

Babygraft Orphanage

An awesome guide for babygrafts abandoned by sammich to learn the craft of the graft
Heavily inspired by the sword guide



bio corner discord link:

<https://discord.gg/Pb4AZK3VGH>

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To do list:

Separate matchups and go more in depth

Gamemode strats

Separate general tips and go more in depth

^ learn how to spell apparently

kill hawk

always steal hawks bio iif you see her in game

Passive - Power of Biograft/Heat

"TEMPERATURE HAS EXCEEDED REGULAR VALUES."

In-game description: Dual Swing increases your Heat. Hitting enemies with Dual Swing increases your attack speed. Losing all heat resets your attack speed and creates an explosion.

Bio's passive is kinda finicky. Swinging by itself (or hitting vine plants) increases heat but not attack speed, and hitting enemies increases heat *and* attack speed. However, you keep your increased attack speed even if your heat goes down, as long as heat doesn't hit 0 or max. Hitting max heat creates an aoe explosion, dealing 40 damage to you and 65 to anyone nearby.

Primary (M1) - Dual swing

"DISAPPOINTING."

In-game description: swing your blades, blinking you forwards in the direction you're moving.

Bio's M1 "string" consists of 4 slashes with swing intervals of 0.4 seconds + 0.5 seconds + 0.4 seconds + 0.8 seconds, (each amount gets decreased when you increase attack speed for a minimum of 0.2 seconds per swing)
Each M1 will teleport you forwards 3-5 studs depending on your heat bar with higher heat teleporting you forwards more. Each individual swing deals 16 damage.

Secondary (M2) - Slash Storm

Cooldown: 8 seconds

"THE STORM HAS STRUCK."

In-game description: Fire a projectile, when the center is hit, slash multiple times in the area.

Slash storm has a somewhat slow travel speed and short range compared to most other projectiles in the game. If it directly hits an enemy, it will deal a flat 20 damage. Otherwise, if it hits a wall/reaches its max range it will deal 10 strikes, each dealing 6 damage (60 total). Like the majority of attacks in the game, this can hit multiple enemies provided that they are close enough.

(Q) - Echo Execution

Cooldown: 12 seconds (hit)/8 seconds (miss). Recast window: 5 seconds

"YOU CANNOT ESCAPE."

In-game description: Fire a beam, if an enemy is hit, recast to dash to the enemy. If the enemy's health is below 25% of their maximum health and they have less than 10 shield, execute them.

Echo execute is a hitscan attack; hitting an enemy with it will mark them for 5 seconds and deal 20 damage. While an enemy is marked, you will be able to press Q again, causing you to rapidly fly towards the marked enemy's position (can go through walls) and hit them. The hit will do 20 damage or instakill your target if they are under or at 25% health (not including shield! with 10 health of leeway) and if they are under 10 shield. You will not be able to use any abilities for 0.4 seconds after the initial cast of the beam; successfully executing someone grants you 10% finisher charge. There's a tiny AOE around the attack, and if anyone is within the execute threshold (doesn't have to be the person hit initially), they will be executed.

Echo execute thresholds:

(Numbers will not include potential damage from shield and will not factor in the 20 damage from the initial beam)

These numbers are complicated, and you don't have to remember them all.

Sword: 72.5

Skateboard: 47.5

Biograft: 35

Katana: 60

Banhammer: 47.5

Rocket: 35
Slingshot: 53.75
Hyperlaser: 47.5
Shuriken: 47.5
Scythe: 47.5
Medkit: 97.5
Boombox: 47.5
Subspace: 72.5
Vinestaff: 60
Coil: 60

(E) - Blink

Cooldown: 0.5 seconds to reuse, 6 seconds per charge, 4 seconds for charge refund (resets upon using Blink)

"AM I TOO FAST?"

In-game description: Blink forward and damage anybody in your path. This ability has two charges that recharge every few seconds. Hitting an enemy will not use up a charge for a maximum of 1 time.

Blinks recharge every few seconds. There's a number (1 or 0) on your crosshair that indicates how many refunds you have. Every time a blink recharges, that number goes to 1.

If you have 1 refund, you can blink through/into someone, and that blink is refunded.
(its a number instead of an indicator bc you used to get 2 refunds)

(F) - PHINISHER! OVERDRIVE

Phinisher Points: 125

"MEET YOUR DEMISE!"

In-game description: Attack speed is increased to max, ignore heat, increase Dual Swing damage by 25%, but drain health. Kills now grant 30 shield. Recast to cancel and explode which deals more damage the lower health you are.

Overdrive will deal 4 damage to you every second that it is active, and this rate of damage taken will double every 15 seconds.

You gain 30 shield if you get a kill during Overdrive, and 20 shield if you get an assist.

It increases M1 damage to 20 and replaces the heat meter with a timer, which depletes constantly and automatically recasts Overdrive if it reaches 0. The timer has a base duration of 10 seconds, but increases on kills, assists, and hits with M1 and E. Upon recasting the ability, it will end, creating a short-ranged explosion dealing $100 - (\text{health} * 0.32)$ damage (20-100 damage, inversely proportional to current hp). This explosion will not deal damage if Overdrive ends due to the Heat bar emptying out, and will not occur if you die mid-ult.

