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## Snow owl ark genesis

This article is about content only available with Steam, Xbox One, PS4, Epic Games.This creature, item or feature has not yet released a version of nintendo switch. Snow owl (Sno-Aoul) is one of the ark birds: Survival evolved. Background[edit source] Documentation[edit | edit source] This section is intended as an exact copy of what was written by survivor Helena Walker, the author of the dossier. There may be some differences between this text and the in-game creature. Wild Discovering Bubo chinookus was a pleasant surprise. Owls are remarkable creatures, but they're not the type that could survive an extinction-level event on their own. Since it never strays from the patch of frozen tundra we encountered, I believe obelisk was the key to its survival. Clearly a descendant of modern Strigidae, Bubo shares many features with smaller ancestors. For example, it emits waste in the form of pellets, which makes excellent fertilizer, and their large wings allow them to save energy during long, quiet flights. They even hunt in the same way: diving into the ground to attack their victim with strong vouchers. However, these talons also release chemicals with high freezing point to slow down their prey, and they can even unleash this chemical in a wide cloud by temporarily freezing their enemies. Tame with his quick flying and icy attacks, Bubo makes a great one-rider support mount or scout. The latter helps its immense vision, which it can share with its rider using its antenna. This not only makes enemies easier to see, but Bubo can also spot element veins with ease, even if they're underground. – Helen's behavior edit source] Majestic and giant Snow Owl flies around the Snow Dome, occasionally landing to kill animals or rest. It is an aggressive creature against almost everything in sight and can easily spot any animal hiding because of its thermal vision. Completely accustomed to its habitat, it is sure to be one of the most powerful predators in the Snow Dome aside from the massive Dire Wolf packs roaming snow forests. Appearance[edit | edit source] Snow owl is a huge owl that prefers to live in very cool regions. It looks and handles similar to Argentavis, although it is usually whiter in color camouflage, has a thicker body, and a larger tail. Its face is wrapped tightly tendrils spoiled element, and its eyes look almost robotic in nature. Its wings are incredibly long, and the ends are usually placed with a darker color than the body, usually gray or black, with the legs and head usually corresponding to that color. Crowning the top of its head has four large antennas that give it thermal visibility capabilities, which using these antennas it can share with its rider. Color scheme and regions[edit | edit souay source] This section displays the Natural colors and regions of snow owls. For demonstration, the regions below are colored red over the albino Snow Owl. The color squares visible below each region description are colors, the snow owl will randomly spawn with to provide a general range of its natural color scheme. Hover over color to display its name and ID. For example, cheat SetTargetDinoColor 0 6 would paint Snow Owl's body the main magenta. Region 0: This creature does not use body main region 1, Region 2: Wing Miss Region 3: Spots Region 4: Body Lower Region 5: Body Highlights Drops [edit source] Raw Meat Hide Base Stats and Growth[edit [edit source] Note that creatures will have different stats for survival in the fittest motion base speed Sprinting Speed Endurance Wild Tamed Wild Tamed Walking 260? N/A N/A 4 Swimming 300 ? Flying 6000? 1680 1680 0.325 attack value Melee strength cost seizures range description base minimum activation 0 650 60 400 attack type damaged projectile value torpor value status effect: strength status effect: torpidity impulse pulse radius base mult duration damage mult amount duration Damage Mult Amount Melee 25 Encapsulate Stamina Cost Attack Range Description Base Minimum Activation 0 0 0 Predator Stamina Cost Attack Range Description Base Minimum Activation 0 0 0 Wild Stats Level-up Tips values wild creature to see if on which the stats it highlighted. The green value of a high-level creature is very good for breeding. If you are already accustomed to your creature you can try to recover the breeding stats with an external tool. [1] Snow OwlThe stat-calculator doesn't work in the mobile view, see here alternatives: Apps Note that once a creature is tame it receives bonuses for some stats depending on taming efficiency. This makes it difficult to recover levels of a domesticated creature, so this tool is just wild ones, but gives the first impression of how well the stats are distributed. Combat [edit [edit source] General [edit source] They have very high speed and use a dive ball attack similar to Griffin. It can also curl up and freeze itself in a place during which it will heal itself and others around it. However, it will not use any special capabilities in the wild. Strategy[edit[edit source] Crossbow or rifle can be used to kill a snow owl without taking much damage. An owl, like Argentavis, will attack something near it relentlessly until it dies, so melee weapons and fasteners can also be used. It should be noted that Snow Owl takes reduced damage from headshots, so the target is the body. Weapons[edit source] Use a ranged weapon – A crossbow, rifle, or connection bow will work perfectly here. 15.