

Champion	Type	Style	In-Hand
Grover	core	Aura	389 - 778 DPS
Lillith	Core	Aura	625 DPS
Ying	Core	Deploy	643 DPS
Seris	Core	Stun	700 DPS
Pip	Hybrid	Aura	600 DPS
Grohk	Hybrid	Deploy	650 - 845 DPS
Io	Hybrid	Deploy	666 DPS
Corvus	Hybrid	Pocket	1,057 DPS
Furia	Hybrid	Ult	630 DPS - 900 DPS
Mal'Damba	Utility	Stun	727 DPS, 200 DMG + Stun on Reload
Jenos	Utility	Pocket	885 DPS
Rei	Utility	Ult	643 DPS

Off-Hand	Ability
425 DMG + Cripple   7s CD	75 HPS passively, 885 in 2.5s Burst
4.6% MHPS DPS / 225 - 1,200 HPS	220 - 500 DPS & 300 - 640 HPS, AoE
Shatter your Illusions, deal 500 DMG per   3s	Create an Illusion, 281 - 844 HPS based on #
1650 to target, 1000 to nearby ally Healing   1.5s CD	90 DMG per stack, Heal off Stacks, Stun max Stack
150 DMG, Slow   8s CD	1000 Healing   7s CD
150 - 750 DMG   6s CD	380 - 760 HPS, AoE   14s CDs
1,000 HPS on a Meter	300 HPS, 660 DMG, Stun
1,250 in 1s   4s CD	187 + 60% Shared Pocket
1,400 - 1610 in 2s   3s CD	400 - 1520 DMG in 4s + Stun
1,360 in 2s   3s CD	275 DPS & 325 HPS, AoE
400 + 220 HPS for 11s   7s CD	360 DMG over 2s, Soft CC
600 - 3,000 Healing   4s CD	50 HPS, 67 DPS, .5% Ult Charge to ally every 1s

<b>Movement</b>	<b>Ultimate</b>
Targetable, 95 Units	2500 HPS for 4s, cancelable
225 DMG on reactivation	35% True Lifesteal, self-stim
Teleport Between Illusions	600 HPS for 8s, Team CC Immune for 1s
Cleanse & Immune	10 DMG, pull all targets in
Increased Jump Height	Polymorph Enemies
Cleanse & Immune	700 HPS + 50% MS, 400 DPS + Slow
Leap Off Ground	Hard CC Carry + 800 DMG
400 DMG + Slow	13.5% Max Health DPS, Slow
200 DMG	30% Weapon Damage + Movement Speed
Cleanse & Immune	Fear for 2s
65% Move Speed & Jump	2650 DMG through walls
DR, JH, MS, Shared with Ally	Damage Immune, heal self and ally for 75%

Talent 1	Talent 2
500 Heal over 2s on Move	IH Max DPS up to 1,050
35% Blood discount, 15% bonus Healing, -25% DMG	30% Radius, 25% Savings on self-following Swarm
200 bonus DMG on max hits of Inhand	Shatter now Heals 800, Illusions no longer explode
Soul Charges provide Health and Damage per stack	Restore Soul during Shadow Travel
100% Mega Potion Healing, 200 Shielding	35% increased damaged on Flask targets
3rd Totem, 20% Radius	Staff heals for 800 HPS + 20% MS
Healing Shared between Pet	Healed Targets have 15% DR
Marked Ally Buff	800 DMG & Stun Movement
AoE Heal, 50% Strength	Wrath DPS increase to 1,145
350 Bonus Heal on Off-Hand	40% less Damage, 100% more Healing
285 Bonus Healing on Astral Mark	DPS up to 900
40% Chain Heal Bounce Range	Link to Enemy to Prevent Healing

### Talent 3

Roots on Offhand instead of Cripple

Up to 30% Move & Attack Speed

Explode your Illusions for 550 Damage each

When detonate stacks, gain resistance to AntiHeal

Inhand heals for 770 HPS

IH DPS up to 1,050, OH DMG up to 1,350

Io can Sacrifice Luna to live, 30s ICD

Two Marks, -20% Healing

Ability now also heals for 2,250

Faster Snake Toss + 500 Bonus Damage

Grip now applies Cripple & 480 bonus DMG

Spirit Link Triple Effect, minor nerfs