

A GM's Guide to Stadium Mercy

(Now Updated for Season 3)

Quick word from A_Lords_Rose:

My latest update for season three, like season two, has also been removed from the Mercy Subreddit. If updates are needed, I will change the docs here or use the stadium site instead.

To those of you who see this guide, I hope it serves you well.

CHANGELOG:

SEASON FOUR IS COMING VERY SOON!

8/31/2025 (Season 3 Update)

- *Added in Main Mercy Builds Section*
 - *Updated Round 1 Items and Powers*
 - *Added Full Support Mercy Playstyle Section*
 - *Added Glass Extra Full to "I do not recommend" Round 2*
 - *Edited the Mid-Tier Item List*
 - *Added "My go-to" Infographics for each round*
 - *Added A Possible Contender Section*
 - *Removed "I do Not Recommend" section for Round 1*
 - *Removed Out-of-Date General Tips*
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Archived Updates

If you would like to access the old Healbae guide - here is a link.

<https://docs.google.com/document/d/1CQO1KBC4YdLZEaU6BLi96WaU-z7Oy12tUe7KPIdhR1w/edit?usp=sharing>

6/26/2025 (Season 2 Update)

- *Updated Item Prices*
- *Added General Tip 8*

- *Added Serenity to Round 7*
- *Added New Infographics and Quick Reference Images*
- *Added New Playstyle Guides*
 - *Help - I'm Getting Wrecked!*
 - *Average Mercy*
 - *Glass Cannon Mercy*
- *Edited "I Do Not Recommend" Sections*
- *Removed Battle Medic from Round 2*
- *Removed Glass Extra Full from Round 7*
- *Removed Blessed Boosters from Core Build*

4/27/2025 (Season 1 Adjustments)

- *Added Battle Medic Power for Round Seven*
- *Added Mercy's Stadium Stats Explanation*
- *Added New General Tips*
- *Added Several New Infographics/Quick Reference Images*
- *Added New "I Do Not Recommend" Sections*
- *Added New Mid-Game and End-Game Item Lists*
- *Removed Niche Information Section*
- *Removed Glass Half Full from Round Three/Four*

General Tips for Mercy in the Stadium

1. Always spend your cash. Do not hang onto it.
2. Just like in regular competitive, you are the most important person on the team. You cannot heal, damage boost, or rez, if you are dead. **Don't die.**
3. Most of the time, you cannot hard pocket a dps and ignore the rest of the team, there is too much damage in this game mode and your second support needs you.
4. Be **VERY CAREFUL** going for risky rezzes, your survivability comes from mobility and good positioning, if you go for unsafe rezzes you'll probably faceplant due to the damage in this game mode.
5. Always keep your **Threads of Fate** secondary target in mind, if you are going to heal someone else, don't heal your original target to full, let the second beam finish them off. Always be swapping your beam target every three seconds. It just needs to be a quick flick.

6. Do your math. There is no way for me to know how much cash you have on hand after the first round, so please judge what you can buy each round for yourself. Sometimes this can mean taking more, lower quality items, rather than a singular big one.

Mercy Stats Breakdown



What are the Main Mercy Builds?

Please note that these are just **some examples with quick explanations**. There can be a lot more variety than what has just been listed.

Main Healer

You don't even know what damage boost is and you're okay with that. All you want to do is drag out the fights for as long as possible because you like to see *big number on scoreboard*. If you're healing more than anyone else, it means you're the best!

Powers: Threads of Fate -> Triage Unit -> Serenity -> Protective Beam

Items: Weapon Power/Attack Speed

Rez Farmer

Rez is the most broken ability in the entire game, so doing rez as often as possible must be the way to go. Who cares about healing if I can just bring back my fallen teammates whenever they faceplant!

Powers: Threads of Fate -> Renaissance -> First Responder -> Serenity

Items: Cooldown Reduction and Resurrection Rangefinder is a MUST.

Tankcy

I'm really bad at positioning and terrified of death. I go for rezzes in the middle of the teamfight and no one can kill me, but they don't care about me either because I'm not really doing anything else.

