# 

[Guardians](#h.ovo0fs434mmj)

[Starlord – Direct Damage or Team/self buffs](#h.gtg6svkyccdx)

[Level 1 Active - Stun](#h.yr2bmymgxg4b)

[Level 2 Combo1](#h.7o31951i5l5q)

[Level 5 Active (1) - Direct Damage/Crowd Control](#h.c4mbvblnzd3b)

[Level 5 Active (2) - Team Buff](#h.euxpzl7cmr73)

[Level 10 Passive (1) - DPS](#h.enee8zuj8yr0)

[Level 10 Passive (2) - Team Buff](#h.u1gryjnmavbc)

[Level 15 Active (1) - AOE](#h.do1o5gco8jf)

[Level 15 Active (2) - Team Buff](#h.8icpvbgj49zg)

[Level 15 Combo (2)](#h.g681yd9yf9bp)

[Level 20 Passive (1) - Self Buff](#h.g3t0j4pwxdec)

[Level 20 Passive (2) - Self Buff](#h.56z0jjkm6d5q)

[Level 25 Passive - Self Buff](#h.p24wwfhexit)

[Level 30 Active (1) - AOE/Control](#h.qgcspc1eiwko)

[Level 30 Active (2) - AOE/DPS](#h.b8n17ndtm7q2)

[Gamora – Melee DPS/aoe Or dash attacks](#h.v084li5tn3x2)

[Level 1 Active – AoE](#h.2iqpil7c7ce4)

[Level 2 Combo1](#h.3n7wgf5ozyh8)

[Level 5 Active (1) – Direct Damage](#h.hvhovll580m6)

[Level 5 Active (2) - Debuff](#h.rwsayss9ja3i)

[Level 10 Passive (1) - DPS](#h.3di8hm4966ns)

[Level 10 Passive (2) - DPS](#h.ufit14el5h6j)

[Level 15 COMBO2](#h.wiy6ynrzba91)

[Level 15 Active (1)](#h.jtlwunbydhkq)

[Level 15 Active (2)- Dps/Movement](#h.mouww7lap3n9)

[Level 20 Passive (1) - DPS/AOE](#h.qfczdfpyw4bg)

[Level 20 Passive (2) - DPS](#h.hgfct8nve2mf)

[Level 25 Passive – Self Buff](#h.b6hy2daltk8i)

[Level 30 Active (1) - DPS](#h.7aettbl6jb4h)

[Level 30 Active (2) – DPS/Movement](#h.uh23a53hkzpr)

[Drax – Main Tank – Direct DPS/DoT or Knockback/down Area Control](#h.4m4q4znx454p)

[Level 1 Active -DPS](#h.rhap6tk9y28c)

[Level 2 Combo1](#h.ywy7w6m64132)

[Level 5 Active- DPS](#h.npeofr3gmaqy)

[Level 5 Active-DOT](#h.m2gfbm90tplq)

[Level 10 Passive (1)- DPS](#h.gl92kowh49e)

[Level 10 Passive (2) -DEBUFF](#h.t7usea38466m)

[Level 15 COMBO2](#h.q4s66vk1ccwy)

[Level 15 Active (1)](#h.ajinln7aqo2z)

[Level 15 Active (2) -Control](#h.pila87x1fok9)

[Level 20 Passive (1) - DEBUFF](#h.ib4psqc7phkv)

[Level 20 Passive (2) - Control](#h.s1lyplby10cw)

[Level 25 Passive – Self Buff](#h.mtqyst33z1tx)

[Level 30 Active (1) – DPS/Debuff](#h.vg4x7kc8e72k)

[Level 30 Active (2) - DPS](#h.dsxau5tsocw3)

[Rocket – Direct Damage/AOE & Team Buffs](#h.90uxnx9zj2tm)

[Level 1 Active - AOE](#h.19vmb7yoylh6)

[Level 2 Combo1](#h.svcppsk9j83v)

[Level 5 Active (1) – Direct Damage](#h.e16yekdc3w28)

[Level 5 Active (2) - Team Buff](#h.8ln0n2nk5n1f)

[Level 10 Passive (1) – Self Buff](#h.lid22z8gw2k1)

[Level 10 Passive (2) - Team Buff](#h.bcujm057ykr4)

[Level 15 Active (1) - Control](#h.qekwq7z6r133)

[Level 15 Active (2) - Team Buff](#h.7gtj58p2f0nx)

[Level 15 Combo (2)](#h.ix5ph3pevwu9)

[Level 20 Passive (1) - Control](#h.gb4p8just5yw)

[Level 20 Passive (2) Debuff](#h.xe2p796oc971)

[Level 25 Passive Self Buff](#h.3z374d5sw2na)

[Level 30 Active (1)](#h.k7wns4oumn6k)

[Level 30 Active (2) team buff](#h.fb4wsrnnjvz9)

[Groot – Healing or area/crowd control – Off tank](#h.r7116r4rin68)

[Level 1 Active – team buff](#h.g0iovwgj0pjs)

[Level 2 Combo1](#h.dzqjmredakfk)

[Level 5 Active (1) Direct Damage](#h.391oitlkni4s)

[Level 5 Active (2) Control](#h.1ingkr6n2sp1)

[Level 10 Passive (1) Self Buff](#h.kky3zexd48y)

[Level 10 Passive (2) DoT](#h.s3j1ge7jh64y)

[Level 15 Active (1) Team Buff](#h.84y4d76ik6qj)

[Level 15 Active (2) Control](#h.pq48kqze8gwa)

[Level 15 Combo (2)](#h.oh00pp5ot18k)

[Level 20 Passive (1) Self Buff](#h.w2y8qd2q5srr)

[Level 20 Passive (2) DPS](#h.mgxtz8u9rbq9)

[Level 25 Passive – Self Heal](#h.r535xxcbuu5t)

[Level 30 Active (1) – AOE](#h.8vc1lj8ch0v8)

[Level 30 Active (2) Debuff](#h.gspj9mefvjz)

[Mantis](#h.1y3prh31zsbu)

[Level 1 Active](#h.b6xujeh1xg6r)

[Level 2 Combo1](#h.3thnuebh4o4b)

[Level5 Active1](#h.c75r8isznqtm)

[Level5 Active2](#h.z6z0mwbaj1lb)

[Level10 Passive1](#h.qz717lk15p05)

[Level10 Passive2](#h.l7kzt1fej2uw)

[Level15 Active1](#h.jv686n91mab4)

[Level15 Active2](#h.4i4uvqshpbtq)

[Level15 Combo2](#h.fr52q8bz0p6p)

[Level20 Passive1](#h.fr40wfjn7fg9)

[Level20 Passive2](#h.5zdk8u9zibax)

[Level25 Passive](#h.ukf8znwrrx55)

[Level30 Active1](#h.eloor62ndifm)

[Level30 Active2](#h.wqhf227ow8w1)

[Iron Man](#h.e1f1qa5s5u63)

[Level 1 Active](#h.g2j15iro2x65)

[Level 2 Combo1](#h.hvtp8coxn7yr)

[Level5 Active1](#h.9swjto4wrbmp)

[Level5 Active2](#h.t4suzvlzmwxx)

[Level10 Passive1](#h.89apw3f0pbxv)

[Level10 Passive2](#h.miaojzlvbtc4)

[Level15 Active1](#h.bbesxsc0v29r)

[Level15 Active2](#h.wvzkc3rj9psj)

[Level15 Combo2](#h.7h0faza46aw3)

[Level20 Passive1](#h.11ex3i946h8r)

[Level20 Passive2](#h.duugnu3dhrqp)

