

Abomination (Immortal)

In an attempt to study gamma mutation and weaponize it, leader of the U.S. Hulk Operations program “General Reginald Fortean” teleported aboard Gamma Flight’s orbital base with the goal of taking back the husk of Abomination’s body. In a moment of curiosity Fortean touched the Abomination’s remains, quickly becoming engulfed by the husk and transforming into a ruthless new Abomination tied to a mystical force known as the “One Below All”.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6730	528	1797
4-Star ★★★★	16876	1322	4501
5-Star ★★★★★	33837	2651	10640
6-Star ★★★★★★	49894	3909	15660

(Rank 4, Level 55)

Champion Attributes



- Survivability 4



- Damage 4



- Ease of Use 4



- Utility 2.5



- Defender Strength 3.5

[Learn more about Champion Attributes](#)

Abomination (Immortal)'s Mechanics

Abomination (Immortal) focuses on stacking Poisons on himself to use as a resource. Incoming nodes or foes that place Poisons on him will power him up even farther! Each Poison on Abomination will Passively make him more tanky, however they can also be spent to fuel his Toxic Aura, allowing him to output massive Poison and Acid damage onto his Opponent! Using Special Attack 2 to activate the Toxic Aura, and looping Special Attack 1 to upkeep it for as long as possible is Abomination’s core rotation!

Character Class: Science

Basic Abilities: Acid Burn, Weakness, Petrify, Poison

Strengths and Weaknesses

Strengths :

- High Damage Potential
 - Abomination (Immortal) excels at high damage output, especially in places where he can inflict Poison on his Opponents.
- Blocking multihit attacks
 - While Poisoned, blocked attacks will weaken the Opponent for 2 seconds. Although this is short it can stack multiple times meaning attacks with a lot of hits in a small window (such as Doctor Doom's Special 1) can be blocked easily and deal little chip damage.
- Healing suppression
 - Lots of Poisons means very little healing for the Opponent, but if that isn't enough for your liking, Petrify can drive healing down even farther!
- Block Breaking
 - Acid Burn allows many free openings into an Opponent who is playing Passively.

Weaknesses

- Poison Immunity
 - If the Opponent is immune to Poison, it will take a lot of extra effort and ramp time to see meaningful numbers out of Abomination.
- Debuff Purification
 - Opponents who Purify Debuffs will make stacking 10 Poisons take a lot longer and thus cause Acid Burn to take a lot longer to trigger.
- Always inflicted with a Debuff
 - Abomination will almost always have a Poison on himself, this can make him extremely vulnerable in certain scenarios such as when fighting Void.
- Critical Hits / Damage effects
 - Each Poison on Abomination grants Physical Resistance, this can make him quite tanky. Critical hits bypass 80% of Physical Resistance and most damaging effects will bypass it entirely making him especially vulnerable here.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Passive

- Take 100% less damage from Poison effects and the recovery reduction from Poison is 50% less effective.

Each Poison will still reduce the effectiveness of healing on Abomination but at half the rate that Poisons normally reduce it. This allows Abomination to heal via the Willpower mastery quite a bit even while suffering multiple stacks of Poison.

Dev Notes

Corrosive Poisons

- Contact with the Opponent has a 15% chance to inflict them with a Poison Debuff, dealing 2253.35 Direct Damage over 25 seconds and reducing health recovery by 30%.
- If the Opponent reaches 10 Poison Debuffs they are converted into an Acid Burn Passive dealing 14580.5 Direct Damage over 5 seconds.
- While Acid Burn is active, the Opponent is inflicted with an indefinite non-stacking Poison Debuff dealing 0 damage and reducing health recovery by 30%. While this is active, no additional personal Poison effects can be inflicted onto the Opponent.
- When striking an Opponent suffering from Acid Burn, all attacks are Unblockable and deal a burst of 1590.6 Physical Damage.
- When triggering Acid Burn, Abomination inflicts a Petrify Debuff for 5 seconds reducing Regeneration and Ability Power Rate by 60%.

Acid Burn is potentially Abomination's most powerful mechanic, if he is fighting on a node that places Poisons on the Opponent this can help him pull off even more Acid Burns and absolutely devastates his Opponent!

Dev Notes

Self Inflicted Poisons – Max 10

- Every 10th Basic Attack landed by either Champion inflicts Abomination with an indefinite Poison Debuff dealing 0 damage.
- Each Poison on Abomination grants 182.61 Physical Resistance.
- While Abomination is Poisoned, each time he Blocks an attack the Opponent is inflicted with a Weakness Debuff, reducing Attack Rating by 30% for 2 seconds.

Each Poison on Abomination acts as a resource for his kit, nodes, Masteries or Opponents who inflict Poison effects will take him to a whole new level!

Dev Notes

Special 1 – Toxic Roll

- On Activation, inflict a non-stacking Petrify Debuff for 25 seconds reducing Regeneration and Ability Power Rate by 20%.
- Abomination inflicts himself with +4 Poisons during this Attack. This is increased to +6 if his Toxic Aura is active.

Although this Petrify will not stack with itself multiple times, Abomination can stack this with his Petrify from Acid burn, allowing him to significantly reduce or even invert the Opponent's Regeneration and Ability Power Rate.

Dev Notes

Special 2 – Corrosive Spray

- Activate Toxic Aura for 10 seconds. While active, consume 1 Poison Debuff on Abomination every 2 second(s) to keep the Aura paused. Consumption is paused during the Opponent's Special Attacks.
- During Toxic Aura standing near the Opponent inflicts 1 Poison Debuff every second, dealing 2253.35 Direct Damage over 10 seconds and reducing health recovery by 30%.
- Each stack of Toxic Aura beyond the first increases the speed that it inflicts Poison by 25%. The Toxic Aura can stack up to 4.

Abomination's core loop is stacking multiple Toxic Auras to inflict Acid Burn at quicker and quicker rates, causing massive damage to the Opponent. Start with SP2 to activate the Aura, then SP1 to fuel it with Poison while building to stack more SP2 Auras.

Dev Notes

Special 3 – Acidic Feast

- Inflicts Acid Burn, dealing 14580.5 Direct Damage over 5 seconds. Each stack in the Toxic Aura inflicts 1 additional Acid Burn effect.
- Until the next time the Toxic Aura expires it becomes enhanced, increasing the time it takes to consume a Poison by 0.5 second(s). This enhancement cannot stack but can be activated even while the Toxic Aura isn't yet active.

This is a great attack to use in a longer fight to extend Abomination's SP2 uptime since it increases the time required to consume a Poison. However it can also deal insane damage if used while multiple SP2 Auras have been stacked.

Dev Notes

Signature Ability – Toxic Husk

- Self inflicted Poison stack limit is increased to 12 and Abomination self inflicts 3 Poisons at the start of each fight.
- Poison, Petrify, and Acid Burn effects last +30% longer.

Synergy Bonuses

Fairest of them All with [Venom the Duck](#) and [Man-Thing](#) (Unique)

- Abomination (Immortal): Heavy Attacks inflict an Armor Break Debuff reducing the Opponent's Armor Rating by 250 for 15 seconds.
- Venom the Duck: Symbiote Buffs gain +15% duration.
- Man-Thing: The Opponent's Combat Power Rate is reduced by up to 50% based on Agitation when struck by a Special Attack.

Abominable Comrade with [Abomination](#) (Unique)

- Abomination (Immortal), Abomination: Each time a Poison Debuff expires or is removed from the Opponent there is a 5% chance to inflict an Enervate Debuff for 3 seconds, preventing Power gained when struck.

Immortal Rulers with [Red Skull](#) (Unique)

- Abomination (Immortal): The Basic Attacks required to trigger a Self-Poison are reduced by 2.

- Red Skull: Each Armor-Up Buff grants +5% Attack Rating. Additionally, every 10th Basic Attack triggers 1 personal Armor-Up Buff, these count toward Red Skull's Armor cap.

Immortal Kings with King Groot (Unique)

- Abomination (Immortal): +15% Potency in Personal Poison and Acid Burn effects.
- King Groot: During cooldown gain a 25% chance to inflict a Poison Debuff dealing 30% of modified attack over 12 seconds each time a contact attack is landed. Additionally the chance to gain Fury charges during cooldown is increased by a flat +11%.

Enemies Lv. 3 with [Hulk](#), [Red Hulk](#), [Hulk \(Immortal\)](#), [Hulk \(Ragnarok\)](#)

- All Champions gain +155 Critical Rating.

Recommended Masteries

- Willpower / Recovery
 - Abomination's ability to stack Poison on himself with a reduced recovery reduction allows him to heal near constantly in every fight.
 - Recovery allows him to heal even more from Willpower while running this setup.
- Liquid Courage
 - Abomination will take no damage from this Poison and benefit greatly from the Attack Rating boost it offers. Additionally, his Self-Poisons allow him to heal back a lot of Recoil Damage he might take.
- Inequity
 - Abomination stacks a ton of Poisons, this allows him to reduce their Attack alongside dealing a ton of Poison damage.



Author: [MCoC Champion Designers](#)

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Abomination

When Russian spy Emil Blonsky exposed himself to gamma radiation, he was transformed forever into the monstrous Abomination! Bigger than the Hulk, the Abomination retains his cunning and intellect – but cannot return to his human form. Enormous, powerful, and angry, the Abomination is a fearsome foe – even to one as strong as the Hulk!

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6730	521	1606
4-Star ★★★★	16876	1306	4029
5-Star ★★★★★	33837	2617	9212
6-Star ★★★★★★	49894	3859	13560
(Rank 4, Level 55)			

Champion Attributes



- Survivability 1.5



- Damage 2



- Ease of Use 4



- Utility 1.5



- Defender Strength 1.5

[Learn more about Champion Attributes](#)

Abomination's Mechanics

Abomination is a Champion with an easily accessible Poison ability (once Awakened), and can increase his damage considerably with certain synergy pairings. Build up damage with Fury and reduce opponent's healing with Poison!

Character Class: Science

Basic Abilities: Poison Immunity, Fury, Poison

Strengths and Weaknesses

Strengths

- Poison Immunity
- Strong on Defense with a high Signature Ability Level
- Stellar Synergy pairings

Weaknesses

- Relies on Poison for the crux of his damage
- Limited tools in his kit to combat the modern Battlerealm

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Always Active

- Whenever Abomination bleeds, his irradiated blood has a 95% chance to Poison the enemy for 1962.75 Direct Damage over 10 seconds.
- An enhanced immune system provides full immunity to the Poisons of the Battlerealm

Poison is an immensely useful ability, to deal both stacking damage and reduce Regeneration rates on opponents! Incoming Bleed attacks beware- Abomination has Poison heading back your way!

Expert Player Notes

All Attacks

- 12% chance to gain a Fury Buff for 6 seconds, granting +1308.5 Attack.

Signature Ability – Irradiate

Always Active

- Contact with Abomination's gamma-irradiated body has a 25.03% chance to Poison the target, reducing their Health recovery by 30% and dealing 2093.6 Direct Damage over 12 seconds.

Abomination's key strength lies with his Signature Ability. Even with a low Signature Level, Abomination can dish out Poisons offensively and defensively in quests and Alliance War!

Expert Player Notes

Synergy Bonuses

Enemies

With [Red Hulk](#) and [She Hulk](#)

- All Champions gain +155 Critical Rating

Friends

With [Rhino](#)

- All Champions gain +130 Armor Rating

Nemesis

With [Hulk](#)

- All Champions gain +5% Attack

Recommended Masteries

Double-Edge

- Abomination has a 95% chance to inflict Poison when he Bleeds. Starting a fight with a Bleed active can also Poison the opponent!

Despair

- Each Debuff Abomination inflicts reduces healing and Regeneration rates. Coupled with his Poison, this can add to a noticeable reduction!

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [Rob.vonShoe](#)



Author: [MCOC Champion Designers](#)

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Absorbing Man

Carl “Crusher” Creel was an American professional Heavyweight boxer turned enforcer. While locked up in prison he was mutated using Asgardian magic by the trickster god Loki using a special potion. Creel then obtained the ability to absorb the properties of anything he touches and used his new-found power to break free from prison and soon became a villain for hire. He was later recruited into the Masters of Evil by Baron Zemo.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6154	463	1897
4-Star ★★★★	15432	1159	4764
5-Star ★★★★★	30941	2324	10700
6-Star ★★★★★★	52795	3965	18250

(Rank 5, Level 65)

Champion Attributes



- Survivability 4



- Damage 3.5



- Ease of Use 2.5



- Utility 3.5



- Defender Strength 4

[Learn more about Champion Attributes](#)

Absorbing Man's Mechanics

Absorbing Man is a powerful brawler with the ability to transform himself into other substances, allowing him to turn his opponents' strengths against them and hit them where they're weakest. Depending on which Form he chooses to maintain, he can grow stronger as his opponents fail to apply Debuffs to him, resist their most powerful attacks, and completely bypass their defenses with huge bursts of Energy or Physical damage. He activates these Forms with Special Attacks, and tries to pause them as much as possible. The remaining duration is then converted into Morph Charges, which he can use to dramatically lower the opponent's Physical and Energy Resistances, setting himself up to deal massive red numbers.

Character Class: Mystic

Basic Abilities: Buff Duration Reduction, Vulnerability, Black Uru Form, Magma Form

Strengths and Weaknesses

Strengths

- **Immunities**
 - Depending on how you count, Absorbing Man has access to up to 8 different Immunities, making him one of the few Mystics able to take Hazard Shift and Biohazard lanes. Moreover, intentionally triggering these Immunities makes him even stronger.
- **Adaptable Damage and Resistance**
 - Absorbing Man is the first champion with the ability to change the damage type of his basic attacks, and his burst damage and resistances change to match. This allows him to tailor his abilities to perfectly answer many of the most dangerous opponents in the Battlerealms.
- **Targeted Buff Control**
 - Absorbing Man does not Nullify or otherwise directly answer most Buffs, but he almost completely negates several of the most dangerous varieties you can find on opponents by reducing their duration, allowing him to mostly ignore them and then benefit from their expiration. This also means he dodges mechanics meant to punish or prevent nullification.

Weaknesses

- **Upkeep**
 - Most of Absorbing Man's abilities come from being in one of his Omni-Morph Forms, so he suffers when unable to keep them up from Special Attack to Special Attack. This also means that nodes that interfere with his power gain can be a major problem.
- **Direct Damage**
 - Absorbing Man has less health than some similar champions, relying mostly on his Immunities and resistances to stay healthy. Nodes or opponents that inflict Degeneration, Poison, or other kinds of direct damage cut him down quickly.
- **Critical Resistance**
 - Absorbing Man's peak damage output relies on landing critical hits. He has tools to improve his Critical Rating, but the less he crits, the less effective he will be.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

Molecular Duplication – Always Active

- A fluid molecular structure grants Absorbing Man 20% Crit Resistance and Immunity to Armor Break and Armor Shattered Debuffs, but reduces his Critical Penetration by 20% flat.
- Absorbing Man is no stranger to brawling with beings of otherworldly resilience. He reduces the duration of his Opponent's Indestructible, Immortality, Unstoppable, and Unblockable Buffs by 90%.

Critical Penetration refers to the amount of Armor and Physical and Energy Resistance ignored by critical hits, which for most Champions is 80%. Absorbing Man only ignores 60% of these defenses with his critical hits, but more than makes up for it with the extra burst damage those attacks deal.

Dev Notes

Omni-Morph Forms

- Absorbing Man's Special Attacks transform him into powerful altered Forms. He can only be in one Form at a time, and Form changes cannot fail due to Ability Accuracy Modification.
- Absorbing Man starts each fight in his **Black Uru** Form by default, but can use the Pre-Fight Menu to change this default, which persists until changed again.
- Being struck by a Heavy Attack while recovering from a Special Attack deactivates the current Form, which cannot be deactivated again in this way for 20 seconds.
- Whenever a Buff ends on the Opponent or Absorbing Man is Immune to a Debuff, the current Form pauses for 3 seconds.
- Interrupting an Opponent's Basic Attack with a Light Attack pauses the current form for 6 seconds and inflicts a 397.06 potency Vulnerability Passive for 15 seconds. Max Stacks: 5.

There's a lot to cover in this section. First, note that his Pre-Fight changes his starting form until used again, so don't forget which one you have active! His Persistent Charge helps with this: 0 indicates that he will begin in Black Uru, and 1 indicates Magma.

Next, remember that "while recovering from a Special Attack" refers to the time while Absorbing Man is still in the special animation and has not yet begun to do something else. This means a heavy needs to land right after the last hit of his Special Attacks to turn off his current Form. This is the same window in which Tigra needs to land her heavy after a special to trigger ruptures. When fighting him as a Defender, try to bait out the Special 1 and 2 in alternation to balance the separate cooldown for deactivating each Form.

Lastly, note that “interrupting” refers to landing a hit during the opponent’s animations, which can happen either at the beginning or the end of that animation (if you’re fast enough). This means that landing a light attack after an opponent has thrown their Heavy Attack triggers this potent pause as well! I recommend trying to master this playstyle if you aren’t comfortable with more traditional light intercepts.

Dev Notes

Refined Forms

- If Absorbing Man would enter a Form that is already active, he instead **Refines** the Form, refreshing its duration and granting additional benefits.
- Personal bursts of damage benefit from 300% of Absorbing Man’s Critical Damage Multiplier when he lands a Critical Hit and cannot have their Ability Accuracy modified.
- Special Attacks are Unblockable.
- Blocking a hit reduces the Opponent’s Ability Power Rate by 72% until Absorbing Man stops Blocking. The Power denied is transferred to Absorbing Man.

Entering and maintaining Refined Forms is the key to getting the most out of Absorbing Man. His Critical Damage Rating is relatively low, but has a huge impact on his burst damage when refined. Ignoring Ability Accuracy modification also means that this damage can’t be stopped by Sersi’s glancing or Hercules’s Infuriate. A Special Attack that would refine a form is itself Unblockable, so watch out for this on defense and use it to your advantage on offense!

This last ability is similar to Spider-man (Sorcerer Supreme)’s passive ability to siphon the opponent’s power. It’s not a replacement for baiting specials, but used strategically it can provide a powerful edge against opponents like Vision (Aarkus) or nodes like Kinetic Transference.

Dev Notes

Morph Charges

- When Absorbing Man refreshes or changes Forms, he gains **Morph Charges** equal to the remaining percentage of his previous Form’s base duration. Max: 600.
- Whenever Absorbing Man is Immune to an Armor Break or Armor Shattered Debuff, he gains 90 **Morph Charges**.
- Performing a Medium, Light, Medium Combo with at least 150 **Morph Charges**, or activating a Special Attack at max charges, consumes all charges to **Refine** the current Form and inflict a 30 second Vulnerability Passive with 2250 potency for every 150 charges consumed.

Morph charges are the payoff for getting to the next Special Attack with time remaining on the current form, whether from Power Gain or from pauses. Note that these scale off a Form’s base duration, so 50 charges equates to 5 seconds left of Black Uru, and to 9 seconds of Magma. Cash these out whenever you get to 150 to refine your form in a hurry and wear away at the opponent’s defenses, or save them up to stack vulnerabilities and do boatloads of damage.

Vulnerability is an effect that reduces both physical and energy resistance at the same time, benefitting Absorbing Man in both his primary modes.

Dev Notes

Heavy Attack

- This attack gains 1840.91 Critical Rating if the Opponent is Stunned as the first hit lands.
- This attack instead gains 20250 Critical Rating if the Opponent is not Stunned as the first hit lands.
- Activating a Special Attack after the first hit lands applies this bonus Critical Rating to the entire Special and grants 30 **Morph Charges**.

Canceling a Heavy Attack into a Special Attack is the primary way to ensure Absorbing Man lands a lot of critical hits (and therefore critical bursts of damage) at once.

Dev Notes

Special Attack 1 – Uru Rush

- On activation, enter **Black Uru** Form for 10 seconds, granting the following benefits:
- Gain Immunity to all Bleed and Shock effects and +9000 Physical Resistance.
- All attacks deal a burst of 793 Physical Damage.
- **Refined** : Absorbing Man can perform Critical Hits and trigger personal bursts of damage through the Opponent’s Block.

The Special 1 is how Absorbing Man accesses his physical form, which is also perfect for Hazard Shift – Shock/Bleed nodes. He can take a lot of punishment from most Champions in this form, and deals out quite a bit himself to anyone without physical resistance. When refined, this form allows him to do quite a bit of damage through block as well, so try to avoid letting a defending Absorbing Man throw two unanswered Special 1s in

quick succession!

Dev Notes

Special Attack 2 – Magma Spin

- On activation, enter **Magma** Form for 18 seconds, granting the following benefits:
- Gain Immunity to all Incinerate, Coldsnap, and Frostbite effects and +9000 Energy Resistance.
- All attacks deal Energy Damage instead of Physical, as well as a burst of 793 Energy Damage.
- **Refined** : Contact with the Opponent inflicts an Incinerate Passive, dealing 1387.75 Energy Damage over 1 second.

The Special 2 is all about energy damage – he takes less of it himself and puts out a lot of it. Note that the hits of his basic and special attacks deal energy damage in this mode, making him a powerful counter to someone like Korg. When refined, this form also applies a brief Incinerate to the opponent when any contact is made at all, including through block. If you expect a defending Absorbing Man to throw a lot of Special 2s, bring an attacker with Immunity to Incinerate!

Dev Notes

Special Attack 3 – Forbidden Fruit

- Gain an indefinite Cruelty Passive, increasing Critical Damage Rating by 118.42. If a **Refined** form is already active, gain a second Cruelty Passive. Max Stacks: 5.
- Activate the most recent Form in its **Refined** state. Pause it for 15 seconds. While this Pause is active, Absorbing Man gains 9000 Critical Rating.

If you're having trouble landing heavy attacks for Crit Rating or maintaining Forms to build Morph charges, the Special 3 gives you a significant window where you don't have to worry about either. By improving your Critical Damage Rating, it will also give a permanent boost to your Critical bursts of damage!

Dev Notes

Signature Ability – Breaker of Wills

- Omni-Morph Forms last 40% longer.
- When Absorbing Man consumes **Morph Charges**, he gains a non-stacking Regeneration Passive, healing 30% of his missing Health over 12 seconds. As a Defender, this effect also triggers whenever Absorbing Man enters or refreshes any Form.
- Personal Regeneration effects pause for 3 seconds when Absorbing Man is struck with True Damage and are removed when a form is deactivated early.

An awakened Absorbing Man has a significantly easier time maintaining and refining his Forms, and will on average build more Morph charges, since that resource only looks at a form's base (unawakened) duration.

The Signature Ability also gives you access to significant healing, and can give you reason to cash out Morph charges more frequently in a fight that involves taking more damage. Note that this Regeneration becomes more potent as he loses health, demanding an answer on defense.

Dev Notes

Synergy Bonuses

The Green Door – Unique (6-Star+)

With [Abomination \(Immortal\)](#) and [Hulk \(Immortal\)](#)

- **Absorbing Man** : Gain Immunity to Poison effects, and Omni-Morph Forms last 3 seconds longer.
- [**Abomination \(Immortal\)**](#) : Gain 250 Energy Resistance for each Poison effect on himself.
- [**Hulk \(Immortal\)**](#) : Immortality gains +20% Ability Accuracy.

Sins of the Father – Unique (5-Star+)

With [Daredevil \(Hell's Kitchen\)](#)

- **Absorbing Man** : While at or below 15 Combo Meter, gain 1000 Block Proficiency, and while above, gain 1000 Critical Rating.
- [**Daredevil \(Hell's Kitchen\)**](#) : Personal Buffs last for an additional 7 seconds.

Hands-On Approach – Unique (4-Star+)

With [Rogue](#)

- **Absorbing Man** : Reduce the duration of non-damaging Debuffs other than Stuns by 50%.

- [Rogue](#) : The timer for Rogue's Replicated Buffs is paused during the Opponent's Special Attacks.

The Worthy – Unique (3-Star+)

With [Thor](#) and [Thor \(Jane Foster\)](#)

- **Absorbing Man** : The second Medium Attack inflicts an Armor Break Debuff, reducing Armor by 500 for 9 seconds. Max Stacks: 5.
- [Thor](#) : Thor's Heavy Attack inflicts an Armor Break Debuff, reducing Armor by 1800 for 4.5 seconds. Max Stacks: 2.
- [Thor \(Jane Foster\)](#) : When facing Cosmic Champions, The Mighty Thor inflicts Degeneration effects instead of personal Shocks, which count as Shocks for her abilities.

Rogue's Romance – Unique

With [Titania](#)

- **Absorbing Man** : Medium and Heavy Attacks gain 600 Critical Damage Rating.
- [Titania](#) : Gain Immunity to Bleed effects.

Enemies – Level 2

With [Black Bolt](#), [Thor](#), [Ant-Man](#), and [Wasp](#)

- **All Champions** : +115 Critical Rating

Recommended Masteries

Recovery

- Absorbing Man's Regeneration is based on his missing health as it activates, so boosting the potency of that effect with Recovery allows his health to stabilize at a higher level.

Precision/Cruelty

- These masteries benefit most champions, but since Absorbing Man has a naturally low crit rating and benefits more from extra critical damage than most, they're more vital than normal for him.

Mystic Dispersion

- The more specials you throw, the more morph charges you get. The more morph charges you get, the more damage your opponent takes and the more you Regenerate. As with most mystics, this mastery has a powerful effect on Absorbing Man's kit, and his ability to dramatically shorten certain Buffs means he gets some of that power sooner than you might think.

Stand Your Ground

- The best way to fight Absorbing Man is to punish his specials with heavy attacks. If you plan to place him on defense, providing some extra defense against heavy attacks just might ruin your opponent's day.



Author: [MCOC Champion Designers](#)

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Adam Warlock

The Sovereign are an advanced race, arrogant in nature and meticulously designed. Each Sovereign is developed through genetic engineering in birthing pods, but no Sovereign was created as faultless as the powerful Adam Warlock. The High Priestess Ayesha created Adam to be the perfect Sovereign and to ultimately put an end to the Guardians of the Galaxy.

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Base Stats and Abilities

Health Attack PI (Max Signature)

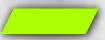
3-Star ★★★	5639	530	1926
4-Star ★★★★	14140	1328	4845
5-Star ★★★★★	28350	2662	10690
6-Star ★★★★★★	41803	3925	15730

(Rank 4, Level 55)

Champion Attributes



- Survivability 4



- Damage 4.5



- Ease of Use 2.5



- Utility 3.5



- Defender Strength 4

[Learn more about Champion Attributes](#)

Adam Warlock's Mechanics

Adam is an aggressive Cosmic powerhouse with the ability to dish out lengthy combo chains that ramp in damage the more hits Adam lands. But his defenses are bolstered too, thanks to his Stasis Pod, a mechanic unique to Adam that makes him semi-indestructible for a brief time.

Character Class: Cosmic

Basic Abilities: Sovereignty, Unblockable, True Damage, Precision, Fury, Regeneration, Stun

Strengths and Weaknesses

Strengths

- **Unblockable**
 - Adam can bust blocks like no other. His Unblockable can be activated with Basic and Special Attacks quite easily. Keeping aggressive allows him to maintain his Unblockable Buff.
- **Sovereignty**
 - Adam introduces the Sovereignty Buff which allows him to negate Nullify and Neutralize effects. Additionally, Adam drops the Opponent's Parry accuracy, making him a lot harder to deal with.
- **Stasis Pod**
 - Adam has the unique ability to enter his Stasis Pod in the middle of the fight, becoming nearly invincible for a brief time.

Weaknesses

- **Resist Unblockable Attacks**
 - Adam's Special Attack 1 & 2 require you to dodge the first hit because it always breaks blocks. To avoid this, bring a champion who can resist Unblockable attacks.
- **Lower Buff Duration**
 - Champions like Mojo can lower the duration of Adam's Sovereignty Buff, making him more susceptible to Nullify and Neutralize effects. He can also lose his other buffs such as Fury, True Damage and Precision, reducing his damage quite substantially.
- **Power Steal**
 - Power steal abilities shut off Adam's power over time, meaning his Special 3 is less of a threat.
- **Soul Barb**
 - Mordo's Soul Barb has the ability to render Adam's Stasis Pod nearly useless. Make sure to hit Adam with a Soul Barb to make him into a punching bag during stasis.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Power Meter

- Adam passively gains 2.5% of a Bar of Power each second, but his Combat Power Rate is reduced by -25%.
- When Adam has his Power Stolen, he stops gaining Power overtime for 12 seconds.
- When Adam has his power Drained or Burned, he gains a non-stacking 50% Energize Passive for 12 seconds.
- Against non-Mystic Opponents, Adam's Ability Power Rate cannot be reduced.

Sovereignty Counter

- Landing Adam's Light Attack 2 or Special Attack 1 or 2 starts the Sovereignty Counter for 2 seconds. When the Opponent receives a hit from any source, the Counter is refreshed and increased by 1.
- Breaking the Opponent's Block with the first hit of the Sovereignty Counter increases it by 10 instead of 1 on this hit.
- As the Sovereignty Counter increases, Adam gains non-stacking Buffs lasting 2 seconds, refreshed when the Opponent receives a hit from any source.
- First Hit: Gain an Unblockable Buff.
- 10 Hits: Gain a True Damage Buff, allowing attacks to bypass Armor and Resistances.
- 20 Hits: Gain a Precision Buff, increasing Critical Rating by 19800.

This Precision is *huge*, nearly giving Adam guaranteed critical hits.

Dev Notes

- 30 Hits: Gain a Fury Buff, increasing Attack Rating by 8831.25.
- 40 Hits: End the Sovereignty Counter and all Buffs granted by it and gain a stackable Fury Buff increasing Attack Rating by 5887.5 for 60 seconds, paused while the Sovereignty Counter is active. Max stacks: 2.

As you can see these Fury Buffs are also *large*, meaning that the end of Adam's Sovereignty Counter can start hitting for some big numbers.

Dev Notes

- The Sovereignty Counter and all above non-stacking Buffs are refreshed and paused while Adam is inside the Stasis Pod and during Adam and his Opponent's Special Attack 1 and 2.

- When the Sovereignty Counter expires, it goes on cooldown for 10 seconds and grants a Sovereignty Buff that lasts for 30 seconds. This Buff is paused while the Sovereignty Counter is active.
- Additionally, activating the Parry Mastery's Stun Effect will end the Sovereignty Counter and all above non-stacking Buffs.
- As a Defender, when Adam or his Opponent are struck by or Block attacks 20 times, Adam gains a Sovereignty Buff for 15 seconds.

Sovereignty Buff – Max: 1

- This Buff cannot have its Ability Accuracy reduced or be Nullified, Staggered, or Fatesealed by Champions.
- New personal Buffs become Sovereign. Sovereign Buffs cannot have their Ability Accuracy reduced.
- Gain Immunity to Nullify, Stagger, and Fateseal caused by Champions.
- Stun Debuffs inflicted by the Opponent's Parry Mastery suffer -100% Ability Accuracy.

Sovereignty's Nullify Immunity only makes Adam immune to Champion effects, not effects from Quests Nodes, meaning nodes like Buffet will still shut down Adam's Buffs.

Dev Notes

Stasis Pod

- Once per fight as a Defender, if Adam started the fight with more than 25% of his Max Health, when he reaches 25%, after a 2 second delay he enters his Stasis Pod for 2 seconds.
- Once per fight as an Attacker, double tapping Block causes Adam to enter his Stasis Pod for 2 seconds.

Stasis Pod – While Active

- Adam is locked into place and cannot use any attacks or be Interrupted.
- All incoming damage is reduced by 75%.
- Instantly Regenerate 74% of all incoming damage unless suffering from a Soul Barb effect.
- Lower the Ability Accuracy of Damaging Debuffs (excluding Soul Barb) and Heal Block effects by -100%.
- When entering the Stasis Pod, gain an Energy Protection Buff granting Immunity to Shock, Incinerate, Coldsnap, and Frostbite for 60 seconds.
- When emerging from the Stasis Pod, gain invulnerability for 0.25 seconds.
- Adam immediately emerges from the Pod if the Opponent activates a Special Attack 3, not granting its benefits against the attack.

This mechanic is a lot to take in! The Pod essentially allows Adam to protect himself for 2 seconds, it also triggers his Energy Protection Buff, giving him Immunities to various energy damaging Debuffs.

Dev Notes

Master of Souls

- While the Sovereignty Counter is active, inflict a 20% Taunt Debuff.
- When the Sovereignty Counter's cooldown is complete, inflict a -20% Intimidate Debuff for 4 seconds, removed when Adam strikes the Opponent's Block.

Special Attack 1

- While Adam has a personal Precision Buff, the final hit inflicts a Stun Debuff for 1.25 seconds.

This Special is ideal for chaining combos together in order to reach Adam's 40 hit threshold on the Sovereignty Counter.

Dev Notes

Special Attack 2

- After this attack, enter the Stasis Pod for 2 seconds. This ability can trigger multiple times in the fight. The Energy Protection Buff gained from this Stasis Pod only lasts 2 seconds.

Special Attack 3

- Gain a non-stacking Fury Buff, increasing Attack Rating by 5887.5 for 60 seconds. Max stacks: 1.

Signature Ability – Cosmic Rebirth

- When entering the Stasis Pod, gain a Regeneration Buff healing 10% of missing Health over 2 seconds unless suffering from a Soul Barb effect.
- When the Opponent strikes into the Pod, they have a 100% chance to be inflicted with a Stun Debuff for 2 seconds unless suffering from a Soul Barb effect.

An immensely powerful Signature Ability that allows Adam to turn his defensive Pod into an offensive opening thanks to the Stun Debuff.

Dev Notes

Synergy Bonuses

Goldie – Unique (3-Star+)

With [Star-Lord](#), [Gamora](#), [Rocket Raccoon](#), [Groot](#), [Drax](#)

- **Synergy Members:** +115 Critical Rating.

Lab Rats – Unique (4-Star+)

With [Mister Negative](#), [Anti-Venom](#), Green Goblin

- **Adam Warlock, Mister Negative :** +10% Fury Buff potency.
- **Green Goblin, Anti-Venom :** +10% Attack Rating during Special Attack 2.

Infinity Avatars – Unique (5-Star+)

With Thanos, [Vision](#), [Vision \(Age of Ultron\)](#)

- **Adam Warlock, Thanos :** Hits that deal True Damage deal an additional 8% of Base Attack Rating.
- **Vision, Vision (Age of Ultron) :** Inflicting a Power Burn deals 35% of Base Attack Rating as a burst of Direct Damage.

Galactic Disruption – Unique (6-Star+)

With [Silver Surfer](#)

- **Synergy Members:** When the champion gains 4+ Buffs, gain an Aptitude Buff, increasing the potency of Precision, Fury and Armor Up Buffs by 25% for 15 seconds. Cooldown: 15 seconds.

Recommended Masteries

Recovery

- By increasing Adam's Regeneration Rate, his instant regeneration and signature abilities' Regen Buff become stronger, making him take hits in the Stasis Pod even better.

The Recoil Tree

- Adam Warlock's damage can be supported further through the Recoil Masteries (Glass Cannon, Liquid Courage, and Double Edge) as long as you're not throwing too many Special Attacks.



Author: [MCOC Champion Designers](#)

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AEgon

Born to a pacifist race forced into slavery by the Master of the first Contest of Champions, AEgon always defied the strict code of nonviolence amongst his kin. He secretly trained as a gladiator, inspired by love and duty to win the Contest and free his people. Against all odds, he fought his way to the final battle against the Master. AEgon was victorious, but the battle cost him his arm, and the life of his beloved. His tragedy was complete when his own people cast him out as a pariah and left him behind in The Battlerealm. As Champion of The Contest, AEgon's prize was the Iso-Belt, a powerful artifact that grants him the ability to manifest a phantom limb, and other willpower constructs, to replace his missing arm. However, the full extent of the belt's powers are still unknown.

