

Lifeweaver Complete Guide

1. Introduction to Lifeweaver's Role and Playstyle

- Lifeweaver is not a traditional "healbot" who spams heals from the backline.
 - His healing is slow, clunky, and weaker than Mercy's.
 - Instead, Lifeweaver excels as an off-healer and utility support, similar to Lucio, Mercy, or Zenyatta.
 - His strength lies in battlefield control: manipulating space, protecting teammates, and creating advantages.
 - Playing Lifeweaver is like chess or Minecraft: simple tools but high strategic depth.
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2. Controls Setup

- You must choose between **Legacy controls** and **New controls**
 - Legacy controls:
 - Dash can be bound to Shift or another key, allowing instant dash.
 - Can dash out of Ramat Vortex.
 - Allows more versatile dash distance (dash on ground + hold jump).
 - Clunky overall, but niche tech possible (dash on pel platform without falling).
 - New controls:
 - More fluid and modern feel.
 - Requires double jump to dash (cannot dash out of Ramat Vortex).
 - Dash is less flexible.
 - Choose based on your comfort and gameplay style.
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3. Lifeweaver's Core Abilities

3.1 Thorn Volley (Damage)

- Ranged projectile with 2x headshot multiplier.

- Decent damage with no falloff at range.
- Slight spread but effective for **shield breaking** (best shield breaker support in the game).
- Use when healing is not critical to apply pressure and farm ultimate charge.

3.2 Healing Blossoms (Healing)

- Primary healing tool.
- Fully charged heals for **80 HP in 1.15 seconds**.
- Usually charge to about 40 HP for a quick but meaningful heal.
- Heals travel through shields and even do 180-degree turns mid-flight.
- Effective through barriers except Winston's bubble and Symmetra's barrier.
- Healing and damage must be **weaved** to maximize uptime and avoid manual reloads.

3.3 Dash

- Heals self for **45 HP**.
- Moves about 6 meters in any horizontal direction.
- 5-second cooldown, fully directional.
- Used for repositioning, dodging, quick self-healing, and ultimate charge.
- Can be combined with blossoms or lifegrip in emergencies.

3.4 Pel (Platform)

- Summons a **300 HP platform lasting 12 seconds**; cooldown also 12 seconds.
- Best used to access or connect **pre-existing high ground**, not as standalone high ground.
- Placement tips:
 - Place between multiple high grounds to maximize team options.
 - Pre-place before fights to have multiple platforms ready.
 - Bounce off map geometry for tricky placements.
- Pel can also be used creatively to block, trap enemies, or stunt enemy movement.

3.5 Lifegrip (Pull)

- Pulls teammates up to 30 meters toward you.
- **18-second cooldown**.
- Applies short **immortality bubble** during pull.
- Used for:
 - Saving teammates from death.
 - Repositioning teammates rapidly.
 - Healing (pull heals for 75 HP).
 - Combos with pel for safe repositioning.
- Requires good judgment of enemy damage potential and teammate cooldowns.
- Cleanse perk enhances grip healing and reduces cooldown on successful cleanses.
- Can be used proactively to reposition teammates for ultimates or high ground.

3.6 Tree of Life (Ultimate)

- Deploys a 1,200 HP wall lasting 15 seconds, with 7 seconds of lingering overheat.
 - Provides **massive AoE healing and overhealth** for 22 seconds total.
 - Effective for:
 - Sustaining team during or after losing tanks.
 - Breaking line of sight for some enemy ultimates.
 - Enabling aggressive pushes.
 - Not effective against high-damage team-wipe ultimates.
 - Use tree to control space, push, and sustain during fights.
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4. General Positioning Guidelines

- Start in your team's **backline**.
 - Adjust based on enemy composition and threats.
 - If enemy has no ranged or dive threats:
 - Stay grounded to maximize thorn damage and ultimate charge.
 - If enemy has one or a few uncoordinated dive heroes:
 - Use nearby high ground or pel to avoid flankers.
 - If enemy has strong ranged damage focusing you:
 - Use high ground that breaks line of sight.
 - Pre-place pel for emergency elevation.
 - If enemy has multiple dive and strong ranged damage:
 - Stay close to team in backline.
 - Use pel as an escape tool.
 - Always adapt positioning dynamically during fights.
 - Push up when winning or investing ultimates; fall back if losing.
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5. Recommended Perks