Initially casting Overdrive will replenish all of your ability cooldowns immediately, including all charges of E. If you have a target currently marked with Q, it will remain marked, meaning that once recasted, it goes back on its full cooldown.

Unlike Bio's other abilities, Overdrive cannot be buffered out of other abilities (besides M1). If you want to recast Overdrive, make sure to tap the button while Biograft isn't in the animation for another ability.

Gamemodes

you can click the arrow to the left of Gamemodes to collapse this section!

Conquer (killmaxxing)

In Conquer, point is basically irrelevant. Hard target the backliners and anyone bad at the game, stay off point and at a good vantage point for mundane things like regenning shield and recharging abilities, and be ready to escape (should you get dived) or dive (should the opportunity arise). Remember, kills give health regen. You can get away with a LOT if you're able to get the kill and get out again. Always keep this in mind.

Conquer ults are relatively simple: keep an eye on your ult charge, and at around ~90%, start looking for a place to regen shield to prepare for ult. It's fine to not be on full health here, as you can usually find a kill to steal before your ult is ready. Back up to your spot, heal and regen shield, and at 120 shield (with regen), pop ult. This goes for basically every bio ult you get in Conq.

Before overtime, keep an eye on the points. If your team is at a deficit, be sure to stay on point during OT to maximise the game time, and dive aggressively, to avoid the enemy retaking point.

If your team is at a surplus, stay off point, and dive in (most people will be on point by now) only when your team is off point.

Annihilate

In Anni, survivability is the most important thing, so make sure to be 100% safe when regenerating shield and to not take unnecessary risks. Play it safe and make sure to use your ult more sparingly, and to save it for when the entire enemy team is low or when you have extra dive teammates/ults to back you up. Due to the enemy team typically not being grouped up in one spot, try to pick off any stragglers when possible; playing Bio on Anni at a higher level is just a test of your patience which means looking out for opportunities instead of just throwing shit at the wall to see what sticks.

Escort

"just dont vote escort"

- chinexmev24

Moveset

be sure to read the dedicated moveset tab so you can understand the terminology here!

Passive (Heat)

Having high swing speed is incredibly important for Bio as without it your DPS is extremely low, so you should be avoiding letting your heat go to 0 (be sure to M1 out of combat to keep it up). Overheating is a bit more situational, but it's worth it to close out a kill if you're going to die anyway/have a safe escape out to regen afterwards.

M1 (Dual Swing)

You always want to use your M1 during your rollout, and after the most recent buffs, you can now build up enough heat to dive in, overheat and deal 65 damage, and back out, however it's usually better to just use all of your abilities and dive normally to get a kill anyway.

While most melee hitboxes are largely dependent on where your camera is aimed, Bio's hitboxes are more forgiving, and generally as long as the enemy isn't behind you, the M1 range is around the same all around you, so you don't need to be as strict when aiming.

M2 (Slash Storm)

M2 is best used as a combo starter/extender and effectively just serves as extra damage. It also serves as a good poke option which is great against enemies you

can't afford to get close to. Don't use it as a trap, the duration of the attack is way too short to be using it as such.

M2 is also a GREAT punish tool and can be used to force out mobility against certain characters, or just any characters that are stationary from their Finisher.

Q (Echo Execution)

Echo execute can be used as mobility, though you shouldn't really be using it as such unless the person you're going for is far away. It functions as a kill confirm on someone running away or even extra damage; if you are using it for mobility, let your heat go down just above the second bar in order to get the most amount of burst damage when you zip over to them. But also be careful to not let your heat reach 0 during the time it takes to travel, as you won't be able to M1 to warm up during the travel; you may want to consider having higher heat if you're recasting over larger distances.

When trying to land Echo Execute, be aware that it fires out pretty low compared to the crosshair - if there's any props in front of you, there's a high likelihood that they'll block the shot even if your crosshair peaks over them, so be sure to jump when casting Q.

E (Blink)

Due to this being your primary source of burst mobility, you want to always save at least one in case you get jumped and need to back out. Be sure to prioritise hitting someone with your E, the only time you don't really need to be hitting someone is if you're backing out to regen shield, and even then you can usually hit someone on the way there for a refund. Blinking through people is a great way to confuse them, be it a ranged or tank.

F (OVERDRIVE!) this will be condensed soon

Like most ults, it's extremely important to ult in a safe location on high health. This is amplified by Overdrive's true timer being based on your health - you realistically aren't going to run out of meter during the ult, so the time that you can stay in it is tied to how much health you have when activating it, and how efficiently you can make use of that health. Hide as close by as you think you can get away with to minimise travel time, but above all else prioritise your safety, since if you're caught out your ult value will practically be nullified. If your shield is regenerating, you can ult at 120 shield to have max shield when the animation ends, as you will continue to regenerate until the startup animation ends. You can use Q to immediately secure a position on top of an enemy player at the start of your ult, but this isn't recommended as Q is still a great kill confirm, even in ult. Instead, try to come in from an unexpected angle, to get as much of a jump on them as you can.

