

Update 2XKO version 1.0.1.1

Riot Games has released the first update 1.0.1 for 2XKO, which includes a new content roadmap and balance adjustments for the entire first Season champion lineup.

2XKO's Early Access officially launched on PC on October 7, and before the servers opened, Riot Games released the first update - 1.0.1, which includes a new content roadmap and balance adjustments for the entire Season 0 champion lineup.

Here are all the details on the buffs and nerfs for each champion in this update.

Champion Balance – Version 1.0.1 (Season 0 Update)

Update 1.0.1 marks 2XKO's first balance adjustment, focusing on combo stability, fairness, and improving the combat experience for each champion.



General	Strengths (Buffs / Enhancements)	Weakness (Nerf)
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Ahri	<ol style="list-style-type: none"> 1. Stable combo in air and ground. 2. Spirit Rush moves smoother. 3. Hyper Spirit Rush damage slightly reduced (? 9). 	<ol style="list-style-type: none"> 1. Reduced neutral combo ability. 2. Spirit Rush cannot be followed up if the first hit misses. 3. Light attacks start 1 frame slower. 4. Spirit Rush Assist's hitbox is larger. 5. Stun duration when blocking is reduced by 1 frame.
Blitzcrank	<ol style="list-style-type: none"> 1. Fixed Fury Dash bug. 2. Steam effects do not disappear during 'screen freeze'. 3. Fixed scoring error when counterhit. 4. Normalized mid-air throw damage (210). 5. Rocket Grab is easier to combo. 	<ol style="list-style-type: none"> 1. Air Command Grab can no longer be used too close to the ground. 2. Removes block combo that connects directly to Air Command Grab.
Braum	<ol style="list-style-type: none"> 1. Bug fixes and stability improvements. 2. Main shield and support shield are wider. 3. Charge and basic attack damage increased. 	—
Darius	<ol style="list-style-type: none"> 1. Increase backdash speed. 2. Bleed damage from basic attacks increased. 3. Many technical errors are fixed. 	—
Ekko	<ol style="list-style-type: none"> 1. Increased Assist hitbox. 2. Reduced knockback when using Chronostrike mid-air for more consistent combos. 	<ol style="list-style-type: none"> 1. Timewinder is made 'riskier' to use.
Illaoi	<ol style="list-style-type: none"> 1. Increased tentacle attack hitbox width. 2. Charge causes wall collision effect. 3. Training mode has added tentacle option. 	—
Jinx	<ol style="list-style-type: none"> 1. Added ability to cancel Pow Pow to Fishbones. 2. Adjust Fishbones' inertia mid-air to open up new combos. 3. Fixed Zap!'s hitbox. 	<ol style="list-style-type: none"> 1. Super move 'P'Choo Bang Pew Pew Boom Boom' reduces damage by ~20%. 2. Fixed some minor combo loops.

Vi	<ol style="list-style-type: none"> 1. Fixed character locking error when changing pairs (Tag). 2. Improved collision and frame errors. 	
Yasuo	<ol style="list-style-type: none"> 1. Adjusted hurtbox and combo to avoid low profile. 2. Optimized Turbulent Wind's uptime when juggling. 	<ol style="list-style-type: none"> 1. Wind Wall cooldown is 4 frames longer. 2. Some combos are shortened or no longer guaranteed.

Champion Balance – Version 1.0.1.1 (Season 0 Next Update)

Patch 1.0.1.1 continues to refine balance, focusing on combo stability and nerfing champions that were too strong after patch 1.0.1.



General	Strengths (Buffs / Enhancements)	Weakness (Nerf)
Ahri	<ol style="list-style-type: none"> 1. Improved combo stability in the air and on the ground. 2. Increase hitstun to keep opponents closer. 3. Foxfire Rain Assist increases block stun duration. 4. Larger charm hitbox. 5. Spirit Rush travels further, mid-air combos are easier. 	<ol style="list-style-type: none"> 1. Slightly reduces movement speed and knockback. 2. Keep damage reduction from previous version.

General	Strengths (Buffs / Enhancements)	Weakness (Nerf)
Blitzcrank	<ol style="list-style-type: none"> 1. Slightly increased Kara Command Grab distance. 2. Move with Steam holds opponent closer to connect Super. 3. Rocket Grab and Air Purifier work more stable. 	<ol style="list-style-type: none"> 1. No damage reduction, but still keeps the limit for Air Grab.
Braum	<ol style="list-style-type: none"> 1. Main shield and wider support. 2. The normal attack is stronger. 3. Glacier Breaker and Winter's Ride stun longer with Assist. 	-
Darius	<ol style="list-style-type: none"> 1. Backdash speed slightly increased. 2. Bleed effect from normal attacks is stronger. 	-
Ekko	<ol style="list-style-type: none"> 1. Timewinder falls slower ? adds cooldown. 2. Timewinder cooldown increased from 41 ? 47 frames. 3. Super Mega Timewinder reduces block stun by 2 frames. 4. Reduces advantage when throwing opponents to eliminate 1-frame combos. 5. Tangled Timeline ends when the opponent falls. 	<ol style="list-style-type: none"> 1. Obvious nerf to Timewinder and Super. 2. Completely remove the Tangled Timeline combo.
Illaoi	<ol style="list-style-type: none"> 1. Adjusted average skill launch speed to differentiate between hits. 	<ol style="list-style-type: none"> 1. Increases the startup frame of medium abilities by 1.
Jinx	<ol style="list-style-type: none"> 1. Nerf super power Zaaaapp! 2. The final hit has a higher damage reduction factor. 3. The combo after Zaaaap! is shorter. 	<ol style="list-style-type: none"> 1. Nerf heavily into damage and combo ability after super move.

General	Strengths (Buffs / Enhancements)	Weakness (Nerf)
Vi	<ol style="list-style-type: none"> 1. Reduced vertical hitbox. 2. Increases height and thrust range when attacking airborne opponents. 3. Flying Knee hitbox is higher. 4. Vault Breaker damage ?5. 5. Slightly increased charge follow-up damage. 	<ol style="list-style-type: none"> 1. Vault Breaker is 5 damage weaker. 2. Changing the hitbox can make old combos less stable.
Yasuo	<ol style="list-style-type: none"> 1. Maximum health reduced from 1000 ? 975. 2. Many basic attacks and skills have increased start-up time. 3. Steel Tempest and aerial attacks have longer cooldowns. 4. Settling Gale from +2 blocks ? ?? blocks. 5. Limit hitbox/hurtbox to reduce neutral mobility. 	<ol style="list-style-type: none"> 1. Heavy nerf: reduced health, reduced frame advantage, increased recovery on many core skills.

2XKO 's Season 0 update marks Riot's first attempt at rebalancing the entire meta, making matches fairer before the official global launch.

Did your favorite champion get 'nerfed', or are you an Ahri main who just got a huge buff? Share your thoughts in the comments section below.

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