



Mercy Support *		<u>Caduceus Blaster</u> Mercy shoots a round from her sidearm. It's best reserved for emergency personal defense.		
Health: 200 Armor: 0 Shield: 0 Total: 200	Type: Linear projectile Damage: 20 Projectile speed: 45 M P/S Rate of fire: 5 Rounds P/S Ammo: 20 Reload time: 1 Second Headshot: Yes PvE: No			

<u>Regeneration (PASSIVE)</u>		<u>Angelic Descent</u>		
Mercy automatically heals over time.		Propelled by her Valkyrie suit, Mercy slows the speed of her descent from great heights.		
Healing:	20 health per second after not being damaged for 1 second.	PvE:	No	
PvE:	No			

<u>Caduceus Staff</u>		<u>Guardian Angel</u>	
Bastion restores its health; it cannot move or fire weapons while the repair process is in effect.			
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



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