Overdrive exemplifies Biograft's core traits - highly mobile, extreme damage output, but very squishy. For this reason, the most important thing to do in Overdrive is **NOT TAKE UNNECESSARY DAMAGE**. This means that if you notice a tank trying to protect their teammates it is ok to temporarily leave the fight until their tank is distracted as your self damage shouldn't be too much of an issue, unless you're low on health or the timer is about to run out, then you should probably just end it then and there. Your incredibly slippery movement with how fast you blink forwards with M1 can be hard to control; if this is the case, you can tap W instead of holding. Beware this makes you easier to hit, however.

As soon as you pop Overdrive, you are the highest priority on the enemy team. Keep that in mind, keep playing intelligently and try to synchronise your ult with your team pushing in and/or your teammates ults so that the enemy can't afford to expend ALL of their resources on you.

Whether you should try to land the ending explosion depends. Ideally, you'd use it to finish off the last target you kill with Overdrive, but this won't always be the case, as you might need to cancel unexpectedly. If you're already disengaging, don't worry too much about landing it, you'll more than make up for any lost chip damage by recuperating more quickly.

Overdrive will reset your attack speed to its minimum once it ends, placing you in a rather vulnerable state, especially as you'll likely have low health. Make sure you

have room to breathe afterwards. You may find it common to die right as your ult ends. This is perfectly natural, and it's fine to let yourself die and restore your health easily. It's also a good idea to cast Q, recast ult, then recast Q to hopefully get one last easy kill before death.

i dont even want to edit all that dude holy yap

Good ult timings include:

- Ult synergies
(katana, sling, rocket, shuri, skate, mid ult med, sub)
- Your tank is pushing in, and you need to retake point
 - A majority of the enemy team is low
 - Enemy tank is dead
 - Last 10 seconds of conquer

Target Priority

1. Low Health Targets

- Biograft's extreme mobility and burst damage causes him to be highly proficient in cleaning up low health targets. Anyone under half HP is a high priority for Biograft since you can often easily finish them off with little to no risk investment. Still, make sure to approach carefully, and disengage if you have to. Also, tanks are still a low priority in this regard, since they can abuse their self-sustain to deal heavy damage to you before being finished off. Don't get close unless they're low enough to kill before they can react.

2. Lone Targets

- Biograft struggles a lot against clumped up groups of players. Try to single out anyone that is split off from the pack, and if you have to stray near the group do so with EXTREME caution, and dip out at the earliest opportunity to prevent yourself from being punished.

3. Supports

- Obviously, don't go after the Sub when they're right next to their tank. However, a Vine on point (even if other non-tank characters are next to them) is still usually an easy dive, letting you contribute value, get a kill, and heal yourself after.

4. Ranged

- Hypers, Rockets, they're generally favourable matchups to you, so like the Supports, if you can get in and out, they're generally a good kill. There's usually better targets around though, so dive Rangeds as more of a last-ditch option.

- Specific Phighters:

- *Not only does Biograft have a varying level of difficulty with their matchups into specific Phighters (listed above), there are also certain targets Biograft should be prioritising, as they can turn the tide of the battle if left unchecked:*
- **Healers (Med/Vine)**
 - Huge impact if they aren't contested, and Biograft has a strong matchup into them. Ideally, you should be a constant threat to them, forcing them to divert their attention to you repeatedly or, if their team permits the opportunity, killing them outright.
- **Backline (Hyper/Sub)**
 - Same deal as the healers, since they're oppressive if left unchecked and difficult for your teammates to reach if they're spacing themselves properly. Take every chance you can to interrupt them.
- **Midline (Rocket/Sling/Scythe)**
 - Important to stop them from roaming around freely, but they generally have a good shot at fighting back against you. Preferably, attack them when they've already been made vulnerable.
- **Dives (Skate/Bio/Shuri/Coil)**
 - Will often be doing everything in their power to stay out of your reach. Stay on the move to prevent them from marking you, and remain on the lookout for an opening against them while you search for other targets. Peeling for your team can be helpful, but don't let it completely override your target priority, either.

- Frontline (Sword/Katana/Ban/Boom)
 - These should usually be your lowest priority, unless they're extremely vulnerable in the moment. These characters all have the ability to survive your onslaught and dish it back out in return if you get close, decimating your smaller health pool quickly. Steer clear of them, be wary of them when attacking your other targets, and let your team handle them. You aren't equipped to take them on alone.

Gamemodes

Conquer

When you're playing Bio in scrims you want to avoid tanks as much as possible, even more so than in opens, as you usually won't get away with it. Hard target the supports and only go after melees by using Q to kill confirm (sometimes in a team fight, your tank/frontline can take them out, so going for other rangeds is good as well). Don't even bother using your M2 on them if there's anyone else to go for - you have bigger fish to fry. Don't worry about dying as it's just going to be a full hp reset and a good way to come back to use your ult at full shield, but this doesn't mean you should play blindly aggressive either. When you're not going after a support or ranged, just regen shield; doing anything else is a waste of abilities and time. You should also be aiming for ult synergies in overtime (great examples being rocket, shuriken slingshot and skateboard) in order to clear the point as efficiently as possible.

