

Joan Veracruz was a simple man who lived on the Iberian Peninsula as a UN Pathologist (disease scientist). Null Sector omnic terrorists developed a nanotech disease that affected both omnic and humans, figuring that omnic living among humans have caved into their control.

Joan worked for days in his lab, keeping his daughter closeby in the safe environment. That is, it was safe until rioters and looters threw a brick through a window, letting the gas inside. Knowing his time was limited, he put his daughter in the sterile store-room and worked through the pain of boiling flesh. He applied loose gauze to the tissue undergoing necrosis, hoping to delay his end. He believed to have recreated a counter-nanite to cure the disease, but his body was too weak to crawl to the store room.

Fading in and out of consciousness, he recalls seeing Angela Ziegler of the recently disbanded Overwatch.

“Life signs detected. Heat. Heartbeat. He is erratic and dying, I could...” Joan’s hope was raised

“Nein, not another Gabriel” he heard, as she turned away clasping a black vial.

Joan’s failing lungs gave out a wheezing “no! Mi hija!” but she was gone.

Once again, black.

A shadow covers the flickering light bulb. “You’re too alive for me... but you must be smart... useful, even. That witch left you to die...”

A boney mask comes close to the bandaged man’s face. “...Not me. You’re coming with me.”

Black.

A helicarrier’s jets roar. Gravity leaves. All Dr. Veracruz can think of is his daughter in the unpopulated wasteland.

Black

White

Blinding White

Heart Rate Monitors going off, hushed voices, gasps of surprise from masked surgeons... Pain. SO MUCH PAIN. Flesh has fused with bandages. Disease and Cellular Regeneration collide to create agony that can only be eased momentarily... by feeding.



He is kept in an airtight cargo box and dropped into populated areas for bioterrorism or as a diversion for Talon operations. Reaper/Widow don't give life signatures so Basilisk won't turn on them. Talon grunts are consumed. Sombra must stay invisible, and she doesn't trust Basilisk.

White HP/Armor/Shields = 400/200/0

Passive: Toxic Presence - 10m radius of 15dps, doesn't go through walls.

Heals Basilisk's White health, but not his Armor health, 1 point for every 3 damage dealt with **Toxic Presence**. Without armor his movespeed is boosted to Genji's 6m/s

LMB: Catalytic Scalpel - 8 rusty, dissolving scalpels are held by bandage-like tentacles. His arms are always bound, never used for combat. Reload animation is pulling scalpels out of his own bandages. 2 rps, 40 damage, enemies hit take 2x damage from **Toxic Presence**.

RMB: Chaos Cell - Basilisk's cells stream forth from his body as a beam. If an enemy is hit for 1s straight, they lose 50% of their health and Basilisk is teleported on top of them. (uses the enemy's cells to build himself a new body). Great for jumping groups of enemies with his Passive. 6s cooldown

Shift: Concentrated Toxin - Basilisk's aura is reduced to 5m, his movement speed is boosted, his damage aura has double damage, and 100% of **Toxic Presence's** damage done heals Basilisk. 4s duration, 15s cooldown. Basilisk makes a LOT of noise (groans, screams) when using Shift, telling enemies to run.

E: Petrifying Cloud - Throw a grenade, when lands, creates a 5m radius field that slows enemies like they're about to be frozen like Mei, and "hacks" appropriate abilities. Lasts 4s, 6s cooldown.

Q: Horseman of the Plague - Same effect as Shift, has 10m radius, every ally/enemy in 10m radius creates their own **Toxic Presence** as well, and this "networking" can create a chain reaction. Forces enemies to disperse like D.va Mechspllosion

Synopsis: I know it's a long read, but thank you for getting this far. The passive works like a Boss Battle with 2 stages. Armor is tough to chew through, but once he's down to low health he constantly regenerates while feeding and moves fast enough to jump on enemies.