[Level25 Passive](#h.n3ofgzwt6clv)

[Level30 Active1](#h.do7yks1f7zoh)

[Level30 Active2](#h.lwhmephn89t5)

[Bug](#h.bt6jmctg74kg)

[Level 1 Active](#h.ba8f2lgmzou5)

[Level 2 Combo1](#h.o8r68np2v8ir)

[Level5 Active1](#h.jask0x7nkw2)

[Level5 Active2](#h.v3pojlv84nf8)

[Level10 Passive1](#h.bnpjhwsg0npr)

[Level10Passive2](#h.z8phpmwchemx)

[Level15 Active1](#h.t9xsp6tymudz)

[Level15 Active2](#h.6l5lvfwitym3)

[Level15 Combo2](#h.5i2rvode8lkx)

[Level20 Passive1](#h.9bzwkvxc0j6h)

[Level20 Passive2](#h.w0i694c900yd)

[Level25 Passive](#h.ij1h2mvupku)

[Level30 Active1](#h.fawx5hciv6yl)

[Level30 Active2](#h.ist0pyswilmz)

[Charlie-27](#h.xda1bicihz9l)

[Level 1 Active](#h.bmbo1bvexmj7)

[Level 2 Combo1](#h.gwgm4twkiac)

[Level5 Active1](#h.u9eo4sgyl5x1)

[Level5 Active2](#h.9pfspt80sf1r)

[Level10 Passive1](#h.vw5wir4gq9ib)

[Level10Passive2](#h.npgbgadq0cus)

[Level15 Active1](#h.ue3nxmf71m2m)

[Level15 Active2](#h.8zc09s4k1lqt)

[Level15 Combo2](#h.odxepnt1eonn)

[Level20 Passive1](#h.hipp6exvtoqm)

[Level20 Passive2](#h.ynylvrttgy9y)

[Level25 Passive](#h.62j81ai8tlst)

[Level30 Active1](#h.b42br43z0siy)

[Level30 Active2](#h.jzfqoukxty13)

[Beta Ray Bill](#h.xob76grsc2va)

[Level 1 Active](#h.kzs72k6bnv6c)

[Level 2 Combo1](#h.7kg3rm8zi3jo)

[Level5 Active1](#h.9zn00fa0tw7d)

[Level5 Active2](#h.743j53z3043n)

[Level10 Passive1](#h.c0ex84oqmg09)

[Level10Passive2](#h.u68o3cbzbafm)

[Level15 Active1](#h.4eki809z7gmr)

[Level15 Active2](#h.xzm3zjnrh1om)

[Level15 Combo2](#h.jslxuxrb140r)

[Level20 Passive1](#h.b1mbvvkunjk5)

[Level20 Passive2](#h.e3nde410xwzc)

[Level25 Passive](#h.z4od0jivkqcf)

[Level30 Active1](#h.uxlp1vak36e4)

[Level30 Active2](#h.4mjnwssw7lni)

[Caiera](#h.oa2depmjzxws)

[Level 1 Active](#h.xiiau8xnb26d)

[Level 2 Combo1](#h.otrrw9rmf61f)

[Level5 Active1](#h.ko3e4ny3ab8d)

[Level5 Active2](#h.921ongflfh9l)

[Level10 Passive1](#h.tna183yw0g6x)

[Level10Passive2](#h.pt89sctphme6)

[Level15 Active1](#h.x18wielz0ezx)

[Level15 Active2](#h.v81gfj6vg5y6)

[Level15 Combo2](#h.kfo8qb4d17e7)

[Level20 Passive1](#h.o4oyqcno3apx)

[Level20 Passive2](#h.g6reslbdyy5y)

[Level25 Passive](#h.6hvcxjikgwgc)

[Level30 Active1](#h.4wnqos66w6c6)

[Level30 Active2](#h.h17552vihiom)

[Vance Astro](#h.xqopxjesg3hq)

[Level 1 Active](#h.8ypec3zl3qu)

[Level 2 Combo1](#h.jix0jicb98ng)

[Level5 Active1](#h.p1oxjpkpch49)

[Level5 Active2](#h.w099yljawzm1)

[Level10 Passive1](#h.yrohaddw6aix)

[Level10Passive2](#h.v8vs7ghemob9)

[Level15 Active1](#h.emm1ix24d6a5)

[Level15 Active2](#h.8aw552yb8p13)

[Level15 Combo2](#h.b1xbyrqf3myy)

[Level20 Passive1](#h.i8e9awfchh60)

[Level20 Passive2](#h.bblg57qvxbfe)

[Level25 Passive](#h.2zgblodac1fj)

[Level30 Active1](#h.unj6hk9br1xv)

[Level30 Active2](#h.l3bc1knizv9f)

[Rhomann Dey](#h.a83iuhhr8fs1)

[Level 1 Active](#h.xkjtj8dqjttv)

[Level 2 Combo1](#h.f4v5yohnqrya)

[Level5 Active1](#h.atwfbwfvgvi7)

[Level5 Active2](#h.ycwcbefdy2rq)

[Level10 Passive1](#h.bttbjn5ghs7k)

[Level10Passive2](#h.cmysuewgaj8r)

[Level15 Active1](#h.gb4toebf18t)

[Level15 Active2](#h.nb9tej067ul)

[Level15 Combo2](#h.wpcskkb8fgfi)

[Level20 Passive1](#h.9d9prfijsg8d)

[Level20 Passive2](#h.mnl1y8xwrsbx)

[Level25 Passive](#h.if88d8rfmkeb)

[Level30 Active1](#h.hnol8ughyuz1)

[Level30 Active2](#h.d63ya860rgq2)

[Quasar](#h.9vu4azdybag)

[Level 1 Active](#h.55m9lrfz08lo)

[Level 2 Combo1](#h.g8cv38s5yl0r)

[Level5 Active1](#h.538tw21yg41z)

[Level5 Active2](#h.2gnt4oujpfyr)

[Level10 Passive1](#h.spp9tew5poo8)

[Level10Passive2](#h.souqnjp566gp)

[Level15 Active1](#h.4v0wx272cs)

[Level15 Active2](#h.shdz7axaqvvn)

[Level15 Combo2](#h.oycb88tnxmh8)

[Level20 Passive1](#h.i5oaal9ram3)

[Level20 Passive2](#h.2d97vjvqsq63)

[Level25 Passive](#h.vdjq443l5oaa)

[Level30 Active1](#h.s19irmswxiwa)

[Level30 Active2](#h.4oz0xss4yea)

[Yondu](#h.hna4l11min4r)

[Level 1 Active](#h.nsdpwyl0hmwl)

[Level 2 Combo1](#h.mrnsxnxlbbdh)

[Level5 Active1](#h.k2ct1smebaq1)

[Level5 Active2](#h.s7e69jssdjz6)

[Level10 Passive1](#h.tplca87rore4)

[Level10Passive2](#h.7d1xa2yif2bc)

[Level15 Active1](#h.p21d60q3keek)

[Level15 Active2](#h.mh5znh6civbx)

[Level15 Combo2](#h.fd4gh74el7gj)

[Level20 Passive1](#h.grztj0xmfrsk)

[Level20 Passive2](#h.1g89urlkf9nf)

[Level25 Passive](#h.xbsua1b9nvh4)

[Level30 Active1](#h.1jwa5a34tzpa)

[Level30 Active2](#h.ro1ln7a8fu0c)

[Hulk](#h.fo3bkx5pb4gm)

[Level 1 Active](#h.2nxo9alvfhim)

[Level 2 Combo1](#h.sy5ryn975frx)