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- [AEgon's Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
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Base Stats and Abilities

Health Attack PI (Max Signature)

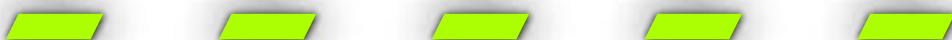
3-Star ★★★	6063	534	1871
4-Star ★★★★	15052	1351	4814
5-Star ★★★★★	30179	2707	10461
6-Star ★★★★★★	44500	3992	15390

(Rank 4, Level 55)

Champion Attributes



- Survivability 4.5



- Damage 5



- Ease of Use 2.5



- Utility 4



- Defender Strength 1.5

[Learn more about Champion Attributes](#)

AEgon's Mechanics

Character Class: Skill

Basic Abilities: Tenacity, Combo Shield, Fury, Bleed, Stun

Strengths and Weaknesses

Strengths

- **Evade**
 - Ægon gains an ability at 20 Combo Meter hits that grants him Unstoppable and Combo Shield when an Opponent triggers an evade effect. These allow him to just keep on pummeling his enemy, even when they evade, at a very early point in the fight. Later on, at 150 hits, he gains True Accuracy when he lands a critical hit, further cementing his advantage against Evade.
- **Void**
 - Many of Ægon's attacks have multiple hits, so that he can easily build his Combo Meter. This has an additional benefit against Void, as Void's opponent's can purify one of his debuffs for every 10 hits on their Combo Meter. Additionally, Ægon has the ability to shrug off debuffs when he lands Critical Hits (starting at 5 hits on his Combo Meter), giving him another way to remove the debuffs.

Weaknesses

- **Unblockable**
 - The majority of Ægon's abilities require him to build his Combo Meter, and he loses them when the meter is reset. This makes Unblockable attacks even more dangerous to him, since the only way to avoid them (and maintain Combo Meter) is by dashing backwards at the right time.
- **Glancing**
 - Once his Combo Meter is high enough, Ægon's Critical Hits grant him a wide variety of new strengths and abilities. However, the Glancing ability, present on champions like Ant-Man, completely disables Critical Hits, which weakens Ægon significantly.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Passive

- Base Critical Rating is 0. Critical Rating is increased by +30.46 for each hit of the Combo Meter.
- Any Critical Rating Ægon would receive from a source other than his Combo Meter is converted directly into Critical Damage Rating.

By default, Ægon is unable to get Critical Hits. But as his combo meter rises, so will his critical rating. Get enough hits, and almost every single one of his hits will be critical.

Dev Notes

Passive – Combo Meter Abilities

- Ægon unlocks additional Passive Abilities as his Combo Meter increases.
- 5 Hits – Critical Hits have a 40% chance to shrug off one Debuff.
- 10 Hits – Critical Damage Rating is increased by +12.07 for each hit of the Combo Meter.
- 20 Hits – When the Opponent Evades, Ægon activates a Combo Shield for 5 second(s) and has a 45% chance to become Unstoppable for 2 second(s).
- 30 Hits – Ægon can strike with Critical Hits even while the Opponent is Blocking.
- 50 Hits – Charging a Heavy Attack grants Ægon 1 second(s) of Unstoppable. Cannot be activated while his Heavy Attack ability is on cooldown.
- 75 Hits – Opponents have -85% Block Proficiency when Ægon strikes with a Critical Hit
- 100 Hits – Critical Hits have a 100% chance to shrug off one Debuff.
- 150 Hits – Critical Hits grant 0.75 seconds of True Accuracy, allowing him to ignore Auto Block and all Evade effects. This stacks up to 3 times.
- 200 Hits – Critical Hits ignore 100% of the Opponent's Physical Resistance
- 300 Hits – Critical Hits grant a Fury Buff, increasing Attack by +270.2 for 1 second(s). This stacks up to 3 times.
- 500 Hits – Critical Hits cause Opponents to suffer -100% reduced Defensive Ability Accuracy for Ægon's next hit
- 750 Hits – Critical Hits grant 1.50 seconds of Unstoppable and Combo Shield. This stacks up to 3 times.
- 1000 Hits – Critical Hits cause Ægon's next Hit to be Unblockable

Ægon unlocks many different abilities as his combo meter rises, increasing his strength in different ways. Most of these abilities increase the strength of his Critical Hits, or grant him additional abilities when he lands a Critical Hit. However, there are also a few important abilities to make note of. The abilities he unlocks at 20 and 150 hits improve his ability to attack opponents with Evade, which would otherwise be an excellent counter to Ægon. At 10 and 300 hits he is able to significantly increase his damage. And at 50 hits, he becomes Unstoppable while charging his Heavy Attack, which allows him to more easily land Heavy Attacks.

Dev Notes

While Heavy Attack Charging

- Ægon activates Combo Shield, and cannot lose more than 5% of his maximum Health from a single source, other than Special Attacks, for 6 seconds.
- Once this ability expires, it goes into cooldown and cannot be reactivated for 15 second(s).
- Landing a Heavy Attack reduces the cooldown of this ability by 3 second(s).

This attack has two main uses. First, if you ever find yourself in a difficult spot and about to lose your Combo Meter, you can quickly charge a heavy attack to keep your Combo. Its other use is to give Ægon a Combo Shield he can activate at will, in turn allowing him to take a hit and gain Fury without losing him Combo Meter.

Dev Notes

When Attacked

- 100% chance for Fury, increasing your Attack by 675.5 for 6 seconds.
- Gain 1 additional Fury Buff for every 50 hits on the Combo Meter, then refresh those Buffs. Ægon can have up to 6 Fury Buffs total.

If Ægon does actually get hit, this ability lets him dish out some payback, even more so if his Combo Meter was high. However, if he has a Combo Shield active when he gets hit, he both gains the Fury effects, and keeps his Combo Meter, which is key to unlocking his full damage potential.

Dev Notes

Special 1: ISO Discharge

Ægon releases the energy in his phantom limb as a blast of cosmic energy.

This Special Attack has no additional effects, but the blast of energy is able to hit the Opponent multiple times, which is useful for building up Ægon's Combo Meter.

Dev Notes

Special 2: Spear of the Forsaken

Ægon knocks back his Opponent, invokes his phantom limb holding a spear, then attacks with a series of slashes and strikes.

- 100% chance to inflict Bleed over 6 seconds, dealing 135.1 direct damage for each hit of the Combo Meter, up to 60 hits.

This attack is an excellent source of damage, especially once Ægon has reached 60 hits, and has one or more Fury effects from being struck.

Dev Notes

Special 3: Beyond Limits

Ægon charges up his Iso-belt beyond his own limits, and releases the energy in a violent blast, tearing up the ground and sending his Opponent flying

- 100% chance to Stun the Opponent for 1 second(s). The duration of the Stun increases by 0.10 second(s) for each hit of the Combo Meter, up to 7 second(s) total.

The stun from this ability reaches its maximum duration once Ægon's Combo Meter reaches 60. At that point, a 7 second stun is long enough to get a lot of hits in on the opponent.

Dev Notes

Signature Ability:

At the end of the fight, Ægon adds 65% of his final Combo Meter into his Persistent Combo, up to 999 hits total. Ægon's abilities that count the Combo Meter add his Persistent Combo on top of it.

This is key to getting Ægon's Combo Meter up high enough to unlock his final Combo Meter Abilities. In modes like Realm of Legends, it's possible to store over 100 hits into Persistent Combo every fight.

Dev Notes

NOTE: At this time, Ægon's Persistent Combo can get so high that the digits aren't displayed properly on the quest map, so be sure to check the full value on the Champion Select screen before heading into a fight.

Synergy Bonuses

David and Goliath – [The Champion](#) – Unique Synergy

- *Ægon*: *Ægon* gets +20% Attack Rating while fighting larger Champions.
- [The Champion](#) : The Champion gets +20% Attack Rating while fighting smaller Champions.

Combo Breakers – Proxima Midnight, Star Lord – Unique Synergy

- *Ægon*, [Proxima Midnight](#), [Star-Lord](#) : Activates Combo Shield for 5 seconds when this Champion would lose their Combo Meter. This ability activates only 1 time per fight.

Warriors of the Stars – Angela, Proxima Midnight, Captain Marvel – Unique Synergy

- *Ægon*, [Angela](#), [Proxima Midnight](#), [Captain Marvel](#) : +25% Potency to Fury effects.

Friends – Sentry – Unique Synergy

- *Ægon*: Well-Timed Blocks guarantee *Ægon*'s next hit will be a Critical Hit.
- [Sentry](#) : +200 Critical Rate and Critical Damage Rate for each Reality Warp.



Author: [MCoC Champion Designers](#)

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Agent Venom

Eugene "Flash" Thompson, long-time fan of Spider-Man and friend of Peter Parker, thought his career was over when he lost his legs fighting in the Iraq war. Desperate for another opportunity to help others, Flash enrolled in Project Rebirth and soon found himself bound to the Symbiote Venom. Now possessing many of the same powers as his wall-crawling hero, Flash works for the U.S. government as the deadly Agent Venom.

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- [Base Stats and Abilities](#)
- [Agent Venom's Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6063	467	1735
4-Star ★★★★	15052	1182	4367
5-Star ★★★★★	30179	2369	9924
6-Star ★★★★★★	44500	3493	14600
(Rank 4, Level 55)			

Champion Attributes

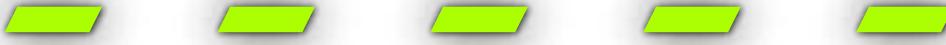
- Survivability 2



- Damage 1



- Ease of Use 5



- Utility 2



- Defender Strength 2.5



[Learn more about Champion Attributes](#)

Agent Venom's Mechanics

Agent Venom is a skilled symbiote carrier who has a chance to shrug off any Debuff and Bleed the opponent places on him when he launches his Special Attacks. Flash Thompson uses his government training along with the Venom symbiote to counter Evade chance, proving a worthy opponent to Spider-Verse Champions.

Character Class: Skill

Basic Abilities: Tenacity, Bleed, Incinerate

Strengths and Weaknesses

Strengths

- Debuff Purification: Agent Venom has a high chance to Purify any Debuff.
- Damage Over Time Variety: Agent Venom has access to Bleed and Incinerate Debuffs from his Special Attacks.
- Evade Chance Reduction: Agent Venom reduces Evade chance passively at all times, but also reduces the chance during his Special Attack 1.

Weaknesses

- Strengths Aren't Guaranteed: He reduces Evade chance by 50%, 80% max, and has a 70% chance to shrug any Debuff. When you may need one of his abilities to work in your favor, there's a chance they won't.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Passive

- Flash's intense military background, coupled with the alien symbiotic enhancement, grants him a 70% chance to Purify any Debuff.
- The Venom Symbiote works with Flash's training to reduce enemy Evasion chance by 50%.

Agent Venom's high chance to Purify Debuffs can be useful in Debuff Heavy matchups.

Expert Player Note

Special Attacks

- 65% chance to inflict Bleed, dealing 5211.8 Direct Damage over 4 seconds.

Agent Venom has a synergy with Symbiote Supreme that extends the duration of Bleed Debuffs by 20%. He also has a synergy with Goldpool that increases Bleed Debuff Damage by 15%. Pair Agent Venom with these two Champions to get the most out of his Bleed Debuffs.

Expert Player Note

Special 1

- This attack reduces enemy Evasion chance by 30%.

Pair this Evasion Chance Reduction with the Passive Evade Chance Reduction in his abilities and you now are reducing the chance by 80% during this Special Attack. This is also the best Special Attack for damage, since all his Special Attacks have a chance to Bleed the opponent for the same duration and potency. You get the highest chance for the Bleed Debuff per bar of power.

Expert Player Note

Special 2

- This attack Incinerates the enemy, dealing 2369 Energy Damage over 8.50 seconds. This effect also removes Perfect Block Chance and reduces Block Proficiency by 50% while it's active.

This Special Attack inflicts the Opponent with an Incinerate Debuff lasting 8.5 seconds. You can use this for nodes that require an Incinerate effect.

Expert Player Note

Special 3

- Any Bleed effect has an additional 25% chance to trigger.

This Special has a 90% chance to inflict a Bleed Debuff on the opponent.

Expert Player Note

Signature Ability – Klyntar Rage

Passive

- At the beginning of the fight, and whenever Flash loses 50% of his Max Health, he temporarily loses control of the Venom symbiote, increasing attack by 580.19. This effect is lost once he is struck 5 times.
- While under Klyntar Rage, Flash also gains 108.16 Critical Damage Rating

To get the most out of this Signature Ability, you need to play aggressive offensively, and avoid all incoming hits.

Expert Player Notes

Synergy Bonuses

Family

With [Spider-Man \(Symbiote\)](#)

- All Champions gain +6% Health

Family

With [Venom](#), [Venompool](#)

- All Champions gain +6% Health

Idol

With [Spider-Man](#)

- All Champions gain 4% Health & Attack

Teammates

With [Red Hulk](#), [Groot](#)

- All Champions gain +5% Perfect Block Chance

Recommended Masteries

Deep Wounds

- This will increase your Bleed Debuff Duration, allowing you to do even more damage

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [BMcG](#)



Author: [MCOC Champion Designers](#)

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Air-Walker

Gabriel Lan was formerly a member of the Nova Corps, before eagerly accepting an offer from the cosmic entity, Galactus, to become his herald. Wielding the immense power of the Power Cosmic and the Bow of Gabriel, Air-Walker dutifully serves Galactus, terraforming worlds for his master, and crushing all who oppose him.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6609	350	1934
4-Star ★★★★	16572	878	4867
5-Star ★★★★★	33227	1760	10630
6-Star ★★★★★★	48995	2595	15630

(Rank 4, Level 55)

Champion Attributes



- Survivability 4



- Damage 2



- Ease of Use 2.5



- Utility 2



- Defender Strength 4

[Learn more about Champion Attributes](#)

Air-Walker's Mechanics

Air-Walker's core focus is building up his unique Dark Tide Debuffs on the Opponent. These Debuffs hamper the Opponent's Block Proficiency, and cause them to take damage while they're affected by an Armor Break. Air-Walker applies both Dark Tide and Armor Breaks through his Special Attacks, and applies even more for each Buff on him. Once enough Dark Tide is applied to the Opponent, they are converted into a permanent Passive, which also powers up Air-Walker's other abilities. To aid Air-Walker in all of this, he has a Power Cosmic Buff, which grants him Attack and Power, and he gains additional Power Cosmic every time he wins a fight.

Character Class: Cosmic

Basic Abilities: Power Cosmic, The Dark Tide, Armor Break, The Power of Galactus

Strengths and Weaknesses

Strengths

- Power Gain
 - Air-Walker gains Power over time for each Power Cosmic Buff he has. At the start of the quest he only has 1 Power Cosmic, so the Power gained is relatively small. But after winning some fights and gaining additional Power Cosmic, the Power gained becomes very noticeable. Additionally, he significantly increases the potency of any Power Gain effects he has while charging a Heavy Attack, so he can use that to rapidly gain power and launch a Special Attack right out of the Heavy Charge.
- Fighting Power Control Opponents
 - Air-Walker's main objective in fights is to build Dark Tide on the Opponent. He automatically applies Dark Tide whenever he is affected by a Power Lock, Drain, or Burn effect, so it will have an easier time building Dark Tide and converting it into a Passive against Opponents with these abilities.

Weaknesses

- Nullify
 - The number of Dark Tides Air-Walker applies is largely dependent on the number of Buffs he has. He's also somewhat dependent on the Power Cosmic Buff to gain Power, since he has a decreased Offensive Combat Power Rate. Nullifying his buffs will reduce the number of Dark Tides he applies, and decrease the amount of Power he gains.
- Debuff Purification
 - By default, Dark Tides are Debuffs that last indefinitely. Opponents will remove them whenever they gain a Bar of Power, but Champions who Purify Debuffs have an additional avenue to remove them. It's important to note that once 10 Dark Tide Debuffs build up and they are converted into a Passive, they can no longer be removed by a Purify, so make sure you act fast!

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Passive:

- Offensive Combat Power Rate is decreased by 40%.

Air-Walker makes up for this by gaining Power over time through the Power Cosmic.

Dev Notes

Power Cosmic – Persistent Buff – Max 3

- Gain 3.5% of a Bar of Power every 1 second(s).
- +900 Armor Rating.
- +264 Attack Rating.
- Air-Walker starts the quest with 1 Power Cosmic Buff(s), which persists between fights. He gains 1 Power Cosmic Buff(s) when he wins a fight.
- When Air-Walker has no Power Cosmic Buffs, he will gain one after a 7.50 second cooldown.
- Special Attack 3 can only be used if Air-Walker has 3 Power Cosmic Buffs or is Defending.

Air-Walker needs to win 2 fights before he can use his Special Attack 3, but the effects it gives him are absolutely worth the wait. Power Cosmic is also powerful in its own right, granting a very noticeable amount of Power over time once Air-Walker has 2 or more of them.

Dev Notes

When Power Drained, Power Locked, or Power Burned

- Inflict 3 Dark Tide Debuffs.

Important to note that this doesn't include Power Steal effects, so various Mystic champions will be able to bypass this ability.

Dev Notes

The Dark Tide – Debuff – Max 10

- Dark Tide Debuffs reduce Block Proficiency by 87.5 during their Opponent's Special Attacks, and last indefinitely.
- Champions suffering from both Armor Break and Dark Tide take Direct Damage every 0.50 second(s). This damage is equal to 2% of their Opponent's Base Attack per Dark Tide.
- Opponents remove one Dark Tide Debuff every time they fill a Bar of Power, or whenever the Power Cosmic is Nullified.

Dark Tide Debuffs are the core mechanic of Air-Walker's kit. As noted below, the main way to apply them is through his Special Attacks. Once they are applied, any Armor Break will cause the Opponent to take damage over time. The reason for the peculiar wording of the damage is that if the opposing Champion happens to carry the Dark Tide into future fights, the damage will be re-calculated based on their new Opponent.

Dev Notes

The Dark Tide – Passive – Cross Fight – Max 1

- When the Opponent has 10 Dark Tide Debuffs, they are combined into a Passive that lasts for the rest of the fight and the next 2 fights they participate in.
- The Dark Tide Passive counts as 10 Dark Tide Debuffs for Air-Walker's abilities, and also gains additional effects based on the Opponent's Class.
- If the Opponent has a Dark Tide Passive, Air-Walker's fourth Light Hit refreshes 2 Armor Break Debuff(s) on them.

Air-Walker gains a variety of abilities after converting 10 Dark Tide Debuffs into the permanent Passive. Also, since this is a Cross-Fight Ability, his Opponents need to be very careful when fighting Air-Walker on defense, since they can win the fight and still walk away with the Dark Tide Passive applied to them. Also, since the Dark Tide Passive counts as 10 Dark Tide Debuffs, Air-Walker won't apply any more Dark Tide Debuffs once the Passive is in place.

Dev Notes

When Charging a Heavy Attack

- Increase Ability Power Rate by 300% and Heavy Charging can be held for an extended duration.
- 75% of any Power Gained while Charging is lost over 0.75 second(s) after the Charge stops.
- If Air-Walker fills a Bar of Power, he gains an Unblockable Buff for 1 second(s) that is paused during his Special Attacks.
- If Air-Walker activates a Special Attack, he gains a Fury Buff during that Special Attack, increasing Attack Rating by +1760.

Air-Walker gains significant benefits from charging his Heavy Attack. The increased Ability Power Rate will improve the Power Gain from the Power Cosmic, allowing his Power to rapidly increase. While he will lose most of the Power gained once the charge is done, if he activates a Special Attack during the Heavy Charge, the Special will use that Power instead, and Air-Walker won't have any Power to lose.

He also gains additional benefits for cancelling his Heavy Charge into a Special Attack. By default, he will gain a Fury Buff for the duration of that Special Attack. But if he crossed a Power Threshold while Heavy Charging, he will also gain an Unblockable Buff for the duration of that Special Attack as well.

Dev Notes

Special Attacks

- Activating a Special Attack Armor Breaks the Opponent, reducing Armor Rating by 2100 for 11 second(s), stacking up to 8 time(s).
- If the last hit isn't Blocked, apply 1 Dark Tide Debuff to the Opponent, and an additional one for each Buff on Air-Walker.

Special Attacks are the main way that Air-Walker applies Dark Tide Debuffs. Important to note that he'll apply them both if the Attack hits, and if it misses entirely. The only way for his Opponents to avoid them is to block the last hit. And since he applies one for each Buff on him, his Power Cosmic Buffs, Fury Buffs, and Unblockable Buffs, will all help him stack Dark Tides faster. Special Attacks are also how Air-Walker Armor Breaks the Opponent, which is necessary to trigger the damage component of Dark Tide.

Dev Notes

Special Attack 1 – Cosmic Flame

- The last hit has a 50% chance to inflict a Stun Debuff for 2 second(s). The chance is increased by 50% flat if Air-Walker is Unblockable.

Since Air-Walker always applies the same number of Dark Tide Debuffs regardless which Special Attack is used, SP1 is the attack to focus on while building towards the Dark Tide Passive. This attack also greatly benefits from the Unblockable Buff that he can gain while Heavy Charging, since it will guarantee the Stun and allow him to immediately follow up on the Special Attack.

Dev Notes

Special Attack 2 – Bow of Gabriel

- If the Opponent has a Dark Tide Passive, this attack deals an additional 40% of the damage dealt as a burst of Energy Damage.

Special Attack 2 is the name of the game once the Dark Tide Passive has been applied. And since the bonus

energy damage is relative to how much damage was dealt, it'll benefit from both the Fury Buff that Air-Walker triggers through Heavy Charging, and the Armor Break Debuffs he can apply.

Dev Notes

Special Attack 3 – The Herald’s Call

- Air-Walker replaces Power Cosmic with the Power of Galactus Buff for 20 second(s), granting:
 - +2640 Attack Rating.
 - Regenerate +4984.05 Health.
 - Gain 10.5% of a Bar of Power every 1 second(s).
 - Gain a Passive Unstoppable effect.
- Every attack has a 100% chance to deal an additional burst of Direct Damage. The damage is equal to 5% of the damage dealt, per Dark Tide on the Opponent.
- Power of Galactus sets Air-Walker’s Power to 0 when it ends.

After spending a few fights building Power Cosmic, Air-Walker is able to unleash the Power of Galactus. This buff has a laundry list of effects, but one to pay particular attention to is the Power Gain. It's equal to the amount of Power he would gain from 3 Power Cosmic Buffs, so the Power Galactus won't cause him to lose out on all the Power gain he gets from charging his Heavy Attack.

Dev Notes

The Dark Tide – Cross Fight Class Effects

- Tech: Reduces the duration and potency of Power Drain, Lock and Burn effects by 70%.
- Mutant: Reduces Offensive Ability Accuracy during Special Attacks by 33%.
- Skill: Critical Rating is reduced by 592.31.
- Science: Non-Damaging Debuffs have -25% Ability Accuracy.
- Cosmic: Buff potency is reduced by 50%.
- Mystic: Mystical energies resist the Dark Tide, so it has no additional effect.

Once the Dark Tide Passive is applied, it gains additional effects depending on the class of Champion it's applied to. These effects are also Cross-Fight, so they'll persist alongside the Dark Tide Passive even if the Champion defeats Air-Walker.

Dev Notes

Signature Ability – Herald of the Destroyer

Passive:

- Inflict a Dark Tide Debuff on the Opponent every 8 second(s).

If Air-Walker has his Signature Ability, he'll apply Dark Tide Debuffs over time, putting extra pressure on the Opponent to get rid of them before they're converted into the Dark Tide Passive.

Dev Notes

Synergy Bonuses

Herals of Galactus – Unique Synergy (3-Star+)

With [Silver Surfer](#), [Terrax](#)

- Air-Walker: Cross Fight Ability – The first fight Air-Walker participates in grants him an indefinite Precision Buff, increasing Critical Rating by +450 for that fight and the next 2 fights he participates in.

It is important to note that this synergy grants a Precision Buff, so it'll be included when determining how many Dark Tide Debuffs to apply to the Opponent via Air-Walker's Special Attacks.

Dev Notes

Nova Corps Veterans – Unique Synergy (3-Star+)

With [Nova](#)

- Air-Walker: Whenever a Dark Tide is placed on the Opponent, 30% chance to place an additional one.
- [Nova](#): Reaching 75 Nova Charges refreshes Nova's Fury Buffs, even while at maximum stacks.

The High Ground – Unique Synergy (4-Star+)

With [Green Goblin](#), [Phoenix](#), [Ebony Maw](#)

- Air-Walker: Heavy Charging increases Ability Power Rate by an additional 150%, reduced by 50% for each Persistent Power Cosmic Air-Walker has.
- Green Goblin: Special Attack 1 Laser Blasts have +40% flat chance to Power Drain.
- Phoenix: While Overloaded, Heavy Attacks also refresh Phoenix's Armor Break Debuffs.
- Ebony Maw: While the Opponent is suffering from Falter or Black Tongue, Ebony Maw gains +70% Attack Rating.

Air-Walker's component of this synergy decreases in potency as fights go on, and is designed to give him a leg up in the early fights, before he ramps up his Power Cosmic. The added Power Gain Rate will let him more easily cancel his Heavy Charge into Special Attacks, until he gets enough Power Cosmic that doing so is easy.

Dev Notes

Enemies Lv. 1/2/3

With [Mister Fantastic](#), [Invisible Woman](#), [Human Torch](#), [Thing](#)

- All Champions gain +85/115/155 Critical Rating.

Recommended Masteries

Enhanced Fury

- Air-Walker has a very easy time triggering a Fury Buff, simply by hitting the Special Attack button while Charging his Heavy Attack. This Fury Buff is already very potent, but it can be further improved via the Enhanced Fury mastery.

Despair

- Between Dark Tide Debuffs and Armor Break Debuffs, Air-Walker has a very easy time stacking up lots of Debuffs on the Opponent. This makes the Despair mastery a great choice, since opposing Regeneration effects will also be reduced for each Debuff.



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America Chavez

America Chavez was born in an alternate dimension outside of time and space, the Utopian Parallel. Being a Dimension in close proximity to the Demiurge, America Chavez absorbed powerful mystical energies which granted her the ability to willfully travel through alternate Dimensions.

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- [Strengths and Weaknesses](#)
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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5821	485	1939
4-Star ★★★★	10939	911	3654
5-Star ★★★★★	29264	2437	10650
6-Star ★★★★★★	49935	4158	18160
(Rank 5, Level 65)			
7-Star ★★★★★★★	48384	4028	17530
(Rank 1, Level 25)			

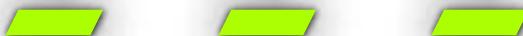
Champion Attributes



- Survivability 3.5



- Damage 3.5



- Ease of Use 3



- Utility 2



- Defender Strength 3.5

[Learn more about Champion Attributes](#)

America Chavez's Mechanics

America Chavez is a powerhouse brawler who draws strength from Buffs and specializes in back to back heavy hitting combos. By launching Special Attacks during her Heavy Attack, she opens Parallel Dimensions which provide powerful utility and improves her base stats.

Character Class: Mystic

Basic Abilities: Utopian Parallel, Dark Dimension, Negative Zone, Dimensional Energy Infusion

Strengths and Weaknesses

Strengths

Stat based Buffs

- Each Buff active on the Opponent increases America Chavez's Attack Rating and Energy Resistance. If the Buffs the Opponent is gaining are Fury, Armor Up, Precision, or Cruelty Buffs, she can also invert their effectiveness, giving America Chavez full advantage over the Opponent.

Power Gain Buffs

- The easiest Parallel Dimension for America Chavez to activate is the Negative Zone which reduces the Opponent's Ability Power Rate. With 2 Heavy Attacks she can invert any Power Gained by the Opponents abilities.
- If the Power Gain on the Opponent is coming from Buffs, they also provide her with bonus Attack and Energy Resist! Looking at you Aarkus! *shakes fist*

Weaknesses

Petrify and Wither

- Any effect that reduces or inverts Ability Power Gain rate will prevent America Chavez from launching multiple Special Attacks back to back. Her Special 1 relies on its ability to generate Power.

Defensive Abilities

- America Chavez has no way to deal with common Defender mechanics such as Miss, Evade, Auto-Block, Unstoppable, or Unblockable. If America Chavez can't maintain her momentum in a fight her Parallel Dimensions will fall off before she can cash in a high damaging Special 2.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Parallel Dimensions

- Each hit of a Heavy Attack switches the dormant Dimension in the order they appear below.
- Launching a Special Attack during a Heavy Attack, or if the Heavy Attack ends for any reason, activate the Dimension for 30 seconds.
- **Utopian Parallel** : Reduce Opponents' Fury, Armor Up, Precision, Pierce, and Cruelty Buff Potency by **70%** .
- **Dark Dimension** : Deal **40%** of damage taken back as Energy Damage. Damage is capped at **7490.25**
- **Negative Zone** : Reduce Opponents' Ability Power Gain Rate by **60%** .
- Matching Dimensions suffer -15 % Duration for each stack.
- Whenever affected by a Wither Debuff, remove the most recently activated Parallel Dimension.
- While Defending a Quest Node, if activating a Dimension that already has 2 active stacks, she activates 1 random unopened Dimension as well.

The only way America Chavez can activate Utopian Parallel and Dark Dimensions safely is by launching a Special Attack after the first or second hit of her Heavy Attack.

Dev Notes

Dimensional Energy Infusion – Max 6

- For each unique Dimension on America Chavez and each Buff on the Opponent, gain the following benefits:
 - +**1663.2** Attack Rating.
 - +**493.9** Energy Resistance.

Prior to her tune up, America Chavez would require an opponent with 6 Buffs in order to reach her maximum potential. We've adjusted the potencies around so that her base damage is higher in matchups with no Buffs, and made her maximum potential more accessible.

Dev Notes

Heavy Attacks

- Charge a Heavy Attack after landing any non combo ending hit of a Basic Attack combo to inflict a Passive Stun for **0.75** seconds. Heavy Attacks launched this way generate **25%** less Power on Hit.

Start charging a Heavy Attack after your third Light Attack or first Medium Attack in a combo to safely throw a Heavy Attack. This is the ideal way to end any basic attack combo.

Dev Notes

Special 1 – Power Stomp

- Each unique Parallel Dimension creates a Passive Power Gain effect providing **40%** of a bar of Power over **1.5** seconds.

Use this Special Attack to quickly activate multiple parallel dimensions. This should naturally push you towards your Special 2.

Dev Notes

Special 2 – Star Burst

- For the final 3 hits of this Special Attack, America Chavez opens a Portal to an additional **Big Bang** Dimension dealing a burst of Energy Damage equal to 50% of hit damage dealt.
- These hits gain a bonus effect based on the last Dimension activated:
- **Utopian Parallel:** Deal **3326.4** additional damage on Hit.
- **Dark Dimension:** Regenerate **12%** of hit damage dealt.
- **Negative Zone:** Unblockable.

Combo into this Attack from a Heavy Attack to gain the Dimension bonus.

Dev Notes

Special 3 – Dimensional Dash

- Activate 1 of each Parallel Dimension.

Signature Ability – Super Charged

- If at least 3 unique Dimensions are active, America Chavez becomes Supercharged, granting the following bonuses:
- **+50%** Dimensional Energy Infusion potency.
- Launching a Special 2 during a Heavy Attack provides +1 stack of whichever Dimension was activated.

Synergy Bonuses

Superstars (Unique)

With [Mojo](#) and [Longshot](#)

- **America Chavez:** Utopian Parallel reduces Unstoppable Buff duration by **50%**.
- **Mystic Champions:** For each Buff that expires or is Nullified, the next hit deals **+300** damage. Max **1500**.

Out of this World (Unique)

With [Hood](#), and [Ghost Rider](#)

- **America Chavez:** Dark Dimension Regenerate **30%** of damage dealt to the Opponent by this Dimension.
- **Dimensional Beings:** **+25%** resistance to Degeneration Damage.

Stay Positive (Unique)

With [Annihilus](#)

- **America Chavez:** Each Stack of Negative Zone generates **1%** of a bar of Power every second.
- **Annihilus:** While Annihilus has an active Unstoppable Buff he receives **50%** less hit damage.

K.O Queens (Unique)

With [She-Hulk](#), and [Captain Marvel \(Infinity War\)](#)

- **America Chavez:** Big Bang dimension has **+12%** Potency.
- **Female Champions:** Heavy Attacks on Opponents that aren't Stunned have +600 Attack Rating.

Teammates

With [Thing](#), [Tigra](#), [Iron Man](#)

- All Champions gain +5% Perfect Block Chance.

Recommended Masteries

Mystic Dispersion

- Extra Power generation will allow America Chavez to launch even more Special 2's once all of her Dimensions are activated.

Recovery

- America Chavez Regenerates health based on Damage dealt by her Special 2. The extra Regeneration provided by Recovery can be valuable.

Assassin

- America Chavez has high resistances and will likely stick around a fight for a while. The Assassin Mastery will make it easier for her to close out fights, and give her a slight edge when facing Opponents with Defensive Abilities she doesn't have an answer for.



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Angela

Leader of the Hunt, Guardian of the Galaxy, Queen of Hel, Angel, Goddess. Angela is a woman of many titles. Born Aldrif Odinsdottir, the first child of Freyja and Odin, but raised as Angela by Loriel, handmaiden to the Queen of Angels, she has battled her way across the Galaxy. Now Angela has come to the Contest, perhaps the greatest challenge of martial skill and strength to be found in the Nine Realms, and beyond.

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- [Angela's Mechanics](#)
- [Abilities](#)
- [Synergy Bonuses](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5578	481	1844
4-Star ★★★★	13835	1199	4584
5-Star ★★★★★	27740	2392	10463
6-Star ★★★★★★	47334	4081	17845
(Rank 5, Level 65)			
7-Star ★★★★★★★	45864	3954	17230
(Rank 1, Level 25)			

Champion Attributes



- Survivability 4



- Damage 4.5



- Ease of Use 3.5



- Utility 3



- Defender Strength 1.5

[Learn more about Champion Attributes](#)

Angela's Mechanics

Character Class: Cosmic

Base Abilities: Fury, Armor Up, Precision, Armor Break, Nullify Resistance

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

Blocking – Fighting Non-Mystic Champions

- Advanced training allows Angela to Parry Non-Contact attacks.

When Damaged

- For each 10% of Max Health taken in damage, gain an indefinite Resilience Charge.
- When below Max Health, if Angela does not have a Regeneration Buff, she converts 1 Resilience Charge into a Regeneration Buff, healing 2366.7 Health over 10 seconds.

Indefinite Huntress Buff – Always Active

- Angela gains an indefinite Buff based on her current Power Level.
- Below 1 Bar: Armor Up, granting +964.29 Armor Rating.
- Between 1 and 2 Bars: Fury, granting +3469.85 Attack Rating.
- Between 2 and 3 Bars: Precision, granting +2250 Critical Rating.
- 3 Bars: Aptitude, increasing the Potency of all Fury, Armor Up, and Precision Buffs by 60%.

Temporary Huntress Buffs – Critical Hits

- 100% chance to duplicate the current, indefinite Huntress Buff. This duplicated Buff lasts 15 seconds. A maximum of 1 of each type of Huntress Buff may be duplicated at a time.

Heavy Attacks

- This attack receives +2250 Critical Rating.

Special Attacks

- Angela's terrifying aura inflicts 1 Armor Break Debuff on the opponent for each Buff on Angela, removing an Armor Up Buff and reducing Armor Rating by 250 for 7 seconds.

Special 1

- 100% chance to gain a Fury Buff for 5 seconds, granting 3468.85 Attack.
- This Fury Buff instead lasts 20 seconds if Angela already had a Fury Buff active on herself.

Special 2

- 100% chance to gain an Armor Up Buff for 5 seconds, granting +964.29 Armor Rating.
- This Armor Up Buff instead lasts 20 seconds if Angela already had an Armor Up Buff active on herself.

Special 3

- 100% chance to gain an Aptitude Buff, increasing the potency of Armor, Fury, and Precision Buffs by 60% lasting for 5 seconds.
- This Aptitude Buff instead lasts 30 Seconds if Angela already had an Aptitude Buff active on herself.
- Angela's Attack Rating is increased by +2040.5 for each Buff active on her during the attack.

Signature Ability – Battle Focus

Always Active

- For each Buff on Angela, her opponent suffers the following:
- -35.05% Nullify & Auto-Block Ability Accuracy.
- -35.05% Damaging Debuff Duration.

Synergy Bonuses

Friends

With [Rocket Raccoon](#) and [Star-Lord](#)

- All Champions gain +130 Armor Rating

Friends

With [Gamora](#) and [Groot](#)

- All Champions gain +130 Armor Rating

Family

With [Thor](#)

- All Champions gain +6% Health

Family

With [Loki](#)

- All Champions gain +6% Health

Recommended Masteries

Recovery

- Angela's Resilience ability allows her to Regenerate a portion of the damage she's taken this fight. Recovery enhances this Regeneration keeping her in the fight longer.

