

UNOFFICIAL · 12 AUGUST 2026 PATCH

DEADLOCK HERO FIELD MANUAL

Start on Read this first — how you move, what a wave is, what souls buy. If movement still feels like a lot, watch one short video, then come back. Then pick a hero. Every playable hero has an official portrait, ability text, upgrades, how to use each spell, early / mid / late play, how to fight them, and a starting build.

38 HEROES · OFFICIAL VALVE ASSETS VIA COMMUNITY API · NOT AFFILIATED WITH VALVE CORPORATION

Click any name in the table of contents, or any portrait on the character select page, to jump to that hero. This is a fan guide. Numbers move every patch — treat builds as a starting point.

CHARACTER SELECT

Official in-game hero card portraits. Click a portrait to open that hero's page.



TABLE OF CONTENTS

[Read this first — how you move, how a lane works, companion videos](#)

Each name is a link.

Abrams — Charges into close combat
Apollo — Duelist
Bebop — Hooks an enemy for a knockout combo
Billy — Brawler
Calico — Wreaks havoc from the sidelines
Celeste — Mage
Drifter — Assassin
Dynamo — Locks down the enemy team
Graves — Summoner
Grey Talon — Delivers long range skill-shots
Haze — Sneaks in and sprays bullets
Holliday — Bounces about dispensing trick shots
Infernus — Lights up enemies and watches them burn
Ivy — Sets up a power duo with a lucky ally
Kelvin — Freezes enemies in their tracks
Lady Geist — Sacrifices health then drains it back
Lash — Dives down to stomp his foes
McGinnis — Controls the battle with combat turrets
Mina — Assassin

Mirage — Times his shots and catches fleeing targets
Mo & Krill — Burrows underneath his enemies
Paige — Support
Paradox — Manipulates Space and Time
Pocket — Infiltrates and disrupts the backline
Rem — Support
Seven — Electrocutes crowds of enemies
Shiv — Bleeds out foes, then goes in for a kill
Silver — Carry
Sinclair — Misdirect and hex enemies
The Doorman — Controller
Venator — Marksman
Victor — Brawler
Vindicta — Snipes the unsuspecting
Viscous — Rolls around deflecting bullets
Vyper — Slither in and assassinate enemies
Warden — Weakens his enemies and chases them down
Wraith — Melts isolated targets
Yamato — Delivers charged attacks with finesse

READ THIS FIRST

If the hero pages feel like a different language, stay here for two pages. Then, if you want to see the movement, watch one of the videos at the end of this chapter. You do not have to do both on day one. This game looks like a shooter and scores like a lane game. The hero chapters assume you already know how you move, what a wave is, and what souls buy. If those words are new, stay here. Then pick a hero.

WHAT YOU ARE LOOKING AT

Two teams of six. Three streets. Your team has a giant at the back of the base — the Hidden King or the Archmother. That giant is the Patron. Kill theirs and you win. You cannot punch it on minute one. You walk a street, you last-hit the little troopers that march down it, you buy items with the souls they drop, and you knock down the buildings in order: Guardian (first tower), Walker (second tower), the two Guardians on the base arc (often called the base pair), then both Shrines, then the Patron.

York is the yellow street. Broadway is the blue street and is always mid. Park is the green street — the signs say Park, the callouts say Greenwich. From your base, the street on your left is the short lane. Hidden King's left is York. Archmother's left is Park. Mid is Broadway for both teams.

HOW YOU MOVE

This is not a game where you click the ground and your hero walks there. You steer. When a chapter says dash, slide, parry, or drop off the zip, it means the buttons below. Read them once. The rest of the book will stop sounding like a different language.

Walk. Use WASD. Walking costs nothing. Getting shot does not stop you unless they land a stun — a lock that freezes you in place for a moment.

Stamina and dash. The bars under your health are stamina. Most heroes have two or three. Press dash (default Shift) and you spend one bar to burst a short distance. That is how you get next to someone, dodge a hook, or leave a bad fight. Empty bars means you cannot dash until one fills. When a page says “keep a dash,” it means do not spend the last bar unless you are sure. Spending the last dash to confirm a last-hit is correct. Spending it to peek for pride is how you die.

Slide. Dash, then crouch. You slide along the ground. While you slide, your gun does not run out of bullets. This is the movement people mean when they say the game is “crazy.” You slide to keep shooting while you move, and to cross the street without standing still in the open. If you are already running down a slope, you can slide without spending a dash at all. That one is free. Dash-then-crouch is the one you will use on flat street.

Jump and ledges. You can jump. Most heroes can jump again in the air. Walk into a crate, a window, or a rooftop and you climb it. High ground is safer for last-hitting. When a page says “play the angle,” it means get off the main street — a window, a fire escape, a crate — and shoot from there. You do not have to think about ten movement tech videos. Jump up. Stand somewhere they cannot walk in a straight line at you.

Dash-jump (optional next step). Dash, then jump at the end of the dash. It costs two stamina bars and covers more ground. You do not need this to read the hero pages. When dash-slide feels automatic, this is the next button. AverageJonas and Eskay both walk it in slow motion.

Zipline. The glowing lines from your base to each street. Hold the use key on the pad to ride. Fastest way home to buy and back to lane. You can jump off mid-ride. Dropping off a zip onto someone is a real play — Seven, Lash, and a lot of others do this. Crouching as you leave the line keeps your speed. Jumping off dumps it. For a first week, jump off is fine. Crouch-off is the cleaner version. You cannot ride a zip while you are carrying the Soul Urn.

Melee and parry. Tap melee for a light punch. Hold it for a heavy punch — slower, much more damage. Parry is a timed block against a punch. Press it as their swing lands and you stun them. Do not punch someone who is waiting to parry. Apollo's Riposte is a parry that also hits back.

A lot of kits only work if you spend a dash at the right time, or if you refuse to spend it. “Do not dash into the hook” is not flavor text. It is the whole matchup. That is why the hero pages talk about movement. They are not asking you to learn a combo video. They are asking you to keep one bar, or to slide instead of standing still. You now have every movement word this book uses: dash, slide, jump, zip, parry. Hero pages will not ask you to slidehop or wall-jump. If a sentence still feels physical, reread this page — do not pause the match to invent a combo.

HOW A LANE WORKS

A wave is a group of troopers that spawn together and walk your street. A new wave comes about every 30 seconds. Last-hit means you deal the killing blow so the souls come to you. A melee last-hit gives you the whole bounty. If they die to guns, half the souls float as an orb — shoot your green orb to confirm it, shoot their orange orb to steal it. That steal is a deny. If this is your first lane game, last-hit is the whole early game. Kills on heroes are extra, not the plan.

Push or shove means kill their troopers so yours walk forward. Crash the wave means shove those troopers into their Guardian, then leave. Their tower kills your wave while you walk home and spend souls. If you shop while the wave is still fighting on your side, you miss a whole wave of money. Extra Regen is the cheap first buy so you can stay on the street and last-hit instead

of riding the zip home every time you get chipped.

Souls are gold and experience. The green number on your HUD. You buy items with them and you level — you gain boons — from them. The first real item you finish is a breakpoint. Hitting it before they do wins the next two minutes. That is why the book nags you about shopping on a crashed wave, not in the middle of a fight.

WORDS THE HERO PAGES WILL USE

Troopers	The candle-head robots on the street. Last-hit them.
Souls	Money and experience. The green number.
Guardian / Walker	First tower, then second tower, on each street.
Patron	The giant in the base. Kill it to win.
Dash	Spend one stamina bar to burst a short distance.
Slide	Dash, then crouch. Your gun does not empty while you slide.
Stamina	The bars under your health. Empty means you cannot dash.
Parry	A timed block against a punch. Time it and you stun them.
Fog	A street or room you have not seen. Do not charge in blind.
Gun / Spirit / Melee	Bullets, spells, punches. Heroes lean on one.
Cooldown	How long until you can press that ability again.
Stun / Silence / Slow	They cannot act, cannot cast, or cannot walk well.
Peel	Stop them from killing your teammate. Save, do not chase.
Flex	Swap the last item for whatever they are doing.
Healbane	They heal too much. This item cuts that healing.
Unstoppable	They cannot stun or lock you for a few seconds.
Mid-Boss / Urn	The big camp in the middle, and the jar you carry for a payout.

HOW TO READ A HERO CHAPTER

Every chapter is the same shape. Portrait and role at the top. Biography is Valve’s lore — you can skip it. Abilities use official names. T1, T2, and T3 are the three upgrades you buy with ability points. The third one costs five points. “How to use” is the practical line. Early is the first 8 minutes on your street. Mid is after the first towers start falling. Late is when teams are fighting over the Patron. Builds are a starting list, not a law. If a sentence still has a word you do not know, it is on the words table above, or in the Primer tab of the companion site.

Then go play. Last-hit. Keep a dash. Crash the wave. Buy Extra Regen. Come back to the hero page when a sentence about that hero’s kit does not make sense — not before you have walked a street once.

IF YOU WANT TO WATCH ONE THING

Metro — The Ultimate Beginners Guide for Deadlock. What a match is, how a lane works, and what to do with souls. Watch this if you have never played a lane game.

AverageJonas — Movement for Beginners (2025). Dash-slide, slope slide, and leaving the zipline. Watch this if the movement page still feels abstract.

Deathy — A Complete Deadlock Guide for Beginners (2026). Watch this after you have walked a street once. Mid-game and why you feel weak even when you are ahead.

Optional later: Eskay’s Ultimate Movement Guide, and Deathy with Leif on 2026 movement. Those are for after dash-slide is automatic. You do not need them to read this book.



ABRAMS

CHARGES INTO CLOSE COMBAT

A-tier · 50.8% WR · brawler

Abrams is a wrecking ball. He charges in, drains health off whoever he touches, and dares the other team to shoot him instead of his friends. If they take that dare, his teammates get a free fight.

BIOGRAPHY

Hard hitting, hard headed, and hard drinking; Detective Abrams has been a fixture on the New York investigating scene for years. From stolen art, to missing persons, to ritual murders; Abrams didn't just take any case that came across his desk... he solved them. But his days of following cheating spouses came to an end the day he opened his office door and found The Tome sitting on his desk. No instruction was left for him save for a brief note scrawled in onyx blood that read "Don't let them have it". Abrams hasn't figured where the thing came from; but seeing as his home has been broken into, his office tossed on 3 different occasions, and his car firebombed he has a vested interest in figuring out what the hell is going on.

ABILITIES

Highest-sample skill priority: **Infernal Resilience** ▯ **Shoulder Charge** ▯ **Siphon Life** ▯ **Seismic Impact** (82.8% WR)



1. SIPHON LIFE · CD 42.0S

Drain health from nearby enemies, dealing spirit damage over time and healing for a portion of the damage dealt.

How to use: Turn Siphon Life on as you walk into melee, or while you shove a wave. You can still shoot and Shoulder Charge while it drains.

T1 -20.0 seconds cooldown

T2 2 seconds duration

T3 (5 AP) +2m Radius and +18.0 DPS with improved Spirit scaling



2. SHOULDER CHARGE · CD 33.0S

Charge forward, pulling enemies you hit. Pushing a hero into a wall applies stun. / If you collide with a hero you move faster during your charge.

How to use: Aim Shoulder Charge so the person hits a wall. Use it to close a gap, interrupt a spell, or run away. Do not charge into fog you have not seen.

T1 Applies +40.0% Slow for 3 seconds

T2 On Wall Hit: +0.8 seconds Stun Duration

T3 (5 AP) -18 seconds Cooldown / On Hero Collide: +1.5 Weapon Damage for 6 seconds



3. INFERNAL RESILIENCE · PASSIVE / NO CD

Gain bonus defensive attributes. Taking damage grants temporary regeneration for a portion of the damage taken.

How to use: Infernal Resilience is always on. Put the first upgrade here so a chunk of the damage you take comes back, and you stop walking back to base every 2 minutes.

T1 200 Bonus Max Health

T2 18 Melee Lifesteal

T3 (5 AP) +20% Debuff Resist and +8% Damage Regenerated



4. SEISMIC IMPACT · CD 215.0S

Leap high into the air before crashing into the ground, dealing spirit damage and applying stun.

How to use: Only leap after you have seen their escapes or ultimates already used, or after you already won a pick. You can drag flying heroes out of the sky on the way down.

T1 -30.0 seconds cooldown

T2 +0.8 Stun Duration

T3 (5 AP) On cast, become Unstoppable for 6 seconds and +6m Impact Radius

HOW TO PLAY

EARLY (0–8 MIN)

Buy Extra Regen first so you can stay in lane instead of going back to base. Last-hit troopers with a melee swing when it is safe — melee last-hits give you the whole bounty with no orb to miss. Only start a real trade after Shoulder Charge is ready, and turn on Siphon Life while you shove so you heal as the wave dies. Do not dive their Guardian unless there is a wall nearby to slam someone into. Crash the wave into their Guardian, then shop. Never shop while the wave is on your Guardian. You take the trades so your partner can last-hit. Do not Shoulder Charge off to a 1v1 in the jungle.

MID (8–20 MIN)

Group up for Walkers. Shoulder Charge the most important enemy into a wall, hold Siphon Life, then melee. The first upgrade on Infernal Resilience is what keeps you on the map instead of walking home. Always crash a wave into a building before you hit it, or the building heals and you waste the fight.

LATE (20+)

Seismic Impact — your leap — starts the real fight. Land it on the clustered backliners, then Shoulder Charge whoever tries to peel you off. You are the front line. After you win, hit the Patron or a Walker. Extra chases into the jungle donate the win.

HOW TO FIGHT THEM**EARLY**

Stay off the walls. If Abrams Shoulder Charges you into one, the trade is already over. Burst him after Siphon Life ends — do not stand in the drain. Deny the floating soul orbs so he does not get the last-hit lead.

MID

Save a slow, like Slowing Hex, for the Shoulder Charge. When he jumps with Seismic Impact, walk out of the circle before he lands. Healbane or Decay deletes the healing that makes him feel unkillable.

LATE

Spread out so one leap cannot hit three of you. Silence or exhaust him after he lands. Never fist-fight him in a hallway. Only focus him if you have anti-heal and his Shoulder Charge is already spent.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys Melee Lifesteal ✕ Extra Regen ✕ Extra Health ✕ Monster Rounds

Core / mid Melee Charge ✕ Extra Stamina ✕ Spirit Strike ✕ Cultist Sacrifice ✕ Close Quarters

Late spikes Siphon Bullets ✕ Colossus ✕ Unstoppable ✕ Witchmail

Highest WR staples Glass Cannon (T4, 62.1% WR) ✕ Diviner's Kevlar (T4, 61.8% WR) ✕ Spirit Burn (T4, 61.5% WR) ✕ Escalating Exposure (T4, 61.4% WR) ✕ Mystic Reverb (T4, 59.0% WR) ✕ Witchmail (T4, 58.8% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: treemeister abrams (254919 favorites)

early: Close Quarters · Berserker · Melee Charge · Melee Lifesteal · Extra Stamina · Sprint Boots · Extra Regen · Spirit Strike

mid: Kinetic Dash · Point Blank · Hunter's Aura · Enduring Speed · Healing Booster · Duration Extender · Bullet Resist Shredder · Cold Front

late: Frenzy · Vampiric Burst · Siphon Bullets · Lifestrike · Leech · Bullet Resilience · Spirit Resilience · Compress Cooldown

optional: Warp Stone · Bullet Armor · Spirit Armor · Soul Rebirth · Unstoppable · Dispel Magic · Colossus · Phantom Strike

✕ [Back to character select](#) [Table of contents](#)



APOLLO

DUELIST

B-tier · 49.7% WR · assassin

Apollo is a duelist who wins by answering the other person's swing. He parries, dashes, and punishes anyone who tries to melee him.

12 AUGUST 2026 PATCH

August 12: Riposte melee resist went from 22 percent to 25 percent. The second upgrade is now minus 25 percent melee resist plus a 0.4 second stun. The third upgrade lifesteal went from 60 percent for 7 seconds to 75 percent for 13 seconds. Itani Lo Sahn no longer cancels on movement abilities.

BIOGRAPHY

A land of beauty, tradition and conflict; North Ixia is no stranger to brutal political violence. So when Apollo was told that it was for his own safety he was being sent to New York for school, he knew the situation was serious. Adjusting to life at Blackmore Academy didn't come easy to Apollo. His school was supposed to be filled with The Cursed Apple's best and brightest but all he saw, with few exceptions, was a sea of aggressive mediocrity. Electing not to waste his time with frivolous things like parties and dances, he instead put his energy on the piste, where he rigorously trains as captain of the Blackmore fencing team. However, at the end of the day Apollo does not fret too much on the tedium of life in New York. He knows that eventually the time will come when his father will call on him to come home and he will get to show that he is worthy of wielding his family's ancestral blade.

ABILITIES

Highest-sample skill priority: Disengaging Sigil ▯ Flawless Advance ▯ Riposte ▯ Itani Lo Sahn (78.4% WR)



1. DISENGAGING SIGIL · CD 12S

Draw a sigil sphere in front of you and then leap backwards as it explodes, damaging and slowing enemies caught in it.

How to use: Cast Disengaging Sigil to make space after a trade, or to finish a wave while you leap back to cover.

T1 Gain +25% Fire Rate and +25% Bullet Speed for 8 seconds

T2 On Player Hit: +1 stamina restored and resets Air Jump/Dash limit

T3 (5 AP) Can be Recast within 4 seconds



2. RIPOSTE · CD 22S

Prepare to deflect the next incoming attack. On a successful deflection, briefly become invulnerable and target an enemy hero to dash towards them, stunning them and reducing their Melee Resist. // Press Ability 2 to select a target. / Does not trigger against trooper or neutral damage.

How to use: Hold Riposte for a heavy melee, a hook, or a skillshot. A successful parry is how you start the fight — not a button you press to begin a brawl.

T1 -8 seconds cooldown

T2 -25% Melee Resist and +0.4 seconds Stun Duration

T3 (5 AP) Gain 75% Bullet, Spirit & Melee Lifesteal against the Riposte target for 13 seconds



3. FLAWLESS ADVANCE · CD 26S

Perform a series of lunges in any direction, delivering piercing stabs ahead of you. Hold your ability key to time your attacks, dealing more damage the longer it's held. Releasing your attack during the perfect window deals maximum damage. // Press Ability 3 to re-cast.

How to use: Hold Flawless Advance to time Perfect hits on troopers. The bullet-resist window is how you walk through gunfire.

T1 Perfect Hit on Hero: Heal 35

T2 -12 seconds Cooldown. Gain +60% Bullet Resist during lunge

T3 (5 AP) +65 Perfect Damage with improved Spirit scaling. / Increased lunge speed & distance.



4. ITANI LO SAHN · CD 145S

Charge up and perform a long range slash. Struck enemies cannot take action or heal and are stuck in slow motion. When this effect expires, they suffer devastating damage, dealing bonus damage against half-health enemies. // While in slow motion, Apollo is invulnerable and enemies take reduced damage. // Hold Ability 4 or to delay the cast.

How to use: Charge Itani Lo Sahn from an angle they are not watching. Hit the person your team can actually focus, then dash to finish or leave.

T1 8m Dash Range

T2 -35 seconds cooldown

T3 (5 AP) 50 Bonus Damage Percent

HOW TO PLAY

EARLY (0–8 MIN)

Poke with Sigil and last-hit troopers. Buy Extra Regen first so you can stay in lane instead of going back to base. Only use Riposte when you can see a melee swing or a skillshot coming. Time Perfect hits on troopers with Flawless Advance so you stay healthy. You lose long gunfights against true carries, so keep the trades short. Crash the wave into their Guardian, then shop. Never shop while the wave is on your Guardian. You win 1v1s after Riposte. Your partner should zone while you last-hit.

MID (8–20 MIN)

Riposte the spell that would actually kill you, then Flawless Advance onto the person who used it. You are a duelist — pick fights where nobody else is standing nearby. Do not spend Riposte on a random last-hit.

LATE (20+)

Hold Riposte for the one ability that would delete you. After it lands, walk their carry down. You are not a tank. If they refuse to melee you, Flawless Advance past them and kill the backline.

HOW TO FIGHT THEM

EARLY

Do not melee him while Riposte is ready. Poke, then walk away. If you have a skillshot, bait the Riposte first and throw the real spell second.

MID

He wants a 1v1 with nobody else around. Bring a friend. Buy Rebuttal if he keeps trying to melee you. After Riposte is used, he is just a gun hero — collapse on him.

LATE

He is a 1v1 fighter, not a tank. After Riposte is used, get between him and your damage dealer and walk him down. If he is holding Riposte just for your big spell, skip that spell and melee someone else.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys Mystic Burst ▯ Melee Charge ▯ Extra Regen ▯ Extra Spirit

Core / mid Healing Booster ▯ Melee Charge ▯ Improved Spirit ▯ Superior Cooldown ▯ Extra Health

Late spikes Mystic Reverb ▯ Surge of Power ▯ Spirit Burn ▯ Boundless Spirit

Highest WR staples Mystic Reverb (T4, 59.1% WR) ▯ Diviner's Kevlar (T4, 57.6% WR) ▯ Escalating Exposure (T4, 57.5% WR) ▯ Witchmail (T4, 57.2% WR) ▯ Spirit Burn (T4, 57.1% WR) ▯ Scourge (T4, 57.0% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: New Apollo Build (30671 favorites)

lr: Mystic Burst · Extra Spirit · Extra Health · Improved Spirit · Tankbuster · Spirit Lifesteal · Fortitude · Mystic Reverb

o: Mystic Shot · Spirit Shredder Bullets · Spirit Rend

[▯ Back to character select](#) [Table of contents](#)



BEBOP

HOOKS AN ENEMY FOR A KNOCKOUT COMBO

B-tier · 46.9% WR · brawler

Bebop is a hook hero. He yanks someone out of position, sticks a bomb on them, and either saves a teammate or ruins someone's day. When subtlety fails, the giant laser still works.

BIOGRAPHY

Forged by the hands of a widowed junk yard attendant; Bebop was more than just some scrap golem laborer... he was the son she couldn't have. Together they would work in the iron yard during the day, and listen to jazz at night. It was a predictable, if not comforting routine. But now, Bebop's creator has fallen ill and while Miss Shelly wouldn't approve of the activities that Bebop does at night to pay for her medicine, what she doesn't know can't hurt her.

ABILITIES

Highest-sample skill priority: Sticky Bomb ▯ Grapple Arm ▯ Exploding Uppercut ▯ Hyper Beam (74.3% WR)



1. EXPLODING UPPERCUT · CD 22.0S

Deal melee damage to nearby enemies and apply knockback. // When they land, they deal spirit damage and apply reduced fire rate to other nearby enemies. // Exploding Uppercut can be used on allies.

How to use: Use Exploding Uppercut after a hook, or to knock someone off a zip line or a ledge. It is also a fine way to clear a wave.

T1 -11.0 seconds cooldown

T2 On Hero Hit: Gain fast spin-up time, 2x weapon range and +30% weapon damage for 9 seconds

T3 (5 AP) On Hero Hit: Set Grapple Arm cooldown to 0 and restores +18% of your missing health



2. STICKY BOMB · CD 18.0S

Attach a bomb that explodes after a delay, dealing spirit damage to nearby enemies. // If the bomb hits or kills a hero, you gain permanent bonus damage on Sticky Bomb. // Stacks diminish by half after 60 hits and 7 kills

How to use: Stick the bomb on the person you just hooked, or on yourself before you dive. The stacks are the damage — do not detonate early for nothing.

T1 -8.0 seconds cooldown

T2 +85.0 Damage

T3 (5 AP) On Cast: +5m Move Speed and +25% Debuff Resistance for 6 seconds



3. GRAPPLE ARM · CD 23.0S

Launch out a mechanical hand that pulls the first character it hits, reeling them in. // Grapple Arm can be used on allies.

How to use: Wait for the sidestep, then Grapple Arm from fog or after they spend a dash. Never stand in the middle of the lane winding up for 10 seconds.

T1 +20% weapon damage against victims for 6 seconds

T2 30m Cast Range

T3 (5 AP) -11.5 seconds cooldown



4. HYPER BEAM · CD 120.0S

Channel a powerful torrent of energy that deals spirit damage and applies slow.

How to use: Channel Hyper Beam from high ground after a landing hook, or to delete a Walker when your wave is already crashing into it.

T1 -20.0 seconds cooldown

T2 +108.0 D P S

T3 (5 AP) Hyper Beam heals Bebop for 65% of its damage on Heroes. 20% on non-hero

HOW TO PLAY

EARLY (0-8 MIN)

Grapple Arm last-hits troopers and yanks an enemy who walks past cover. Buy Extra Regen first so you can stay in lane instead of going back to base. Put Sticky Bomb on yourself or on the person you just hooked. Missing Grapple Arm is missing your whole lane — wait for the sidestep. Crash the wave into their Guardian, then shop. Never shop while the wave is on your Guardian. You hook, they shoot. Do not take soul orbs your carry can walk to.

MID (8–20 MIN)

Hook the person who walks onto your carry, then Sticky Bomb that target. Hyper Beam from high ground after a landing hook, or use it to delete a Walker when your wave is already crashing. A Grapple Arm spent on a trooper is a wasted rotation.

LATE (20+)

Your job is the pick. Hook their carry into your team, then Hyper Beam the clump. Do not Hyper Beam as an opener into a full-health front line. After a win, hit the Walker — do not chase the hook target into fog.

HOW TO FIGHT THEM

EARLY

Sidestep the hook. Stand behind cover so the line is never free. If you get grabbed, use your dash immediately and do not walk back into the same angle.

MID

Save movement for after the hook, not before. Spread so Hyper Beam hits one person. If he misses Grapple Arm, walk at him — that is the window.

LATE

Buy Unstoppable or Ethereal Shift if the hook is ending every fight. Stay near teammates so a grab is not a 1v5. Kill him after Hyper Beam, while he is standing still.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys Headshot Booster ▯ Extra Regen ▯ Extra Health ▯ Monster Rounds

Core / mid Arcane Surge ▯ Enchanter's Emblem ▯ Extra Stamina ▯ Spirit Strike ▯ Cultist Sacrifice

Late spikes Slowing Hex ▯ Magic Carpet ▯ Colossus ▯ Unstoppable

Highest WR staples Spellslinger (T4, 60.0% WR) ▯ Frenzy (T4, 59.4% WR) ▯ Magic Carpet (T4, 56.9% WR) ▯ Diviner's Kevlar (T4, 56.7% WR) ▯ Lucky Shot (T4, 56.5% WR) ▯ Silencer (T4, 56.3% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: KING OF FIRE RATE. UltraGUNBOP. (273226 favorites)

Early: Hollow Point · Rapid Rounds · Extended Magazine · Swift Striker · Battle Vest · Bullet Resist Shredder · Spirit Strike · Extra Health

Mid game: Silence Wave · Hunter's Aura · Slowing Bullets

Late game: Cursed Relic · Glass Cannon · Shadow Weave · Veil Walker · Soul Rebirth · Enchanter's Emblem

EXTRA USEFULL: Healbane · Rusted Barrel · Knockdown · Magic Carpet · Decay · Toxic Bullets · Enduring Speed · Leech

▯ [Back to character select](#) [Table of contents](#)



BILLY

BRAWLER

A-tier · 49.9% WR · brawler

Billy is a brawler who slams the street and drags people into his team. He used to be able to melee forever. He cannot anymore — pick your fights.

