

Lifeweaver has gone through many iterations in his short time being in the game, but now that his spot is starting to get solidified in the meta, using my Top 500 knowledge, let's learn how to carry more games on our favorite support.

Let's start with the basics of each ability and work up to the advanced ideas and then discuss how he fits into every game, starting with his primary damage fire, thorn volley.

Thorn Volley

Bound to right click by default, Lifeweaver shoots 40, 2 shot projectile bursts that deal 12 shot per hit at a relatively fast speed. Compared to zenyatta or baptiste, this isn't a whole lot, so he doesn't pack a whole lot of punch in terms of damage.

That being said, there are still a lot of good uses for this damage. For example, if you have nothing to heal, you can weave in some damage and your healing blossoms will be reloaded in the meantime after 2 and a half seconds. This is the way you can really stand out as a lifeweaver and is something a lot of your opponents aren't going to be doing.

On top of this, there is no damage falloff on the projectiles so it can be a great way for you to break things like Shields and Turrets to take away utility from the enemy and give your team an easier time winning the fight. The reason it isn't great to go for damage on characters from range is that the spread of each burst grows to its max after 20 shots.

Sure, dueling on lifeweaver isn't ideal, but it isn't like his damage should be forgotten. There is always an opportunity cost that you have to account for, because when you are doing damage, you are not healing, which is an incredible strength to lifeweaver, so, Let's talk about the other side of the equation however, his healing blossom.

Healing Blossom

Bound to left click by default, lifeweaver shoots healing blossoms from his hand that heal a friendly target for up to 75 points depending on how long the player charges it up. By just tapping, you will only heal for 10 seconds. By holding for the full 1 second charge duration, you will heal

for 75, but move 25% slower while you hold onto the blossom until you release it.

The projectile tracks friendlies from a maximum range of 30 meters, but gets blocked by shields. There are some techniques you can use to avoid this like looking closer to the ground to avoid the winston bubble or above the rein shield to catapult the heal in the air, but all in all, you wont always be able to dodge shields in the heat of the moment, so make sure you watch the positioning portion of the video to help maximize your uptime.

Something you might be wondering though is what is the optimal time to charge your healing? Well, it depends. Mathematically the highest healing per second for lifeweaver is charging it to 75.

However, how much you are going to charge your healing is going to be dependent on the situation. In situations where you can anticipate a burst of damage, like against a Cassidy or Echo, you generally have time to charge the full 75 if you play proactively. If your teammate needs consistent healing, for example, against targets like Zarya, Symmetra, and Soldier, charging to around 45 points of healing is optimal. Sometimes however, things can get very interesting where you might need to take a mix of both styles. For example, if a teammate is fighting against a genji, you really need to keep them above 50 HP so that they cannot get killed by a dash, granting him a dash reset to further decimate your team. This is something that is important to understand for every character, but this is one of the most common ones.

Lastly, If your teammate is about to take a duel, you can charge your healing to max and send it in as they take the 1v1, very similar to a brig pack. This will commonly occur for characters like Genji, Tracer, and Echo. Keep this in mind when we discuss them later in the video.

If you can master Lifeweaver's healing capabilities, it is amongst the strongest as a game, as you essentially have a clip of 20 brig packs that heal INSTANTLY when they connect. Keep this in mind as we move through the rest of the guide.

Life Grip

Moving on to the deeper abilities in lifeweaver's kit, its time to talk about life grip. On a 16 second cooldown, it pulls a teammate to his position leaving them immune while in flight to his location, healing them for a total of 50 health as well. (Talk about how he lightly counters Jqueen)

It shares the same distance as his primary fire, so it's important that you keep yourself close enough to your team to pull them out.

The primary use of life grip and lifeweaver in general is to let a character on your team go in extremely aggressively, find a pick or force out cooldowns, and get pulled back to safety. For example, you could send in your Reinhardt to pin onto the enemy Baptiste, force out Lamp that is on a 23 second cooldown, pull Reinhardt out when he gets low and needs it, and take the fight from there, either finishing it fast, or waiting for your grip to come back online since it is only on a 16 second cooldown.

In all honesty, if you aren't using lifeweaver to enable teammates to play this way, why are you on lifeweaver?

Aside from the core use of the ability, it has some pretty interesting interactions with different characters.

First, you can pull characters like Pharah and Reaper while they are using their ultimates to distribute the damage to different locations. This is really fun to do, but it is hardly ever effective because you can't move your crosshair that effectively while getting pulled. You can also pull Cassidy or Soldier when they are using their ultimates and even BOB, but these cases are usually better off to use Pedal Platform which we will cover momentarily.