Powers: Serenity -> First Responder -> Renaissance -> Threads of Fate

Items: Anything in the Survival tab

Battle Mercy

They took away Crep Circle? - Sounds like it's a problem for my teammates. You are dps Mercy who doesn't give a fuck. You heal when there's no enemies around (or maybe when someone is critical...if you're feeling generous). You bring the damage and that is all you care about. Fight me.

Powers: Battle Medic -> Tethered Tourniquet -> Serenity -> Renaissance

Items: Weapon Power/Attack Speed, *Commander's Clip* is a must-have.

AP Mercy (also known as GA Mercy, Whambulance, or Slambulance)

A fun build where Mercy goes zoom zoom all over the place. This build offers Mercy burst healing in exchange for a new gimmick where your GA heals your target. You will be really difficult to catch in low ranks but constantly out of position and in line-of-sight because your GA. Oops!

Powers: *Threads of Fate* -> *Whambulance* -> *Triage Unit* -> *Serenity*

Items: Ability Power/GA Items

Hard Pocket

You have your duo and you will shove your staff up their butt the entire match. This build is fully dedicated to them, and as far as you're concerned, you and your partner are the entire team. 2v5 let's go!

Powers: *Supply Surge* -> *Distortion* -> *Triage Unit* -> *Protective Beam*

Items: Weapon Power/Attack Speed items (or survivability) but you will always rush *Chain Evoker* for that extra 5% Damage Boost ASAP.

Okay these are nice, but what do I recommend...?

Full Support Mercy Guide

For those of you who prefer to look at things on stadiumbuilds I made a stadiumbuilds guide for you all here. <https://stadiumbuilds.io/build/948bc822-895f-4c64-833f-dca852b1d3a8>

Playstyle

This build plays very similarly to regular, role queue competitive Mercy.

It is a very high impact build, but that impact is not often felt through your own gameplay. You cannot do insane Battle Medic plays or GA shenanigans. That being said, this is a build with a very high skill ceiling - you constantly need to be aware of your own teammates to a degree unlike ever before.

This is not a Tanky build, you have very little protection. Heal and boost from a safe position, stay out of line of sight at all times, and utilize **Threads of Fate** to get around tricky corners whilst still staying safe.

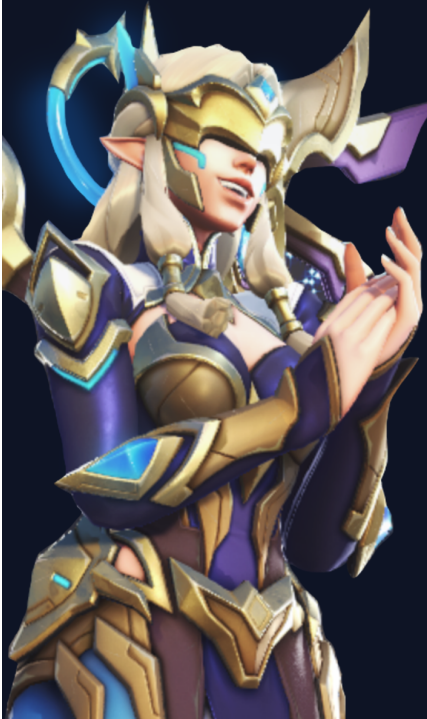
Damage Boost to Healing ratio will vary depending on your second support, but you will always want to be pushing 60-70% damage boost. General rule of thumb is to always be damage boosting first, and only healing when someone is critical health or when the fight is over.

Always keep **Supply Surge** in mind. Use it as often as possible whilst giving the cooldown to the teammates who need it most with **Threads of Fate**. Whenever you have your ultimate, wait to use it until you have **Supply Surge** ready to go so you can use it on your entire team TWICE during your Valkyrie.

Quickreference Image

Full Support Mercy

Stadium Guide by A_Lords_Rose



POWERS

THREADS OF FATE
POWER
[Caduceus Staff] chains to your previous target for 3s. at 35% effectiveness.

SUPPLY SURGE
POWER
Reloading [Caduceus Staff] grants allies affected by it 20% Move Speed for 2s, restores 50% Ammo, and reduces their cooldowns by 2s. (10s Cooldown)

TRIAGE UNIT
POWER
When using [Guardian Angel] on allies below 50% Life, they receive 25% more healing from you for 3s.