12 AUGUST 2026 PATCH

August 12: Base regen went from 2.5 to 2.0. Rising Ram's third upgrade is now: on hero hit, plus 10 percent max health for 16 seconds. It no longer deals 7 percent max-health spirit damage. Chain Gang spirit scaling went from 1 to 0.7.

BIOGRAPHY

Billy is a white hot ball of rage, furious at the very notion of...something. Maybe it's the cops. Maybe it's magic regulations. Maybe it's the service at the gyro place downtown. (Not the good one. The other one.) Don't ask him how he got the goat head.

ABILITIES

Highest-sample skill priority: Bashdown ▣ Blasted ▣ Rising Ram ▣ Chain Gang (73.9% WR)



1. BASHDOWN · CD 35S

Slam your bat into the ground, pulling enemies down and dealing melee damage. // The slam creates a shockwave that deals spirit damage and applies knockup.

How to use: Slam Bashdown at their feet as they walk up, or right after Rising Ram. The shockwave is the real damage — do not fidget it onto an empty wave.

T1 -10 seconds Cooldown

T2 +1 Charge and +2m Radius

T3 (5 AP) -3.0 seconds Charge Time / Now deals 50% Heavy Melee Damage



2. RISING RAM · CD 32S

Charge head-first into an enemy and send them into the air along with Billy. // Cooldown reduced by 50% on impact.

How to use: Use Rising Ram to close the distance on someone you can wall or follow up. Hitting refunds the cooldown. Missing leaves you hanging in the air.

T1 On Impact: +25.0% weapon damage for 5 seconds

T2 0.4 seconds duration

T3 (5 AP) +10.0 Max Health Buff Pct; +16.0 Max Health Buff Duration; -13.0 seconds cooldown



3. BLASTED · CD 27S

Passive: Melee hits restore ammo and inflict wrecked on the victim for 7.0s.

How to use: Blasted is always on. Melee to reload and stack Wrecked. You want short melee trades, not a 20-second spray.

T1 While Blasted: +2.25m/s bonus move speed

T2 +1 Bashdown Charge on use and +7% Wrecked Bullet Amp

T3 (5 AP) +50 Melee Bonus Health and increases spirit scaling



4. CHAIN GANG · CD 175S

Chain nearby enemies to you. Chained enemies cannot use movement abilities and receive a heavy slow when they pull on the chain. // After a delay, yank everyone towards Billy and deal spirit damage. // The chain breaks if you lose line of sight for a short while.

How to use: Chain Gang two or more people after they have spent a dash. Yank them into your team or into a wall. Do not grab a full-health tank who can walk you under their Guardian.

T1 +40% spirit resist & bullet resist

T2 -40 seconds cooldown

T3 (5 AP) +5m Range / +1.3 seconds of Unstoppable Per Hero pulled in

HOW TO PLAY

EARLY (0–8 MIN)

His built-in regen was cut, so you cannot mindlessly melee-trade. Buy Extra Regen first so you can stay in lane instead of going back to base. Bashdown at their feet so your carry can keep last-hitting. Rising Ram the person who walks up. Crash the wave into their Guardian, then shop. Never shop while the wave is on your Guardian. You make space. Let your partner take the extra soul orbs. Chain Gang is not a lane button — save it.

MID (8–20 MIN)

Rising Ram the diver, then walk with the group onto a Walker. Rising Ram's third upgrade is a max-health buff when you hit a hero, not percent damage. Use it as a steroid to start the fight.

LATE (20+)

Use Rising Ram as a steroid to start the fight, then Chain Gang the clump after they have spent their escapes. You are a body, not the carry. After you win, hit the Patron. Do not chase into the jungle alone.

HOW TO FIGHT THEM

EARLY

Kite the Bashdown. Do not stand in the slam. He cannot sit in melee forever anymore — punish him when Rising Ram is down.

MID

Buy percent-health damage and anti-heal. Kite around his lockdown. Force him to blow everything on a tank instead of your carry.

LATE

Spread so Chain Gang cannot grab three of you. Save a slow for Rising Ram. Kill him after the dash, not during the unstoppable window.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys Close Quarters → Extra Regen → Extra Health → Monster Rounds

Core / mid Fleetfoot → Extra Stamina → Spirit Strike → Cultist Sacrifice → Close Quarters

Late spikes Frenzy → Colossus → Unstoppable → Witchmail

Highest WR staples Frenzy (T4, 60.1% WR) → Spellslinger (T4, 59.2% WR) → Arctic Blast (T4, 58.6% WR) → Silencer (T4, 58.2% WR) →

Colossus (T4, 57.9% WR) → Scourge (T4, 57.3% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: Metro FURRY Billy (twitch.tv/metro) (38488 favorites)

#Citadel_HeroBuilds_EarlyGame: Monster Rounds · Restorative Shot · Close Quarters · Stalker · Cultist Sacrifice · Grit · Spirit Shielding
Regen: Extra Regen · Weapon Shielding

#Citadel_HeroBuilds_MidGame: Battle Vest · Enduring Speed · Surge of Power · Bullet Resist Shredder · Weighted Shots · Point Blank

#Citadel_HeroBuilds_Late: Silencer · Colossus · Vampiric Burst · Indomitable · Leech · Siphon Bullets · Juggernaut

Situational: Slowing Hex · Spirit Resilience · Dispel Magic · Metal Skin · Escalating Resilience · Berserker · Phantom Strike · Spellbreaker

→ [Back to character select](#) [Table of contents](#)



CALICO

WREAKS HAVOC FROM THE SIDELINES

A-tier · 51.1% WR · assassin

Calico hunts from the side. She weaves in, deletes one person, and vanishes. She does not want a fair 2v2.

BIOGRAPHY

Once a decorated member of The Baxter Society, Calico left the august order once she realized that killing monsters for free was less profitable than killing people for money. Now an in demand contract killer, Calico is living her best life ending someone else's.

ABILITIES

Highest-sample skill priority: Ava ▯ Leaping Slash ▯ Gloom Bombs ▯ Return to Shadows (72.1% WR)



1. GLOOM BOMBS · CD 14S

Throw a cluster of bombs that detonate after a delay, dealing spirit damage. // Enemies hit by multiple bombs take 65% damage.

How to use: Throw Gloom Bombs into the lane or onto a landing spot. Several bombs on one target still pay off. Cook them behind cover.

T1 -3 seconds cooldown

T2 Per Bomb Touch : -6% Melee Resist for 6 seconds

T3 (5 AP) 3 Grenade Count



2. LEAPING SLASH · CD 13S

Dash forward before slashing all enemies in a circle, dealing melee damage. // If the ability hits at least one hero, heal a small amount of health.

How to use: Leaping Slash is in, slash, heal, and leave. It is a pick tool, not a way to start a 2v2 into peel.

T1 25 Heal Amount

T2 Heros killed within 3 seconds grant +200 souls

T3 (5 AP) +60 Damage & On Hero Hit: 50% Cooldown Refund



3. AVA · CD 30S

Turn to shadows and possess Ava. You gain bonus move speed that increases over time, and become hidden on the minimap. // Taking damage from an enemy hero resets your bonus move speed and puts Ava on a brief cooldown.

How to use: Possess Ava to rotate or to approach from fog. Damage from a hero kicks you out — do not walk the cat down mid.

T1 15 Buff Duration

T2 +15 Health Regen & +40% Max Move Speed

T3 (5 AP) Gain Damage Amp over time, up to 18%. Lingers for 6 seconds



4. RETURN TO SHADOWS · CD 115S

Instantly turn to shadows, becoming untargetable, gaining bonus move speed, and dealing spirit damage. // After a delay, return from the shadows, dealing spirit damage again.

How to use: Press Return to Shadows as the burst lands, not after you are already dead. The third upgrade refunds the kit so you can slash again.

T1 -20 seconds cooldown

T2 +75 Damage and +20% Move Speed

T3 (5 AP) On Completion: Heal for 450 and refund all ability cooldowns

HOW TO PLAY

EARLY (0-8 MIN)

Poke, pick up souls, and leave. You are a sideline assassin — you win by not dying and by hitting short burst windows, not by shoving a 2v2 down the street. Buy Extra Regen first so you can stay in lane instead of going back to base. Crash the wave into their Guardian, then shop. Never shop while the wave is on your Guardian. You want short, dirty trades. Your partner holds the wave while you reset.

MID (8–20 MIN)

Leaping Slash the one who is on your carry, then Return to Shadows out. Do not start a 1v2 for no reason. Pick the person who overextends, then disappear.

LATE (20+)

Wait for someone to step away from their team. One slash, then leave. You do not siege. If Return to Shadows is down, you are just a squishy melee hero — stay out.

HOW TO FIGHT THEM

EARLY

Hold your dash for Leaping Slash. Do not farm a side camp alone. She wants the isolated trade. Stay near your partner.

MID

Buy a slow. After she uses Return to Shadows, she has no leave. That is when you kill her. Do not chase the shadow.

LATE

Clump just enough that she cannot isolate one person. Save the peel active for her, not the tank. She dies if the first dash is wasted.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys Extra Regen → Restorative Shot → Monster Rounds → High-Velocity Rounds

Core / mid Titanic Magazine → Swift Striker → Extra Health → Active Reload → Cultist Sacrifice

Late spikes Armor Piercing Rounds → Frenzy → Lucky Shot → Spellslinger

Highest WR staples Frenzy (T4, 60.6% WR) → Spellslinger (T4, 59.4% WR) → Spirit Burn (T4, 59.2% WR) → Escalating Exposure (T4, 59.1% WR) → Diviner's Kevlar (T4, 59.1% WR) → Echo Shard (T4, 59.0% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: I love cat[girl]s! Skelly's Spirit Assassin Build (34250 favorites)

#Citadel_HeroBuilds_EarlyGame: Melee Lifesteal · Stalker · Sprint Boots · Trophy Collector · Spirit Strike · Cold Front · Torment Pulse · Enduring Speed

Early Situationals: Close Quarters · Healing Rite · Rebuttal · Extra Regen · Grit · Lifestrike

Mid Core: Extra Health · Hunter's Aura · Spirit Snatch · Fortitude · Arctic Blast

Mid-Late: Dispel Magic · Scourge · Superior Cooldown · Boundless Spirit

Situationals: Counterspell · Spirit Resilience · Bullet Resilience · Metal Skin · Veil Walker · Enchanter's Emblem · Spirit Shielding · Reactive Barrier

[↩ Back to character select](#) [Table of contents](#)



CELESTE

MAGE

A-tier · 49.9% WR · marksman

Celeste is a fragile mage who lives on landing her cone and never standing still. She wins messy midfights, not polite 1v1s.

BIOGRAPHY

Even in a world of magic, some things are still rare and unusual. So what is a unicorn to do? Announce her presence to the world and potentially have poachers looking to saw off her horn? Or hide in plain sight at a Coney Island Side Show where most folk would assume her appearance was just part of an act? Over the years "The Dazzling Celeste" has grown into one of the more popular attractions on Coney, and while the applause from a cheering audience is appreciated; what keeps her waking up in the morning is the found family she's made at work. Keruba the Mermaid. Blockhead Lenny. Chickenwing. Ted. These were her people. So when she discovered that one of her own sold part of their soul in order to cover a gambling debt, Celeste knew it was time to step out of the shadows and do whatever it takes to get it back. Is revealing her power to The Patrons a risk? Yes. But that's tomorrow's problem... her family needs help today.

ABILITIES

Highest-sample skill priority: Light Eater ▯ Radiant Daggers ▯ Dazzling Trick ▯ Shining Wonder (72.3% WR)



1. LIGHT EATER · CD 20S

Blast enemies in a cone in front of you with a flare of light. Blasted enemies take spirit damage when attacked by Celeste and provides her spirit lifesteal.

How to use: Cone them with Light Eater, then right-click. This is your sustain and your permission to trade. Without it, leave.

T1 15 Lifesteal Percent Hero

T2 -10 seconds Cooldown and +3m Cast Range

T3 (5 AP) +25 Damage and Increased Spirit Scaling



2. DAZZLING TRICK · CD 32S

Surround yourself in a protective prism. If the barrier is destroyed, it silences nearby enemies and deals a portion of the barrier as damage.

How to use: Put Radiant Daggers on the wave or on a hero you are about to fight. The stacks are the amp. Do not hoard them forever.

T1 3.5m Bonus Move Speed

T2 +80 Barrier and Increased Barrier Spirit Scaling

T3 (5 AP) +1.5 Silence Duration and -18 seconds Cooldown. Allows Shining Wonder Bounce.



3. RADIANT DAGGERS · CD 33S

Call down a beam of light from the sky. After a short duration, the beam will fully form, causing an explosion that deals spirit damage to all targets in the area. // Celeste will receive a stacking buff that increases her spirit damage anytime this hits an enemy hero.

How to use: Dazzling Trick is a shield you break on top of them for silence. Use it to dive or to survive a burst. Do not waste it on a poke.

T1 2 Charges

T2 80 Impact Damage; -22 seconds cooldown

T3 (5 AP) 3 Magic Increase Per Stack; 9 Fire Rate Per Stack



4. SHINING WONDER · CD 160S

Launch a deadly orb of light that deals spirit damage and applies slow and reduces Dash Distance on impact. The orb then bounces to the enemies within range. If no target is found, the orb will linger for a short duration while continuing to look for targets. // Prioritizes enemy heroes when picking targets.

How to use: Throw it into two or more heroes. It bounces, so a clump gives you free extra damage.

T1 -20% Move Speed and -15% Dash Distance

T2 90 Damage

T3 (5 AP) +8 Max Bounces and -30 seconds Cooldown

HOW TO PLAY

EARLY (0–8 MIN)

Do not take long trades after you miss Light Eater. Land the cone, shoot for lifesteal, then drop Radiant Daggers on the wave or at their feet. You are squishy — stay in cover. Buy Extra Regen first so you can stay in lane instead of going back to base. Crash the wave into their Guardian, then shop. Never shop while the wave is on your Guardian. You last-hit behind Light Eater. Your partner should stand in front and take the first hit.

MID (8–20 MIN)

Light Eater the poke onto your carry. Dazzling Trick is for the person who walks up, not random harassment. Shining Wonder through a clump after the fight has started. You want bounces, not a 1v1 into a diver.

LATE (20+)

Stay at the edge of the fight and bounce Shining Wonder through the group. You lose if someone walks onto you. Buy the health and the escape before a sixth damage item.

HOW TO FIGHT THEM

EARLY

Walk out of Light Eater. She is squishy — dash onto her after the cone misses. Do not stand in the daggers.

MID

Save a way to close the distance for after Light Eater. Burst her; do not linger in the lifesteal cone. Spirit resist if the daggers are the damage.

LATE

Dive her after she spends Shining Wonder. She wants bounces in a clump, so spread. One person walking at her ends the cast.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys Golden Goose Egg ✕ Extra Regen ✕ Extra Spirit ✕ Monster Rounds

Core / mid Spirit Shredder Bullets ✕ Improved Spirit ✕ Superior Cooldown ✕ Extra Health ✕ Mystic Expansion

Late spikes Scourge ✕ Magic Carpet ✕ Spirit Burn ✕ Boundless Spirit

Highest WR staples Scourge (T4, 58.9% WR) ✕ Ethereal Shift (T4, 58.6% WR) ✕ Magic Carpet (T4, 58.3% WR) ✕ Bullet Lifesteal (T2, 57.5% WR) ✕ Witchmail (T4, 57.4% WR) ✕ Spirit Burn (T4, 56.5% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: TOP 1 CELESTE NA - SHMUCK (43092 favorites)

#Citadel_HeroBuilds_EarlyGame: High-Velocity Rounds · Opening Rounds · Kinetic Dash · Swift Striker · Arcane Surge · Radiant Regeneration · Healbane

Early Game Optionals: Extra Regen · Grit · Enchanter's Emblem · Trophy Collector

Mid Game/Core: Torment Pulse · Mystic Vulnerability · Escalating Exposure · Spellslinger · Stamina Mastery · Greater Expansion · Witchmail · Boundless Spirit

Resistances: Bullet Resilience · Dispel Magic · Counterspell · Metal Skin · Reactive Barrier · Spirit Resilience · Indomitable · Spirit Shielding

#Citadel_HeroBuilds_LateGame: Superior Cooldown · Infuser · Mystic Slow · Transcendent Cooldown · Lightning Scroll · Refresher

✕ [Back to character select](#) [Table of contents](#)



DRIFTER

ASSASSIN

S-tier · 51.4% WR · assassin

Drifter is a hunter. He wants the isolated 1v1, not the even 2v2, and he gets paid for catching people who wander off alone.

12 AUGUST 2026 PATCH

August 12: Rend spirit scaling went from 1.7 to 1.4. Stalker's Mark cooldown went from 24 seconds to 26 seconds. The second upgrade cooldown reduction went from minus 12 seconds to minus 10 seconds.

BIOGRAPHY

An ancient vampire roaming across America, the nameless monstrosity known as The Drifter has been preying on the living for generations. Unlike most vampires, Drifter doesn't value finery or titles and has naked contempt for vampiric laws and tradition. This refusal to toe the line has made him a marked man all over the North American Baronies; but while Viscounts and Elders cry for his execution, Drifter continues to do what he pleases...

ABILITIES

Highest-sample skill priority: Rend ▯ Stalker's Mark ▯ Bloodscent ▯ Eternal Night (80.0% WR)



1. REND · CD 16.0S

Swipe at enemies in a cone ahead of you, dealing spirit damage. If the enemy is in close range, deal bonus melee damage.

How to use: Cone at close range for the melee bonus. This is your last-hit and your trade starter.

T1 +40.0 Bonus Damage

T2 -8.0 seconds Cooldown

T3 (5 AP) Deals 55% Heavy Melee Damage / Silences enemies for 2 seconds if close range



2. STALKER'S MARK · CD 26S

Send out a mark that bleeds the first target it hits, dealing spirit damage over time. // While the enemy is bleeding you can re-activate Stalker's Mark to instantly appear behind their back.

How to use: Mark the isolated hero, then reactivate to close. Do not mark the tank in a 2v2.

T1 -8% Bullet Resist

T2 -10 seconds Cooldown and +3 seconds Duration

T3 (5 AP) +1.5% Bleed and -40.0% Healing Reduction



3. BLOODSCENT · PASSIVE / NO CD

How to use: Passive. You are strongest on a hero who is alone. Play the side of the map that has one name on it.

T1 +3m/s Move Speed when around an isolated enemy hero

T2 On isolated hero death: Heal 24% of your missing health and restores 2 Stamina

T3 (5 AP) +11.0 Amp Damage Percent



4. ETERNAL NIGHT · CD 145.0S

Surround nearby enemy heroes in darkness, severely limiting their vision of other units. Affected enemies are briefly revealed to you and are considered isolated for the duration. // You gain bonus sprint speed.

How to use: Use Eternal Night on the group or the pair you want isolated. They lose vision of each other — that is the 1v1 window.

T1 10m Bonus Sprint Speed

T2 -40 seconds cooldown

T3 (5 AP) +2.5 seconds Duration and +1 Max Targets.

HOW TO PLAY

EARLY (0–8 MIN)

You want someone isolated, not an even 2v2. Buy Extra Regen first so you can stay in lane instead of going back to base. Stalker's Mark the one who wanders, then reactivate to close. Do not mark the tank. Crash the wave into their Guardian, then shop. Never shop while the wave is on your Guardian. Your partner should shove so the other two cannot both sit on you.

MID (8–20 MIN)

Stalker's Mark the isolated hero, then reactivate to close. You are the pickup, not the carry. Eternal Night on the pair you want separated — they lose vision of each other, and that is your 1v1 window.

LATE (20+)

Wait for someone to farm a side camp alone. Mark them, isolate them, leave. Do not walk into a grouped five. After a kill, hit the nearest Walker instead of hunting the next isolated target across the map.

HOW TO FIGHT THEM**EARLY**

Stay with your partner. He wants the isolated 1v1, not the even 2v2. Do not walk into fog alone.

MID

Never farm a side camp alone. Carry a slow. Call missing when he leaves lane — someone on the other street is about to die.

LATE

Clump just enough to make a 1v1 impossible. Save the peel active for him, not the tank. After Stalker's Mark is used on a teammate, stun or burst him while he is committed.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys Melee Lifesteal ✕ Headshot Booster ✕ Extra Regen ✕ Extra Health

Core / mid Extra Spirit ✕ Swift Striker ✕ Extra Stamina ✕ Spirit Strike ✕ Cultist Sacrifice

Late spikes Spellslinger ✕ Frenzy ✕ Colossus ✕ Unstoppable

Highest WR staples Spellslinger (T4, 61.9% WR) ✕ Glass Cannon (T4, 61.6% WR) ✕ Frenzy (T4, 61.2% WR) ✕ Spiritual Overflow (T4, 60.9% WR) ✕ Mystic Reverb (T4, 60.9% WR) ✕ Ricochet (T4, 60.5% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: eido build (45818 favorites)

#Citadel_HeroBuilds_Early: Enchanter's Emblem · Stalker · Extra Health · Fortitude · Toxic Bullets · Kinetic Dash · Duration Extender · Superior Duration

vs melee: Close Quarters · Point Blank

#Citadel_HeroBuilds_MidGame: Dispel Magic · Arcane Surge · Counterspell · Spirit Resilience · Sprint Boots · Enduring Speed

purple flex: Silence Wave · Surge of Power · Disarming Hex

#Citadel_HeroBuilds_Late: Hollow Point · Crippling Headshot · Juggernaut · Frenzy · Cursed Relic · Spellbreaker · Focus Lens · Phantom Strike

[✕ Back to character select](#) [Table of contents](#)



DYNAMO

LOCKS DOWN THE ENEMY TEAM

A-tier · 52.0% WR · mystic

Dynamo is a captain. He heals, he stuns, and he starts the teamfight. His partner should take the last-hits while he holds the street.

BIOGRAPHY

As a Scientist, Professor Dynamo always had an inquisitive mind. So when a rift in space and time opened up in central park he was first on the scene to investigate – and while he expected such a majestic sight to be life changing, he was thinking more in a metaphorical way as opposed to having his body atomized and reduced to a tiny dying star. But while his body is gone, his spirit and lust for knowledge lives on. A tenured professor at Columbia College, Dynamo looks to learn more about his condition while maintaining his class load, after all: he has future minds to inspire.

ABILITIES

Highest-sample skill priority: Kinetic Pulse ▯ Quantum Entanglement ▯ Rejuvenating Aurora ▯ Singularity (73.9% WR)



1. KINETIC PULSE · CD 26.0s

Release an energy pulse that travels along the ground, dealing spirit damage and applying knockup.

How to use: Line it through the wave and their feet. Use it to interrupt channels and set up allies.

T1 +1 Charge

T2 On Hit: -15% Bullet Resist and -30% Move Speed for 4 seconds

T3 (5 AP) +135.0 Damage and +20m Cast Range



2. QUANTUM ENTANGLEMENT · CD 20.0s

Briefly become untargetable while teleporting to the target location. Restores stamina upon use. // : Bring nearby allies with you.

How to use: Relocate an ally in or out. Do not waste it as a personal dash unless you are dead otherwise.

T1 6m Cast Range

T2 -6 seconds cooldown

T3 (5 AP) Reduces non-ult debuffs by 50% / Replenishes 1 Charge



3. REJUVENATING AURORA · CD 48.0s

While channeling, restore health over time to you and any allies nearby. / You can dash and melee without breaking the channel.

How to use: Drop it when people are already taking damage, and drop it on the objective you are actually fighting over.

T1 Aura provides +4m Move Speed during channel

T2 -20.0 seconds cooldown and +1.0 seconds Duration

T3 (5 AP) Full move and ability use and additionally heals +2.5% of Max Health per second



4. SINGULARITY · CD 250.0s

Create a singularity in your hands, dealing spirit damage over time, applying stun, and pulling in nearby enemies.

How to use: Use it after they have spent their dashes. Aim at the clump, not at the tank who will walk out.

T1 2m Vacuum Radius

T2 0.75 Channel Time

T3 (5 AP) +6.0 D P S Percent Health

HOW TO PLAY

EARLY (0–8 MIN)

Help shove, and land Kinetic Pulse to set up last-hits and trades. You are a lane stabilizer — do not die for a hero kill. Buy Extra Regen first so you can stay in lane instead of going back to base. Crash the wave into their Guardian, then shop. Never shop while the wave is on your Guardian. You stabilize. Your partner takes souls. Kinetic Pulse is peel first, kill second.

MID (8–20 MIN)

Your Singularity wins objectives. Use it only after the enemy has already spent their movement. Drop Rejuvenating Aurora mid-fight, not before the damage starts.

LATE (20+)

Hold Singularity for the real fight around a Walker or the Patron. Quantum Entanglement moves your carry or saves them. You are not the damage — you make the damage land. Do not channel in the open if they have an interrupt.

HOW TO FIGHT THEM**EARLY**

Do not walk into Kinetic Pulse. Sidestep it, then trade. He is not the carry — punish him if he stands in front for no reason.

MID

Save movement for after he Kinetic Pulse lifts. Spread on Mid-Boss or the Urn so Singularity hits two people, not six.

LATE

Interrupt the channel. Spread so Singularity cannot grab the whole team. Kill him after the lock, while he is standing still.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys Monster Rounds ▯ Extra Regen ▯ Extra Spirit ▯ Healing Rite

Core / mid Superior Cooldown ▯ Restorative Locket ▯ Extra Stamina ▯ Mystic Expansion ▯ Enduring Speed

Late spikes Unstoppable ▯ Magic Carpet ▯ Divine Barrier ▯ Diviner's Kevlar

Highest WR staples Magic Carpet (T4, 60.7% WR) ▯ Diviner's Kevlar (T4, 59.2% WR) ▯ Spirit Burn (T4, 58.8% WR) ▯ Spiritual Overflow (T4, 58.7% WR) ▯ Cheat Death (T4, 58.5% WR) ▯ Crippling Headshot (T4, 58.3% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: | Gun Gigio Dynamo | (209089 favorites)

EARLY GAME: Extended Magazine · Close Quarters · High-Velocity Rounds · Mystic Burst · Ammo Scavenger · Extra Charge · Extra Stamina · Sprint Boots

LOSING LANE: Restorative Shot · Healing Rite

MID GAME: Bullet Armor · Spirit Armor · Battle Vest · Bullet Resist Shredder

SITUATIONAL: Debuff Reducer · Compress Cooldown

CORE ITEMS: Headhunter · Point Blank · Warp Stone · Opening Rounds · Intensifying Magazine · Stamina Mastery

[▯ Back to character select](#) [Table of contents](#)



GRAVES

SUMMONER

S-tier · 55.4% WR · marksman

Graves is a spirit caster who wins by landing her kit on a schedule. She is one of the strongest heroes this week if you press the buttons in order.

BIOGRAPHY

The daughter of high-power defense attorneys, Darcy Graves grew up in a home where every conversation was a debate, argument, or negotiation. It was exhausting. But while her parents were often too busy meeting with clients or working on cases to bond with her, the dead were always there to listen. Graves enjoyed her time in the cemetery. It was a quiet place to calm her thoughts and talk through her problems...but one day her one-sided conversations started to change. It began with a faint whisper. A woman's voice that seemed to respond to Graves' complaints. Intrigued, the teenager listened...and followed the voice's instructions until it guided her to a lead-lined box buried in Van Cortlandt Park. But while most high school students would freak out if they were to unearth a severed lich hand, Graves was certainly not most teens. The hand now free of its prison, the lich's voice grew stronger... It had spent years looking to find a student she could pass her knowledge to, and Graves was eager to learn. Now a fledgling necromancer, Darcy balances not only her homework at Blackmore Academy...but the demands of graveyard denizens, each of whom have their own unfinished business that they seek her aid in resolving.