Next, pull can be used to take people out of ultimates like Graviton Surge, and Gravitic Flux. Being able to pull people out of these ultimates is a big deal, as you can avoid using support ultimates like Transcendence and Beat Drop when only one target is caught. This opens up the door to be aggressive with them instead, giving you more options altogether.

Lastly, there are some abilities that will cancel the pull or prevent you from pulling, but going into each and every one of these abilities is going to be extremely boring and hard to remember, so you are better off practicing and learning the intuition from experience. Just make sure that when you pull people, you aren't leaving another target more vulnerable. If a Reinhardt pins your tank and you pull them out of it, but it then leads the Reinhardt to pin your other support, that made the situation worse. Not to mention, if your position gets blocked off by the environment or Mei's ice wall, it can leave your teammates stuck with no ways out.

So, understand that Not every pull is a good pull. The grip does NOT cleanse like many people think it does. So, trying to save someone from a dynamite or queen ultimate can be very difficult unless you have very good positioning. Furthermore, sure, I can pull out my tank that is 1 from across the map, but if I pull them out into the open, it doesn't matter! They are still going to die!

If you can learn when it's the right time to pull in order to enable your teammates, you are playing lifeweaver the right way.

Rejuvenating Dash

Let's take a deep breath (deep breath sound effect and edit with lifeweaver) and talk about an easier ability, the rejuvenating dash.

This ability is super simple. When you jump, you can jump again to dash forward 6 meters and heal yourself for 50 hp. You can switch it to an alternate keybind so you don't HAVE to jump before dashing if you would like to have more fluid movement as well. While it IS so easy to understand, that makes it really easy to overlook it and mess up.

If you anticipate you are going to get targeted by an enemy, you'll want to make sure you don't waste this ability just to move around so that you have it when you take damage to keep yourself up for longer. This is the difference between having at least 275 health in a fight and 225 when used effective. THAT'S MORE THAN A REAPER!

The being said, it is okay to use the ability to reach around a wall for a teammate with lifegrip or to hit some clutch healing in difficult situations. Just don't overlook it so much to the point where you are using it off cooldown just because it looks cool and feels good when you do it. I used to do it because of this, so, just make sure you hold yourself accountable...

Okay, that was our break, now let's get into another complicated ability, the pedal platform.

Petal Platform

Lifeweaver can throw out a platform that raises players like an elevator if they step on it for 10

seconds every 12 seconds. If you jump at the end of its summit, you can get a little boost of height as well that can help you access some high-grounds relatively fast, even as a character with no vertical mobility. This seems pretty simply right? Well, this is where it starts getting difficult.

The part that makes this ability really powerful is that the cooldown of the ability begins as soon as you throw it out. Therefore, you can pre-place the platform in places you or a teammate might want to take during the fight to sustain yourself throughout the fight or take an off angle and destroy a team with pure damage alone or a powerful ultimate.

From my experience, pre placing your platforms for yourself is the most common against dive compositions as it is the only way you can live against them. Typically, as a winston jumps you, you'll want to rotate back to your platform, take it, drop off of it once another person jumps on you, and then use the one in your inventory to dodge them again. That SHOULD give you enough time to get help from your team and find a kill to turn the fight.

Understand though that just because you are on the platform doesn't mean you are safe. Sometimes it will give an enemy hitscan an angle to take your headoff, or let a Ramattra to send his melee attacks through it. Sombra could even hack the platform to take you back down, so don't get TOO comfortable. Against hitscans, it can also be predictable when sitting on a platform. To counteract this, you can cancel its flight early to force yourself back down, which will always give hitscans an impossible 50/50 decision, instead of the predictable elevator movement.

This ability can also be used to counter ultimates too. For example, you can lift the enemy orisa up when she is in terra surge to mitigate all of its damage. You can lift up a teammate that got shattered from a reinhardt and life grip another. You can even lift teams out of graviton surge if you are close enough to the ground and have space above you for the platform to push you up.

Furthermore, if the pedal is placed too close to a wall of a roof, it wont propel up the whole way. Instead, it will get stuck half way. This can be used to abstract lanes for long enough to get yourself a healthpack in a duel or make a swift getaway. The opprotunities are limitless with this ability so, get practicing and BE CREATIVE. THat is the reason why this character is REALLY FUN.

Tree of Life

Enough talk about Lifeweaver's pedal platform, it is time to talk about the elephant in the room, his ultimate, the Tree of Life.

Upon being placed, this powerful ultimate heals for 150 instantly, pulsating for 75 healing every 1.75 seconds for a total of 8 times throughout its entire uptime for all friendly targets around the healing radius. This means it has the potential to heal 750 points for every single person on the team. On top of this 50% of all overhealing is then converted to overhealth for a maximum of 100.

