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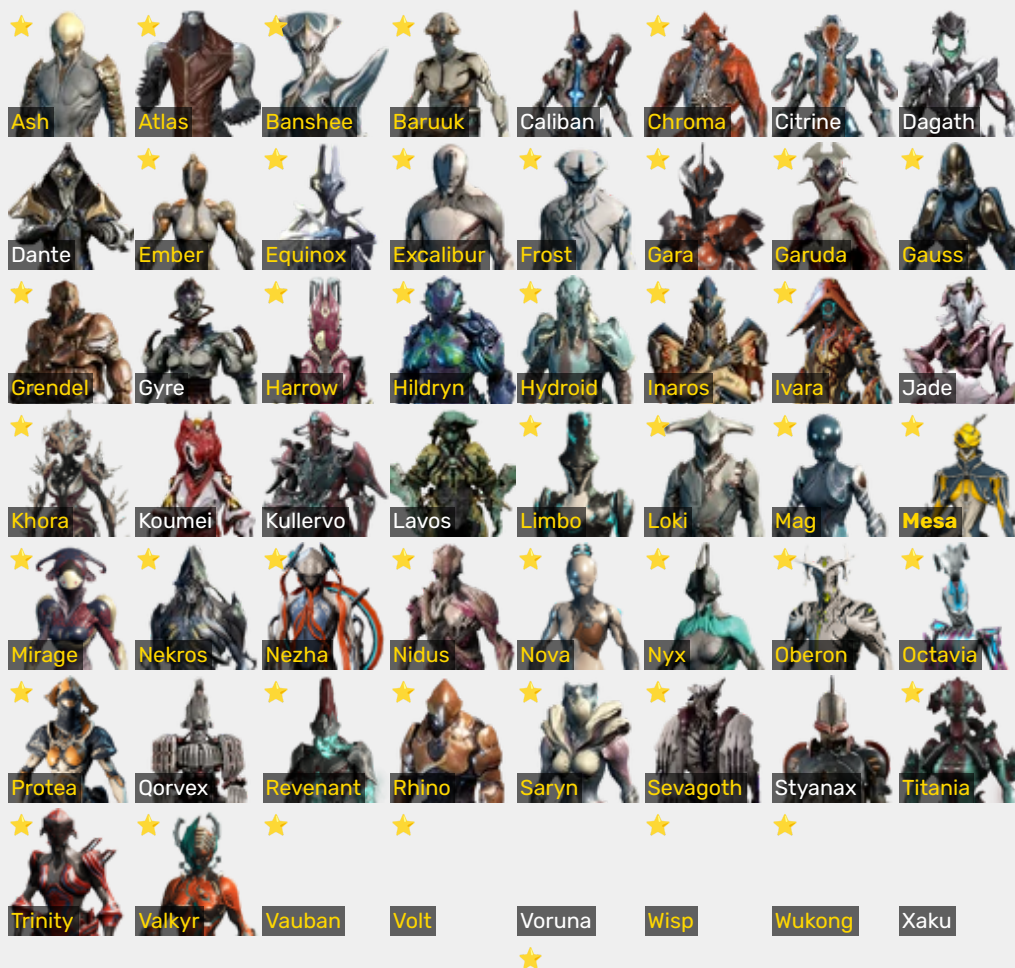
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Mesa

564



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Passive

Mesa has improved proficiency with secondary weapons, and gains a **health** bonus at the expense of not having a melee weapon equipped:

- **+15%** **fire rate** with **dual wielded sidearms**.
- **+25%** **reload speed** for **one handed sidearms**.
- **+50** **health** when no **melee weapon** is equipped.

Abilities

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

1

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Ballistic Battery

When activated, this power stores damage caused by guns. When triggered again, that damage is channeled through the next gunshot.

Strength:

40% / 50% / 60% / 70%
(damage percentage)
20 / 50 / 90 / 140 (max damage per instance)
2000 / 3000 / 4000 / 5000
(max stored damage)

Introduced in **Update 15.5**
(2014-11-27)

Duration:

N/A

Range:

N/A

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

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Shooting Gallery

Gives an ally extra damage while jamming the guns of nearby enemies. This power shifts between team members.

Strength:

10 / 15 / 20 / 25 % (damage bonus)

Duration:

15 / 20 / 25 / 30 s (duration)

Range:

Introduced in Update 15.5 (2014-11-27)	Misc: 3 (number of targets per stun) 1.5 s (stun interval) 2 (instances in coop play)
	Subsumable to Helminth

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

Shatter Shield Envelops Mesa in a barrier of energy, reflecting back incoming bullet damage.	Strength: 50% / 60% / 70% / 80% (damage reduction)
	Duration: 10 / 15 / 20 / 25 s
	Range: 5 / 7 / 9 / 11 m
3 75 Introduced in Update 15.5 (2014-11-27)	Misc: 95% (damage reduction cap) 45° (deflect angle for non- hitscan) 90° (divert angle for hitscan) ∞ (hitscan reflect range)

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

Peacemaker With intense focus, Mesa draws her Regulator pistols, shooting down her foes in rapid succession.	Strength: 1.00x / 1.15x / 1.33x / 1.50x (damage multiplier)
	Duration: N/A
	Range: N/A
4 25 +15/s Introduced in Update 15.5 (2014-11-27)	Misc: 50 (damage) 50 m (maximum shooting distance) 15° (minimum FoV)



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