- Always take
Cleanse
and
Super Bloom
 - Cleanse
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- Removes the DPS passive on your heals, restoring full healing potency.
 - Removes negative effects like anti-nade, burn effects.
 - Reduces lifegrip cooldown by 4 seconds on successful cleanse.
 - Super Bloom
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 - Provides on-demand extra damage anywhere, safer and more flexible than Pel power.
 - Avoid **Life Weaving** (adds minor healing on dash) and **Pel Power** (exposes you on Pel and reduces utility).
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6. Advanced Play and Healing/Damage Balance

- Default to **thorn mode (damage)** when no healing needed.
 - Switch to healing blossoms only when teammates genuinely need it.
 - Ask yourself:
 1. Does the teammate need to rejoin the fight ASAP?
 2. Are they in immediate danger?
 3. Is the other support too busy or low output to heal them?
 4. Is your co-support a low healing hero like Lucio, Mercy, or Zen?
 - Maximize damage output to build ultimates faster.
 - Use Tree of Life aggressively to push with sustained healing.
 - Avoid overhealing out of habit to unlock Lifeweaver's full potential.
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7. Important Hero Matchups

- **Against Ball:** Use lifegrip to pull teammates through mines; use pel and tree for clearing.
 - **Against Genji:** Keep distance, use pel and dash to avoid; pull teammates targeted by Dragonblade.
 - **Against Sombra:** Stay on pel to bait hacks; use lifeweaver's rate of fire to spy check and shut down Sombra.
 - **Against Tracer:** Pre-place pel for escape; use tree to block pulse bomb damage.
 - **Against Venti:** Use pel to disrupt burrow; pedal up to avoid ultimate damage.
 - **Against Zarya:** Position where you can escape grabs by pel; use tree for protection.
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8. Synergies and Teammates

Strong Synergies

- **Mercy**: Mobility combos; pel lifts Mercy for high ground or res.
- **Ana**: No mobility, so pel and lifegrip open new positioning.
- **Juno**: Benefits from vertical mobility with pel and peel protection.
- **Reinhardt**: Can play aggressively with safe peel via lifegrip.
- **Soldier 76**: Gains vertical high ground access and attack speed boosts.

Weak or Difficult Synergies

- **Baptiste**: Clashing life-saving cooldowns without comms cause problems.
 - **Lucio**: Often off DPSing, leaving Lifeweaver to solo heal.
 - **Rammus**: Hard to decide when to pull due to variable health and ult states.
 - **Zenyatta**: Low healing output; discord is helpful but insufficient healing.
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9. Lifeweaver Tech and Tricks

Tree Tech

- Use tree as a **1,200 HP barrier** to block doorways and choke points.
- Position to split enemy teams or cut off tanks for free wins.
- Examples: Busan, Mecca base, Sanctum, Oasis Gardens, King's Row.

Pel Tech

- Use pel not just for elevation but to **block, trap, and stall** enemies.
- Drop pel in tight hallways or stairs to trap or delay enemy movement.
- Throw pel while holding blossom to get an emergency heal even if out of ammo.
- **Double Pel Tech**: Reset pel and lift twice in certain spots for extra height.
- Use pel for **flanks and rollouts** on many maps: Ilios, Liang Tower, Dorado, Havana, Junkertown, Rialto, Shambali, Watchpoint Gibraltar, Midtown, Numbani, Paraíso, Esperanza, etc.
- Pel allows flanking without requiring team mobility.

Lifegrip Tech

- Make Reinhardt or Orisa "fly" by breaking pel mid-pull and having them use shield or ult mid-pull.
- Combine with Junkrat's Rip-Tire for safe ult activation.
- Use scroll wheel bind for lifegrip to **buffer pulls** and react instantly.