

Lilith

Real Name: Lilith Atriumara
Height: 5 ft. 7 in. **Age:** 23
Nationality: American

Occupation: Government Weapon
Base of Operations: Washington, D.C.
Affiliation: USA Government
Talon (Secret agent)

(Difficulty)
☆☆

"Intel can only be discovered by getting close"

Role: Melee Damage

HP: 250 (150/0/100)
Movement Speed: 6 m/s

APPEARANCE

Lilith is a Succubus. She has long, black curly hair. She wears silver chest armour and ripped jeans. Her choice of footwear is a pair of sneakers. Her skin is a pale grey. Her eyes are flaming red and she wears black lipstick. She has small red + black wings. Her blade is black with silver accents. Flames are burning on the tip of the blade.

BACKSTORY

Waking up in an experimental subject facility, Lilith knew nothing about herself. The scientists said that she had amnesia - 'from the trauma she experienced', they claimed, but she suspected it was to make her more compliant. She was told that she would be trained to be the perfect spy, seducing and influencing her targets via modified pheromones. The scientists had already taken precautions, of course - the staff was made up primarily of women - since they weren't attracted to Lilith, her powers didn't work. Throughout the following years, she learned more about her powers - using pheromones, she could induce a trance-like effect, compelling the weak-willed to follow her commands.

When she was released, Lilith was a master of seduction - of both her new powers, and the regular variety. She was also highly trained in martial arts, and firearms, although she took a liking to the blade. Throughout her training, she kept having glimpses of her past - a quiet day at the coffee shop, an exciting date - but the most important memory she kept remembering; a Talon operative, their knife embedded within her chest. Blaming Talon for her current state, she worked with the government to infiltrate Talon and take it down from the inside.

She became a deep-cover operative, covertly sending information to her superiours to use against Talon, until she was all but a high council member, a rank she could never obtain. After a few years of espionage and counter-espionage, funding was cut, and Lilith eventually had to retreat from Talon, taking a new name. Now hired by the US to hunt fugitives, Lilith is

increasingly discontent, wondering whether she should try to take Talon down alone, or stick with the team...

Hero Kit

Passive	Killer Instinct	Upon eliminating an enemy, Lilith supercharges her next swing, dealing extra damage. Damage Increase: 50%
Main Attack (L Click)	Pyro Blade	Liith swings her blade, slashing enemies in her path. Type: Melee Damage: 45 Afterburn: 5 dps, deals damage to enemies until they hit 20hp Afterburn lasts: 2 seconds RoF: 3 per second Range: 3 metres Swing amount: can damage 160 degrees in front of her Clip size: UNLIMITED
Alt Attack (R Click)	Love Scars	Using her demonic powers, Lilith floats a small distance where she is looking. Floats: 4 metres Float speed: 10 m/s Note: locks out all abilities, allowing use for primary. Cooldown: 5 seconds
1st Ability (Shift)	Kiss of Death	Lilith teleports behind an enemy of her choice as long as they are in her range and sight, kissing them. This reveals them to your team, and you place a constant burn effect on the target. Type: Skillshot Reveal length: 5 seconds Afterburn: 10 dps, cannot damage past 20hp Afterburn Lasts: 4 seconds Range: 20 metres Time to teleport: 1 seconds Cooldown: 12 seconds (starts after reveal ends)
2nd Ability (E)	Eternal Scream	Lilith pulls an enemy in front of her with a fire beam, and barrages them with attacks. After that they get significantly knocked back. Type: Skillshot Projectile Projectile speed: 30 m/s Range: 15 metres Attacks: 7 (deals 15 damage each swing)

		Knockback: 6 metres NOTE: your body and camera angle are locked during this ability Cooldown: 10 seconds (starts when enemy gets knocked back)
Ult. Ability (Q)	Seduction	Lilith sucks all enemies around her towards her, they then get rooted for a short duration. Doing this locks you in place, but you can still use your primary which does more damage and has lifesteal. Suck Range: 8 metres Pulls: 6 metres Root: for 4 seconds Wind-up: 0.75 seconds Damage increase: 50% Lifesteal: 10% Note: Passive does not apply Charge required: 1720 Self + Enemies: "I will make you mine" Allies: "I have them all to myself"