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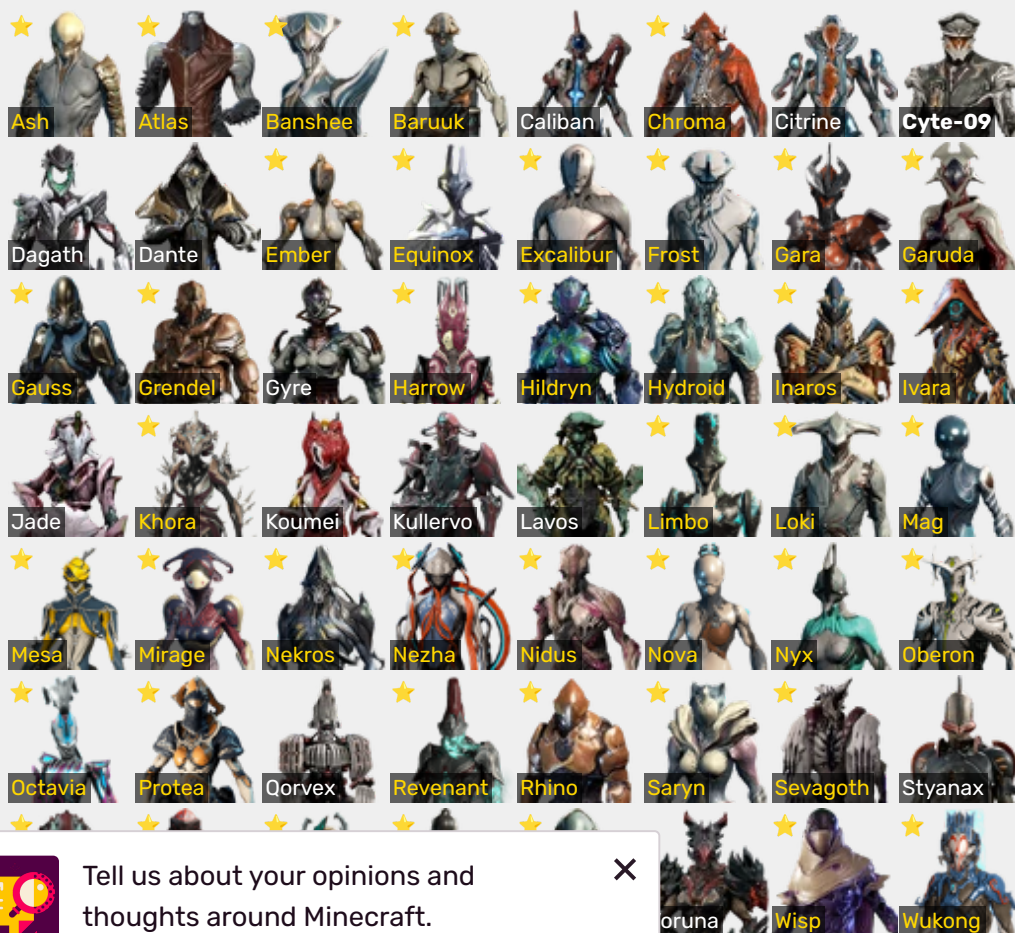
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Cyte-09



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Passive

 **Cyte-09** gains **Practiced Aim** when he kills an enemy by damaging their **Weak Points**, increasing his **Critical Chance** against weak points by **1%** up to a maximum of **300%**, lasting for the entirety of a mission.

- Additional critical chance from Cyte-09's passive can raise the **Critical Tier** of his equipped weapon.

Abilities

- Seek:** Plant an antenna that projects a forward wave scan. Detected enemies take increased Weak Point Damage, and become visible through walls. Weapons gain Punchthrough.
 - Cyte-09 expends  **25** energy to plant an antenna that scans enemies within  **45 / 50 / 55 / 60** meters at a **75** degree frontal angle, lasting for  **20 / 25 / 30 / 35** seconds. Enemies are detected for  **5** seconds, having their silhouette and weak spots highlighted through walls and receive  **30% / 45% / 60% / 75%** increased damage to weak spots. After deploying the antenna, Cyte-09's primary and secondary weapons gain  **10** meter **Punch Through**. A maximum of **3** antennas can be planted.
- Resupply:** Throw two Elemental Ammo Packs that instantly refill the active weapon's magazine, while granting the weapon an additional instance of the selected Elemental Damage and Status Effect. Reload clears the effect. Sniper Rifles gain extra damage. Hold the ability to select the Elemental Damage type.
 - Cyte-09 expends  **50** energy to instantly reload his currently equipped weapon while deploying **2** ammo packs. Looting the ammo packs will instantly refill the equipped weapon's magazine, receiving an additional instance of  **10% / 15% / 20% / 25%** damage ( **20% / 30% / 40% / 50%** for **Sniper Rifles**) and guaranteed status effects from the selected element.



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bonus. Up to **6** elemental ammo

lements. Hold the ability to open

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- **Evade:** Jump backwards and become invisible for a short duration. Killing enemies extends the duration and heals Cyte-09.
 - Cyte-09 expends **75** energy to jump backward and become **Invisible** for **10** seconds. **Weak point** kills extend the ability's duration for **2** seconds to a maximum of **30** seconds and restores Cyte-09's **Health** by an **25 / 50 / 75 / 100**. Has a cooldown of **60** seconds.
 - **Helminth** ability.
- **Neutralize:** Summon the Neutralizer, Cyte-09's exalted Sniper Rifle. Bullets ricochet off Weak Points to seek out other nearby Weak Points. Alt fire lobbs a Cold grenade that completely freezes enemies.
 - Cyte-09 expends **5** energy to summon the **Exalted Weapon** sniper rifle **"Neutralizer" wasn't found in Module:Weapons/data**.
 - Neutralizer has its own unique statistics:
 - Primary fire shoots semi-automatic sniper rounds.
 - Consumes **10** energy per shot.
 - Base damage is **318.8** weighted toward **Puncture**, with a damage multiplier of **1x / 1.08x / 1.16x / 1.25x**.
 - Shots have a **45% critical chance**, **3x critical multiplier**, **10% status chance**, **1.0 fire rate**, **2.5 meter punch through**, and a **magazine size** of **12** with a **reload speed** of **2.2** seconds.
 - On weak point hits, the bullet **ricochets** up to **4** times within **10** meters of the target, with a damage loss of **20%** per ricochet.
 - Three zoom modes:
 - First zoom has 2.5x zoom distance and +40% critical damage multiplier.
 - Second zoom has 4.0x zoom distance and +60% critical damage multiplier.
 - Third zoom has 8.0x zoom distance and +80% critical damage multiplier.
 - **Alternate Fire** launches a grenade that inflicts **10** **Cold** stacks and leaves a lingering field that lasts **5** seconds.
 - Consumes **20** energy and **3** ammo per shot.



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old.
, 2x critical multiplier, 0% status



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