[Level5 Active1](#h.dl1l83i6e1iu)

[Level5 Active2](#h.70iz3a73nmjd)

[Level10 Passive1](#h.d8xnsrnpe78w)

[Level10Passive2](#h.f3z5dreax1ix)

[Level15 Active1](#h.gzojhzt9oejd)

[Level15 Active2](#h.tuepbto977r0)

[Level15 Combo2](#h.5s06dkybg411)

[Level20 Passive1](#h.psw8fwfddx3h)

[Level20 Passive2](#h.rrt5adwtd2l2)

[Level25 Passive](#h.hmf29st3cmbk)

[Level30 Active1](#h.xqq4qqsvkp2f)

[Level30 Active2](#h.t9ayl3cgvz8o)

[Thor](#h.eq9l6dhk4stz)

[Level 1 Active](#h.nf9n1tsklx7y)

[Level 2 Combo1](#h.nfl3tsiemp9z)

[Level5 Active1](#h.i9pfgu6vbjq)

[Level5 Active2](#h.q87lthld6rln)

[Level10 Passive1](#h.h8ud2nolyvkx)

[Level10Passive2](#h.ev4z8bahwjgt)

[Level15 Active1](#h.ylvhkx9ez7em)

[Level15 Active2](#h.8jt7rarvxoiy)

[Level15 Combo2](#h.ooc3narkjft5)

[Level20 Passive1](#h.nqsgzg4g0p33)

[Level20 Passive2](#h.lxofj0btx0lk)

[Level25 Passive](#h.bkjroq9htq0v)

[Level30 Active1](#h.qo3wouln8avl)

[Level30 Active2](#h.snulncn4jxj)

[Sif](#h.oidzksqmvln5)

[Level 1 Active](#h.2ufrwnlfjekd)

[Level 2 Combo1](#h.3bdcmmvjake)

[Level5 Active1](#h.s61687rd4jns)

[Level5 Active2](#h.4rdxug4gox25)

[Level10 Passive1](#h.vwcr3s7p2mrt)

[Level10Passive2](#h.kewmk72tyqzf)

[Level15 Active1](#h.9jtix5xxook3)

[Level15 Active2](#h.3bdqasb2fgkv)

[Level15 Combo2](#h.5rjqxfvgb3qb)

[Level20 Passive1](#h.63pppza6fkzs)

[Level20 Passive2](#h.fdojoeprigj)

[Level25 Passive](#h.c1svu6ruj2la)

[Level30 Active1](#h.iv2032vcyqaa)

[Level30 Active2](#h.txl5pk1emtqr)

[Captain Marvel](#h.wri0rqomyyb8)

[Level 1 Active](#h.grrmtabvznb8)

[Level 2 Combo1](#h.8ep2v3g2tu4y)

[Level5 Active1](#h.son96ezcqwgf)

[Level5 Active2](#h.evm5gjuxuzeo)

[Level10 Passive1](#h.qm33lrsrz8bl)

[Level10Passive2](#h.8vydcij2scjf)

[Level15 Active1](#h.qpyqitxitex)

[Level15 Active2](#h.ytj5u4r7rt9p)

[Level15 Combo2](#h.j4syyedgu0ao)

[Level20 Passive1](#h.i14tf1tazl6i)

[Level20 Passive2](#h.49patrzgb4va)

[Level25 Passive](#h.lbtfj8bgt76g)

[Level30 Active1](#h.w45lxyc9zppx)

[Level30 Active2](#h.s0af1i1bugmk)

[Angela](#h.8gen27c61v7l)

[Level 1 Active](#h.dzqj1nbtgntj)

[Level 2 Combo1](#h.m21qfi2hgf6t)

[Level5 Active1](#h.ncf8vcwe76wi)

[Level5 Active2](#h.mfz9f7fl8y86)

[Level10 Passive1](#h.guenf1wvh99y)

[Level10Passive2](#h.n1iubh17bq1f)

[Level15 Active1](#h.bvkh3phvyz2b)

[Level15 Active2](#h.6d4qzmhk1hdk)

[Level15 Combo2](#h.p2rri1bg2gr8)

[Level20 Passive1](#h.xgtkx8qsxdj3)

[Level20 Passive2](#h.56i5ycilg220)

[Level25 Passive](#h.1p2n2336nrym)

[Level30 Active1](#h.y618coaneg6u)

[Level30 Active2](#h.n9d5edr8hh0g)

[Nova](#h.wkdiwv3hqx4y)

[Level 1 Active](#h.jytu0j1mdww7)

[Level 2 Combo1](#h.dod4mwafwtaw)

[Level5 Active1](#h.m02n8h8vw8cq)

[Level5 Active2](#h.w6pxr5jw1j73)

[Level10 Passive1](#h.rygii8ptphkw)

[Level10Passive2](#h.byg15333jyzu)

[Level15 Active1](#h.1fpduovn9n5y)

[Level15 Active2](#h.qzx41li6ye5m)

[Level15 Combo2](#h.ysgomxkm0d0l)

[Level20 Passive1](#h.7olz43bo6uv6)

[Level20 Passive2](#h.xc9zmlrxshsi)

[Level25 Passive](#h.csk20egkoa0w)

[Level30 Active1](#h.mos01ranpnql)

[Level30 Active2](#h.xjlv4sz4ufa)

[Super Nova](#h.ygcwz2d3qpqt)

[Level 1 Active](#h.kwyhyc606wd3)

[Level 2 Combo1](#h.qwvl7mcf7477)

[Level5 Active1](#h.oyzqrlgqd5vr)

[Level5 Active2](#h.zahtl63bp0ts)

[Level10 Passive1](#h.psr3tpegg6bg)

[Level10Passive2](#h.35y1jzpk9ktp)

[Level15 Active1](#h.ywxvitjtlnv9)

[Level15 Active2](#h.uigob9rbgpfh)

[Level15 Combo2](#h.xkmk8qwn8phd)

[Level20 Passive1](#h.34841y5x9upj)

[Level20 Passive2](#h.fu69bd3ef2co)

[Level25 Passive](#h.cm79wymgl1z1)

[Level30 Active1](#h.ta7cmfhvp6n8)

[Level30 Active2](#h.xyj0oouwlgan)

[Bosses & Mini Bosses](#h.215by9plo6dl)

[Korath The Pursuer](#h.4jn04f9m4l6r)

[Level 1 Active – Burst Fire [ ]](#h.ahqi321y41hu)

[Level 5 Active – Beta Baton Strike [ ]](#h.m2m2ezuwen0i)

[Level 10 Passive – Cybernetic Targeting](#h.e1nei5m52li5)

[Level 15 Active – Psionic Pursuit [ ]](#h.gt1vcownv8od)

[Level 20 – Passive – Cybernetic Reconstruction](#h.prp89fl98wg)

[Level 25 – Passive – Beta Baton Shutdown](#h.upmrwja2dfyw)

[Level 30 Active – Baton Fury [ ]](#h.qfu4uomv1rhv)

[Skunge](#h.3epil64kn1gb)

[Level 1 Active](#h.19strrlxtw89)

[Level 5 Active](#h.oqnka6vbkfmh)

[Level 10 Passive](#h.5kru2vylznvh)

[Level 15 Active](#h.ikox9s92b2y3)

[Level 20 – Passive](#h.rjbetqh5utin)

[Level 25 – Passive](#h.13k5j1byam46)

[Level 30 Active](#h.jfu9n0rs36i0)

[Levan](#h.m6mti8vp0uc8)

[Level 1 Active](#h.ijv3tcyh2nfd)