Playing against certain team comps is also going to change your playstyle up a lot more, e.g. against boom + ban you're going to want to be a lot more passive and look for openings like ban being killed/not looking at their Med. Additionally, Boombox is also a huge issue in scrims as there's probably going to be one and they can make your life a living hell. Try to dive when they're preoccupied, low, or flat out dead, and position yourself to remain as far from them as possible while you go about your business. Before a round starts, it may help to analyse the enemy composition and pick out your primary targets, as well as the main threats you have to look out for.

Annihilate

In scrims, Biograft becomes very, very easy to punish in Annihilate. Because of your relative lack of poke damage compared to the other dives, you will have a lot of downtime, and mostly rely on your team to make a push that you can play off of. You won't want to directly engage anyone on the enemy team unless you have a direct advantage in the fight, and you'll want to be ready to immediately escape into cover or behind your team should the enemy team come running over to help whoever you're diving. Biograft's high burst damage allows them to finish off targets below

half health, and this is going to be the vast majority of the value you get in Annihilate. Above all else, make sure to play carefully. If you run in and die, you won't be providing any value to your team, and you won't be in a good position to follow up if your team decides to push in.

While you're waiting to make your move, you'll want to stay behind cover at all times. In particular, the enemy Ranged phighters will be looking for any opportunity they can find to punish you, as any chip damage they can land on you will deal a major chunk of your health bar and force you to retreat while you wait for your Shield to regenerate. Make sure to stage yourself close enough to where you can dip in and out if the opportunity arises, but far enough that if someone tries to challenge you, you'll have ample room to retreat.

Compared to Conquer, you'll be getting far less value out of Overdrive on average. Being such an offensively oriented ult that sacrifices your survivability, it can be difficult to use effectively in a gamemode where you can't afford to run in and die with it. Whenever you see an opportunity, such as multiple players on the enemy team being half health or below, feel free to pop it, try to get a kill or two, and immediately get out of there. Even if you get no value out of your Phinisher, the most important thing is to not die from overextending.

Moveset

Passive (Heat)

In scrims, you can jump a backline
wow shocking you can jump a backline

M1 (Dual Swing)

M2 (Slash Storm)

Q (Echo Execution)

While you still should primarily be using Echo Execution to confirm kills on the targets that you're diving, you may find certain situations where your teammates drop an enemy into execution range. If you see an enemy's health bar dropping and you're in downtime, it may be a good idea to mark the target to help clean up the kill for your teammates, and also net some free health regen and ult charge for yourself.

Besides this, your consistency on landing Q is important to train. The enemy team will be focused on you for every moment you're trying to dive them, so an execution will often be the difference between bursting them down fast enough to net the kill, and leaving them on critical health, with nobody to finish them off. Remember not to panic, and take your time with lining up your crosshair if you're in close range. Ideally, you mark someone a second or two before they're actually in range, as you can't recast Q for a second after landing it, but getting the mark on them in the first place is the most important part. Also, try to commit the execution ranges to muscle memory, as efficiency is everything when diving, and an attentive healer may be able to heal your target out of range if you hesitate.

E (Blink)

F (OVERDRIVE!)

Overdrive is at its most oppressive when the enemy team doesn't have an effective way to deal with it. You'll want to use Overdrive to clean up the enemy team when they're on the back foot, and can't afford to pour all of their resources into fending you off. In general, enemy team members being dead, enemy team members being on low health, and your team using ults are good times to push in. Once you can pick off one or two members of the enemy team, the shield you gain from killing them should suffice in snowballing the rest of their team.

If you have a particularly effective ult, there's a chance you'll find the entire enemy team dead, with nobody left to attack. You *could* keep your ult active until the next respawn wave and try to stagger the enemy team, but there's a good chance you'll

just run in and die because of them all having spawn protection and being grouped together. If you have absolutely nobody to attack, it might be a better idea to end your ult prematurely and regen shield so you're healthy for the next teamfight. Your ult cycle is pretty important in scrims; while you SHOULD aim to time your ults for maximum effectiveness, holding it for too long will often end up a detriment to your overall value. Ideally, you get 2-3 ults off before Overtime: One between 3:00 and 2:30 on the clock, one at around 1:00 on the clock, and one around 10 seconds left, or the start of Overtime. If you find yourself holding your ult for too long, you might just have to pop it and accept a suboptimal ult to stay on cycle. To ensure you don't end up in too poor a position to ult at these timestamps (in particular, being at low health), keep an eye on your ult charge. Once you're in the 90% range, it might be time to either back out in preparation to ult, or suicide bomb the enemy team in order to respawn with full health if you don't think you can regen in that time.

