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Passive

Every **4th** ability cast by  **Protea** gains an additive **100%**  **Ability Strength** bonus. The power recorder displayed on the HUD above her ability icons is charged by **1** power bar per ability cast. Once fully charged with **3** power bars, the leftmost slot glows intensely and the bonus ready message is shown above.

- After the bonus is applied, the power recorder empties to reset the cycle.
- Abilities can be cast in any combination to empower a desired ability with the passive bonus.
- Passive bonus grants improvements to the following aspects of each ability:
 - [Grenade Fan](#)'s Shrapnel Vortex damage per second, or Shield Satellite shield restore on attach and shield points per second.
 - [Blaze Artillery](#) damage per shot.
 - [Dispensary](#) extra pickup drop chance.
 - [Temporal Anchor](#) recorded damage conversion.
- Stored power bars are **not** affected by ability nullifying effects.
- The power recorder is affected by Protea's Appearance colors.

Abilities

View Maximization

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

	Grenade Fan	Strength:
	Throw out 3 grenades in an arc.	200 / 250 / 350 / 500 (Slash damage per second)
1		
25	(TAP) SHRAPNEL VORTEX	200 / 300 / 400 / 500 (shield restore on attach)
	Creates a slashing, staggering swirl of shrapnel.	25 / 30 / 40 / 50 (shield points per second)
		Duration: 13 s
		Range:
	(HOLD) SHIELD	2 / 3 / 4 / 5 m (vortex and



work as overcharging shield generators, protecting her, her allies and companions. When Shields break a Satellite is destroyed to extend the period of invulnerability.	1 m (initial jump height) 3 (shrapnel grenades per throw) -45° / 0° / +45° (shrapnel grenade spread) 33 % (Slash status chance) 100 % (stagger chance)
Introduced in Update 28.0 (2020-06-11)	4 (shield grenades per throw) -45° / -25° / +25° / +45° (shield grenade spread) 1 (limit of allies per satellite) 2x s (minimum shield gate extension)

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

2 50 Blaze Artillery Deploys an artillery unit to blast plasma charges at enemies it faces. Each enemy hit increases the power of subsequent plasma attacks. Introduced in Update 28.0 (2020-06-11)	Strength: 100 / 150 / 200 / 500 (Heat damage per shot) Duration: 3 s Range: 30 m (targeting range) Misc: 3/s (shots per second) 130° (firing arc) 3 (limit of active turrets) 100% (Heat status chance) 2 m (area of effect) +100% (damage bonus per hit)
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This section is *transcluded* from *Dispensary* . To change it, please *edit the transcluded page*.

3 75 Introduced in Update 28.0 (2020-06-11)	Dispensary Deploys a device that generates 3 pickups after a short delay: empowered health orb, universal ammo pack and energy orb.	Strength: 10 / 15 / 20 / 25 % (extra pickup drop chance)
		Duration: 10 / 15 / 20 / 25 s
		Range: N/A
		Misc: 2 s (pickup spawn interval) 100 HP (empowered health orb restore) 1x (universal ammo pack restore) 1 (limit of active caches)
		Subsumable to Helminth

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

4 100 Introduced in Update 28.0 (2020-06-11)	Temporal Anchor Drops a Temporal Anchor which, after a short duration, Protea rewinds to triggering a temporal implosion. Implosion damage increases based on damage dealt between anchor drop and rewind. Everything lost or expended in that time is returned. Dying while Anchor is active rewinds Protea to the anchor, saving her. Protea is knocked down and the anchor vanishes.	Strength: 10 / 15 / 20 / 25 % (recorded damage conversion)
		Duration: 5 / 6 / 7 / 8 s (anchor duration)
		Range: 8 / 10 / 12 / 15 m (implosion range)
		Misc: 3 s (initial invulnerability phase) 100 % (enemy knockdown chance on implosion) 100 % (status cleanse on rewind) 1.5 s (rewind countdown) 100 % (self knockdown chance on lethal hit) 5 % (health restore on lethal hit)

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