ABILITIES

Highest-sample skill priority: Jar of Dead ▯ Grasping Hands ▯ Essence Theft ▯ Borrowed Decree (78.1% WR)



1. JAR OF DEAD · PASSIVE / NO CD

Passive: Collect death when anything dies nearby and store it in your Jar of Dead. // Active: Throw a jar to summon Deadheads that repeatedly deal spirit damage to enemies. // Deadheads follow you instead if there's no nearby enemies, and prioritize the target of your weapon.

How to use: You do not have to unlock this first. Click a different ability when you spend the first point if you want Grasping Hands or Essence Theft instead. Most games still start here: collect deaths, then throw the jar as a siege and a sit-still tool.

T1 Collecting death heals 5 health per pickup

T2 On Hit: Apply 30% Slow for 1 seconds

T3 (5 AP) +2 Deadheads / +4 seconds Deadhead Lifetime



2. GRASPING HANDS · CD 34S

Unearth a line of grasping hands, summoning a Ghoul and leaving behind a rift. Enemies who pass through take spirit damage and receive immobilize. // Alt-Cast rotates the orientation of the wall.

How to use: Line it across a choke or a zipline exit. Alt-cast when you need the wall more than the ghoul.

T1 2 seconds duration

T2 +90 Damage and +10m Wall Length

T3 (5 AP) +1 Ghouls Raised / -14 seconds Cooldown / +0.75 seconds Immobilize Duration



3. ESSENCE THEFT · PASSIVE / NO CD

Your weapon steals weapon damage and spirit resist over time, up to a maximum amount per target.

How to use: This is a passive. Keep shooting the same target so the steal stacks. Summons apply it at the third upgrade — that is the spike.

T1 5 Max Stolen Spirit Resist

T2 20 Max Stolen Attack Damage

T3 (5 AP) +1 Max Steal Targets / All Summons now apply Essence Theft



4. BORROWED DECREE · CD 140S

How to use: Send Borrowed Decree onto a structure or a fight you will actually stand in. Do not use it on a side camp.

T1 +25% Ghoul Speed / -15 seconds Cooldown

T2 +10 seconds Duration / -0.3 seconds Time To Spawn

T3 (5 AP) On Death: Deal +5% Current Health as Damage

HOW TO PLAY

EARLY (0–8 MIN)

You pick the first unlock. Most people take Jar of Dead — click it when the first point comes in. If you want the wall in the 2v2 instead, click Grasping Hands. Essence Theft first if you want the gun to start stealing immediately. Buy Extra Regen first so you can stay in lane instead of going back to base. Crash the wave into their Guardian, then shop. Never shop while the wave is on your Guardian. You siege. Your partner contests soul orbs and keeps people off the summons.

MID (8–20 MIN)

Jar of Dead the dive. Grasping Hands the one who walks past your carry. You can last-hit behind the summons. Crash the wave into the Walker and let the ghosts hit it — that is the siege.

LATE (20+)

You are an S-tier siege and summon carry. Jar of Dead plus Grasping Hands zones a street. Keep Essence Theft stacked on one target. The high win rate comes from gun and summon items together. Do not throw the jar at a 1v1 — it is a siege tool and a sit-still tool.

HOW TO FIGHT THEM

EARLY

Clear the first ghost before you hit her. Do not stand in Grasping Hands. Walk at her only after the summons are dead.

MID

Clear ghosts before hitting her. AoE wins this matchup. Do not ignore the crash on your Walker — the summons will take it.

LATE

Assign someone to clear summons. Burst Graves when she overextends to micro. Take the objective instead of chasing ghosts across the map.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys Golden Goose Egg → Extra Regen → Extra Spirit → Monster Rounds

Core / mid Improved Spirit → High-Velocity Rounds → Superior Cooldown → Extra Health → Mystic Expansion

Late spikes Magic Carpet → Scourge → Spirit Burn → Boundless Spirit

Highest WR staples Magic Carpet (T4, 61.7% WR) → Diviner's Kevlar (T4, 61.2% WR) → Spirit Burn (T4, 61.1% WR) → Scourge (T4, 61.1% WR) → Escalating Exposure (T4, 60.8% WR) → Spiritual Overflow (T4, 60.4% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: YT Farmingbip Spirit Build Annotated (30878 favorites)

Early Game (L→R) sell resto shot/healbane late: Restorative Shot · Arcane Surge · Mystic Shot · Extra Charge · Rapid Recharge · Healbane · Spirit Shielding · Spirit Lifesteal

CORE (L→R) BUY ECHO SHARD WHEN UR OK SAVING 6.4k: Improved Spirit · Spirit Resilience · Boundless Spirit · Escalating Exposure · Cursed Relic · Refresher

Main Defense items if not spirit res game (1-2 needed): Ricochet · Metal Skin · Counterspell · Dispel Magic · Weapon Shielding the 3.2k spirits: Decay · Disarming Hex

Late Game (all op items get whats needed L→R by usefulness 50k+ souls): Spiritual Overflow · Transcendent Cooldown · Tankbuster · Unstoppable · Echo Shard · Leech · Superior Duration · Siphon Bullets

[↩ Back to character select](#) [Table of contents](#)



GREY TALON

DELIVERS LONG RANGE SKILL-SHOTS

C-tier · 47.1% WR · marksman

Grey Talon is a long-range spirit carry. He charges shots from fog and punishes anyone who stands still.

BIOGRAPHY

A founding member of "The Baxter Society", Wesley Grey Talon spent close to 40 years hunting monsters that preyed on man before finally deciding to find a replacement and lay down his bow. Grey Talon's duties had meant that he never spent much time with his wife and kid, and now that his son had started a family of his own he realized that this was his last chance to reconnect with the people he loved. Retirement suited Wesley. He made up for lost time with his wife. He doted on his grandkids. He cooked dinner for the whole family every Wednesday. He was happy. Then he got the call. The authorities claimed that it was a freak accident... that the fire consumed his son's house before anyone got a chance to escape. But Wesley knew better. His son's wife was an Ixian who could snuff out flame with a thought. If their bodies were found burned they had to be dead long before there was a fire. And so Grey Talon has picked up his bow once more, and when he finds who's responsible there will be a bloody reckoning.

ABILITIES

Highest-sample skill priority: Charged Shot ▯ Rain of Arrows ▯ Spirit Snare ▯ Guided Owl (75.5% WR)



1. CHARGED SHOT · CD 17.0s

Charge up a powerful shot that pierces through enemies. Hold Ability 1 or to hold the shot.

How to use: Use it from the height your grapple puts you at. That charged shot is most of your damage — do not waste it on a full-health tank.

T1 1 Charges

T2 +54.0 Damage

T3 (5 AP) Improved damage scaling and -3 seconds Charge Delay



2. RAIN OF ARROWS · CD 25.0s

Launches you high in the air, allowing you to glide slowly. While airborne, you gain Weapon Damage and multishot on your weapon. / for reduced jump height. / Press Jump / mantle to cancel the glide.

How to use: Use Rain of Arrows to peel yourself and to shove the wave. Mix it with jumps for angles they cannot answer.

T1 While airborne, +3 Weapon Damage and weapon damage applies 30% movement slow for 1.5 seconds

T2 -12.0 seconds cooldown

T3 (5 AP) While airborne, +30% Bullet Lifesteal, +30% Spirit Lifesteal and +30% Bullet Evasion



3. SPIRIT SNARE · CD 34s

Throw out a trap that begins to arm itself. Once armed, the trap will trigger when an enemy enters its radius, applying Curse and Movement Slow that interrupts, Silences, Disarms, and prevents item usage. / Hit the trap with a Charged Shot to detonate early with increased radius.

How to use: Put it on the retreat path before you shoot, not after they already dashed.

T1 -20.0 seconds cooldown

T2 Applies -15% Bullet Resist for 10 seconds

T3 (5 AP) +1 seconds Curse Duration and +1.5m Radius



4. GUIDED OWL · CD 125.0s

After 1.5s cast time, launch a spirit owl that you control and which explodes on impact, damaging and stunning enemies. Hold [W] to accelerate the owl. / Press Jump / mantle to release control. Gain permanent Spirit Power for each enemy hero killed with Guided Owl.

How to use: Scout Mid-Boss or the Urn, then steer the owl into a low-health or rooted hero.

T1 +85.0 Damage

T2 -40.0 seconds cooldown

T3 (5 AP) After hit, kills enemies that are below 22% Health

HOW TO PLAY

EARLY (0–8 MIN)

Play at max range. Charged Shot on heroes only when they are committed. Place Spirit Snare on escape paths, not randomly. Buy Extra Regen first so you can stay in lane instead of going back to base. Crash the wave into their Guardian, then shop. Never shop while the wave is on your Guardian. You last-hit at max range. Your partner stands closer and takes the first walk-up.

MID (8–20 MIN)

You are a pick and execute machine from fog. Rain of Arrows is a way to get people off you and a wave tool. Mix it with jumps for angles they cannot answer. Guided Owl scouts Mid-Boss or the Urn, then steer it into a low-health or rooted hero.

LATE (20+)

Hold Guided Owl for the real fight or the isolated carry. You lose if someone walks onto you. Buy Warp Stone or a leap if they have dive. One clean Charged Shot on a rooted target starts the ace.

HOW TO FIGHT THEM

EARLY

Dash the Charged Shot. Walk around traps. Close the gap — he hates melee. Do not stand in a doorway he can snipe.

MID

Listen for Guided Owl. Buy Slowing Hex or Knockdown if he lives in the air. Close the gap after Rain of Arrows.

LATE

Listen for Guided Owl. Kill him first if he has a free angle on your carry. Break his sightline with cover. Do not show low health on the map — he is watching bars.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys Headshot Booster → Extra Regen → Restorative Shot → Monster Rounds

Core / mid Long Range → Swift Striker → Extra Health → Active Reload → Cultist Sacrifice

Late spikes Sharpshooter → Headhunter → Frenzy → Lucky Shot

Highest WR staples Lucky Shot (T4, 59.3% WR) → Diviner's Kevlar (T4, 57.6% WR) → Spiritual Overflow (T4, 56.5% WR) → Crippling

Headshot (T4, 56.4% WR) → Spellslinger (T4, 56.3% WR) → Mystic Reverb (T4, 56.2% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: Gray Talon (YelizarSkik) Arrow Killer (316418 favorites)

1) lane game: Hollow Point · High-Velocity Rounds · Extra Charge · Extra Spirit · Mystic Burst · Enchanter's Emblem · Extra Stamina

Items for survival in the lane: Extra Regen · Healing Rite

2) Key post-laning items: Long Range · Swift Striker · Opening Rounds · Battle Vest · Stamina Mastery · Compress Cooldown · Rapid Recharge · Improved Spirit

3) : Spiritual Overflow · Lucky Shot

4) Key late-game items: Crippling Headshot · Sharpshooter · Surge of Power · Vampiric Burst · Fortitude · Superior Cooldown

[↩ Back to character select](#) [Table of contents](#)



HAZE

SNEAKS IN AND SPRAYS BULLETS

A-tier · 52.1% WR · assassin

Haze is a gun carry who disappears into smoke and deletes people who did not see her. Farm early. Hunt the back line later.

BIOGRAPHY

The Occult Security and Investigation Commission is a black box government organization that makes the CIA look transparent. It falls on the men, women, and entities of the OSIC to keep the country safe from sinister forces that are beyond the capabilities of local law enforcement. As a member of the notorious Sandman Division, Haze is routinely tasked with infiltrating the dreams of persons of interest, to assess their threat level, and if needed... to put them to sleep.

ABILITIES

Highest-sample skill priority: Fixation ▯ Sleep Dagger ▯ Smoke Bomb ▯ Bullet Dance (81.9% WR)



1. SLEEP DAGGER · CD 30.0s

Throw a dagger that damages and sleeps the target. Sleeping targets wake up shortly after being damaged. Throwing a Dagger does not break your invisibility. Sleep Dagger does not interrupt enemies' channeling abilities.

How to use: Sleep Dagger the peel or the low target, then walk in. Waking them with a light melee is a waste.

T1 -10.0% Bullet Resist Reduction for 6.0 seconds on wake-up

T2 +1 seconds Sleep Duration / Applies 15.0 Fixation Stacks

T3 (5 AP) -17.0 seconds Cooldown / -50% Move and Dash Speed for 3 seconds on wake-up



2. SMOKE BOMB · CD 33.0s

Fade out of sight, becoming invisible and gaining sprint speed. Attacking removes invisibility, but using items does not. Close enemies can see through your invisibility.

How to use: Go in, empty the clip, then leave. Also use it to cross open ground to a camp, or to break a fight you are losing.

T1 7m Invis Move Speed Mod

T2 Enable 2 Ability Charges

T3 (5 AP) Dispels non-ult debuffs / Grants +50% Bullet Lifesteal for 5 seconds



3. FIXATION · PASSIVE / NO CD

Shooting a target increases your bullet damage on that target. Gain one stack per bullet hit, two if the hit is a headshot.

How to use: This is a passive. Do not reset stacks by swapping targets unless the first target is already dead.

T1 40.0 Spirit damage and 15% slow for 2 seconds to target every 20 stacks

T2 +40 Max Stacks and +5 seconds Duration

T3 (5 AP) +0.11/ per Stack / Scales with Weapon Damage



4. BULLET DANCE · CD 165.0s

Enter a flurry, firing your weapon at nearby enemies with perfect accuracy and added Bullet Damage.

How to use: Use Bullet Dance in a won fight, or on a carry already hit by Sleep Dagger. You are immobile during it – only dance when their crowd control is down.

T1 7 Weapon Damage Bonus

T2 +10.0% Fire Rate / +3m Movespeed

T3 (5 AP) +40.0% Evasion / -65 seconds Cooldown

HOW TO PLAY

EARLY (0–8 MIN)

Farm souls, poke from a safe angle, and do not all-in without Smoke Bomb ready. Sleep Dagger is for confirming a kill or escaping, not random harassment. Buy Extra Regen first so you can stay in lane instead of going back to base. Crash the wave into their Guardian, then shop. Never shop while the wave is on your Guardian. You last-hit. Let your partner start the fight.

MID (8–20 MIN)

Smoke Bomb into the backline after they have already spent their AoE. Fixation stacks win extended sprays. You are a carry — deaths delay your spike, so do not donate a kill to take one camp.

LATE (20+)

Bullet Dance in a won fight, or on a target already hit by Sleep Dagger. Never open a fight by dancing into six people. If they bought Knockdown or AoE, wait until those are used.

HOW TO FIGHT THEM**EARLY**

Buy Extra Health or Extra Regen. Do not stand still and let her stack Fixation. Save your dash for Sleep Dagger.

MID

Use AoE to find her inside Smoke Bomb. Save Knockdown for Bullet Dance. Buy bullet resist. Never take a long 1v1 spray if she already has stacks.

LATE

Hold Knockdown, Sleep Dagger, or a silence for Bullet Dance. Spread so she cannot spray six people. Kill her in Smoke Bomb with AoE, not by tracking a single outline.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys Headshot Booster ✕ Extra Regen ✕ Restorative Shot ✕ Monster Rounds

Core / mid Toxic Bullets ✕ Burst Fire ✕ Swift Striker ✕ Extra Health ✕ Active Reload

Late spikes Frenzy ✕ Silencer ✕ Lucky Shot ✕ Spellslinger

Highest WR staples Spirit Burn (T4, 64.0% WR) ✕ Mystic Reverb (T4, 63.9% WR) ✕ Frenzy (T4, 62.9% WR) ✕ Magic Carpet (T4, 62.6% WR) ✕

Lucky Shot (T4, 62.2% WR) ✕ Spiritual Overflow (T4, 62.1% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: Chrome's Rapid Haze (388682 favorites)

Lane: Rapid Rounds · Extra Stamina · Extra Health · Kinetic Dash

Lane Tech: Extra Regen · Healing Rite · Restorative Shot

Mid Game: Quicksilver Reload · Swift Striker · Spirit Shielding · Fleetfoot

Core & Late Game: Slowing Hex · Slowing Bullets · Burst Fire · Toxic Bullets · Vampiric Burst · Colossus · Siphon Bullets · Healing Tempo

Sell Hex for Either One: Silence Wave · Cursed Relic

[✕ Back to character select](#) [Table of contents](#)



HOLLIDAY

BOUNCES ABOUT DISPENSING TRICK SHOTS

B-tier · 48.3% WR · marksman

Holliday is a gunslinger who rides and bounce-shots. She wants space and a clean angle, not a brawl in a doorway.

12 AUGUST 2026 PATCH

August 12: Powder Keg now deals half its damage on impact and half as a 3 second burn. Total damage is unchanged, and burns still stack.

BIOGRAPHY

There are people who spent their whole lives dreaming about moving to New York. Holliday isn't one of those people. Content with being a Sheriff in a small town, Holliday enjoyed a career where the only time she had to use her gun was when trick shooting at the county fair...then the murders started. Grisly and inhumane; the bodies were found with their ribcages ripped open... their innards picked apart as if by birds. Holliday tracked down the killer, a travelling folk musician that the media dubbed "The Troubadour", but when she confronted him he exploded into a murder of crows and flew away. That was 6 months ago, and while the murders in central Illinois have stopped, Holliday's investigation has not. She believes that The Troubadour is travelling to New York, and when she finds him she's going to kill that evil son of a bitch.

ABILITIES

Highest-sample skill priority: Powder Keg ▯ Bounce Pad ▯ Crackshot ▯ Spirit Lasso (68.5% WR)



1. POWDER KEG · CD 28.0S

Throw a barrel that explodes after a delay, dealing spirit damage, setting enemies on fire and applying knockup. // The barrel can be detonated early by being shot, melee'd, or detonated by another barrel. // The burn stacks, so overlapping barrels burn for their combined damage. / Can be Alt-Cast to place the barrel in front of Holliday.

How to use: Throw it where they have to walk, then shoot it early. Knockup sets Crackshot and Spirit Lasso.

T1 -10 seconds cooldown

T2 1 Charges

T3 (5 AP) +40 Impact Damage / +13.3333 Burn Damage per Second / -5 Charge Time / Improved Spirit Scaling



2. BOUNCE PAD · CD 41S

Drop a bounce pad in the world that launches any hero. // You explode on landing, dealing Damage to any nearby enemies. // The explosion can only occur once per person per Bounce Pad.

How to use: Drop it before you need it. You explode on landing — pad into a clump, not into fog.

T1 -10 seconds Cooldown

T2 You and allies gain a +4m/s move speed bonus for 4 seconds on landing

T3 (5 AP) +0.7 seconds Stomp Stun



3. CRACKSHOT · CD 20S

Headshots deal bonus Damage and applies a Fading Move Speed penalty. This effect can only occur when off cooldown. // Cooldown is reduced by 50% on NPC hits. / Crackshot ignores range damage fall-off and does not apply to objectives.

How to use: Only counts off cooldown. Save it for a hero headshot; NPC hits just refund half.

T1 -25% Fading Move Speed

T2 +49.5 Damage

T3 (5 AP) -6 seconds Cooldown on Hero Headshots. -3 seconds on NPC Headshots



4. SPIRIT LASSO · CD 130s

Throw out your lasso, dealing spirit damage, pulling, and applying stun. / Using a Bounce Pad extends the duration of Spirit Lasso.

How to use: Throw after keg or pad so they cannot dash out. Bounce Pad extends the drag — chain them.

T1 +80.0 Damage

T2 0.75 seconds duration

T3 (5 AP) -40 seconds cooldown

HOW TO PLAY

EARLY (0–8 MIN)

Powder Keg is half impact and half a 3-second burn, and the burns stack. Throw it where they have to stand, then Crackshot the airborne target. Buy Extra Regen first so you can stay in lane instead of going back to base. You still win on angles, not on health. Crash the wave into their Guardian, then shop. Never shop while the wave is on your Guardian. You bounce and poke. Your partner holds the wave when you leave for a keg angle.

MID (8–20 MIN)

Powder Keg the walk-up. Spirit Lasso the diver off your carry. You still take the last-hits. Bounce through windows — the hallway is where you die.

LATE (20+)

You want chaos and bounce value. Spirit Lasso the carry out of position, then keg the landing. If they bought Knockdown, do not live in the air for free.

HOW TO FIGHT THEM

EARLY

Do not stand where the keg has to land. Save dash for Crackshot. She wins on angles — take the fight in the open street instead.

MID

Do not stand in hallways. Buy spirit resist or bullet resist as her build dictates. Catch her on landing, after the bounce.

LATE

She wants chaos. Force a clustered fight around a tank so bounce value drops. Crowd-control her in the air. Knockdown ends the lasso plan.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys Extra Regen ☒ Restorative Shot ☒ Monster Rounds ☒ High-Velocity Rounds

Core / mid Long Range ☒ Swift Striker ☒ Extra Health ☒ Active Reload ☒ Cultist Sacrifice

Late spikes Lucky Shot ☒ Frenzy ☒ Spellslinger ☒ Glass Cannon

Highest WR staples Magic Carpet (T4, 58.6% WR) ☒ Mystic Reverb (T4, 57.4% WR) ☒ Lucky Shot (T4, 56.6% WR) ☒ Cheat Death (T4, 56.5% WR) ☒ Diviner's Kevlar (T4, 56.4% WR) ☒ Divine Barrier (T4, 55.8% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: Midnight Holiday (updated 8-12 patch) (21754 favorites)

Early-Mid: Extra Spirit · Extra Charge · Mystic Shot · Rapid Recharge · Mystic Burst · Trophy Collector · Veil Walker · Recharging Rush

Lane Options: Restorative Shot · Reactive Barrier · Rusted Barrel · Rebuttal · Headshot Booster · Slowing Hex · Monster Rounds ·

Enchanter's Emblem

#Citadel_HeroBuilds_Late: Boundless Spirit · Spirit Burn · Transcendent Cooldown · Superior Duration

Options: Divine Barrier · Metal Skin · Counterspell · Knockdown · Spirit Resilience · Dispel Magic · Warp Stone

Spirit Luxury: Cursed Relic · Silence Wave · Scourge · Mystic Reverb

☒ [Back to character select](#) [Table of contents](#)



INERNUS

LIGHTS UP ENEMIES AND WATCHES THEM BURN

A-tier · 49.1% WR · marksman

Infernus lights the ground on fire and wins long fights. Stand in the flame and you lose. Leave, and he shoves the wave.

BIOGRAPHY

Like most teenagers; Infernus was wild, rebellious, and impetuous. Unlike most teenagers, Infernus was a creature from another plane and had a supernatural mastery over fire. Needless to say: his youth was filled with no small amount of arson, murder, and evidence disposal. But that was then. Now an adult, Infernus has mellowed out considerably. He's happy working at a bar with good live music, and talking to interesting people. That being said when someone at the bar gets belligerent or violent, he's not afraid to dust off the skills he once honed.

ABILITIES

Highest-sample skill priority: Afterburn ▯ Flame Dash ▯ Napalm ▯ Concussive Combustion (72.9% WR)



1. NAPALM · CD 25.0S

Spew an incendiary mixture, dealing spirit damage, applying slow, and coating targets in napalm.

How to use: Put the fire on the ground they have to walk if they want the wave. Napalm is also how you shove troopers into their Guardian.

T1 1 Charges

T2 Napalm Effect: +15% Lifesteal

T3 (5 AP) Napalm Effect: +17% Damage Taken and -33% Healing



2. FLAME DASH · CD 38.0S

Dash forward, gaining slow resistance while leaving a flaming trail that deals spirit damage over time. // Hold [W] while active to dash farther.

How to use: Dash through the wave for last-hits, or through them to leave. Do not spend it to peek for pride.

T1 -12.0 seconds cooldown

T2 +1.0 seconds Trail Duration and +20.0 DPS

T3 (5 AP) Enable 2 Ability Charges with 14 seconds Recharge time



3. AFTERBURN · PASSIVE / NO CD

Weapon hits build up a burning effect, dealing spirit damage over time. // Abilities refresh to the base burn duration and weapon hits extend it.

How to use: This is a passive. Refresh it. Never stop shooting a burning hero unless a guaranteed other kill exists.

T1 16 D P S

T2 Burn Effect: -35% Spirit Damage

T3 (5 AP) +3.0 seconds Max Burn Duration



4. CONCUSSIVE COMBUSTION · CD 190.0S

Become a living bomb, dealing spirit damage and applying stun to all nearby enemies after a delay. // Once cast, Concussive Combustion cannot be interrupted.

How to use: On a clump or on a dashed-to backliner. Follow with Napalm so they cannot stand still.

T1 100 Damage

T2 -65.0 seconds Cooldown and +100.0% Explosion Lifesteal

T3 (5 AP) +0.9 seconds Stun Duration and +10m Radius

HOW TO PLAY

EARLY (0-8 MIN)

Apply Afterburn on every trade. Napalm the wave and their feet. Flame Dash through the wave for last-hits and to leave. You win extended trades. Buy Extra Regen first so you can stay in lane instead of going back to base. Crash the wave into their Guardian, then shop. Never shop while the wave is on your Guardian. You win if the wave stays in front of you. Your partner shoves and then gets out of your fire.

MID (8–20 MIN)

Concussive Combustion only after they are already burning and clustered. You are a run-them-down carry. Build fire rate and burn items. Do not Flame Dash in first.

LATE (20+)

Light the ground they have to stand on, then walk them down. Concussive Combustion in a won fight, not as a six-person opener. After you win, hit the Patron — the burn will finish anyone who stays.

HOW TO FIGHT THEM

EARLY

Do not stand in Napalm. Burst him; do not linger. Extra Regen loses to his burn if you stay in the fire.

MID

Buy spirit resist and Healbane. Save your dash for Concussive Combustion. Kill him before the burn ticks out if he is the only damage.

LATE

Spread. Cleanse or resist Concussive Combustion. Kite — he wants you to stay in the fire. Do not clump on the Patron pit.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys Extra Regen · Restorative Shot · Monster Rounds · High-Velocity Rounds

Core / mid Toxic Bullets · Duration Extender · Swift Striker · Extra Health · Active Reload

Late spikes Superior Duration · Decay · Frenzy · Lucky Shot

Highest WR staples Spirit Burn (T4, 57.8% WR) · Spellslinger (T4, 57.3% WR) · Echo Shard (T4, 57.1% WR) · Witchmail (T4, 56.9% WR) ·

Mystic Reverb (T4, 56.8% WR) · Diviner's Kevlar (T4, 56.7% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: Zieth Infernus (357193 favorites)

Early Game: Extra Regen · Extended Magazine · Enchanter's Emblem · Rapid Rounds · Swift Striker · Titanic Magazine

Items: Healing Rite

Core: Bullet Lifesteal · Spirit Lifesteal · Leech · Healing Booster · Toxic Bullets · Fortitude

Big Items: Ricochet · Inhibitor · Spiritual Overflow · Crippling Headshot · Infuser · Spirit Burn · Mercurial Magnum · Cursed Relic

Defense: Reactive Barrier · Warp Stone · Dispel Magic · Unstoppable · Metal Skin · Spirit Resilience · Bullet Resilience · Spirit Shielding

[Back to character select](#) [Table of contents](#)



IVY

SETS UP A POWER DUO WITH A LUCKY ALLY

S-tier · 54.0% WR · marksman

Ivy is a flexible support-carry. She can shoot, she can save, and she can fly a teammate. This week she often buys gun items.

12 AUGUST 2026 PATCH

August 12: Stone Form's third-upgrade stun bonus went from plus 1 second to plus 0.75 seconds.