- Because of Bio being incredibly fragile, matchups are insanely important. Most melees are bad matchups except for offboard skate (though do note they can take out 110 hp in two moves). Most supports are light work, especially Vine and Sub since they have limited ways to deal with you; just target ranged and support and only go after melees, boombox or coil if they're low and don't have their movement options as they have many ways to self sustain, especially if you have low health.
- Biograft's M1s will only displace you if you are holding a movement key, so if you find your movement to be too slippery for the scenario you're in, you can spam instead of holding
- Another side effect of bio having the lowest health pool in the game, he does not do well in team fights at all. Try to avoid any and all unnecessary damage and "flank" (watch from the sidelines and dive in if there is an opportunity)
- Speaking of your limited healthpool, most of it is shield, which, as you probably know, is only regenerated from not being hit for a couple of seconds and cannot be restored by healers, meaning you will inevitably be spending time distanced from the fight, regenerating shield. Learning when to stay in the fight and when to leave is important but getting a feel for that comes with time and experience.
- Remember that kills give health regen. You can very easily dive in, steal a kill, and back out to heal, and no one can stop you, especially with your Es to avoid getting hit after.
- Your Q is one of the important move in your kit and is generally considered as THE best non finisher move, and provided you land it, the entire enemy team is essentially at 75% hp every time it's off cooldown, which can be insanely oppressive against characters like Sword, Vinestaff, Subspace and Medkit.

- Always save one E in order to run away in case you find yourself in a dire situation (don't burn both at the start of the game, just use one then use your M1 blinking to move around)
- Try to stay BEHIND your enemies at all times (think of trying to backstab someone as shuriken)
- You can Q an enemy under attack, back out (with E if necessary), hide and wait for your heat to go down and for your abilities to recharge, then recast Q when it's about to run out/you hear the execute indicator.
- Q will occasionally land on an enemy, deal damage, play the sound effect to indicate that the mark has been applied, and apply the mark to your target, but will instantly go on cooldown and not allow you to recast. This is a bug, and there's unfortunately not all that much you can do about it.

Sword

"LEARN TO SWING BETTER."



Sword is a pretty rough target to deal with. Empowered E and Q can disrupt and deal heavy damage to you and even his M1 does a lot of damage. Stick to poke damage and quick bursts with your M1's until they're low enough to execute. Try to keep tabs on if they have an empowered move ready, and back off when you hear the indicator that it's ready.

As of January 5th, 2026. This matchup has become even more hellish if they weren't already low, honestly just don't try to 1v1 this guy unless your team eats his shield.

ECHO EXECUTION THRESHOLD: 73 HP

Skateboard

"SKATING IS PROHIBITED."



A good **Skateboard** is nightmarish to go against - burst damage + stuns are the main counters for Bio and Skate just happens to have both of them. However, if you catch a Skate lacking offboard and with low HP, he kinda gets decimated. Stay alert and be ready to jump in and punish if you catch him deboarding on one of your teammates.

Once he's offboard, his only real line of defense is his M2, which can stun you and prevent you from following until he can get back on board, and can also deplete your Heat bar if you leave it too low.

While onboard, Skateboard can be a nuisance to Biograft, chipping down their already squishy health bar and denying shield regen. If they're targeting you, the best you can do is abuse terrain to make yourself harder to hit. High-up nooks and crannies that are difficult to reach (e.g. the hiding spot on top of point on Bread Factory) and any form of high ground (e.g. second floor on Iron Cafe, pillars on KOTH/SFOTH) can be useful, as you can drop down when Skate is about to reach you and blink back up once they fall back down.

ECHO EXECUTION THRESHOLD: 48 HP

Biograft

"FAREWELL."



Biograft is a volatile matchup. If one of them has higher swing speed/heat they're practically guaranteed to win most of the time unless they're dogshit at the game. If you can catch the enemy Biograft off guard and burst down their HP you can gain the advantage early.

In an even matchup, ability usage will often be the deciding factor. Use E as much as possible to confuse them, and M2 (and cast Q if possible) when they're out of Es. Getting a good E on top of them into an M1 string will usually decide the fight then and there.

ECHO EXECUTION THRESHOLD: 35 HP

Katana

“REST.”



Katana is beatable but even in the best case scenario you want to avoid him at all times, in a 1v1 he typically has the upper hand, his e can block your blinks, and he is amazing at protecting his own teammates too, stick to poke damage and use Q to kill confirm him. Remember to keep a blink ready whenever you have line of sight with him, so that you can escape if you get hit by Katana's Q. While in ult you may want to sneak a few m1s in on him but NEVER commit to killing a katana unless they really are that low. Staying out of line of sight of his ult is also a must as you'll be cooked the second you get hit by it. Keep in mind that katana is one of the 2 characters in the game as of now that constantly generate shield mid combat, so echo executes may end up in you getting killed.

ECHO EXECUTION THRESHOLD: 60 HP

Banhammer

"NOT SO GREAT ANYMORE."



Banhammer is another nightmarish matchup for Bio, as even if they have no shield they can do large amounts of damage to you in a short amount of time. If they have wasted their M2 and E you could try to go after them but even then, just their M1 is enough to take out large chunks of your health per swing, so avoid him like the plague if he is fighting one of your tanks as you'll just give him free shield. Target supports while your tank is engaged with him to make sure your tank has the upper hand; stick to poke damage with M2 and E and use Q once they're low enough. **THIS IS YOUR LAST PRIORITY IN ULT, STAY THE FUCK AWAY**

ECHO EXECUTION THRESHOLD: 48 HP

Rocket

"A LEGEND'S SON TURNS OUT LIKE THIS?"