[Level 5 Active](#h.ud3oobok0efu)

[Level 10 Passive](#h.qrrv49smeaf8)

[Level 15 Active](#h.v86lptc7sq7r)

[Level 20 – Passive](#h.ffvyi34yg7cr)

[Level 25 – Passive](#h.oaq4bxgodfzj)

[Level 30 Active](#h.u46mpq9g58gx)

[Nebula](#h.7ejne25ae8f5)

[Level 1 Active](#h.d8dw6yft90wc)

[Level 5 Active](#h.x4524bg8j0e4)

[Level 10 Passive](#h.byri71uz9w8)

[Level 15 Active](#h.9u5g1go21nnn)

[Level 20 – Passive](#h.hza8ybxlzwwt)

[Level 25 – Passive](#h.esy9zb3p7rhh)

[Level 30 Active](#h.r7n3du3aoiyp)

[Red King](#h.ggqxtm122nxx)

[Level 1 Active](#h.4cgb8dp0i3nw)

[Level 5 Active](#h.2582g2vnm5kz)

[Level 10 Passive](#h.i1axn7dv3cts)

[Level 15 Active](#h.cm8kfgrq20t5)

[Level 20 – Passive](#h.v95sjwkewyxh)

[Level 25 – Passive](#h.it3cv0ii8oyi)

[Level 30 Active](#h.buox5496etlb)

[Korg](#h.3az1dc5u7fqw)

[Level 1 Active](#h.9rzfjjywkkfy)

[Level 5 Active](#h.6xlxij7yztxr)

[Level 10 Passive](#h.kv4dr3d3au4v)

[Level 15 Active](#h.j0xom0rf76vg)

[Level 20 – Passive](#h.bfyhoimldkt1)

[Level 25 – Passive](#h.g06v2jpifrl9)

[Level 30 Active](#h.t7tmgh7segbj)

[Margus](#h.f4ud17bafhq9)

[Level 1 Active](#h.x8kni5yk0hw8)

[Level 5 Active](#h.vipoh1gg6l0g)

[Level 10 Passive](#h.6bd0pucfgpv)

[Level 15 Active](#h.5pro0jut930a)

[Level 20 – Passive](#h.dqvjxpwilz0p)

[Level 25 – Passive](#h.kbdnmlgfllk6)

[Level 30 Active](#h.yguefruu31gg)

[Ronan](#h.oj4lg11vcguv)

[Level 1 Active](#h.lw2f5mkf9b6q)

[Level 5 Active](#h.4hl8n5uqhru5)

[Level 10 Passive](#h.4um2gwf1osx3)

[Level 15 Active](#h.meop3ldheaci)

[Level 20 – Passive](#h.23fg7jihlz2c)

[Level 25 – Passive](#h.45539z9c8svp)

[Level 30 Active](#h.5o0qbou9rriz)

[Wraith](#h.sxvclpmby4z6)

[Level 1 Active](#h.8o4bl28gbq9l)

[Level 5 Active](#h.nna0je8ibgx1)

[Level 10 Passive](#h.pxk0kispsngu)

[Level 15 Active](#h.eogwcnir27j0)

[Level 20 – Passive](#h.f0ax9yh8s12f)

[Level 25 – Passive](#h.fati14ussxqu)

[Level 30 Active](#h.nxuinwmhogjm)

# Guardians

# Starlord – Direct Damage or Team/self buffs

Standard ranged direct damage. He should be good at dealing damage to single targets. If his element gun is available that could make for a really cool set of unlockable active powers tied to each element. I’m thinking Starlord should be our baseline for stats such as moment and toughness as well, then we can dial other characters up or down from there as needed.

## Level 1 Active - Stun

**Fire Blast**

Hits a single enemy and catches them on fire for N seconds. Damage is dealt at a rate of X per N milliseconds. While on fire the enemy will run around and not attack.

## Level 2 Combo1

## Level 5 Active (1) - Direct Damage/Crowd Control

**Wind Blast**

captures one enemy in a tornado for N seconds.

## Level 5 Active (2) - Team Buff

**Shield Generator** - Ship support. Starlord calls Ship for help, this will drop a Shield generator down in the play area. Any allies within N distance of the shield generator will receive a defense boost. The generators power (health) will slowly drain over N seconds until it is empty and shuts down. Certain enemies will be smart enough to target the generator and take it down quicker.

## Level 10 Passive (1) - DPS

**Elemental boost**

Adds a N% chance of a burning enemy catching adjacent enemies on fire.

## Level 10 Passive (2) - Team Buff

**Shield Boost**

Increases the health/duration of Ship’s Shield Generator by N%

## Level 15 Active (1) - AOE

**Ice Storm**

Rains shards of ice down on the battlefield causing N damage to all enemies.

## Level 15 Active (2) - Team Buff

**Life Generator**

Ship drops a life generator on the map that will cause all allies within its area of effect to regen health at N rate. Just like the Shield Generator the life generators power(health) will deplete at a rate of N per second until it shuts down.

## Level 15 Combo (2)

## Level 20 Passive (1) - Self Buff

**Advanced Weapons Tech**

Increase damage of basic attacks by N%.

## Level 20 Passive (2) - Self Buff

**Personal Shield Generator**

Reduce damage taken by N%

## Level 25 Passive - Self Buff

**Ship Link**

Star-Lord is Immune to damage while within Ship’s Shield Generator radius

## Level 30 Active (1) - AOE/Control

**Fire-Storm**

Target enemy is engulfed in a tornado of fire that lasts N seconds. This tornado will move around the map and pick up other enemies as it does. Enemies within the tornado will take X damage per second.

## Level 30 Active (2) - AOE/DPS

**Orbital Bombardment**

Calls in a large air strike from Ship. This will center on a specific enemy and have a blast radius that will damage all enemies that are caught in the blast. (Similar visually to the large blast he has in game currently.)

# Gamora – Melee DPS/aoe Or dash attacks

Melee DPS with some AOE. Gamora should be slightly quicker than average with both her attacks and movement. Sword active powers should allow her to do big swings and hit multiple attackers, as well as dash type attacks allowing her to close with enemies quickly and pull their aggro.

## Level 1 Active – AoE

**Deadly Slash**

Base Damage attack that hits all enemies engaged with Gamora.

## Level 2 Combo1

## Level 5 Active (1) – Direct Damage

**Cleave**

Massive overhand sword swing that causes +N% damage to one enemy.

## Level 5 Active (2) - Debuff

**Poisoned Blades**

Deals normal damage but inflicts a poison DoT on one enemy. Poison will slow both enemy movement and attack rate by N% for X seconds. Does not inflict damage.

## Level 10 Passive (1) - DPS

**Martial Strikes**

Increases the damage of the *Deadly Slash* ability by N%

## Level 10 Passive (2) - DPS

**Combat Reflexes**

When Gamora gets the last hit on an enemy her attack rate is increased by X% for N seconds

## Level 15 COMBO2

## Level 15 Active (1)

**Pistol Shot**

Gamora shoots a single enemy with her pistol

## Level 15 Active (2)- Dps/Movement

**Dashing Strike**

Gamora does a dash move to place her adjacent to the targeted enemy and performs a massive strike causing +N% damage.

## Level 20 Passive (1) - DPS/AOE

**Combat Awareness**

All of Gamoras basic attacks inflict N% damage on nearby enemies.

## Level 20 Passive (2) - DPS

**Cybernetic Reflexes**

Gamoras attack speed is increased by N%

## Level 25 Passive – Self Buff

**Cybernetic Repair**

Gamora will regen health at a rate of N per second.

