

Champion	Type	Style	In-Hand
Lillith	Core	Aura	650 DPS
Ying	Core	Deploy	~678 DPS
Seris	Core	Stun	700 DPS
Io	Core	Aura/Deploy	708 DPS
Grover	Hybrid	Aura	~425 - 850 DPS
Pip	Hybrid	Aura	600 DPS
Grohk	Hybrid	Aura/Deploy	700 - 910 DPS
Corvus	Hybrid	Pocket	1000 DPS
Furia	Hybrid	Ult	660 DPS - 950 DPS
Mal'Damba	Utility	Stun	772 DPS , 200 DMG + Stun on Reload
Jenos	Utility	Pocket	885 DPS
Rei	Utility	Pocket/Ult	678 DPS
Moji	Utility	Aura	600 DPS // 912.5 DPS (Both Weapons)

Off-Hand	Ability
5% MHPS DPS / 225 - 1,200 HPS	200 - 440 DPS & 240 - 600 HPS, AoE
Shatter your Illusions, deal 500 DMG per 3s	Create an Illusion, 250 - 825 HPS based on #
1650 to target, 1000 to nearby ally Healing 1.5s CD	100 DMG per stack, Heal off Stacks, Stun max Stack
900 HPS on a Meter	300 HPS, 660 DMG, Stun (Lower Cooldown)
450 DMG + Cripple 7s CD	70 HPS passively, 850 in 2.5s Burst
150 DMG, Slow 8s CD	1000 Healing 7s CD
150 - 750 DMG 6s CD	325 - 650 HPS, AoE 14s CDs
1,100 in 1s 4s CD	60% Shared Pocket of Off-Hand
1,300 - 1495 in 2s 3s CD	400 - 1520 DMG in 4s + Stun
1,360 in 3s 2.5s CD	275 DPS & 325 HPS, AoE
400 + 220 HPS for 12s 6s CD	200 instant, then 200 DMG over 2s, Soft CC
550 - 2,750 Healing 4s CD	50 HPS, 67 DPS, .5% Ult Charge to ally every 1s
1,062 HPS on a Meter	250 + 450 over 2s Shielding in a radius

Movement	Ultimate
225 DMG on reactivation	35% True Lifesteal, self-stim
Teleport Between Illusions	600 HPS for 8s, Team CC Immune for 1s
Cleanse & Immune	200 DMG , pull all targets in
Leap Off Ground	Hard CC Carry + 1000 DMG
Targetable, 95 Units	2500 HPS for 4s, cancelable (~50% back at base)
Increased Jump Height	Polymorph Enemies
Cleanse & Immune	700 HPS + 50% MS, 400 DPS + Slow
400 DMG + Slow	13.5% Max Health DPS, Slow
300 DMG	30% Weapon Damage + Movement Speed
Cleanse & Immune	Fear for 2s, min duration of 1s
65% Move Speed & Jump	2650 DMG through walls
DR, JH, MS, Shared with Ally	Damage Immune, heal self and ally for 75%
Infite Forward Movement	Execute that heals her for 35% True Healing

Talent 1	Talent 2
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 700 , Illusions no longer explode
Soul Charges provide Health and Damage per stack	Restore Soul during Shadow Travel
Healing Shared between Pet at 50% rate	Healed Targets have 15% DR
500 Heal over 2s on Move	IH Max DPS up to 1,110
100% Mega Potion Healing, 200 Shielding	35% increased damaged on Flask targets
3rd Totem, 20% Radius	Staff heals for 800 HPS + 20% MS
Marked Ally Buff	800 DMG & Stun Movement
AoE Heal, 50% Strength	Wrath DPS increase to 1,200
350 Bonus Heal on Off-Hand	40% less Damage, 100% more Healing
285 Bonus Healing on Astral Mark	DPS up to 1000
40% Chain Heal Bounce Range	Link to Enemy to Prevent Healing
Execute heals 50% True Healing & refreshes Shield	Remove Self Slow & Optimal DPS up to 1,037

Talent 3

Up to 30% Move & Attack Speed from Attacking

Explode your Illusions for 550 Damage each

When detonate stacks, gain resistance to AntiHeal

Io can Sacrifice Luna to live, 30s ICD

Roots on Offhand instead of Cripple

Inhand heals for 770 HPS

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

Two Marks, **-25% Healing**

1750 HPS on Pyre Strike

Faster Snake Toss + 500 Bonus Damage

Grip now applies Cripple & 480 bonus DMG

Spirit Link Triple Effect, minor nerfs

Scamper now leaves 200 HPS for 4s Pool