BIOGRAPHY

The gargoyle didn't know what was happening when it sprang to life... just that a big human and a small human were being hurt. And so the gargoyle leapt to action, sending the attackers fleeing in horror. The small human said thank you and asked the gargoyle's name. The gargoyle didn't have one. And so the small human said, "I'm going to call you Ivy." The gargoyle, being covered in ivy at the time, thought it was a bit obvious, but decided to go along with it for the small human's sake. The humans asked if Ivy would come home with them so they could show their appreciation, and so Ivy walked with them. That night she learned much. The family were called The Arroyo's. The little one, Sophia. Mofongo is what they called a plate of deliciousness. But most importantly, she learned that the people attacking them were called "The Mendoza Syndicate", and they were hurting people...nice people like The Arroyo's. 18 years have passed since the day the Arroyo's took Ivy home... and during that time she made it her mission to dismantle the Mendoza Syndicate and free Spanish Harlem from its grasp. However the thing about dedicating your life to a single pursuit for nearly 2 decades is that you don't really know what to do once you achieve it. For the first time in her life, Ivy is prepared to venture outside of Spanish Harlem and see what the world has to offer beyond vigilante justice.

ABILITIES

Highest-sample skill priority: Entangling Thorns ▯ Stone Form ▯ Kudzu Connection ▯ Air Drop (79.1% WR)



1. ENTANGLING THORNS · CD 32.0s

Summon a patch of choking thorns that damage and slows enemies in its radius.

How to use: Throw it where they have to walk if they want to leave, or where it helps you shove the wave. Do not throw it into empty space.

T1 1 Charges

T2 +2m Radius and increased DPS Spirit scaling

T3 (5 AP) Enemies caught in thorns for 2.0 seconds are Immobilized for +1.6 seconds



2. KUDZU CONNECTION · CD 37.0s

Connect with a nearby ally to gain bonuses, replicated healing, and ignore the move speed penalty while shooting. // Receive 50% of Bonuses with no connection / Connection requires line of sight.

How to use: Bind the person who is actually dealing damage this fight, not a random full-health tank.

T1 2m Move Speed Bonus

T2 +8% Fire Rate and +8% Bullet Lifesteal

T3 (5 AP) Ability is always active



3. STONE FORM · CD 40.0s

Turn yourself into impervious stone and smash into the ground, stunning and damaging enemies nearby. Heals you for a percentage of your max health.

How to use: Stone Form gets people off you and interrupts a cast. It is also how you dive when your team is already walking in.

T1 +7.0 Max Health Regen

T2 -25 seconds cooldown

T3 (5 AP) +0.75 seconds Stun Duration and increased Damage spirit scaling



4. AIR DROP · CD 100.0s

Grab an ally and take flight with them. Drop your ally to cause an explosion, dealing spirit damage. You and your ally gain increased Outgoing Damage when flying ends. // Cooldown reduced by 30% when used on allies. / Taking damage briefly disables using the ability. / While lifted, your ally cannot attack and deals -20% damage.

How to use: Save an ally or deliver a melee assassin. Announce it so they are ready.

T1 On Fly End : 300 Barrier to Ivy and ally that scales with Spirit

T2 +40% Slow for 3 seconds on enemies hit

T3 (5 AP) Silence for 3 seconds on enemies hit. / Increases damage and barrier scaling.

HOW TO PLAY

EARLY (0–8 MIN)

Help your lanemate, secure souls, and use Kudzu Connection or Stone Form for trades. You are a duo enabler — keep them alive and the wave shoved. Buy Extra Regen first so you can stay in lane instead of going back to base. Crash the wave into their Guardian, then shop. Never shop while the wave is on your Guardian. You exist for the other person. Take no soul orb they can walk to.

MID (8–20 MIN)

Kudzu Connection on your carry. Save Stone Form for the first real all-in on them. Last-hit only what they cannot reach. Air Drop is a save and a rotate, not a 1v1.

LATE (20+)

Stone Form stun is a quarter-second shorter at the third upgrade, and you are still S-tier. Kudzu Connection plus Air Drop the carry, then Stone Form as the peel. Do not use Stone Form as a 1-second guaranteed lock — confirm the follow-up first.

HOW TO FIGHT THEM

EARLY

Focus Ivy if she is the one last-hitting. Otherwise pressure the partner she is enabling. Do not waste the all-in on her Stone Form.

MID

Kill the carry she is holding up. Buy anti-heal if Kudzu Connection is keeping them full. Wait out Stone Form, then collapse.

LATE

Do not spend three ultimates on the person inside Stone Form. Kill the damage dealer she is protecting, or wait until Stone Form is down and burst that person.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys High-Velocity Rounds ▯ Extra Regen ▯ Restorative Shot ▯ Monster Rounds

Core / mid Swift Striker ▯ Superior Cooldown ▯ Extra Health ▯ Active Reload ▯ Cultist Sacrifice

Late spikes Frenzy ▯ Divine Barrier ▯ Lucky Shot ▯ Spellslinger

Highest WR staples Diviner's Kevlar (T4, 64.4% WR) ▯ Spirit Burn (T4, 62.2% WR) ▯ Ethereal Shift (T4, 62.1% WR) ▯ Scourge (T4, 61.5% WR) ▯ Escalating Exposure (T4, 60.9% WR) ▯ Crushing Fists (T4, 60.2% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: I LOVE CATGIRLS!!! - DPS Ivy Build (157852 favorites)

Early Game: Extended Magazine · High-Velocity Rounds · Extra Health · Sprint Boots · Active Reload · Ammo Scavenger

OPTIONAL REGEN: Monster Rounds · Healing Rite · Healing Nova

Mid-Late Game: Intensifying Magazine · Heroic Aura · Enduring Speed · Healing Booster · Spirit Armor · Vampiric Burst · Spirit Resilience · Escalating Resilience

Optional: Decay · Bullet Resist Shredder · Mystic Expansion · Debuff Reducer · Cold Front · Slowing Hex · Rusted Barrel · Knockdown

Endgame: Inhibitor · Cursed Relic · Crippling Headshot · Frenzy · Colossus · Soul Rebirth · Dispel Magic · Echo Shard

[▯ Back to character select](#) [Table of contents](#)



KELVIN

FREEZES ENEMIES IN THEIR TRACKS

A-tier · 54.0% WR · brawler

Kelvin freezes the street, heals his team, and makes a block of ice nobody wants to walk through.

BIOGRAPHY

A famed adventuring scientist, Kelvin made it his life's mission to explore and understand the unknowable. So naturally when rumors surfaced regarding an 8th astral gate hidden in the arctic, Kelvin couldn't build an expedition team fast enough. Assembling the brightest minds of his generation, Kelvin and his team set forth with much fanfare. They never returned. A year and a half later the frozen body of Kelvin was found by a fishing trawler, his corpse clutching a rock etched with glowing runes. The crew chipped away at the ice, looking to get a closer look at the body and were shocked when Kelvin opened his eyes. They checked his vitals... there was no pulse. They sought to bandage his open wounds... there was no blood. And yet, impossibly, Kelvin was "alive". Having no memory of what happened on the expedition, Kelvin is looking for answers.

ABILITIES

Highest-sample skill priority: Frost Grenade ▯ Arctic Beam ▯ Ice Path ▯ Frozen Shelter (79.3% WR)



1. FROST GRENADE · CD 30.0S

Throw a grenade that explodes in a cloud of freezing ice that heals allies and applies spirit damage and move speed reduction to enemies.

How to use: Use Frost Grenade to shove the wave and to slow. It sets up Ice Path kills.

T1 +30 Damage and +30 Heal Amount

T2 -10 seconds cooldown and debuff now freezes Stamina Regen

T3 (5 AP) +2m Radius. Damage and Heal Spirit Scaling increased.



2. ICE PATH · CD 50.0S

Kelvin creates a floating trail of ice and snow that gives movement bonuses to him and his allies. Kelvin gains 60% slow resistance for the duration. Enemies can also walk on the floating trail. / Press Dash / Crouch / slide to travel up or down while in Ice Path.

How to use: Build a road to souls on the ground, to the person you want to catch, or to your own exit. Use it to cut off the path they are backing down.

T1 +2m Move Speed and +35% Bullet Resist for Kelvin while on Ice Path

T2 -25.0 seconds cooldown

T3 (5 AP) +35% Spirit and +20 Spirit for Kelvin while on Ice Path



3. ARCTIC BEAM · CD 28.0S

Shoot freezing cold energy out in front of you, damaging targets and progressively reducing their movement and fire rate the longer you sustain the beam on them. You have reduced move speed while using Arctic Beam. The beam may also claim Souls.

How to use: Keep Arctic Beam on the most dangerous person in the fight and do not flick it off to tag someone else.

T1 -25.0% to Fire Rate and Move Speed

T2 +20.0 DPS and increased Spirit Scaling

T3 (5 AP) -13 seconds Cooldown and Fires 2 additional Arctic Beams within 10m of the last target hit.



4. FROZEN SHELTER · CD 185.0S

Target yourself or a Hero to freeze the air and create an impenetrable dome around them. While in the dome, allies gain rapid regeneration and enemies are slowed. // Objectives becomes Invulnerable and Frozen under Frozen Shelter

How to use: This is a save, not a way to start a fight. Allies inside can still lose if you drop it too early.

T1 -20 seconds cooldown

T2 +1.5 seconds duration

T3 (5 AP) Purges non-ult debuffs for you and your allies. / +65 Health Regen that now scales with Spirit

HOW TO PLAY

EARLY (0–8 MIN)

Freeze the wave when you want to reset. Ice Path for trades and to collect orbs. You stabilize lanes; do not overchase. Buy Extra Regen first so you can stay in lane instead of going back to base. Crash the wave into their Guardian, then shop. Never shop while the wave is on your Guardian. You keep people alive. Your partner is the carry.

MID (8–20 MIN)

Frozen Shelter on your diving ally, or as a save. Arctic Beam the carry. You win sieges. Ice Path your carry out when they get walked at.

LATE (20+)

You are the peel. Frozen Shelter on the person who is about to die, Arctic Beam on their carry, Ice Path as the exit. Do not Frozen Shelter a won fight just to poke.

HOW TO FIGHT THEM

EARLY

Do not stand in Arctic Beam. Break Ice Path by walking off it. He is not the carry — punish him if he stands in front for free.

MID

Save damage for after Frozen Shelter. Spread so the beam cannot hit two of you. Buy spirit resist if the beam is the lane.

LATE

Wait out Frozen Shelter, then collapse. Knock people off Ice Path. Kill Kelvin only if he is the sole peel — otherwise kill the carry he is saving.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys Extra Regen ❏ Extra Spirit ❏ Healing Rite ❏ Extra Health

Core / mid Duration Extender ❏ Arctic Blast ❏ Superior Cooldown ❏ Restorative Locket ❏ Extra Stamina

Late spikes Superior Duration ❏ Divine Barrier ❏ Unstoppable ❏ Diviner's Kevlar

Highest WR staples Spirit Burn (T4, 63.5% WR) ❏ Mystic Reverb (T4, 62.5% WR) ❏ Witchmail (T4, 62.4% WR) ❏ Scourge (T4, 62.0% WR) ❏ Infuser (T4, 61.6% WR) ❏ Diviner's Kevlar (T4, 60.1% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: Anti Global Warming Guy V2 (184921 favorites)

Buy these First HN > HV > HB: Healing Nova · High-Velocity Rounds · Healing Booster · Enduring Spirit

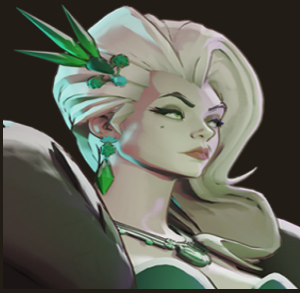
Buy all these: Healing Rite · Mystic Expansion · Healbane · Duration Extender · Compress Cooldown · Rescue Beam · Suppressor

Core Build Finishers: Sprint Boots · Enduring Speed · Superior Cooldown · Greater Expansion · Superior Duration · Mystic Slow

Monster Mode: Mystic Vulnerability · Escalating Exposure · Torment Pulse · Improved Spirit

Situational: Warp Stone · Leech · Metal Skin

[❏ Back to character select](#) [Table of contents](#)



LADY GEIST

SACRIFICES HEALTH THEN DRAINS IT BACK

B-tier · 50.4% WR · mystic

Lady Geist spends her own health to deal huge spirit damage, then steals it back. She is a high-risk lane bully.

BIOGRAPHY

Once, Lady Jeanne Geist was the toast of the town. But as time passed and her beauty faded she found herself further and further from her glory days in High Society until finally she was nothing more than a frail woman in a nursing home, telling stories of a glorious past. And that's when Oathkeeper revealed himself. A powerful spirit from another plane, Oathkeeper offered her a path to reclaim her past glories... he could restore her youth; all she had to do was drain the essence of the living to sustain herself. Geist was torn. Obviously murder was ghoulish business, and undoubtedly Oathkeeper was not an entity that could be trusted... but still, the thought of having a second chance of reliving her youth was too good to pass up. And so she concocted a plan: after making a pact with Oathkeeper she would bind and ward him, limiting his influence and pull over her. Oathkeeper would still get fed; but on her terms, not his. However, as years have turned to decades; the strength of the Ward has weakened, and Oathkeeper hungers more than he ever has in the past...

ABILITIES

Highest-sample skill priority: Essence Bomb ▯ Life Drain ▯ Malice ▯ Soul Exchange (73.6% WR)



1. ESSENCE BOMB · CD 14.0S

Sacrifice some of your health to launch a bomb that deals damage after a brief arm time. / Self damage type is Spirit and can be mitigated.

How to use: Essence Bomb clears the wave and pokes. Account for the self-damage before you start a fight.

T1 -5 seconds cooldown

T2 +2m Radius and +50.0 Damage.

T3 (5 AP) Bombs leave a toxic mess on the ground, dealing 26.0% of the original damage per second, for 6 seconds.



2. LIFE DRAIN · CD 34.0S

Create a tether that drains enemy health over time and heals you. Target must be in line of sight and within max range to drain. You can shoot and use other abilities during the drain, but your move speed is reduced. / to give health to friendly Heroes.

How to use: Use Life Drain on a target that cannot walk out of the tether. This is how you reload your health.

T1 +13.0 Life Drain Per Second

T2 2.5 seconds duration

T3 (5 AP) Enables and Grants +2 Charges. Increases spirit scaling.



3. MALICE · CD 6.0S

Sacrifice some of your health to launch blood shards that apply a stack of Malice. Each stack slows the victim and increases the damage they take from you. The slow effect decreases over time.

How to use: Shred with Malice before the all-in so Life Drain and Soul Exchange actually kill.

T1 -3.0 seconds cooldown

T2 +25.199999 Damage and +4 Blood Shards

T3 (5 AP) +8% Damage Amp



4. SOUL EXCHANGE · CD 220.0S

Swaps health levels with an enemy target. There is a minimum health percentage that enemies can be brought down to and a minimum amount of health received based on victims current health.

How to use: Soul Exchange with a healthy threat, then your team finishes the new low one. Do not Soul Exchange a tank.

T1 -50.0 seconds cooldown

T2 Silence enemies within 25m for 3 seconds

T3 (5 AP) On cast, +60 Spirit Power, +40% Fire Rate and +50% Spirit Resistance for 8 seconds.

HOW TO PLAY

EARLY (0–8 MIN)

Essence Bomb the wave. Trade with Life Drain when they cannot walk out. Watch your self-damage — you are not Abrams. Buy Extra Regen first so you can stay in lane instead of going back to base. Crash the wave into their Guardian, then shop. Never shop while the wave is on your Guardian. You trade health. Your partner has to keep the second enemy off you during Life Drain.

MID (8–20 MIN)

Malice to shred, Life Drain to refill. Soul Exchange is a 1v1 flip — use it on a full-health carry who just blew cooldowns, not on a tank.

LATE (20+)

Malice the carry, drain to stay alive, Soul Exchange to flip a full bar. You lose if you dump health and miss the Exchange. Do not start a fight at half health unless Exchange is ready.

HOW TO FIGHT THEM

EARLY

Burst her after she bombs — she paid health for that. Do not stand in Life Drain. Walk out, then turn.

MID

Buy anti-heal. Keep your health high so Soul Exchange does not flip a full bar onto you. Kill her in the window after she spends health.

LATE

Never take a 1v1 at full health if Soul Exchange is up. Force it onto a tank. Then collapse on her while she is empty.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys Mystic Burst ▯ Extra Regen ▯ Extra Spirit ▯ Monster Rounds

Core / mid Spirit Lifesteal ▯ Improved Spirit ▯ Superior Cooldown ▯ Extra Health ▯ Mystic Expansion

Late spikes Leech ▯ Mystic Reverb ▯ Spirit Burn ▯ Boundless Spirit

Highest WR staples Diviner's Kevlar (T4, 57.2% WR) ▯ Spirit Burn (T4, 56.6% WR) ▯ Cheat Death (T4, 56.1% WR) ▯ Mystic Reverb (T4, 56.0% WR) ▯ Echo Shard (T4, 55.9% WR) ▯ Witchmail (T4, 55.7% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: Wulfee7 Twitch - BEST LADY GEIST BUILD (85% WR) (209202 favorites)

Early Game 500 Souls: Headshot Booster · High-Velocity Rounds · Extra Regen · Enduring Spirit · Extra Stamina · Sprint Boots · Mystic Expansion · Mystic Burst

Mid Game 1250 Souls: Mystic Shot · Spirit Shredder Bullets · Healbane · Spirit Lifesteal · Enduring Speed · Compress Cooldown · Mystic Vulnerability · Suppressor

Mid Game 3000 Souls: Headhunter · Warp Stone · Spirit Resilience · Tankbuster · Greater Expansion · Mystic Slow · Superior Cooldown

Late Game 6300 Souls: Frenzy · Spiritual Overflow · Leech · Unstoppable · Escalating Exposure

[▯ Back to character select](#) [Table of contents](#)



LASH

DIVES DOWN TO STOMP HIS FOES

S-tier · 52.1% WR · assassin

Lash slams people into the dirt from above. He is a playmaker. One good slam on a shoved wave is a won fight.

12 AUGUST 2026 PATCH

August 12: Damage falloff range went from 20–58 meters to 18–54 meters. Play closer. Long poke is weaker.

BIOGRAPHY

Jacob Lash is an asshole.

ABILITIES

Highest-sample skill priority: Ground Strike ▯ Flog ▯ Grapple ▯ Death Slam (81.2% WR)



1. GROUND STRIKE · CD 18.0s

Stomp the ground beneath you, damaging enemies in front of you. If you perform Ground Strike while airborne, you quickly dive towards the ground. Damage grows slower after 25m.

How to use: Use Ground Strike from the height Grapple puts you at. That stomp is most of your damage.

T1 -10.0 seconds cooldown

T2 Struck enemies are knocked up and slowed by 50% for 3 seconds

T3 (5 AP) Damage Per Meter +110% and improved scaling



2. GRAPPLE · CD 35.0s

Pull yourself through the air toward a target. Using Grapple also resets your limit of air jumps and dashes.

How to use: Grapple to high ground first, then in. Keep a second thought for leaving.

T1 -17.0 seconds cooldown

T2 +20m Cast Range and gain +7.0 Weapon Damage for 10 seconds

T3 (5 AP) +1 Charges / OnCast : +1 Stamina and +60% Air Control



3. FLOG · CD 26.0s

Strike enemies in front of you with your whip, healing for a portion of the damage dealt.

How to use: Flog to heal and to finish a low target. Use it during the Ground Strike combo, not after you already lost the trade.

T1 Apply -35% Move speed for 3 seconds

T2 Apply -30% Fire Rate / -16.0 seconds Cooldown

T3 (5 AP) +80.0 Damage / +40.0 Attack angle / +20.0% Heal



4. DEATH SLAM · CD 170.0s

Focus on enemies to connect whips to them. After channeling, connected enemies are lifted and stunned then slammed into the ground. Your victims and any enemies in the landing zone will be damaged and slowed. / Press to throw connected enemies early. Enemies that are not in line of sight or go out of range during the latch time will not be grabbed.

How to use: Slam two or more people onto your team. Never Death Slam a full-health tank into their base.

T1 12m Throw Distance

T2 -35.0 seconds cooldown

T3 (5 AP) Stun enemies in Radius for 1.2 seconds / +6m Cast Range

HOW TO PLAY

EARLY (0–8 MIN)

Grapple to high ground, poke, and Death Slam only if it is free. You are a pick artist. Buy Extra Stamina or Extra Health if the lane is rough. Buy Extra Regen first so you can stay in lane instead of going back to base. Crash the wave into their Guardian, then shop. Never shop while the wave is on your Guardian. You pick. Your partner should already be hitting the person you yank. Death Slam is not a lane spell — Ground Strike the landing instead.

MID (8–20 MIN)

Grapple the one on your carry. Ground Strike from height — that is the damage. Flog during the combo to heal. Death Slam two or more people onto your team, never a full-health tank into their base.

LATE (20+)

Death Slam the backline onto your team. If it is down, you are a Grapple and Ground Strike hero — still pick, still leave. Do not slam a full-health Abrams into a lost fight.

HOW TO FIGHT THEM

EARLY

Stand under cover so grapple angles die. Save dash for Ground Strike. Do not stand stacked with your partner.

MID

Look up. Knockdown or silence him when he hangs. Spread so Death Slam hits one person.

LATE

Buy Unstoppable, or spread. The moment he uses Death Slam on two people, the fight is theirs unless you instantly peel. Kill him after Death Slam, while he is on the ground.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys Extra Stamina ✕ Extra Regen ✕ Extra Health ✕ Monster Rounds

Core / mid Extra Stamina ✕ Spirit Strike ✕ Cultist Sacrifice ✕ Close Quarters ✕ Superior Cooldown

Late spikes Majestic Leap ✕ Frenzy ✕ Colossus ✕ Unstoppable

Highest WR staples Magic Carpet (T4, 64.3% WR) ✕ Lucky Shot (T4, 63.9% WR) ✕ Spellslinger (T4, 61.9% WR) ✕ Silencer (T4, 61.2% WR) ✕

Mystic Reverb (T4, 60.9% WR) ✕ Long Range (T2, 59.7% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: Big damage absolute chad lash, bebop sucks (46253 favorites)

#Citadel_HeroBuilds_Lane: Extra Spirit · Mystic Burst · Trophy Collector · Quicksilver Reload · Improved Spirit · Extra Charge ·

Recharging Rush · Extra Stamina

big dummy losing lane: Healing Rite · Enchanter's Emblem · Extra Regen · Monster Rounds · Restorative Shot · Grit

After lane, everything up to expansion core.: Headhunter · Compress Cooldown · Mystic Expansion · Superior Cooldown · Tankbuster ·

Spirit Burn · Mystic Reverb · Greater Expansion

Armours: Weapon Shielding · Spirit Shielding · Bullet Resilience · Spirit Resilience

Upgrades to top off your damage: Arctic Blast · Magic Carpet · Rapid Recharge · Majestic Leap · Warp Stone · Focus Lens · Refresher ·

Unstoppable

[✕ Back to character select](#) [Table of contents](#)



MCGINNIS

CONTROLS THE BATTLE WITH COMBAT TURRETS

A-tier · 53.7% WR · mystic

McGinnis builds a turret nest and wins the street by making it illegal to walk up. Gun or spirit-turret both work.

12 AUGUST 2026 PATCH

August 12: Base bullet damage and scaling are 5 percent weaker. Spirit resist per boon went from plus 0.625 percent to plus 0.35 percent. Mini Turrets no longer shoot heroes on the zipline and lost the 80 percent decaying resist, though turret health went up. Medicinal Specter's first upgrade is now plus 1.5 seconds of duration, and the third upgrade is the spirit resist.

BIOGRAPHY

Maggie McGinnis always had a knack for building things. At 4 she was using Lincoln Logs to recreate architectural marvels. At 10 she built and rewired a custom light fixture for her parent's anniversary. At 15 she designed a machine that refined the souls of the dead...that last one got a little more attention than the Lincoln Logs. Now the head of Fairfax Industries Military R&D department, McGinnis spends her time in the machine shop, not in a lab. She's not interested in theory, to her science is magic you can touch.

ABILITIES

Highest-sample skill priority: Mini Turret ▯ Medicinal Specter ▯ Spectral Wall ▯ Heavy Barrage (73.3% WR)



1. MINI TURRET · CD 18.0s

Deploy a turret that shoots enemies, dealing spirit damage over time. The turret expires after a limited lifetime. / Turrets deal reduced damage to troopers and objectives.

How to use: Plant turrets on the wave, on the jungle box, and on the Walker. If one dies, put another down immediately.

T1 +10 Turret DPS and +10m Attack Range

T2 2 Charges

T3 (5 AP) +25% Turret Fire Rate and +12 seconds Turret Lifetime



2. MEDICINAL SPECTER · CD 50.0s

Deploy a spirit that provides healing to nearby allies.

How to use: Drop Medicinal Specter on the spot you are going to stand for the next 3 seconds. It does nothing if you throw it and walk away.

T1 +1.5 seconds Duration

T2 -20.0 seconds Cooldown and provides +100.0% Stamina Recovery

T3 (5 AP) +2.0% Max HP Regen / +3m Heal Radius / +40% Spirit Resist



3. SPECTRAL WALL · CD 50.0s

Cast a wall that applies slow on enemies it passes through. Erupt the wall to divide the terrain in half and damage nearby enemies. / After casting, press or Ability 3 to erupt the wall early. // Can be Destroyed with Melee Attacks

How to use: Cut off dashes and split a fight with the wall. It is also a save — drop it between your carry and the diver.

T1 Amplifies McGinnis's damage by +20% on hit enemies for 7 seconds

T2 -20.0 seconds Cooldown and +2.0 seconds Duration

T3 (5 AP) Deploy 2 Mini Turrets near the wall for 8 seconds / +30% Slow



4. HEAVY BARRAGE · CD 200.0s

Unleashes a volley of rockets that home in on a targeted location. // McGinnis is slowed and is still able to use stamina.

How to use: Use Heavy Barrage on a crashing wave or on a clump that already used movement.

T1 Applies 30% movement and dash slow for 1 seconds

T2 -45.0 seconds Cooldown and +6.0 seconds Duration

T3 (5 AP) +2m Radius and +15.0 Damage per Rocket with increased spirit scaling

HOW TO PLAY

EARLY (0–8 MIN)

Gun is five percent weaker this patch, and turrets no longer shoot ziplines or start with eighty percent resist. Plant turrets for zone, not as a free anti-rotate. Medicinal Specter is the save — the third upgrade is resist now, and the first upgrade is duration. Buy Extra Regen first so you can stay in lane instead of going back to base. Crash the wave into their Guardian, then shop. Never shop while the wave is on your Guardian. You zone. Your partner last-hits inside the turret coverage.

MID (8–20 MIN)

Mini Turret between your carry and them. Heavy Barrage only if they both walk into it. Spectral Wall cuts dashes and splits a fight. You own space, not souls.

LATE (20+)

Walls and turrets trap people for the real fight. Medicinal Specter where you will actually stand. Heavy Barrage on a crashing wave or a clump that already used movement. You siege. You do not chase.

HOW TO FIGHT THEM

EARLY

Ride the zipline past her turrets — they will not shoot you on the line this patch. Burst the turrets. They are tankier on health but have no big resist window anymore.

MID

Clear metal before hitting her. A way to close the distance after Heavy Barrage. She is immobile — punish rotations. Walk around Spectral Wall instead of eating it.