PROTECTIVE BEAM
POWER
[Caduceus Staff] targets above 50% Life gain 10% Damage Reduction. [Caduceus Staff] stays tethered 1s longer to allies not in line of sight.

RENAISSANCE
POWER
After successfully using [Resurrect], activate [Valkyrie] for 5s.

ITEMS

STARTERS

COMPENSATOR
5% Weapon Power
(Caduceus Staff, Caduceus Blaster)
1,000 SELL

WEAPON GREASE
5% Attack Speed
(Caduceus Staff, Caduceus Blaster)
1,000 SELL

ARMORED VEST
25 Armor
1,500 BUY

MID-GAME

TALON MODIFICATION MODULE
15% Weapon Power
(Caduceus Staff, Caduceus Blaster)

ADVANCED NANOBOTICS
5% Weapon Power
(Caduceus Staff, Caduceus Blaster)
After healing an ally, gain 10% Attack Speed for 3s.

AFTERMARKET FIRING PIN
10% Attack Speed
(Caduceus Staff, Caduceus Blaster)
5% Move Speed

END-GAME

CHAIN EVOKER
HERO ITEM
50 Health
5% [Caduceus Staff] Damage Boost
15% Ultimate Charge from Damage Boost

AMARI'S ANTIDOTE
25 Health
15% Weapon Power
(Caduceus Staff, Caduceus Blaster)
While healing an ally below 50% Life with your Weapon, deal 15% increased Weapon Healing.

BOOSTER JETS
20% Attack Speed
(Caduceus Staff, Caduceus Blaster)
When you use an ability, gain 10% Move Speed for 2s.

EYE OF THE SPIDER
25% Weapon Power
(Caduceus Staff, Caduceus Blaster)
Deal 10% increased damage to enemies below 30% Life.

THE CLOSER
20% Weapon Power
(Caduceus Staff, Caduceus Blaster)
10% Critical Damage
Critical Hits reveal the target for 3s.

HARDLIGHT ACCELERATOR
10% Weapon Power
(Caduceus Staff, Caduceus Blaster)
10% Cooldown Reduction
(Guardian Angel, Resurrect)
When you use an ability, gain 5% Weapon Power for 3s, stacking up to 3 times.

Round One:

This is what I start with every stadium match. It has additional 7 HPS and a little bit of survivability.

BUILD COST: 3,500

POWERS

ROUND 1

ROUND 3

ROUND 5

ROUND 7

ITEMS

250

5%

0%

5%

0%

Round One

THREADS OF FATE

[Caduceus Staff] chains to your previous target for 3s, at 35% effectiveness.

COMPENSATOR

5% Weapon Power
(Caduceus Staff, Caduceus Blaster)

1,000 BUY

WEAPON GREASE

5% Attack Speed

1,000 BUY

ARMORED VEST

25 Armor

1,500 BUY

Threads of Fate

In my opinion, if you don't start with **Threads of Fate**, you start off wrong. This power is the best one hands down. You are immediately **35% more effective** with both damage boost and healing for the first two rounds and that is more than ANY other power or item can give you.

(Yes it is still worth it, even after the nerf.)

Compensator

5% Weapon Power, this is the best 1k item you can get.

Weapon Grease

5% Attack Speed, this is the second best 1k item you can get.

Armored Vest

Mercy usually heals herself with Sympathetic Recovery, dodging line of sight and regenerating, or getting to your second support/health pack. Armored Vest allows you more time to get to safety by giving you 25 additional armor (armor reduces your damage taken by 50%) and is the best survival choice for Mercy.

Round Two:

After so many people asking me for this because people hate my priority sheet... here you go.

My Go-To Round 2:

BUILD COST: 💎 15,750

POWERS

ITEMS

🔫

👥

🔫

🔫

🔫

249

25%

0%

15%

0%

Round 2 - Full Support Mercy

THREADS OF FATE

POWER

[Caduceus Staff] chains to your previous target for 3s, at 35% effectiveness.

