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Styanax

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Passive

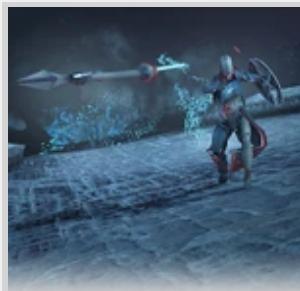
 **Styanax**'s weapon **Critical Chance** bonus increases by **1%** per **40** **Shield** points, based on his current total including Overshields. Passive bonus is doubled on **Speargun** primary **Weapons**, such as Styanax's signature  **Afentis**,  **Scourge** ( **Prime**),  **Ferrox** ( **Tenet**), and  **Javlok**.

- Passive bonus value is displayed as a **Buff** icon called **Hoplite** beside Styanax's hitpoint indicators.
- Critical chance bonus percentage changes in real time to reflect Styanax's shield pool.
- Critical chance bonus stacks additively with **Mods**.
- While Styanax has a Speargun equipped, the Hoplite buff will display the increased critical value, even when holding another weapon.

Abilities

▼ View Maximization ▼

This section is *transcluded* from [Axios Javelin](#). To change it, please [edit the transcluded page](#).



Axios Javelin

Throw an Axios Javelin. When the javelin impales an enemy against a wall, surrounding enemies are pulled into the area and suffer a burst of damage.

Introduced in [Update 32.0](#)
(2022-09-07)

Strength:

500 / 750 / 1,000 / 1,250 (

 Puncture damage on direct hit)

500 / 750 / 1,000 / 1,250 (

 Blast damage on explosion)

Duration:

8 s (Initial target pin duration)

Range:

50 m (javelin range)

15 m (explosion range)

Misc:

1 (javelins per throw)

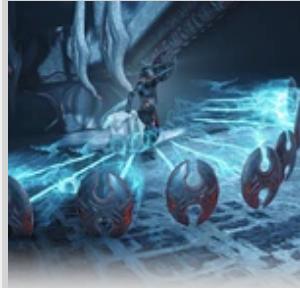
Knockdown on hit

1 m (midair ban)



implosion)
2 s (vortex lifetime)

This section is [transcluded](#) from [Tharros Strike](#). To change it, please [edit the transcluded page](#).



Tharros Strike

Summon Tharros, the shield of Styx. Swing Tharros to repel enemies and reduce their shields and armor. Styx regenerates health for every enemy struck.

Introduced in [Update 32.0](#)
(2022-09-07)

Strength:

250 / 500 / 750 / 1,000 ()
Impact damage on swing)
50 / 65 / 80 / 100 HP (health restore per enemy hit)
50 % (defense reduction)

Duration: N/A

Range: 9 m

Misc:

9 (number of shields)
135° (horizontal spread angle)
160° (vertical spread angle)
2.5 m (pushback radius)
5 m (pushback distance)
2 s (stun on hit)
Melee finisher prompt

Subsumable to

[Helminth](#)

This section is [transcluded](#) from [Rally Point](#). To change it, please [edit the transcluded page](#).




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Rally Point

Draw enemy attention to Styanax. His resolve uplifts nearby allies, regenerating the squad's energy over time. Styanax and his allies also regenerate shields for every kill assist they contribute.

Strength: 20 / 30 / 40 / 50 SP (shields per kill)
3 EP/s (energy regen)

Duration: 30 s

Range: 30 m

Introduced in [Update 32.0](#) (2022-09-07)

Misc: Threat level priority

This section is transcluded from [Final Stand](#). To change it, please [edit the transcluded page](#).


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Final Stand

Exude might and valor. Rise into the air and throw a barrage of Axios Javelins. The javelins deal damage to nearby enemies wherever they land. Direct hits to enemies deal greater damage.

Strength: 1,000 / 1,100 / 1,300 / 1,500
(Slash damage on direct hit per javelin)
1,000 / 1,100 / 1,300 / 1,500
(Blast damage on explosion per javelin)

Duration: 30 (number of javelins)
2.5 s (total throw time)

Range: 6 m (explosion range)

Introduced in [Update 32.0](#) (2022-09-07)

Misc:
3 m (height)
12 /s (javelins thrown per second)
Slash status on hit

[Strength Mods](#)

[Duration Mods](#)

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