&lt;/Color[D&gt;: &lt;/ColorRegion&gt;:source] Snow Owls are very fast and usually end up in group 2 or 3. They carry less damage from headshots to ranged weapons as well. If a struggling player with a snow owl, they can dive, freeze and heal all at once. Snow owls have greater base damage than Argentavis, and they are also faster. Weakness [edit | edit source] It has a wide turning radius, similar to Griffin, so circling around it can kill or knock it out easier. Taming [edit source] Taming Food[edit Source] Note that values are optimal cases, always give extra supplies! For a level-dependent number of resources, try the external backing &lt;.1&gt;:calculator. Ingredients for Superior Kibble: 2 × Citronal, 1 × Prime Meat Jerky, 1 × Large Egg, 5 × Fiber, 2 × Rare Mushroom, 1 × Sap, Water Preferred Food [edit source] Superior Kibble Raw Mutton KO strategy [edit source] Snow Owl can be knocked out through the standard Knockout method Arrow Tranqs. However, a snow owl can die if the arrows are used as an owl's rather low base health, especially if it's been in a fight. Using a Longneck rifle with Tranq Darts is recommended. Similar to Argentavis, you can trap it by taming a pen to prevent it from flying away. A snow owl is pretty hard to tame tranq (27 regular tranq darts), but once tranqed you will need no more drug even level 150. If you don't have enough resources to trap then kite it with managarmr or argentavis (be wary of speed) while making other players argentavis and having that player shooting it with tranqs. Utility [edit source] Roles [edit | edit source] Transport: Similar to other flyers, this creature is excellent for getting around the map because Snow Owl has pretty high speed and decent stamina. Speed is improved because it can slide a lot like Griffin. If you are accustomed to the flying mechanics of Griffin you will be right at home with snow owl. It is even more useful in dangerous areas such as Sulfur Fields or Ragnarok's Murdersnow, due to the ability to heal the rider, but frozen, making hypo/hyperthermia less of a problem. Also, the printed Snow Owls have increased the speed of movement, which gives them an even better edge over their flying competitors. (Level weight and durability) Carrier: Although not as capable of carrying items like Argentavis or Quetzal. Snow Owl can carry more than Pteranodon, and is faster than Argentavis and even Pteranodon while gliding. Its improved durability allows it to travel long distances. (Level of durability and weight. Health is optional depending on the conditions of the PvP.) Battle Mount: Snow Owl has similar fighting abilities to Argentavis that can be used both as an injury dealer and hit and run while gliding. If the Snow Owl is hurt, it can fly off to heal by freezing itself. (The level of health, damage, and endurance.) Scout: A snow owl has the ability to sense any target with its infrared vision using the default button C (Predator Sense). This is useful for PvP if you're chasing an enemy survivor through thick foliage and need to maintain vision. Dive-Bomber: Like Griffin, a snow owl can dive straight down and swipe targets. Unlike Griffin though, when diving straight to the ground, all enemies around the point of impact will not be killed, but slowed down for 5 seconds and giving them damage resistance. The snow owl dives completely quietly. Support: Using Alt Fire (Default Rmb) Snow Owl capable of freezing nearby creatures while holding Alt Fire. This process also heals nearby creatures, meaning enemies as well. It lasts 3 seconds after the owl thaws out. When used in mid-air, the Snow Owl will carry out the Ice Crash, dropping like a rock and freezing any creature where the owl lands in ~5 seconds. It consumes the stamina of a single creature frozen, possibly tiring of your Snow Owl. Be wary of when you use this ability. This ability can be paired with domesticated to prevent damage without taking any. Tame support: A snow owl can be a tamer's best friend because it has so many qualities to help with taming. First off, it is the only creature that can heal wild creatures. It's very helpful for taming high torpors/low-health tames (Gallimimus, Dire Bear) because you can calm them down and heal them, if they look like they're going to die, then go knock them. Secondly, their icy crash ability (freezing in the air) can be helpful to