## Level 30 Active (1) - DPS

**Deathstrike**

Similar to Akuma’s special in Street Fighter, Gamora singles out one enemy and unleashes a barrage of strikes, each one doing N% damage.

## Level 30 Active (2) – DPS/Movement

**Deadliest Woman in the Universe**

Gamora dashes between each enemy on the screen inflicting a strike that deals N% damage to each one.

# **Drax – Main Tank – Direct DPS/DoT or Knockback/down Area Control**

Drax should be our basic straight up Tank type character. Heavy single target damage and incredibly tough. Knives should have active powers that cause bleeding DoT, as well as possibly a sped up attack rate for a short duration. He could also get a berserker/rage power that increases damage at the cost of defense, alternate power path could all be about tanking and soaking damage with regen or maybe even a self-heal. I’d also like to do some push or knockback/down powers with Drax to show off his strength; maybe that could be his alt skill path.

## Level 1 Active -DPS

**Dual Knife Strike**

Drax slashes an enemy with both his knives dealing double damage.

## Level 2 Combo1

## Level 5 Active- DPS

**Come get some!**

Drax taunts nearby enemies to engage him in combat.

## Level 5 Active-DOT

**Slow Bleed**

Drax next attack will inflict a DoT on its target inflicting N damage per second for X seconds.

## Level 10 Passive (1)- DPS

**Perfect Weapon**

Drax attacks gain an additional N% chance of dealing double damage on his attacks.

## Level 10 Passive (2) -DEBUFF

**Crippling Blows**

On hit, Drax attacks will reduce enemy speed by N% as well as the effects of healing by N%

## Level 15 **COMBO2**

## Level 15 Active (1)

**Large Angry Man**

Increase attack and damage rates by N% for X seconds. During this time Drax defense is reduced by N%.

## Level 15 Active (2) -Control

**Fear Me –** Drax causes all enemies near him to run in terror for N seconds.

## Level 20 Passive (1) - DEBUFF

**Cosmic Power**

All of Drax special attacks have a N% chance of knocking enemies down.

## Level 20 Passive (2) - Control

**Get off me**

Drax attacks have N% chance of pushing enemies away from him.

## Level 25 Passive – Self Buff

**Cosmic Regeneration**

Drax regenerates N health per second.

## Level 30 Active (1) – DPS/Debuff

**The Destroyer**

Drax attacks gain N% chance of knockdown and N% chance of a “Bleed” DoT for the next N seconds.

## Level 30 Active (2) - DPS

**Slice & Dice**

All of Drax basic attacks inflict double damage for N seconds.

# Rocket – Direct Damage/AOE & Team Buffs

Rocket should be all about ranged AoE, splash damage, grenades, rockets… etc. Movement should be higher than average. Rockets basic attacks should all be direct damage with some splash, then scaling up with passive abilities to make them more powerful as well as big grenade/bomb type explosives for active powers. Alternate passive path should see him providing tactical buffs to his team mates as in the 2008 comic Rocket is pretty much specifically brought onboard for his tactical expertise.

## Level 1 Active - AOE

**Rocket Launcher**

Launches a rocket at the target dealing N damage and N% damage to enemies within X distance of the target.

## Level 2 Combo1

## Level 5 Active (1) – Direct Damage

**Rocket Shot First**

Unleashes a +N% damage attack on a single enemy. Dual wield laser pistols, different color from regular shots.

## Level 5 Active (2) - Team Buff

**Paint the Target**

Allies attacking the target enemy deal N% damage for X seconds.

## Level 10 Passive (1) – Self Buff

**Overcharged Blaster**

Rockets attacks have a N% chance of dealing splash damage to enemies near the target.

## Level 10 Passive (2) - Team Buff

**Watch my six**

Allies near one another have their defense increased by N

## Level 15 Active (1) - Control

**Suppressing fire**

Targeted enemy and all enemies within N distance are frozen in place for X seconds.

## Level 15 Active (2) - Team Buff

**Battle Tactics**

Allies do an additional N% damage for the next N seconds.

## Level 15 Combo (2)

## Level 20 Passive (1) - Control

**Concussion Rockets**

Rocket Launcher has a N% chance of stunning enemies for X seconds.

## Level 20 Passive (2) Debuff

**Flashbang**

Rocket Launcher has N% chance of halving enemy damage for N seconds.

## Level 25 Passive Self Buff

**Gun Drone** – Rocket has a secondary gun drone that will attack his targets.

## Level 30 Active (1)

**Fuzzy but Deadly**

Unleashes a massive strike of rockets, energy blasts and grenades doing N damage to every enemy on screen.

## Level 30 Active (2) team buff

**Concentrate Fire**

When multiple allies attack a single target they deal X bonus damage, plus an additional Y% per each hero attacking the target.

This power lasts N seconds.

# Groot – Healing or area/crowd control – Off tank

Groot should be somewhere in toughness between Drax and Starlord and have a lower damage output than either of them, his powers should center around big smashing attacks and area control, root type abilities to slow or stop enemy movement.

## Level 1 Active – team buff

**Regrowth**

Groot instantly heals for 50% of his total health.

## Level 2 Combo1

## Level 5 Active (1) Direct Damage

**Vine Shield**

Creates a vine shield for one ally that will absorb N damage. This shield will always receive damage before the character’s health does.

## Level 5 Active (2) Control

**Root**

Groot can summon plants to reduce the movement of all enemies on screen for N seconds

## Level 10 Passive (1) Self Buff

**Unbreakable**

Enemy melee attacks on Groot have their power reduced by N%.

## Level 10 Passive (2) DoT

**Thornwood**

Groot’s Root attack has a N% chance of inflicting a DoT dealing N damage per second for N seconds.

## Level 15 Active (1) Team Buff

**Floral Bloom**

Target Ally will regenerate N health per second for N seconds.

## Level 15 Active (2) Control

**Creeping Vines**

One enemy is rooted in place and takes N damage per second for N seconds.

## Level 15 Combo (2)

## Level 20 Passive (1) Self Buff

**Ironwood**

Groot’s defense is increased by N.

## Level 20 Passive (2) DPS

**Thorn Shield**

Enemies attacking a character with Vine Shield on them take N damage per hit.

## Level 25 Passive – Self Heal

**Eternal Life**

Once per battle when Groot is killed will return to life with 25% health.

## Level 30 Active (1) – AOE

**Wildwood**

Spikes shoot out of Groot on all directions, dealing N damage to nearby enemies.

## Level 30 Active (2) Debuff

**Spore Cloud**

All enemies have their movement, and attack rates reduced by N% for N seconds

# Mantis

## Level 1 Active

**Psychic Heal**

Mantis heals all party members for N points of health

## Level 2 Combo1

## Level5 Active1

**Psychic Shield**

Creates a shield around a single ally that increases it’s defense by X for N seconds

## Level5 Active2

**Staff Strike**

Mantis hits all adjacent enemies with her staff

## Level10 Passive1

**Focus**

Mantis Auto Heal is N% more effective

## Level10 Passive2

**Benevolence**

Adds AoE to Mantis auto heals for N% of the base heal.

## Level15 Active1

**Psychic Distraction**

Removes Mantis as a valid target to enemies for N seconds

## Level15 Active2

**Force of Will**

All enemies on the screen are held in place and cannot move or perform any actions for N seconds

## Level15 Combo2

## Level20 Passive1

**Staff Mastery**

Mantis Staff Strike power deals double damage

## Level20 Passive2

**Psychic Regeneration**

Allies targeted by Auto-heals gain regeneration of N per second for Y seconds

## Level25 Passive

**Precognitive Boost**

Targets of Mantis Auto Heal have their damage increased by N

## Level30 Active1

**Grandmaster**

Any time an enemy moves adjacent to Mantis she will lash out and hit them with her staff.