Enhanced Fury

- Angela can stack several Furies at the same time, and then increase their effectiveness even further with her Aptitude buffs. Doing so will raise her damage output immensely!

Cruelty

- Angela has the ability to stack several Precision Buffs. This greatly increases her Critical Hit rate, which makes the return for increasing her Critical Damage Rating very high.



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Annihilus

After the Fantastic Four opened a portal to the Negative Zone in search of anti-particles, they encountered Annihilus. A vicious, raving, and paranoid insectoid creature ruling over the Negative Zone. Aided by his most prized possession, the Cosmic Control Rod, Annihilus has waged an all out war on every living thing in the Universe for it's the only way he can ensure nothing can ever threaten his life or his precious Cosmic Control Rod.

Annihilus's Mechanics

Annihilus is an offensive rushdown defender champion that can quickly shift the momentum of any fight.

Base Stats and Abilities:

*All stats based on 4-Star, Rank 5, Level 50, Signature Level 99

Health: 14900

Attack: 1092

Max PI:

Without Signature: 3851

With Signature (99): 4713

*All stats based on 5-Star, Rank 5, Level 65, Signature Level 200

Health: 29874

Attack: 1092

Max PI:

Without Signature: 7756

With Signature (200): 10480

Character Class: Cosmic

Basic Abilities: Cosmic Control Rod, Armor Break, Stifle, Unstoppable

Champion Attributes



- Survivability 3



- Damage 3.5



- Ease of Use 3



- Utility 2



- Defender Strength 4

[Learn more about Champion Attributes](#)

Strengths and Weaknesses

Strengths:

- Unstoppable pressure: Annihilus only needs to land a single hit to put his opponent into a bad situation. Once they've been stifled, dashing back will gift Annihilus an Unstoppable Buff allowing him to freely advance on his Opponent and loop them back into more pressure.

- Immunity to Power Manipulation: Annihilus forces players to bait out his Special Attacks to prevent him from reaching a Special 3. Any attempts to lower his power will be instantly negated and any attempts to Taunt Annihilus will only be met with pain.

Weaknesses:

- Dependent on Cosmic Control Rod: Annihilus is highly susceptible to Nullifies, Fate Seals, and Staggers. Each time a Buff is to be removed by one of these effects, the Cosmic Control Rod will be the first to go, along with it all of his Immunities and his Ability to perform Obliterating Strikes.



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Ant-Man (Future)

Dr. Zayn Asghar is an Ant-Man of the future and brilliant inventor of the nano-ant swarm, microbots created to restore the collapsing climate. With the help of Doctor Doom's Time Platform, a troupe of Ant-Men and Zayn's unceasing determination, his voyage through time may be the key to ending the global crisis of Zayn's timeline.

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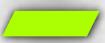
Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6851	436	1769
4-Star ★★★★	17180	1092	4448
5-Star ★★★★★	34447	2189	10680
6-Star ★★★★★★	58777	3734	18220

(Rank 4, Level 55)

Champion Attributes



- Survivability 4



- Damage 3



- Ease of Use 2.5



- Utility 4



- Defender Strength 3.5

[Learn more about Champion Attributes](#)

Ant-Man (Future)'s Mechanics

Ant-Man can control his Opponent's power bar with Disintegration and Power Drain effects. By keeping his Opponent's power low, he can intercept the Opponent more often, gaining Armor Up Buffs quicker to activate his Surging Swarm.

The Surging Swarm allows Ant-Man to increase his Opponent's aggressiveness and boost his own Attack Rating.

Character Class: Tech

Basic Abilities: Armor Up, Glancing, Disintegration, Power Drain, Power Detonation

Strengths and Weaknesses

Strengths

- **Death by Disintegration**
 - Ant-Man's primary damage comes from his variety of Disintegration effects. These damaging effects have few counters thanks to their rarity, making him hard to counter.
- **Control the Fight**
 - Ant-Man has several tools at his disposal that allow him to control his opponents. His Power Drain and Disintegration allow him to control the Power Meter, while his Surging Swarm allows him to alter his opponent into an aggressive state.
- **Nano-Armor Ups**
 - His defenses are bolstered by his stacking Nano-Armor Up effects that increase Armor Rating and have the bonus effect of increasing the opponent's chance to Glance. Making Ant-Man a considerable bulky champion.

Weaknesses

- **Power Gain**
 - Ant-Man is unable to effectively control his Opponents who have too much Power Gain. They're able to easily remove his Power Detonation effect, removing his damage source and slowing down his gameplay.
- **Pierce**
 - All of Ant-Man's Glancing effects can be bypassed by Pierce Effects on the Opponent. This slows down the rate that he gains Armor Ups, and makes him considerably squishier.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

Always Active

- 10% chance for all incoming attacks that land or strike into Block to Glance.
- Personal Glancing Abilities do not work on Opponents with an active Pierce effect.
- When the Opponent glances Ant-Man, he lowers Glancing's Attack Rating reduction by a flat 20% and Offensive Ability Accuracy reduction by a flat 60%.

Power Detonation

- At the start of each fight inflict an Encroaching Power Detonation Passive for 14 seconds which cannot be affected by Ability Accuracy. Upon expiry, drain 40% of their current Power and inflict a Power Detonation Passive for 14 seconds. Whenever this effect expires for any reason, reinflit the Encroaching Power Detonation.
- The Encroaching Power Detonation is indefinitely paused and is unpause while Ant-Man is landing hits. As a Defender, it is also unpause while Ant-Man is being attacked.
- While the Opponent is suffering from a Power Detonation Passive, all hits inflict a -15% potency instant Disintegration, dealing 672.12 Direct Damage.
- When the Power Detonation expires naturally, inflict a -15% potency Disintegration Debuff, dealing 4667.5 Direct Damage over 24 seconds and pausing during Ant-Man's Special Attacks.

Ant-Man's damage really comes online once the Power Detonation is on his opponent thanks to his instant Disintegration Passives which deal damage and lower their Combat Power Rate.

Dev Notes

Nano-Armor Up

- Start each fight with 1 Nano-Armor Up Buff, increasing Armor Rating by 118.42 and increasing the chance for incoming attacks to Glance by 6%. Nano-Armor Up effects count as Armor Up effects.
- Nano-Armor Up effects are indefinite up to 5 while Attacking. Any additional Nano-Armor Ups last for 4 seconds and expire one at a time, up to a total of 10 Nano-Armor Up effects. Additionally, all Nano-Armor Up effects are paused during either Champion's Special Attacks.
- Intercepting the Opponent grants 2 Nano-Armor Up Buffs.
- Hitting the Opponent during their Heavy Attack grants 1 Nano-Armor Up Buff.
- Each time a hit Glances Ant-Man, gain 1 Nano-Armor Up Buff.
- Attacks that Intercept Ant-Man cannot Glance and remove 1 Nano-Armor Up Buff.
- Whenever a Nano-Armor Up Buff fails to trigger or is removed for any reason, replace it with a Passive of the same potency. Nano-Armor Up Passives count as Armor Up Buffs for all of Ant-Man's personal abilities and are not removed by Armor Break effects.

The beginning of each fight is all about building up Nano-Armor Up Buffs to activate the Surging Swarm. Intercepting is the most efficient way, but Ant-Man can also punish Heavy Attacks and Glance blocked hits to

juice out even more Armor.

Dev Notes

Surging Swarm

- While Ant-Man has more than 5 Armor Up Buffs his Surging Swarm activates, granting the following effects:
- +2800.5% Attack Rating.
- The Encroaching Power Detonation expires 200% faster.
- The Opponent is more aggressive while Surging Swarm is active.
- When the Opponent's Combo Ender Glances, inflict a Stun Debuff for 1.5 seconds.

Once Ant-Man has his Surging Swarm, the speed of his playstyle really picks up, increasing the reliability of his intercepts, increasing Attack Rating which scales his instant Disintegrations, and increasing the speed of his Encroaching Power Detonation which means his Power Detonation is pretty much always active on his Opponent.

Dev Notes

Light Combo Ender

- If you have a Special Attack 2 or 3 available, the highest level Special Attack is disabled for 0.5 seconds.
- This attack is non-contact.

The Light Combo Ender may sound like a disadvantage at first, but this self-disabling ability allows Ant-Man to select which Special he'd like to use moments after the Light Combo Ender is used.

Dev Notes

Special Attack 1

- When the second hit lands or strikes into Block, inflict a -15% potency Disintegration Debuff, dealing 4667.5 Direct Damage over 24 seconds and pausing during Ant-Man's Special Attacks. Max stacks: 3. This ability scales with Base Attack only.
- The final hit does not grant Power and drains 25% of a Bar of Power for each Disintegration Debuff on the Opponent.

Special Attack 2

- While the Power Detonation Passive is active, each hit inflicts a -10% potency instant Disintegration, dealing 6235.78 Direct Damage. This ability gains +100% potency for each Disintegration Debuff on the Opponent.

The Special 2 is ideally used to close out a fight with a huge burst of instant Disintegration's Direct Damage.

Dev Notes

Special Attack 3

- Gain 10 Nano-Armor Up Buffs.
- Inflict a non-stacking -15% potency Disintegration Debuff, dealing 4667.5 Direct Damage over 60 seconds. While this effect is active, pause the duration of all other personal Disintegration Debuffs.

Signature Ability – Swarm Accelerator

- Incoming Bleed and Incinerate effects suffer -90% duration.
- When a Bleed or Incinerate effect (including instant effects) expires naturally on Ant-Man, gain a non-stacking Self-Repair Buff healing 3% of missing Health over 6 seconds. Self-Repair Buffs are lost when Ant-Man is stunned.
- When Ant-Man would lose more than 10% of his Max Health from a single source other than a Special Attack 3, reduce the damage to 10% of his Max Health and gain a Self-Repair Buff healing 5% of Max Health over 12 seconds.

Ant-Man's Signature Ability makes him considerably more survivable, he gains near-immunity to Bleed and Incinerate effects and the ability to be protected against burst damage such as Direct Damage dealt by Galan's Harvest.

Dev Notes

Synergy Bonuses

Bugspeak – Unique

With [Ant-Man](#), [Wasp](#) and [Yellowjacket](#)

- **Ant-Man (Future)**: While the Opponent is suffering from a personal Power Detonation effect, Ant-Man (Future) cannot Miss his Opponent.
- [Ant-Man](#) : +25% Unsteady Debuff duration.
- [Wasp](#) : +25% Shock Debuff potency.
- [Yellowjacket](#) : Each time the Opponent is inflicted with a Power Sting Debuff, inflict a Physical Vulnerability Debuff, lowering Physical Resistance by 10% for 10 seconds.

Deadliest Menace of Yesterday – Unique

With Odin and Ultron

- **Ant-Man (Future)**: Incoming Shock effects suffer -60% duration.
- [Odin](#) : When inflicted with a Shock effect, gain an indefinite Shock Resist Buff, increasing Shock Resistance by 50%.
- [Ultron](#) : +30% Bleed and Degeneration Debuff duration.

Call of the Past – Unique

With Cable and Bishop

- **Ant-Man (Future)**: When the Opponent gains a Prowess effect, gain a Nano-Armor Up Buff.
- [Cable](#) : Future Incinerate effect durations are reduced by 10% (up to 50%) when an Incinerate effect is inflicted on Cable.
- [Bishop](#) : +20% Incinerate Debuff potency.

Recommended Masteries

Collar Tech

- Ant-Man takes advantage of the Collar Tech mastery in a huge way. The reduced Combat Power Rate is very synergistic with his own Power Drain and Disintegration effects.

Double Edge

- When awakened, Ant-Man can speed up the duration of incoming Bleeds including the one inflicted by Double Edge.



Author: [MCoC Champion Designers](#)

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Ant-Man

When the original Ant-Man retired from the job, another man rose to the occasion [err, stole the costume] – Scott Lang! With his somewhat sordid past somewhat behind him, Scott took on the size-changing, ant-communicating abilities of Ant-Man!

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- [Strengths and Weaknesses](#)
- [Abilities](#)
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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6851	472	1568
4-Star ★★★★	17180	1182	3943
5-Star ★★★★★	34447	2369	10580
6-Star ★★★★★★	58777	4042	18039
(Rank 5, Level 65)			
7-Star ★★★★★★★	56448	3917	17330
(Rank 1, Level 25)			

Champion Attributes



- Survivability 2.5



- Damage 3.5



- Ease of Use 4



- Utility 2.5



- Defender Strength 3

[Learn more about Champion Attributes](#)

Ant-Man's Mechanics

Scottie is back from his nighttime errands with some *hot* new tech! Stealing a page out of the other arthropods of the Contest, Ant-Man's kit now focuses on the build-up of Pym Particles to inflict prickly Power Stings on the opponent. Gathering these will require you to shrink down to size often, throwing Special 1's until your desired stack of Pym Particles is achieved. As an added bonus, Ant-Man's puny punches will inflict debilitating Fatigues! When ready, hit the power-hungry opponent with a Heavy attack to convert the resource into Power Stings. Keep their timers up by performing intercepts or punishing Heavy attacks long enough to build 2 bars of Power, then

sock ‘em with a Special 2, converting the Fatigues into pernicious Poison Debuffs. Continue refreshing until the toxic buildup or a hasty Special Attack brings your opponent down to your level!

Character Class: Science

Basic Abilities: Power Sting, Fatigue, Poison, Petrify

Strengths and Weaknesses

Strengths

- **Power Gain Counter-effects**
 - Punishes opponent Power Gain with Power Stings, or negates it altogether with Petrify
- **Unsteady**
 - Unsteady Debuffs keep Ant-Man tanky despite his small stature. They’re also good at countering slippery Champions with Falter and Phase!

Weaknesses

- **Power Control**
 - Ant-man’s arsenal and tankiness is reliant on ample use of Special Attacks. Power Control champs and nodes will quickly shut him down
- **Purify**
 - Champions with access to Purify will shrug off Ant-Man’s Debuff-heavy abilities with ease.

The following Stats and Abilities are based on a Rank 5, Level 65, 6-Star Champion

Abilities

Passive

- Ant-Man is Immune to Poison and Shock effects.

Pym Particles – Max 9

- Ant-Man is Immune to Buffs. Whenever he would, he instead generates 1 Pym Particle.
- Whenever Ant-Man’s basic attacks intercept the opponent, or strikes them when recovering from a Heavy, he consumes 1 Pym Particle to refresh any personal Fatigue, Poison, and Power Sting Debuffs on the opponent.

These are key to your damage! Get a nice stack of them ready, convert some into Power Stings and/or Poisons, then use the rest to keep the Debuffs active with Intercepts and by punishing opponent Heavy attacks..

Dev Notes

Power Stings

- If Ant-Man has 3 or more Pym Particles, landing a Heavy Attack or being knocked down by a Special Attack consumes 3 Pym Particles to inflict 1 Power Sting Debuff on the opponent lasting 9 second(s). An opponent with Power Sting takes 4042 Direct Damage if they activate a Special Attack.
- Whenever Ant-Man’s personal Power Stings detonate, they also deal a burst of 606.3 Physical Damage for each Debuff on the opponent including the Power Sting.

Make sure your opponent has a healthy dose of Debuffs on them before triggering Power Sting for maximum pain.

Dev Notes

Special Attacks

- Whenever Ant-Man activates a Special Attack the opponent is inflicted with a non-stacking Unsteady Debuff lasting 15 seconds, giving their attacks a 100% chance to Glance. Unsteady cannot be activated if the opponent is already under the effect of an Unsteady Debuff.
- When Unsteady expires this ability goes on a 15 second cooldown before it can be activated again.

Unsteady is one of Ant-Man’s greatest strengths, but watch out – its cooldown exposes Ant-Man’s squishy nature. Keep that in mind while spamming Special 1’s to rack up Pym Particles!

Dev Notes

All Attacks

- While Under the effect of Personal Unsteady Debuffs, Ant-Man Cannot Miss his Opponent.

Phase and Falter can be annoying, and Ant-Man thinks so too. Not only is the Unsteady Debuff Ant-Man's greatest defense mechanism, it can be a potent counter-offensive tool!

Dev Notes

Special 1 – Pym Punch

- On activation gain 3 Pym Particles. If Ant-Man has 9 Pym Particles, this Special Attack is Unblockable.
- Each hit inflicts a Fatigue Debuff lowering the opponent's Crit Rating by 118.42 for 15 second(s). Max Stacks 12.

You'll be throwing a lot of these! Ant-Man's Special 1 is his primary Pym Particle producer and the most immediate access to Unsteady.

Dev Notes

Special 2 – Ant Swarm

- Each Pym Particle Grants Ant-Man +1010.5 Attack Rating for the duration of this Attack. Consume all Pym Particles at the end of the Special Attack.
- On the second hit, consume all Fatigue Debuffs on the opponent. For each Fatigue consumed, the opponent is inflicted with a Poison Debuff that deals 3031.5 damage over 15 second(s) and reduces their health recovery by 30%. Max Stacks 12.

Stacking Fatigues with Special 1 and keeping them up with intercepts will grant you a rewarding Special 2, inflicting up to 12 spicy Poison Debuffs. Don't forget to keep them refreshed!

Dev Notes

Special 3 – Ant-Sized Knockout

- Inflict a Petrify Debuff reducing the potency of Power Gain and Regeneration effects by 10% for 20 second(s). The potency of this Petrify increases by 10% for each Debuff active on the opponent.

Power Gain punishment doesn't have to be constrained to Power Sting. Negate it entirely with Petrify! Make sure you have plenty of Debuffs applied for maximum potency.

Dev Notes

Signature Ability – Close-Up Magic

- Whenever Ant-Man Glances an attack, he has a 50% chance to inflict a Fatigue Debuff lowering the opponent's Crit Rating by 2292.36 for 10 second(s).
- Whenever Ant-Man gains a Pym Particle, he pauses the duration of any personal Fatigue, Poison, or Power Sting Debuffs on the opponent for 4 second(s).

Keeping your Debuffs up becomes far easier with Ant-Man's Signature Ability. On Defense, Glancing hits will lead to a slogging fight for Attackers as the Fatigues build up!

Dev Notes

Synergy Bonuses

Hi, I'm Scott – Unique Synergy

With [Falcon](#)

- **Ant-Man:** Each hit of Special 1 has a 100% chance to Inflict the Opponent with a Fragility Debuff, reducing Block Proficiency by 50% and Increasing Ant-Man's Critical Damage Rating by 235
- [Falcon](#): Increase the Duration of Lockdown by a flat 2 seconds.

Friends

With [Hulk](#)

- All Champions gain +130 Armor Rating

Nemesis

With [Yellowjacket](#)

- All Champions gain +6% Attack

Teammates

With [Iron Man](#)

- All Champions gain +5% Perfect Block Chance

Teammates

With [Spider-Man](#)

- All Champions gain +5% Perfect Block Chance

Recommended Masteries

Liquid Courage

- Poison Immunity + Liquid Courage gives Ant-Man worry-free access to extra damage

Petrify

- The Petrify mastery further compliments Ant-Man's passive Power Gain and Regeneration counters that are already abundant in his kit

Despair

- Give your numerous Debuffs some added heal-blocking oomph!



Author: [MCoC Champion Designers](#)

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Anti-Venom

Eddie Brock, now separated from the Venom Symbiote, had his cancer cured by Martin Li, the alter ego of the Supervillain Mister Negative. Unbeknownst to Li, his healing powers fused with the remnants of the Symbiote in Eddie's body and created a new mindless Symbiote now known as Anti-Venom.

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- [Anti-Venom's Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6366	445	1928
4-Star ★★★★	15812	1103	4794
5-Star ★★★★★	31703	2211	10630
6-Star ★★★★★★	40851	2849	13660

(Rank 3, Level 45)

Champion Attributes



- Survivability 3.5



- Damage 2.5



- Ease of Use 3.5



- Utility 3.5



- Defender Strength 1

[Learn more about Champion Attributes](#)

Anti-Venom's Mechanics

Anti-Venom inflicts a selection of three Debuffs on the Opponent when reaching a Combo threshold. Once the Opponent has been Debuffed he can choose to consume the Debuffs and turn them into stacks of Fury with his Special 2, which increases his damage output substantially. It is possible to increase the amount of Debuffs Anti-Venom can inflict on the Opponent, which consequently increases the amount of stacks of Fury Anti-Venom can acquire.

Character Class: Science

Basic Abilities: Spectre, Disoriented, Decelerate, Fury

Strengths and Weaknesses

Strengths

- **Mystic Unblockable Counter**
 - Anti-Venom is able to reduce the Ability Accuracy of Unblockable from Mystic Champions up to 100%.
- **Heal Inverse**
 - The Spectre and Petrify Debuffs, together with his Signature Ability and the Despair Mastery, can reduce Heal effects to the point of inversion.
- **Utility**
 - Anti-Venom has an unlimited duration of Slow and Disoriented Debuffs.

Weaknesses

- **Clean and Purify**
 - Champions that can cleanse or purify when attacking won't have much to worry about.
- **Combo Control**
 - Champions that are able to control their Combo Meter may be able to avoid Anti-Venom Debuffs from triggering most of the time.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Always Active

- Immunity to Incinerate and Poison.
- During the Opponent's Special Attacks Anti-Venom gains 40% Defensive Combat Rate per Debuff on the Opponent.

Anti-Venom can gain quite a bit of Power when blocking or receiving attacks, and thanks to his Signature Ability, he can do so while not losing too much health.

Dev Notes

Genetic Memory

- When the fight starts Anti-Venom inflicts an indefinite Klyntar Debuff. If this Debuff is removed by any means it comes back after 15 second(s).
- If the Opponent is suffering from the Klyntar Debuff, for every 10 hits in the Combo Meter from either Champion, Anti-Venom inflicts the selected Genetic Memory Debuff from the list below. Max Genetic Memory Debuffs 4.
- Spectre Debuff: Reduces the Opponent's Regeneration Rate by 16.66%
- Disorient: Reduces Defensive Ability Accuracy and Block Proficiency by 12.5%.
- Decelerate: Lowers Evade and Unstoppable Ability Accuracy by 33%.
- Second Medium Attack changes the selected Genetic Memory Debuff to the next Debuff in the list. Defenders have a 50% chance to change the selection when inflicting a Genetic Memory Debuff.

A key aspect of playing with Anti-Venom is knowing which Debuffs to stack first against certain Champions.

Dev Notes

Klyntar Debuff

- Klyntar Debuff reduces Physical Vulnerability by 525 and gains additional properties based on Anti-Venom's Opponent.
- #Spider-Verse Heroes: Reduce the Ability Accuracy of Evade effects by 100%.
- Mystic Champions: Reduce the Ability Accuracy of Unblockable by 65%. At 30 hits in the Combo Meter from either Champion it increases to 100%.

This Debuff coupled with Decelerate is able to completely counter Mystic Champions that make use of Unblockable and Unstoppable.

Dev Notes

Heavy Attacks

- Inflict a Stagger that lasts for 10 second(s). A Staggered Opponent has their next Buff Nullified. Max 2 Stacks.

Special Attacks

- Personal Passives are paused during Specials.

Special 1 – Constituent Hammer

- If not already active, gain an Accelerated Mutation Passive, causing Anti-Venom to inflict an additional Genetic Memory Debuff for 15 second(s). Triggering Accelerated Mutation also refreshes the Evolved Mutation Passive.
- If Accelerated Mutation is active, all hits deal a burst of 884.4 Physical damage.
- First hit inflicts a Petrify Debuff, reducing the potency of their Power Gain and Regeneration effects by 40% for 20 second(s).

A very important aspect of his kit is being able to use Special 1 to refresh Evolved Mutation Passive from Special 3. If you can keep this Passive refreshed, Anti-Venom damage increases by a lot.

Dev Notes

Special 2 – Constituent Spear

- On activation consume all Genetic Memory Debuffs on the Opponent, granting a Fury Passive per Genetic Memory consumed, gaining 1658.25 Attack Rating for 25 second(s).

Timing the use of Special 2 can make a huge difference when it comes to his loop. You need to be able to time the activation in such a way that would allow Anti-Venom to loop back to Special 1 so he can refresh the Evolved Mutation Passive.

Dev Notes

Special 3 – Purge

- Inflict a Rupture Debuff, dealing 1547.7 Physical Damage over 15 second(s).
- Gain a non-stacking Evolved Mutation Passive, increasing the max number of Genetic Memory Debuffs by 4 and increasing Fury potency and duration by 25% for 25 second(s). The max stack for an individual Debuff is 4.

In longer fights Special 3 plays a key role in his loop. It allows Anti-Venom to inflict more Debuffs and consequently gain more stacks of Fury.

Dev Notes

Signature Ability – Controlled Symbiosis

When Attacked

- Anti-Venom gains a Passive Regeneration stack that recovers 65% of the Attack Damage taken from a non-Critical Hit over 20 seconds and is interrupted if the Klyntar Debuff is Purified.
- Personal Debuff potency is increased by 10% for every 10 hits in the Combo Meter from either Champion. Non-personal Debuffs are increased by 5% for every 10 hits in the Combo Meter. Effect caps at 50 hits.

At 50 hits in the Combo Meter and with the Accelerated Mutation Passive active, Anti-Venom only needs one application of each Debuff to get most of its utility, since Accelerated Mutation inflicts 2 Debuffs each with 50% increased potency, which is the equivalent of 3 Debuffs at normal potency.

Dev Notes

Synergy Bonuses

Close Family – Unique

With [Venom](#), [Carnage](#)

- Anti-Venom: #Symbiote Opponents have the Ability Accuracy of their Buffs reduced by 50%.
- [Venom](#), [Carnage](#): Regenerates 15% of max Health when knocking out #Spider-Verse Heroes.

Time Travellers – Unique

With [Spider-Man 2099](#), [Doctor Octopus](#)

- Anti-Venom: For the first 10 second(s) of the fight the Opponent cannot gain Buffs.
- [Spider-Man 2099](#): On the start of the fight, inflict a Wither Debuff on the Opponent, reducing Ability Power Rate by 125% for 15 second(s).
- [Doctor Octopus](#): When dealing damage per Breakthrough removed on a Heavy Attack, 25% chance per Breakthrough to inflict another burst of damage dealing Attack Rating in damage.

Maybe Later – Unique

With [Agent Venom](#)

- Anti-Venom: Inflicting a Genetic Memory Debuff deals a burst of 40% of Modified Attack in Physical Damage.
- [Agent Venom](#): Gain 10% Power anytime a Debuff is purified.

Counter Measures – Unique

With [Green Goblin](#)

- Anti-Venom: Klyntar and Genetic Memory Debuffs are not affected by Ability Accuracy reduction.
- [Green Goblin](#): Afterburner inflicts additional stacks of Incinerate Debuff equal to the amount of stacks of Madness.

Headache – Unique

With [Punisher](#)

- Anti-Venom: Against #Villains Fury effects gain 30% potency.
- [Punisher](#): Gain 30% Offensive Ability Accuracy against #Villains.

Recommended Masteries

Despair

- Together with Spectre and Petrify, Anti-Venom can easily reverse the Opponent's healing.

Inequity

- Anti-Venom puts tons of Debuffs on the Opponent, making the most of this Mastery.



Author: [MCOC Champion Designers](#)

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Apocalypse

Thousands of years ago in ancient Aqaba, the first living being on Earth to express the mutant X-gene was born, given the name “En Sabah Nur” or “The First One”. As he traveled the Earth, En Sabah Nur deemed himself “Apocalypse” convincing ancient civilizations that he was a deity and manipulating them into fighting wars which he justified as stimulating growth, judgment, and destruction. After conquering the Earth for many millennia Apocalypse used Celestial technology to enter a period of suspended animation for many centuries, awakening in the current age and deciding the Earth is ready for further examination.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	7457	454	1908
4-Star ★★★★	18701	1137	4800
5-Star ★★★★★	37495	2279	10650
6-Star ★★★★★★ (Rank 3, Level 45)	48314	2936	13690

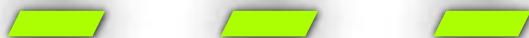
Champion Attributes



- Survivability 4.5



- Damage 4



- Ease of Use 3



- Utility 4



- Defender Strength 5

[Learn more about Champion Attributes](#)

Apocalypse's Mechanics

Apocalypse is all about ramping up to empower himself or his fellow Mutants, he does this by simply winning fights which will grant him Genetic Code. Apocalypse can choose to keep his Genetic Code for himself to boost his own abilities or spend them in the Pre-Fight screen to empower any Mutant teammate! In combat, Apocalypse is all about big Special Attacks! Special Attacks 1 and 2 will trigger a Debuff based on the last attack landed, these Debuffs can be converted into enhanced versions with the Special 3! Finally, if Apocalypse's signature Ability is unlocked, whenever he doesn't participate in a fight he enters a deep slumber, allowing him to Regenerate health based on how many fights his team wins while he slumbers!

Character Class: Mutant

Basic Abilities: Bleed, Weakness, Poison, Concussion, Degeneration

Strengths and Weaknesses

Strengths

- Prevent Purify Abilities
 - Apocalypse reduces the Opponent's Purify Ability Accuracy by 100%, so in most matchups against difficult Purify Champions/nodes such as Kingpin, Korg or Mole Man, the Opponent will not be able to Purify Debuffs.
- Fighting Mutant Opponents
 - When Fighting Mutants, Apocalypse's Special Attacks will be more impactful and allow him to ramp up his Genetic Code much faster.
- Prevent Evade
 - As the Opponent evades, Apocalypse increases his chance to bypass Evade by 10% for the rest of the quest. This makes him a great option when fighting Evade Opponents.
- Significantly enhance any Mutant
 - Using his Ability, Horseman of Apocalypse, Apocalypse can boost your favorite Mutant to some pretty crazy levels! However it does require some ramp up time.

Weaknesses

- Robots
 - Apocalypse needs Genetic Code to power himself up, Robots will grant no Genetic Code.
- Stun Immune / Block Penetration
 - Apocalypse needs to land a decent amount of Heavy Attacks while he balances his Debuffs before locking them in with a Special 3. Stun-immune matchups will significantly reduce his effectiveness and Opponents who deal damage through Blocks will chip him out fast.
- Poison, Degeneration or Debuff Immune
 - Apocalypse needs to place a lot of Debuffs to be effective, Opponents who are immune to his Debuffs will render him ineffective.
- Ramp Time
 - Unless Apocalypse fights a Mutant, it can take quite a few fights before he builds up all his Genetic Code, this can make his first fight or 2 more difficult.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Genetic Enhancement – Max Stacks 4

- Start each quest with 1 Persistent Genetic Code. This becomes 2 if Defending, and 3 if Defending a final boss node.
- Knocking out a non-#Robot Opponent grants 1 Genetic Code.
- Gain 2 Genetic Code at the start of the fight when fighting a Mutant.
- At the start of the fight gain 1 indefinite Passive Prowess for each Genetic Code, each increasing Special Attack Damage by 40%.
- At 3+ Genetic Code, become Stun-immune while striking.
- At 4+ Genetic Code, striking the Opponent's Block with Light Attack inflicts a Stun Debuff for 0.8 seconds. Cooldown 12 seconds. This has no effect against Well-Timed Blocks.

Using Genetic Code, Apocalypse has the ability to hold infinite Passive Prowess effects making him great in some more niche situations such as the “Special Connoisseur” node in Act 6. Additionally, Apocalypse’s ability to Stun into Blocks is great in situations where the Opponent is playing hard to get, giving him an instant combo opener.

Dev Notes

Total Molecular Control

- Develop immunity to Bleed, Incinerate and Disorient effects over 8 seconds while suffering from them. Once developed, these immunities persist for the entire quest.
- Each time the Opponent Evades, gain +10% chance to bypass Evade. This is not affected by Ability Accuracy reduction and the chance to bypass Evade persists throughout the quest.
- Opponents suffer 100% Purify Ability Accuracy reduction.

“Purify Ability Accuracy reduction” means that unless the Opponent facing Apocalypse has some way to increase their chance to trigger Purify, they will never be able to remove his Debuffs with Purify. This includes the stun from Parry.

Dev Notes

Heavy Attacks

- Both hits inflict Bleed dealing 797.65 Direct Damage over 7 seconds.
- Refresh personal Weakness, Poison, Concussion and Degeneration effects on the Opponent.

Special Attacks

- If the Opponent is suffering from a Damage Over Time effect, Special Attack Debuffs trigger on activation and last 30% longer.
- Each hit deals a burst of 615.33 Physical Damage for each personal Weakness, Poison, Concussion or Degeneration on the Opponent.

On Attack Apocalypse can chain his Heavy into a Special Attack to inflict Bleed and thus gain the bonus duration in his Special Attack Debuffs. Additionally, fighting Apocalypse with the suicide Masteries turned on is probably not the best idea since he will trigger his Special Attack Debuffs without needing to land a hit.

Dev Notes

Special 1: Celestial Energy Blast

- Inflict a Debuff determined by the last Light or Medium Attack thrown. If fighting a Mutant, or if Apocalypse has 4 Genetic Code, trigger both.
- Light Attack – Inflict a non-stacking Weakness reducing Attack Rating by 25% for 25 seconds.
- Medium Attack – Inflict a non-stacking Poison dealing 4558 Direct Damage and reduce health recovery by 30% over 25 seconds.

Special 2: Overheated Projectile Barrage

- Inflict a Debuff determined by the last Light or Medium Attack thrown. If fighting a Mutant, or if Apocalypse has 4 Genetic Code, trigger both.
- Light Attack – Inflict a non-stacking Concussion reducing Ability Accuracy by 35% for 25 seconds.
- Medium Attack – Inflict a non-stacking Degeneration dealing 7976.5 Direct Damage over 25 seconds.

Combo enders are key in choosing what effect you want to trigger in Special Attacks 1 and 2. You can think of it this way: end with a Light Attack for Utility, end with a Medium for Damage.

Dev Notes

Special 3: The Final Judgment

- All personal Weakness, Poison, Concussion and Degeneration effects on the Opponent are retriggered at +100% Potency and paused indefinitely. This Potency increase does not stack multiple times.
- If no personal Weakness, Poison, Concussion or Degeneration effects are active, inflict 2 at random. These will not gain additional potency and will not be paused.

The Special 3 is most powerful for locking in your expiring Debuffs from Special 1 and Special 2. The ideal loop is to use Special 1 and Special 2 to get the Debuffs you want then use heavy attacks to refresh them as you build to your Special 3.

Dev Notes

Horseman of Apocalypse – Pre-Fight and Cross-Fight

- Once Per Quest If Apocalypse has 4 Genetic Code he can spend them in the Pre-Fight screen to place a Cross-Fight on the next fight. The next Mutant teammate excluding Apocalypse to enter this fight becomes a Horseman of Apocalypse for the rest of the quest.
- Horsemen gain the following abilities:
- +100% Bleed Resistance.
- An indefinite Prowess increasing Special Attack Damage by 50%.
- +30% Offensive Ability Accuracy.
- Go Unblockable for 2 seconds when the Opponent Purifies a Debuff.
- Once per fight go Unstoppable for 3 seconds when struck.

This horseman is one of Apocalypse’s coolest abilities and allows him to transform any Mutant into a horseman for the rest of the quest giving them a ton of additional power!

Dev Notes

Signature Ability: Survival Of The Fittest

- When Apocalypse doesn't participate in a fight he enters his Rejuvenation Chamber to slumber. At the start of his next fight, he Regenerates 3749.5 health for each fight his teammates won while he slumbered. This can stack up to 2 times.

This ability essentially allows Apocalypse to Regenerate whenever his teammates win a fight. If you swap between using Apocalypse and his Horseman every few fights you can get the power of the horseman AND allow Apocalypse to slumber with his signature ability to regenerate back any health he might lose!

Dev Notes

Synergy Bonuses

The First One – Unique (Self)

With **Apocalypse**

- Apocalypse: Gain +15% Attack Rating for each Mutant on the team excluding himself.

Your Fate Is Mine – Unique

With ([Kang](#), [Mister Sinister](#), [Cable](#))

- Apocalypse: Start the first fight in a quest with maximum Genetic Code.
- [Kang](#): Every 4 seconds, Kang Gains an indefinite Fury Buff granting 20% Attack Rating. This ends when reaching 20 stacks of Fury.
- [Mister Sinister](#): Degeneration Debuffs gain +50% Potency.
- [Cable](#): Incinerate Debuffs gain +150% Potency. Additionally, Heavy Attacks now inflict Degeneration on each hit and their stack limit is removed.

Bringer of Death I – Unique

With [Psylocke](#)

- [Psylocke](#): Basic Attacks have a 30% chance to grant a psi-charge and each psi-charge grants +5% Critical Rating.

