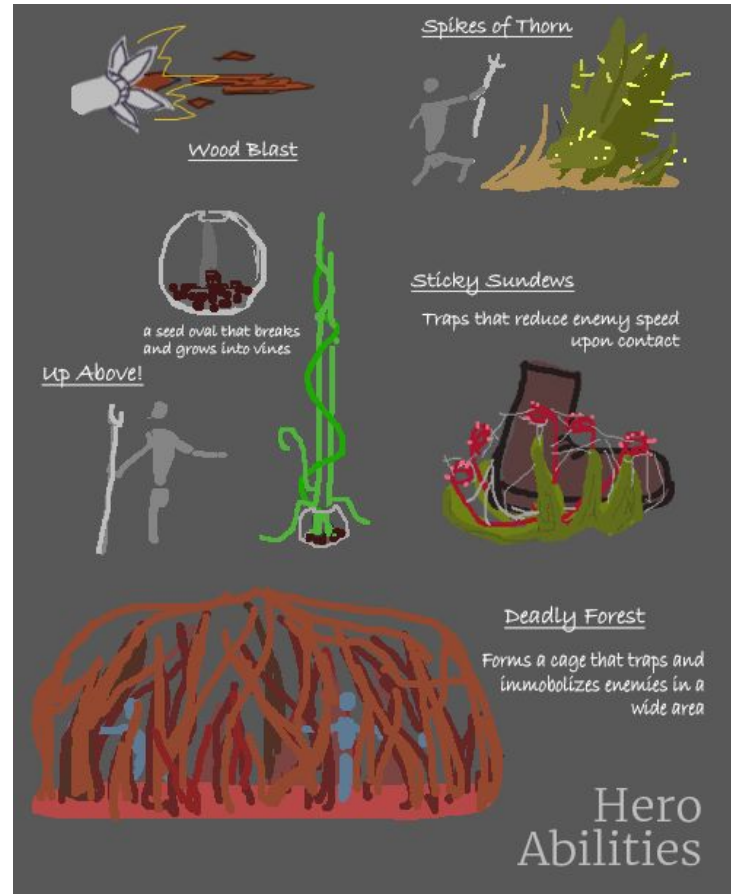
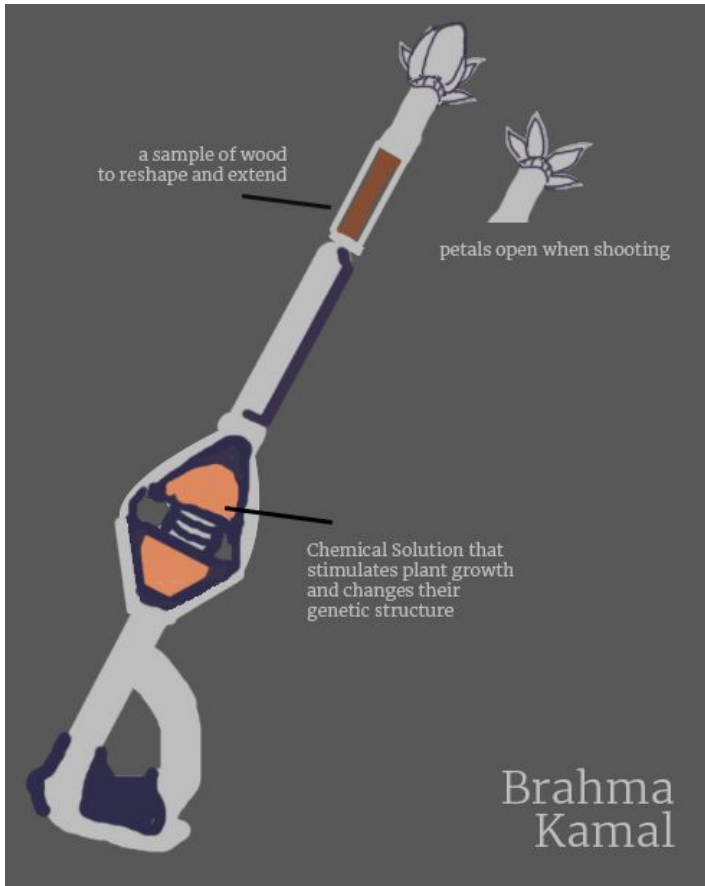
Hero Class

Tank/DPS

Hero Abilities

The word “Nauwa” comes from Arabic meaning flower and Blossom. Just as her name suggests, she thrives with the growth and blooming of plants. With her weapon Brahma Kamal she is able to rearrange the genetic structure in wood and plants to stimulate wood growth and reshape various plants, with which Nauwa fights and protects.

Weapon: Brahma Kamal--A futuristic styled Cane Gun that can reshape and extend the piece of wood at the tip.



Like A Tree(Passive): Nauwa starts restoring health after standing still for at least 3 seconds.

Wood Blast(Primary attack): projects shards of wood with Brahma Kamal.

Spikes of Thorn: spikes of cactus protrude out from a surface (wall or ground) to hit enemy, with their sharp stings causing enemies to bleed and lose health over a period of time.

Sticky Sundews: Nauwa attaches a Sundew to a surface that would stick onto and greatly reduce movement speed of the enemies when they get too close.

Up Above!: Nauwa casts a seed oval as a projectile that would grow into climbable vines for friendly players.

Deadly Forest (Ultimate): Grow a forest of trees that would trap and damage enemies in the area.