

# <u>Mercy</u>

Support



Health: 200 Armor: 0

Shield: 0 Total: 200

## Caduceus Blaster

Mercy shoots a round from her sidearm. It's best reserved for emergency personal defense.

Type:

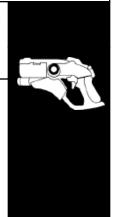
Damage: Projectile speed: Rate of fire:

Ammo: Reload time: Headshot: PvE: Linear projectile

20 45 M P/S

5 Rounds P/S 20 1 Second

Yes No



# Regeneration (PASSIVE)

Mercy automatically heals over

time.

Healing: 20 health per

second after not being damaged for 1 second.

PvE: No

Angelic Descent

Propelled by her Valkyrie suit, Mercy slows the speed of her descent from great heights.

PvE:

No



# Caduceus Staff

Bastion restores its health; it cannot move or fire weapons while the repair process is in effect.



## Guardian Angel

Bastion transforms between its two primary combat modes to adapt to battlefield conditions.



Type: Damage: Healing:

Maximum range:

Duration: PvE Target Locked Beam +30% damage boost

60 health P/S

15 M

Until cancelled

No

Movement

Speed:

Maximum Range: Cooldown:

PvE

20 M P/S

40 M P/S (Valkyrie)

30 M

1.5 Second

No



#### Resurrect Valkyrie (ULTIMATE) Bastion restores its health; it Bastion transforms between its two primary combat modes to cannot move or fire weapons while the repair process is in adapt to battlefield conditions. effect. Healing: Restores full Damage: Chain damage health to a fallen boost Maximum range: Healing: Self-regen ally Casting time: 5 M Chain heal Cooldown: 1 second allies PvE: 9 M P/S 30 seconds Movement speed: No Projectile speed: 90 M P/S Ammo Infinite Duration 20 Seconds Charge required: 1625

PvE:

Can carry other friendly heroes