Items

TALON MODIFICATION MODULE

🔫 **15%** Weapon Power
(Caduceus Staff, Caduceus Blaster)

ADVANCED NANOBIOTICS

🔫 **5%** Weapon Power
(Caduceus Staff, Caduceus Blaster)

After healing an ally, gain 10% Attack Speed for 3s.

ADVANCED NANOBIOTICS

🔫 **5%** Weapon Power
(Caduceus Staff, Caduceus Blaster)

After healing an ally, gain 10% Attack Speed for 3s.

COMPENSATOR

🔫 **5%** Weapon Power
(Caduceus Staff, Caduceus Blaster)

💎 1,000 🗑️ SELL

WEAPON GREASE

🔫 **5%** Attack Speed
(Caduceus Staff, Caduceus Blaster)

💎 1,000 🗑️ SELL

Do not take this as gospel, do your math.

You're not always going to be going into Round 2 with this loadout so please adapt and do what's best for you.

Use my **Mid-Game Item List** to figure out the best greens/blues for your amount of cash! **DO NOT** rush for a purple item. You'll get more value by stacking cheaper items at this point in the game.

Mid-Game Item List

Do the math, build as much Weapon Power + Attack Speed as you can. Try to keep their numbers even.

15% Power Items



TALON MODIFICATION MODULE

15% Weapon Power

6,000



ADVANCED NANOBIOTICS

5% Weapon Power
(Caduceus Staff, Caduceus Blaster)

After healing an ally, gain 10% Attack Speed for 3s.

4,000

10% Power Items



AFTERMARKET FIRING PIN

10% Attack Speed

5% Move Speed

3,750

5% Power Items



COMPENSATOR

5% Weapon Power

1,000



WEAPON GREASE

5% Attack Speed
(Caduceus Staff, Caduceus Blaster)

1,000

Leftover Cash Items



ARMORED VEST

25 Armor

1,500

1,500

BUY



CHARGED PLATING

After you spend your Ultimate Charge, gain 25 Armor and 10% Ability Power for the rest of the round.

1,000

I DO NOT Recommend:

X Icy Coolant (5,500) - 10% Weapon Power + 10% CD Reduction (This is a 10% Power item for far too much cash. It's not worth it.)

X Mid-Air Mobilizer (4,000) - 5% Weapon Power + 10% Attack Speed while airborne. (You're not always getting value from this item, it encourages wasting GA and bad positioning.)

X Glass Extra Full (4,500) - 25 Health + 5% Attack Speed + 25 Overhealth on Overhealing. (You do not need the additional survivability and the overhealth isn't worth it. You're better off buying more impactful items for this price.)

Round Three:

My Go-To Round 3:

BUILD COST: 26,750

POWERS

ITEMS

296

40%

0%

15%

0%

Round 3 - Full Support Mercy

SUPPLY SURGE
POWER
Reloading [Caduceus Staff] grants allies affected by it 20% Move Speed for 2s, restores 50% Ammo, and reduces their cooldowns by 3s. (10s Cooldown)

Items

AMARI'S ANTIDOTE
 25 Health
 15% Weapon Power (Caduceus Staff, Caduceus Blaster)
While healing an ally below 50% Life with your Weapon, deal 15% increased Weapon Healing.

TALON MODIFICATION MODULE
 15% Weapon Power (Caduceus Staff, Caduceus Blaster)

ADVANCED NANOBIOTICS
 5% Weapon Power (Caduceus Staff, Caduceus Blaster)
After healing an ally, gain 10% Attack Speed for 3s.

ADVANCED NANOBIOTICS
 5% Weapon Power (Caduceus Staff, Caduceus Blaster)
After healing an ally, gain 10% Attack Speed for 3s.

COMPENSATOR
 5% Weapon Power (Caduceus Staff, Caduceus Blaster)
 1,000 SELL

WEAPON GREASE
 5% Attack Speed (Caduceus Staff, Caduceus Blaster)
 1,000 SELL

Your goal in Round 2 is to make 11,000 cash so you can keep your current build and pick up **Amari's Antidote**.

Supply Surge

Supply Surge is an amazing power that you will never truly feel. Combine it with **Threads of Fate** to have its effect doubled, or during Valkyrie to grant its powers to your entire team. It's not the most fun power, but it's **STRONG**.

