

basilisks rework

250 hp 250 armor

Speed 5.5

passive petrification enemies in a 10m radius of you take 40 damage a second and are slowed 10%

lmb generic lame smg (drop off 15 m hitscan wide spread) 20 rps 2 dmg per round 30 round mag 1 second reload

rmb underslung biodart (8 s cd) 15 mps projectile with drop deals 25 damage for 5 seconds the hit enemy takes double damage from your aura

e flash petrify (6 s cd) immobilize all enemies in your aura for .5 seconds

shift transfer (4 s cd) soft targeted ally gains your ally, their health is replaced with armor, your speed increases to 6.0 your armor is replaced with shields, lasts 3 seconds

q ultimate plague: enemies in your aura are infected, they take an additional 30 dmg per second for 3 seconds, at the end of the dot their infection will leave them and enter any of their teammates (or constructs) within 5m 2800 charge