If this Champion is a Horseman of Apocalypse Gain +50% Critical Damage Rating and +50% Attack Rating when striking an Opponent at 0 Power.

Bringer of Death II – Unique

With [Gambit](#)

- [Gambit](#): Each time a Kinetic Charge is gained there is a 70% chance to gain an additional one. Cooldown 0.8 seconds.

If this Champion is a Horseman of Apocalypse Each Kinetic Charge grants 10% Perfect Block Chance up to a max of 100%.

Bringer of Death III – Unique

With [Wolverine](#)

- [Wolverine](#): Personal Bleeds have a chance based on Critical Rating to be Critical Bleeds dealing damage based on Critical Damage Rating.

If this Champion is a Horseman of Apocalypse Gain +30% Critical Rating and +40% Critical Damage Rating.

Bringer of Death IV – Unique

With [Archangel](#)

- Archangel: Each hit of a Heavy Attack into a Stunned Opponent has a 10% chance to pause all Neurotoxins for 3 second(s).

If this Champion is a Horseman of Apocalypse Neurotoxin stun duration is increased by 30%.

Impending Storm – Unique

With [Storm](#)

- Storm: Each hit of a Heavy Attack into a Shocked Opponent has a 60% chance to inflict an additional Shock Debuff, dealing 70% of modified attack over 8 seconds.

If this Champion is a Horseman of Apocalypse Shock effects last +50% longer and Heavy Attacks refresh all Shock Debuffs on the Opponent.

Guardian of the Pyramid – Unique

With [Storm \(Pyramid X\)](#)

- Storm Pyramid X: After charging her Dormant Prowess Storm has a 70% chance to trigger a Passive Prowess for each Prowess Buff that is already active. Each increasing Special Damage by 15% for 6 seconds.

If this Champion is a Horseman of Apocalypse Gain +30% Critical Rating and +20% Prowess Potency.

Recommended Masteries

Inequity

- Apocalypse can apply 4 indefinite Debuffs on his opponent allowing him to synergise nicely with the reduction to the opponent's Attack Rating granted from this Mastery. This can also stack with his personal Weakness to significantly lower the Opponent's damage output.

Recovery

- The regeneration potency increase offered in this Mastery works very well when paired with Apocalypse's ability to Slumber between fights.

Double Edge

- Although Apocalypse will take some bleed damage initially, he will quickly develop full immunity to Bleed for the rest of the quest, allowing him to benefit from the Attack Rating bonus without suffering the Bleed.



Author: [MCoc Champion Designers](#)

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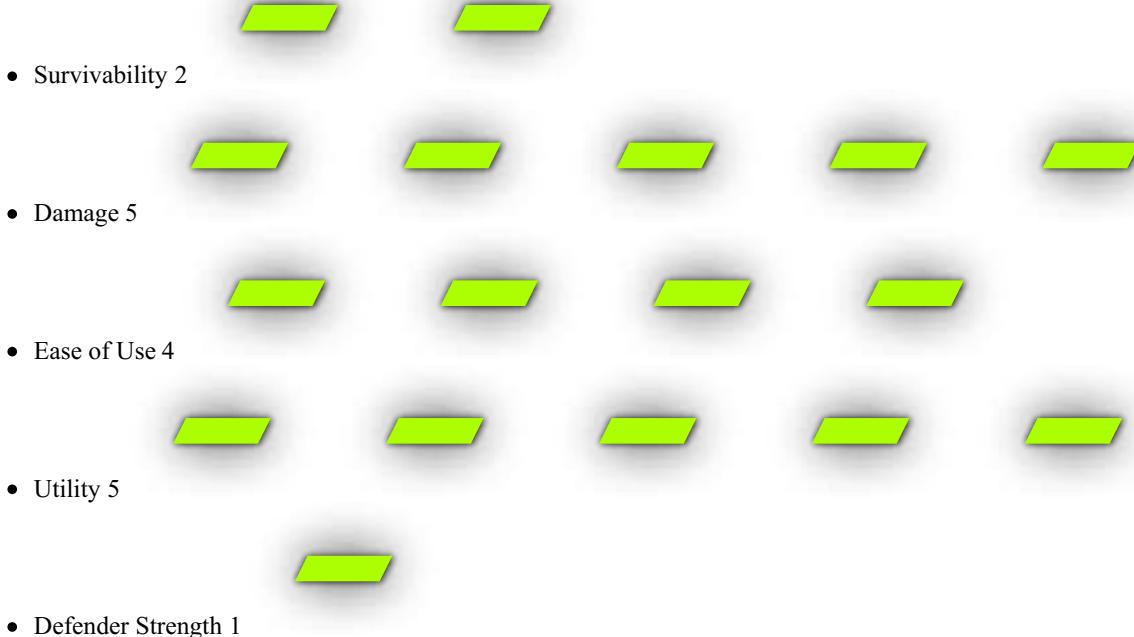
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Archangel

A founding member of the X-Men, Warren Kenneth Worthington III, was better known as Angel until he was nearly killed, and his wings were brutally amputated. Angel was saved by the ancient and powerful mutant Apocalypse, who transformed him into the horseman Death. Now with blue skin, retractable claws, and razor sharp metallic wings coated with a powerful neurotoxin, he has overcome the programming of Apocalypse, but still continues an inner struggle against his deadly bloodlust as Archangel.

Champion Attributes



[Learn more about Champion Attributes](#)

Base Stats and Abilities

*All stats based on 4 Star, Rank 5, Level 50, Signature Level 99

- **Health:** 15546
- **Attack:** 1,148
- **Max PI:**
 - Without Signature: 3656
 - With Signature (99): 4568

Basic Abilities: Bleed, Poison, Neurotoxin, Stun

Neurotoxin – Passive

- Each time Archangel triggers a Bleed effect on an opponent with an active Poison effect that he caused, they are combined, converting into a Neurotoxin charge lasting 15 seconds.
- Neurotoxins are a Passive effect, and therefore do not count as either a Debuff, or a Poison.
- Neurotoxins do 3444 damage over their duration.
- On expiry, Neurotoxins have a 100% Chance to Stun their target for 0.5 seconds. This effect will not interrupt a Special Attack.

Passive – Raptor's Senses

- Archangel's Ability Accuracy cannot be decreased by his opponent's abilities

Passive – Blood Transmission Vector

- Each Bleed Debuff on your opponent increases the chance of any Poison triggering by a flat 25%, and reduces the chance that opponent's Tenacity abilities will trigger by the same.

Block – Poison Wings

- 0% chance to Poison the target, reducing their Health recovery by 30% and dealing 1435 Direct Damage over 15 seconds.

Critical Strikes – Razor Claws

- 40% chance to cause your opponent to Bleed for 1435 Direct Damage over 15 seconds.

Heavy

- 50% chance to cause your opponent to Bleed for 1435 Direct Damage over 15 seconds.
- Only the first Bleed effect triggered by this attack will consume a Poison effect, though all Bleeds triggered by it will convert to Neurotoxins as long as a Poison was consumed during the attack.

Special 1: Bladed Pinions – Archangel fires several of his razor edged metallic feathers, coated with his potent neurotoxin.

- 20% Chance to cause your opponent to Bleed for 1435 Direct Damage over 15 seconds.
- 0 % Chance to Poison your opponent for 1435 Direct Damage over 15 seconds.

Special 2: Razor Winged Strike – Archangel uses all six of his limbs in a flurry of razor sharp blows.

- 50% Chance to cause your opponent to Bleed for 1435 Direct Damage over 15 seconds.
- -40% Chance to Poison your opponent for 1435 Direct Damage over 15 seconds.

Special 3: Hypersonic Scream – Archangel emits an intense high pitched shriek, stunning his opponent, creating an opening for a series of high speed strikes!

- 100% Chance to poison your opponent for 1435 Direct Damage over 15 seconds.
- 100% Chance to cause your opponent to Bleed for 1435 Direct Damage over 15 seconds.
- 100% Chance to Stun your opponent for 4 seconds.

Signature Ability – Increased Toxicity : The Neurotoxin coating Archangel's wings and claws increases in toxicity, causing numbness and loss of motor control.

Synergy Bonuses

1. Psylocke – Romance – (+5% Power Gain)
2. Phoenix or Beast – Mutant Agenda – (+12% Special Attack Damage)
3. Iceman or Colossus – Mutant Agenda – (+12% Special Attack Damage)
4. Ghost Rider or Black Widow – Teammates – (+5% Perfect Block Chance)

Recommended Masteries

- Deep Wounds
 - In addition to the extra damage, the extended duration increases Archangel's window to trigger his Poisons which in turn, increases the chance to get a Neurotoxin.
- Stupify
 - Neurotoxins have a very short stun at the end. Combining this with Stupify allows for a much larger window to dash in and take advantage at their moment of weakness.
- Precision
 - One of the ways Archangel triggers his Bleeds is by landing Critical Hits, so increasing the number of Critical Hits will increase the number of Bleeds. This is also the only way for Archangel to trigger Bleeds that doesn't either cost Special Power, or need a window to land a heavy attack.

Matchups

Strong Matchups

- **Agent Venom**
 - This can be a bit of a battle of wills at first. Archangel trying to stack Bleeds, Agent Venom trying to Tenacity them away. But just by landing the first Bleed, Archangel nearly halves Agent Venom's Tenacity chance, and it only goes downhill from there. Man it feels good to be able to Parry this guy for once!
- **Spider-Man**
 - Archangel's Neurotoxin, once Awakened, allows him to start suppressing the friendly neighborhood Evade machine! Once you get that first Neurotoxin in place it will be much easier to land a second one, and the third!
- **The Hood**
 - The Hood can be a tough contender. His Invisibility makes him dangerous to even attack but he Bleeds and Poisons just as easily as any mere human. This makes him perfectly susceptible to Neurotoxins, and it does feel good to watch him throw his second Special Attack, only to remain perfectly visible!

Weak Matchups

- **Vision**
 - Vision is kind of the poster boy, err machine, for Archangel to avoid. His immunity to both Poison and Bleed effects will mean Archangel will have difficulty using his abilities to any great effect.
- **Cable**
 - Cable's Degeneration is going to be up 24/7, his Poison reduction passive will quickly get to full charge giving him a Special Attack Damage bonus, while leaving no window to convert Neurotoxins. All in all, bad day for Archangel!
- **Yellowjacket**

- Archangel needs to use his Special Attacks to apply Poisons aggressively, otherwise he has to wait for his opponent to hit him. Meanwhile Yellowjacket loves when his opponents are reliant on their Specials!



Author: [MCoc Champion Designers](#)

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Attuma

Attuma is a stalwart protector of Talokan, aiding king Namor in protecting its people from threats below and above. Attuma is proud and strong, with a knack for grasping opportunity, and the iron will to never fully surrender, even when his plans go awry. Now, with Talokan under threat from surface dwellers, Attuma will resort to any means necessary to defend his people and culture, even if those he supports do not agree with his methods.

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- [Base Stats and Abilities](#)
- [Attuma's Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
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- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6427	461	1921
4-Star ★★★★	16116	1156	4831
5-Star ★★★★★	32313	2318	10640
6-Star ★★★★★★	55136	3955	18150

(Rank 5, Level 65)

Champion Attributes



- Survivability 4



- Damage 3



- Ease of Use 3



- Utility 4.5



- Defender Strength 5

[Learn more about Champion Attributes](#)

Attuma's Mechanics

Beware the terrors of the deep! Attuma enters The Contest with a host of deadly abilities as powerful and wide-reaching as the sea itself!

Attuma's trademark ability is Ability Accuracy reversal, which is exactly what it sounds like. Any and all Ability Accuracy modifications effects targeted at him have their potencies reversed. If you try to make his Ability Accuracy go down, it will go up instead. And if you try to make it go up, it will go down. This represents Attuma's strong will in the face of insurmountable odds, but also his legendary pride that can cause him to recklessly cast aside a winning hand if provoked.

A complimenting effect is Attuma's multi-trigger ability, which allows him to trigger his other chance-based abilities multiple times

based on his Ability Accuracy. In essence his abilities trigger an additional time for each extra 100% Ability Accuracy they have. So, for example, an Ability with 250% Ability Accuracy will activate 2 times guaranteed, and then have a 50% chance to activate 1 more time.

To fuel these abilities, Attuma makes use of the Purify attached to his Heavy Attack. This attack Purifies non-damaging Debuffs, and converts them into Concussion Debuffs that actually raise his Ability Accuracy because of his reversal effect. This ability is also chance-based, meaning that the higher Attuma's Ability Accuracy is, the more times this ability will activate per use, and the more Debuffs will be Purified.

As a Talokanil, Attuma's strength and vitality increases dramatically with exposure to water, which he makes ample use of in his Specials. Each time he throws a Special, he gains stacks of Hydration, which increases his Attack Rating and Regeneration Rate. At certain thresholds of Hydration, he also gains extra benefits, such as increased Critical Rating, Unstoppable, and even Incinerate Immunity. In addition, in the absence of non-damaging Debuffs, Attuma's Heavy Attack converts Hydration into Concussions instead.

These abilities form Attuma's core loop: gain Hydration through throwing his Specials, then convert that Hydration into Concussions using his Heavy Attack. Because all of his Special Abilities are chance-based, they all scale up with the number of Concussions on him, meaning each successive Special will be more devastating than the last, and grant more Hydration!

Character Class: Skill

Basic Abilities: Ability Reversal, Thorns, Purify, True Accuracy, Bleed,

Strengths and Weaknesses

Strengths

- **Ability Accuracy Reversal**

- In most situations, Attuma's Ability Accuracy reversal is a stronger Ability Accuracy counter than an Immunity. In almost any situation where an Opponent or Node Buff attempts to lower Attuma's Ability Accuracy, he will actually get stronger, and trigger his abilities even more!

- **Purify Non-Damaging Debuff**

- Attuma's Heavy Attack will cause him to Purify one or more non-damaging, non-Concussion Debuffs, and then convert those Debuffs into Concussions that increase Ability Accuracy. In fights with lots of non-damaging Debuffs, he ramps up much faster than normal.

- **Evade and Autoblock Counter**

- Attuma's Special 1 grants him temporary True Accuracy, and the more Ability Accuracy he has, the longer his True Accuracy will stay active. After a certain point in the fight, the effect is near permanent. In addition, when Attuma does get Evaded, he goes Unstoppable and gains Power to protect himself and get him closer to that True Accuracy.

- **Strong Defender**

- Attuma has some seriously powerful abilities for use on Defense. He has a low chance to deal thorns damage when struck by a contact attack, and his ability to trigger his Purify automatically when Stunned grants him pseudo-Stun immunity. Set this bad boy up on your War Map, or in Battlegrounds to really give your Opponent a run for their money!

Weaknesses

- **Passive Stun**

- Attuma is nearly immune to Stun Debuffs, as his personal Purify triggers immediately when one is inflicted and instantly converts it into a Concussion, which empowers Attuma. Passive Stuns however, do not trigger this effect, meaning that they are better at keeping Attuma under wraps.

- **Ability Accuracy Increase**

- Attuma's Ability Accuracy reversal is seriously powerful in a lot of situations, but it has one big catch, which is that effects in the game which would normally be very beneficial to a Champion, such as some Incursions Hacks that increase Ability Accuracy, become detrimental to Attuma.

- **Punish Ability Failures**

- It's important to remember that the way Attuma's Multi-Trigger ability works is that the ability runs multiple times, over and over, until the ability fails due to chance. What this means is that any of his chance-based abilities will always fail due to chance/Ability Accuracy reduction exactly one time each time they trigger. This can be dangerous when facing Opponents such as Domino who punish the failure of abilities, even though her Ability Accuracy effects are still reversed.

- **Heavy Reliance**

- Attuma's loop relies heavily on his Heavy Attack, and in fights where that is more difficult to pull off, his performance slows down. Fortunately his Heavy Attack has a large reach, which means he can use it to punish his Opponent's own Heavy attacks and Specials.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

Always Active

- Attuma's plans can make the best out of the worst situation, or the worst out of the best. All Ability Accuracy modification effects on him have their potencies reversed.
- While one of Attuma's personal abilities with a listed chance has over a 100% chance to trigger, the ability has a chance to trigger additional times. Each time, the chance is equal to the former chance -100%. This repeats until the ability fails due to chance.

- Attuma's rough Talokanil skin abrades his Opponents with a 25% chance to deal 870.1 Physical Damage when they strike him or his Block with a contact attack. Damage scales with Base Attack only.
- Whenever an Opponent Evades Attuma while he has less than 1 Bar of Power, he has a 100% chance to instantly gain 10% of his Max Power and passively go Unstoppable for 0.5 seconds.
- Attuma's Base Regeneration Rate is 25% instead of the usual 100%. It cannot be lowered further.

The most important things to understand about Attuma's kit is his Ability Accuracy reversal and Multi-Triggerers. Remember, if an effect attempts to make Attuma's Ability Accuracy go down, it goes up instead, and vice-versa.

Dev Notes

Hydration – Max Stacks: 20

- The water in Attuma's Special Attacks grants him stacks of Hydration, which are Passives that fall off one at a time over 7 seconds as Attuma dries out.
- For every stack of Hydration on him, Attuma gains 237.3 Attack Rating and +1.75% Regeneration Rate.
- At 10 stacks of Hydration, Attuma becomes immune to Incinerate and gains a Precision Passive increasing his Critical Rating by 2250.
- At 19 stacks of Hydration, Attuma becomes passively Unstoppable.
- When he is inflicted with or immune to an Incinerate or Shock, Attuma loses 1 stack of Hydration, and Hydration falls off 30% faster while suffering from Coldsnap.

When we set out to start making this guy, we knew we had to represent the Talokanil trait of gaining strength with exposure to water. Attack Rating is one of the things that increases, but also Regeneration Rate, which allows Attuma to heal off of sources like Willpower while at high levels of Hydration.

Dev Notes

Heavy Attack

- 100% chance for Attuma to attempt to Purify 1 non-damaging Debuff, excluding Concussions, and replace it with a Concussion Debuff, reducing Attuma's Ability Accuracy by 50% for 25 seconds. If no non-damaging Debuffs are present, this ability consumes the oldest stack of Hydration instead.
- This ability also triggers when Attuma is inflicted with a Stun or Infuriate Debuff.

This ability is the keystone of Attuma's kit. It links his Hydration with the ability to get Concussions which, thanks to his reversal effect, raise his Ability Accuracy and in turn the amount of Hydration and other effects he gets from his Special Attacks. Remember, every time this ability triggers, it removes one Debuff (or if there are none, one Hydration) and replaces it with one Concussion Debuff. As with the other chance-based abilities in his kit, this ability will trigger multiple times as Attuma's Ability Accuracy rises. Essentially, it will trigger 1 additional time for each 2 personal Concussion effects on Attuma

Dev Notes

Special 1 – Hydro-Bomb Bash

- 100% chance to gain 3 stacks of Hydration.
- On activation, 120% chance to gain a True Accuracy Passive. These Passives last 7 seconds and fall off one at a time.

Attuma's Specials are the primary way for him to gain Hydration. This one gives a consistent and fairly predictable amount, especially at lower Ability Accuracy. It also gives a True Accuracy Passive for dealing with those pesky Evaders and Autoblockers. Because these Passives fall off one at a time, more triggers actually adds up to longer duration. Remember, because of the way non-flat Ability Accuracy increases works, this chance increases by 60% with each of Attuma's personal Concussions.

Dev Notes

Special 2 – Raging Typhoon

- 200% chance to gain 2 stacks of Hydration.
- Each hit has a 50% chance to grant Attuma a Cruelty Passive, increasing his Critical Damage Rating by 36.59 for 16 seconds. Can trigger through Block.
- Triggering one of these Cruelties pauses Attuma's existing personal Concussions for the Cruelty's duration.

The Hydration from this Special scales much better with increased Ability Accuracy. In fact it triggers 1 additional time per 1 of Attuma's personal Concussion Debuffs. The cruelties it grants have a lower trigger rate, and they scale up slower, but this attack has 4 hits, so these can add up fairly quickly. It's not uncommon to end a medium length fight with 40 – 50 of these things. Remember that while you have these, you don't have to worry about your Concussion Debuffs expiring, so feel free to cut loose and attack to your heart's content!

Dev Notes

Special 3 – What Dwells Below

- 110% chance to gain 5 stacks of Hydration.
- 100% chance to inflict a Bleed Debuff on the Opponent, dealing 5932.5 Direct Damage over 20 seconds.
- When one of these Bleeds fails to apply due to an Immunity, instead inflict a Physical Vulnerability Debuff that reduces the Opponent's Physical Resistance by 964.29 for 10 seconds.

Turn your Opponent into fish food with this devastating attack! This attack scales extremely heavily with Ability Accuracy increases, and you should aim to have as many Concussions as possible when you throw this Special. It's good to keep in mind that, in the long term, Hydration falls off much more slowly than Concussions (at high amounts) so try to bank Hydration on the way to Special 3, and then convert it to Concussions all at once before throwing the attack. This is a great way to deal damage when the Opponent has high Resistances, or only takes damage from Bleed.

Dev Notes

Signature Ability – Tyrant of the Deep

- Attuma has a 205% chance to start the fight with a personal Concussion Debuff. It is paused until he gains a personal Concussion from another ability.
- Incoming Bleed Debuffs suffer -90% reduced potency.
- Attuma's rough skin can now also deal damage any time he strikes his Opponent. In addition, its damage is increased by 14.99% for each Bleed effect on either Champion.

Just like Attuma's thorns on struck, this thorns also scales up with Attuma's Ability Accuracy meaning it can start doing some serious damage when Attuma is ramped up. It also increases the damage of Attuma's Special 3 loop considerably, pulling it more in line with his Special 2.

Dev Notes

Synergy Bonuses

Sea-Worn Enemies – Unique (4-Star+)

With [Namor](#)

- **Attuma** : Gain 20% Bleed potency, but suffer -25% Ability Accuracy.
- [Namor](#) : Gain 90 Critical Damage Rating, but suffer -25% Bleed Ability Accuracy.

Fear Itself – Unique (5-Star+)

With [Juggernaut](#), [Titania](#), [Thing](#), [Hulk](#), Coming Soon

- Synergy Members: Gain +20% Attack Rating when fighting at Class Advantage, and regain the Attack Rating penalty when fighting at Disadvantage.

Frequent Kidnapper Miles – Unique (3-Star+)

With [Wasp](#), [Invisible Woman](#), [Phoenix](#)

- **Attuma** : Power gained from the Opponent Evading is increased by a flat 15%.
- [Wasp](#) : +10% flat chance to trigger personal Purify for each Debuff on her.
- [Invisible Woman](#) : Landing a Heavy Attack while Invisibility is unpaused repauses it.
- [Phoenix](#) : Heavy Attacks have a 25% chance to grant a Phoenix Force charge.

Shining, Shimmering Splendor – Unique (2-Star+)

With [Toad](#), [Man-Thing](#)

- **Attuma** : Start the fight with a dormant Hydration charge that, while active, grants a 50% chance to gain up to 10 stacks of Hydration on a Well-Timed Block. When Hydration is gained this way, the charge is consumed and is reapplied when Attuma gains Hydration from another source.
- [Toad](#) : Landing a Heavy Attack refreshes all Poison Debuffs on the Opponent.
- [Man-Thing](#) : The delay before Empathetic Agitation begins to fall off is doubled.

Recommended Masteries

Willpower

- Because Attuma's Concussion is essentially an empty Debuff, he receives near-constant healing from the Willpower Mastery. His

Regeneration Rate is tuned down to balance this, but because it raises back up with each stack of Hydration, an evasive player can actually net positive on Health.

Double Edge

- Attuma's Signature Ability reduces the amount of Bleed damage he takes. This allows him to withstand the downside of the Double Edge Mastery without taking much damage, and still reap the full benefits.

Coagulate

- Since Attuma's Signature Ability grants him up to 90% Bleed Resistance, adding the extra 10% from 1 Rank in Coagulate means that Attuma takes absolutely no damage from Bleed effects. This allows him to further benefit from the Double Edge and Willpower Masteries, and also safely increase the amount of damage he deals with the thorns damage from his Sig.



Author: [MCoC Champion Designers](#)

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Baron Zemo

Baron Helmut Zemo, 13th in the esteemed Zemo lineage, has walked the path of evil ever since his father, Heinrich, died fighting his nemesis, Captain America. Consumed by a need for revenge and control, Baron Zemo reformed his father's Masters of Evil in an attempt to take down the Avengers. He later founded the Thunderbolts, villains masquerading as heroes, in another ploy for world domination. Ingenious, resourceful, and above all, patient, Zemo knows his ultimate victory is only a matter of time.

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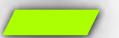
Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6427	472	1970
4-Star ★★★★	16116	1182	4950
5-Star ★★★★★	32313	2369	10850
6-Star ★★★★★★	55136	4042	18510

(Rank 5, Level 65)

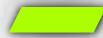
Champion Attributes



- Survivability 2



- Damage 3



- Ease of Use 2.5



- Utility 3.5



- Defender Strength 3.5

[Learn more about Champion Attributes](#)

Baron Zemo's Mechanics

With indefinite Debuffs and a plan for every outcome, Zemo's kit excels at wearing down his Opponent's health and hope. He enters each fight already prepared with Cleanses, ready to counter his Opponent's Debuffs, and springs his trap when the Cleanses are spent to Root his Opponent in place. Once ensnared there's no escape from Zemo's precision strikes, as each of his attacks inflict indefinite Bleeds that deal constant damage until Zemo's undisputed victory. Zemo can also take a more direct approach and use his Special Attack 2 to inflict his Root, then rush to a Special Attack 1 to inflict an overwhelming amount of indefinite Bleeds. His Special Attack 1 also inflicts stacking indefinite Disorients, closing off his Opponent's defensive options over the course of the fight.

Playing Zemo is about steadily denying means of escape and watching the Opponent slip closer and closer to defeat. Because for Zemo

it's not just about winning... it's about making sure his foe knows how completely they lost.

Character Class: Skill

Basic Abilities: Bleed, Cleanse, Root, Decelerate, Disorient, Sunder

Strengths and Weaknesses

Strengths

- **Indefinite Bleeds**
 - It's not just about defeating the Opponent, it's about breaking them. Zemo's Bleeds last forever, meaning if Zemo inflicts just one, the Opponent is put on a timer steadily inching toward their inevitable defeat.
- **Indefinite Disorients**
 - An individual Disorient is troublesome, but not the end of the world. But indefinite Disorients with stacking effects can quickly erode an Opponent's defensive options. At max stacks, Zemo's Disorients reduce the Opponent's Block Proficiency to 0 as Zemo anticipates all their tricks.
- **Constant Cleanses**
 - Zemo comes prepared for his Opponent's threats. His Cleanses remove any troublesome Debuffs they or a Quest Node might throw his way, and once his Cleanses are spent he seals the trap and Roots his Opponent. Before long, Zemo's Cleanses reset, meaning the Opponent can stumble into his snare all over again.

Weaknesses

- **Bleed Resistance**
 - Zemo gets a high-potency Fury whenever an Opponent Purifies or is Immune to one of his Bleeds, giving him an alternate way to dish out damage in those matchups. But against Champions with high Bleed Resistance, his main avenues for dealing damage are severely kneecapped.
- **Prowess**
 - Getting an Opponent trapped in his Root is Zemo's moment to shine, and escaping from his Root early with a Special Attack punishes his Opponent with even more indefinite Bleeds. But Opponents with access to Prowess will be able to finesse their way out of his Root quickly with no consequence, turning Zemo's moment of attack into their own.
- **Lack of Debuffs**
 - An excess of incoming Debuffs is great for Zemo as he'll be able to constantly trigger his Root. But against Champions with little to no Debuffs, one of his main defensive threats is effectively sidestepped.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

Basic Attacks

- For Zemo's Medium Attacks, he wields a gun. These attacks do not make contact.
- Whenever the Opponent Purifies a Debuff or is Immune to an effect, Zemo gains a Fury Buff increasing the Attack Rating of his next hit by +8084. Max stacks: 15.

As a master marksman, Zemo makes effective use of a sidearm for Medium Attacks. These attacks are non-contact, meaning he can't be Parried by most Champions, and he has an avenue for dealing with some pesky Champions that punish contact attacks like Korg. Additionally, Zemo always has a backup plan– if an Opponent Purifies or is Immune to his Bleeds (his main source of damage) he'll respond by getting an extremely potent Fury Buff to help recoup the lost damage. These Fury Buffs are indefinite and stackable, but are removed once Zemo lands an attack, including a hit into Block.

Dev Notes

Your Defeat Is Certain

- Zemo's personal Bleeds are indefinite Debuffs that deal 32.34 Direct Damage per second.
- All of Zemo's personal effects can be inflicted through Block.

Indefinite Bleeds represent the ticking clock that inches Zemo's foes towards their inevitable defeat. Individually, Zemo's Bleeds aren't very threatening... but just one is an inescapable source of persistent damage. Each additional Bleed Zemo inflicts shortens the time his Opponents have, slowly but surely entrapping them in the jaws of defeat. And make no mistake, there's no hiding from this threat, as Zemo's skill with a blade allows him to pierce his crippling effects through even the most formidable defenses.

Dev Notes

Grand Machination

- Enter each fight with 5 indefinite Cleanse Passives. Zemo's Cleanses can't Purify Stun Debuffs.

- When Zemo runs out of Cleanses, he inflicts a Root Passive on the Opponent for 5 seconds and gains a 2250 Resistance Up Passive for 15 seconds.
- While this Resistance Up is active, Zemo can't gain Cleanses. When Zemo has no personal Resistance Up or Cleanses active, he gains 5 indefinite Cleanse Passives.

Zemo's central threat is his Grand Machination— a plan so dastardly it ensures the Opponent is defeated before they've even begun. As the Opponent inflicts Debuffs, Zemo simply Cleanses them away, and, once he's spent all 5 of his Cleanses, he springs the trap to immediately Root the Opponent in place. This is primarily a defensive threat, but a clever attacker can make great use of this by bringing Zemo to matchups where Debuffs can be suffered without taking a hit to the face, such as by blocking a Titania or facing an awakened Knull. The Armor Up Zemo gets after the Cleanses represents a window of opportunity for Opponents to inflict their Debuffs with impunity. But certain Opponents still need to be cautious— a Nullify or Armor Break will remove the Armor Up early and reset Zemo's Cleanses.

Dev Notes

Right Where I Want You – Root

- When the Opponent becomes Rooted, they are inflicted with an indefinite 50% Decelerate Passive. Max Stacks: 2.
- While the Opponent is Rooted, their Combat Power Rate is reduced by 40% and Zemo's is increased by 40%. Additionally, Zemo's attacks can't Miss and all his hits inflict an indefinite Bleed Debuff.
- If the Opponent breaks free of Zemo's Root before it expires, inflict 5 additional indefinite Bleed Debuffs, reduced by 1 for each Prowess effect they have.

Once the Opponent is ensnared in Zemo's Root, the true extent of their mistake quickly comes into focus. Immediately, they'll suffer an indefinite 50% Decelerate, meaning that just 2 Roots will completely crush any hopes the Opponent had for Evading or gaining Unstoppable. Additionally, lowered Combat Power Rate coupled with Zemo's increased Combat Power Rate means that Zemo can wail on his foe with impunity.

Once they're trapped in place, Zemo doesn't have to worry about Missing an Untouchable Spot or a Phased Ghost, and every landed strike inflicts one of his trademark indefinite Bleeds. When fighting Zemo on defense, it may be tempting to immediately launch a Special Attack to break free of his terrifying trap, but be warned— wrenching free of Zemo's well-constructed snare will result in you suffering even more Bleeds... that is, unless your Prowess is such that you can avoid them.

Dev Notes

Special Attack 1 – Duel of Deception

- On activation, inflict an indefinite Disorient Passive reducing Block Proficiency by 25% and Defensive Ability Accuracy by 10%. Max Stacks: 4.
- The final hit inflicts an indefinite Bleed Debuff.
- If the Opponent is Rooted, pause Root for the duration of this Special Attack and the final hit inflicts 5 additional indefinite Bleed Debuffs.

Dev Notes : Zemo's skill with a blade is not to be trifled with, as exemplified by the indefinite Disorient this attack inflicts. These Disorients aren't very potent at reducing Defensive Ability Accuracy, but they're highly effective at reducing the Opponent's Block Proficiency. Once Zemo has inflicted 4, the Opponent's Block Proficiency is reduced to 0, as Zemo has completely eliminated their options and solved their tactics.

Additionally, the last hit inflicts an indefinite Bleed, even through Block, but the true power of this attack shines through while the Opponent is Rooted. This attack pauses any active Roots and inflicts additional Bleeds to Rooted Opponents— and this is in addition to the Bleeds Zemo already inflicts on each hit against a Rooted foe. Once the Opponent has blundered into Zemo's trap, launching this Special should be your main priority so you can watch the Bleed stacks soar. Keep in mind when fighting Zemo on defense that while it may be tempting to bait out this easy-to-avoid Special, unless you're prepared to deal with the consequences of the unavoidable Disorients it may be better to try to push him to his Special 2.

Dev Notes

Special Attack 2 – Explosive Ensnarement

- The final hit inflicts a Root Passive on the Opponent for 5 seconds.

In most matchups, this attack is Zemo's most consistent and accessible way of inflicting Root. It may be worth it to save up a little Power past 2 Bars to ensure you have an easier time cycling back to your Special 1 before the Root expires. Just be wary of the Opponent's Power before throwing this Special, as you'll want to follow it with a flurry of attacks and you don't want to risk pushing them to a Special 3. When fighting Zemo on defense, be prepared to Dodge this attack's final explosive, as it can inflict its Root through your block.

Dev Notes

Special Attack 3 – Masterstroke

- Inflict a non-stacking indefinite Sunder Passive reducing Critical Resistance to 0 and preventing it from increasing.
- This attack gains +600 Attack Rating for each of Zemo's indefinite effects the Opponent is suffering.

An elegant finale worthy of the line of Zemo, this attack makes use of Helmut's father's greatest invention, Adhesive X. Binding the Opponent in an inescapable prison leaves them at the mercy of Zemo's precision strikes. The result is a new effect, Sunder, which reduces the Opponent's Critical Resistance to 0 and ensures it stays there as long as the Sunder persists. And, in classic Zemo fashion, this Sunder is indefinite. While not many Champions have Critical Resistance, launching this attack early against foes like Doctor Doom or Killmonger can really boost Zemo's damage over the rest of the match. And for the rest of Zemo's victims, this attack can spell their ultimate defeat as it gains bonus Attack Rating for each indefinite effect he's managed to inflict, including his Decelerates, Disorients, Sunder, and, of course, his Bleeds. The Bleeds alone can certainly end the foe, given time, but sometimes even the Master of Evil can show mercy... and put them out of their misery.

Dev Notes

Signature Ability – The Master Of Evil

- Zemo gains +1000 Critical Damage Rating and can perform Critical Hits through the Opponent's Block.
- When fighting #Heroes, attacks that intercept the Opponent gain +1000 Critical Rating.

The calculated cruelty of Zemo truly knows no bounds, as a bonus to Critical Damage Rating and the ability to Critically Hit through his Opponent's Block ensures that no Block is ever safe when fighting Zemo. Combined with his Disorients, there truly is no defense against this mastermind. Additionally, Zemo can capitalize on his hatred of the do-gooders of The Contest, undermining their attempts to strike him and countering with highly increased Critical Rating. These intercepts are especially easy to land while his Opponent is trapped, struggling in his Root. Always remember: it's when you think you have the upper hand that Zemo is at his deadliest.

Dev Notes

Synergy Bonuses

House of Zemo – Solo

With Baron Zemo

- **Baron Zemo** : Gain +50% Bleed potency for each other Baron Zemo on the team. Additionally, gain +5% Bleed potency for each rank in the Deep Wounds Mastery.

Masters of Evil – Solo

With Baron Zemo

- **Villain Champions** : Gain +3% Attack Rating for each #Villain on the team. This bonus is doubled when fighting #Heroes.

Justice, Like Lightning... – Solo

With Baron Zemo

- **Thunderbolt Champions** : Gain +3% Perfect Block chance and take 5% less damage from Special Attacks for each #Thunderbolt on the team. These bonuses are doubled when fighting #Villains.