A good **Rocket** is once again really hard to deal with as they out-dps you provided they land all of their direct M1s, and even below average rockets have the capability to do heavy damage to you before you're able to kill them. It's better to just go after them when they're low or you have a teammate backing you up, but going after them from time to time is still necessary if your team truly lacks good dive power.

Be wary of their M2, particularly when engaging them; a good hit will deal heavy damage as well as knocking you into the air, leaving you helpless. If they begin charging it up, it may be worth it to back off, and jump back onto them once they fire. If you see Rocket using their Q, it might be a good opportunity to engage them, as it's Rocket's primary form of escape from your dives.

ECHO EXECUTION THRESHOLD: 35 HP

Slingshot

"STOP MOVING."



A good [Slingshot](#) is also nightmarish to deal with but you can wait for their airtime to run out then burst them down. They have a fairly high execute threshold so make sure to land your Q. While they're hovering, M2. They are extremely vulnerable and usually still aiming, so they are almost always defenseless against an M2 thrown at them. You're not their highest priority, so be on the lookout for a distracted Slingling for some free damage. Keep an eye out for them, if they're REALLY good at aiming (scrim) you may want to consider making sure they're dead before ulting, else almost all of your value will be lost.

ECHO EXECUTION THRESHOLD: 54 HP

Hyperlaser

"RETURN TO TRAINING, HYPERLASER."



A good [Hyperlaser](#) is miserable to deal with, but you still need to keep them in check or your team WILL suffer for it. Mediocre Hypers can be easily killed by moving unpredictably (try moving in a circle and suddenly changing direction while using M1 and E to disorient them). For good Hyperlasers, just try to chip them down with M1 bursts and once they use their movement ability, use your M2 and Es, before backing off and finding cover.

ECHO EXECUTION THRESHOLD: 48 HP

Shuriken

"A WELL DESERVED DEATH."



Shuriken does incredibly high dps, can slow you down and is also tricky to hit but if you manage to cancel their grapple you just straight up do more damage. Make sure to keep a general location of where they are if you are attempting to regen shield as he will likely attempt to interrupt it, and be ready to turn around once the exclamation mark above you and sound cue appears. Once Shuriken's shield is depleted, he's basically a free kill but until then he'll be watching you carefully and trying to remain one step ahead. If you can get the jump on him he should go down pretty easily. Be cautious as if you have no heat entering the fight and the shuri is on full HP, it's usually a losing match for Bio.

While Shuriken's passive is active, it's imperative to land your blinks accurately. Otherwise, they may be able to kite you with their Haste, preventing you from landing M1s and dealing substantial damage.

ECHO EXECUTION THRESHOLD: 48 HP

Scythe

"YOU REQUIRE BETTER ADVANCEMENTS."



Scythe is yet another rough target. She can airstall really well and her high range allows her to kite you around. It's better to not go after them unless they're a noob or you see them expend most of their bullets, as without high bullets Scythe doesn't have the means to quickly burst you down with Q recast. If you're unsure if she has high ammo or not, just avoid her entirely, as even a low HP Scythe can shred you with high bullets. Scythe is, however, EXTREMELY vulnerable to Biograft while in Rifle form, so as long as you're careful not to be chunked by Rifle E you should be able to burst down her health bar before she can react.

ECHO EXECUTION THRESHOLD: 48 HP

Medkit

"I HAVE COMPLETED THE ULTIMATE MISSION."



A good [Medkit](#) can actually prove to be rather tricky, with decent damage and self-heal on headshots. Fortunately, GOOD medkits are stupidly rare, in the case that you do encounter a good Medkit, try to force out their E and Q by working with your teammates, then follow up from there as they're pretty much defenseless at that point. If Medkit is within feasible distance and tries to get an ult off try to shut it down as fast as you can as it can change the tide of the game. Provided you have attack speed built up and you get there in time, it should be an easy shutdown, as he has a high Echo Execute threshold.

ECHO EXECUTION THRESHOLD: 98 HP

Boombox

"SILENCE."



Boombox can be tricky to deal with due to his knockback, pulling, and airstall but if you can bait out his Q you can burst him down with relative ease. Be very alert around him since his abilities make your life much more difficult, both in trying to attack your targets (Boombox or not) and trying to escape with your life. He's also gonna be one of your biggest issues as he's pretty much the only "true" anti dive and will try to make your life a living hell as much as they can.

ECHO EXECUTION THRESHOLD: 48 HP

Subspace

"IT HAD TO BE DONE, CREATOR."



A good **Subspace** turns you into a piece of paper, but otherwise it's the same with Medkit, high and avoid their E. Be careful to avoid any mines he's laid out and back off if you gain too much *Vulnerability*, as it allows any damage source to shred through your health even more effectively than before. Subspace has a high Echo Execute threshold, and is fairly easy to kill provided you dodge their easily-reactable M2,

ECHO EXECUTION THRESHOLD: 73 HP

Vinestaff

"ENEMY EXTERMINATED."



Vinestaff is pretty easy to deal with but she can outheal your damage if her ult is up. Her E can also be extremely annoying with it disabling your abilities and high AOE, meaning that you can get torn apart by the enemy team if you get hit by it with bad timing. If you see her ult, and you have your ult active and you have teammates to back you up, she is your HIGHEST PRIORITY in that single moment. Her ult has unrivalled amounts of healing and you need to shut it down ASAP.