Tip: Always make sure you have off cooldown before using Valkyrie so you can use it **TWICE** per Valk on your entire team.

Tip #2: Keep track of your teammates' cooldowns so you can use **Supply Surge** to its greatest impact.

Amari's Antidote

This is the first purple I usually buy and is always present in my builds. It's an amazing item to keep your team alive as the enemy begins spiking in damage.

Caduceus Ex (Alternative)

As we get a lot more melee-focused characters, if my team loves to charge into the fight and I have no wish to follow them, I grab this item instead of [Amari's Antidote](#) for its range.

If you fail to gather 11,000 in Round 2, get [Amari's Antidote](#) anyways and use the rest of your cash on the **Mid-Game Item List**.

Mid-Game Item List

Do the math, build as much Weapon Power + Attack Speed as you can. Try to keep their numbers even.

15% Power Items

 TALON MODIFICATION MODULE 15% Weapon Power 6,000	 ADVANCED NANOBIOTICS 5% Weapon Power (Caduceus Staff, Caduceus Blaster) After healing an ally, gain 10% Attack Speed for 3s. 4,000
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10% Power Items

 AFTERMARKET FIRING PIN 10% Attack Speed 5% Move Speed 3,750
--

5% Power Items

 COMPENSATOR 5% Weapon Power 1,000	 WEAPON GREASE 5% Attack Speed (Caduceus Staff, Caduceus Blaster) 1,000
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Leftover Cash Items

 ARMORED VEST 25 Armor 1,500	 CHARGED PLATING After you spend your Ultimate Charge, gain 25 Armor and 10% Ability Power for the rest of the round. 1,000
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My Go-To Round 4:

BUILD COST: 💎 36,750

POWERS




ITEMS








		316
		40%
		0%
		30%
		0%

Round 4 - Full Support Mercy

SUPPLY SURGE
POWER



Reloading [Caduceus Staff] grants allies affected by it 20% Move Speed for 2s, restores 50% Ammo, and reduces their cooldowns by 3s. (10s Cooldown)



Items

AMARI'S ANTIDOTE



 **25 Health**

 **15% Weapon Power**
(Caduceus Staff, Caduceus Blaster)

While healing an ally below 50% Life with your Weapon, deal 15% increased Weapon Healing.

TALON MODIFICATION MODULE



 **15% Weapon Power**
(Caduceus Staff, Caduceus Blaster)

ADVANCED NANOBIOTICS



 **5% Weapon Power**
(Caduceus Staff, Caduceus Blaster)

After healing an ally, gain 10% Attack Speed for 3s.

BOOSTER JETS



 **20% Attack Speed**
(Caduceus Staff, Caduceus Blaster)

When you use an ability, gain 10% Move Speed for 2s.

ADVANCED NANOBIOTICS



 **5% Weapon Power**
(Caduceus Staff, Caduceus Blaster)

After healing an ally, gain 10% Attack Speed for 3s.

WEAPON GREASE



 **5% Attack Speed**
(Caduceus Staff, Caduceus Blaster)

💎 1,000  SELL

Like Round 2, your goal in Round 3 should be amassing 11,000 cash to keep your current build and to buy **Booster Jets.**

Booster Jets

This is the next purple I always try to rush. It's easy to stack up Weapon Power with blue quality items, but Attack Speed is a little harder to come by. At this stage, it is a better choice than other items like [Hardlight Accelerator](#).

If you fail to gather 11,000 cash in Round 3, do your math and figure out the best way to stack up on equal Weapon Power and Attack Speed with the **Mid-Game Item List**.

Mid-Game Item List

Do the math, build as much Weapon Power + Attack Speed as you can. Try to keep their numbers even.

15% Power Items



TALON MODIFICATION MODULE

15% Weapon Power

6,000



ADVANCED NANOBIOTICS

5% Weapon Power
(Caduceus Staff, Caduceus Blaster)

After healing an ally, gain 10% Attack Speed for 3s.