On top of healing benefits, the tree can also be used to block off choke points to block off sightlines or isolate targets. Just keep in mind that the tree CAN be broken, although it will take some serious focus fire considering it has 1200 health.

I typically use the tree to burst heal my tank that should already be playing incredibly aggressive to take advantage of situations and force a teamfight where my team wants to take it and the enemy doesn't. Because of the extra healing, the ultimate allows your team to fight in places you otherwise wouldn't be able to. Although, on some maps, you can get arguably more value just from isolating a target from their team. This is usually the case on maps with tight chokes like Lijaang Night market and even garden if you place it right.

However, something that is even more important to think about is where the fight is going to take place. Just like Baptiste window or Kiri ultimate, the first option the enemy team has is to simply run away and wait for the ultimate to go away. This pertains to tree as well. You want to try to use the tree in situations where the fight HAS to happen, like in an overtime push or on a position that the enemy team has to take, or even after they have already invested into the fight and are at a point of no return. This is a concept that you really only learn through intuition and time, but is good to look out for.

Some interesting interactions include placing the tree in the middle of Sigma's ultimate to completely negate its effects on your team, but if it looks like the sig is only going to get one of your teammates in the ultimate, there is no need as you could just pull them out of it instead. Obviously this reaction is dependent on the situation at the end of the day though.

Keep in mind that you shouldn't hold on to the tree all day though. It charges incredibly quickly and can be used to turn a LOT of fights because of that. The best lifeweavers are going to generate the tree quickly and carry through the ultimate, so make sure you are always trying to find ways to build it fast and control the game! This can be done through cycling damage like we were discussing earlier, or dropping tree once you use it after you have won the fight so you can heal your teammates for extra ultimate charge.

Now that we have finished talking about Lifeweaver's kit, let's discuss how he fits into the deeper levels of the game through understanding win conditions!

Win Conditions

A win condition is a way in which a team can win a team fight. Obviously, there are many different possible win conditions for each and every team fight, but there are some that are more effective and efficient than others. That is, there are ways to win a fight by using a minimal amount of ultimates to get the maximum value needed. So, let's talk about 2 compositions where Lifeweaver could be played, powerful win conditions within the compositions themselves, and how the win conditions interact with different comps.

The first composition we will discuss is a poke composition that seeks to surround the enemy including sigma, tracer, sojourn, baptiste, and lifeweaver. Because this poke composition utilizes a lifeweaver, it allows for the sigma to be extremely aggressive with the angle he is taking to better support the team in taking down popular brawl compositions that are strong right now. This is their basic win condition, even if it seems a bit complicated.

In the mirror, surrounding the enemy team faster and taking control of different lanes more efficiently is how you are going to take home the win. As lifeweaver, supplying your team with supplemental damage into the sigma shield is going to make their lives much easier. By doing so, you will have an easier time forcing out the enemy lifeweaver's pull and can thus, get more space. On top of this, you can charge your healing to send in with your tracer as she takes duels to make her life easier as well. That being said however, you have to understand that you are the target and make sure that you don't put yourself in positions that will make you an easy target. Use your dash when you need to keep yourself alive alongside smart pedal platforms to win consistently.

Another composition utilizes characters that might be found in ladder frequently include Reinhardt, Bastion, Mei, Baptiste, and Lifeweaver. This is something you probably won't see in competitive play, but in ranked play, this is something that could actually work. After the reinhardt shields bastions sentry turret spray, he has the decision to pin in aggressively as lifeweaver gives him that option. He could pin first and shield later given the situation as well. This is their basic win condition.

In the mirror, it's all about what team can break the shield first and pressure the enemy team out harder. Because of this, it is extremely important that you are breaking the shield with your thorns in the downtime when you don't need to heal. On top of this, it is even more important that you communicate for your rein to be aggressive with pins so that you are getting the most value out of playing lifeweaver. At the end of the day, if you aren't able to coordinate that, why aren't you on

lucio or zenyatta?

Now that we have discussed both compositions, let's talk about how these compositions interact against each other for Lifeweaver.

As lifeweaver with the sigma in to the reinhardt composition, it is important to recognize that the enemy is going to be playing very aggressive with the reinhardt so that the bastion can get openings to find meaningful damage. Because of this, it is important that you live the initial sentry form and then start allowing your sigma to be more aggressive. That being said, you want to make sure that you are aware that he might get walled off by Mei. If that is the case, you can use one of your petal platforms to look over the wall and pull him out.

In terms of ultimates, you have a lot of options. You can pull key targets out of Mei's ultimate as well as completely counter it with your tree if it catches more than one. Also you can pull people out of bastion's ultimate if they get stuck. You can use your platform to lift earth shattered teammates up. You can even use your tree to block off sightlines if things go south and the bastion is lighting up your team. At the end of the day, the way to beat a bastion composition is by kiting the sentry and retaliating afterwards.

