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Revenant

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Passive

When  **Revenant**'s **Shield** is fully depleted, he emits a radial pulse over **7.5** meters inflicting **100**  **Blast** damage with maximum **75%** **Damage Falloff**.

Additionally, harnessing the essence of **Eidolons**,  **Revenant** is immune to the  **Magnetic** night waters of the **Plains of Eidolon**.

Abilities

View Maximization

This section is *transcluded* from *Enthrall* . To change it, please *edit the transcluded page*.



Enthrall

Convert a target into a zealous thrall. Thralls turn on their allies and enthrall through damage. On death, they disintegrate into a damaging pillar of energy.

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The thrall horde remains under Revenant's spell until this Ability runs out.

Introduced in **Update 23.5** (2018-08-24)

Strength:

250 / 500 / 750 / 1,000 ( Puncture damage/s)

250 / 500 / 750 / 1,000 (projectile  Impact damage)

Duration:

15 / 20 / 25 / 30 s (thrall duration)

10 s (pillar duration)

Range:

10 / 15 / 20 / 25 m (cast range)

0.5 / 1 / 1.5 / 2 m (pillar radius)

10 m (projectile seek range)

Misc:

7 (max thralls active)

? m (projectile splash radius)

100 % (projectile stagger on hit)

100 % (beta enthrall chance on hit)

50 (overshields per pickup)

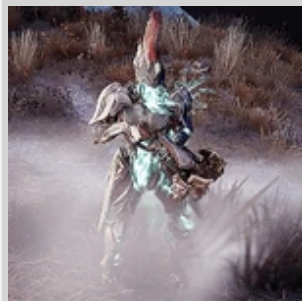




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This section is [transcluded](#) from [Mesmer Skin](#) . To change it, please [edit the transcluded page](#).



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Mesmer Skin

Become enveloped in Sentient energy, which redirects damage and stuns all those who dare attack. Stunned enemies can be Enthralled at no energy cost.

Introduced in [Update 23.5](#)
(2018-08-24)

Strength:

3 / 4 / 5 / 6 (number of charges)

Duration:

2 / 3 / 4 / 5 s (stun duration)

Range:

N/A

Misc:

100% (reflected damage and status)
100% (Enthraill energy discount)
1 (ally buff charge)

▼

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



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Reave

Dash through enemies as a wall of Sentient energy, leeching shields and health from any encountered, enhanced for thralls.

Introduced in [Update 23.5](#)
(2018-08-24)

Strength:

2 / 4 / 6 / 8 % (hitpoints drain/restore)
10 / 20 / 30 / 40 % (thrall hitpoints drain/restore)

Duration:

0.25 / 0.5 / 0.75 / 1 s (duration)

Range:

3 / 4 / 5 / 6 m (current width)

Misc:

25 m/s (travel speed)
100 % (status effects transfer)
1 (Mesmer Skin ally buff charge)

Subsumable to

Helminth



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	Danse Macabre	Strength:
	Erupt with a multitude of Eidolon energy beams and sweep a circle of death around Revenant. The beams will modify their Damage Type to target select defenses, while incoming damage is redirected back into the beams. Hold fire to boost Status Effects and Damage, at the cost of increased energy consumption. Thralls killed by this leave overshield pickups.	500 / 750 / 1,000 / 1,250 (damage / s) 1,000 / 1,500 / 2,000 / 2,500 (boosted damage / s)
		Duration: N/A
		Range:
		0.03 / 0.05 / 0.08 / 0.1 m (beam radius) 0.05 / 0.1 / 0.15 / 0.2 m (boosted beam radius)
		Misc:
		9 (number of beams) 100 m (sweep area) 1 rev/sec (rotation speed) 20% (status chance) 40% (boosted status chance) 50 (overshield points per pickup) 23.33% stored damage decay/sec
4 25 +20- 40/s	Introduced in Update 23.5 (2018-08-24)	

Strength Mods

Duration Mods

Range Mods



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