ECHO EXECUTION THRESHOLD: 60 HP

Coil

"AS CALCULATED."



Coil is a highly mobile target who is difficult to pin down, but Biograft's high burst damage can keep him in check. Be wary of his high burst damage options (such as speed E -> speed M2, grav M1+M2, grav E, aerial or grounded), and move unpredictably if he's going after you. Coil has powerful airstall with his grav M2 and E, so try to get out of the way when he uses these and clean up when he runs out of options. This is also one of the few scenarios where overheating could be viable to bring them into Echo Execute range, but confirm no other enemies are around first. Overall, he can be difficult to finish off if he manages his cooldowns correctly, so feel free to move onto another target once you've forced him to back off extensively.

Be aware of his grounded grav E - lots of Coils will try to pull this off on you. Additionally, don't attack during regen E; just let your heat go down and let them waste the cooldown.

ECHO EXECUTION THRESHOLD: 60 HP

Now, with all this in mind you still need to remember at the end of the day this is a 5v5 game and by extension you NEED to play with your teammates

Bios high burst damage allows him to be a somewhat effective antidive more often than not forcing people to back off after only one burst, don't let this get in the way of your dives but this is still something you want to keep in mind

Having just one teammate helping you deal damage can turn some 50/50 matchups heavily in your favour.

THIS IS ASSUMING THESE TEAMMATES ARE COMPETENT AND NOT DROOLING BABIES. YOU LIKELY DO NOT WANT TO FOLLOW THROUGH WITH THESE IF YOUR TEAMMATES ARE BAD

Sword



Being able to play dive, deal heavy damage, stun people, play area denial, being tanky AND taking aggro makes Sword an excellent teammate for backing up Biograft's dives. When you see a sword attacking a high priority target, HELP THEM OUT (unless someone else is higher priority in the moment). Your burst on top of swords burst and consistent dps allows for MUCH faster dives which leads to more uptime overall. His ultimate synergises decently with yours, but it shouldn't be an end all be all to when you use your ult.

Skateboard



Skateboard is similar to Sword, albeit being much faster-paced as a fellow dive. When ganging up on one target, your shared burst damage can make swift work of almost ANYONE. Diving alongside Skateboard and singling out one person at a time can be brutally effective, not letting healers protect their teammate by simply killing them insanely fast.

His ult also pairs incredibly well with yours, netting you a guaranteed 200+ damage on 1 or more people and even on tanks if they're stunned, quickly disposing of them before they're able to interrupt you.

Katana



Katana simply existing grants your entire team an enormous amount of point presence and he excels at separating the enemy team which is amazing for you. When playing with your katana in mind try to stick to him as much as possible and kill anyone that manages to escape his grasp. You should also make an effort to kill off any threats to him, as without enemy tankbusters your katana (should) effectively be immortal, given that they're decently competent (may not be a guarantee in Opens).

Banhammer



Banhammer is probably one of your greatest synergies in the entire game. Being a tank and simultaneously applying dive pressure once brings ample attention to him, and considering both of you demand attention, having it split between you two automatically makes both of you much MUCH harder to deal with. Ban has 3 glaring weaknesses, all of which you're able to handily cover! His biggest problem by far is that he simply does not have the means to finish off targets, which is what you're best at! Try to burst down anyone your banhammer is on (unless they're a tank, in the case where you might feed into their self-sustain) and finish off any stragglers that manage to get away from his monstrous damage output. Another weakness of his is that he struggles into ranged, which you are usually well-equipped to handle! His final problem is that when he uses his ult, his targets have a tendency to heal above the 50% health threshold. Your burst damage should pair perfectly with this ult to bring any unfortunate soul captured into banning range, since the mixture of its stun and immobilising any targets caught within them make them easy targets for you to burst down.

TLDR: Dive when ban dives, hit who bans hitting unless its a tank, kill threats to ban.

Rocket



Their ult helps your ult by adding point-wide pressure and chipping down enemy health bars while splitting them apart. Also good at dealing high damage to targets that Biograft generally can't approach, such as tanks. Not a whole lot to say here.

Slingshot



Rocket that flies. Their ult is REALLY strong paired with your ult due to spreading people out and dealing a good amount of damage to multiple people. Aside from that you may be able to punish anyone tunnel visioned on them. Do note that if there's an opposing Hyperlaser, you want to prioritise them so sling isn't under threat, as Hyperlaser tends to be a very hard counter to Slingshot.

Hyperlaser



Uhm uhhh ermmm uhhh.

he can like. shoot the enemy hyperlasre i guess. and that helps you dive him because
diving hyperlaser is poopoo stinky

oh yeah yeah

if you have the opportunity you can help to burst down any dives that are attacking
him since hyper like. can often take up all of their attention and do enough damage
that any assistance will lead to him winning the matchup

Shuriken



Finally someone to actually elaborate on. Shuriken is an insanely good dive partner, having high damage output and applying antiheal to help you land your echo executions better. With his high damage output and your burst and kill confirm, you two on one support or ranged will be an insanely fast kill. It also helps that his ult helps your ult a good amount, dealing damage, spreading out people and most of all applying a TON of antiheal.