On the other side of the matchup, with a Reinhardt into the sigma composition, you have to enable your reinhardt to be aggressive. The enemy team is going to be taking angles constantly in an attempt to force out your cooldowns and take you down. Because of this, no time can be wasted and targets need to go down FAST. That being said, your pull is likely going to be allocated to the pinning rein the most.

In terms of ultimates, your tree can be put in the middle of Sig's ultimate to completely counter it. Save your pulls to save teammates stuck by tracer's pulse, and good luck with sojourns ultimate, there isn't a whole lot you can do there other than maybe block off sightlines with your tree.

Lifeweaver definitely influences the game in ways never seen before, but with the win conditions out of the way, let's discuss HOW you are going to pull these off with solid positioning.

Positioning

Because lifeweaver pulls people towards him, it is important that you don't stack right next to

your teammates, as that defeats part of the purpose of the ability. Instead, you have to make sure there is some distance between you to force out enemy cooldowns and make the ability meaningful.

That being said, you don't want to play so far away from your team that you can't even pull them away from danger, or worse, isolate yourself, especially against a dive composition. In this situation, you should have your preplaced platform in advance and bounce your way back into your team once you start getting pressured out, since your team won't need the pull in this situation, and then slowly rotate back away once the pressure is subdued.

Lifeweaver positioning is hard because there isn't a great deal you can do to fight back, but there is a lot of time you can buy for your team so that they can clean up and get the job done. Now that we have discussed positioning, let's see who is going to make the most out of you on lifeweaver so you can know when you should pick him.

Best Synergies/Team Comps

Lifeweaver has been pretty terrible consistently since the start of his release in Overwatch 2, but now he is finally getting some much needed buffs that are allowing him to shine in high level team play. Where lifeweaver shines is in the aggressive opportunities he presents to his teammates when they fully utilize his strengths found within life grip.

That being said, Lifeweaver is terrible when it comes to holding space. He wants to make the as front facing as possible and get away with stuff that you shouldn't normally be able to get away with. Because of this, he does really well with tanks like Reinhardt, Sigma, and Junkerqueen as they compliment this aggressive style.

Outside of tanks however, the DPS I would play with lifeweaver in a ladder setting would have to include hitscans like Cassidy, Soldier, or even bastion and ashe. While it isn't necessarily conventional all the time, being able to lift them up when they look to ult or just to give them a nasty angle during the fight is unmatched. The lower you go, the less answers players are going to have against it and it will result in straight up wins.

Lastly, the best support to pair with a lifeweaver has to be Baptiste. For what you lack in AoE healing, Baptiste covers. Not to mention that he is incredible in general right now. Lifeweaver is also okay with an Ana, as you can play split off from her, bait aggression on her, and then pull her to safety. Not to mention that typically characters like Genji and Tracer are played around her which you can help a lot with your primary healing options. Lifeweaver doesn't do the best in the flex

support slot though, so try to avoid him with characters like Lucio and Brigitte unless the meta changes and you are playing in really high elos.

Make sure to always think about your compositions win condition in order to pick the best fit for every single game. And with that, the guide comes to an end, but let's finish it all off with some key takeaways.

Takeaways

Beginners: Learn how Lifeweaver's kit works including his healing tech and range on top of understanding WHEN it is time to pull. Also, make sure that you get used to looking for locations to preplace your petal platform in a pinch as this will greatly increase your survivability and uptime.

Intermediate: Start understanding how you fit into every composition you are playing, as you are going to be forced into a LOT of different styles in ranked. Sometimes you are going to be the target against dive compositions and will need to place petals for yourself. Other times, you are not the target and you need to look for ways to give your teammates angles or save them from specific ultimates!

Advanced: Look for ways to really optimize your gameplay as lifeweaver. You can get his ultimate incredibly quickly through utilizing the different little techs in his kit, and this will allow you to carry games even in top 500. That being said, make sure you look to send healing in with players that are about to take duels and get the most out of each platform.

And with that, we have officially reached the end of today's Lifeweaver Guide. Practice makes perfect in learning every hero within Overwatch. Be sure to watch Lifeweaver players to apply things that you have learned throughout the guide today. While there aren't any real lifeweaver streamers to date, the Vegas eternal utilized him frequently throughout their recent run in the Overwatch league and there are tons of game of him available on YouTube. I also do VOD reviews over on Fiverr as well as post additional educational content on Patreon if any of that interests you. All of these links are found in the description. If you have learned anything from this guide, please do like, share, and subscribe as it helps the channel out a TON. But until next time, I've got to peace out and Paz out, I'll see you in the next one.