even knock Quetzals out of the sky if you land on your back. This can allow you to normally trap it after it hits the ground. (Do note that you have to start a flight after hitting the back of Quetzal or you are taking heavy fall damage, possibly killing your Snow Owl in one fall if you're not careful.) They can also freeze gasbags and deflate them, allowing for more damage to be addressed by knocking them out. Finally, by holding down the ability to freeze you can block the creature in a place that is trapped. You can still place the structures by driving on the back of a frozen snow owl that allows you to trap the creatures while they are frozen. Healer: A snow owl can freeze themselves and other creatures to restore health and get severe damage to resistance, however they can't do anything but frozen. It costs about 250 endurance per second and heals units of about 40 health per second and cannot be improved. It is better to heal smaller creatures. In Patch 286.103, changing the heal mechanic, it was mentioned that the heal was based on owl-based health. Individual tests noted that with 8,500 total health, about 60 zS per second could be achieved. More testing is needed to make sure this is how it works. Fertilizer: Snow owl spews out (disembarkation)Snow Owl Pellets that provide 50,000 slightly lower than Fertilizer. Loot Manufacturer: Snow Owl Pellets are also used as food for Gacha to get a valuable loot from Gacha Crystal Travel: Snow Owl is similar to Argentavis in terms of speed, but its dive capability gives it an edge over Argentavis. Moreover, it is the only flyer that gains speed when printed, which gives it an advantage over its flying competitors. With great speed and exceptional stamina, it makes for a great traveling companion. Base infirmary: Although not as effective as Daedon, Snow Owl's healing ability is much cheaper to maintain, as Daedon eats food with troughs when healing. This allows snow owl to act as an early alternative to Daedon, healing damaged creatures for your own base of safety. (Level Health to increase the rate of healing effect, and stamina to increase the duration of each heal.) Collectibles [edit [edit source] Resource Efficiency Raw Meat? Notes/trivia [edit | edit source] For information specifically relevant to the real world Snow Owl, see the relevant Wikipedia article. Its scientific name, Bubo chinookus, probably means Owl with Foehn wind in Latin. Chinook is a Foehn wind that is kind of dry, warm wind that takes wind on the side of the mountain range. Wild Snow Owls can't harm wild herbivores, but will still continue to attack them relentlessly. This is a feature shared by Griffin, which some of its abilities have shared from. Bolas could use the release of the disappearance, but it was unexpected and down v286.103. There is a mistake when freezing other players while they are immobilized by Bola, after freezing the player than they can move while the Bola effect is still present on them. Before v287.100, attacking corpses will cause it to get Rapid Regeneration much like Argentavis. Performing a glide mechanic, if the Snow Owl picks up right before it is supposed to hit the floor, The Snow Owl will land, but still walk at the speed it's flying. If the Snow Owl rises while walking, its speed will double. It can be used over and over, causing Snow Owl to be the best flyer to cross the map and avoid threats, and has a feature shared with Griffin. Performing freeze capabilities while on the ground is a viable method for producing snow owl pellets. Be wary of its food however, as constant consumption of durability will cause food to drop. The icon that appears in feces when it defecates is colorful pink, much like Gasoline (Gas-Crafted)'s colorful pink chemistry bench. You can use Snow Owl's healing ability to keep baby dinos alive if you run out of food. Healing a baby above the maximum hp it may be in its current maturation percentage is meaningless because hp will go back down to the maximum it can have. Changelog[edit | edit source] Patch players go into a strange position after being affected by its ice ball Snow Owl encapsulate the healing amount now based on owl-based health, instead of healed Dino-based Health Set Owls Not Poop, so often they are more rare resource No longer immobilized by Bolas 287.100 No longer gets rapid regeneration buff when consuming corpses 309.53 Players recover 50% faster from the frozen state left with Snow Owl dive Remove Snow Owl heal impact on enemy players and enemy tamed creatures (wild creatures still affected) Snow Owl dive slowly is reduced to 2.5 seconds in spotlight[edit source] Gallery [edit [edit source] Torn documentation snow owl. The head of the creature is seen in the community crunch 143 Snow Owl, as seen in the teaser image of extinction. Snow owl, as seen start the trailer extinction. References[edit] edit source]

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