Causes knockback

## Level30 Active2

**Psychic Mastery**

Mantis forces all enemies on screen to attack each other for N seconds.

# Iron Man

## Level 1 Active

**Dual Repulsor Blast**

Iron Man shoots a single enemy with both repulsor beams from his hands.

+N Damage

## Level 2 Combo1

## Level5 Active1

**Repulsor Shield**

Iron Man activates an Energy Shield

Increases personal defense by N for Y seconds

## Level5 Active2

**Tag!**

Marks an enemy as a priority target for N seconds

Damage dealt to tagged enemy by Iron Man is increased by N

## Level10 Passive1

**Repulsor Boost**

Iron Man’s basic attacks do +N damage

Adds Impact damage type to Iron Man’s basic attacks

## Level10 Passive2

**Enhanced Targeting**

Duration of the Tag power is increased by N

## Level15 Active1

**Missile Swarm**

Iron Man launches a barrage of missiles at his target

Deals N damage plus Y damage to all enemies within the blast radius

## Level15 Active2

**Repulsor Punch**

Iron Man charges one of his gauntlets and punches an adjacent target

Deals N damage and has a Y chance of knocking the target back.

## Level15 Combo2

## Level20 Passive1

**Next Gen Targeting**

Iron Man’s Tag! power gains an area of effect of N distance. All enemies with the radius receive the effect of the Tag! power.

## Level20 Passive2

**Conflict Resolution**

Increases Iron Man’s attack rate by N

## Level25 Passive

**Shield Boost**

Iron Man takes no damage while the Repulsor Shield power is active.

## Level30 Active1

**The Golden Avenger**

Iron Man Slams his fist into the ground emitting a shockwave that creates an AoE around him.

N damage to all enemies within the AoE

N% chance of knocking down all enemies with the AoE.

## Level30 Active2

**Uni-Beam**

Iron Man unleashes a blast from the Arc Reactor in his chest. This should draw a line between Iron Man and his target and damage all enemies that the beam comes in contact with.

Deals N damage to any enemy it contacts.

Has additional knockback

# Bug

## Level 1 Active

**Spear Throw**

Bug throws his spear at a single enemy

## Level 2 Combo1

## Level5 Active1

**Whirlwind**

Bug spins his spear over his head/around him

Hits all adjacent enemies

## Level5 Active2

**Trip**

Bug uses his spear to trip a single enemy

## Level10 Passive1

**Sneaky Git**

Increase Bugs damage by N if at least one other hero is attacking his target.

## Level10Passive2

**Barbed Spearpoints**

Bugs basic attacks cause a DoT to enemies they hit

## Level15 Active1

**Impact Blast**

Bug fires a blast of energy from his Staff

Attack has a N chance of knocking the target down

## Level15 Active2

**Opportunist**

All of Bug’s attacks to knocked down enemies deal double damage

## Level15 Combo2

## Level20 Passive1

**Spear Fighter**

Increase Bug’s attack rate by N

## Level20 Passive2

**Scuttle**

Increases Bugs movement rate by N

## Level25 Passive

**Heavy Carapace**

Bug’s defense is increased by N

## Level30 Active1

**Flash Spear**

Bug Slams his spear into the ground stunning every enemy on screen for N seconds.

## Level30 Active2

**Impaler**

Bug skewers an adjacent enemy doing double damage as well as causing a bleed DoT effect.

# Charlie-27

## Level 1 Active

**Impact Punch**

Charlie dashes forward and smashes a single enemy with his Impact Gauntlet

## Level 2 Combo1

## Level5 Active1

**Venusian Cyclone**

Charlie sticks his arms out and spins around, hitting all adjacent enemies. (think Zangief’s spinning clothesline.)

## Level5 Active2

**Venusian Soldier**

All of Charlies attacks do an additional N damage for the next Y seconds

## Level10 Passive1

**Knockout Blow**

Charlies basic attacks have a N chance of inflicting a stun effect

## Level10Passive2

**High Impact**

Charlies Impact Punch attack gains an AoE effect of N percent of its total damage.

## Level15 Active1

**Big Boot**

Charlie kicks an enemy in the chest and knocks them backwards.

this attack has an N chance of stunning the target.

## Level15 Active2

**Frag Out!**

Charlie throws a Venusian Grenade at a single target

Grenade explodes with an AoE blast

## Level15 Combo2

## Level20 Passive1

**Strike Team**

All allies within N distance of Charlie deal Y additional damage

## Level20 Passive2

**Tough as Nails**

Charlie’s defense is increased by N

## Level25 Passive

**Venusian Champion**

Adds Energy damage to Charlie’s basic attacks

## Level30 Active1

**Venusian Commando**

Charlie throws a handful of grenades in multiple directions

Each grenade explodes with an AoE blast

## Level30 Active2

**Heavy Impact**

All of Charlie’s attacks deal double damage for the next N seconds

# Beta Ray Bill

## Level 1 Active

**Hammer Strike**

BRB strikes his opponent with his hammer Stormbreaker dealing N damage

## Level 2 Combo1

## Level5 Active1

**Hammer Throw**

BRB hurls his hammer at an opponent causing N damage

## Level5 Active2

**Might of Korbin**

All attacks with Stormbreaker deal N bonus damage

## Level10 Passive1

**Korbinite Strength**

All of BRB’s basic attacks have N chance of knockback.

## Level10Passive2

**Guardian of Korbin**

Increases BRB defense by N

## Level15 Active1

**Charged Strikes**

All attacks with Stormbreaker deal splash damage of X for the next N seconds

## Level15 Active2

**Energy Blast**

BRB shoots a single enemy with a blast of energy from Stormbreaker. This attack has N chance of stunning the target.

## Level15 Combo2

## Level20 Passive1

**Asgardian Oath-Brother**

Adds Energy damage to all of BRB attacks

## Level20 Passive2

**The Other Hammer**

Increase BRB chance to crit by N

## Level25 Passive

**Korbinite Champion**

Beta Ray Bill becomes immune to all Energy attacks

## Level30 Active1

**Stormbreaker**

All of BRB’s attacks deal double damage for the next Y seconds and have a X chance of knockdown.

## Level30 Active2

**Storm Caller**

BRB calls down a massive lightning strike centered on himself. All enemies within N distance of him will take Y damage

# Caiera

## Level 1 Active

**Come Here**

Caiera uses her chain to pull a single enemy adjacent to her.

## Level 2 Combo1

## Level5 Active1

**Shinbreaker**

Caiera swings her chain low around her, tripping (knockdown) all adjacent enemies.

## Level5 Active2

**Strength of Stone**

Caiera uses her power to increase her damage by X for N seconds.

## Level10 Passive1

**Old Power Regeneration**

Caiera gains regeneration of X per second.

## Level10Passive2

**Shadow Warrior**

All Old Power attacks have N chance of stunning any enemy they hit.

## Level15 Active1

**Chain Slam**

Caiera uses her chain to grab an enemy, lift them into the air and slam them into the ground repeatedly dealing massive damage. (think what Thor did to Loki in the Avengers movie)

## Level15 Active2

**Shield of Sakaar**

Caiera uses her power to increase her defense by X for N seconds.

## Level15 Combo2

## Level20 Passive1

**The Old Power**

Caiera’s basic attacks have an N chance of doing double damage.

## Level20 Passive2

**Commander of Legions**

All of Caiera’s allies have a N chance of stunning enemies with their basic attacks.