4,000

10% Power Items



AFTERMARKET FIRING PIN

10% Attack Speed

5% Move Speed

3,750

5% Power Items



COMPENSATOR

5% Weapon Power

1,000



WEAPON GREASE

5% Attack Speed
(Caduceus Staff, Caduceus Blaster)

1,000

Leftover Cash Items



ARMORED VEST

25 Armor

1,500

1,500

BUY



CHARGED PLATING

After you spend your Ultimate Charge, gain 25 Armor and 10% Ability Power for the rest of the round.

1,000

Round Five:

My Go-To Round 5:

with [Eye of the Spider/Booster Jets/Amari's Antidote](#) rather than [Hardlight Accelerator/Booster Jets/Amari's Antidote](#).

Chain Evoker

If your team does not need your healing very much, rush to get Chain Evoker over [Eye of the Spider](#) instead. This item is a must have for the Full Support build as it gives you a lot of charge towards Valkyrie and is the only item that impacts Damage Boost.

Round Six:

My Go-To Round 6:

BUILD COST: 💎 57,000

POWERS



ITEMS



STATS

Health	357
Weapon Power	70%
Cooldown Reduction	0%
Attack Speed	20%
Ultimate Charge	10%

Round 6 - Full Support Mercy Items

HARDLIGHT ACCELERATOR

- 10% Weapon Power (Caduceus Staff, Caduceus Blaster)
- 10% Cooldown Reduction (Guardian Angel, Resurrect)
- When you use an ability, gain 5% Weapon Power for 3s, stacking up to 3 times.

OR

CHAIN EVOKER
HERO ITEM

- 50 Health
- 5% [Caduceus Staff] Damage Boost
- 15% Ultimate Charge from Damage Boost

AMARI'S ANTIDOTE

- 25 Health
- 15% Weapon Power (Caduceus Staff, Caduceus Blaster)
- While healing an ally below 50% Life with your Weapon, deal 15% increased Weapon Healing.

EYE OF THE SPIDER

- 25% Weapon Power (Caduceus Staff, Caduceus Blaster)
- Deal 10% increased damage to enemies below 30% Life.

BOOSTER JETS

- 20% Attack Speed (Caduceus Staff, Caduceus Blaster)
- When you use an ability, gain 10% Move Speed for 2s.

ADVANCED NANOBOTICS

- 5% Weapon Power (Caduceus Staff, Caduceus Blaster)
- After healing an ally, gain 10% Attack Speed for 3s.

TALON MODIFICATION MODULE

- 15% Weapon Power (Caduceus Staff, Caduceus Blaster)

Grab [Eye of the Spider](#) if you were short on cash last round, and also nab either [Hardlight Accelerator](#) or [Chain Evoker](#) depending on your match.

Hardlight Accelerator

With the amount of healing our staff does with our current loadout, stacking a 15% modifier on top of it all is ENORMOUS. Get this if your team needs the heals.

Chain Evoker

If I didn't get it last round, I will consider taking it here a second time after evaluating how much my team needs my healing.

Round Seven:

My Go-To Round 7:

BUILD COST: 💎 71,500

POWERS



ITEMS



436
70%
0%
20%
10%

Round 7 - Full Support Mercy

(High Elo)

PROTECTIVE BEAM
POWER



[Caduceus Staff] targets above 80% Life gain 10% Damage Reduction.
[Caduceus Staff] stays tethered 1s longer to allies not in line of sight.

(Low Elo)

RENAISSANCE
POWER



After successfully using [Resurrect], activate [Valkyrie] for 5s.

OR

AMARI'S ANTIDOTE



25 Health
15% Weapon Power
(Caduceus Staff, Caduceus Blaster)
While healing an ally below 50% Life with your Weapon, deal 15% increased Weapon Healing.

BOOSTER JETS



20% Attack Speed
(Caduceus Staff, Caduceus Blaster)
When you use an ability, gain 10% Move Speed for 2s.

EYE OF THE SPIDER



25% Weapon Power
(Caduceus Staff, Caduceus Blaster)
Deal 10% increased damage to enemies below 30% Life.

THE CLOSER



20% Weapon Power
(Caduceus Staff, Caduceus Blaster)
10% Critical Damage
Critical Hits reveal the target for 3s.

