

# Comprehensive Kiriko Guide – Overwatch 2

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## 1. Introduction & Purpose

- Kiriko is one of the most powerful support heroes in Overwatch 2 with high mobility and utility.
  - This guide differs by covering:
    - Both ladder (ranked play) and scrim (competitive team) settings.
    - Updated insights reflecting changes since Kiriko's release.
  - Created by "p," a top 100 Flex support player with extensive experience in scrims, ladder, and coaching.
  - The guide is designed to be deep and staircase-structured, moving from basics to advanced techniques.
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## 2. Kiriko's Core Kit Breakdown

### A. Kunai (Primary Damage)

- Kiriko's primary attack is a fast projectile (90 m/s) dealing 40 damage per body shot and 120 damage per headshot (3x multiplier).
- Requires precise aiming; practice recommended, especially with the "vaxa vaxa" hard mode aim training.
- Kunai shots are less effective against shields and close-range burst damage enemies (e.g., Reaper).
- Avoid spamming kunai mid-fight without healing, as it may put teammates at risk.
- Use kunai for poke and building ultimate charge before and after fights.

### B. Healing Ofuda

- Fires 5 bursts of 2 healing talismans locking onto teammates, healing 130 HP per full clip (~2 seconds per clip).
- Healing talismans have two states:
  - Yellow glow: Tracks the target's movement (faster travel).
  - Blue glow: Moves in a straight line (slower).
- Lock-on requires looking at the target within 35 meters (close enough to teleport to them).
- Healing can be cut off by obstacles, shields, defense matrix, or deflect abilities.
- Preemptively heal teammates before duels to maximize healing efficiency.
- Suggestion: Change healing from toggle to hold keybind for better control.
- Kunai and healing keybinds can be customized for precision.

### C. Swift Step (Teleport)

- Teleports Kiriko to a teammate within 35 meters every 7 seconds, even through walls.
- Has a cast time, making Kiriko vulnerable during teleport.
- Teleport can cleanse status effects like anti-heal, dynamite, blade combos, pulse bombs, etc.
- Not effective against some traps and ultimate disables (e.g., Junkrat's steel trap, Sigma's gravitic flux).
- Use teleport wisely to avoid being caught out or forced to use Protection Suzu prematurely.
- Teleport can be used aggressively to dive in and then retreat back.

## D. Protection Suzu

- A 14-second cooldown ability that:
  - Heals 50 HP.
  - Cleanses status effects.
  - Grants 1 second of invulnerability ("cannot die").
  - Affects all allies within 5 meters.
- Avoid using Suzu too early or unnecessarily — evaluate:
  - How low the target is.
  - Whether healing alone suffices.
  - The actual danger level (enemy pressure and threat).
- Can be used aggressively to enable team picks, especially against anti-heal effects.
- Important to manage Suzu cooldown carefully to maintain advantage.

## E. Ultimate – Kitsune Rush

- Deploys a fox spirit that creates a 25-meter path boosting:
  - Movement speed by 30%
  - Rate of fire and reload by 50%
  - Cooldown reduction for 11 seconds
- Ultimate stops if it hits a wall or barrier.
- Most effective when many allies are alive and close by.
- Use it when near enemies to maximize duration and impact.
- Can be combined with Suzu for aggressive plays early in the ultimate.
- It is also viable to initiate a fight without the ultimate and activate Kitsune Rush mid-fight if appropriate.

## F. Passive – Wall Climb

- Allows Kiriko to climb walls for better positioning.
- Useful for mobility and animation canceling but not a major gameplay impact.

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## 3. Macro Gameplay: Win Conditions & Compositions

## A. Win Conditions

- Defined as ways to efficiently win fights with minimal ult usage.
- Kiriko excels in compositions where healing, mobility, and utility are crucial for closing distance or maintaining pressure.

## B. Example Compositions

1.

### Brawl Composition

- Core: Reinhardt, Cassidy, Tracer, Kiriko, Lucio.
- Focus: Close distance, stick together, Tracer controls a lane.
- Kiriko provides survivability and poke.
- Ultimate combos with shielding and speed boost.
- Aim to force enemy Kiriko's Suzu early and build your ultimate fast.

2.

### Wrecking Ball Composition

- Core: Ball, Tracer, Sombra, Kiriko, Lucio.
- Focus: Fast-paced dive to quickly eliminate Zen or other squishy targets.
- Use survivability and damage opportunities.
- Healing is more situational; poke for picks.
- All ultimates tend to be standalone but powerful.

## C. Matchup Playstyles

- Against brawl comps: Play more healing-focused, stay close to tank, avoid early Suzu use, and help team close the distance.
  - Against dive comps (ball comps): Take aggressive angles, use teleport for positioning and peel, and assist with damage.
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## 4. Positioning & Ability Usage

- Positioning is key to avoid wasting Suzu and Swift Step.
  - Avoid teleporting into enemy lines unnecessarily.
  - Use teleport primarily to stay safe, cleanse debuffs, or escape.
  - Synchronize movements with tanks and DPS to maximize support effectiveness.
  - React dynamically to fight tempo and team needs.
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## 5. Where Kiriko Shines

- Kiriko has been meta since release, now balanced with nerfs.
  - Strength lies in survivability and aggressive playstyle.
  - Plays like a Moira with better utility but less healing output.
  - Good synergy with heroes that set pace: Reinhardt, Winston, Cassidy, Lucio.
  - Lucio pairs well by offering additional speed and healing, complementing Kiriko's weaknesses.
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## 6. Key Takeaways by Skill Level

- **Beginners:** Learn Kiriko's abilities, ranges, and safe positioning. Avoid early Suzu use.
- **Intermediate:** Understand Kiriko in different team comps, how to rotate, and maintain Swift Step.
- **Advanced:** Optimize ultimate charge, use Suzu proactively and aggressively, and master timing for outplays.