LATE

Assign someone to clear turrets. Dive her after Heavy Barrage. Spirit resist if the barrage is the damage. She cannot leave — that is the whole matchup.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys High-Velocity Rounds → Monster Rounds → Extra Regen → Restorative Shot

Core / mid Extended Magazine → Tesla Bullets → Swift Striker → Extra Health → Active Reload

Late spikes Frenzy → Superior Duration → Lucky Shot → Spellslinger

Highest WR staples Spirit Burn (T4, 59.9% WR) → Mystic Reverb (T4, 58.8% WR) → Diviner's Kevlar (T4, 58.5% WR) → Boundless Spirit (T4, 58.2% WR) → Healing Tempo (T4, 57.9% WR) → Superior Duration (T3, 57.9% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: GunGinnis (241920 favorites)

Lane: Extended Magazine · Extra Stamina · Melee Charge · Fleetfoot

Lane Maybes: Extra Regen · Extra Health · Melee Lifesteal

Core: Bullet Lifesteal · Intensifying Magazine · Enduring Speed · Heroic Aura · Spirit Armor · Quicksilver Reload · Bullet Resist Shredder · Extra Charge

Flex Slots: Lucky Shot · Surge of Power · Vampiric Burst · Slowing Bullets

No Flex Slots: Titanic Magazine · Stamina Mastery

[↩ Back to character select](#) [Table of contents](#)



MINA

ASSASSIN

C-tier · 44.9% WR · marksman

Mina is a high-skill assassin. When the combo lands, someone dies. When it misses, she is the one who dies.

BIOGRAPHY

Mina Ha had it all...rich parents, elite education, and an arranged marriage that would see her ascend from run-of-the-mill upper class to American royalty. She was happy. Then her betrothed was assassinated. Mina wept; not for the life of her fiancé, but for the future that was stolen from her. Why couldn't the killer just wait until after the wedding? Then she'd have the last name she always dreamed of and no one would even have to pretend to love anyone. It could have been perfect, but life wasn't fair...and so Mina did what she always does when things don't go her way: she told her parents to fix it. Mr. And Mrs. Ha knew that the only way to appease their daughter was to offer her something greater than what she lost... and marrying into one of the world's most lauded families was a tall order to top. They had to think big. They had to think outside of the box. They had to promise their daughter immortality. It took a small fortune, but eventually they found a vampire who was willing to turn her. Unsurprisingly, Mina thought the idea of eternal youth and a trust fund was an acceptable plan B and happily agreed to the proposal. Now a fledgling vampire, Mina is quickly discovering that the clout she held as a human has no weight in vampire high society...and while at first that annoyed her, if there is one thing Mina has a knack for, it's learning the rules so she can subvert them. She will be the Viscount of New York, the other vampires just don't know it yet.

ABILITIES

Highest-sample skill priority: Love Bites ▯ Rake ▯ Sanguine Retreat ▯ Nox Nostra (74.4% WR)



1. RAKE · CD 16S

How to use: This is the bite and execute confirm. Use it on a marked or already-chunked hero, then Retreat.

T1 60 Damage

T2 +30.0 Heal per Kill / -8.0 seconds Cooldown

T3 (5 AP) +7.0% Missing health damage and increased Heal per Kill Spirit scaling



2. SANGUINE RETREAT · CD 32S

Briefly disperse, becoming untargetable and flying to a target location. // Can be recast within a brief window.

How to use: In to bite or out of a lost trade. Recast is the real spell — fake one direction.

T1 On Cast: Gain +25% Fire Rate for 8 seconds and add 8 bullets

T2 -10 seconds cooldown

T3 (5 AP) +1 Recast / +4m Range



3. LOVE BITES · PASSIVE / NO CD

Your bullets apply additional spirit damage. Dealing damage your abilities builds up to a vicious bite, dealing a burst of bonus spirit damage. // Love Bites has a unique cooldown per target.

How to use: Passive. Keep shooting so the bite procs. That proc is your all-in window.

T1 On Proc: +30% Slow for 3 seconds

T2 +3.0 Spirit Damage per Bullet & / +45.0 Bonus Damage

T3 (5 AP) -5 seconds cooldown / On Proc: +25% Fire Rate for 5 seconds



4. NOX NOSTRA · CD 150S

Active: Unleash a cloud of bats that seek out targets, each dealing spirit damage and applying Silence. // Passive: Triggering Love Bites against heroes permanently increases the number of bats released.

How to use: On a clump or a carry who cannot leave. Silence is the point — follow with Rake.

T1 +1.9 Damage

T2 -45 seconds cooldown

T3 (5 AP) On Hit: Deal +0.5% Current Health as Damage

HOW TO PLAY

EARLY (0–8 MIN)

You are a mobile burst assassin. Poke, bite, leave. Do not take extended gunfights against real carries. Buy Extra Regen first so you can stay in lane instead of going back to base. Crash the wave into their Guardian, then shop. Never shop while the wave is on your Guardian. You burst one person. Your partner must cover the second enemy while you do it.

MID (8–20 MIN)

Rake the diver. Sanguine Retreat out so your carry is not left 1v2. Nox Nostra is not a lane all-in. Bite the marked or already-chunked hero, then leave.

LATE (20+)

Wait for the backline to step up. One rotation, then disappear. You do not siege. If Sanguine Retreat is down, you are just a squishy melee hero.

HOW TO FIGHT THEM

EARLY

Hold stamina. Burst her when the mobility is down. Extra Health helps you survive the first bite.

MID

Do not farm alone. Buy Slowing Hex. She dies if the first dash is wasted. Stay near your partner.

LATE

Peel the carry. Save crowd control for the commit, not the poke. Stay with your teammates so she cannot isolate one person.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys Extra Regen → Restorative Shot → Monster Rounds → High-Velocity Rounds

Core / mid Burst Fire → Swift Striker → Extra Health → Active Reload → Cultist Sacrifice

Late spikes Glass Cannon → Frenzy → Lucky Shot → Spellslinger

Highest WR staples Spellslinger (T4, 56.8% WR) → Cheat Death (T4, 55.8% WR) → Siphon Bullets (T4, 55.1% WR) → Diviner's Kevlar (T4, 55.0% WR) → Mystic Reverb (T4, 55.0% WR) → Ethereal Shift (T4, 54.9% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: ShyerowTTV OP MINA THE ONLY GOOD BUILD MINA SOLVED (48637 favorites)

Early Core: Extra Spirit · Mystic Burst · Quicksilver Reload · Spirit Sap · Extra Stamina · Spirit Shredder Bullets · Reactive Barrier

Lane Helpers: Healing Rite · Extra Health

1 or the other if want fire rate: Kinetic Dash · Swift Striker

get AT LEAST 1: Dispel Magic · Counterspell

Core: Stamina Mastery · Improved Spirit · Tankbuster · Compress Cooldown · Superior Cooldown

[↩ Back to character select](#) [Table of contents](#)



MIRAGE

TIMES HIS SHOTS AND CATCHES FLEEING TARGETS

D-tier · 46.4% WR · assassin

Mirage is a scout and a skirmisher. Do not first-pick him unless you already know him well.

BIOGRAPHY

The Djinn are one of the more curious groups of people in the modern world. Possessing great power in controlled doses, Djinn are incapable of maintaining corporeal form for longer than 48 minutes without resting within a vessel. As a result, most Djinn employ human bodyguards for transport, protection, and companionship. Mirage is one such bodyguard. Employed by Djinn ambassador Nashala Dion, Mirage is in New York on a diplomatic mission. It's the hope of the Djinn that they can negotiate with the US government for a sale of part of Wyoming so that they can build a sovereign nation for their people.

ABILITIES

Highest-sample skill priority: Fire Scarabs ▯ Djinn's Mark ▯ Dust Devil ▯ Traveler (71.8% WR)



1. FIRE SCARABS · CD 35S

Infest an enemy with fire scarabs, stealing life from them and causing them to deal reduced damage.

How to use: Put the scarabs on the person you are actually going to keep shooting for the next 4 seconds — not the one about to dash out.

T1 7 D P S

T2 1 Charges; 2 Steal Duration

T3 (5 AP) -15 Outgoing Damage Penalty Percent



2. DUST DEVIL · CD 36.0S

Transform yourself into a whirlwind that travels forward, damaging enemies, slowing their move speed and lifting them up in the air. After emerging from the tornado you gain bullet evasion.

How to use: Dash through as a whirlwind to lift and slow. Use it to set a pick or to leave — not to farm a wave mid-fight.

T1 +60 Damage

T2 / -12 seconds Cooldown / +30% Evasion

T3 (5 AP) Recast within 6 seconds. / Increases spirit scaling.



3. DJINN'S MARK · CD 2.75S

Active: Consume all Djinn Mark's to deal its damage now.

How to use: Keep shooting the marked target. That mark is your damage pattern — do not flick it onto someone else.

T1 On Proc: Apply a fading 60% Slow for 0.8 seconds

T2 +20 Base Damage and +3 seconds Multiplier Duration

T3 (5 AP) -0.75 seconds Cooldown / +1 Max Marks / Stun Victim for 0.5 seconds on Max Marks



4. TRAVELER · CD 140.0S

Target a location on the minimap. After a brief wait, teleport to that location. Taking damage during the wait period causes the teleport to be interrupted.

How to use: After a shove, teleport to a pick or to defend a Walker. Do not teleport into a 1v4.

T1 +3m Move Speed and +20% Fire Rate for 12 seconds

T2 400 Barrier that scales with Spirit

T3 (5 AP) -90 seconds cooldown

HOW TO PLAY

EARLY (0–8 MIN)

Last-hit, poke, and do not burn Dust Devil to take a ten-health trade. You scale. Buy Extra Regen first so you can stay in lane instead of going back to base. Crash the wave into their Guardian, then shop. Never shop while the wave is on your Guardian.

You stack Djinn's Mark and last-hit. Your partner contests the wave when you rotate for a stack.

MID (8–20 MIN)

Dust Devil the walk-up. Djinn's Mark the one who is actually on your carry. Traveler is not a lane spell. After a shove, teleport to a pick or to defend a Walker.

LATE (20+)

You are a marksman with a teleport. Hold Traveler to join the real fight, not to farm one camp. Dust Devil the backline. Do not teleport into a 1v4.

HOW TO FIGHT THEM

EARLY

Walk out of Dust Devil. Do not let Djinn's Mark stack for free. Trade him when the tornado is down.

MID

Burst him after Dust Devil. Buy armor against his gun. Contest the marked target so the stack never finishes.

LATE

Burst him after Dust Devil. Buy armor against his gun. Do not let him teleport onto a 4v5 for free — finish that fight faster.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys Extra Regen → Restorative Shot → Monster Rounds → High-Velocity Rounds

Core / mid Swift Striker → Extra Health → Active Reload → Cultist Sacrifice → Rapid Rounds

Late spikes Lucky Shot → Magic Carpet → Frenzy → Spellslinger

Highest WR staples Diviner's Kevlar (T4, 59.3% WR) → Ethereal Shift (T4, 56.2% WR) → Silencer (T4, 55.8% WR) → Spellslinger (T4, 55.8% WR) → Scourge (T4, 55.3% WR) → Crippling Headshot (T4, 54.7% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: SN|P3R: Djinn's Devastation v2 (33478 favorites)

1. **Early:** Monster Rounds · Mystic Regeneration · Suppressor · Compress Cooldown · Mystic Vulnerability · Healbane · Recharging Rush · Dispel Magic

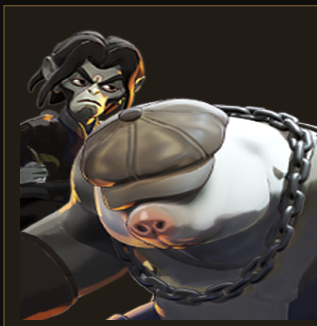
Lane Options: Kinetic Dash · Mystic Shot

2. **CORE:** Escalating Exposure · Ricochet · Titanic Magazine · Spiritual Overflow · Superior Cooldown · Inhibitor · Boundless Spirit · Silencer

Spirit Shred: Spirit Shredder Bullets · Spirit Rend

3. **End Game:** Superior Duration · Siphon Bullets · Mercurial Magnum · Diviner's Kevlar

[→ Back to character select](#) [Table of contents](#)



MO & KRILL

BURROWS UNDERNEATH HIS ENEMIES

A-tier · 51.5% WR · brawler

Mo & Krill burrow, grab, and combo someone into the floor. They want one person, not a six-person brawl, until the grab is down.

BIOGRAPHY

Mo and Krill are members of The Tunnel Rats, a group that help facilitate illicit trade and commerce between the boroughs thanks to a network of underground tunnels. But while most denizens of the New York underworld respect the work The Rats do, every once in a while a gang tries to exploit the tunnel system for personal vendettas...that's when Mo and Krill step in and remind the city what happens to those who disrespect their hospitality.

ABILITIES

Highest-sample skill priority: Scorn ▯ Burrow ▯ Sand Blast ▯ Combo (76.5% WR)



1. SCORN · CD 13.0S

Deal damage to nearby enemies and heal yourself based on the damage done. Heal is stronger against enemy heroes.

How to use: Scorn is damage and a heal at the same time. Use it while Combo is locking them, not after they walk out.

T1 +35.0 Damage

T2 -5.0 seconds Cooldown / +1m Radius

T3 (5 AP) Adds a debuff to enemies that lets Mo & Krill deal +15% Damage to them. Stacks and lasts 16 seconds.



2. BURROW · CD 40.0S

Burrow underground, moving faster, and gaining spirit and bullet armor. Damage from enemy heroes will reduce the speed bonus. // When you jump out, deal spirit damage, slow, and knockup.

How to use: Engage, dodge, or collect. Do not Burrow in a straight line they can track.

T1 +50.0 Spin DPS

T2 +4 seconds Burrow time and +2 radius

T3 (5 AP) -20.0 seconds cooldown and +4m/s Move Speed



3. SAND BLAST · CD 40.0S

Spray sand that disarms enemies in front of you and deals damage.

How to use: Strip their resists first, then go into Combo. The blast is the setup, not the kill.

T1 +50 Damage and +5m Range

T2 Slow targets by -30% and reduces dash distances by -30%

T3 (5 AP) +1.5 seconds Duration and -25.0 seconds cooldown



4. COMBO · CD 150.0S

Hold the target in place, stunning them and dealing damage during the channel. If they die during, or within 3 seconds of Combo ending, you permanently gain max health.

How to use: Use Combo on the person your team can actually kill in the next couple of seconds, then melee them while they are locked.

T1 +100% lifesteal

T2 -30.0 seconds Cooldown and +50.0% Bullet Resist

T3 (5 AP) +0.7 seconds Duration and +40.0 Damage Per Second and increased scaling

HOW TO PLAY

EARLY (0-8 MIN)

Burrow under the one hitting your carry. Combo that person. You are the lock, not the last-hit. Buy Extra Regen first so you can stay in lane instead of going back to base. Crash the wave into their Guardian, then shop. Never shop while the wave is on your Guardian. You lock, they shoot. Do not Combo a full-health tank if the carry is free.

MID (8–20 MIN)

Scorn during Combo to heal. Sand Blast to strip and set up the Combo. You are the lock. After a successful Combo, hit the Walker with the wave — do not burrow into fog for a second pick.

LATE (20+)

Combo their carry in the real fight. You are not the damage. If Combo is down, you peel with Burrow and Sand Blast. Do not lock the tank while their carry is free.

HOW TO FIGHT THEM**EARLY**

Save dash for Combo. Do not stand next to your partner so one Burrow hits both. Burst him after Scorn, while he is on the surface.

MID

Buy Unstoppable if the Combo is ending every fight. Spread. Kill him after Combo, not during the lock.

LATE

Peel the person in Combo. Save crowd control for after he surfaces. Do not clump — one Burrow should not hit three of you.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys Extra Regen ✕ Extra Health ✕ Monster Rounds ✕ Restorative Shot

Core / mid Melee Charge ✕ Extra Stamina ✕ Spirit Strike ✕ Cultist Sacrifice ✕ Close Quarters

Late spikes Colossus ✕ Unstoppable ✕ Witchmail ✕ Healbane

Highest WR staples Spirit Burn (T4, 61.0% WR) ✕ Escalating Exposure (T4, 60.6% WR) ✕ Scourge (T4, 59.0% WR) ✕ Colossus (T4, 59.0% WR) ✕ Mystic Reverb (T4, 59.0% WR) ✕ Cheat Death (T4, 58.6% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: Dig n Burst -Monicako. (136866 favorites)

Laning: High-Velocity Rounds · Hollow Point · Enduring Spirit · Infuser · Mystic Expansion · Sprint Boots

Laning situational: Restorative Shot · Mystic Burst · Extra Regen

Mid Game: Torment Pulse · Berserker · Enchanter's Emblem · Healing Booster · Fleetfoot · Enduring Speed · Mystic Vulnerability · Warp Stone

Mid Game: Surge of Power · Superior Duration · Silence Wave · Bullet Resilience · Spirit Resilience · Cold Front · Slowing Hex · Dispel Magic

Late game trifecta: Diviner's Kevlar · Phantom Strike · Spiritual Overflow

[✕ Back to character select](#) [Table of contents](#)



PAIGE

SUPPORT

S-tier · 53.7% WR · mystic

Paige is a support-minded caster who makes space and keeps people alive. She is strong this week even when she is not the one getting the kills.

12 AUGUST 2026 PATCH

August 12: Plot Armor weapon-damage scaling went from 0.2 to 0.3. The peel and buff are stronger.

BIOGRAPHY

The daughter of a rare book dealer, Paige grew up in a loving home that prioritized kindness, magic, and storytelling. But while Paige took naturally to her parents' values, her little brother Bryce did not. A rebellious teen, Bryce resented not only his family's saccharine attitude, but also their refusal to let him dabble in magics that they deemed too dangerous. Paige tried everything she could think of to keep him out of trouble, but like most teenagers, the more his big sister tried to tell him what was best for him, the more he turned away. Paige doesn't know what Bryce did to get kicked out of the house...just that she came home from the library to find her brother gone and her parents crying. Days turned to weeks, to months, to years. Paige grew to become a talented bibliomancer, making a living as a storyteller reading at libraries across the five boroughs; and while her parents have remained silent about what happened with Bryce, Paige's obsession with finding him has only grown. She will discover what happened to her brother... and no man or god is going to stand in her way.

ABILITIES

Highest-sample skill priority: Plot Armor ▯ Captivating Read ▯ Bookwurm ▯ Rallying Charge (76.0% WR)



1. BOOKWYRM · CD 33S

Conjure a dragon that appears at the target location before flying forward, dealing spirit damage and leaving a burning path in its trail.

How to use: Send it down the lane or through a choke. The burn path is the zone — do not throw it into empty jungle.

T1 -12 seconds Cooldown

T2 +1.0 Charge / +2 seconds Trail Duration / +1m Radius /

T3 (5 AP) +12m Travel Range / +100.0 Damage / +30.0 DPS



2. PLOT ARMOR · CD 28.0S

Grant an ally a barrier. While the barrier holds, they gain bonus weapon damage.

How to use: Put Plot Armor on the person taking the next hit, not on full-health you. The third upgrade spreading it is the teamfight spike.

T1 On Barrier: +14% Fire Rate

T2 +100 Barrier and +2 seconds Duration

T3 (5 AP) Affects up to 2 additional allies. / Increases barrier scaling.



3. CAPTIVATING READ · CD 30S

Target an area with latent magic, applying slow. // The magic detonates after a delay, dealing spirit damage and applying immobilize.

How to use: On a landing or a sit-still carry. The delay is real — put it where they will be.

T1 -11 seconds cooldown

T2 1 Immobilize Duration

T3 (5 AP) +1m Radius / On Hit: Reduce Spirit Resist by -18% for 6 seconds



4. RALLYING CHARGE · CD 210s

Release a wave of spectral knights and steeds that charge across the entire city, healing allies and dealing spirit damage to enemies. // The strength of the heal and spirit damage is amplified as the knights travel further.

How to use: This is city-wide. Use it when two fights or a crash is happening, not as a 1v1 poke.

T1 150 Heal Amount

T2 Increase width by +4 Steeds / -45 seconds cooldown

T3 (5 AP) +160.0 Damage / +0.5 seconds Stun Duration / +70% Max Amp

HOW TO PLAY

EARLY (0–8 MIN)

Plot Armor and Rallying Charge exist for your carry. Captivating Read the diver. You do not take soul orbs they can walk to. Buy Extra Regen first so you can stay in lane instead of going back to base. Crash the wave into their Guardian, then shop. Never shop while the wave is on your Guardian. You are the lane partner. You are not the carry.

MID (8–20 MIN)

Plot Armor on the person taking the next hit, not on full-health you. The third upgrade spreading it is the teamfight spike. Rallying Charge when two fights or a crash is happening, not as a 1v1 poke.

LATE (20+)

You exist for other people. Plot Armor the carry, Captivating Read the diver, Rallying Charge the rotate. If you are last-hitting instead of peeling, you are playing the wrong hero.

HOW TO FIGHT THEM

EARLY

She is not the kill. Pressure the partner she is enabling. Do not waste the all-in on Plot Armor.

MID

Kill the carry she is holding up. Wait out Plot Armor, then collapse. Spread so Rallying Charge cannot save two fights at once.

LATE

Do not spend the fight killing Paige unless she is the only one saving their team. Kill the damage dealer she is protecting.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys Extra Regen → Extra Spirit → Healing Rite → Extra Health

Core / mid Superior Cooldown → Restorative Locket → Extra Stamina → Mystic Expansion → Enduring Speed

Late spikes Divine Barrier → Boundless Spirit → Unstoppable → Diviner's Kevlar

Highest WR staples Magic Carpet (T4, 61.1% WR) → Scourge (T4, 60.9% WR) → Diviner's Kevlar (T4, 60.0% WR) → Spirit Burn (T4, 59.7% WR) → Mystic Reverb (T4, 59.6% WR) → Cheat Death (T4, 59.3% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: ITw1xI | Paige Spirit Caster/AOE Enjoyer (34548 favorites)

#Citadel_HeroBuilds_EarlyGame: High-Velocity Rounds · Opening Rounds · Sprint Boots · Trophy Collector · Grit · Guardian Ward ·

Mystic Expansion · Extra Charge

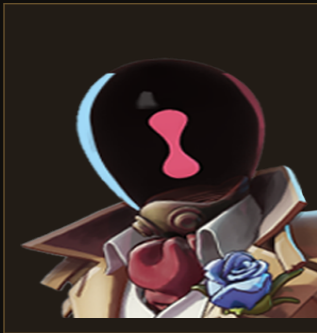
Healing: Healing Rite · Extra Health

#Citadel_HeroBuilds_MidGame: Vortex Web · Healbane · Rapid Recharge · Compress Cooldown · Superior Cooldown · Echo Shard

Mid Game | Duration: Duration Extender · Superior Duration

Healing Mid Game: Rescue Beam

↩ [Back to character select](#) [Table of contents](#)



PARADOX

MANIPULATES SPACE AND TIME

B-tier · 46.8% WR · marksman

Paradox is a gunner with a wall and a swap. She wins by controlling space and making the other person walk through her kit.

BIOGRAPHY

Paradox. An artifact of time, and the name of a notorious thieves' guild... one that prides themselves on constructing elaborate heists that target the most untouchable of individuals and institutions. What does Paradox do with the countless artifacts, state secrets, and celebrity paternity tests that they have stolen? Put it on display at pop-up museums, so that they can show the world that no one is out of Paradox's reach. Shrouded in mystery, each member of Paradox dons a mask and takes on the organization's name. They are everywhere. They are nowhere. And if they want something, they are inevitable.

ABILITIES

Highest-sample skill priority: Pulse Grenade ▯ Time Wall ▯ Kinetic Carbine ▯ Paradoxical Swap (72.5% WR)



1. PULSE GRENADE · CD 32.0S

Throw a grenade that begins pulsing when it lands. Each pulse expands the radius and applies spirit damage, time slow, and stacking increased damage for Paradox against the victim.

How to use: Pulse Grenade the wave and the space they want to stand in. Bounce it into cover so they cannot just sidestep it.

T1 -12 seconds cooldown

T2 +20.0 Pulse Damage and increased Spirit scaling

T3 (5 AP) +4.0% Damage Amp and +1.6 seconds Duration



2. TIME WALL · CD 25.0S

Create a time warping wall that stops time for all enemy projectiles and bullets that touch it and increases the speed and damage of friendly bullets. // Enemies that touch the wall will be briefly slowed and silenced.

How to use: Cut the dash line or the retreat with Time Wall. Place it before you Paradoxical Swap, not after they already left.

T1 +3.5 seconds Duration / +3m Width / +1m Height

T2 2.3 seconds Silence Duration / +35.0% Weapon Damage

T3 (5 AP) +2 Ability Charges



3. KINETIC CARBINE · CD 28.0S

Charge up a powerful shot of time energy, dealing spirit damage and applying a Time-Stop to enemies hit. The damage dealt increases with weapon damage. Move speed is increased while charging. // While in the air and charging, to timeslow your movement.

How to use: Charge Kinetic Carbine to confirm a last-hit or a kill. It is also fine poke while it charges.

T1 0.4 Max Slow Duration

T2 -12.0 seconds Cooldown / Increases Speed Scaling

T3 (5 AP) +2 seconds Charge Hold Duration and +55% Damage Scaling



4. PARADOXICAL SWAP · CD 110.0S

Fire a projectile that swaps your position with the target enemy hero.

How to use: Paradoxical Swap the carry into your frontline, never the other way around.

T1 200 Barrier for 8 seconds. Barrier scales with Spirit

T2 -30 seconds Cooldown and +13m Cast Range

T3 (5 AP) Swaps all enemies within 7m of hit target and +10% Max Health Damage

HOW TO PLAY

EARLY (0-8 MIN)

Time Wall the dash onto your carry. Pulse Grenade the walk-up. Buy Extra Regen first so you can stay in lane instead of going back to base. Crash the wave into their Guardian, then shop. Never shop while the wave is on your Guardian. You win on tempo. Your partner should stand so a Paradoxical Swap drops the enemy onto them, not into their Guardian.

MID (8–20 MIN)

Pulse Grenade the wave and the zone. Charge Kinetic Carbine for confirms. Paradoxical Swap the diver into your partner. Time Wall cuts the escape.

LATE (20+)

Swap their carry into your team, wall the exit, Carbine the confirm. You lose if the Swap drops them onto their own Guardian. After a win, hit the Walker — do not Swap into fog.

HOW TO FIGHT THEM

EARLY

Do not dash into Time Wall. Spread so Paradoxical Swap is not a 1v5. Walk around the grenade.

MID

Save movement for after Time Wall. Stand near allies so the Swap is not isolation. Burst her after the Carbine.