CHAIN EVOKER
HERO ITEM



50 Health
5% [Caduceus Staff] Damage Boost
15% Ultimate Charge from Damage Boost

HARDLIGHT ACCELERATOR



10% Weapon Power
(Caduceus Staff, Caduceus Blaster)
10% Cooldown Reduction
(Guardian Angel, Resurrect)
When you use an ability, gain 5% Weapon Power for 3s, stacking up to 3 times.

The finished build!

I'll admit I was fearful for Mercy's cash farming potential with the new season, but running an expensive, all purple build is still easily achievable with the way things currently are in game.

With this loadout you can achieve **414 HPS** on two targets with **Threads of Fate** (yes, I did my math wrong on the previous guide). Along with a high damage boost and **Supply Surge**, this is an extremely powerful build and I encourage you all to give it a try.

Build Variations:

Protective Beam vs Renaissance

I've already stated my feelings on how each power is useful at its own respective elo. If you are at the rank where you will be punished for risky rezzes and dps are beginning to really freaking hurt, go **Protective Beam**. If the enemy is not at that level yet, then take advantage of **Renaissance** while you can.

Melee Builds

Whenever I see a Brigitte on my team, I know unless they are an absolute tank they're going to get melted and need help. I always grab a **Caduceus Ex** whenever I have dive/ melee characters who like to force me out of position to be with them. This helps.

Defensive Options

Serenity (even while nerfed) is still very useful especially with an extremely high healing output. If you are getting dove, consider grabbing this. A secondary option would be to get **Nebula Conduit**. It gives additional health, Weapon Power, and 15% mitigation against one-shots. The extra time it gives you in taking that damage over time instead can be combatted with Sympathetic Recovery or help from your teammates.

Team Can't Kill Anyone

Let's be honest, if your team can't get a kill, you're probably screwed. That's why I recommend enjoying yourself and taking whatever wacky build your heart desires, move past it, and just go next. That being said, if you need revenge for your fallen teammates... **Battle Medic** + Full Attack Speed build is absolutely HILARIOUS and can definitely net kills. It's so fast it's like a laserbeam. 10/10 for the memes.

A Possible Contender:

This is still week one for Stadium season 3. Things may change, new ideas may sprout up, but for the time I've spent in the game so far...this is what I would put my money on.

That being said... the only build I think may dethrone the Full Support Mercy, is the **insane DPS Mercy**.

You can do SO MUCH damage with this girl it's absolutely ridiculous...provided your aim is on point.

Powers:

Battle Medic -> Tethered Tourniquet -> Serenity -> Threads of Fate

Battle Medic

You take this and go brrrr with your pistol. Charge it up when you can't see an enemy and unleash.

Tethered Tourniquet

This is a power not so much to heal your teammates, but to ensure you constantly have Serenity going while you have your pistol out. You will be exposed, in line of sight, with no Sympathetic Recovery coming in without this power.

Serenity

Holy crap are you going to need this.

Threads of Fate

Allows your Sympathetic Recovery to work twice as hard when you need to escape.

Items:

Eye of the Spider - 25% Weapon Power + Increased Damage to Low HP Targets

The Closer - 20% Weapon Power + Wallhacks

Volskaya Ordinance - The Tank Destroyer

Commander's Clip - I don't like reloading. :)

Hardlight Accelerator - 15% Damage multiplier if you GA

Depending on the Enemy Team pick one:

Aerial Distresser - Kill the Pharah/Mercy

Codebreaker - Murder the Armored Tank

Salvaged Slugs - Obliterate Zarya

A Closing Word

This is an alternative to the popular GA build, because while it's fun, I don't think it's the best build for our girl as it utilizes a very dangerous playstyle, especially at high ranks. If you feel the same, I hope this build serves you well.

A lot of this math was figured out with the use of the Advanced Stadium Workshop as it supplies hps and dps numbers. (Code F4728) Big thanks to Luciomain for making it.

Give it a try and see what suits your playstyle best. I made this build in the first week of Season 3 for Stadium so please understand that the meta may change as new things are discovered in the future, and this is just my take on things.

I look forward to seeing you in the stadium!

A_Lords_Rose