## Level25 Passive

**Immovable Object**

Caiera’s **Shield of Sakaar** power has it’s defense bonus doubled.

## Level30 Active1

**The Oldstrong**

Caira boosts her strength to insane levels and delivers an uppercut that launches the target into the air (off screen?) and has a chance to stun any other enemies within N distance of the target hit.

## Level30 Active2

**Shadow Warrior**

Caiera channels the Old Power to make herself completely immune to damage for N seconds. During this time her attacks also deal Energy damage.

# Vance Astro

## Level 1 Active

Shield Throw

## Level 2 Combo1

## Level5 Active1

Shield Dash

## Level5 Active2

Energy Blast

## Level10 Passive1

## Level10Passive2

## Level15 Active1

## Level15 Active2

## Level15 Combo2

## Level20 Passive1

## Level20 Passive2

## Level25 Passive

## Level30 Active1

## Level30 Active2

# Rhomann Dey

## Level 1 Active

## Level 2 Combo1

## Level5 Active1

## Level5 Active2

## Level10 Passive1

## Level10Passive2

## Level15 Active1

## Level15 Active2

## Level15 Combo2

## Level20 Passive1

## Level20 Passive2

## Level25 Passive

## Level30 Active1

## Level30 Active2

# Quasar

## Level 1 Active

## Level 2 Combo1

## Level5 Active1

## Level5 Active2

## Level10 Passive1

## Level10Passive2

## Level15 Active1

## Level15 Active2

## Level15 Combo2

## Level20 Passive1

## Level20 Passive2

## Level25 Passive

## Level30 Active1

## Level30 Active2

# Yondu

## Level 1 Active

## Level 2 Combo1

## Level5 Active1

## Level5 Active2

## Level10 Passive1

## Level10Passive2

## Level15 Active1

## Level15 Active2

## Level15 Combo2

## Level20 Passive1

## Level20 Passive2

## Level25 Passive

## Level30 Active1

## Level30 Active2

# Hulk

## Level 1 Active

**Foot Stomp**

Hulk stomps on the ground sending a crack towards the targeted enemy, knocking them down when it reaches them

## Level 2 Combo1

## Level5 Active1

**Jumping Smash**

Hulk jumps towards an enemy and smashes them with both fists

## Level5 Active2

**Boulder Toss**

Hulk rips up a piece of the ground and hurls it at a single opponent

## Level10 Passive1

**World Breaker**

Hulk’s Foot Stomp power now has a chance of knocking down anyone the crack touches.

## Level10Passive2

**Pit Fighter**

Hulk gains regeneration of N for each enemy attacking him

## Level15 Active1

**Hand clap**

Hulk claps his hands together stunning enemies around him for N seconds

## Level15 Active2

**Strongest one there is**

Taunt – Hulk bellows, causing all enemies on screen to attack him.

## Level15 Combo2

## Level20 Passive1

**Powerful Punches**

All of Hulks basic attacks have N chance of knocking their target back.

## Level20 Passive2

**Puny Human**

Increases Hulks defense by N

## Level25 Passive

**Jolly Green Juggernaut**

Hulk gains regeneration of N

## Level30 Active1

**You Won’t Like Me When I’m Angry**

All of Hulks attacks do double damage and have an N chance of damaging enemies near the target

## Level30 Active2

**Gamma Powered Goliath**

Hulk is completely invulnerable for N seconds

# Thor

## Level 1 Active

**Mighty Mjolnir**

Thor strikes his opponent with his Mjolnir dealing N damage

## Level 2 Combo1

## Level5 Active1

**Hammer Throw**

Thor hurls his hammer at an opponent causing N damage

## Level5 Active2

**Heir to Asgard**

All attacks with Mjolnir deal double damage

## Level10 Passive1

**The Thunderer**

All of Thor’s attacks have an N chance to stun their target

## Level10Passive2

**Champion of Asgard**

All of Thor’s attacks have an N chance of knocking their target back

## Level15 Active1

**Thunder Strike**

Thor calls down lightning on a single target dealing N damage

## Level15 Active2

**Hammer Down**

Thor slams Mjolnir into the ground knocking all adjacent enemies down for N seconds

## Level15 Combo2

## Level20 Passive1

**Asgardian Armor**

Thor’s Defense is increased by N

## Level20 Passive2

**The Odinson**

Thor’s Thunderstrike power adds a dot of N for Y seconds

## Level25 Passive

**Eternal Warrior**

Thor gains regeneration of N

## Level30 Active1

**Chain Lightning**

Thor shoots a bolt of lighting at a single target, the bolt will bounce from one enemy to the next hitting all enemies on screen.

## Level30 Active2

**Thunder God**

Thor summons a thunderstorm that lasts N seconds, during this time the attack rate and defense of all enemies is reduced by Y

# Sif

## Level 1 Active

**Asgardian Warrior**

Sif increases her defense by N for the next X seconds

## Level 2 Combo1

## Level5 Active1

**Blade Mistress**

Sif strikes all adjacent enemies with her sword

## Level5 Active2

**Shield Bash**

Sif strikes a single enemy with her shield stunning them for N seconds

## Level10 Passive1

**Strength of Asgard**

Sif’s attacks have N chance of stunning their targets

## Level10Passive2

**Shieldmaiden**

Sif’s defense is increased by N when in hand to hand combat with more than one opponent

## Level15 Active1

**Asgardian Challenge**

Sif taunts all enemies on screen to attack her

## Level15 Active2

**Shield Wall**

All allies within N distance of Sif have their defense increased by X for Y seconds

## Level15 Combo2

## Level20 Passive1

**The Blooding**

Al of Sif’s sword attacks have a N chance of dealing damage to adjacent enemies

## Level20 Passive2

**Unbreakable**

Sif’s defense increases by N for each enemy attacking her in melee

## Level25 Passive

**Child of Asgard**

Sif gains regeneration of N

## Level30 Active1

**Wall of Blades**

Sif’s attack rate increases by N for the next Y seconds, and increases her defense by X.

## Level30 Active2

**Immovable Object**

Sif’s movement is reduced to 0 for N seconds, during this time she takes no damage.

# Captain Marvel

## Level 1 Active

## Level 2 Combo1

## Level5 Active1

## Level5 Active2

## Level10 Passive1

## Level10Passive2

## Level15 Active1

## Level15 Active2

## Level15 Combo2

## Level20 Passive1

## Level20 Passive2

## Level25 Passive

## Level30 Active1

## Level30 Active2

# Angela

## Level 1 Active

**Spear Fighter**

Angela skewers one enemy with her spear

## Level 2 Combo1

## Level5 Active1

**Warrior of Heaven**

Angela whirls her spear around striking all enemies adjacent to her

## Level5 Active2

**Guardian from Above**

Angela heals all allies for N

## Level10 Passive1

**Wrath of Heaven**

Angela’s melee attacks have N chance of doing double damage

## Level10Passive2

**Healing Hands**

All of angela’s heal powers are increased by N

## Level15 Active1

**Angelic Anatomy**

Angela gains regen N

## Level15 Active2

**Plague of Blades**

Angela calls down a rain of angelic swords striking every enemy on the screen

## Level15 Combo2

## Level20 Passive1

**Angelic Warrior**

All of Angela’s spear attacks are increased by N

## Level20 Passive2

**Blessing of Health**

Guardian from Above adds regen N for Y seconds

## Level25 Passive

**Angelic Presence**

Any healing received by allies is increased by N

## Level30 Active1

**Guardian Angel**

All Allies affected by Guardian from Above have their defense increased by X for N seconds

## Level30 Active2

**Angelic Vanguard**

Angela unleashes a massive aoe attack centered on her. Any enemies hit by the attack are lit on fire causing a dot as well as making them run around while on fire.