LATE

Buy Unstoppable if the Swap is ending every fight. Spread. Kill her after Time Wall, while the geometry is down.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys Mystic Burst → Extra Regen → Extra Spirit → Monster Rounds

Core / mid Superior Cooldown → Improved Spirit → Extra Health → Mystic Expansion → Extra Stamina

Late spikes Warp Stone → Greater Expansion → Spirit Burn → Boundless Spirit

Highest WR staples Diviner's Kevlar (T4, 59.5% WR) → Magic Carpet (T4, 58.2% WR) → Arctic Blast (T4, 57.9% WR) → Lucky Shot (T4, 57.5% WR) → Spiritual Overflow (T4, 57.2% WR) → Silencer (T4, 56.6% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: Shrimp's Chronobreak (198211 favorites)

Early, sell non-components later: Hollow Point · Headshot Booster · Mystic Burst · Extended Magazine · Sprint Boots · Extra Stamina

Priority | if you're very ahead try to save for Glass Cannon: Mystic Shot · Tankbuster · Long Range · Sharpshooter · Opening Rounds ·

Enduring Speed · Battle Vest

Mid | if you can afford Glass Cannon first then go for it: Compress Cooldown · Superior Cooldown · Glass Cannon · Warp Stone · Titanic

Magazine · Inhibitor · Mystic Vulnerability

Late/ahead or no slots for other: Fortitude · Stamina Mastery · Crippling Headshot · Escalating Exposure

Situational: Healbane · Healing Rite · Ethereal Shift

[↩ Back to character select](#) [Table of contents](#)



POCKET

INFILTRATES AND DISRUPTS THE BACKLINE

C-tier · 46.3% WR · assassin

Pocket is a spirit burst mage. He lands a combo, deletes a health bar, and leaves. He stays spirit this week.

BIOGRAPHY

Arin Fairfax, the eldest heir to Fairfax Industries, has been living in hiding for the past 5 years after being shot and left for dead on their 18th birthday. Arin doesn't know who is trying to keep them from taking control of their parent's company... but in the avarice fueled viper's nest that is Fairfax Industries it could be anyone. Taking on the name "Pocket", Arin desperately wants to keep their true identity a secret... not only for their own protection; but because they want to forge their own identity separate from their parents.

ABILITIES

Highest-sample skill priority: Flying Cloak ▯ Enchanter's Satchel ▯ Barrage ▯ Affliction (74.0% WR)



1. BARRAGE · CD 32.0S

Channel to start launching projectiles that deal spirit damage and apply slow around their impact point. Projectiles that hit a hero grant Pocket increased damage that stacks. / Casting while airborne will cause Pocket to float. // Casting AirDash or Flying Cloaking will not cancel Barrage.

How to use: Barrage the wave to start the shove, then lead the landing so you arrive with the bombs.

T1 +16.0 Damage Per Projectile

T2 -16.0 seconds cooldown

T3 (5 AP) +4% Amp Per Stack and 3m Radius



2. FLYING CLOAK · CD 25.0S

Launch a sentient cloak that travels forward and damages enemies. You can press Ability 2 to teleport to its location.

How to use: Send the cloak where you want to be in 2 seconds. It is also a fake — they will look at the cloak, not at you.

T1 +70.0 Damage

T2 +5.0 Weapon Damage for 6 seconds

T3 (5 AP) +1.6 seconds Lifetime and -10 seconds Cooldown.



3. ENCHANTER'S SATCHEL · CD 17.0S

Escape into your suitcase. When the duration ends, deal spirit damage to nearby enemies. Duration can be ended early by performing any action.

How to use: This is a burst combo piece. Do not throw it into a full-health Abrams for fun.

T1 -5.0 seconds cooldown

T2 90 Damage

T3 (5 AP) +1.5 seconds Duration / +4m Radius / -40% Move Speed and Fire Rate for 4.0 seconds



4. AFFLICTION · CD 170.0S

Applies damage over time to enemies nearby. // Affliction's damage is non-lethal and does not apply item procs.

How to use: Put Affliction on the person who cannot leave or be cleansed, then force the fight. Do not put it on a full-health tank.

T1 -35 seconds cooldown

T2 +3 seconds Duration and +4m Radius

T3 (5 AP) Prevents all healing / +13.0 DPS with increase Spirit scaling

HOW TO PLAY

EARLY (0-8 MIN)

Barrage the wave and start the poke. Buy Extra Regen first so you can stay in lane instead of going back to base. Crash the wave into their Guardian, then shop. Never shop while the wave is on your Guardian. You all-in once. Flying Cloak out with your carry, not away from them. Affliction the diver. Your partner has to cover the second enemy after Flying Cloak.

MID (8–20 MIN)

Affliction the person you want dead, then Barrage and Satchel. Enchanter's Satchel is a burst combo piece. Do not throw it into a full-health Abrams for fun. Flying Cloak is the leave.

LATE (20+)

One clean combo on their carry starts the fight. If Flying Cloak is down, you are squishy — stay out. After a kill, hit the Walker. Do not cloak into a lost fight to Affliction a tank.

HOW TO FIGHT THEM

EARLY

Save dash for Barrage. Buy Healbane if Affliction is the lane. He is squishy after Flying Cloak — that is the window.

MID

Spread so Barrage does not hit two. Anti-heal the Affliction. Kill him after Flying Cloak, while he has no leave.

LATE

Stay close enough to help your damage dealer. Burst him after Flying Cloak is on cooldown. Finish Healbane, plus a detect item if he keeps cloaking.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys Mystic Burst → Extra Regen → Extra Spirit → Monster Rounds

Core / mid Cold Front → Swift Striker → Cultist Sacrifice → Improved Spirit → Superior Cooldown

Late spikes Warp Stone → Tankbuster → Spirit Burn → Boundless Spirit

Highest WR staples Cheat Death (T4, 56.9% WR) → Spiritual Overflow (T4, 56.7% WR) → Diviner's Kevlar (T4, 56.5% WR) → Ethereal Shift (T4, 55.5% WR) → Spellslinger (T4, 55.5% WR) → Crippling Headshot (T4, 54.1% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: Carney - Pocket Gaming (157393 favorites)

Lane: Close Quarters · Hollow Point · Restorative Shot · Enduring Spirit · Healing Rite · Sprint Boots · Extra Stamina · Mystic Burst

Online: Mystic Shot · Cold Front · Majestic Leap · Tankbuster · Enduring Speed

Anti-heal: Healbane · Decay

GET BACK HERE: Slowing Hex

Survivability: Spirit Lifesteal · Battle Vest · Enchanter's Emblem · Veil Walker · Dispel Magic · Ethereal Shift · Opening Rounds · Stamina

Mastery

[↩ Back to character select](#) [Table of contents](#)



REM

SUPPORT

B-tier · 47.0% WR

Rem is a newer hero. Farm souls, stay attached to your carry, and do not invent a new identity in the first 8 minutes.

BIOGRAPHY

An accidental stowaway from the world of dreams, Rem has found himself stranded in the city that never sleeps. Driven by his curious nature, Rem and his helpful friends have been seen wandering across the five boroughs in search of a way back home. So if you ever find yourself dozing off while taking the Blue line home from work, maybe you've just had an encounter with one of the Cursed Apple's newest denizens.

ABILITIES

Highest-sample skill priority: Pillow Toss ▯ Tag Along ▯ Lil Helpers ▯ Naptime (73.2% WR)



1. PILLOW TOSS · CD 25.0s

Throw your trusty pillow inflicting spirit damage and heavy knockback. // Landing hits reduces the cooldown of your other abilities.

How to use: Poke and shove. Hits refund your other cooldowns — this is how you stay on the map.

T1 -7 seconds cooldown

T2 +2m Radius and applies -35% Fire Rate

T3 (5 AP) +100 Damage and +1 Charge



2. TAG ALONG · CD 40.0s

Jump to an ally and nap alongside them. Both you and the ally receive a burst heal based on missing health followed by lingering regeneration. // Hop between allies with Ability 2 to apply the heal, once per ally. // You are knocked off if stunned by an ultimate ability. / You can use items and all self-casts target your ally instead.

How to use: Jump to the ally who is about to take damage or who is rotating. You both heal; then hop off.

T1 -8 seconds cooldown

T2 35% Bonus Item Range, Duration, and Barrier Effectiveness while napping

T3 (5 AP) +15% Spirit Power and +35 Spirit Power while napping and for 10 seconds after napping / Improved Spirit Scaling



3. LIL HELPERS · PASSIVE / NO CD

Signal a Helper to lend a hand. They can collect boxes, do Sinner's Sacrifices, or be sent to support allies and troopers. // Follow a hero: Provides a short burst of spirit resist and fading move speed. // Follow a trooper: Provides healing, damage, resists, and allows tagging along. When no hero is around, souls from trooper kills are split amongst the team. // Can be cast during Tag Along. Helpers will take a nap for 15.1s after following someone.

How to use: Send them to boxes, Sacrifice, or a shoved wave. Do not leave all three idle in base.

T1 +1 Helper / +1.5m/s Move Speed

T2 +1 Helper / +15% Trooper Damage and Resist

T3 (5 AP) +1 Helper / +15% Spirit Resist



4. NAPTIME · CD 200.0s

Cast your gaze forward, piercing walls and floors. Enemies in the gaze are slowed, have reduced dash distance, and cannot use movement abilities. // When the channel ends they fall asleep before waking up to a splitting headache that deals heavy spirit damage.

How to use: Channel on a backline or a fleeing hero. The no-movement lock is the pick. Cancel if you get collapsed.

T1 -1 Stamina On Wake and no Stamina Regen while sleeping

T2 +3m Radius and +0.75 seconds Sleep Duration

T3 (5 AP) -55 seconds cooldown / Reduced damage and unstoppable while channeling

HOW TO PLAY

EARLY (0–8 MIN)

Tag Along your carry. Naptime the one who walks up on them. Lil Helpers contest souls your carry cannot reach. Buy Extra Regen first so you can stay in lane instead of going back to base. Crash the wave into their Guardian, then shop. Never shop while the wave is on your Guardian. You are the helper. Every soul orb your carry can take is theirs.

MID (8–20 MIN)

You exist for the other person. Tag Along the carry into the fight, Naptime the diver, Helpers on the wave. You do not take over the lane.

LATE (20+)

Peel, save, and stay attached to the carry. If you are farming a side camp while they die, you are playing the wrong hero. Naptime the person who walks onto your damage dealer.

HOW TO FIGHT THEM

EARLY

She is not the kill. Pressure the partner she is attached to. Walk out of Naptime.

MID

Kill the carry she is enabling. Do not spend the fight punching Lil Helpers. Burst Rem only if she is the sole peel.

LATE

Do not spend the whole fight killing Rem unless she is the only one saving their team. Kill the damage dealer she is protecting.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys Extra Regen ▯ Extra Spirit ▯ Healing Rite ▯ Extra Health

Core / mid Superior Cooldown ▯ Restorative Locket ▯ Extra Stamina ▯ Mystic Expansion ▯ Enduring Speed

Late spikes Divine Barrier ▯ Magic Carpet ▯ Unstoppable ▯ Diviner's Kevlar

Highest WR staples Siphon Bullets (T4, 58.7% WR) ▯ Silencer (T4, 58.0% WR) ▯ Diviner's Kevlar (T4, 58.0% WR) ▯ Cheat Death (T4, 57.3% WR) ▯ Crippling Headshot (T4, 57.3% WR) ▯ Spellslinger (T4, 56.7% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: [The World's Craziest Pillow Fight, But Crazier](#) (50237 favorites)

Rem's Putting On His Jammies: Extra Spirit · Extra Charge · Grit · Mystic Expansion · Mystic Burst · Improved Spirit · Guardian Ward

Rem Go Pew Pew: Monster Rounds · Mystic Shot

Rem Need HP: Healing Rite · Fortitude

Rem's Fluffing Up His Pillows: Torment Pulse · Compress Cooldown · Rapid Recharge · Tankbuster · Superior Cooldown · Healing Nova · Ballistic Enchantment

ENEMIES ARE HURTING US!: Divine Barrier · Silence Wave · Duration Extender · Spirit Sap

[▯ Back to character select](#) [Table of contents](#)



SEVEN

ELECTROCUTES CROWDS OF ENEMIES

S-tier · 54.9% WR · mystic

Seven is a lightning mage who likes to arrive from above. He rides the zipline, drops in with a stun, plants a Lightning Ball, and shoots. His ultimate can win a whole fight, but you do not need it to bully a lane.

12 AUGUST 2026 PATCH

August 12: Lightning Ball's third-upgrade radius went from plus 1.5 meters to plus 1.75 meters. Seven is still a top spirit carry. Power Surge first is the high-win-rate skill order.

BIOGRAPHY

When mystic energy awoke on Earth, the world changed... anything was possible. But just because anything WAS possible, didn't mean that anything SHOULD be possible. And so the government made rules. Laws. A means for US citizens to enjoy the benefits of the supernatural world in safety. But rules and laws are for lesser men. Men with limitations. Men who were not Seven. There are many rumors about what Seven did to land himself in Lost Whisper, an oubliette for the most dangerous of occultists. But there is no doubt about what happened on the night of his execution. Wards placed by the most powerful ritualists of 7 different nations... wards designed to not just prevent mystical interference with the execution, but to simultaneously obliterate Seven's soul so that it could never be contacted, resurrected, or otherwise be used by someone looking to follow in his footsteps... failed. Onlookers viewed in horror as the strongest mentalist employed by the US Army's head popped like a grape. They screamed as Scotland Yard's premiere occult investigator, the one who allegedly captured Seven, crumbled to ash. Seven's body buckled and writhed against his restraints; his skin burning from eldritch electricity... and yet he would not die. He laughed. He laughed as he tore himself free from his bondage. He laughed as his captors cowered in fear. He laughed as he massacred his tormentors. He laughed as he tasted the fresh air that was denied to him for years. And he laughed when he thought about what he was going to do once he reached New York City.

ABILITIES

Highest-sample skill priority: Power Surge ▯ Static Charge ▯ Lightning Ball ▯ Storm Cloud (75.5% WR)



1. LIGHTNING BALL · CD 26.0s

Shoot a ball of lightning that travels in a straight line. Does damage to all targets in its radius. Slows down when damaging enemies and stops if it hits the world.

How to use: Lightning Ball is your shove and your zone. Drop it on the wave, or in lane they have to walk through to last-hit.

T1 1 Charges

T2 -35% move speed on hit targets and +1 seconds Lifetime

T3 (5 AP) +58.5 DPS and +1.75m radius



2. STATIC CHARGE · CD 42.0s

Apply a charge to a target enemy hero. After a short duration, the static charge stuns and damages enemies within the radius.

How to use: Static Charge is the stun. Land it from a zip line, a roof, or after they spend a dash. Hitting both laners is how you win the trade.

T1 -20.0 seconds cooldown

T2 +7m Radius / +5m Cast range

T3 (5 AP) +0.9 seconds Stun Duration / +160 Damage



3. POWER SURGE · CD 50.0s

Power up your weapon with a shock effect, making your bullets proc shock damage on your target. This shock damage bounces to enemies near your target. Occurs once per burst shot.

How to use: Power Surge makes your gun hit like a truck for a few shots. Press it after the stun, not into fog.

T1 -18.0 seconds cooldown

T2 +3m Move Speed / +8 Damage and increased scaling

T3 (5 AP) +10 seconds Duration / Applies -15% Spirit Resist



4. STORM CLOUD · CD 205.0s

Channel an expanding storm cloud around you that damages all enemies within its radius. Enemies do not take damage when they are out of line-of-sight.

How to use: Storm Cloud is a long channel that fries a clump. Use it on a shoved wave at a building, after your stun lands. Never press it on a dead wave in the jungle.

T1 +55% Bullet Resist while channeling Storm Cloud

T2 +7 seconds Channel Time / +10m Final Radius / +5m Initial Radius

T3 (5 AP) +65.0 DPS / +4m Flight Speed

HOW TO PLAY

EARLY (0–8 MIN)

Lightning Ball the space in front of you and last-hit behind it. Buy Extra Regen first so you can stay in lane instead of going back to base. Crash the wave into their Guardian, then shop. Never shop while the wave is on your Guardian. Static Charge the diver. Storm Cloud is not a lane spell. Your partner stands closer and takes the first walk-up.

MID (8–20 MIN)

Lightning Ball never lets them reset. Static Charge the person who walks up. Storm Cloud on a crashing wave or a grouped fight, not as a 1v1. You are a spirit carry — deaths delay the ball upgrades.

LATE (20+)

Storm Cloud in a won fight or on a locked clump. Lightning Ball the space they have to walk. You lose if someone walks onto you during the channel. Buy Diviner's Kevlar or Unstoppable if they have a hard interrupt.

HOW TO FIGHT THEM

EARLY

Do not stand in Lightning Ball. Dash through it or walk around. He is squishy — punish him if the ball is down.

MID

Spread so Lightning Ball cannot zone six people. Knockdown or silence Storm Cloud. Spirit resist if the ball is the lane.

LATE

Hold Knockdown or a silence for Storm Cloud. Spread. Walk at him when Lightning Ball is down — the channel is his whole fight, and he cannot do it while you are on top of him.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys Monster Rounds ▯ Extra Regen ▯ Extra Spirit ▯ Restorative Shot

Core / mid Improved Spirit ▯ Superior Cooldown ▯ Extra Health ▯ Mystic Expansion ▯ Extra Stamina

Late spikes Spirit Burn ▯ Magic Carpet ▯ Diviner's Kevlar ▯ Boundless Spirit

Highest WR staples Spirit Burn (T4, 61.3% WR) ▯ Magic Carpet (T4, 60.9% WR) ▯ Diviner's Kevlar (T4, 59.6% WR) ▯ Lightning Scroll (T4, 59.4% WR) ▯ Indomitable (T4, 59.3% WR) ▯ Spiritual Overflow (T4, 58.4% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: Seven Ultimate Build V1.5 08.02 (432272 favorites)

Laning: Restorative Shot · Extended Magazine · Sprint Boots · Monster Rounds · Extra Spirit

Optional: Healing Rite · Extra Regen · Enchanter's Emblem

Jungling: Surge of Power · Compress Cooldown · Improved Spirit · Boundless Spirit · Spirit Lifesteal · Fleetfoot

Active items: Spirit Sap · Silence Wave

Trophy: Trophy Collector

[▯ Back to character select](#) [Table of contents](#)



SHIV

BLEEDS OUT FOES, THEN GOES IN FOR A KILL

B-tier · 47.8% WR · brawler

Shiv is a rage assassin. He builds toward an execute. Short, ugly fights, then leave.

BIOGRAPHY

A loyal member of "The Baxter Society", an international order of monster hunters, Shiv travels across North America looking to put down creatures that prey on the living. While his less polished nature and criminal past make some of the more traditional members of the Society wary, no one can deny his effectiveness.

ABILITIES

Highest-sample skill priority: Serrated Knives ▯ Slice and Dice ▯ Bloodletting ▯ Killing Blow (73.4% WR)



1. SERRATED KNIVES · CD 16.0S

Throw a knife that bleeds an enemy. Each additional hit adds a stack and refreshes the bleed duration, causing the bleed to increase per stack.

How to use: Poke with the knives and apply the bleed. Refresh the bleed before it falls off.

T1 2 Bleed Duration

T2 +2 Charges

T3 (5 AP) +12.0 Bleed DPS with increased Spirit scaling



2. SLICE AND DICE · CD 16.0S

Perform a dash forward, damaging enemies along the path. Hit Enemies have their spirit resist reduced. This debuff can stack.

How to use: Dash through the wave or through a marked hero. This is also how you leave a fight you cannot win.

T1 -6 seconds cooldown

T2 -4% Spirit Resist / +2m Dash Range

T3 (5 AP) +50 Impact Damage / -2 seconds Cooldown per Hero hit.



3. BLOODLETTING · CD 25.0S

Take only a portion of incoming damage immediately and defer the rest to be taken over time. Activate to clear a portion of the deferred damage.

How to use: This is a passive rage pattern. Play around the damage-taken window instead of ignoring it.

T1 -15.0 seconds cooldown

T2 40 Defer Clear Pct

T3 (5 AP) 15 Damage Pct Deferred



4. KILLING BLOW · CD 145.0S

Travel to a low health hero and instantly kill it

How to use: Only use Killing Blow on a target you are sure is low enough. Missing this is a lost fight.

T1 +6 m Range / +2 m/s in Full Rage.

T2 +16% Full Rage Bonus Damage / -25 seconds Cooldown

T3 (5 AP) +10% Enemy Health Threshold

HOW TO PLAY

EARLY (0-8 MIN)

Serrated Knives poke and apply the bleed. Refresh it. Buy Extra Regen first so you can stay in lane instead of going back to base. Crash the wave into their Guardian, then shop. Never shop while the wave is on your Guardian. Slice and Dice through the one on your carry. Killing Blow is for a low target, not a full-health tank. You bleed, then finish. Your partner keeps the second enemy busy during the dash.

MID (8–20 MIN)

Play around the Bloodletting window. Bleed them, dash through, Killing Blow the low target. You are an assassin. Do not start a long gunfight against a real carry.

LATE (20+)

Wait for someone to drop low. Killing Blow ends that person. If the dash is down, you are just a bleed — stay out. After a kill, hit the Walker. Do not dash into six people to finish a tank.

HOW TO FIGHT THEM**EARLY**

Do not let the knives refresh for free. Hold stamina for Slice and Dice. He is squishy if the dash misses.

MID

Keep your health above the Killing Blow threshold. Buy Extra Health. Slow him after the dash.

LATE

Stay topped up. Peel the person he is bleeding. He dies if Slice and Dice is wasted on a tank.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys Close Quarters ✕ Extra Regen ✕ Restorative Shot ✕ Monster Rounds

Core / mid Toxic Bullets ✕ Swift Striker ✕ Extra Health ✕ Active Reload ✕ Cultist Sacrifice

Late spikes Frenzy ✕ Lucky Shot ✕ Spellslinger ✕ Glass Cannon

Highest WR staples Scourge (T4, 57.6% WR) ✕ Ethereal Shift (T4, 57.3% WR) ✕ Mystic Reverb (T4, 56.2% WR) ✕ Witchmail (T4, 56.2% WR)

✕ Spirit Burn (T4, 56.1% WR) ✕ Divine Barrier (T4, 56.1% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: 000 builds (172558 favorites)

early game: Extra Charge · Close Quarters · Enduring Spirit · Mystic Vulnerability · Extra Stamina

mid game: Spirit Lifesteal · Spirit Shredder Bullets · Slowing Bullets · Kinetic Dash · Compress Cooldown · Suppressor

Against healing heroes: Healbane · Decay

late game: Rapid Recharge · Superior Cooldown · Improved Spirit · Mystic Slow · Escalating Exposure

situational: Bullet Armor · Spirit Armor · Bullet Resilience · Spirit Resilience · Healing Rite · Slowing Hex

[✕ Back to character select](#) [Table of contents](#)



SILVER

CARRY

C-tier · 45.4% WR · marksman

Silver is a pick hero. She wants one person out of position, not a fair fight in the middle of the street.

BIOGRAPHY

Lilah Silver is a mess. She drinks too much, she smokes too much, and the less is said about her personal life the better. But despite Silver's flaws she has managed to carve out a career as a successful bounty hunter, and while she would like to think that her successes are solely because she has incredible intuition, the fact that she's a werewolf doesn't hurt.

ABILITIES

Highest-sample skill priority: Slam Fire ▯ Boot Kick ▯ Entangling Bola ▯ Lycan Curse (79.4% WR)



1. SLAM FIRE · CD 25S

Instantly reload your gun. You gain bonus fire rate and deal bonus weapon damage based on the target's health for a limited number of shots, but suffer from reduced accuracy. // Deals bonus Weapon Damage against troopers and neutrals.

How to use: Dump the empowered mag into a hero, not a Guardian. Missing the mag wastes the reload.

T1 15 Base Attack Damage Percent

T2 -10 seconds cooldown

T3 (5 AP) If you hit all shots, deal +7% current health as damage



2. BOOT KICK · CD 21S

How to use: Use Boot Kick to close the distance, or to get someone off your teammate. A hero hit refunds stamina at the second upgrade — kick, then chase.

T1 -6 seconds cooldown

T2 On Hero Hit: Restore 2 Stamina

T3 (5 AP) +80 Bonus Damage and kicked enemies deal -35% Damage for 5 seconds



3. ENTANGLING BOLA · CD 23S

Throw a bola, dealing spirit damage, applying slow and preventing movement abilities or stamina.

How to use: Throw it on the person about to dash. The third-upgrade ricochet is a teamfight button.

T1 25 Slow Percent

T2 -8 seconds cooldown

T3 (5 AP) +0.75 seconds Debuff Duration. / Bola ricochets to 2 additional targets



4. LYCAN CURSE · CD 60S

Passive: Dealing damage generates bloodlust, increased at low health. At max bloodlust, you automatically cast Lycan Curse. // Active: Instantly transform, gaining increased max health, and stacking fire rate on enemy heroes, and replacing your abilities and weapon with their ferocious versions.

How to use: You will transform at full bloodlust whether you like it or not. Spend Lycan Curse on a real fight, then leave before it drops in their jungle.

T1 +15% Bullet & Spirit Resistance

T2 +4 m/s Move Speed and 200 Bonus Health

T3 (5 AP) On Hero Kill: Refresh abilities and duration

HOW TO PLAY

EARLY (0–8 MIN)

Boot Kick to way to close the distance or peel. Buy Extra Regen first so you can stay in lane instead of going back to base. Crash the wave into their Guardian, then shop. Never shop while the wave is on your Guardian. Human form last-hits. Your partner holds the wave if you have to leave as Lycan Curse. Save Lycan Curse for a real 2v2, not a panic. A hero hit refunds stamina at

the second upgrade — kick, then chase.

MID (8–20 MIN)

Boot Kick the diver. Entangling Bola the person about to dash. The third upgrade ricochet is a teamfight button. Lycan Curse when the fight is real, then return to last-hitting in human form.

LATE (20+)

Lycan Curse the grouped fight, Bola the carry, kick whoever peels. You lose if you stay a wolf after the fight is over and miss the wave. After a win, hit the Walker.

HOW TO FIGHT THEM

EARLY

Save dash for Boot Kick. Do not stand stacked for Bola. She is weaker in human form — trade her then.

MID

Spread so Bola cannot ricochet. Burst her after Lycan Curse, while the transform is down. Slow the wolf.

LATE

Do not chase her into the dark after Lycan Curse. Kill her in human form. Crowd-control the wolf, then collapse.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys Extra Regen ☒ Extra Health ☒ Monster Rounds ☒ Restorative Shot

Core / mid Point Blank ☒ Berserker ☒ Extra Stamina ☒ Spirit Strike ☒ Cultist Sacrifice

Late spikes Colossus ☒ Unstoppable ☒ Witchmail ☒ Healbane

Highest WR staples Silencer (T4, 56.3% WR) ☒ Spellslinger (T4, 56.3% WR) ☒ Frenzy (T4, 55.1% WR) ☒ Lucky Shot (T4, 55.1% WR) ☒

Phantom Strike (T4, 55.0% WR) ☒ Lightning Scroll (T4, 54.9% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: [SMELLS LIKE WOLF GIRL IN HERE \[ANNOTATED!\]](#) (32807 favorites)

LANING ESSENTIALS: Restorative Shot · Close Quarters · Melee Lifesteal · Extra Regen · Restorative Locket · Healing Booster

ONLY BUY ONE: Extra Health · Extra Stamina

AFTER LANE: Slowing Bullets · Express Shot · Slowing Hex

MID GAME: Weighted Shots · Hunter's Aura · Point Blank

GREENS!: Stamina Mastery · Spirit Resilience · Counterspell · Warp Stone

[☒ Back to character select](#) [Table of contents](#)



SINCLAIR

MISDIRECT AND HEX ENEMIES

C-tier · 44.7% WR · mystic

Sinclair copies other people's buttons. Steal the best spell. Do not try to be the carry.