Tour Guide – Unique (3-Star+)

With [Captain America \(Sam Wilson\)](#), [Falcon](#), [Winter Soldier](#)

- **Baron Zemo** : Gain +500 Armor Rating and +500 Critical Damage Rating.
- **Captain America (Sam Wilson)**, **Falcon** : Gain +25% Debuff duration and +500 Critical Damage Rating.
- **Winter Soldier** : Gain +25% Debuff duration and +500 Armor Rating.

Invasion of the Body Snatchers – Unique (3-Star+)

With [Apocalypse](#), [Doctor Doom](#), [Doctor Octopus](#)

- **Synergy Members** : Gain +300 Critical Rating when fighting Skill or Cosmic Opponents, +300 Block Proficiency when fighting Science or Tech Opponents, or +30% Regeneration Rate when fighting Mystic or Mutant Opponents. Gain all bonuses when fighting Superior Opponents.

Boogie Boogie Uprising – Unique (4-Star+)

With [Deadpool](#), [Mantis](#), [Star-Lord](#), [Spider-Man \(Symbiote\)](#)

- **Synergy Members** : Dodging back and holding Block activates a 1.2 second timer. Releasing Block just as the timer expires grants a Jiggy With It Buff for 20 seconds, increasing Critical Rating by +150 and granting an Unstoppable Passive while Dodging backwards or Dashing forwards.

Goo Platoon – Unique (5-Star+)

With [Abomination \(Immortal\)](#), [Man-Thing](#), [Symbiote Supreme](#), [Toad](#)

- **Synergy Members** : Activating a Special Attack grants a non-stacking Vicious Buff increasing the potency of Damage Over Time Debuffs by 50% for 10 seconds.

Stole My Shtick – Unique (5-Star+)

With [Phoenix](#)

- **Baron Zemo** : Bullet hits during Zemo's Medium Attacks and Special Attack 2 inflict Incinerate Debuffs, dealing 20% of Attack Rating as Energy Damage over 6 seconds. Incinerate removes Perfect Block chance and reduces Block Proficiency by 50%.
- [Phoenix](#) : Fury Buffs gain +100% potency.

Recommended Masteries

Liquid Courage / Double Edge

- Since he enters each fight with Cleanses, Zemo doesn't have to worry about the Poison and Bleed Debuffs inflicted by these Masteries– he just reaps the benefits.

Despair

- With indefinite Debuffs, Zemo can use Despair to turn off his Opponent's healing and keep it off for the rest of the fight.

Deep Wounds

- The bonus Bleed duration doesn't add to Zemo's already-indefinite Bleeds, but his self-activated "House Of Zemo" synergy ensures that each point in Deep Wounds goes straight into his Bleeds' overall damage.



Author: [MCOC Champion Designers](#)

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Beast

One of the world's experts on mutations and evolutionary human biology, Hank was born a mutant with unusually large hands and feet. Later in life, Hank took a hormonal extract that caused him to grow fangs, pointed ears and fur all over his body. He was now a Beast in body, as well as in name.

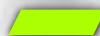
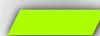
Champion Attributes



- Survivability 3



- Damage 1



- Ease of Use 4



- Utility 1.5



- Defender Strength 1

[Learn more about Champion Attributes](#)

Base Stats and Abilities

*All stats based on 4 Star, Rank 5, Level 50, Signature Level 99

- Health: 16572
- Attack: 1159
- Max PI
 - Without Signature: 3,317
 - Signature Level 99: 4,307

Special 1: Freestyle Combat – Beast uses a freestyle form of combat, striking the opponent with multiple kicks.

- Beast analyses the situation and employs a Freestyle form of combat.
- 55% chance to Stun for 1.5 seconds.

Special 2: Acrobatic Kicks – Making full use of his great strength and agility, Beast performs a series of acrobatic kicks to knockdown the opponent.

- Using his impressive power of deductive reasoning, Beast decides that employing an Acrobatic combat style is essential to his survival.
- 80% chance to Stun for 2.25 seconds.

Special 3: Animalistic Instincts – Beast taps into his animalistic instincts and temporarily unleashes a savage attack on unsuspecting opponents

- Increases Attack by 3% per hit in the combo meter, up to a maximum of 150% Attack.

Passive – Freestyle Combat:

When starting the battle with more than 50% Health, Beast employs a Freestyle form of combat; Critical hits have a 56% chance to inflict Bleed damage for 65% of your Attack over 4 seconds.

Passive – Acrobatic Combat:

When starting the battle with less than 50% health, Beast is more careful and employs an Acrobatic combat style. This gives him a 85% chance to reduce their Critical Damage by 85%. Additionally, the opponent gets 45% less Power when getting hit by Beast.

Passive – Thick Hide:

Beast's thick hide makes him resistant to Bleed effects, decreasing their Potency and Duration by 65%

Signature Ability – CHAIN COMBO: Beast is able to execute different chain combos based on his current combat form.

- While in Freestyle combat form, performing a Medium hit followed by a Light, Light, Light and Medium combo inflicts Direct damage per blow for up to 33.1% of your Attack based on Signature level. Successfully completing the combo increases Beast's Critical chance by 25% for 5 seconds.
- While in Acrobatic combat form, Blocking an attack followed by a Medium, Light, Light, Medium combo Regenerates up to 1.8% of Beast's maximum Health per move, based on Signature level. Additionally on Combo Success, opponents get 50% less Power when getting hit and attacking for 5 seconds.
- When unsuccessfully performing a combo, there will be a 5 second delay before you can start a new combo.

Synergy Bonuses:

- Masterminds (+15 Attack on Combo of 15+ hits) – Superior Iron Man, Black Panther Classic.
- Mutant Agenda (12% Special Damage) – Nightcrawler, Colossus.
- Enemies (7% Crit Rate) – Iron Patriot
- Friends (6% Armor) – Gambit

Recommended Masteries

Recovery

With Beast's Signature Ability, while in the Acrobatic mode, he is able to Regenerate health when successfully doing a chain combo move, synergizing perfectly with Recovery.

Precision

Beast doing Bleed damage on Critical hits, together with his signature ability and Precision, makes him one of the strongest Bleed dealers in the game.

Petrify & Pacify

By dealing Stuns on his Special Attacks, Beast is able to start a combo right away. Reducing the opponent's Power gain and preventing the activation enemy abilities synergizes really well with this ability.

Match-Ups

Strong

This is a list of Champions that Beast performs well against.

- **Crossbones, Black Panther** – Because of their Physical Resistance and Armor Ups, those champions are really hard to defeat, but with Beast's Signature Ability and the Freestyle mode, he can bypass those defenses with his Bleed effects on Critical hits.
- **Power Nodes in Quests, PvP** – Beast is able to drastically reduce opponent's Power gain while fighting with his Acrobatic combat form, making him one of the best options when going against champions on those nodes.

Poor

This is a list of Champions that Beast performs poorly against.

- **Doctor Strange, Magneto** – Beast does not handle Energy Damage very well, therefore any champions that constantly deal Energy based attacks have an advantage against him.



Author: [MCOC Champion Designers](#)

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Bishop

The Mutant known as Bishop was born into a bleak alternate future in which the robot Sentinel wiped out most of the X-Men, and Mutants were branded with an “M” over their right eye for identification. After chasing a criminal through a time portal with no means to return to his own timeline, Bishop joined the X-Men.

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- [Bishop's Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6457	474	1877
4-Star ★★★★	16192	1187	4704
5-Star ★★★★★	32465	2380	10550
6-Star ★★★★★★	55396	4061	17990
(Rank 5, Level 65)			
6-Star ★★★★★★★	53676	3935	17530
(Rank 1, Level 25)			

Champion Attributes



- Survivability 2



- Damage 4



- Ease of Use 2



- Utility 2



- Defender Strength 4.5

[Learn more about Champion Attributes](#)

Bishop's Mechanics

Bishop is a master of Power and Prowess. Fighting opponents who are foolish enough to use energy attacks against you, or from the Skill class, Bishop will gain a massive amount of Prowess. The more Prowess Bishop has, the more powerful his Special Attacks become. Using his new and updated Stead Release Passive on Special 1 will let you melt your opponent with stacking Incinerate Debuffs, or bank them all into a massive Special 2 for some serious damage. Watchout when you run into Bishop in your quests as well, he's got new

abilities to punish pesky Skill Champions shrugging off his Debuffs!

Character Class: Mutant

Basic Abilities: Prowess, Regeneration, Unblockable Incinerate

Strengths and Weaknesses

Strengths

- Energy Damage
 - Bishop loves to fight anyone that tries to get him with Energy Damage, building Prowess and melting the opponent away.
- Punish Debuff Shrugging
 - Whenever the opponent Shrugs off a Debuff, Bishop will punish them with a burst of damage, careful not to bring Kingpin against Bishop's new kit!

Weaknesses

- Tech Champs
 - Bishop will not gain Prowess when being struck while fighting Tech Champions, reducing his defensive threat greatly!
- Power Control
 - Bishop relies heavily on his Special Attacks to get his full potential, cutting off his power will make things much harder for him.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Persistent Power Meter

- Bishop's mastery over energy and time enables him to enter a fight with 100% of the Power he finished his previous fight in the same Quest with.
- Bishop's Special Attacks cost no Power when activated. Instead, after the Special ends, Bishop immediately loses however many Bars of Power that special would have cost

Bishop's Special Attacks not costing power anymore means that if you finish a fight with a big Special 2 or Special 1, you'll carry that power over to the next fight!

Dev Notes

Always Active – Personal Prowess

- All of Bishop's Personal Passive Prowess effects increase Special Attack Damage by 10%.

Always Active – Energy Transference

- +4367.65 Energy Resistance.
- Every 1 second(s), on receiving any Energy Damage gain 3 Passive Prowess.
- Absorbing the kinetic energy of Blocking or being Struck generates 1 stack of Prowess, Well Time Blocks gain an additional +6 Prowess.
- All these abilities grant +2 Prowess vs Skill Opponents, and -1 vs Tech.

Bringing Bishop into any fights with pesky Skill Champions will let him generate tons of Prowess!

Dev Notes

Blocking

- Holding Block for 0.5 seconds, Bishop converts 1 Personal Prowess into a Regeneration Buff every 0.33 seconds, granting 318.53 Health over 5 seconds. Max Stacks: 5.
- Each Prowess converted also has an 100% chance to Purify a Bleed Debuff.

Always Active – Debuff Feedback

- Each time the Opponent Purifies a Debuff they instantly receive 3246.36 Energy Damage.
- Skill Champions also receive a Passive Stun lasting 1.50 second(s) if the Debuff Purified was a Stun.

Funny that those silly Skill Champions thought they could escape from Bishop's debuffs. Make sure no matter what they do, Skill Champions will feel Bishop's wrath!

Dev Notes

Warning – Power Overload!

- While Bishop has more than 30 Prowess, or if he's Bleeding, he Overloads and begins consuming his personal Prowess effects 1 at a time, getting faster the longer he's been Overloading.
- If Bishop is suffering from a Bleed, Shock, or Incinerate, Debuff or Passive, each time he consumes a Prowess this way he also deals 812.2 Energy Damage to his Opponent, scaling with Base Attack.

Special Attacks

- After each Special Attack Bishop consumes all his Personal Prowess Passives.
- If Bishop is Overloading go Unblockable for the Duration of the Special Attack.

Special Attack 1 – Steady Release

- After this Special Attack finishes, gain a Steady Release Passive for 10 seconds.
- While active every 0.75 second(s) while near the opponent, inflict an Incinerate Debuff on them, dealing 1319.83 Energy Damage over 3 seconds.
- Each Prowess consumed by this attack increases the Duration of Steady Release by 2.5%.

Standing near the opponent while Steady Release is a great way to juice some extra damage. I love hitting into the opponent's block and staying on top of them as much as possible to stack up as many Incinerates as I can.

Dev Notes

Special Attack 2 – Burst Release

- The last hit has a 100% chance to inflict an Incinerate Debuff lasting 10 seconds, and dealing 70% of the total damage dealt by this Special.

Special Attack 3 – Diffusion Wave

- 100% chance to inflict a non-stacking Energy Vulnerability reducing Energy Resistance by 1365.04 for 20 seconds.
- Against enemies at full Health, this Energy Vulnerability becomes indefinite.

Signature Ability

Foresight

Passive

- Bishop prepares a unique bonus based on how many bars of Power are full at the start of the fight that last for the remainder of the fight.
- With 0 Bars: Special Attacks become Unblockable with a stack of 10 or more Prowess.
- With 1 Bar: While Blocking, gain Stun Immunity and enemies lose 80% ability accuracy.
- With 2 Bars: Special Attacks have a 100% chance to leave the target Incinerated for 70% of the Special damage over 10 seconds.
- With 3 Bars: Start the fight with Steady Release active for 15 seconds.

Synergy Bonuses

Chronal Anchor

With [Psylocke](#)

- Both: Opponents are inflicted with a Passive Petrify for 1 second after they fill a bar of Power, reducing Regeneration and Power Gain effectiveness by 100%. This Petrify is paused during Bishop and Psylocke's Special Attacks.

Energy Conduit

With [Storm Lv. 2](#)

- Bishop: Start with +2 Prowess and 1 Bar of Power.
- Storm: +15% energy resistance

Energy Conduit

With [Cyclops \(New Xavier School\)](#), [Cyclops \(Blue Team\)](#)

- Bishop: Start with +2 Prowess and 1 Bar of Power.
- Cyclops: +15% energy resistance

Energy Conduit

With [Doctor Strange](#)

- Bishop: Start with +2 Prowess and 1 Bar of Power.
- Doctor Strange: +15% energy resistance

Energy Conduit

With [Electro](#)

- Bishop: Start with +2 Prowess and 1 Bar of Power.
- Electro: +15% energy resistance

Recommended Masteries

Double Edge

Bishop has a quick and clean way to get rid of Bleed in his kit! Make sure to pick up that extra attack.

Recovery:

Bishop's Regeneration might not be the biggest in the game, but with Recovery you can help top yourself up even more!



Author: [MCoC Champion Designers](#)

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Black Bolt

Husband of Medusa. Brother of Maximus the Mad. Liege lord of his people. One utterance, one whisper, one hushed sliver of speech from his mouth is enough to unleash a destructive force capable of rending planets in two. Thus the leader of all Inhumans must rule in strength... and silence.

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- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6245	458	1593
4-Star ★★★★	15660	1148	3989
5-Star ★★★★★	31398	2301	9035
6-Star ★★★★★★	40458	2965	11617
(Rank 3, Level 45)			

Champion Attributes



- Survivability 2.5



- Damage 3.5



- Ease of Use 5



- Utility 1.5



- Defender Strength 1

[Learn more about Champion Attributes](#)

Black Bolt's Mechanics

Black Bolt is a classic, simple-to-use, Cosmic Champion with Poison Immunity, frequent Buffs, and easy access to Armor Break. He builds Fury and Cruelty Buffs throughout a fight to break down his opponent.

Character Class: Cosmic

Basic Abilities: Stun, Armor Break, Fury, Cruelty, True Damage

Strengths and Weaknesses

Strengths

- High Ramp Up Damage – *with Synergies*
 - Black Bolt's damage potential is incredibly strong while paired on a team with his queen, Medusa, and Hit Monkey. He will become progressively stronger throughout a fight without the danger of losing that ability to a lost combo, unlike Star-Lord or Ægon.
- Armor Break
 - Utilize Armor Break to counter champions like Killmonger, Iron Man (Infinity War), or pesky nodes like Explosive Personality and Armor Up.

Weaknesses

- Relies on Awakened Ability for Damage
 - The only way Black Bolt can gain his Buffs is through his Awakened ability, which are key to his potential damage and utility
- Nullify
 - Black Bolt is easily brought to his knees against opponents that are able to remove his Cruelty and Fury Buffs
 - Avoid fighting Mystics or nodes like Buffet
- Crit Resistance
 - Black Bolt can only activate his Fury and Cruelty Buffs offensively if he lands a Critical Hit. Preventing this ability removes his potential to stack Buffs.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Passive

- An enhanced immune system provides full Immunity to the Poisons of the Battlerealm.

Poison Immunity is a great counter to many dangers. When Awakened, Black Bolt is a strong counter to the Caustic Temper node which requires the Attacker to have Fury Buffs and Poison Immunity.

Expert Player Notes

Special Attacks

- 80% chance to inflict an Armor Break Debuff, removing 1 Armor Up Buff and reducing Armor Rating by 700 for 5.50 seconds.

Black Bolt's Armor Break Debuffs can stack and have a chance to activate per each hit of his Special Attacks. However, please note that while his Special 3 adds several hits to his combo, it is only considered to be one hit where this ability is concerned.

Expert Player Notes

Special 1

- 60% chance to Stun for 3 seconds.
- This attack deals True Damage, ignoring all of the opponent's armor.

True Damage comes in handy against Champions that cannot be Armor Broken but who have a high Armor Rating, like Nimrod or Doctor Doom!

Expert Player Notes

Special 2

- 70% Chance to Stun for 4 seconds.

Every hit of his multi-hit Special 2 has a chance to inflict an Armor Break Debuff, allowing you to stack up to three Armor Breaks for increased utility.

Expert Player notes

Special 3

- 90% Chance to Stun for 4.50 seconds

With a near guaranteed Stun chance, use this Special when you need to get out of a sticky situation.

Signature Ability – Provocation

Critical Hits

- Combat tests Blackagar Boltagon's restraint. Each time he is struck by a Critical Hit, he has a chance to gain a permanent Cruelty or Fury Buff. Each time he strikes with his own Critical Hit, he has a chance to gain a Fury or Cruelty Buff for 6.50 seconds.
- Fury Buffs increase Attack by 690.3
- Cruelty Buffs increase Critical Damage Rating by 134.04

This is where you can build all of Black Bolt's damage. Use his Synergy with Medusa to turn his temporary Buffs into Permanent ones, and bring Hit Monkey on the team to further increase his damage potential. His high Buff count is useful for nodes like Buffed Up.

Expert Player Notes

Synergy Bonuses

Cosmic Supremacy

With [Ms. Marvel \(Kamala Khan\)](#), [Ronan](#)

- Cosmic Champions gain +30% Duration for all Fury, Precision, Cruelty, and Armor Up Buffs

Family

With [Karnak](#), [Medusa](#)

- All Champions gain +6% Health

Friends

With [Spider-Man](#), [Cyclops \(New Xavier School\)](#)

- All Champions gain +130 Armor Rating

Nemesis

With [Kang](#)

- All Champions gain +6% Attack

Rivals

With [Hulk](#)

- All Champions gain +115 Critical Damage Rating

Recommended Masteries

Pacify/Petrify

- Pacify and Petrify are two masteries that increase the value of Stun Debuffs by reducing Regeneration and Power gain, or reducing Ability Accuracy. Black Bolt has a high frequency of non-Parry Stun Debuffs on his Special Attacks, allowing him to take advantage of both these abilities.

Precision

- Black Bolt relies on his Critical Hit chance to build Fury and Cruelty Buffs. Max out the Precision mastery to increase that chance and make his ramp up faster.

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [Cat Murdock](#)



Author: [MCoC Champion Designers](#)

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Black Cat

A master thief and a world-class gymnast, Felicia Hardy has long held the mantle of the notorious Black Cat. With her trusty grappling hook, athletic prowess, and quick wit, she easily keeps pace with her long time friend, sometimes enemy, oftentimes paramour, Spider-Man, both in thwippage and quippage. Despite her charming demeanor, much of her past has been shaped by trauma, leaving her somewhat vindictive and prone to holding grudges. Do not let the Black Cat cross your path!

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5821	507	1916
4-Star ★★★★	14596	1272	4813
5-Star ★★★★★	29264	2550	10630
6-Star ★★★★★★	49935	4350	18133
(Rank 5, Level 65)			
7-Star ★★★★★★★	48384	4215	17500
(Rank 1, Level 25)			

Champion Attributes



- Survivability 2



- Damage 5



- Ease of Use 2



- Utility 4.5



- Defender Strength 3

[Learn more about Champion Attributes](#)

Black Cat's Mechanics

The Heist is on! A master thief, and somewhat of an adrenaline seeker, Black Cat's style of gameplay is all about risk. She lets her opponents know she's coming by sending a Calling Card ahead of time, and then toys with them by stealing it and planting it straight out of and into their pockets. Every time her Card changes hands, Black Cat gains Combo and Cruelties equal to the number of times it has

changed hands during the fight, meaning as the Heist goes on, the returns she gets from stealing grow higher and higher! The Heist can't last forever though, and Black Cat needs to choose when to cash out for maximum returns.

When the Heist timer reaches 0, Cat's Calling Card will transform into a Vicious Passive if it's on herself, or a Sabotage Debuff if it's on her Opponent, allowing her to tailor her abilities to the fight. Meanwhile, her famous bad luck powers scale with her Combo to lower her Opponent's Defensive Ability Accuracy. Finally, when the time is right, Black Cat unsheathes her claws to deal a series of devastating Critical Bleeds to finish off her Opponent.

Character Class: Skill

Basic Abilities: Bleed, Sabotage, Purify, Cleanse

Strengths and Weaknesses

Strengths

- **Critical Bleeds**
 - By properly timing Black Cat's stealing/planting of her Calling Card, she can gain a bunch of Cruelties and Combo right before the Heist ends. Use that, plus her Vicious Passive to dish out some absolutely massive Critical Bleeds.
- **Defensive Ability Accuracy Reduction**
 - By combining her Bad Luck Aura with her Sabotage Debuff, Black Cat can reduce her Opponent's Defensive Ability Accuracy by up to 100%! With the damage her Sabotage Debuff deals on every Ability failure, this makes her an absolute monster against Champions with a consistent Defensive Ability.
- **Intercept Master**
 - Black Cat steals her Calling Card off of the Opponent whenever she Intercepts them, so some of her abilities make Intercepting easier or safer. The Infuriate she inflicts on her Special 3 makes her Opponent much more likely to dash at her, making them ripe for Intercepting. In addition her Signature Ability gives her a stacking chance to Evade while she herself is dashing, meaning she can more safely dash at the Opponent in the hopes of catching them in an Intercept.

Weaknesses

- **Combo Reliance**
 - Many of Black Cat's abilities, including her Bad Luck Aura, and her Critical Rating during Special 2, scale with Combo. Having those kept low considerably limits her.
- **Bleed Immunity**
 - Black Cat deals the majority of her damage through her Critical Bleeds. Against Bleed Immune opponents, her damage potential declines severely. Although she can make up some of the damage with her Sabotage if the Opponent has a consistent Defensive Ability.

The following Stats and Abilities are based on a Rank 5, Level 65, 6-Star Champion

Abilities

Always Active

- Black Cat's Critical Hits inflict Bleed Debuffs dealing 870 Direct Damage over 7 second(s).

This ability doesn't deal too much damage, but is great for proccing a high number of Bleeds against Champions like Thing.

Dev Notes

Calling Card

- To goad her target, Black Cat sends a Calling Card in advance to let them know she's coming. The Opponent begins the fight with this Calling Card.
- Black Cat will steal the Calling Card from the Opponent whenever she Intercepts them or strikes them while they are standing up or recovering from a Heavy or Special Attack.
- Black Cat will plant the Calling Card back on the Opponent with each of her Heavy attack hits.
- Each time the Calling Card changes hands, Black Cat adds 1 Combo to her Combo Meter and gains a Cruelty Passive increasing her Critical Damage Rating by 118.42 for 13 second(s). These bonuses are multiplied for each time the Card has changed hands this fight.
- Black Cat's expertise in thievery means that Ability Accuracy reduction cannot cause her to fail to steal or plant the Calling Card.

Try to steal and plant the Card as many times as you can before the Heist is over. Always be looking for the next opportunity to steal the card! Countering the Opponent's Heavy with your own Heavy is a great way to trigger the Card two times in quick succession and works very well against Stun Immune opponents.

Dev Notes

The Heist

- At the start of a fight, the Heist is on! The Heist lasts for 45 second(s) and when it ends, one of the following two effects occur:
- If the Calling Card is on Black Cat, it converts into a Claws Passive, increasing the potency of her Bleed Debuffs by 50% for 15 second(s).
- If the Calling Card is on the Opponent, it converts into a Sabotage Debuff, reducing the Opponent's Defensive Ability Accuracy by 40% for 15 second(s) and dealing 2392.5 Direct Damage whenever their Defensive Abilities fail to trigger.
- When either of these effects expire, the Heist restarts, and a new Calling Card is added to the Opponent with half the bonus multiplier of the previous one, rounded down.

Against the average non-Bleed Immune Opponent, go for the Vicious Passive for extra Bleed damage. Against an Opponent with consistent or dangerous Defensive Abilities, go for the Sabotage to completely shut them down! Also, remember that the Card will start with half the number of hand changes as the previous one, so the next Heist will have even more value!

Dev Notes

Bad Luck Aura – Always Active

- For each Hit in Black Cat's Combo Meter, the Opponent's Defensive Ability Accuracy is passively reduced by 2%, or twice that against Science Opponents, up to a maximum of 60%.
- Whenever an Opponent's ability fails to trigger due to Ability Accuracy reduction, Black Cat pauses each of her personal Passives and Debuffs for 1.80 second(s).

The Defensive Ability Accuracy reduction is always capped at 60%, but against Science Champs, you'll get there twice as fast. Note that this ability pauses all Passives *and* Debuffs, so this can be an amazing way to hold onto your Cruelties and keep the Bleeds active much longer than normal.

Dev Notes

Special Attack 1 – High Felosity Impact

- On Activation, if Black Cat does not have the Calling Card, she Purifies up to 3 Debuffs. If no Debuffs were Purified this way, she grants herself a Cleanse Passive for 13 second(s). The Cleanse will consume itself to instantly Purify the next Debuff applied to Black Cat.
- If Black Cat does have the Calling Card, landing this attack plants it back onto the Opponent and extends The Heist by 9 second(s).

Watch out for this attack! It can be tricky to dodge. Keep your eyes peeled for when she fires her grappling hook, and make sure to dodge both that, and the drop kick that comes after. Also be sure to remember that, as a Defender, after this attack, Black Cat will likely have a Cleanse Passive, meaning she will Purify the next time you try to Parry her.

Dev Notes

Special Attack 2 – Claw de Grâce

- During this attack, Black Cat's Critical Rating is increased by 21.21 for each hit in both Champions' Combo Meters.
- Instead of her regular Bleeds, this attack inflicts Critical Bleeds dealing 2610 Direct Damage multiplied by Black Cat's Critical Damage Multiplier.
- Landing this attack steals or plants the Calling Card, then ends The Heist.

The very easily missable aspect to this attack is that it will transfer the Card before ending the Heist, so make sure to position the Card to the opposite position from where you want the Card to end up.

Dev Notes

Special Attack 3 – Infuriating Agility

- Inflicts the Opponent with a non-stacking Infuriate Debuff for 13 second(s), causing them to become more aggressive and reducing their Offensive Ability Accuracy by 60%.
- If it's currently active, refresh The Heist timer.

Remember that this Debuff will also be paused by Bad Luck Aura, so the Duration is longer than it looks.

Dev Notes

Signature Ability – Nine Lives

- Black Cat starts the quest with 9 Combo Shield Passives which prevent her from losing Combo when struck. These persist across fights.
- These Combo Shields fall off one at a time, and last for 3 second(s) after Black Cat is Struck. These Combo Shields also begin to expire after she Evades using this ability.
- When Black Cat would be struck while dashing, for each Combo Shield effect on her, she has a 11.11% chance to gain an Evade Passive for 1 second.

At Max Sig level, this ability essentially gives a one-time, 100% chance to Evade any attack, just by dashing into it. So if you're feeling spicy you could use that to dodge a particularly tricky Special Attack. But be careful: This ability becomes much less reliable as you use it throughout the quest.

Dev Notes

Synergy Bonuses

My Kitty Senses Are Purring – Unique Synergy

With [Spider-Man \(Classic\)](#), [Spider-Man \(Symbiote\)](#)

- **Black Cat:** While the Heist is not active, gain a 10% chance to Evade for each #Spider-Verge Heroes team member.
- **Spider-Man (Classic) & Spider-Man (Symbiote):** On Evade, gain a Cruelty increasing Critical Damage Rating by 425 for 30 second(s).

Probability Pals – Unique Synergy

With [Domino](#), [Longshot](#)

- **Black Cat:** Start the fight with 40 additional hits in Black Cat's Combo Meter.
- **Domino:** Whenever an Opponent's ability fails to trigger, Domino adds +1 Combo to her Combo Meter.
- **Longshot:** When Longshot gains Good Karma, he has a 39% chance to gain an additional 1 Good Karma.

Crime and Punishment – Unique Synergy

With [Ghost Rider](#), [Punisher](#), [Mangog](#)

- **Black Cat:** Whenever a Champion knocks her out, Black Cat places an indefinite Cross-Fight Vengeance Passive on them. Against an Opponent with a Vengeance effect, Black Cat starts the fight with an indefinite Fury Passive, increasing her attack by 30%.
- **Punisher:** While below 20% Health, Punisher's chance to gain Fury Buffs is increased by a flat 20%.
- **Ghost Rider:** Each Judgment on the Opponent grants Ghost Rider +5% Combat Power Rate.
- **Mangog:** Each stack of Hatred grants +45 Critical Damage Rating.

Cat Scratch Fervor – Unique Synergy

With [Sabretooth](#), [Black Panther](#), [Black Panther \(Civil War\)](#), [Killmonger](#)

- **Synergy Champions:** Potency of the Champion's Bleed Debuffs increases with their Combo Meter, up to +50% Potency at 200 Combo Meter.

The Enemy of My Frenemy – Unique Synergy

With [Kingpin](#), [Doctor Octopus](#), [Green Goblin](#), [Venom](#), [Scorpion](#)

- All Champions gain +155 Critical Rating.

Recommended Masteries

Deep Wounds:

- Bleed Debuffs your Champions inflict last 2.5 second(s) longer. If they have more Health Points than their target, their Bleed instantly strikes down an additional 1.0% max Health from enemies.

Deep Wounds pretty massively increases Black Cat's DPS by extending the duration of her Critical Bleeds. Pro players know that extending the duration of a Damage Over Time effect like Bleed doesn't just spread the damage out, it actually increases the overall damage of the effect! Combine this mastery with her Cat Scratch Fervor synergy to create some truly insane Bleeds!

Dev Notes

Despair:

- Debuffs applied to enemies reduce their healing and Regeneration effects by 15% each.

Black Cat can stack and maintain a pretty hefty number of Bleeds on an average Opponent and with this mastery, each of them decreases the Opponent's Regen rate by 15%. That makes it fairly easy to completely shut off Regen Champs with enough aggression, if they don't have Bleed Immunity.

Dev Notes



Author: [MCOC Champion Designers](#)

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Black Panther (Civil War)

The King of the reclusive but technologically advanced African nation of Wakanda, King T'Challa's birthright is not only to rule, but to don the mantle of the Black Panther, a powerful warrior and symbol to his people. T'Challa will aggressively defend his country and citizens against any threat, no matter how menacing.

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- [Strengths and Weaknesses](#)
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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6669	458	1685
4-Star ★★★★	17484	1148	4356
5-Star ★★★★★	36885	2301	10013
6-Star ★★★★★★	46743	2965	12752
(Rank 3, Level 45)			

Champion Attributes



- Survivability 2.5



- Damage 1



- Ease of Use 4.5



- Utility 1



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

Black Panther (Civil War)'s Mechanics

Black Panther (Civil War) is a dangerous defensive focused Champion. Don't try to Stun him with a Parry, because the King never freezes, and if he has an Armor Up Buff, it will reflect the Stun back on your opponent! Black Panther also stores Reflective Charges when damaged, and will reflect the stored damage back to the opponent when landing a hit. Black Panther (Civil War) doesn't make the first move, he instead prefers to turn his opponent's strength against them!

Character Class: Skill

Basic Abilities: Bleed, Stun, Armor Up, Reflect

Strengths and Weaknesses

Strengths

- **Reflecting Damage**
 - Black Panther (Civil War) stores up damage every time he is hit, and then deals that damage back to the opponent when he lands a hit!
- **Stun Reflect**
 - Black Panther (Civil War) is able to reflect a physical Stun (Stuns made through contact) back to the opponent when he has an Armor Up Buff active

Weaknesses

- **Nullify**
 - Nullify is a quick and easy way to remove the Armor Ups that Black Panther (Civil War) gains, and without these he will not reflect Stuns!
- **Armor Break**
 - Armor Breaks also remove the Armor Ups that allow Black Panther to reflect Stun.
- **Stun Immunity**
 - One thing that makes Black Panther (Civil War) so dangerous is his Stun Reflect. Champions like Hercules, Emma Frost, and Bishop (with the correct power from a previous fight) will have no worry of being stunned by his reflection!

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

When Attacked

- 60% chance to gain an Armor Up Buff for 7.50 seconds, granting +300 Armor Rating.
- Each time Black Panther gains an Armor up effect he has a 7% chance to enter a Reflective state for 7 seconds, storing 1.2% of the damage taken. While in the Reflective state, his suit cannot trigger Armor Up.
- For every 368.85 damage stored, Black Panther gains a Reflect charge. When successfully hitting the opponent, Black Panther consumes all charges to deal the equivalent damage back to the opponent. Charges last for 7 seconds.

Most of Black Panther (Civil War)'s dangerous damage comes from the Reflect charges. If you let him store them up, make sure you don't get hit! A single hit with a lot of reflected charges can deal a ton of damage.

Expert Player Notes

When Stunned

- Black Panther's Vibranium armor consumes an Armor Up effect to reflect physical Stun effects back to his enemy and purify any Debuffs applied with the Stun effect. This has a 100% chance to Stun the opponent for 2.50 seconds and cannot interrupt Special Attacks.

Physical Stun effects here refer to those that are placed on contact, such as a Parry. Stuns placed on Special Attacks like Ronan's Special 1 won't be reflected.

Expert Player Notes

Special 1

- 100% chance to inflict Bleed, dealing 1840.8 Direct Damage over 4 seconds.

The animation for this Special Attack is incredibly fast, so watch out and don't get clipped by it!

Expert Player Notes

Special 2

- Attack increases by up to 2070.9 based on lost Health

Special 3

- 75% chance to Stun for 3.25 seconds.

Signature Ability – Panther Habit

Passive

- Black Panther begins the fight with his Reflective state active. Additionally, Black Panther's Armor passively has a 49.02% chance to absorb heavy attack impacts by going Unstoppable for 0.75 seconds and consuming 1 Armor Up effect(s).

Black Panther's Signature Ability makes him more dangerous defensively. If hit by a Heavy Attack, he goes Unstoppable! This can be a quick way for a defender Black Panther to land a hit and deal all of that stored damage, so watch out!

Expert Player Notes

Synergy Bonuses

Friends

With [Vision \(Age of Ultron\)](#), [Black Widow](#)

- All Champions gain +130 Armor rating

Nemesis

With [Winter Soldier](#), [Killmonger](#)

- All Champions gain +6% Attack

Rivals

With [Ant-Man](#)

- All Champions gain +115 Critical Damage Rating

Skill Domination

With [Hawkeye](#), [Black Panther](#)

- Skill Champions deal +25% Bleed Damage

Recommended Masteries

Stupify

- Stupify can increase the duration of the reflected Stun, making an accidental Parry by the opponent even more deadly!

Unfazed

- Having a chance to go Unstoppable when the opponent evades will make Black Panther an even more dangerous defender

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [Doc](#)



Author: [MCOC Champion Designers](#)

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Black Panther

The King of the reclusive but technologically-advanced African nation Wakanda, King T'Challa's birthright is not only to rule but to don the mantle of the Black Panther, a powerful warrior and symbol to his people. T'Challa will aggressively defend his country and citizens against any threat, no matter how menacing.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6245	458	1563
4-Star ★★★★	15660	1148	3920
5-Star ★★★★★	31398	2301	10510
6-Star ★★★★★★	53576	3927	17926
(Rank 5, Level 65)			
7-Star ★★★★★★★	51912	3805	17300
(Rank 1, Level 25)			

Champion Attributes



- Survivability 2



- Damage 4



- Ease of Use 2.5



- Utility 2



- Defender Strength 1

[Learn more about Champion Attributes](#)

Black Panther's Mechanics

Dodge, Dip, Dive, Duck, and Bleed! Darting around The Contest, Black Panther excels at playing aggressive and Fast. Intercept the opponent and land tons of critical hits to watch your opponents HP bar melt away.