# Nova

## Level 1 Active

## Level 2 Combo1

## Level5 Active1

## Level5 Active2

## Level10 Passive1

## Level10Passive2

## Level15 Active1

## Level15 Active2

## Level15 Combo2

## Level20 Passive1

## Level20 Passive2

## Level25 Passive

## Level30 Active1

## Level30 Active2

# Super Nova

## Level 1 Active

## Level 2 Combo1

## Level5 Active1

## Level5 Active2

## Level10 Passive1

## Level10Passive2

## Level15 Active1

## Level15 Active2

## Level15 Combo2

## Level20 Passive1

## Level20 Passive2

## Level25 Passive

## Level30 Active1

## Level30 Active2

# Bosses & Mini Bosses

## Korath The Pursuer

## Level 1 Active – Burst Fire [ ]

Korath fires 3 shots in quick succession at a single target, essentially doing 3x damage, semi quick cooldown.

## Level 5 Active – Beta Baton Strike [ ]

Korath strikes a single enemy, stunning them for X seconds.

## Level 10 Passive – Cybernetic Targeting

Koraths Burst Fire Attack gains a X% damage boost

## Level 15 Active – Psionic Pursuit [ ]

Korath Psionically marks a target, this allows all attacks by him and other friendly character to ignore the defense rating of the targeted opponent for X seconds.

## Level 20 – Passive – Cybernetic Reconstruction

Korath gains regeneration at the rate of X per second

## Level 25 – Passive – Beta Baton Shutdown

Korath’s Beta Baton powers negate the benefits of generic gear items for X seconds.

## Level 30 Active – Baton Fury [ ]

Korath strikes all enemies in melee combat with him, stunning them for X seconds.

# Skunge

## Level 1 Active

**Chop Chop**

Skunge performs a single big slash with his axe striking one enemy

## Level 5 Active

**Angry Troll**

Skunge’s next attack will reduce the enemy's defense by N for the next X seconds.

## Level 10 Passive

**Rebellious Troll**

Skunge regenerates health at the rate of N per second

## Level 15 Active

**Let the good times roll**

Skunge stuns all enemies on screen for N seconds. (he’s depicted as a hedonist in his background, can we have him play something on a pan flute? Kinda make him an evil satyr guy.)

## Level 20 – Passive

**Crewmates**

If Skunge and Levan are both on a team the defense of both characters is increased by N

## Level 25 – Passive

**Troll of many Talents**

When Skunge is on a team coin reward rate is increased by N

## Level 30 Active

**Troll Weaponmaster**

Skunge pulls out a second axe. This doubles his damage and adds a bleed DoT for N seconds.

# Levan

## Level 1 Active

**Skullduggery**

Levan’s next attack will reduce the targets damage by X for N seconds.

## Level 5 Active

**Blaster Pistol**

Levan pulls out his pistol and fires a single high damage shot at one enemy.

## Level 10 Passive

**Cut em up**

All of Levan’s attacks cause a bleed DoT

## Level 15 Active

**Gunfighter**

Levan pulls out his pistol and will use that for his basic attacks for the next N seconds

## Level 20 – Passive

**First Mate**

Levan boosts the attack rate of all allies by N

## Level 25 – Passive

**Freebooter**

If Levan is on a team with Nebula his attack rate and damage are increased by N

## Level 30 Active

**Cruel Cuts**

All bleed damage inflicted by Levan or Skunge is doubled for the next N seconds

# Nebula

## Level 1 Active

**Flamethrower**

Nebula uses her wrist weapons to light a single enemy on fire. (this should behave like Starlord’s fire shot)

## Level 5 Active

**Deck Gun**

Nebula summons a turret that has a fire rate of N and a damage of X, the turret remains in play for Y seconds.

## Level 10 Passive

**Boarding Party**

The attack rate of Nebula’s Deck gun is increased by N

## Level 15 Active

**Commander**

Nebula increases the movement of all allied heroes by X for N seconds.

## Level 20 – Passive

**Power Blaster**

All of Nebula’s pistol attacks do an additional N damage.

## Level 25 – Passive

**Pirate Captain**

All allied heroes have a dot effect of N added to their attacks, if they already have a dot effect it is increased by N

## Level 30 Active

**Gunfighter**

Nebula pulls out a second pistol, this doubles her attack and damage rate for the next N seconds.

# Red King

## Level 1 Active

**Staff Strike**

Red King hauls off and smacks one enemy with his staff

## Level 5 Active

**Staff Blast**

Red King charges his staff and unleashes a massive blast of energy at a single target.

## Level 10 Passive

**Power Staff**

All of the Red Kings staff attacks have their damage increased by N.

## Level 15 Active

**Sakaaran Shield**

Red King slams his staff into the ground which spawns a shield around him increasing his defense by N for X seconds.

## Level 20 – Passive

**Charged Staff**

All of Red Kings attacks with his staff now deal energy damage.

## Level 25 – Passive

**Sakaaran Supremacy**

While Sakaaran Shield power is active the Red King takes no damage.

## Level 30 Active

**Scion of Sakaar**

The Red King completely heals himself, additionally this power grants him regeneration of N for Y seconds.

# Korg -Disc Weapon Thing

## Level 1 Active

**Disc Throw**

Korg throws his disc, striking one enemy and returning to his hand.

## Level 5 Active

**Disc Spin**

Korg spins around striking all adjacent enemies with his disc blade.

## Level 10 Passive

**Charged Disc**

All attacks with his disc now have N chance to cause a bleed DoT

## Level 15 Active

**Burst of Speed**

Korg increases his attack rate by N for the next X seconds.

## Level 20 – Passive

**Ricochet Disc**

Korgs Disc Throw attack will now bounce between all enemies on screen dealing damage to each of them before returning to him.

## Level 25 – Passive

**Kronan Brotherhood**

Korg and Margus have their Damage increased by N if they are on the same team and both alive.

## Level 30 Active

**Kronan Warrior**

Korg increases his defense by N for X seconds, additionally any enemies attacking him during this time take Y damage.

# Margus– Glowing Fists

## Level 1 Active

**Earthshaker**

Margus slams his fist into the ground stunning all enemies with N distance for Y seconds.

## Level 5 Active

**Lava Blast**

Margus shoots a single enemy with a blast of hot lava from his fists. This will deal X damage as well as light the enemy on fire causing N damage per second and will last for Y seconds.

## Level 10 Passive

**Rock Crusher**

All of Margus attacks have a chance of knocking back their target.

## Level 15 Active

**Lava King**

The ground around Margus cracks and exposes lava. Any enemies within N distance take X damage. This area of effect will move with Margus and last for Y seconds.

## Level 20 – Passive

**Rock Solid**

Margus gains regeneration of N.

## Level 25 – Passive

**Kronan Warbound**

Korg and Margus have their Defense increased by N if they are on the same team and both alive.

## Level 30 Active

**Eruption**

Margus causes N jets of lava to erupt from the ground. These will last for X seconds and behave as environmental hazards that will damage anyone who touches them.

# Ronan

## Level 1 Active

## Level 5 Active

## Level 10 Passive

## Level 15 Active

## Level 20 – Passive

## Level 25 – Passive

## Level 30 Active

# Wraith

## Level 1 Active

## Level 5 Active

## Level 10 Passive

## Level 15 Active

## Level 20 – Passive

## Level 25 – Passive

## Level 30 Active