BIOGRAPHY

Henry's parents told him he was too young and impulsive to mess with real magic, and so they gave him a deck of cards to play with. He took to sleight of hand naturally and soon was dazzling his classmates with fantastic feats of illusions that were done without mystic artifacts or incantation. When he was in high school he met Savannah, and their mutual love of stage magic sparked a whirlwind romance. Soon they fell in love and created an act together. Obviously they were meant to be; and so at prom, Henry proposed to Savannah and they married soon after graduation. Unsurprisingly both sets of parents were not thrilled at this prospect, but Henry and Savannah knew they were soulmates. And so they cemented their love for one another by having a blood mystic bind their souls for eternity. When an on-stage accident claimed both their lives, no one was sure who to blame. Henry claims Savannah was out of position. Savannah says Henry didn't wait for his cue. But one thing's for sure, since their souls are tied to each other neither one of them have been able to move on. Now a bickering pair of ghosts, Henry and Savannah need to work together if they want to have any chance of undoing their eternal union.

ABILITIES

Highest-sample skill priority: Spectral Assistant ▯ Vexing Bolt ▯ Rabbit Hex ▯ Audience Participation (70.0% WR)



1. VEXING BOLT · CD 24S

Fire a bolt of magic that deals Damage, increasing as it travels. If you have an Assistant, they also cast Vexing Bolt at reduced damage. // Press Ability 1 to redirect the bolt towards your crosshairs.

How to use: Fire the long-travel bolt for max damage. Curve it. Assistant copies at reduced damage — keep them alive.

T1 Bolts apply -25% Fire Rate for 5 seconds.

T2 -13 seconds cooldown

T3 (5 AP) +126.0 Max Damage. +50.0% Assistant Damage.



2. SPECTRAL ASSISTANT · CD 40S

Summon an Assistant at the targeted location. The Assistant attacks whenever you fire your weapon, dealing Damage. // While the Assistant is out, you can press Ability 2 to swap positions with your Assistant. // Casting Spectral Assistant also reloads your weapon.

How to use: Place it on an angle the enemy cannot ignore. You shoot, it shoots. Recall it before it dies for free.

T1 -10 seconds cooldown

T2 +7 seconds Duration & 5m Range

T3 (5 AP) +60% Fire Rate and +12.599999 Assistant Damage



3. RABBIT HEX · CD 26S

Hex a target area and transforming all enemies into a Rabbit for a limited duration. // Rabbits are small and move faster, but take increased Damage and are unable to perform most actions. / Hex does not interrupt abilities.

How to use: On a clump or a diving melee. Rabbits take extra damage — that is the all-in, not a poke.

T1 -10 seconds cooldown

T2 1 Hex Duration

T3 (5 AP) +7% Damage Amp and +3m Radius



4. AUDIENCE PARTICIPATION · CD 85S

Copy the Ultimate of an enemy hero for a limited time. Reactivating the ability will use the Copied Ultimate instead. // Copies will inherit this ability's upgrade points. / Audience Participation will also copy the cooldown.

How to use: Copy the fight-winning ability (Death Slam, Storm Cloud, Singularity, Grapple Arm). Hold the copy for the real 6v6. Upgrade tiers upgrade the copy.

T1 Upgrade the Copy.

T2 Upgrade the Copy AGAIN!

T3 (5 AP) Upgrade the Copy ONCE AGAIN!

HOW TO PLAY

EARLY (0–8 MIN)

Rabbit Hex the one hitting your carry. Buy Extra Regen first so you can stay in lane instead of going back to base. Crash the wave into their Guardian, then shop. Never shop while the wave is on your Guardian. You steal their best button. Your partner last-hits while you hold Rabbit Hex. Audience Participation a peel spell, not a random poke. You are the copy, not the carry.

MID (8–20 MIN)

Copy the spell that actually wins the fight. Rabbit Hex the diver. You exist to turn their kit against them. Do not copy a poke when a save is on the bar.

LATE (20+)

Audience Participation the fight-winning ultimate, not a filler spell. Hex the person walking onto your carry. After a win, hit the Walker. You are not the one who should be last-hitting the Patron.

HOW TO FIGHT THEM

EARLY

Do not walk into Rabbit Hex for free. He is not the carry — pressure the partner. Save your best spell until after he copies something worse.

MID

Hold your ultimate until after Audience Participation. Spread. Kill him if he is the sole peel — otherwise ignore him and kill the carry.

LATE

Do not give him a free copy of your best ultimate. Bait it, then use the real one. He is squishy if Hex is down.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys Extra Regen → Extra Spirit → Monster Rounds → Restorative Shot

Core / mid Rapid Recharge → Extra Charge → Improved Spirit → Superior Cooldown → Extra Health

Late spikes Scourge → Spirit Burn → Boundless Spirit → Diviner's Kevlar

Highest WR staples Diviner's Kevlar (T4, 56.0% WR) → Scourge (T4, 55.9% WR) → Mystic Reverb (T4, 55.8% WR) → Cheat Death (T4, 55.7% WR) → Magic Carpet (T4, 55.3% WR) → Spiritual Overflow (T4, 54.8% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: RAIGEKI THE ULTIMATE WIZARD - RANK 1 SINCLAIR (30474 favorites)

#Citadel_HeroBuilds_EarlyGame: High-Velocity Rounds · Opening Rounds · Extra Charge · Extra Spirit · Improved Spirit · Rapid Recharge · Veil Walker · Enchanter's Emblem

Core Items: Magic Carpet · Alchemical Fire · Boundless Spirit · Greater Expansion · Superior Cooldown · Transcendent Cooldown

If dying too much consider one of these.: Dispel Magic · Warp Stone · Metal Skin · Counterspell

Lategame Utility: Superior Duration · Echo Shard · Scourge · Vortex Web · Divine Barrier · Diviner's Kevlar

Damage - Gun: Mercurial Magnum · Escalating Exposure

[↩ Back to character select](#) [Table of contents](#)



THE DOORMAN

CONTROLLER

C-tier · 47.6% WR · mystic

The Doorman moves people through doors. He creates angles and escapes. His partner should take the last-hits.

12 AUGUST 2026 PATCH

August 12: Doorway range went from 70 meters to 65 meters. Luggage Cart pulls are no longer an instant stomp on Walkers or base turrets until shortly after the drop.

BIOGRAPHY

He's proper, he's polite, but the humble Doorman of The Baroness Hotel is more than meets the eye. While he had only planned to experience life on this plane for a few weeks, The Doorman quickly discovered that the New York service industry was a great way to see the strange demands that please humans.

ABILITIES

Highest-sample skill priority: Call Bell ▯ Luggage Cart ▯ Doorway ▯ Hotel Guest (72.5% WR)



1. CALL BELL · CD 18.0S

Throw out a call bell that deals spirit damage on impact. After a short delay it explodes, dealing additional spirit damage and causing affected enemies to suffer reduced weapon accuracy and movement slow. // Can be shot to detonate early.

How to use: Throw at feet or onto a landing. The delayed explode is the damage — do not throw it at max range into nothing.

T1 +1 Charge

T2 +30 Impact Damage / +40 Explosion Damage

T3 (5 AP) +4.5m Radius / +26 seconds Bell Lifetime / Improved Scaling



2. DOORWAY · CD 45S

Place two connected doors in the world. Players and most projectiles entering one door will exit out through the other. The doors will close at the end of the duration. // The two doors must be placed within the doorway distance of each other.

How to use: Place an exit first, then an entrance. Doors move players and most projectiles. That is a pick and a save.

T1 20 seconds duration

T2 Grants a Barrier first time traveling through doors

T3 (5 AP) +30m Cast Range. +40m Doorway Distance / and scales with Spirit Power.



3. LUGGAGE CART · CD 30S

Send out a luggage Cart that deals spirit damage and pulls enemy heroes along its path. // Can be alt cast with to target friendly heroes instead.

How to use: Send it down a hallway or onto a backliner. Alt-cast allies out. The wall impact is the stun.

T1 80 Cart Damage

T2 +25m Cast Range / +75 Damage on wall impact

T3 (5 AP) -15 seconds Cooldown and 1.25 seconds stun on wall impact



4. HOTEL GUEST · CD 140S

Send the target's physical body to be a guest at the Baroness Hotel. The guest is to promptly make their way to the exit elevator, where they'll be sent back to their original position. // A stay at the Baroness Hotel is paid for in spirit damage. Failure to check-out on time costs additional spirit damage.

How to use: Send the carry to the hotel when your team can win the 5v5 or when they are about to Hotel Guest. They have to walk the lobby — that is the window.

T1 1 Stamina Drain and -20 seconds cooldown

T2 +150 Damage / +1.5 seconds Stun on Failure to Check Out

T3 (5 AP) Unstoppable while the Baroness is occupied. / 15 seconds Cooldown on Failure to Check Out.

HOW TO PLAY

EARLY (0–8 MIN)

Doorway your carry out. Call Bell and Luggage Cart are for space. Buy Extra Regen first so you can stay in lane instead of going back to base. Crash the wave into their Guardian, then shop. Never shop while the wave is on your Guardian. You move people. Your partner takes the souls. Hotel Guest is not a lane spell.

MID (8–20 MIN)

Luggage Cart down a hallway or onto a backliner. Alt-cast allies out. The wall impact is the stun. Doorway is the save. You set the geometry — you do not take over last-hits.

LATE (20+)

Hotel Guest the real fight. Doorway the carry out of a lost one. Luggage Cart the backline into a wall. After a win, hit the Walker. Do not portal into a five-person fog chase.

HOW TO FIGHT THEM

EARLY

Do not stand in the cart line. He is not the carry — pressure the partner. Walk around the Doorway instead of eating the relocate.

MID

Spread so Luggage Cart cannot hit two. Burst him after Doorway, while the save is down. Do not chase people through his portal.

LATE

Hold a detect or a stop for Hotel Guest. Kill the carry he is portaling. He is squishy if the Doorway is down.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys Monster Rounds ▯ Extra Regen ▯ Extra Spirit ▯ Healing Rite

Core / mid Superior Cooldown ▯ Restorative Locket ▯ Extra Stamina ▯ Mystic Expansion ▯ Enduring Speed

Late spikes Magic Carpet ▯ Scourge ▯ Divine Barrier ▯ Unstoppable

Highest WR staples Magic Carpet (T4, 61.6% WR) ▯ Scourge (T4, 59.4% WR) ▯ Mystic Reverb (T4, 57.9% WR) ▯ Silencer (T4, 56.5% WR) ▯

Escalating Exposure (T4, 56.4% WR) ▯ Spirit Burn (T4, 56.1% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: Piggy's Doorman (twitch.tv/piggyxdd) (35407 favorites)

#Citadel_HeroBuilds_Early: High-Velocity Rounds · Opening Rounds · Mystic Burst · Grit · Kinetic Dash · Recharging Rush · Mystic Expansion

Lane misc: Mystic Shot · Monster Rounds · Rusted Barrel · Extra Regen

Core: Guardian Ward · Slowing Hex · Fortitude · Extra Charge · Tankbuster · Rapid Recharge · Compress Cooldown · Boundless Spirit

UTILITY: Heroic Aura · Alchemical Fire · Silence Wave · Disarming Hex · Knockdown · Decay

GREEN: Enchanter's Emblem · Reactive Barrier · Dispel Magic · Warp Stone · Veil Walker · Counterspell

▯ [Back to character select](#) [Table of contents](#)



VENATOR

MARKSMAN

C-tier · 45.5% WR · marksman

Venator is a trapper who fights from range. Snap traps and gutshots punish anyone who walks at his carry.

BIOGRAPHY

The Venators of St. Benedict are a Vatican-sanctioned order whose members are deployed to regions with a high concentration of supernatural predators. Few in number, their modus operandi is to observe, identify, and exterminate. They are methodical, they are precise, and once they identify a threat to the flock they are relentless. But even amongst those who are called The Sword Of St. Benedict, one stands apart from the others. A man whose hardened heart has allowed him to pay terrible prices in the name of the greater good... and he has once again been dispatched to New York.

ABILITIES

Highest-sample skill priority: Consecrating Grenade ▯ Gutshot ▯ Hex-Lined Snap Trap ▯ Ira Domini (70.1% WR)



1. CONSECRATING GRENADE · CD 25S

Fire a grenade that bounces before exploding, dealing weapon damage and setting enemies on fire. // Burning targets deal pure damage to enemies in the area and suffer from reduced healing.

How to use: Bounce it into cover or onto a shoved wave. That burn is what sets up the rest of the hunt.

T1 -5 seconds cooldown

T2 +1.5m Radius & +1.0 seconds Burn Duration

T3 (5 AP) -20% Healing Reduction and allow Charges



2. GUTSHOT · CD 23S

Fire a blast with your shotgun, dealing weapon damage and pushing enemies back. Enemies near a wall receive stun and take bonus weapon damage.

How to use: Poke people off angles with Gutshot and stay at range. This is not a walk-up button.

T1 25 Damage

T2 -10 seconds Ability Cooldown and +0.4 seconds Stun Duration

T3 (5 AP) On Wall Stun: Your next heavy melee is blessed



3. HEX-LINED SNAP TRAP · CD 28S

Kick a trap that arms after a brief delay. // The trap springs on the first enemy it touches, dealing spirit damage, applying immobilize, and revealing enemies for a duration afterwards.

How to use: Put the trap on the path they will retreat down, not at your own feet after they already left.

T1 -11 seconds cooldown

T2 1.0 Immobilize Duration

T3 (5 AP) +1 Charge / Deal +30% damage against revealed targets



4. IRA DOMINI · CD 160S

Load your crossbow with 3 stakes, dealing massively increased weapon damage. // The final stake is blessed, dealing bonus pure damage and executing low-health enemies.

How to use: Three stakes, last one blessed. Use them to finish, not to check a bush.

T1 While Active: Gain 1.2 m/s Move Speed

T2 -15 seconds Ability Cooldown and +65 Bonus Damage

T3 (5 AP) All Stakes are Blessed

HOW TO PLAY

EARLY (0-8 MIN)

Hex-Lined Snap Trap the walk-up. Gutshot people off angles. Buy Extra Regen first so you can stay in lane instead of going back to base. Crash the wave into their Guardian, then shop. Never shop while the wave is on your Guardian. You poke. Your partner stands closer and denies the soul orbs in melee. You stay at range.

MID (8–20 MIN)

Trap the dash-in onto your carry. Gutshot the one who is actually on them. You last-hit from range. Do not walk into melee to take a soul orb your partner can reach.

LATE (20+)

Trap the approach, Gutshot the carry, stay at range. You lose if someone walks onto you. After a win, hit the Walker from fog. Do not trap a lost fight just to poke.

HOW TO FIGHT THEM

EARLY

Watch the ground for traps. Close the gap after Gutshot. He hates melee — that is the whole matchup.

MID

Clear traps before you walk in. Buy a way to close the distance. Burst him when he is forced off the angle.

LATE

Do not walk the trapped hallway. Dive him after Gutshot. He is a range hero — if you are on top of him, he loses.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys Extra Regen → Restorative Shot → Monster Rounds → High-Velocity Rounds

Core / mid Long Range → Slowing Bullets → Swift Striker → Extra Health → Active Reload

Late spikes Lucky Shot → Healing Tempo → Frenzy → Spellslinger

Highest WR staples Healing Tempo (T4, 56.4% WR) → Lucky Shot (T4, 54.1% WR) → Spellslinger (T4, 53.9% WR) → Ethereal Shift (T4, 53.7% WR) → Frenzy (T4, 53.6% WR) → Divine Barrier (T4, 53.5% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: TOP 1 PRIEST NA - SHMUCK (44092 favorites)

#Citadel_HeroBuilds_EarlyGame: Restorative Shot · Monster Rounds · Weakening Headshot · Battle Vest · Cultist Sacrifice

Pick 1 or both: Fortitude · Dispel Magic

Early Lane Options: Extra Regen · Grit · Extended Magazine

#Citadel_HeroBuilds_MidGame: Ballistic Enchantment · Rapid Recharge · Inhibitor · Vampiric Burst · Escalating Resilience · Spirit Resilience · Silencer · Weighted Shots

Counters: Debuff Reducer · Metal Skin · Counterspell · Spellbreaker · Bullet Resilience · Plated Armor · Unstoppable · Juggernaut

[↩ Back to character select](#) [Table of contents](#)



VICTOR

BRAWLER

S-tier · 55.6% WR · brawler

Victor is a walking battery. He steps into the fight, soaks the damage, and throws it back as lightning. He is hard to kill, heals while he fights, and comes back from death once.

BIOGRAPHY

A lot of people spend their whole lives wondering who they really are. For Victor, this existential question is made more complicated as he woke up on a mortuary table with no knowledge of his creator, why he was made, and whom he is made of. Now searching the five boroughs for answers, Victor is hoping to find someone who can identify any part of him.

ABILITIES

Highest-sample skill priority: Pain Battery ▯ Jumpstart ▯ Aura of Suffering ▯ Shocking Reanimation (83.2% WR)



1. PAIN BATTERY · CD 2S

Taking any damage passively charges up your Pain Battery. // Once full, activating the ability fires multiple shocking bolts, dealing spirit damage once per target.

How to use: Pain Battery fills up when you take damage. Walk into their shots, then dump the bolts into the highest-value target.

T1 On Hit: Apply 40% Slow for 2ss

T2 +50.0 Damage

T3 (5 AP) On Hero Hit: Heal for 15% of your missing health and increased Spirit scaling



2. JUMPSTART · CD 30S

Deal spirit damage to yourself. Then, gain bonus regeneration and bonus move speed, decaying over time.

How to use: Jumpstart hurts you, then gives regen and speed. Press it before you walk in, not after you are already dying.

T1 3m Bonus Move Speed

T2 +70 Total HP Regen and -8 seconds Cooldown

T3 (5 AP) +1 Charge / +50% Debuff Resistance / Increases spirit scaling



3. AURA OF SUFFERING · CD 2.0S

Unleash pain, dealing spirit damage over time to both enemies and yourself. // The damage continues to increase the longer the ability is channeled, up to a maximum amount.

How to use: Channel Aura of Suffering in their face and leave it on — the damage ramps the longer you hold it. Do not flick it on and off.

T1 Enemies receive 25% Move and Dash Slow

T2 +6 Min DPS and +34.0 Max DPS

T3 (5 AP) +1m Radius / Enemies take +15% Damage



4. SHOCKING REANIMATION · CD 240S

Release a wave after taking lethal damage, applying a diminishing slow. // After a brief channel you reanimate, dealing spirit damage and applying stun to nearby enemies.

How to use: Shocking Reanimation is a second life. Walk in knowing it will save you once, then stun the clump on the way back.

T1 While On Cooldown: Gain +15% Fire Rate and 6.0 Spirit Damage per Bullet

T2 50 Respawn Health Percent

T3 (5 AP) +175 Damage / +1.5 Stun / -95.0 seconds Cooldown

HOW TO PLAY

EARLY (0–8 MIN)

Victor wins the first minutes by staying in lane. Buy Extra Regen first so you can stay in lane instead of going back to base. Last-hit troopers for souls. Crash the wave into their Guardian, then shop. Never shop while the wave is on your Guardian. Trade hits with the other team, then let your health come back. You win this lane by not leaving it.

MID (8–20 MIN)

Once the lanes open up, you walk first. Stand in front of your teammates when you hit a Walker. You are hard to kill — use that to crash waves and take buildings, not to fight six people alone. Stay with the group. If you win a fight, hit the nearest building before you chase anyone into the jungle.

LATE (20+)

Charge Pain Battery, turn on Aura of Suffering, and press Jumpstart before you walk in. Treat Shocking Reanimation as your real ultimate — it brings you back from death and stuns everyone nearby. Buy items that keep you alive and make your spirit damage stronger. If Shocking Reanimation is on cooldown, do not walk in alone. You are tough, not immortal.

HOW TO FIGHT THEM

EARLY

Do not fist-fight him for 30 seconds. He heals, and every hit charges the battery he throws back. Buy percent-health damage or Healbane. Chip him, then leave.

MID

If one of his damage-dealing teammates is standing free, kill that person first. Victor wants you to waste every cooldown on his huge health bar. He is a time sink. Do not give him that time.

LATE

Do not spend three ultimates on Victor. Kill the people who make him useful, or wait until Shocking Reanimation has already been used, then burst him with anti-heal in one short window. He is the toughest body in the game this week. Respect the second life.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys Mystic Burst ▯ Golden Goose Egg ▯ Extra Regen ▯ Extra Health

Core / mid Torment Pulse ▯ Slowing Bullets ▯ Extra Stamina ▯ Spirit Strike ▯ Cultist Sacrifice

Late spikes Spirit Burn ▯ Mystic Reverb ▯ Scourge ▯ Colossus

Highest WR staples Spirit Burn (T4, 67.7% WR) ▯ Mystic Reverb (T4, 66.0% WR) ▯ Frenzy (T4, 65.4% WR) ▯ Scourge (T4, 65.3% WR) ▯ Witchmail (T4, 65.1% WR) ▯ Refresher (T4, 64.6% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: SN|P3R : Victor, The Unbreakable (42843 favorites)

1. Early: Extra Regen · Extra Spirit · Extra Charge · Torment Pulse · Healing Booster · Spirit Lifesteal · Enduring Speed · Fleetfoot

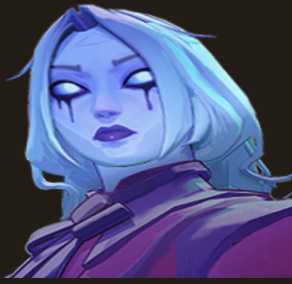
Alt 4.8K Guns: Opening Rounds · Berserker

2. CORE: Infuser · Escalating Exposure · Greater Expansion · Superior Cooldown · Transcendent Cooldown · Rapid Recharge · Scourge · Boundless Spirit

Best Greens: Plated Armor · Spellbreaker

3. Slot Free Upgrades: Juggernaut · Healing Tempo

[▯ Back to character select](#) [Table of contents](#)



VINDICTA

SNIPES THE UNSUSPECTING

A-tier · 51.2% WR · marksman

Vindicta is a sniper. She bleeds people from the air and executes anyone who shows low on the map.

12 AUGUST 2026 PATCH

August 12: Stake's first-upgrade damage went from plus 65 to plus 45. Do not dump early ability points into Stake — Crow plus rifle farm is safer.

BIOGRAPHY

A victim of John Hathorne during the Salem Witch Trials, Vindicta got a second chance of life when her spirit was brought back to the mortal plane during the first Maelstrom (the event that introduced the supernatural to the public at large). Waging a one ghost war against "The Friends of Humanity", a neo inquisition formed by Hathorne's descendants; Vindicta looks to keep the supernatural safe from Hathorne's ilk, and she isn't afraid to stack as many bodies as needed to do it.

ABILITIES

Highest-sample skill priority: Stake ▣ Flight ▣ Crow Familiar ▣ Assassinate (76.0% WR)



1. STAKE · CD 40.0s

Throw a stake that tethers enemies to the location where the stake lands. Enemy movement is restricted to the length of the tether.

How to use: Stake the person who is about to dash to cover. It is also how you get someone off you if they walked up.

T1 45 Damage

T2 -22.0 seconds cooldown

T3 (5 AP) +0.75 seconds Tether Duration and +2m Capture Radius



2. FLIGHT · CD 42.0s

Leap into the air and fly. While in flight your weapon deals bonus spirit damage and your items have increased range.

How to use: Angle first, then shoot. Do not Flight in the middle of six people with Knockdown.

T1 +50% base Ammo while flying

T2 10 seconds duration

T3 (5 AP) Hero Kills Refresh Duration. / +10.0 Spirit Damage with increased Spirit scaling



3. CROW FAMILIAR · CD 32.0s

Your crow familiar deals impact damage, reduces their bullet resist and applies a bleed that deals damage based on the target's current health.

How to use: Put the crow on a full-health target before the fight. You get information, bleed, and shred.

T1 Applies -35% Healing Reduction

T2 +0.5% Bleed Damage / -16.0 seconds Cooldown

T3 (5 AP) +2 seconds Duration / -8% Bullet Resist / -8% Spirit Resist



4. ASSASSINATE · CD 55.0s

Use your scoped rifle to fire a powerful shot over long distances. Deal only partial damage until fully charged after 1.0s of being scoped. Does bonus damage to enemies with less than 50% health remaining. Landing a killing blow on a player with Assassinate grants you bonus weapon damage.

How to use: Use Assassinate on anyone under the threshold. Pre-aim. This is souls and the kill — do not waste it on a full-health Abrams.

T1 -15.0 seconds cooldown

T2 +80.0 Low Health Enemy Damage Bonus

T3 (5 AP) 4 Weapon Damage Bonus Per Kill

HOW TO PLAY

EARLY (0–8 MIN)

Stake the dash-in. Flight is for a safe last-hit or a punish, not a 1v2. Buy Extra Regen first so you can stay in lane instead of going back to base. Crash the wave into their Guardian, then shop. Never shop while the wave is on your Guardian. You last-hit from the air and from fog. Your partner holds the wave on the ground. Assassinate only a low target.

MID (8–20 MIN)

You are a pick and execute machine. Farm from high ground, then rotate to angles before the objective starts. Crow, then Stake, then shots, then Assassinate. If they bought Slowing Hex, play a layer further back.

LATE (20+)

One clean Assassinate on a carry starts the ace. Hold Flight for the real fight. You lose if you get dived while it is on cooldown — buy Warp Stone or a leap if they have dive.

HOW TO FIGHT THEM

EARLY

Stay in cover. Do not show low health. Save dash for Stake. She hates people who walk under her Flight.

MID

Buy Slowing Hex or Knockdown. Dive her after Flight. Return Fire if she is the only damage. Do not show low on the map — she is watching bars.

LATE

Stay topped up so Assassinate cannot finish you. Knockdown the Flight. Dive her after the bird. She is a range hero — if you are on top of her, she loses.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys High-Velocity Rounds ✕ Extra Regen ✕ Restorative Shot ✕ Monster Rounds

Core / mid Long Range ✕ Rapid Rounds ✕ Swift Striker ✕ Extra Health ✕ Active Reload

Late spikes Frenzy ✕ Lucky Shot ✕ Crippling Headshot ✕ Spellslinger

Highest WR staples Frenzy (T4, 61.4% WR) ✕ Lucky Shot (T4, 61.1% WR) ✕ Crippling Headshot (T4, 59.8% WR) ✕ Scourge (T4, 59.6% WR) ✕

Weakening Headshot (T2, 58.6% WR) ✕ Blood Tribute (T3, 58.3% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: SNIPER DPS SEXY FEET BUILD (419945 favorites)

Early: High-Velocity Rounds · Extra Health · Extra Spirit · Extra Charge · Mystic Burst · Healing Rite

PostEarly: Long Range · Active Reload · Slowing Bullets · Bullet Lifesateal · Bullet Armor · Spirit Armor · Quicksilver Reload

Midgame: Sharpshooter · Burst Fire · Warp Stone · Bullet Resilience · Spirit Resilience

Emblem | DR: Opening Rounds · Dispel Magic

Late: Lucky Shot · Vampiric Burst · Glass Cannon · Ricochet · Siphon Bullets · Unstoppable · Soul Rebirth

[✕ Back to character select](#) [Table of contents](#)



VISCOUS

ROLLS AROUND DEFLECTING BULLETS

B-tier · 47.5% WR · mystic

Viscous is goo. He punches the wave, cubes a teammate to save them, and rolls through a fight as a ball nobody can shoot cleanly.

BIOGRAPHY

The Bermuda Triangle was never a myth, it was a shadowline nexus deep underneath the Atlantic Ocean. For the most part, the things that escaped this astral gate were benign (like Nessie), but now something dark and predatory known only as The Adversary hunts the seas... and ocean denizens are scared to death. One of those inhabitants, a psychic sea anemone, wants to do something about it. Summoning an ectoplasmic goo body to traverse the surface, Viscous is desperately trying to summon the Patrons in order to keep The Deep safe from the horror that lurks below.