Character Class: Skill

Basic Abilities: Bleed, Precision, Cruelty, Panther's Might

Strengths and Weaknesses

Strengths

- **Bleed Damage**
 - Black Panther packs a ton of Bleed Damage with his new update!
- **Debuff Shrug**
 - With his Signature Ability Black Panther can shrug off any Debuffs a defender might throw his way.

Weaknesses

- **Bleed Immune Champions**
 - A lot of the new Black Panther's Damage comes from his frequent bleed debuffs, a Bleed Immune opponent will net a large loss in damage.
- **Power Gain abilities**
 - Looking for intercepts all day means Black Panther wants his opponents at low power as often as possible. Be careful against opponents with lots of power gain!

The following Stats and Abilities are based on a Rank 5, Level 65, 6-Star Champion

Abilities

Critical Hits

- Critical Hits have 100% Chance to apply a Bleed dealing 1767.15 direct damage over 6 seconds.

This update to Black Panther (Classic) includes the majority of his original kit – plus chances to rack up bleed damage!

Dev Notes

All Attacks

- 100% Chance to gain a Cruelty Passive granting +169.35 Critical Damage Rating for 1.25 second(s). These Cruelty Passives fall off one at a time. Max Stacks: 15
- Intercepting the Opponent or striking them while they are recovering from a Heavy or Special Attack grants an additional Cruelty Passive.
- While striking into an Auto-Block, Panther is Immune to Stun.

Black Panther's Cruelty is going to be an important part of every fight, so make sure to stay on the aggressive side so you can keep 15 floating the whole fight!

Dev Notes

Panther's Might – Inactive Charges

- Dashing back after a non-combo ending attack will grant 1 Indefinite Inactive Panther's Might Charge. Max: 5 Charges.
- Inactive Panthers Might Charges cannot be gained while Panther's Might is Active.

Instead of your regular 5-hit combo, try dashing out early after 2-3 hits to gain 1 charge. Then, dash back in for a draft-back and race to 5 charges! More charges = more duration spent in Panther's Might.

Dev Notes

Panther's Might

- Landing a Heavy Attack while at 3 or more Inactive charges grants Panther's Might for 3 seconds per charge consumed.
- Upon Activation: Gain 1 Precision Passive for each Personal Cruelty Passive active, each increasing Critical Rating by +106.02.
- Intercepting the Opponent or hitting an Opponent recovering from a Heavy or Special Attack pauses Panther's Might for 5 seconds.
- Pause all Personal Cruelty Passives.
- While Active:
- Bleed Debuffs gain +8% Duration for each Personal Cruelty Active on Black Panther.
- Attacks reduce opponent Defensive Ability Accuracy by 50%.

Defenders aren't going to like Black Panther when he's angry. Punish the opponent's Special Attacks, and land Interceptes wherever you can to stay in Panther's Might for as long as possible!

Dev Notes

Special Attacks 1 and 2

- Intercepting the opponent: Each hit of this Attack is a Guaranteed Critical Hit and apply an additional Bleed Debuff.

Special 1 – Roundhouse

- Gain 3 Inactive Panther's Might charges. Then consume all charges and enter Panther's Might for 5 seconds per charge consumed.

For those fights where you can't seem to land a Heavy Attack, or the opponent is Stun Immune, you can use the Special 1 as an alternative to extend Panther's Might!

Dev Notes

Special 2 – Panther Strike

- This Attack gains +196.35 Attack Rating for each Personal Cruelty Active on Black Panther.

Intercept with the Special 2 during Panther's Might and you're going to be dealing a TON of Bleed damage.

Dev Notes

Special 3 – For Wakanda!

- Inflicts up to 5 Bleed Debuffs, with each having a 100% chance to apply, and dealing 1374.45 direct damage over 15 seconds.
- Refresh the Duration of Panther's Might.

In fights where you want to maintain Panther's Might the whole fight – throw a Special 3 instead of a Special 1 or 2. Or, if you need to keep your opponent's Defensive Ability Accuracy down, land a Special 3 and put your mind at ease.

Dev Notes

Signature Ability – For Wakanda!

- Intercepting the Opponent has 100% Chance to Purify one of each Debuff from Black Panther. Cooldown 1.04 seconds.
- Each Bleed Debuff on the Opponent decreases their Defensive Ability Accuracy by 10.05%. Max 5 Bleeds.

Pair the Bleed Defensive Ability Accuracy with Panther's Might and you're going to be keeping your opponent's Abilities in check for the whole fight! On Demand Shrug off for one of each Debuff on him is also a great tool to help with any fight.

Dev Notes

Synergy Bonuses

Royals – Unique Synergy

- [Storm](#), Black Panther
 - **Black Panther:** Gain a 1 second Unblockable Passive when activating a Special Attack during Panther's Might.
 - [Storm](#) : Each Shock Debuff on the opponent grants +[20]% Special Attack Damage, Max Potency at [5] Shocks.

Kings – Unique Synergy

- [Killmonger](#), Black Panther
 - **Black Panther:** Intercepting the Opponent grants a True Strike Passive for 10 seconds, letting his attack ignore all Armor, Resistances, Evade, and Auto-Block effects.
 - [Killmonger](#) : Can activate Special 3 Bleed Debuffs an additional 1 time per fight.

Warriors – Unique Synergy

- [Iron Fist](#), Iron Fist White, Black Panther
 - **Black Panther:** Start the fight with 3 Inactive Panther's Might Charges.
 - [Iron Fist](#), [Immortal Iron Fist](#) : 25% Armor Break Debuff Potency.

Enemies

- [Deadpool](#)
 - All champions gain +155 Critical Rating

Rivals

- [Iron Fist](#), [Iron Fist \(Immortal\)](#)

- All champions gain +155 Critical Damage Rating

Romance

- Storm
 - All champions gain +5% Power Gain

Synergy Update s

Tigra's Feline Possession

- **Black Panther:** Gain an additional Cruelty Passive from all Hits.

Hulkbuster's Engineering Experts

- **Black Panther:** +25% Bleed Duration.

Recommended Masteries

Deep Wounds

- Black Panther is all about Bleed damage. Maximize every Bleed Debuff he places with Deep wounds!

Liquid Courage and Double Edge

- Shrugging off Debuffs is a thing of ease with Black Panther's Signature Ability. Juice out even more damage with Liquid Courage and Double Edge!



Author: [MCOC Champion Designers](#)

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Black Widow (Claire Voyant)

The Contest's newest Champion, Black Widow (Claire Voyant), was a spirit medium who communicated with the dead through supernatural means. Killed by a client in a job gone wrong, Voyant is sent to Hell where Satan gives her the ability to kill with a single touch, sending her back to Earth to avenge her own death.

After avenging her murder, Voyant returns to Satan who, no longer content to wait for evil souls to die a natural death, charges her with bringing more souls to him.

Black Widow's (Claire Voyant) Mechanics

Claire is focused on cycling through her different curses throughout the fight to always stay one step ahead of the Opponent. Each of Claire's 3 curses are associated with different utility: **Curse of Blood** is focused on Regeneration, **Curse of Plague** is focused on Power Control, and **Curse of Hellfire** is focused on damage. By ending a combo with a light attack Claire can switch her active curse, allowing her to adjust her utility set on the fly throughout any given fight.

Additionally, each curse comes with a matching immunity making her great at completely bypassing Bleed, Poison and Incinerate effects.

Champion Attributes



- Survivability 5



- Damage 3.5



- Ease of Use 2



- Utility 4.5



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

Base Stats and Abilities

*All stats based on 4-Star, Rank 5, Level 50, Signature Level 99

Health: 14368

Attack: 1441

Max PI: 4807

- **Without Signature:** 3892
- **With Signature (99):** 4807

*All stats based on 5-Star, Rank 5, Level 65, Signature Level 200

Health: 28807

Attack: 2888

Max PI: 10620

- **Without Signature :** 7824

- **With Signature (200):** 10620

Character Class: Mystic

Basic Abilities: Power Steal, Regeneration, Nullify, Death Touch

Strengths and Weaknesses

Strengths

- **Immunities**
 - Claire's ability to switch her active immunity makes her extremely valuable against many Opponents and nodes. This also allows her to synergize with the Double Edge and Liquid Courage Masteries very well, since she can have both of them purified within a single combo.
- **Fighting Opponents Who are Immune**
 - While playing as Claire, it's very valuable to play against an Opponent who is immune to her Debuffs because it allows her to gain Clairvoyance charges and power at an extremely rapid rate. This also works very well in matchups on Stun immune nodes, since each Parry will also give her a charge and power!
- **Power Control and Sustainability**
 - Claire's ability to Power Steal granted through the Curse of Plague allows her to keep the Opponent's power under control for most of any given fight, additionally switching back to Curse of Blood allows her to heal back any chip damage she might have taken during the fight!

Weaknesses

- **Opponents Who Aren't Immune**
 - Claire really needs her Clairvoyance charges to hit her true potential, Opponent's who aren't immune to one of her 3 different Debuffs can be annoying to fight since building those charges will be much more difficult.
- **Power Sting**
 - Claire relies on throwing a high number of Special Attacks. If suffering from Power Sting, Claire will take a ton of damage when activating Special Attacks and will have to stop her loop until the effect has fallen off.
- **Evasion Champions or anyone that prevents a full 5 hit combo**
 - Claire needs to finish a full 5 hit combo ending with a Light Attack in order to switch to her next curse. Any Champions who can prevent this from happening will lock her into a single curse and shut down a lot of her best utility.

Abilities

- **Clairvoyance Charge – Passive**
 - Claire starts with 3 charges. Each time she or her Opponent are immune to any effect, or an immunity Purifies a pre-existing effect, she gains 1 charge and 4% of her max Power. Charges stack up to 20.
 - After landing or receiving a Light or Medium attack and the Opponent has 1 or more Buffs, a charge is consumed and 1 Buff is Nullified.

Claire performs very well against nodes that grant the Opponent an immunity such as Stun or Debuff immune nodes since each time the Opponent is immune she will gain a Clairvoyance charge, allowing her to loop her Special 2 Attack and keep the Opponent's power under control for the whole fight.

Dev Notes

Curse of the Black Widow

- Claire has 3 types of curses, each providing her with a different immunity, however, only 1 curse can be active at a time.
- By default the Curse of Blood is active. Landing a fourth Light Attack casts the next curse in the following order:
 - **Curse of Blood:** Bleed immunity.
 - **Curse of Plague:** Poison immunity.
 - **Curse of Hellfire:** Incinerate immunity.

Special Attack 1 – Curse of Damnation

Summoning a blast from the underworld, Claire curses her Opponent.

- Finishing a combo with a Medium attack inflicts 1 Debuff. Throwing a Heavy Attack or Special 1 inflicts up to 3 Debuffs. These Debuffs are determined by Claire's active curse and last for 8 seconds.
- **Curse of Blood:** Bleed, dealing **57.64** direct damage.
- **Curse of Plague:** Poison, dealing **57.64** damage and reducing health recovery by 30%.
- **Curse of Hellfire:** Incinerate, dealing **57.64** damage, removing Perfect Block Chance and reducing Block Proficiency by 50%.

If the Opponent is throwing a Special Attack that lasts for a long duration and doesn't cover the whole screen, Claire can dash back and throw Heavy Attacks during their attack to cast Debuffs onto them safely. It's important to keep an eye on the Opponent since they will likely dash right back in after their attack ends, but this

can be a quick trick to build Debuffs or charges.

Dev Notes

Special Attack 2 – Wrath of the Widow

Leaping forward, Claire uses her shadow limbs to slash the Opponent with a series of devastating blows.

- **100%** chance to inflict the Opponent with Buff Immunity for 10 seconds. Decreasing to **50%** against Science Champions.
- Each hit grants an effect determined by Claire's active curse.
- **Curse of Blood:** Regenerate 35% of the damage dealt.
- **Curse of Plague:** Steal 5% of the Opponent's current Power.
- **Curse of Hellfire:** Deal a burst of **1152.8** direct energy damage.

By using some smart timing, it's possible for Claire to throw a Special 2 while Curse of Plague is active and steal back enough power to immediately throw another special. Balancing the different curses, depending on the matchup, is key to playing as Claire.

Dev Notes

Special Attack 3 – Soul Reaver

Claire seals the Opponent's fate marking their forehead with the touch of death and sentencing their soul to Hell.

- All Clairvoyance charges are removed, each increasing her Attack Rating during this attack by 288.2.
- Claire gains Death Touch, lasting for **1.2** seconds per Clairvoyance charge removed, Death Touch increases the Potency of all Curse effects by 100% and is not affected by Ability Accuracy reduction.

Signature Ability – Death Immunity

While Death Touch is Active

When receiving damage that would knock her out, Death Touch is consumed instead and Claire gains a Death Immunity Buff, preventing death and healing **18.83%** of her max health over **4** seconds.

If Claire is awakened, Death Touch is a great way to survive incoming Special 3 Attacks or other high damaging unavoidable attacks. Additionally, any hit that would kill Claire while Death Touch is active will grant her a Clairvoyance charge since she is immune to it.

Dev Notes

Synergy Bonuses:

- **Guilty Souls** Self-Synergy at 2-Stars and higher Unique Synergy
 - All Champions: Gain +10% Attack when fighting against Villain Opponents.
- **Spider's Bite** with [Black Widow](#) at 3-Stars and higher Unique Synergy
 - Black Widow (Claire Voyant): While Death Touch is active, all attacks reduce the Opponent's chance of triggering their abilities by 50%.
 - Black Widow: Activating a special attack grants a Fury Buff increasing Attack Rating by 20% for 6 seconds.
- **Fire and Forget** with [Human Torch](#), [Sunspot](#), and [Mephisto](#) at 4-Stars and higher Unique Synergy
 - Whenever the Opponent is immune to Incinerate they're inflicted with a Slow Debuff for 8 seconds reducing the Ability Accuracy of Unstoppable and Evade effects by 100%. This Debuff does not stack and will not trigger if the Opponent has natural Class advantage.
- **A Spell A Day Keeps The Doctor Away** with [Doctor Strange](#) at 4-Stars and higher Unique Synergy
 - The final hit of Special 2 has a 50% chance to inflict Stun for 2 seconds.
- **Judgement Day** with [Ghost Rider](#) at 5* and higher Unique Synergy
 - All Champions reduce the duration of the Opponent's Buffs by 30%.

Recommended Masteries:

- **Liquid Courage**
 - Claire is immune to Poison effects while her Curse of Plague is active, allowing her to negate the negative effects of Liquid Courage.
- **Double Edge**
 - Claire begins each fight with Curse of Blood active while grants immunity to Bleed effects allowing her to ignore the negative effects of Double Edge.
- **Mystic Dispersion**
 - Claire has a very consistent and easy to access Nullify making Mystic Dispersion a great way to build power extremely quickly.
- **Recovery**
 - When using Lifesteal, the Recovery mastery allows Claire to heal for even more!



Author: [MCoC Champion Designers](#)

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Black Widow (Deadly Origin)

Recruited into the KGB at an early age and trained in the Red Room, Natasha Alianovna Romanoff developed into one of the world's greatest and most ruthless assassins. After drawing the attention of Nick Fury, she was recruited to join S.H.I.E.L.D. at Clint Barton's recommendation, even going on to become a founding member of The Avengers. Following the events of The Avengers Civil War, Romanoff is forced to confront the darkness of her past in the Red Room and the possibility of future generations of Black Widow assassins.

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 - [Strengths and Weaknesses](#)
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-

Base Stats and Abilities

Rarity	Health Attack PI (Max Signature)		
3-Star ★★★	5639	485	2000
4-Star ★★★★	14140	1216	5017
5-Star ★★★★★	28350	2437	10620
6-Star ★★★★★★	36530	3140	13660
(Rank 3, Level 45)			

Champion Attributes

- Survivability 2.5



- Damage 5



- Ease of Use 4



- Utility 2



- Defender Strength 2



[Learn more about Champion Attributes](#)

Black Widow (Deadly Origin)'s Mechanics

Black Widow is an assassin Champion who excels in Critical Hits, Shocks, Defensive Ability Accuracy reduction, and Evasion. Her Widow's Insight ability triggers whenever her opponent leaves themselves open to an attack and allows her Basic and Special Attacks to strike with enhanced effectiveness. Her ability to Shock and reduce Defensive Ability Accuracy increase dramatically while Widow's Insight is active, and also allow her to enhance her critical rating with each combo. Opponents also have to be aware of her subtle Sabotage Debuff, which deals bonus damage each time Black Widow (Deadly Origin) causes a Defensive Ability to fail.

Character Class: Skill

Basic Abilities: Widow's Insight, Shock, Precision, Evade, Sabotage, Cruelty

Strengths and Weaknesses

Strengths

High Sustained Damage

- By utilizing Widow's Insight and Black Widow's Shock Debuffs, players can consistently sustain high amounts of damage. This is possible only if the player consistently strikes the opponent while Widow's Insight is active.

Evading Misses

- Black Widow's Evade ability is unique in that it is activated after she Misses an attack. This is a useful countermeasure against champions such as Invisible Woman and Guillotine 2099 as it allows her to Evade away from danger immediately after Missing a strike.

Defensive Ability Counter – Sabotage

- This ability dramatically increases the damage Black Widow can dish out versus champions with Defensive Abilities such as Thing's Rock Stacks and Hulk's Fury Buff.

Weaknesses

Shock Immune Champions

- A large portion of Black Widow's damage comes from Shock Damage, and any champions that are Immune to Shock will shut down a large portion of her damage.

True Strike and True Accuracy

- Black Widow is not able to rely on her Evade if her Opponent has a reliable True Strike or True Accuracy ability.

Damage Over Time Effects

- Black Widow does not have an immediate ability to Purify debuffs, nor regenerate health. This makes her very susceptible to Damage Over Time effects such as a Bleed and Incinerate.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Passive

- Baton Hits deal Energy Damage instead of Physical and have a 40% chance to inflict a Shock Debuff dealing 1827.75 Energy Damage for 3.65 seconds.

Widow's Insight – Max 50 Stacks:

- Black Widow's covert assassin training kicks in whenever the perfect opportunity to strike presents itself. Gain Widow's Insight for 0.85 seconds whenever the Opponent is dashing forward or recovering from a Heavy, Special, or Combo ending Attack.
- This ability refreshes its duration when successfully landing hits.
- Widow's Insight is not affected by Ability Accuracy.

This ability allows Black Widow to capitalize on the opponent's mistakes. The window to use this ability is quite narrow in some cases, but players can use the Dexterity Mastery to trigger this ability more consistently. High skill players may already be familiar with this type of playstyle and will be able to make the most use out of Black Widow.

Dev Notes

While Widow's Insight is Active:

- Light Hits: Increase Shock Ability Accuracy by a flat 60%.
- Medium Hits: Reduce Defensive Ability Accuracy by 70%.
- Heavy Hits: 100% chance to inflict a Stun Debuff for 1.75 seconds.

- Ending a Combo has 100% chance to grant a Precision Buff increasing Critical Rating by 286.36 for 24 seconds. Max 8 Stacks.

Players can opt to perform two Medium attacks in their combo in match-ups versus tricky Defensive Champions such as Thing or Luke Cage. Making use of the Defensive Ability Accuracy reduction is key to countering powerful Defensive abilities.

Dev Notes

Counter-Attack Evade

- When caused to Miss, gain a Passive Evade granting 100% chance to Evade the next Basic Attack for 8 seconds. After triggering an Evade this effect is removed. Evade does not trigger while holding Block.
- When triggering an Evade, Black Widow Counter-Attacks with a Flashbang. This attack cannot Miss and does not generate Power.
- When triggering an Evade through any of Black Widow's personal Evade abilities, inflict a Sabotage Debuff reducing Defensive Ability Accuracy by 20% for 6 seconds. Sabotage deals 48.74 Direct Damage whenever an Opponent's Defensive Abilities fail to trigger.

Fighting Champions such as [Invisible Woman](#) and [Guillotine 2099](#) let Black Widow ignore the effects of their Miss abilities. Players are also able to activate this Evade by using the Special Attack 1.

Dev Notes

Special 1: Flight of the Arachnid

- The last hit inflicts a Shock Debuff dealing 2437 Energy Damage over 13 seconds.
- At the end of this Special Attack gain a Passive Evade granting 100% chance to Evade any Basic Attack for 6 seconds. After triggering this Evade the effect is removed. Evade will not trigger while Blocking.

Special 2: Spider Bite Combination

- Deal 4630.3 as a burst of Shock Damage when striking Shocked Opponents.
- If Widow's Insight is active: All hits reduce Defensive Ability Accuracy by 70%.

Players will have to activate their Special Attacks immediately after finishing their combos to fully make use of this attack. The damage of this attack can be enhanced further if the opponent is suffering from a Sabotage Debuff and has a Defensive Ability that triggers when Struck.

Dev Notes

Special 3: Dance of the Elusive Black Widow

- Inflict a Sabotage Debuff reducing Defensive Ability Accuracy by 20% for 16 seconds and dealing 48.74 Direct damage when the Opponent's Defensive Abilities fail to trigger.
- For every 5 stacks of Widow's Insight gained since last activating this Special Attack, create a Passive Cruelty increasing Critical Damage Rating by 430.12 for 30 seconds. Widow's Insight is reset to 0 after launching this Special Attack.

The Critical Damage Rating boost on this attack is better utilized in longer fights as building up stacks of Widow's Insight will also gradually build up your chance to deal Critical hits through Precision Buffs. This combination should greatly increase your damage output.

Dev Notes

Signature Ability – Red Room Training

Passive

- Increase the potency of Sabotage Debuffs, increasing Direct damage done when abilities fail to trigger by 120%.
- Increase the duration of Sabotage Debuffs by 80%.
- Landing hits while Widow's Insight is active pauses Sabotage Debuffs for 0.50 seconds.

Sabotage will also trigger when certain Quest Buffs (Adaptive, Soft Guard, etc.) are present allowing Black Widow (Deadly Origin) to output even more damage versus these Defensive buffs.

Dev Notes

Synergy Bonuses

Family Reunion – Unique Synergy

- **Black Widow (Deadly Origin):** Black Widow starts the fight with her Passive Evade active until triggered.
- **Red Guardian:** While charging a Heavy Attack, become Passively Unstoppable for 0.6 seconds. Cooldown: 10 seconds.

Remember Me – Unique Synergy

- **Black Widow (Deadly Origin):** Each time Black Widow strikes with Widow's Insight active she gains 2% of a Bar of Power.
- **Taskmaster:** Each time he Exploits a Weakness, Taskmaster has a 30% chance to inflict a Sabotage Debuff for 10 seconds, reducing Defensive Ability Accuracy by 20% for 10 seconds and dealing 10% of Attack as direct Damage when Abilities fail to trigger.

Remembering Budapest – Unique Synergy

- **Black Widow (Deadly Origin):** Reduce the potency of incoming Bleed Debuffs by 10%. Reduce the potency by an additional 10% if either Ronin or Hawkeye is Dead.
- **Ronin, Hawkeye:** Increase the duration of Bleed and Disorient Debuffs by 10%. Gain an additional 30% Duration if Black Widow (Deadly Origin) is Dead.

Covert Expertise – Unique Synergy

With [Captain America](#), [Iron Man](#), [Falcon](#), [Black Panther](#)

- When the opponent starts a Dash Attack or is recovering from a Heavy, Special, or combo ending attack, gain Widow's Insight for 0.85 seconds. Ending a combo with Widow's Insight active grants a Cruelty Buff increasing Critical Damage Rating by 450 for 12 seconds.

Rivals

With [Gamora](#), [Psylocke](#), [Elektra](#)

- All Champions gain +115 Critical Damage Rating.

It's Complicated

With [Hulk](#), [Hulk \(Ragnarok\)](#)

- All Champions gain +60 Armor Rating & 3% Power Gain.

Recommended Masteries

Liquid Courage / Double Edge

- The Shock damage that Black Widow can output is very strong, but can still be boosted with these Masteries. If players bring the Remembering Budapest Synergy, Black Widow will take significantly less damage from the Bleed portion of Double Edge.

Willpower

- Since Black Widow is susceptible to Damage over Time Effects, Willpower offers players a method to offset the damage she would take from these sources.

Cruelty / Precision

- Black Widow is capable of high levels of Critical Hit Damage once she is able to get consistent combos in a fight. Adding Cruelty and Precision Masteries on top of Black Widow's Critical Hit boosts will only boost her damage further.



Author: [MCOC Champion Designers](#)

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Black Widow

There's no escaping the sting of the world's greatest spy when she has you in her sights. A skilled fighter, possessing astounding agility and a way with weapons, she is often shrouded in mystery. But there's no mystery as to who you want on your team when things start heating up – Natasha Romanova – The Black Widow!

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5821	485	1640
4-Star ★★★★	14596	1216	4126
5-Star ★★★★★	29264	2437	9554
6-Star ★★★★★★	37708	3140	12286

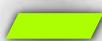
(Rank 3, Level 45)

Champion Attributes

- Survivability 2



- Damage 1



- Ease of Use 4.5



- Utility 3



- Defender Strength 2



[Learn more about Champion Attributes](#)

Black Widow's Mechanics

Black Widow has access to one of the most potent Defensive Ability Accuracy abilities in the entire game with her Signature Ability. To maximize her damage output, use her Special Attacks to gain Cruelty and Precision buffs.

Character Class: Skill

Basic Abilities: Cruelty, Precision

Strengths and Weaknesses

Strengths

- **Defensive Ability Accuracy Reduction**

- Black Widow's utility comes from her Signature Ability. With her Awakened Ability, she can reliably deal with pesky evaders, annoying Auto-Blocks and other defensive mechanics.

Weaknesses

- **Power Control**

- Black Widow relies on her Special Attacks to gain buffs that increase her damage output. Try to avoid matchups that prevent her from using Special Attacks or prepare for a longer fight!

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

When Attacked

- 3% chance to automatically dodge incoming attacks

Special Attacks

- 100% chance to boost Critical Rating by 525 for 8 seconds.
- 100% chance to increase Critical Damage Rating by 1181.25 for 8 seconds.

Use her Special Attack 1 to access her Cruelty and Precision buffs as often as possible!

Expert Player Notes

Special 3

- 70% chance to Stun for 3.50 seconds.

Signature Ability

All Attacks

- Black Widow strikes her targets with subtle, calculated grace, reducing the chance of triggering her opponent's abilities by 80%. This chance is increased by 15% against Science Champions, and decreased the same against Mutants.

The Signature Ability is what makes Black Widow stand out from the rest. Annoying defenders like Thing, Spider-Man and Electro are easier to fight with her Defensive Ability Accuracy Reduction.

Expert Player Notes

Synergy Bonuses

Avengers

With [Hulk](#), [Hulkbuster](#)

- All Champions gain a +25% chance to Stun with each Special Attack.

Friends

With [Captain Marvel](#), [Ms. Marvel](#)

- All Champions gain +130 Armor Rating

Romance

With [Hawkeye](#)

- All Champions gain +5% Power Gain

Romance

With [Winter Soldier](#)

- All Champions gain +5% Power Gain

Recommended Masteries

Block Proficiency

- Black Widow's natural Block Proficiency is on the lower side of the spectrum. Strengthen her sustainability by adding a few points to the Block Proficiency mastery!

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [Jnik](#)



Author: [MCOC Champion Designers](#)

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Blade

When Eric Brooks' mother was killed during his birth by a bloodthirsty vampire, the newborn Brooks' blood was infused with vampiric enzymes. This event turned him into a Dhampir, a hybrid human/vampire, possessing the powers of a vampire like immortality, but none of their weaknesses. Eventually becoming known as Blade, he has the ability to sense supernatural phenomenon, enabling him to identify Dimensional Beings and quickly react to incoming threats, making him effective at hunting the most powerful beings in the Battlerealm.

Character Class: Skill

Basic Abilities: Power Gain, Danger Sense, Bleed

Champion Attributes



- Survivability 4



- Damage 4.5



- Ease of Use 2.5



- Utility 3



- Defender Strength 3.5

[Learn more about Champion Attributes](#)

Base Stats and Abilities

*All stats based on 4 Star, Rank 5, Level 50, Signature Level 99

- **Health:** 14444
- **Attack:** 1317
- **Max PI:**
 - Without Signature: 3810
 - With Signature (99): 4683

When nearby Bleeding Opponents

- For every stack of Bleed on the opponent, Blade generates 7% of a Bar of Power per second.

Passive:

- When against Dimensional Beings, Danger Sense activates and grants Blade 1053.6 Attack Rating while also reducing the opponent's Ability Accuracy by 40%. This Ability Accuracy reduction ignores Dimensional Beings' Immunities.
- Blade's immune system attacks alien substances, shrugging off Debuffs up to 95% faster based on current Power.

Well Timed Blocks:

- 100% chance to inflict Bleed, dealing 395.1 Direct Damage over 2 seconds.

Special 1: Go for the Head and the Heart – A powerful sword and glaive attack, inflicting deep wounds upon the opponent.

- Inflicts Bleed, dealing 1317 Direct Damage over 10 seconds.

Special 2: Safety's Off – This fast multi-hit sword art finishes with a blast from Blade's machine pistol.

- This attack receives 2000 additional Critical Rating.
- Inflicts Bleed on Critical Hits, dealing 230.48 Direct Damage per stack over 1 second. For each Bleed inflicted, Blade instantly

generates 8% of a Bar of Power.

Special 3: Day Walker's Wrath – Blade throws both his glaives in an arc and immediately starts to strike his opponent with his sword, allowing for just enough time for his glaives to return and land the finishing blow.

- Inflicts 3 stacks of Bleed, each dealing 1843.8 Direct Damage over 13 seconds.
- 70% chance to Stun for 3 seconds.

Signature Ability: Vampiric Immortality – Blade consumes his own Power to recover from injuries at amazing rates.

- When Holding Block while below 70% Health, Blade's healing factor allows him to recover 722.2 Health for the cost of 50~30% of a Bar of Power per second.

Synergy Bonuses

Spirit of Justice :

- [Blade](#) : Danger Sense bonuses expand to include all Villain Champions.
- [Ghost Rider](#) : +50% chance to place a Judgment.

Demon Hunter :

- [Blade](#) : Danger Sense bonuses expand to include all Mystic Champions.
- [Mephisto](#), [Dormammu](#) : Opponent's Energy Resistance is reduced by 30%

Heightened Senses :

- [Blade](#) : +45% Potency for Danger Sense Bonuses
- [Spider-Man \(Stark Enhanced\)](#) : Starts the fight with 3 Poise charges.

Recommended Masteries

Deep Wounds :

- Blade's Well Timed Block and Special 2 Attacks can inflict a lot of short duration Bleeds and Deep Wounds will greatly enhance their damage.

Recovery:

- Blade's Signature Ability and Recovery will allow him to regain more Health while still paying the same amount of Power per second.

Courage:

- Blade can precisely control the amount of Health he has while below 70% Health, making it easier to stay just below the 50% Health range and benefiting from Courage's Attack Rating increase.

Strengths and Weaknesses

Strengths

Magik

- Blade's Danger Sense will always activate against Dimensional Beings, reducing their opponent's Ability Accuracy while also granting Blade a huge attack increase. This means Magik's Limbo will activate less frequently in a fight.

Archangel

- Blade is able to reduce the potency and duration of Debuffs based on how much Power he has, making it a great counter against Champions that rely heavily on Debuffs in order to inflict most of their damage.

Mystic Champions and Villain Champions

- Blade's Synergies allows him to activate Danger Sense against all Mystic and Villain Champions in The Contest. Watch out for your opponent's Champion Tags!

Weaknesses

Dormammu and Iceman

- Any opponents that are immune to Bleed will greatly reduce Blade's damage output and make him unable to gain Power when nearby Bleeding opponents.

Civil Warrior and Scarlet Witch

- Heal Block will neutralize Blade's Signature Ability Regeneration aspect but Blade will still pay the Power cost.



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Cable

Nathan Summers was a child of destiny even before his birth. His parents, Scott Summers and Madelyne Prior, were manipulated into having him by Mister Sinister, who was attempting to create a genetically superior mutant as his ultimate weapon. As an infant, he was instead infected with the deadly Techno Organic Virus, and sent 2000 years into the future to save his life. Years later he would return, taking the name Cable to represent his unique place as a link between the present and the future.

Champion Attributes



- Survivability 2.5



- Damage 2



- Ease of Use 3.5



- Utility 2



- Defender Strength 1.5

[Learn more about Champion Attributes](#)

Base Stats and Abilities

*All stats based on 4 Star, Rank 5, Level 50, Signature Level 99

- **Health:** 16268
- **Attack:** 1159
- **Max PI:**
 - Without Signature: 3464
 - With Signature (99): 4376

Basic Abilities: Regeneration, Incinerate, Concussion, True Strike

Passive – Techno Organic Repairs

- 15% chance to Regenerate 15% Health for 10 seconds, each time a bar of Power is filled. This ability stops working below 25% Health.

Passive – Belle

- Future Poison durations are reduced by 20% each time a poison is triggered on Cable.
- Once his Poison Durations are reduced to 0, Cable gains a Passive 50% bonus to Special Damage

Passive – Techno Organic Infection

- When caused to Bleed, Cable has a 100% chance to trigger his Heavy Attack Degeneration on his Opponent

Heavy Attack – Techno Organic Strike

- 100% Chance to Degenerate Non-Robotic opponents for up to 400% of your Attack over 15 seconds.
- Strength of Degenerate scales inverse of your Opponent's current Power.

Special 1: Short Controlled Bursts – Cable knocks back his opponent, making space to use his plasma rifle!

- This attack is Unblockable if you are currently under the effects of a True Strike Buff.

Special 2: Charge Shot – A telekinetic wave, followed up by a high energy charged blast from his rifle!

- This attack Incinerates the enemy, dealing 100% of your Attack as Energy Damage over 10 seconds. This effect also removes Perfect Block Chance and reduces Block Proficiency by 50%
- This attack has a 84% chance to give the opponent a Concussion, reducing their Ability Accuracy by 78% for 11 seconds. The potency of this effect is affected by Class relationships.

Special 3: TK Rifle – Cable uses his powers to enhance his plasma rifle, locks on his target, and unleashes a withering barrage of firepower.

- 100% Chance to grant True Strike for 15 seconds. This allows him to ignore Armor, Resistances, and Evasion.

Signature Ability – Techno Organic Virus Suppression

Cable's immense mutant powers are hampered by having to constantly keep the techno organic virus in check. As the strength of the virus wanes, Cable has a 40% chance to gain 16.5% Power over 10 seconds, each time he fills a bar of power.

Synergy Bonuses

- **Cyclops or Cyclops (90's)** – Family – (All Champions gain +6% Health)
- **Phoenix** – Family – (All Champions gain +6% Health)
- **Deadpool or Deadpool (X-Force)** – Enemies – (All Champions gain +7% to Critical Hit Rate)
- **Rogue** – Teammates – (All Champions gain +5% Perfect Block Chance)

Recommended Masteries

- **Recovery:** Cable has a strong regeneration ability, which is only improved once his Signature is unlocked. Increasing the amount of HP regenerated each time it triggers will help keep Cable in the fight longer.
- **Inequity/Resonate:** Lumping these two in together, as they both help Cable by reducing his opponent's attack. Cable is capable of keeping his Degeneration up almost full time against a non-robotic opponent, and has a pair of debuffs available from his SP2. Together this represents a noticeable drop in the opponent's damage output, which will help Cable's Regeneration keep him above that all important 25% cut-off.
- **Willpower:** Willpower works quite well with Cable. He's already got a strong Regeneration ability, which means that much more of the Health gained from Willpower stays on his Health Bar, rather than just compensating for whatever Damage the debuff was causing you, it also again helps keep Cable above his 25% Regeneration cut-off.

Matchups

Strong Matchups

- **Black Panther:** Boy did Mr Panther show up to the wrong fight! With all the Bleed effects Black Panther triggers, he's going to be Degenerating a lot! Combine that with Cable's natural class advantage, and it's a pretty safe bet of who's coming out ahead here.
- **Gwenpool:** Gwenpool wants to make you bleed all over yourself, which is right up Cable's alley! His Signature Power Gain will help him slip around Gwenpool's Ennervate ability. Where Gwenpool's Plot Armor won't let your Special Attacks touch, Cable's Degeneration will knock off those last stubborn few percentage points off her health bar.
- **Abomination:** Abomination is a great target as his Poison effect, while strong over time, needs to trigger repeatedly. This allows Cable to quickly drive his Poison duration reduction to 100%, while giving him a sizable boost for his Special Attack Damage.