Scythe



Scythe does high initial damage and you excel at killing people if they're able to die in one burst, what more could you ask for from a dive partner? Try to kill confirm her target once she activates it and then kill off any stragglers.

Medkit



Like Rocket and Slingshot, his ult synergises well with yours, that's about it. Try to have them ult at the start of your ult or in the middle if possible.

Boombox



TBA (i dont know)

Subspace



For roughly 70% of the match you yourself won't notice Subspace much. For the other 30%? Contender for one of your best teammates. The vulnerability he applies allows for you to be able to one cycle enemies far more consistently which is a key thing that has been mentioned multiple times over by now. On top of this, having him ult makes it insanely difficult for enemies to escape you when you're in ult, and even moreso if you have a Banhammer that's also backing you up. Just try to take out any threats to them when possible (usually ranged phighters).

Vinestaff



Prioritise marked enemies more than you would otherwise. That's about it.

Coil



Despite what Opens may have you believe, Coil isn't the best suited for diving onto targets alone. Fortunately, he makes for a GREAT partner for double dives, being able to massively increase the pressure you apply onto your targets. His synergy with Biograft mainly derives from making aggressive plays together, and assisting Biograft in taking out key targets efficiently.

As for tethers, Biograft isn't usually the highest priority target for them, however they all can be highly useful.

- Gravity applies a damage buff which is extremely impactful for a character with DPS as high as Biograft's. The downside is the *Bounce* applied, which can cause Biograft's jumps to bring them out of range of their target. Outside of ult, this can be counteracted by pausing your M1s whenever you jump and using that airtime to cool your Heat bar, but in ult you may need to forego jumping altogether and sacrifice some of your unpredictability for the damage buff. This can be worth it, but can also screw you over particularly in areas with vertical terrain your targets can abuse easily. In niche scenarios, such as fighting airstalling Slingshots and reaching enemies on high ground, the *Bounce* can be useful, however.
- Haste may seem redundant at first, given that Biograft has enough mobility already, but it actually proves quite useful in saving on Biograft's blink economy. Not only does stacking that speed onto an already fast character make Biograft very hard to track for enemies, but being able to cross distances quicker without needing to increase your Heat bar with M1s or wasting a blink allows you to conserve your resources far more efficiently. It also comes with the benefit of being easier to adapt to than Gravity (though it still may be disorienting if you're not used to it), and having virtually no downside once you are accustomed to it.
- Regen is niche, since Biograft's health bar is mostly Shield, but that low health bar means that keeping it topped off is a low commitment. Given that your ult is the main time you may become a priority for tethers, it can come in useful there to prolong the end of your ult. The effect of this will be mitigated by the stacking *Supported* debuff that Biograft applies to itself during Overdrive, but it still can be useful in some edge cases.

Biograft CAN benefit severely from proper use of any given tether, but it will require them to adapt in some way to take advantage of it. Whether this interaction applies at all is up to the Coil player's discretion, though.

 **Sammich**  **BIO** 7:22 PM
IM NOT A MOTHER OF ALL BIOS

 **Cinnabun** 8:35 PM
Hi please dont make a guide
Keep the babygrafts baby
I NEED free kills (edited)

 **Kwenty** 10:31 PM
Im zkweny and my sexual orientation gravitates towards men

 **ChunkyOrca**  **bog** 9/23/2025 9:34 AM
why do all u gremlins in here take time
outta ur precious, singular lives to sit ur
butts down criss cross apple sauce and
make orca accounts (edited)

 **F0rrst6ken**  **BIO** Yesterday at 1:42 AM
Coach me bio

Share a document?



Jeff Ra (jeffra69420@gmail.com) is **requesting access** to the following document:

be a good boy and click yes

 **Teengraft/babycoil**  **bog** 9/29/2025 4:12 PM
If a hyper is giving my tank a problem should I get them or?

 **GothMommyLover42**  **bog** 12:23 PM
wait can you put this in the hall of shame
I love dominant tall goth women
and I single click every biograft attack



Kwenty 2:25 PM
67

In Conquer, your main goal is to get value in the first 4ish minutes and trying to stay on top of point as much as possible during 10 seconds left and overtime; this means making the supports' lives as miserable as possible, hard target them if you need to. If a particularly pesky ranged is shredding through your tanks, you may want to go out of your way to keep them in check, but only if you don't have anything else to do. Because value and points are the most important thing in Conquer, this means that you should be aiming to get 3 ults off before overtime, the first at ~2:20 left, the second at ~1:00 left, and the third in the last 10-20 seconds. Remember to prioritise shutting down ults such as Med and Sub (ulting for at least 10 seconds can help coincide with Med's ult cycle, so you can go for Med first to delay their ult cycle), as these will aid your team to clear point the best. (dragging a tank or 2+ people off point is also value, keep this in mind, you don't always have to be on point.) (IF YOU EDIT THIS AGAIN TO POINTS IM GONNA FUCKING KILL YOU STOP 😭)