

# In-Depth Overview of Ilari – Overwatch Season 6 Support/DPS Hybrid

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## 1. Character Role and Concept

- **Official Role:** Support
  - **Actual Playstyle:** Functions primarily as a DPS character in a support role
  - **Unique Aspect:** Unlike traditional supports who occasionally deal damage, Ilari is fundamentally designed for players who prefer a DPS mindset. She blends aggressive damage output with support healing mechanics, offering a fresh hybrid playstyle.
  - **Key Idea:** Players must “throw out everything they know about support” because Ilari demands precise aiming, positioning, and damage management similar to a DPS hero.
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## 2. Primary Abilities

### A. Left Click – Hitscan Damage Laser

- **Type:** Hitscan weapon, meaning instant damage upon firing if aimed correctly.
- **Damage Output:**
  - Body shot: 75 damage
  - Headshot: 110 damage (1.5x multiplier; lower than most other characters who have 2x multiplier except Kiriko)
- **Charge Mechanic:**
  - Requires charging before firing full damage.
  - Spamming while uncharged results in very low damage, so timing shots to full charge is crucial.
- **Range:**
  - Effective full damage range up to 30 meters (longer than Cassidy's mid-range hitscan).
  - Damage falloff starts after 30 meters, ending at 50 meters.
- **Damage Strategy:**
  - Two headshots or three body shots kill a 200 HP target.
  - Body shots are often more reliable unless confident in landing headshots.
  - Melee can be combined to cancel left click for burst combos (e.g., headshot + charged body

shot + melee to finish low HP enemies like Tracer).

- **Charge Recovery:**

- Left click charge meter does not recharge while healing or meleeing.

## **B. Right Click – Hitscan Healing Beam**

- **Type:** Hitscan healing ability with a healing meter.

- **Healing Output:**

- Around 120 HP per second, the highest burst healing in the game.

- **Healing Meter:**

- Depletes quickly and requires a reload period during which healing cannot be applied.
- Unlike the left click, the healing meter recharges during use of other abilities (shift or pylon).

- **Range:**

- Maximum healing range is 15 meters, significantly shorter than damage range.

- **Usage:**

- Best used in short burst windows to save allies, especially tanks under pressure or teammates caught in crowd control (e.g., during Earthshatter or Graviton Surge).
- Not for sustained healing like Moira; more of a clutch burst heal.

## **C. Shift – Outburst (Mobility and Boop)**

- **Function:**

- An 8-meter radius knockback (boop) that pushes enemies away and deals 10 damage (minor damage).

- **Mobility:**

- Pressing shift alone triggers a small vertical jump.
- Holding spacebar while pressing shift allows much higher and directional jumps, enabling advanced movement.

- **Tactical Use:**

- Primarily a movement tool to escape or reposition.
- Can be used offensively to secure kills or take advantageous high ground.
- Has a high skill ceiling related to mastering directional and height jumps.

## D. E Ability – Healing Pylon

- **Description:**
    - Deploys a stationary healing device that heals all allies within a 15-meter radius.
  - **Healing Rate:**
    - Heals for 40 HP every 0.8 seconds (~52 HP per second).
  - **Duration:**
    - Lasts indefinitely until destroyed by enemies or manually broken by Ilari.
  - **Cooldown:**
    - 8 seconds cooldown after first deployment.
    - Manually breaking the pylon allows instant redeployment unless it took damage, then cooldown increases to 12 seconds.
  - **Placement Strategy:**
    - Can be placed anywhere on the map, including hard-to-reach or hidden locations (behind cover, on moving platforms).
    - Must have line of sight to allies to heal them effectively (the glowing orb of the pylon defines healing line of sight, not its base).
  - **Importance:**
    - The pylon is Ilari's primary healing source and key to team sustain.
    - Positioning it cleverly can secure map control and force enemies to engage or ignore it at risk.
    - Functions like a turret or structure that must be protected.
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## 3. Ultimate Ability – Captive Sun

- **Effect:**
  - An 8-meter radius explosion that deals 50 impact damage and applies a 7-second slow and damage-over-time debuff to enemies in range.
  - The debuff triggers secondary explosions dealing damage based on damage dealt during the debuff window.