ABILITIES

Highest-sample skill priority: Splatter » The Cube » Puddle Punch » Goo Ball (71.1% WR)



1. SPLATTER · CD 26.0S

Throw a ball of goo that deals damage and leaves puddles of goo behind that apply movement slow to enemies in the radius.

How to use: Poke and slow them. Put the goo on the ground they want to stand on, not in empty space.

T1 +36.0 Damage and +2m Radius

T2 -14.0 seconds cooldown

T3 (5 AP) Bounces 1 times and improves Spirit Scaling



2. THE CUBE · CD 42.0S

Encase the target in a cube of restorative goo that protects from damage, and increases health regen. Target is unable to take any new actions while cubed. Can be used on self. Press Jump / mantle to escape early.

How to use: Save someone with The Cube first. Using it as an engage is the second option, not the default.

T1 Increases Move Speed and Stamina Recovery

T2 +25 Health Regen and +1 seconds Duration

T3 (5 AP) Removes all non-ult Debuffs and -20.0 seconds Cooldown



3. PUDDLE PUNCH · CD 21.0S

Materialize a fist in the world that punches everyone in the area, applying knockup. // Punching an enemy deals melee damage and applies slow. // You and your allies have increased Air Control.

How to use: Punch the wave and displace people. Punch them off ziplines or off edges.

T1 +1 Charge and +20 Damage

T2 +1.5m Radius and +60% Lifesteal

T3 (5 AP) -14.0 seconds Cooldown and now deals Heavy Melee Damage



4. GOO BALL · CD 150S

Morph into a large goo ball that deals damage and stuns enemies on impact. The ball grants large amounts of Bullet and Spirit resist, bounces off walls and can double jump.

How to use: Through the clump after they used movement. You can still punch inside the ball.

T1 -25 seconds cooldown

T2 +70 Damage and +20% Resists

T3 (5 AP) +7 seconds Duration and +0.3 seconds Stun Duration

HOW TO PLAY

EARLY (0-8 MIN)

Puddle Punch the wave and poke with Splatter. You are a goo support and disruptor. Keep people alive with The Cube. Buy Extra Regen first so you can stay in lane instead of going back to base. Crash the wave into their Guardian, then shop. Never

shop while the wave is on your Guardian. You save people. Your partner is the carry.

MID (8–20 MIN)

The Cube on your carry. Puddle Punch the diver. Goo Ball is not a lane engage unless they are both in it. Splatter the ground they want to stand on.

LATE (20+)

The Cube is a save. The Ball is a teamfight. If both are down you are a punch mage — still punch the wave into the Patron. Do not Ball into a lost fight just to poke.

HOW TO FIGHT THEM

EARLY

He is slippery. Do not chase Puddle. Burst between punches. Walk out of Splatter.

MID

Hold damage for after The Cube. Punch does not last forever — collapse when he surfaces. Spirit resist if Splatter is the poke.

LATE

Hold damage for after The Cube. Knock the Ball off course. Kill Viscous only if he is the sole peel — otherwise kill the carry he is saving.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys Extra Regen ▯ Extra Spirit ▯ Healing Rite ▯ Extra Health

Core / mid Extra Spirit ▯ Superior Cooldown ▯ Restorative Locket ▯ Extra Stamina ▯ Mystic Expansion

Late spikes Colossus ▯ Shadow Weave ▯ Divine Barrier ▯ Unstoppable

Highest WR staples Spellslinger (T4, 58.6% WR) ▯ Shadow Weave (T3, 58.2% WR) ▯ Berserker (T3, 58.2% WR) ▯ Colossus (T4, 57.1% WR) ▯

Glass Cannon (T4, 56.9% WR) ▯ Hunter's Aura (T3, 56.2% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: Flubber: The Sequel (153389 favorites)

Early Game: High-Velocity Rounds · Enduring Spirit · Melee Lifesteal · Extra Stamina · Sprint Boots · Spirit Strike · Mystic Burst · Extra Spirit

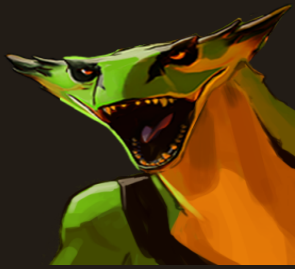
Mid Game: Core: Compress Cooldown · Tankbuster · Improved Spirit · Lifestrike

Mid Game: Optional: Mystic Shot · Spirit Shredder Bullets · Slowing Bullets · Point Blank · Opening Rounds

Mid Game: Defenses: Bullet Armor · Spirit Armor · Debuff Reducer · Spirit Lifesteal

Late Game: Superior Cooldown · Greater Expansion · Echo Shard · Rapid Recharge · Mystic Slow · Superior Duration · Bullet Resilience · Spirit Resilience

[▯ Back to character select](#) [Table of contents](#)



VYPER

SLITHER IN AND ASSASSINATE ENEMIES

B-tier · 48.5% WR · assassin

Vyper slithers into the back line and poisons the carry. She is slippery, and she is rarely the one who wins a 6v6 by herself.

12 AUGUST 2026 PATCH

August 12: Petrifying Bola radius went from 8 meters to 12 meters, and the petrify went from 2 seconds to 2.2 seconds. A direct-hit bola is a real all-in.

BIOGRAPHY

When it comes to breaking the law, not getting caught is a pretty important part of the job. Vyper never got that memo. Luckily for her, if there's one thing she's better at than being arrested, it's escaping out of jail. Having done time in every major prison in the tri-state area, Vyper has built an impressive network of street level lowlives that owe her one. She's also built an impressive network of street level lowlives that want her dead, but she tries to focus on the positive.

ABILITIES

Highest-sample skill priority: Screwjab Dagger ▯ Lethal Venom ▯ Slither ▯ Petrifying Bola (80.2% WR)



1. SCREWJAB DAGGER · CD 10S

Throw a dagger, dealing spirit damage and applying slow. // Every subsequent dagger against the same target stacks in spirit damage and slow.

How to use: Stack on one target. The slow and shred are the setup for Lethal Venom and Petrifying Bola.

T1 1 Charges

T2 On Hit: -8% Bullet Resist and -6% Bullet Resist per Stack

T3 (5 AP) +2 Max Stacks / -2 seconds Charge Delay / On Hit: Refund 55% Charge Cooldown



2. LETHAL VENOM · CD 28.0S

Inject a target with lethal venom. After a delay the venom triggers, dealing Spirit Damage. The damage is increased by the target's missing health. // Lethal Venom will ignore Petrify's damage block.

How to use: Use Lethal Venom on a target already missing health. The third upgrade lets bullets build it — that is the late pattern.

T1 +31.5 Venom Max Damage

T2 -40% Healing Reduction and -12 seconds Cooldown

T3 (5 AP) Bullets also build up Lethal Venom



3. SLITHER · PASSIVE / NO CD

You have increased Slide Distance, can Slide up hills, and can turn faster while Sliding.

How to use: This is a passive. You live on slides. The third-upgrade barrier on slide is your commit window.

T1 20 Slide Scale

T2 2 Stamina

T3 (5 AP) On Slide: Gain 180 barrier for 5 seconds



4. PETRIFYING BOLA · CD 105S

Throw an explosive bola. On exploding, the bola Slows and Damages all enemies in the area. // Direct hits deal Additional Damage and Petrify instead. Petrified units block all damage, but cannot take actions.

How to use: A direct hit petrifies. Aim the person, not the ground, unless you have the third upgrade. This is the all-in, then the dagger.

T1 +49.5 Petrify Damage

T2 -20 seconds cooldown

T3 (5 AP) +1.0 seconds Petrify Duration. Petrifies all enemies in the area.

HOW TO PLAY

EARLY (0–8 MIN)

Poke from the side of the lane and stay slippery. You win by not being hit and by poisoning long trades. Stay in cover. Buy Extra Regen first so you can stay in lane instead of going back to base. Crash the wave into their Guardian, then shop. Never shop while the wave is on your Guardian. You kill one person. Your partner must cover the second enemy while Petrifying Bola is down.

MID (8–20 MIN)

Petrifying Bola is twelve meters and a 2.2-second petrify. A direct hit is the all-in; dagger stacks into Lethal Venom. Slither is still how you live. The third-upgrade barrier on slide is the commit window.

LATE (20+)

Bola the carry, Venom the locked target, slide out. You do not siege. If Slither is down, you are just a squishy dagger — stay out. After a kill, hit the Walker.

HOW TO FIGHT THEM

EARLY

Hold stamina for the Bola. Do not stand in the poison. She wants the long trade — burst her and leave.

MID

Save dash for Petrifying Bola. Buy Extra Health. She dies if the slide is wasted. Do not chase the slither.

LATE

Peel the petrified teammate. Crowd-control her after the slide. She cannot live in a grouped fight if Bola misses.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys Close Quarters ▯ Extra Regen ▯ Restorative Shot ▯ Monster Rounds

Core / mid Extra Spirit ▯ Intensifying Magazine ▯ Swift Striker ▯ Extra Health ▯ Active Reload

Late spikes Frenzy ▯ Lucky Shot ▯ Spellslinger ▯ Glass Cannon

Highest WR staples Spellslinger (T4, 60.2% WR) ▯ Frenzy (T4, 60.1% WR) ▯ Lucky Shot (T4, 59.5% WR) ▯ Glass Cannon (T4, 59.5% WR) ▯

Silencer (T4, 59.1% WR) ▯ Spiritual Overflow (T4, 58.3% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: Rey's Compy Wizard Lizard (GUIDED!) (26950 favorites)

#Citadel_HeroBuilds_Lane: Extra Spirit · Improved Spirit · Quicksilver Reload · Cold Front · Opening Rounds · Close Quarters · Rapid Rounds

#Citadel_HeroBuilds_EarlyGame: Bullet Lifesteal · Enduring Speed · Spirit Lifesteal

pick ONE (in order of preference): Point Blank · Toxic Bullets · Blood Tribute

Mid-Late Game: Mercurial Magnum · Leech · Burst Fire · Spiritual Overflow

Ultra Late Game: Frenzy · Ricochet · Unstoppable · Boundless Spirit

[▯ Back to character select](#) [Table of contents](#)



WARDEN

WEAKENS HIS ENEMIES AND CHASES THEM DOWN

A-tier · 50.7% WR · brawler

Warden leashes people and walks them down. Brave if you land Binding Word. Reckless if you do not.

BIOGRAPHY

Most people think the supernatural came into the world 50 years ago. They're wrong. Its presence shaped folklore for generations... and as long as there have been people afraid of the shadows, there have been those who dedicated their lives to fighting in them. Coming from a lineage of militant alchemists, Warden's family always trained for the day they would have to stave off a mystic apocalypse... but as time passed the importance of the lessons seemed less and less important. What once was viewed as a sincere warning slowly morphed into being perceived as amusing anecdotes told by their superstitious grandparents. When the portal opened in Central Park, Warden's parents realized not only was everything they were told was true, they were unprepared. Refusing to let the next generation fall asleep on the job, Warden was trained since birth to be a supernatural killing machine with one purpose: stopping the Patrons from ever entering our world.

ABILITIES

Highest-sample skill priority: Alchemical Flask ▣ Willpower ▣ Binding Word ▣ Last Stand (77.1% WR)



1. ALCHEMICAL FLASK · CD 12.0S

Throw a flask that damages and reduces the weapon damage and move speed of enemies it hits.

How to use: Start trades with the flask. It pokes and shreds resist so the rest of your gun actually lands.

T1 Hit enemies lose 1 Stamina

T2 +35 Damage and -25% Weapon Damage

T3 (5 AP) -7 seconds Cooldown and +2m Radius / Applies -30% Fire Rate



2. WILLPOWER · CD 40S

Gain a Barrier and bonus move speed.

How to use: Willpower is a short window of speed and resist. Use it to walk in, or to walk out — pick one.

T1 20 Move Speed Bonus Pct

T2 -24 seconds Cooldown and +2 seconds Duration

T3 (5 AP) +40% Debuff Resistance and improved Barrier scaling



3. BINDING WORD · CD 34S

Curse an enemy hero. If they don't move away from their initial position within the escape time, they will be damaged and immobilized.

How to use: Bind the carry, inside your team's range. Do not bind a tank thirty meters away.

T1 Warden deals +20% more Bullet Damage to trapped Heroes for 5 seconds

T2 +0.75 seconds Duration

T3 (5 AP) -14 seconds Cooldown / Silences enemies until they escape or are immobilized



4. LAST STAND · CD 180.0S

After charging for 2s, release pulses that damage enemies and heal you based on the damage done. / While channeling Last Stand you have greatly increased bullet and spirit resist.

How to use: When they have already committed. You want them inside the pulse, not kiting it.

T1 4m Radius

T2 +40.5 DPS / -30.0 seconds Cooldown

T3 (5 AP) +4 seconds Duration / Unstoppable and +30% Resists while channeling

HOW TO PLAY

EARLY (0–8 MIN)

Alchemical Flask and Binding Word set up your gun trades. You are a lane bully against immobile heroes. Crowd-control the one who walks up. Buy Extra Regen first so you can stay in lane instead of going back to base. Crash the wave into their Guardian, then shop. Never shop while the wave is on your Guardian. You leash. Your partner shoots the person in Binding Word.

MID (8–20 MIN)

Binding Word on the carry, then the team dumps. Last Stand in the middle of a real fight, not as a 1v1 flex. Flask the walk-up to shred before you leash.

LATE (20+)

Leash their carry, Flask the clump, Last Stand in the real fight. You are a front-line gun. After a win, hit the Patron. Do not Last Stand a lost 1v1 in the jungle.

HOW TO FIGHT THEM

EARLY

Save dash for Binding Word. Do not walk at him if Flask is ready. He wins long gun trades — keep them short.

MID

Buy Unstoppable if the leash is ending every fight. Spread so Last Stand cannot cover two. Kill him after Binding Word.

LATE

Peel the person in Binding Word. Wait out Last Stand, then collapse. He is a gun hero — bullet resist if that is the damage.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys High-Velocity Rounds ▯ Extra Regen ▯ Extra Health ▯ Monster Rounds

Core / mid Battle Vest ▯ Extra Stamina ▯ Spirit Strike ▯ Cultist Sacrifice ▯ Close Quarters

Late spikes Boundless Spirit ▯ Vortex Web ▯ Frenzy ▯ Colossus

Highest WR staples Magic Carpet (T4, 61.9% WR) ▯ Frenzy (T4, 59.7% WR) ▯ Vortex Web (T4, 59.0% WR) ▯ Boundless Spirit (T4, 58.4% WR) ▯ Diviner's Kevlar (T4, 58.3% WR) ▯ Blood Tribute (T3, 58.3% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: Prestige Style Warden (172049 favorites)

1: High-Velocity Rounds · Close Quarters · Extended Magazine · Extra Stamina · Sprint Boots · Mystic Expansion · Mystic Burst · Extra Health

if need: Extra Regen · Healing Rite · Ammo Scavenger · Reactive Barrier · Bullet Armor · Spirit Armor · Debuff Reducer · Titanic Magazine

2b: Slowing Hex · Slowing Bullets · Quicksilver Reload · Enduring Speed · Heroic Aura · Point Blank · Opening Rounds · Fortitude

3: Inhibitor · Cursed Relic · Greater Expansion · Glass Cannon · Lucky Shot · Vampiric Burst · Unstoppable · Siphon Bullets

[▯ Back to character select](#) [Table of contents](#)



WRAITH

MELTS ISOLATED TARGETS

A-tier · 50.3% WR · marksman

Wraith isolates one person, melts them, and teleports away before anyone can answer. She is a 1v1 specialist who scales into a late-game carry.

12 AUGUST 2026 PATCH

August 12: Card Trick heart-heal spirit scaling went from 1 to 0.75. Full Auto's third-upgrade spirit scaling went from plus 0.06 to plus 0.045. Slightly less sustain and spirit gun.

BIOGRAPHY

The cornerstone of the New York gambling scene, Wraith's organization is about as open a secret as it comes. However, thanks to a non-trivial amount of bribes, shakedowns, and blackmail, Wraith knows that she's above the law.

ABILITIES

Highest-sample skill priority: Card Trick ▣ Full Auto ▣ Project Mind ▣ Telekinesis (79.8% WR)



1. CARD TRICK · CD 0.6S

Deal weapon damage to summon cards of a random suit. Each card can be thrown, dealing damage and applying a different effect depending of its suit. Cards thrown fly towards the enemy or point under your crosshair. // Alt-cast to throw first card

How to use: Poke with Card Trick, then confirm the last-hit. Reload the trick on the wave when nobody is in range.

T1 2 Charges

T2 +40 Damage and increased Spirit Scaling

T3 (5 AP) All suits are improved and higher chance for Jokers



2. PROJECT MIND · CD 46.0S

Teleport to the targeted location.

How to use: Use it to go in for the lift combo, or to leave a fight you are losing. Do not try to do both on one press.

T1 15m Cast Range

T2 300 Barrier for 5 seconds. Barrier scales with Spirit Power.

T3 (5 AP) -32.0 seconds cooldown



3. FULL AUTO · CD 45S

Temporarily boosts your fire rate and deal bonus spirit damage

How to use: On a lifted or slowed target. You are committed — only press it when they cannot leave.

T1 -20 seconds cooldown

T2 +10% Fire Rate and +3 seconds Duration

T3 (5 AP) Unlimited Ammo and Increased Scaling on Spirit Damage Per Bullet



4. TELEKINESIS · CD 150S

Lift an enemy hero into the air and then slam them towards the target location.

How to use: Lift the carry into your team, or lift the diver off your carry. That is the whole spell.

T1 100 Damage

T2 -45 seconds cooldown

T3 (5 AP) +1.5 seconds Debuff Duration and +6m Throw and Cast Range

HOW TO PLAY

EARLY (0-8 MIN)

Poke with Card Trick and last-hit the troopers. Telekinesis is a save and a pick — do not blow it to take forty damage. You scale like a carry. Buy Extra Regen first so you can stay in lane instead of going back to base. Crash the wave into their Guardian, then

shop. Never shop while the wave is on your Guardian. You last-hit. Your partner starts the fight.

MID (8–20 MIN)

Project Mind to angle. Full Auto the person you just lifted. You win mid-range sprays. Quicksilver Reload is almost always correct on this hero.

LATE (20+)

Card Trick heal and Full Auto third-upgrade spirit were nerfed. You are still a late gun carry — Telekinesis the carry, Full Auto the clump — but do not count on spirit-heal to win a lost fight.

HOW TO FIGHT THEM

EARLY

Do not stand still for cards. All-in after Telekinesis. She is squishy.

MID

Spread so the lift is one person. Buy spirit resist or bullet resist as her build dictates. When she Project Minds in, she just used her leave.

LATE

Buy Unstoppable or resist the lift. Knockdown if she ultimates. Kill her after the teleport-in, while Project Mind is down.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys Monster Rounds ▯ Headshot Booster ▯ Extra Regen ▯ Restorative Shot

Core / mid Quicksilver Reload ▯ Rapid Rounds ▯ Extra Spirit ▯ Swift Striker ▯ Extra Health

Late spikes Frenzy ▯ Silencer ▯ Cheat Death ▯ Lucky Shot

Highest WR staples Spellslinger (T4, 62.2% WR) ▯ Cheat Death (T4, 61.0% WR) ▯ Frenzy (T4, 59.6% WR) ▯ Silencer (T4, 59.3% WR) ▯

Escalating Exposure (T4, 59.1% WR) ▯ Boundless Spirit (T4, 58.9% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: khazix rank 1 (317184 favorites)

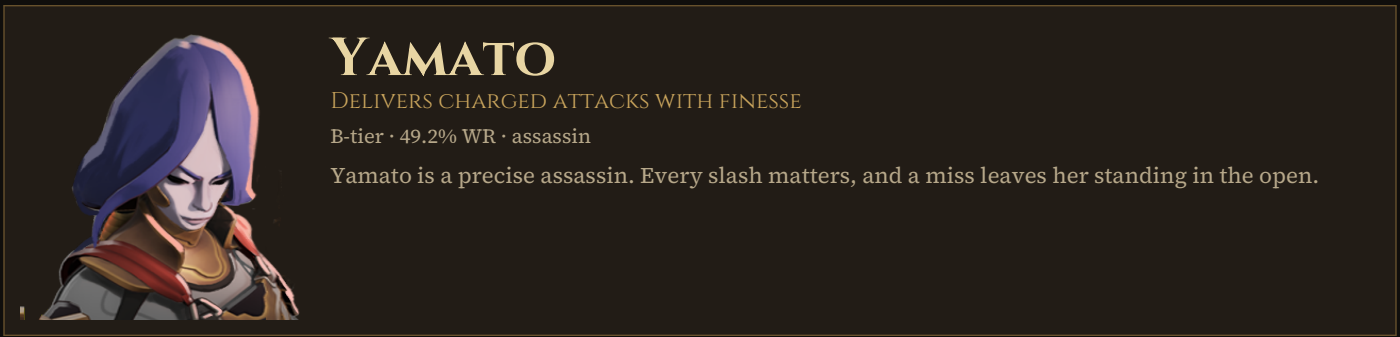
lane: Extended Magazine · Monster Rounds · Extra Regen · Healing Rite · Mystic Expansion · Slowing Bullets

core: Tesla Bullets · Lucky Shot · Quicksilver Reload

situational: Titanic Magazine · Toxic Bullets · Healbane · Bullet Armor · Spirit Armor · Bullet Resilience · Spirit Resilience

fed asf: Glass Cannon · Vampiric Burst · Leech · Inhibitor · Cursed Relic · Greater Expansion

▯ [Back to character select](#) [Table of contents](#)



BIOGRAPHY

Born to criminal royalty, Kaori and her brother Yamato always knew they were destined to run The 7th Moon after their father's passing. For years they ran the organization as equals, bringing in profit, success, and plans for expansion to the United States. The idea was simple. Kaori would stay in Japan and maintain things at home, while Yamato would travel to America to set up an international presence. Unfortunately for the siblings, some of their subordinates were not pleased with Kaori's plan to take command in Japan. The rebellion was swift and violent. Thanks to Yamato's sacrifice of his life to protect Kaori, she and a handful of his men were able to escape Japan to the United States. Upon arrival, they were greeted by the man who was supposed to meet Yamato. Unfamiliar with Japanese names, he called Kaori "Yamato." She thought about correcting him, then kept the name — the best way to remember her brother, and to finish his dream of an international Seventh Moon.

ABILITIES

Highest-sample skill priority: **Crimson Slash** ▯ **Power Slash** ▯ **Flying Slash** ▯ **Shadow Transformation** (78.4% WR)



1. POWER SLASH · CD 12S

Channel to increase damage over 1.4 seconds, then release a fully-charged sword strike. / Press Ability 1 or to trigger the strike early, dealing partial damage.

How to use: Charge Power Slash. Use it on the wave and in the trade. This is your gun.

T1 +40% Movement Slow for 3 seconds

T2 -4 seconds Ability Cooldown

T3 (5 AP) +8m Cast Range / +150.0 Damage and Increases Spirit Power scaling



2. FLYING SLASH · CD 36.0S

Throw a grappling hook to reel yourself towards an enemy, dealing Light melee damage and slowing the target when you arrive.

How to use: Use Flying Slash to go in or to leave. Hitting a trooper as a grappling hook is legal and correct.

T1 -18 seconds cooldown

T2 Gain +35 Spirit Power for 6 seconds

T3 (5 AP) Alt-Cast to Grapple allies / +15m Cast Range / Gains 1 extra charge



3. CRIMSON SLASH · CD 16S

Slash enemies in front of you, damaging them and slowing their fire rate. If any enemy heroes are hit, you heal.

How to use: This is a heal and damage at the same time. Use it during the all-in, not after you already lost.

T1 On Hit : +30% Melee Damage for 4 seconds

T2 On Hero Hit : +6% Max Health Heal

T3 (5 AP) -10 seconds Cooldown and increases scaling



4. SHADOW TRANSFORMATION · CD 150.0S

Become infused with Yamato's shadow soul. After an initial invincible transformation your abilities are refreshed and are 60% faster. You gain immunity to negative status effects and have greatly increased bullet and spirit resist. / When you get a hero kill, you heal and the duration is extended.

How to use: Second life to finish or to leave. Press it before you die, not on the death recap.

T1 +7.0 Weapon Damage Bonus

T2 +4m Move Speed and -20 seconds cooldown

T3 (5 AP) +3.0 seconds Duration / +30% Bullet Resist / +30% Spirit Resist

HOW TO PLAY

EARLY (0–8 MIN)

Power Slash last-hits and trades. Flying Slash to way to close the distance or leave. You are an assassin — short fights, then reset. Buy Extra Regen first so you can stay in lane instead of going back to base. Crash the wave into their Guardian, then shop. Never shop while the wave is on your Guardian. You want short windows. Your partner holds the wave while you reset.

MID (8–20 MIN)

Flying Slash in, Power Slash, Crimson heal, leave. Shadow Transformation is the all-in, not a poke. Do not start a long gunfight against a real carry.

LATE (20+)

Pick the backline, Shadow Transformation if they peel, leave. You do not siege. If Flying Slash is down, you are just a melee hero in a gunfight — stay out.

HOW TO FIGHT THEM

EARLY

Do not take a 1v1 with her in a jungle corridor. Save dash for Flying Slash. Burst after Power Slash.

MID

Buy anti-heal (Healbane or Decay) for the Crimson heal. When she uses Shadow Transformation, either leave or have enough damage to kill her during it.

LATE

Peel the carry. Anti-heal the Crimson window. She dies if Flying Slash is wasted on a tank. Do not fist-fight her in a hallway.

TOP BUILD ORDER

Item timings are from live match telemetry (most-played purchases by average buy time). High-WR list is win rate among items with a large sample on this hero. Community build is the most-favorited published page.

Early buys Melee Lifesteal → Extra Regen → Extra Spirit → Monster Rounds

Core / mid Improved Spirit → Cold Front → Superior Cooldown → Extra Health → Mystic Expansion

Late spikes Refresher → Spellslinger → Spirit Burn → Boundless Spirit

Highest WR staples Spellslinger (T4, 61.2% WR) → Refresher (T4, 60.0% WR) → Lucky Shot (T4, 59.9% WR) → Diviner's Kevlar (T4, 58.9% WR) → Escalating Exposure (T4, 58.2% WR) → Scourge (T4, 58.0% WR)

If a name is new, it is in the Items tab of the companion site. Extra Regen is the cheap heal-over-time so you can stay on the street.

Most-favorited community page: ADC Yamato (Updated 9/26) (227876 favorites)

Lane - : Extra Regen · Extra Stamina · Sprint Boots · Close Quarters · High-Velocity Rounds

Early Options - : Rapid Rounds · Ammo Scavenger · Healing Rite

Into Mid Game - : Kinetic Dash · Point Blank · Monster Rounds · Quicksilver Reload · Bullet Lifesteal · Enduring Speed · Bullet Resist Shredder

Fighting End Game - : Opening Rounds · Burst Fire · Warp Stone · Glass Cannon · Stamina Mastery · Leech · Berserker · Suppressor

Splitting End Game - : Crippling Headshot · Hunter's Aura · Glass Cannon · Frenzy · Active Reload · Duration Extender · Intensifying Magazine · Stamina Mastery

[↩ Back to character select](#) [Table of contents](#)