Weak Match-Ups

- **Guillotine:** A regular semi-predictable regeneration is usually a great thing to have, unless your opponent can make it run in reverse! And given that Cable can't avoid triggering that Regeneration if he wants to, means Guillotine will always have a target here.
- **Vision (Both):** Power Drain to prevent Regeneration from triggering, and Heal Block to prevent it from doing anything if it does. They're also Robots, and as such not susceptible to Cable's Degeneration.
- **Magik:** Magik is all up in your Power Bar, and as such, Cable can struggle against her. Power Lock keeps Cable's Signature Ability in check, and reduces the number of chances he has to Regenerate.



Author: [MCOC Champion Designers](#)

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Captain America (Infinity War)

Since opposing the Sokovia Accords, the super-soldier has lost his shield and been forced underground. But with the help of friends new and old, he's managed to re-equip and remain under the radar; all the while continuing to do what he believes is right — saving the world one clandestine mission at a time.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6245	458	1887
4-Star ★★★★	15660	1148	4725
5-Star ★★★★★	31398	2301	10300
6-Star ★★★★★★	53576	3927	17574
(Rank 5, Level 65)			
7-Star ★★★★★★★	51912	3805	16960
(Rank 1, Level 25)			

Champion Attributes



- Survivability 4



- Damage 4



- Ease of Use 3



- Utility 4.5



- Defender Strength 2

[Learn more about Champion Attributes](#)

Captain America (Infinity War)'s Mechanics

Character Class: Science

Basic Abilities: Bleed, Stun, Fury, Kinetic Potential

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

Kinetic Potential

Passive

- Captain America's vibranium vambraces can store up to 5 Kinetic Potential charges. He will not generate any new Kinetic Potential charges while at this limit.
- 15% Chance when Struck to gain 1 Kinetic Potential.
- 50% Chance when Blocking to gain +1 Kinetic Potential. This chance increases to 100% on a Well Timed Block.
- 100% Chance to gain +1 Kinetic Potential when Stunned.
- Kinetic Potential falls off over time, falling off faster the longer it's been since it last increased.

Captain America gains the Kinetic Potential when Stunned after the Stun applies, so he doesn't auto shrug off all Stuns when combined with his Signature Ability.

Dev Notes

Kinetically Charged

Passive

- As long as Captain America has at least 1 Kinetic Potential, he's considered to be Kinetically Charged, and gains the following bonuses as Passive effects:
 - +1963.5 Attack
 - +750 Physical Resist
 - +750 Energy Resist
 - +30% chance to cause opponent's attacks to Glance. Glancing Hits cannot be Critical, deal 50% reduced damage, and suffer -100% Offensive Ability Accuracy. This chance increases by 100% against Mystic Champions.
 - 100% chance to Nullify Unstoppable Buffs on hit.

These abilities don't stack, they just turn on as long as Captain America has at least 1 Kinetic Potential charge.

Dev Notes

Heavy Attack

Passive

- Beginning to charge a Heavy Attack grants a Passive Fury granting +19635 Attack per Kinetic Potential, lasting for 5 seconds.

While this Fury effect is quite short, it triggers as soon as you enter the Heavy Attack animation which means you can cancel the animation into a Special Attack before you land a hit. With good timing, this effectively doubles the attack bonus granted by the Special 2 Attack.

Dev Notes

Special Attacks

- After any Special Attack, Captain America consumes all Kinetic Potential.

Special 1 – My Ally's Claws

- 100% chance to inflict Bleed, dealing 981.75 Direct Damage over 3.5 seconds.
- Reduces Opponent's Defensive Ability Accuracy by 100% if Kinetically Charged.

This Ability Accuracy Reduction applies only to the hits of this Special Attack. Try and use it to push the opponent over specific ability triggers, like Magik's Limbo.

Dev Notes

Special 2 – Kinetic Discharge

- 100% chance to Stun for 1 second.
- Each Kinetic Potential charge grants +574 Attack and +0.50 second(s) Stun Duration.

Special 3 – Lead from the Front

- If Kinetically Charged gain +3927 Attack for each different Class on Cap's team, not including himself, up to 2 Classes.
- Gain 1 Non-Consumable Kinetic Potential charge which lasts 30 seconds.

This allows Cap to have an effective 6 Kinetic Potential charges.

Dev Notes

Signature Ability – Leadership

An excellent leader, Captain America learns from his teammates gaining a unique effect, while Kinetically Charged, for each class represented on his team, excluding himself.

- Mutant: 100% chance on triggering a Special Attack to gain +1 Kinetic Potential.
- Skill: 100% chance whenever a Debuff is gained, consume 1 Kinetic Potential to Purify it.
- Science: 100% chance on a Well-Timed Block to place a 10% Weakness Debuff of the Opponent for 10 seconds.
- Mystic: 100% chance to gain 1 Kinetic Potential each time a Buff Expires or is Nullified on the Opponent.
- Cosmic: 100% chance on a Well Timed Block to place an Armor Break Debuff on the Opponent, reducing their Armor by 250 for 10 seconds.
- Tech: 100% chance on a Well Timed Block to place a 25% Petrify Debuff on the Opponent for 10 seconds.

Synergy Bonuses

Tech Breakthrough – Unique

With [Vision](#), [Vision \(Age of Ultron\)](#), [Iron Man](#)

- Tech Champions drain 100% of the Opponent's Max Power after the Opponent uses a Special Attack.

The key word here is 'After'. Basically this drains any left over power from the Opponent after they use a Special Attack. Really good against any node/ability that reduces the cost of Specials Attacks though *cough* Sentinel *cough*.

Dev Notes

Mutant Evolution – Unique

With [Wolverine](#), [Storm \(Classic\)](#), [Beast](#)

- Mutant Champions gain a permanent Passive +20% Prowess.

This does count as an extra Prowess for Bishop, and no he doesn't consume it when using a Special Attack.

Dev Notes

Skill Training – Unique

With [Hawkeye](#), [Black Widow](#), [Thor \(Ragnarok\)](#)

- Skill Champions gain +250 Critical Rating on Basic Attacks.

Science Experiment – Unique

With [Captain America](#), [Hulk](#), [Hulk \(Ragnarok\)](#)

- Science Champions place a Passive Weakness on the Opponent reducing their Attack by 50% except while being struck by them.

Slightly tricky wording. Basically this weakness will apply to anything that scales with your opponent's attack, that doesn't trigger when they're landing a hit. So things like Dormammu's Degeneration, Iceman's Coldsnap, Mephisto's Incinerate Aura, Void's Direct Debuff Damage, etc.

Dev Notes

Mystic Craft – Unique

With [Scarlet Witch](#), [Thor \(Jane Foster\)](#), [Doctor Strange](#)

- Mystic Champions deal 30% of their Attack as Direct Damage to their Opponent when Nullifying one of their Buffs.

Cosmic Power – Unique

With [Captain Marvel](#), [Thor](#), [Gamora](#)

- Cosmic Champions increase their Buff Duration by +25%.

Stacks with Black Bolt's Cosmic Supremacy Synergy... just sayin'...

Recommended Masteries

Inequity

- With his Signature Ability and the right teammates, Cap is capable of putting a lot of Debuffs on his opponent, allowing him to make great use of this mastery.

Despair

- Combining Despair with his natural ability to place Petrify Debuffs on his opponent can make for a powerful combination.

Petrify

- Cap can do a lot of Stunning, both through Well Timed Blocks, and through his Special 2 Attack. This let's Cap keep the Petrify effect active for much of the fight.



Author: [MCoC Champion Designers](#)

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About Captain America (Sam Wilson)

Sam Wilson, formerly known as the Falcon, took the mantle of Captain America when his friend and mentor Steve Rogers went into retirement. At first Sam gave the Shield away, believing that the legacy belonged to Steve alone, but when world peace and stability was threatened by Super Soldiers, he decided to accept the title of Captain America and make a stand for what he believed was right.

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- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats & Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6184	458	1936
4-Star ★★★★	15508	1148	4866
5-Star ★★★★★	31093	2301	10650
6-Star ★★★★★★	53055	3927	18179
(Rank 5, Level 65)			
7-Star ★★★★★★★	51408	3805	17540
(Rank 1, Level 25)			

Champion Attributes



- Survivability 3



- Damage 2.5



- Ease of Use 3.5



- Utility 4



- Defender Strength 3

[Learn more about Champion Attributes](#)

Captain America's Mechanics

Captain America (Sam Wilson) wants to remain Locked-On the Opponent for as long and as often as possible. Locked-On pauses the Debuffs from his Special 1 which helps keep the Debuffs up all the way to Special 2. Armor Ups also increase the damage of his Special 2, so he also wants to make sure to build up as many of those as possible to maximize the potential damage of a Special 2 attack.

Character Class: Tech

Basic Abilities: Armor, Auto-Block, Power Drain, Rupture

Strengths and Weaknesses

Strengths

- Cannot Critically Hit
 - Captain America inflicts Ruptures instead of doing normal Crits, therefore the Opponent cannot trigger any critical counter measures against him.
- Defense against Specials
 - Special Attacks are less threatening to him since he reduces the Opponent's Special damage with a Cowardice Passive and he has a chance to Auto-Block Special Attacks. This Auto-Block triggers Parry.
- Bulwark
 - When this Buff is active, not only does his Block Proficiency increase but his Opponents have -100% Ability Accuracy when hitting Captain America's block, this allows him to bypass nodes that punish Parry.

Weaknesses

- Armor Break
 - His Special 2 damage is proportional to his Armor Rating, if his Armor is reduced so is the damage from the Special Attacks.
- True Strike
 - True Strike bypasses his Auto-Block and ignores his extra Armor, essentially bypassing all his defenses.
- Disorient
 - As a defender, the Disorient Debuff won't allow Captain America to build up Armor Ups and consequently his Auto-Blocks won't trigger.

The following Stats and Abilities are based on a Rank 5, Level 65, 6-Star Champion

Abilities

Armor Up

- When Attacking or when Hit by Basic Attacks, 30% chance to gain an Armor Up Buff, increasing Armor Rating by 321.43, lasting indefinitely up to 5 stacks. Additional stacks last for 10 second(s). This Buff turns into a Passive when nullified by something other than Armor Break.
- While Armor Up is active, Captain America can trigger the Parry Mastery against non-contact attacks and he can block Unblockable Specials from mutants.
- Each Armor Up reduces the Opponent's Bleed Ability Accuracy by 25%.
- 10% chance per Armor Up effect to Auto-Block incoming Special Attacks, up to 75%. This Auto-Block counts as a Well-Timed Block and removes all personal Armor Ups.
- Auto-Block Chance is also increased by 25% per Prowess effect on the Opponent. This chance is capped at 100% while the Opponent has Prowess.

Armor Up is the main resource Captain America uses, it gives him a number of advantages. Try to keep as many Armor Ups active as often as possible in order to maximize his defensive and offensive capabilities.

Dev Notes

Always Active

- Captain America cannot land Critical hits naturally, however every time he would have landed a Critical Hit he inflicts an instant Rupture, dealing Physical Damage. This ability scales with Critical Damage Rating.
- Ruptures also inflict a Sapped Charge that lasts for 15 second(s), or indefinitely as a Defender. Consume all charges when reaching 25 stack(s), and replace them with a Power Drain Passive, draining 50% of the Opponent Power over 15 second(s).

Since Captain America does not critically hit his Opponents, this allows him to bypass effects that would punish Critical Hits. The trade off is that this ability can be affected by Ability Accuracy reduction.

Dev Notes

Recon Scan – Redwing

- Dodging back and holding Block for 1.2 second(s), inflicts a Lock-On charge for 16 second(s), but pauses on his Specials. Once Lock-On ends, it goes on Cooldown for 12 second(s). As a Defender, Cap inflicts a Lock-On Charge in 16 second(s) if not Locked-On.
- When entering Lock-On, Cap passively inflicts Cowardice for the duration of Lock-On, reducing Special Attack damage by 40%.
- While Locked-On, Cap gains 964.29 Critical Rating and his attacks cannot Miss
- Striking the Opponent while Locked-On pauses Sapped Charges for 5 second(s).

Recon Scan is very powerful and should be kept active as often and as long as possible, but depending on the Opponent, there are situations where building up some Power before activating Recon Scan can be advantageous.

Dev Notes

On a Heavy or Intercept

- Consume an Armor Up Buff and gain a non-stacking Bulwark Buff, increasing Block Proficiency by 964.29 for 15 second(s). While this Buff is active, Opponents have -100% Ability Accuracy when hitting Captain America's block.

This piece of utility allows Captain America to avoid many quest nodes that punish blocking attacks.

Dev Notes

Special 1 – Fly by Attack

- Last hit inflicts a Physical Vulnerability Debuff, decreasing Physical Resistance by 250 for 14 second(s), pauses while Lock-On.
- Lock-On: Inflict an extra Physical Vulnerability Debuff.

Physical Vulnerability substantially increases Captain America's damage from his Ruptures. Keeping this ability up for as long as possible is a key aspect to maximize his damage output potential.

Dev Notes

Special 2

- For the duration of this Special, Attack Rating increases proportionally to Armor Rating. All personal Armor Ups are consumed by the end of the attack.
- Each hit inflicts a Rupture Debuff, dealing 593 Physical Damage over 10 seconds.
- Lock On: Each hit inflicts an extra instant Rupture Passive, dealing Critical Damage as Physical Damage

Special 3 – Airstrike

- Gain a Precision Buff, granting 9000 Critical Rating for 8 second(s), but pauses for 0.5 second(s) on a Hit. Captain America can crit through blocks while this Buff is active.
- Consume all stacks of Armor Up, and gain 10% chance per Armor Up to inflict an extra Sapped Charge on a Rupture for the duration of the Precision Buff. Reaching max stacks of Sapped Charges while this effect is active causes the lost Armor Ups to return.
- Lock-On: Inflicts a Special Lock, preventing Specials from being activated for 10 second(s).

The Special 3 offers less damage potential than Special 2 since the Precision Buff does not last long enough to be capitalized by the rest of his kit, however if you time it well with the Sapped Charges, you can lock the Opponent from using Special 3 for a very long time.

Dev Notes

Signature Ability – Vibranium Enhanced Exo-8 Falcon

- Redwing Lock-On lasts 2 second(s) longer, Attack Rating is increased by 1570.81 and allows Captain America to inflict Ruptures from Special 2 through blocks.
- When either Champion performs a Well-Timed Block, Captain America inflicts a Sapped Charge on the Opponent.
- When an Opponent Miss fails or when their Ability fails due to low Ability Accuracy, an instant Rupture is inflicted, dealing 1178.09 Physical Damage. Damage scales with Base Attack only.

Synergy Bonuses

White Wolf – Unique

With #Avengers , [Winter Soldier](#)

- **#Avengers** : At the start of the fight gain the following Buffs, all lasting 10 second(s). Fury Buff, granting 800 Attack Rating; Precision Buff, granting 400 Critical Rating; Cruelty Buff, granting 800 Critical Damage Rating.
- **Winter Soldier** : Special Attacks have a percentage chance equal to the number of hits in the Combo Meter to gain a True Strike Buff during Special Attacks.

On Your Left – Unique (3-Star+)

With [Captain America \(Infinity War\)](#) , [Captain America \(WWII\)](#)

- **Captain America (Sam Wilson)** : On Well-Timed Blocks gain a Fury Buff, increasing Attack Rating by 13%. Fury has no

duration but it is removed when hit or on a non Well-Timed Block. Max 5 stacks.

- **Captain America (Infinity War), Captain America (WWII)** : On a Well-Timed Block, inflict a Stagger Debuff that lasts for 10 second(s). The Staggered Opponent has their next Buff Nullified. Max 2 Stacks.

Expectations – Unique (4-Star+)

With [War Machine](#)

- **Captain America (Sam Wilson)** : Special 1 inflicts a Heal Block Debuff, preventing the Opponent from recovering Health for 15 second(s).
- **War Machine** : Ruptures from Special 1 have their Ability Accuracy and Duration increased by 25% flat.

Bird Telepathy – Unique (5-Star+)

With [Falcon](#), [Darkhawk](#), [Sauron](#)

- **Captain America (Sam Wilson), Falcon** : Opponent Combat Power Rate is decreased by 40% while Lock-On is on a Cooldown.
- **Darkhawk** : Each hit of Special 1 has a 10% chance to refresh the current active mode.
- **Sauron** : When performing a Well-Timed Block, 30% chance gain a Physical Resistance Buff. If there are more Physical Resistance Buffs than Energy Resistance, gain Energy Resistance instead. These Buffs increase their corresponding Resistance by +520 and last for 10 second(s)

Who The Hell Are You? – Unique (3-Star+)

With [Ant-Man](#)

- **Captain America (Sam Wilson)** : Increase the effect of Armor Ups by 15%.
- **Ant-Man** : Each hit of the Special 1 has a 100% Chance to place a Fatigue Debuff on the Opponent. The Last hit on the Special pauses all Fatigue Debuffs for 20 seconds.

Recommended Masteries

Collar Tech

- This Mastery improves Captain America's already substantial ability to reduce incoming damage from Special attacks.



Author: [MCOC Champion Designers](#)

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Captain America (WWII)

As a member of the Greatest Generation, Steve Rogers spent his days in WWII taking down Nazis and battling the infamous Red Skull. This was the era when the legend known as the Sentinel of Liberty was born.

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- [Strengths and Weaknesses](#)
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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6548	481	1718
4-Star ★★★★	16420	1204	4324
5-Star ★★★★★	32922	2414	9776
6-Star ★★★★★★	42422	3111	12569

(Rank 3, Level 45)

Champion Attributes



- Survivability 3.5



- Damage 1



- Ease of Use 5



- Utility 1



- Defender Strength 1

[Learn more about Champion Attributes](#)

Captain America (WWII)'s Mechanics

Captain America (WWII) has a chance to Perfect Block, and this chance increases with Signature Ability level, especially against opponents who are under Buff effects. A chance to Stun allows Captain America (WWII) to Stun Chain opponents, and a massive Bleed from his Special Attack 2 can end a fight quickly!

Character Class: Science

Basic Abilities: Perfect Block, Bleed, Stun

Strengths and Weaknesses

Strengths

- **Perfect Block**
 - Captain America (WWII) has a 30% chance that a Block will be a Perfect Block, reducing all incoming damage to 0
- **Bleed**
 - Captain America (WWII) can inflict a massive Bleed debuff on the opponent, dealing direct damage for 4 seconds
- **Stun**
 - Captain America (WWII) has a 35% chance to Stun from his Special Attack 1 and 45% chance from his Special Attack 3. This allows him to potentially keep his opponent stunned, before building to the Special Attack 2 for some big damage!

Weaknesses

- **Damage Over Time**
 - Captain America (WWII) isn't Immune to any Damage Over Time Debuffs, so matchups where these are heavy won't allow him to maximize his blocking abilities
- **Bleed Immune Opponents**
 - To get the max damage out of Captain America (WWII), he wants to Bleed his opponent. In matchups where this is not possible, his damage will be reduced.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Blocking

- 30% chance a Block is a Perfect Block, reducing all damage to 0.

Perfect Block is great for beginner Summoners and for Summoners who rely heavily on the Parry Mastery.

Expert Player Notes

Special 1

- 35% chance to Stun for 2.5 seconds.

The Special 1 is best used when Captain America (WWII) needs to keep his opponent Stunned. This can be used in order to build your power up to a Special Attack 2 for some massive direct damage!

Expert Player Notes

Special 2

- 100% chance to inflict Bleed, dealing 6517.8 Direct Damage over 4 seconds.

This is the Special Attack best used for some big damage. It's best to throw a Special 1 when at nearly two bars of power, inflict the Stun, build to two bars, throw the Special 2, and let the Bleed do the work!

Expert Player Notes

Special 3

- 45% chance to Stun for 3 seconds.

The Special 3 is best used in longer fights. Captain America (WWII) would throw Special 3, Stun, Special 1, Stun, Special 2.

Expert Player Notes

Signature Ability – Safeguard

Passive

- The chance to Perfectly Block all damage increases by up to 60% while opponents are under Buff effects.

Captain America (WWII)'s Signature Ability is beneficial against many Cosmic Champions, since those Champions gain a lot of buffs (and some can hit hard).

Expert Player Notes

Synergy Bonuses

Friends

With [Guillotine](#)

- All Champions gain +130 Armor Rating

Friends

With [Winter Soldier](#)

- All Champions gain +130 Armor Rating

Friends

With [Wolverine](#)

- All Champions gain +130 Armor Rating

Recommended Masteries

Stupefy

- Extending the length of Captain America (WWII)'s Stun Debuff is going to allow him to build to a Special Attack 2 faster for that Bleed damage!

Deep Wounds

- Most of the damage from Captain America (WWII) comes from his Bleed Debuff, so having that Bleed last longer can really help!

Willpower

- Captain America (WWII) doesn't have any defensive utility outside of his Perfect Block. Anything that can soften the blow from any Debuffs will help keep Captain America (WWII) in the fight longer.

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [Katy Candy](#)



Author: [MCOC Champion Designers](#)

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Captain America

Steve Roger's body may have been too weak to become a soldier, but his heart was too strong to quit. By a miracle of science, Steve was transformed into Captain America, Sentinel of Liberty. Possessing super strength, speed, and reflexes. With his unbreakable shield, Cap is a born leader of humans, heroes, and gods.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6245	458	1632
4-Star ★★★★	15660	1148	4104
5-Star ★★★★★	31398	2301	9174
6-Star ★★★★★★	40458	2965	11788

(Rank 3, Level 45)

Champion Attributes

- Survivability 3.5



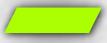
- Damage 1



- Ease of Use 5



- Utility 1



- Defender Strength 1



[Learn more about Champion Attributes](#)

Captain America's Mechanics

Captain America is focused on two main combat actions: blocking attacks with his shield and stunning his opponents with Special Attacks. His extremely high Block Proficiency combined with his ability to Perfect Block attacks allows him to often reduce incoming damage to zero. His Special Attacks increase their chance to Stun his opponents when he applies Fatigue Debuffs as he Perfect Blocks incoming attacks.

Character Class: Science

Basic Abilities: Perfect Block, Stun, Fatigue

Strengths and Weaknesses

Strengths

- **High Block Proficiency and Perfect Block ability**

- Captain America's high Block Proficiency can exceed 75% block damage mitigation. Combined with the Parry mastery at max rank which offers 25% block damage mitigation this can reduce Well-Timed Blocked attacks to zero damage.

Weaknesses

- **Unblockable attacks**

- Captain America relies on Blocking, Well-Timed Blocks, and Perfect Blocks to mitigate damage and to apply Fatigue debuffs. Opponents with Unblockable attacks will prevent Captain America from gaining any benefit from most of his abilities.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Blocking

- 40% chance that a Block is a Perfect Block, reducing all damage to 0.
- A Perfect Block has a 90% chance to Fatigue the opponent, lowering their Critical Rating by 233.33 for 12 seconds.

Captain America can reduce incoming damage to zero with a Well-Timed Block and the Parry mastery, as the Parry mastery at maximum rank reduces incoming damage by 25%. This stacks with Block Proficiency, so a block that reduces damage by 75% or more could reduce damage to zero with max rank Parry.

Perfect Blocks are independent of this and will reduce damage to zero when they trigger regardless of Block Proficiency. Also, Captain America's high chance to Perfect Block works well with the Parry mastery in another way by increasing the duration of the stun produced by Parry.

Expert Player Notes

Special Attacks

- 30% chance to Stun opponents for 3 seconds. The chance to Stun is increased by 40% if the target is Fatigued.

These two chances combine additively, meaning a Fatigued opponent has a 70% chance to be stunned by Captain America's special attacks.

Expert Player Notes

Signature Ability – Last Stand

Passive

- The chance to Perfectly Block all damage increases by up to 51.55% based on lost Health, providing hope when Cap needs it most.

At very low health Captain America can have up to a 91.55% chance to Perfect Block incoming attacks reducing their damage to zero. This can be increased further with the Perfect Block mastery to 95.55%, meaning less than one out of every twenty attacks will do any damage at all, before considering block damage mitigation.

This can make Captain America extremely resistant to damage, but this requires you to block and Parry attacks properly and consistently. Captain America has no real protection against unblocked attacks.

Expert Player Notes

Synergy Bonuses

Enemies

With [Iron Man](#)

- All Champions gain +155 Critical Rating

Enemies

With [Superior Iron Man](#)

- All Champions gain +155 Critical Rating

Friends

With [Spider-Man](#), [Spider-Man \(Symbiote\)](#)

- All Champions gain +130 Armor Rating

Friends

With [Winter Soldier](#)

- All Champions gain +130 Armor Rating

Recommended Masteries

Parry Rank 3

- Captain America's high Block Proficiency allows his block damage mitigation to reach and exceed 75% damage mitigation. This means adding Parry's max rank blocked damage mitigation of 25% allows Captain America to mitigate 100% of incoming damage on Well-Timed Blocked attacks. Captain America's high Perfect Block chance also improves the duration of the Stuns that the Parry mastery inflicts on opponents.

Perfect Block

- Captain America's high chance to Perfect Block attacks increases the value of the Perfect Block mastery. When Captain America's Perfect Block chance reaches 90%, the four percentage point increase of the Perfect Block mastery will further reduce the number of attacks that deal any damage from 10 out of 100 to 6 out of 100, a decrease in incoming damage of 40%.

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [DNA3000](#)



Author: [MCOC Champion Designers](#)

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About Captain Britain

Elizabeth "Betsy" Braddock spent most of her adult life as the mutant Psylocke, fighting alongside the X-Men while her brother took on the mantle of Captain Britain. After years spent trapped in the body of the assassin Kwannon, Betsy was finally able to regain her original form just in time to take over the role of Captain Britain from her brother Brian Braddock. Using her mutant abilities to engage her opponents with telepathy, telekinesis, and potent psionic weapons, the new Captain Britain is a powerful force for good in the multiverse.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5972	485	1908
4-Star ★★★★	14976	1216	4800
5-Star ★★★★★	30027	2437	10640
6-Star ★★★★★★	44275	3593	15656

(Rank 4, Level 55)

Champion Attributes



- Survivability 3.5



- Damage 2



- Ease of Use 4



- Utility 2



- Defender Strength 1.5

[Learn more about Champion Attributes](#)

Captain Britain's Mechanics

Captain Britain uses her Psionic Mode to harness the powers of mental telepathy to create ailments in her Opponents while she is powering up to create an even greater advantage for herself. Her playstyle will be that of entering Psionic Mode, inflicting the specific Debuffs for various moves she does, and then exit that mode, Purifying all of them off the Opponent to gain an advantage in the form of Buffs. This mirroring conversion can be sped up by fighting Opponents who Purify Debuffs off themselves. This will automatically convert to her Buffs. Her kit also allows for punishing Champions who rely mostly on critical hits, by depowering their strength

severely. As a Mutant she enjoys big Specials through Prowess, but also has the added bonus of an innate critical rating within her Special Attacks but lowered critical rating outside of them.

Character Class: Mutant

Basic Abilities: Exhaustion, Slow, Weakness, Cruelty, Fury, Prowess

Strengths and Weaknesses

Strengths

- Punishing Purification Champions
 - She doesn't want you to Purify the Debuffs she places on you, but if you do, might as well speed up the loop to increase damage output.
- Punishing Critical Hit Heavy Champions
 - When encountering critical hit heavy Champions, she will place a very potent exhaustion on them either when they critically hit her or her block or when she applies one while in Psionic Mode.

Weaknesses

- Prowess Removal
 - She relies on Purifying Debuffs off her Opponent to gain her Prowess. So removing the Prowess stacks will impact her punch on her Special Attacks.
- Nullify
 - While she is a Mutant she does love her Buffs, Nullify them away and she isn't as offensively amped up.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Always Active

- Special Attacks have **+8400** Critical Rating, but base Critical Rate is **0**.
- When Captain Britain is struck by a Critical Hit or it hits her Block, 80% chance to inflict Exhaustion, reducing Critical Damage Rating by **484.62** for 2 seconds. Max Stack 3.
- For each Prowess effect on Captain Britain, her Defensive Ability Accuracy is increased by 10%.
- Basic attacks deal Energy Damage instead of Physical.

A few things of note here, big crits in Special Attacks, and none unless modified from outside sources on basic attacks. The exhaustion on critical hits or landing a critical hit into block will help decimate the crit damage output on the Opponent. Every time Captain Britain inflicts a Debuff, she will gain a Prowess, this will help her make sure her Parry doesn't fail from Disorient.

Dev Notes

Psionic Mode

- Captain Britain activates Psionic Mode when she activates a Special Attack. If it was already on, she deactivates it instead. Psionic Mode grants the following:
- Gain **2100** Physical Resistance.
- Deal a Burst of **1218.5** Energy Damage on each hit, scaling with Base Attack only.
- On the first Light Attack, inflict an Exhaustion Debuff, reducing Critical Damage Rating by **484.62** for 10 seconds.
- On the second Medium Attack, inflict a non-stacking Slow Debuff for 10 seconds.
- On the first hit of the Heavy Attack, inflict a non-stacking Weakness Debuff, reducing Attack Rating by 30% for 10 seconds.

Find the attack pattern you like most, just get all 3 Debuffs on the Opponent and Purify them all off for the corresponding Buffs. You can always stay in Psionic Mode longer if you need to deal with Unstoppable using Slow, for example. But don't forget when you want to exit make sure all three Debuffs are there.

Dev Notes

Purification

- Whenever Psionic Mode is activated or deactivated, Captain Britain will Purify all Exhaustion, Slow, and Weakness Debuffs off the Opponent.
- Whenever a Debuff is Purified off the Opponent, gain an indefinite Passive Prowess, increasing Special Attack damage by 10%. Captain Britain also gains an additional Buff if the Debuff was an Exhaustion, Slow, or Weakness.
- Purified Exhaustions grant a Cruelty Buff for 30 second(s), increasing Critical Damage Rating by **233.3**.
- Purified Slows grant an Unstoppable Buff for 3 second(s). This does not trigger against Tech Opponents.
- Purified Weaknesses grant a Fury Buff for 30 second(s) increasing Attack Rating by **243.7**.

Seeking out Purifying Champions helps speed up the loop, don't forget that the Fury, Cruelty, and Prowess all

will help make your Special Attack damage output even bigger. And if you need an opening – go Unstoppable and get that intercept win right before you fire off a Special Attack

Dev Notes

All Special Attacks

- On Activate, Pause all of Captain Britain's personal Buffs for 5 seconds.

This is a good way to consistently keep all the Buffs up so you can achieve max stacks. After all you want to get 4 Fury, 4 Cruelty and 1 Unstoppable.

Dev Notes

Special Attack 1 – Psyblast

- Gain a 30% Energize Buff for 15 seconds.

This is meant to help accelerate the loop and when you interweave them to toggle on Psionic Mode, will help you stack the Buffs after inflicting the Debuffs prior. If you take advantage of the on special, pause all Captain Britain's personal Buffs.

Dev Notes

Special Attack 2 – Shield Assault

- Increase Attack Rating by **243.7** per Unique Buff currently on Captain Britain.

Gotta get those Buffs, maintain your own and see if you can get more to help really drive big hits, while having a high Prowess count and an innately boosted Crit Rating for Special Attacks. This is where you do your big damage.

Dev Notes

Special Attack 3 – Go Medieval

- On Activation, exit Psionic Mode, gain 1 of each personal Buff, and inflict 1 of each personal Debuff.
- This Special Attack will always default to Psionic Mode off when entering or exiting.

If you need to drop one of each Debuff on the Opponent and gain one of each Buff for yourself, roll into a Special 3 and start the loop up faster. This should help get back to Special 2 with max Buff count.

Dev Notes

Signature Ability – Pure Soul

- Whenever a Debuff is Purified, gain a Bulwark Passive, increasing Block Proficiency by **688.27** lasts 20 seconds. Max Stacks 6.

Seek out Champions who Purify on a high frequency, to help speed up the ramp to attaining all the Buffs but also get max stacks of this Bulwark Passive.

Dev Notes

Synergy Bonuses

Past and Present Self – Unique

With [Psylocke](#)

- Synergy Champions: Striking an Opponent with a Critical Hit inflicts a non-stacking Degeneration Debuff dealing 50% as Direct Damage over 6 seconds. Unique Synergy: Does not stack with duplicate synergies.

It's Good to Be Lucky – Unique

With [Domino](#) , [LongShot](#) , ?

- Synergy Champions: Striking an Opponent with a Critical Hit has a 21% chance to grant a non-stacking Precision Buff, increasing Critical Rating by 14% for 7 seconds. Unique Synergy: Does not stack with duplicate synergies.

Understanding Evil – Unique

With [Thing](#), [Colossus](#)

- All Non-Villian Champions, gain 10% Attack Rating, 5% Physical Resist, 5% Energy Resist vs. Villains. Unique Synergy: Does not stack with duplicate synergies.

Sword & Board – Unique

With [Night Thrasher](#)

- Captain Britain: Extend the duration of Psionic Mode Debuffs by 20%.
- [Night Thrasher](#): Increase the potency of all Damage Over Time effects by 10%. Unique Synergy: Does not stack with duplicate synergies.

Recommended Masteries

Resonate

- Giving you another avenue to stack a Weakness and rip it off, means a faster way to convert them into Fury.

Despair

- Who doesn't like reversing Regeneration per Debuff, she can make use of this pretty consistently.

Assassin

- Just an all round good way to finish off Opponents who just refuse to die with low health, ramp up your damage, which will make your Special 2 even more bananas!



Author: [MCOC Champion Designers](#)

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Captain Marvel (Classic)

Air Force pilot Carol Danvers' life changed course when she was caught in an explosion with an alien Kree craft. She gained superhuman powers of strength, flight, and the ability to fire bolts of energy. A member of both the Avengers and the Guardians of the Galaxy, Carol inspires many by living the motto: "We will be the stars we were always meant to be."

Table of Contents

- [Base Stats and Abilities](#)
- [Captain Marvel \(Classic\)'s Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6184	512	1595
4-Star ★★★★	15508	1283	4005
5-Star ★★★★★	31093	2572	9069
6-Star ★★★★★★	40065	3314	11663

(Rank 3, Level 45)

Champion Attributes



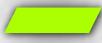
- Survivability 1.5



- Damage 2.5



- Ease of Use 5



- Utility 1



- Defender Strength 1

[Learn more about Champion Attributes](#)

Captain Marvel (Classic)'s Mechanics

Captain Marvel (Classic) is a straightforward Champion, with Immunity utility and solid damage. When benefiting from her Signature Ability you can hold onto your Special Attacks to increase offensive output. She also has a few external synergies that help increase her Fury potency. Storing your power and maximizing the potency of your Fury Buff are some ways to get more out of playing Captain Marvel!

Character Class: Cosmic

Basic Abilities: Fury, Direct Damage, Poison Immunity

Strengths and Weaknesses

Strengths

- **Poison Immunity**
 - Immunity to Poison can be important when progressing through the game when going against poison dealing Champions
- **Raw Damage**
 - Captain Marvel can deal solid damage on her basic attacks and Special Attacks thanks to her Fury Buff and Signature Ability. She can also ignore opponent's damage mitigating Armor with her Special Attack 1.
- **Caustic Temper**
 - Access to both Poison Immunity and Fury Buffs makes Captain Marvel an option for the Caustic Temper node

Weaknesses

- **Critical Resistance**
 - A lot of Captain Marvel's damage comes from Critical Hits. Champions that can reduce her Critical Rate can significantly reduce her output.
- **Nullify**
 - Without her Fury Buff her damage output will feel noticeably weaker. Nodes or matchups that can take this Buff away, slow her down.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Ability 1

- 11% chance to gain a Fury Buff for 6.50 seconds, granting 1337.44 Attack

Increase the duration of this Buff by running the Extended Fury mastery or bringing along Ronan and Black Bolt or Captain America (Infinity War). You can also increase the potency of this Fury by running her with Immortal Hulk or Āgon.

Expert Player Notes

Ability 2

- Advanced Kree Physiology provides full immunity to the Poisons of the Battlerealm

Special 1

- This attack deals True Damage, ignoring all of the opponent's Armor.

This Special Attack is Unblockable when Captain Marvel (Classic) is paired with [Captain Marvel](#).

Expert Player Notes

Signature Ability – Energy Absorbtion

Passive

- Attack is increased by 2315.95 based on stored power. In addition, blocking partially absorbs energy-based attacks, fueling Captain Marvel's power meter.