- **Casting and Mobility:**
    - Can be cast from anywhere by shooting the ground.
    - Allows Ilari to fly freely for 4 seconds, similar to Mercy's Guardian Angel ability, enabling repositioning mid-ultimate.
  - **Tactical Use:**
    - Highly effective when combined with crowd control ultimates (e.g., Graviton Surge) for team wipes.
    - Best used on grouped enemies on the ground rather than airborne targets.
    - Must be wary of enemy counters like Diva's Defense Matrix or Genji's Deflect, which can negate or reflect the ultimate.
  - **Limitations:**
    - Does not provide healing or survivability, only damage and crowd control.
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## 4. Playstyle and Strategy

### A. Healing Philosophy

- **Pylon-Centered Healing:**
  - The healing pylon is the backbone of Ilari's sustain.
  - Most healing comes passively from the pylon, allowing Ilari to focus on damage and positioning.
- **Active Healing:**
  - Right click healing is reserved for clutch moments rather than constant healing.
- **Healing Meter Management:**
  - Avoid overusing right click to prevent long reloads.
  - Let the pylon and secondary healers cover steady healing.

### B. Positioning and Movement

- **Pre-Fight Setup:**
  - Deploy the healing pylon before fights start to maximize uptime.
  - Position pylon in safe spots with line of sight to teammates and minimal enemy exposure.

- **During Fights:**
  - Stay near the pylon to benefit from healing and enable burst heals.
  - Use left click and right click actively to maintain pressure and support.
  - Use shift to escape dives, reposition, or take high ground.
- **Pylon Juggling:**
  - Break and redeploy the pylon as the team advances or retreats.
  - Manually destroying the pylon before enemies do allows faster redeployment.

## C. Team Composition and Synergy

- **Synergizes Best With:**
    - Tanks that play defensively or provide shields (e.g., Sigma, Orisa, Reinhardt).
    - Poke compositions where team stays grouped and benefits from sustained healing and damage pressure.
    - Secondary healers providing utility (e.g., Ana, Lucio).
  - **Less Effective With:**
    - Highly mobile tanks or dive comps (e.g., Winston, Monkey, Doomfist), as Illari may struggle to keep up with healing.
  - **Role in Team:**
    - Flex support adding significant DPS and burst healing but sacrificing some traditional utility (no anti-nade or cleanse like Ana or Kiriko).
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## 5. Strengths and Weaknesses

### Strengths

- High sustained hitscan damage with long-range potential.
- Burst healing capability surpassing other supports in short windows.
- Healing pylon provides consistent team sustain.
- Excellent mobility and repositioning tools via shift.
- Ultimate offers strong AoE damage and crowd control.

### Weaknesses

- Healing range is limited, making positioning crucial.
  - Healing meter reloads can create vulnerability windows.
  - Pylon placement requires tactical awareness and can be destroyed by enemies.
  - Ultimate can be countered by certain abilities (Defense Matrix, Deflect).
  - Requires team to stay grouped for maximum effectiveness.
  - Less utility than other supports (no anti-heal, cleanse, or invulnerability).
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## 6. Summary

Ilari is a **unique hybrid support-DPS hero** designed for players who enjoy high damage output while still supporting their team with healing. Her kit revolves around:

- Precision hitscan damage with a charge mechanic.
- A powerful healing pylon that serves as a healing structure on the battlefield.
- Burst healing for clutch saves.
- High mobility enabling evasive and aggressive maneuvers.
- A strong, damage-focused ultimate that synergizes well with crowd control.

Mastering Ilari requires balancing aggressive damage dealing with smart healing pylon placement and timing heals, along with utilizing her mobility to stay alive and maintain positioning advantage.