There's a balance between storing power and using your Special Attacks to deal damage. To maximize output, build near 3 bars of power and land your Special Attack 2. Also matchups that deal Energy Damage on their Basic Attacks or Special Attacks can allow for faster ramp up of her power.

Expert Player Notes

Synergy Bonuses

Friends Lv. 3

With [Captain America](#)

- All champions gain +130 Armor Rating

Friends Lv. 3

With [Gamora](#)

- All champions gain +130 Armor Rating

Friends Lv. 3

With [Iron Man](#)

- All champions gain +130 Armor Rating

Romance Lv. 3

With [Wolverine](#)

- All champions gain +5% Power Gain

Recommended Masteries

Liquid Courage

- Immunity to Poison prevents all incoming damage from this mastery. And you can save up your power and never use Special Attacks to avoid Recoil damage and still dish out extra damage thanks to her Signature Ability

Precision and Cruelty

- Crits are her main way of dealing significant damage. Critting more often and dealing more damage on those crits is key in getting the most out of her

Block proficiency

- Captain Marvel's Block Proficiency is low in her base kit. Enhancing this can increase survivability and also allow you to more effectively use your Signature Ability against Energy based attacks.

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [Kam](#)



Author: [MCOC Champion Designers](#)

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Captain Marvel

After crash landing on Earth without any memory of her past, Air Force pilot, Carol Danvers slowly uncovers the events of her past. Rescued by the Kree and reborn as a noble Kree warrior, Carol learns to control her new powers under the guidance of Mar-Vell, commander of the Starforce. When she finds herself on Earth again Carol Danvers becomes one of the universe's most powerful heroes when the Earth is caught in the middle of a galactic war between two alien races.

Captain Marvel's Mechanics

Captain Marvel is primarily a damage dealer, but is no push over on defense either. She's able to build up charges and enter a unique Binary Ignition mode that turns her into a wrecking ball with a mix of Armor Break stacks and a copious amount of Energy Damage. In this mode, her bonus Energy Damage amplifies *all* the attack damage she deals. Score a Critical Hit into an Armor-broken opponent for big damage! Defensively, she has one of the longest Indestructible effects in the game and players have control over when to activate it. Make sure to time it perfectly for maximum damage reduction!

Base Stats and Abilities

Stats based on 4 Star, Rank 5, Level 50, Signature Level 99

Health: 16762 **Attack:** 1148

MAX PI: Without Signature: 3839
With Signature: 4808

Champion Attributes



- Survivability 4.5



- Damage 5



- Ease of Use 1



- Utility 4



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

Character Class: Cosmic

Stats based on 5-Star, Rank 5, Level 65, Signature Level 200

Health : 33608 **Attack :** 2301

MAX PI: Without Signature: 7718
With Signature: 10630

Basic Abilities: Poison Immunity, Armor Break, Energy Absorption, Binary Ignition, Direct Damage

Strengths and Weaknesses

Strengths:

- Indestructible makes Captain Marvel extremely durable.
- Captain Marvel's Ability to absorb Energy Attacks allows her access to the powerful Binary Ignition with the help of her opponent's attacks.
- In Binary Ignition, Captain Marvel deals a large portion of her damage as Energy Damage. Any Critical Strikes in Binary Ignition will do massive chunks of Energy Damage.

Weaknesses:

- Mystic Champions that Nullify Buffs pose a significant threat to Captain Marvel by being able to effectively remove the Buffs that make Binary Ignition so powerful.
- Champions that steal, drain, lock, burn, or otherwise manipulate Power will be able to keep Captain Marvel from activating Binary Ignition where she is considerably weaker.



Author: [MCOC Champion Designers](#)

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Carnage

Cletus Kasady was a serial killer from Brooklyn, psychotic and depraved from an early age. As a cellmate of Eddie Brock's, he bonded with a spawn of the Venom Symbiote during a prison break, and merged into a single twisted being. Kasady and the Symbiote would go on a killing spree, earning them their name: Carnage. With the Symbiote amplifying Kasady's psychotic tendencies, there's no telling how deep their acts of depravity will plunge.

Class: Cosmic

Basic Abilities: Resist Physical, Precision, Fury, Cruelty, Bleed

Champion Attributes



- Survivability 4



- Damage 4.5



- Ease of Use 4



- Utility 1.5



- Defender Strength 1.5

[Learn more about Champion Attributes](#)

Base Stats and Abilities

*All stats based on 4 Star, Rank 5, Level 50, Signature Level 99

- **Health:** 13379
- **Attack:** 979
- **Max PI:**
 - Without Signature: 3688
 - With Signature (99): 4778

Passive

- The Carnage Symbiote changes form creating weapons and armor providing Passive bonuses based on Carnage's current needs.
- Struck: +998.5 Physical Resistance
- Block: +998.5 Block Proficiency
- Light Attack: +998.5 Critical Rate
- Medium Attack: +391.6 Attack
- Heavy Attack: +1508.77 Critical Damage Rate

Special Attacks

- Each time Carnage activates a Special Attack he begins to Mutate for 10 seconds.
- Once his mutation ends, he copies his current Symbiotic Creation as a Permanent Buff.
- He can have a Maximum of 5 Permanent Buffs.

Critical Hits

- If the target is already Bleeding, gain a 80% Chance to Bleed dealing 44.06 damage over 0.5 seconds.

Heavy Attacks

- 100% Chance to Bleed dealing 538.45 damage over 10 seconds.

Special 1: Frenzied Assault – Carnage hurls himself at his opponent, rending with limbs and tentacles alike.

- This attack receives +998.5 additional Critical Rate.

Special 2: Rabid Onslaught – Carnage uses his tentacles to suddenly propel himself towards his target while he strikes with his claws.

- This attack receives +1529.33 Critical Damage Rating.

Special 3: Aberrant Soul – Carnage uses his tentacles to pin his opponent in place, allowing him take the time to revel in the carnage he creates.

- 100% chance to cause the Opponent to Bleed, dealing 3671.25 direct damage over 20 seconds.

Signature Ability: Bloodlust

- The sight and smell of blood triggers Carnage's bloodlust, granting him up to +19.99% increased Power Gain, while his Opponent is Bleeding.
- The longer the Opponent has been continuously Bleeding the greater the bonus, reaching the maximum after 20 seconds.

Synergy Bonuses :

1. **Venom** – Shared Genetic Memory – (Venom and Carnage gain +1 to their maximum number of Genetic Memory or Hyper Mutation Buffs)
2. **Deadpool or Deadpool (X-Force)** – Enemies – (All Champions gain +155 Critical Rating)
3. **Spider-Man** – Nemesis – (All Champions gain +6% Attack)
4. **Spider-Man (Symbiote) or Agent Venom or Venompool** – Family – (All Champions gain +6% to Health)

Recommended Masteries :

- **Deep Wounds**
 - Carnage has the ability to trigger additional short duration Bleeds when he lands a Critical Hit on an Opponent who is already Bleeding. This is really potent when combined with Deep Wounds, as the flat Duration increase results in a lot more damage from short Bleeds. It does even more damage when you factor in the percent Health damage, and the fact that his Special 1, not only boosts Critical Rating, but also hits up to 7 times!
- **Block Proficiency**
 - Carnage's base stats look pretty low and that's because they are. However, his Passive mutation converts to a useful type whatever the situation is which helps compensate, even before you start converting to permanent Buffs. But if you're planning to build his Buffs all offensively, bringing along some extra Block Proficiency will help keep the Parry chip damage down.
- **Willpower**
 - Willpower helps keep Carnage viable over several fights. His HP is on the lower end, and he takes a little while to build a few Buffs and really get rolling, though his Signature Ability helps with this. The Willpower healing helps him keep rolling after taking some chip damage at the beginning of fights, before he gets his Block Proficiency high enough to Parry without taking damage.

Matchups

Strong Matchups

- **Howard the Duck**
 - Howard's defences are based heavily around his Armor Up effects, and Carnage's Bleeds don't care about that armor at all! And if Howard survives long enough for his Armor Ups begin to fall off, Carnage will be gaining more and more Buffs.
- **Black Widow**
 - Ironically in this matchup, Black Widow's Signature Ability can actually benefit Carnage, as its Ability Accuracy Reduction can prevent him from swapping his passives. This makes it easier to avoid swapping to a defensive Passive effect, just before converting to a permanent Buff.
- **Electro**
 - Carnage focuses on doing big damage with his Bleed effects. Since Electro does damage back based on your hits to him, Carnage can minimize the amount of damage returned to him due to the Bleed.

Weak Matchups

- **Doctor Strange**
 - Doctor Strange has all sorts of Nullify to ruin Carnage's day. Counterspell has a chance to remove Carnage's permanent Buffs as they are applied, and his Special 2 can remove them after they've been applied as well.
- **Ronan**
 - Ronan loves to go up against Champions who have a lot of Buffs and guess what Carnage has? There's pretty much two ways to play this match-up. Either go all in, build up your Buffs and don't get hit, or limit your Buffs by limiting your Special Attacks, focus on building to Special 3, and ride that Bleed.
- **Doctor Voodoo**

- There are so many ways for Doctor Voodoo to be dangerous to Carnage. If damage is his goal, his Special 1 can convert all those Buffs to Poison; so suppress a powerful Carnage his Signature Ability has a chance to prevent the Passive from converting to a Buff, or he can just Power Drain Carnage to prevent him from throwing enough Special Attacks to stack many Buffs.



Author: [MCoC Champion Designers](#)

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Cassie Lang

Cassie Lang is a little girl doing big things in the Contest! As the daughter of the Ant-man, she has access to revolutionary Pym Particle Technology. Cassie's specialized Pym Suit allows her to grow and shrink in size to deal big damage whenever her opponent thinks they've got Cassie underneath their boot!

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Base Stats and Abilities

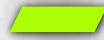
Health Attack PI (Max Signature)

3-Star ★★★	6548	458	1949
4-Star ★★★★	16420	1148	4901
5-Star ★★★★★	32922	2301	10650
6-Star ★★★★★★	56176	3927	18180
(Rank 5, Level 65)			

Champion Attributes



- Survivability 4



- Damage 4



- Ease of Use 3.5



- Utility 3



- Defender Strength 3

[Learn more about Champion Attributes](#)

Cassie Lang's Mechanics

Cassie's gameplay is centered around keeping as many Power Stings on the opponent via her Heavy Attack. Cassie reapplies Power Stings whenever they "pop" due to the opponent launching a Special Attack, so her tools are all about maintaining Power Stings and forcing your opponent to throw Specials.

For Cassie's Heavy Attack, she shrinks down to make all of her opponent's attacks Miss. This fuels her kit and allows her to easily weave in Heavy Attacks to inflict more Power Stings. Maintaining her Power Stings is the name of the game, so Cassie does incredibly well against Champions with a ton of Power Gain in their kit.

Character Class: Science

Basic Abilities: Power Sting, Poison, Miss, Taunt, Fury

Strengths and Weaknesses

Strengths

- **Can't Touch This!**
 - Cassie's Heavy Attack lets her shrink down to avoid all attacks for a limited time, this is an incredibly powerful tool that she can use to avoid difficult Special Attacks. Be careful though, you may end up stunning yourself if you aren't careful.
- **That's Gotta Sting**
 - Cassie's Power Stings are incredibly potent, with Cassie's unique gameplay of forcing her Opponents to throw numerous Special Attacks, she can shred through Opponents with a ton of Power Gain in their kit.
- **Immunities**
 - Cassie, like her father, has Immunity to Shock and Poison effects. But unique to her is Buff Immunity, as well as Power Steal Immunity with her Signature Ability.

Weaknesses

- **Limited Fuel**
 - Cassie's Fuel can't last forever. Being shrunken down consumes her fuel to trigger Miss, but running out of fuel will make Cassie Stun herself, leaving her wide open to attacks, be careful!
- **Balancing Act**
 - Cassie's core gameplay is centered around maintaining Power Stings on the opponent. If her opponent is overwhelming her with their defensive threat, it may be difficult to maintain every little thing. For moments like these, go for Special 3 to make life easier!

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

Pym Suit Technology – Always Active

- Cassie's highly advanced Pym Suit provides her with Buff Immunity, as well as Immunity to Poison and Shock effects.
- Unless otherwise stated, Cassie's personal Power Stings last 10 seconds and deal a burst of 1374.45 Direct Damage if the Opponent launches a Special Attack. These Power Stings are reapplied when the Opponent launches a Special Attack, paused during Cassie's Special Attacks, and scale with Base Attack only. Max: 30.

Just like her father, Cassie has a Suit which grants her immunity to Poison and Shock effects. Additionally, Cassie's Power Stings are one of her most powerful tools for dealing damage, maintaining these against opponents that throw a ton of Specials to rack up a ton of damage!

Dev Notes

Pym Particles – Max – 6

- As an Attacker, whenever Cassie prevents a Buff via Immunity or causes the Opponent's Special Attacks to Miss by shrinking down, she gains 1 Pym Particle.
- Landing a Light Combo Ender consumes all Pym Particles to inflict a Poison Debuff, dealing 392.7 Damage over 2 seconds and reducing Opponent Health recovery by 30%. This duration is increased by 2 seconds for each Pym Particle consumed. This ability cannot be activated with no Pym Particles.
- While this Poison is active, Cassie's Taunt and Power Stings on the Opponent fall off 80% slower, including effects that are already active.

Pym Particles are the key to maintaining Power Stings on the opponent via Poison. Since Power Stings fall off after 10 seconds, slowing them down with this Poison is very important in most matchups. This also has the added benefit of slowing down Cassie's Taunt on Special 1 to help it combo into Special 2.

Dev Notes

Heavy Attacks

- Cassie's Heavy Attack can be charged for an extended duration. While charging, Cassie shrinks down, causing all incoming attacks to have a 100% chance to Miss.
 - Being shrunken consumes Pym Fuel. Cassie starts with her maximum 300 Pym Fuel and consumes 100 Fuel per second while shrunken. Fuel recharges at a rate of 12 Fuel per second while not performing a Heavy Attack. Running out of fuel overexerts Cassie and leaves her Passively Stunned for 2 seconds.
- Cassie generates dormant Power Stings while charging her Heavy Attack. The first hit of her Heavy Attack that lands inflicts 1 Power Sting Debuff for each dormant Power Sting.
- Whenever the Opponent Misses due to Cassie being shrunken, she generates 2 additional dormant Power Stings.

Cassie's Heavy is arguably the most powerful element of her kit. While shrunken down, Cassie causes all

attacks to Miss. This ability is incredibly powerful, but it's limited by Cassie's Pym Fuel, which prevents her from spamming it frequently, use it at key moments to inflict mass amounts of Power Stings and encourage the opponent to throw Special Attacks.

Dev Notes

Special Attack 1

- The final hit inflicts a non-stacking Taunt Debuff for 12 seconds.
- During this Special Attack, the Opponent's Combat Power Rate is increased by 300% while under 1.5 Bars of Power.
- As a Defender, inflict a Combo Detonation Debuff on activation for 12 seconds. If the Opponent does not build 14 Combo before this ability expires, they take a burst of 10995.6 Direct Damage, scaling with Base Attack only.
- This Debuff starts paused until the end of this Special Attack and cannot be inflicted while it's already active.

Developer Notes: Special 1 is a very bizarre, yet powerful tool for forcing the opponent to throw Specials. By granting them a ton of Power while below 1.5 bars of power and inflicting a Taunt effect, they are very likely to throw a Special immediately when they get up, allowing Cassie to deal a ton of damage via Power Stings.

Finally, Combo Detonation is a brand new Defensive threat designed to encourage players to bring in Champions that build Combo quickly. Bring in your favorite Combo-centric Champions to quickly deal with this threat.

Dev Notes

Special Attack 2

- This attack gains +589.05 Attack Rating for each Power Sting on the Opponent.
- If activated while Cassie's personal Taunt is active, this Special Attack deals Guaranteed Critical Hits.

Cassie doesn't just take after her father, she also looks to Wasp for inspiration when it comes to inflicting Guaranteed Crits with her Special 2! This large burst of furious damage can shred through opponent health bars incredibly quickly.

Dev Notes

Special Attack 3

- Inflict a Crush Debuff, lasting 10 seconds.
- For the rest of the fight, Cassie becomes furious and grows in size! This cannot be triggered multiple times. Being furious grants Cassie the following abilities:
 - An indefinite Fury Passive, increasing her Attack Rating by 1570.8.
 - +1500 Physical Resistance.
 - The duration of all personal Power Stings is increased by 20%.

Cassie's Special 3 has relatively limited utility, but it can have a BIG impact in longer fights where Cassie is struggling to maintain her Power Stings.

Dev Notes

Signature Ability – Pym Suit Upgrade

- Cassie's Pym Suit is enhanced, and grants her Immunity to Power Steal.
- Power Stings have their Stack limit increased by 10 (rounded down).
- Cassie gains a 9% chance to Evade her Opponent's attacks.
- When Cassie Evades, she inflicts a Power Sting Debuff, lasting 14 seconds and dealing a burst of 1570.8 Direct Damage if the Opponent launches a Special Attack.

Developer Notes: Cassie's Signature Ability aims to make Cassie incredibly effective against Power Stealing threats as well as Defenders who throw a ton of Specials, by stacking even more Power Stings, it quickly becomes even more effective to avoid Special 2 in favor of looping Special 1's to force the Opponent to simply throw as many Specials as possible to maximize Power Sting damage.

Cassie also gains an Evade to occasionally save her on Attack and to provide a slight difficulty bump as a Defender, be sure to bring your anti-Evade Skill Champions for a significantly easier fight.

Dev Notes

Synergy Bonuses

He's so Ugly, I love him! – Unique (6-Star+)

With [Toad](#)

- **Cassie:** Whenever the Opponent activates a Special Attack while suffering from a personal Power Sting, they are inflicted with 1 additional Power Sting.
- **Toad:** Striking the Opponent's Block with Tongue Attacks inflicts 2 Paralytic Poisons instead of 1.

One Bug Happy Family – Unique (5-Star+)

With [Ant-man](#), [Wasp](#)

- **Cassie:** Triggering Miss grants Cassie 1 additional dormant Power Sting.
- **Ant-man:** While the Opponent is suffering from Antman's personal Unsteady Debuff, the durations of all personal Debuffs are increased by 20%.
- **Wasp:** Striking the Opponent with a Guaranteed Critical Hit grants Wasp an additional 3 Combo.

How's the Weather down there?

With [Sentinel](#)

- **All Champions:** Gain +5% Attack Rating for each #Size:XL Champion on the team.

Sick Kicks

With [America Chavez](#), [Quicksilver](#), Coming Soon

- **Synergy Champions:** All attacks involving shoes have their Attack Rating increased by 5%.

Grow Big or Go Home

With [Hulk \(Immortal\)](#), [Mephisto](#), [Apocalypse](#), [Ms. Marvel \(Kamala Khan\)](#), [Groot](#)

- **Synergy Champions:** Gain +6% Block Proficiency and Block Penetration for each synergy member present.

Teammates

With [Hulking](#), [Wiccan](#), [Kang](#)

- All Champions gain +5% Perfect Block Chance.

Recommended Masteries

Despair

- Cassie has access to a ton of Debuffs, allowing her to severely cut her Opponent's Healing and Regeneration potency.

Cruelty

- Cassie's Guaranteed Critical Hits on her Special 2 can likewise be powered up with the Cruelty Mastery.



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Civil Warrior

There are many rumors about the origin of the mysterious Civil Warrior... legend says he is a Captain America from an alternate Earth ravaged by the Civil War between his own army and Iron Man's forces. On that world, the two heroes mortally wounded each other in the final battle of the war; Steve survived, but Tony didn't. Riddled with guilt for the battle's destruction and the death of his former ally at his own hands, he assumed the mantle of the Civil Warrior. Adding Tony's ARC technology to his Captain America gear, he vowed to use his friend's legacy to stop this senseless conflict from ever happening again.

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-

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6184	458	1821
4-Star ★★★★	15508	1148	4575
5-Star ★★★★★	31093	2301	10310
6-Star ★★★★★★	40065	2965	13250
(Rank 3, Level 45)			

Champion Attributes



- Survivability 4



- Damage 3.5



- Ease of Use 3.5



- Utility 2



- Defender Strength 1

[Learn more about Champion Attributes](#)

Civil Warrior's Mechanics

Stack tons of Fury with Civil Warrior, unleash his array of utility to get massive damage, or keep the opponent under your control for the fight.

Character Class: Tech

Basic Abilities: Armor, Fury, Heal Block

Strengths and Weaknesses

Strengths

- **Long Fights**
 - Civil Warrior can stack up a ton of Fury buffs, use him in long fights to get some massive damage!
- **Heal Block**
 - An on-demand Heal Block with his heavy will let you deal with any healing needs you may encounter!

Weaknesses

- **Buff punishment**
 - Although he is immune to Stagger and Nullify, he is very susceptible to any effects that punish you for stacking a lot of buffs. Be careful for these matchups!

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Always Active

- Civil Warrior's combination of Super Soldier Serum and advanced Stark Tech renders him Immune to Nullify and Stagger effects.
- For each Armor Up Buff active on Civil Warrior, reduce the opponent's Bleed and Poison Ability Accuracy by 25%.

Personal Armor Up Buffs

- Unless otherwise stated, Civil Warrior's Armor Up Buffs provide +233.33 Armor Rating and last 11 seconds.

All Attacks

- Every 5th basic attack that either Champion throws has a 100% chance to grant 1 Armor Up Buff.

Dash back and Hold Block for 1.2 seconds

- Converts all Armor Up Buffs into Fury Buffs, with each providing +276.12 Attack Rating for 12 seconds.
- These Fury Buffs have a Max Stack of 50 and are Refreshed each time an Armor Up Buff is converted this way.

Heavy Attacks

- 100% chance to inflict a 10 second Heal Block Debuff, preventing the target from recovering Health.

Special Attacks

- When launched: Pause all Armor Up Buffs for 20 seconds.
- On hit: Pause all Heal Block Debuffs on the opponent for 6 seconds.

Special 1 – Arc Blast

- Gain up to 4 Armor Up Buffs. 100% chance each.

Special 2 – Repulsor Rush

- 100% chance to Power Burn 2 Bar(s) of Power, dealing direct damage proportional to the amount of Power lost.

Special 3 – Overload

- The opponent is Passively Power Locked during this attack.
- 100% chance to inflict Power Drain, removing 1 Bar of Power. If the target is reduced to 0 Power, they also receive a Power Lock Debuff for 14 seconds, preventing them from gaining Power.

Gain a ton of control in a long fight after stacking your Fury with some massive power locks. I love to ramp Civil Warrior up, then power lock the opponent to let me get some long Back-Draft combos going.

Dev Notes

Signature Ability – Arc Shield

Always Active

- Civil Warrior begins the fight with 2 indefinite Armor Up Buffs.
- Blocking during the opponent's Special Attack inflicts them with a Passive Weakness, reducing their Attack Rating by 60%. This is also true if Civil Warrior was Blocking prior to a Special Attack 3.

If you accidentally get an opponent to Special 3, and don't have an Special 2 or 3 on deck to pull them down, make sure to just hold block to get some massive damage reduction from the attack!

Dev Notes

Synergy Bonuses

Friends

With [Winter Soldier](#), [Falcon](#)

All Champions: +130 Armor Rating

Rivals

With [Iron Man](#), [Hulkbuster](#), [Iron Man \(Infinity War\)](#), [Superior Iron Man](#)

- All Champions: +155 Critical Damage Rating

Teammates

With [Guillotine](#)

- All Champions: +5% Perfect Block Chance

Nemesis

With [Captain America](#)

- All Champions: +6% Attack Rating

Nemesis

With [Captain America \(WWII\)](#)

- All Champions: +6% Attack Rating

Nemesis

With [Captain America \(Infinity War\)](#)

- All Champions: +6% Attack Rating

Recommended Masteries

Collar Tech

- Boasting a lot of power control in his kit already, pair Collar Tech with him to keep your opponent's power under wraps



Author: [MCOC Champion Designers](#)

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Colossus

Piotr "Peter" Rasputin was the child of Russian farmers, born with big shoulders and a strong spirit. When his mutant powers emerged, his body became encased in living steel and he became one of the mightest heroes in the Marvel Universe. Peter moved to America to join the X-Men, serving as both the heart and conscience of the team.

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- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

<i>3-Star</i> ★★★	6760	463	1822
<i>4-Star</i> ★★★★	16952	1159	4564
<i>5-Star</i> ★★★★★	33989	2324	10221
<i>6-Star</i> ★★★★★★ <i>(Rank 3, Level 45)</i>	43797	2994	13133

Champion Attributes



- Survivability 3.5



- Damage 5



- Ease of Use 5



- Utility 3



- Defender Strength 2

[Learn more about Champion Attributes](#)

Colossus's Mechanics

Whether the opponent is hitting you, or you are hitting them, Colossus is a great Champion to use. Colossus has strong survivability as well as damage potential. He's got plenty of Armor Up Buffs, which increase his Armor Rating and Critical Damage! The more Armor, the higher the damage output!

Character Class: Mutant

Basic Abilities: Armor Up, Fury passive, Fatigue Passive, Armor Up Passive, Stun

Strengths and Weaknesses

Strengths

- **Armor Up**
 - Colossus' Armor Up Buffs are easy to get and provide damage protection as well as increasing his Critical Damage
- **Damage**
 - With his Heavy Attack Colossus can gain a Fury passive, increasing his attack for a short duration. Canceling his Heavy Attack after the first hit allows you to launch a special attack with the Fury!
- **Immunities**
 - Colossus boasts four Immunities, as well as an extra Immunity to Armor Break against all but Cosmic Champions. When duped he also has a chance to gain an Armor Up every time he is Immune to an effect!

Weaknesses :

- **Nullify**
 - Colossus' damage is best when he can have plenty of Armor Up Buffs. Nullifying these Buffs can remove quite a bit of his damage, and his survivability
- **Poison**
 - Damage over time effects like Poison that Colossus isn't Immune to can eat through his health pool, ignoring any damage reduction from Armor Up
- **Reliance on Stun and Heavy**
 - In matchups where Colossus can't use his regular rotation, he can run into trouble when stacking his Armor Up Buffs is difficult

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Passive

- Colossus is immune to all Bleed, Incinerate, Coldsnap & Frostbite effects. Additionally, if he's not fighting a Tech Champion, he's also immune to Armor Break and Armor Shattered Debuffs.
- At the start of the fight, Colossus gains a number of indefinite Armor Up Buffs equal to 2 plus the number of X-Men Champions on his team, including himself.

Personal Armor Up Buff – Max: 20

- Unless otherwise stated, Colossus' Armor Up Buffs provide 233.33 Armor Rating.
- Additionally, for each Armor Up Buff Colossus has, he gains an additional 64.95 Critical Damage Rating

The more Armor Ups, the better for both his damage and survivability!

Expert Player Notes

When Attacked or When Attacking

- If all of Colossus' Abilities are below 100% Ability Accuracy, he gains +100 Combat Power Rate for the duration of the attack

Enemy Critical Hits

- Damage is capped at 150% of the opponent's Attack rating.
- Each time his damage cap is hit, the duration of Colossus' Armor Up Buffs are refreshed. He also has a 50% chance to gain an additional Armor Up Buff lasting 15 seconds.

Well-Timed Blocks

- 100% chance to gain an Armor Up Buff, lasting 15 seconds.
- If contact is made by Basic Attacks, Colossus has a 100% chance to inflict a Stun Debuff lasting 1 seconds.
- If Colossus has the Parry Mastery, this Stun Debuff is disabled instead. A successful Parry also deals 1162 direct damage.

Special and Heavy Attacks

- Attack rating is increased by up to +4648, based on Colossus' Armor Rating

Heavy Attacks

- If the opponent has a Stun Debuff, Colossus' Heavy Attacks have a 100% chance to Purify the Stun and grant a Passive Fury increasing Attack by up to +8134, based on Colossus' Armor, for 3 seconds.

Here's the big damage! Remove the Stun Debuff placed on a Well Timed Block to gain a huge fury passive to deal some great damage! If you use a Special Attack after the first hit the Special can also benefit from the increased attack damage.

Expert Player Notes

Special 1

- Gain an indefinite Armor Up Buff.
- Flat 5% chance per Armor up Buff to inflict a Stun Debuff for 2 seconds.

This Special Attack is really important for gaining indefinite Armor Up Buffs while unduped. Use it to build up more Armor for Colossus.

Expert Player Notes

Special 2

- This attack is Unblockable.
- When activated, for each Armor Up Buff, Colossus has a 50% chance to gain another lasting 15 seconds. These Buffs do not count towards the Max Stack limit, allowing Colossus to temporarily go above his Armor Up Buff limit.

Colossus has a chance to gain a lot of Armor Up Buffs here, so this is the best Special Attack to use for some high damage. The passive Unblockable is a nice bonus as well!

Expert Player Notes

Special 3

- 100% chance to inflict an indefinite Passive Fatigue on the opponent, reducing their Critical Rating by 2100.
- Colossus activates Organic Steel increasing the amount of Damage reduced by Armor and Resistance by 2% per Armor Up Buff. Additionally while Organic Steel is active, Colossus is Unstoppable while Blocking, allowing him to shrug off attacks.

Colossus' Special 3 has his most survivability based utility, the passive Fatigue. With the Fatigue most opponents won't be able to land Critical Hits on Colossus any more, and the Fatigue lasts for the rest of the fight! Organic Steel won't last forever, but also provides good extra damage reduction from hits!

Expert Player Notes

Signature Ability – The Mighty Colossus!

Passive

- Whenever one of Colossus' Immunities protects him from an effect, he has a 52% chance to gain an Armor up Buff, lasting 15 seconds
- Colossus has a 45% chance to convert an expiring Armor Up Buff into a permanent one

Synergy Bonuses

Fastball Special – Unique

With [Wolverine](#), [Old Man Logan](#)

- Colossus: Gain a Fastball Fury at the start of the fight, granting +50% Attack and +50% Special Attack rating for 15 seconds.
- [Wolverine](#) and [Old Man Logan](#): Begin the fight with 1 Bar of Power.

Feel Cyttorak's Embrace – Unique

With [Juggernaut](#), [Unstoppable Colossus](#)

- Colossus: Armor Up Buffs also grant +1% Attack Rating.
- Juggernaut: The first Unstoppable Buff each fight gains +2 seconds duration.
- [Unstoppable Colossus](#): Gain +20% Fury and Armor Up Buff Potency.

Friends Level 3

With [Wolverine](#), [Old Man Logan](#)

- All Champions gain +130 Attack Rating

Friends Level 3

With [Rogue](#), [Beast](#), [Domino](#), [Magneto](#) (House of X)

- All Champions gain +130 Armor Rating

Friends Level 3

With [Gambit](#), [Wolverine \(X-23\)](#), [Deadpool](#), [Deadpool \(X-Force\)](#), [Goldpool](#)

- All Champions gain +130 Armor Rating

Enemies Level 3

With [Mister Sinister](#), [Hyperion](#), [Magneto](#)

- All Champions gain +155 Critical Rating

Enemies Level 3

With [Juggernaut](#)

- All Champions gain +155 Critical Rating

Family Level 2

With [Magik](#)

- All Champions gain +5% Health

Recommended Masteries

Stupify

- Colossus is helped by an increased Stun debuff giving him more time to use his Heavy Attack.

Double Edge

- Colossus is Bleed Immune allowing him to benefit from the increased attack without worrying about the health loss at the start of the fight!

Precision

- Although Colossus can raise his Critical Damage, his Critical Hit Rate is relatively low. Increasing his chance to hit Critical Hits makes sure you benefit more from increased damage on those crits!



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Corvus Glaive

Corvus Glaive is Thanos' right-hand man and the sly, cunning lieutenant of his army. The only thing deadlier than this master strategist's tactical mind is the halberd he yields to swiftly slice through his enemies.

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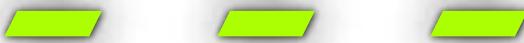
Base Stats and Abilities

Health Attack PI (Max Signature)

<i>3-Star</i> ★★★	5942	481	1858
<i>4-Star</i> ★★★★	14900	1204	4733
<i>5-Star</i> ★★★★★	29874	2414	10481
<i>6-Star</i> ★★★★★★	38874	3111	13481

(Rank 3, Level 45)

Champion Attributes



- Survivability 3



- Damage 5



- Ease of Use 2



- Utility 4



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

Corvus Glaive's Mechanics

Character Class: Cosmic

Basic Abilities: Persistent Cruelty, Glaive's Immunity, Armor Break

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Missions from Thanos

- Corvus Glaive has 4 missions to accomplish. Whenever he completes a mission, he gains 1 Persistent Charge and a Cruelty Buff, increasing his Critical Damage Rating by 3000. Missions can be completed in any order.
- Corvus Glaive starts the fight with a number of Cruelty Buffs equal to his Persistent Charge.
- Mission 1: Eliminate Avengers: Knockout a member of the Avengers. Once this mission is complete, Corvus gains 10 additional Glaive charges when fighting against a member of the Avengers.
- Mission 2: Sabotage Technology: Knockout a Tech Champion. Once this mission is complete, Tech Champions have 25% reduced Ability Accuracy.
- Mission 3: Hunt the Uncanny: Knockout a Mutant Champion. Grants Safeguard against the opponent's Special 2 Attacks if the synergy with Wolverine, Wolverine (X-23) or Storm is active.
- Mission 4: Challenge Defenses: Use a Heavy or Special Attack to knock down an opponent that used Evade or Auto-Block in a fight. Once this mission is complete, his True Damage Buff becomes a True Strike Buff if the synergy with Proxima Midnight is active.

You can complete more than one mission at the same time! If you find a Nightcrawler and he Evades, you can complete Mission 2 and Mission 4 in one fight. All bonuses coming from his Missions are Persistent.

Dev Notes

Glaive's Immunity

- Corvus Glaive does not take damage from Cold Snap, Bleed and Shock Debuffs while his Immunity is active. When Glaive's immunity reactivates or is disabled, all Debuffs listed above are Purified and Corvus Glaive takes 60.2 damage.
- At the start of the fight, Corvus Glaive gains 20 permanent Glaive charges, granting him True Damage and guaranteed Critical Hits with his glaive as long as his Immunity is active. A charge is spent every time Corvus Glaive hits with Basic Attack using his glaive.
- Corvus Glaive's blade is damaged after he uses all of his Glaive charges, disabling his Immunity for 50 seconds. Corvus Glaive cannot inflict Critical Hits while his Immunity is disabled.
- When Glaive's Immunity reactivates and if he has 0 Glaive Charges, he regains all of them back.

Corvus Glaive is designed to deal a lot of damage from the start of the fight, making him great for players who are interested in the Legends title.

Dev Notes

When Knocked Down

- Corvus Glaive's blade is briefly damaged if he's knocked down by a Heavy or Special Attack, disabling his Immunity for 3 seconds.

Well-Timed Blocks

- Inflicts an Armor Break, reducing the opponents Armor Rating by 352 for 4 seconds. Additional Armor Breaks are inflicted for each active Armor Up effect on the opponent.

Special 1 – Atomic Fissure:

- +842 Attack Rating if the opponent is suffering from an Armor Break Debuff.

Special 2 – Piercing Slash:

- When Glaive's Immunity is active, this Special Attack is Unblockable and instantly drains 20% of the opponent's Power if they are at max Power.

Players will be able to push the opponent to the Special 3 Attack and then push them back to a Special 2 if you finish a combo with this Special Attack. 20 Glaive charges provide just enough Power for Corvus to get to his Special 2 Attack!

Dev Notes

Special 3 – Glaive Toss:

- +1926 Attack Rating if Corvus Glaive has at least one Glaive charge. This amount is doubled if he is below 10% Health.

Signature Ability: Glaive of Immortality

- As long as Glaive's Immunity is active, he cannot die. Instead of dying, 4 Glaive charges are removed. If Corvus Glaive performed a Well Timed Block against that attack, 2 Glaive charges are removed instead.
- If Corvus Glaive is able to spend all of his Glaive charges in less than 30 seconds since they were first activated, the cooldown to get them back is reduced by 35%.

An aggressive playstyle will enable users to reduce the cooldown time on Glaive's Immunity by a substantial amount.

Dev Notes

Synergy Bonuses

Hunt the Uncanny – (Unique Synergy)

With [Wolverine](#), [Wolverine \(X-23\)](#), [Storm \(Classic\)](#)

- Corvus Glaive: Knockout a Mutant Champion. Once this mission is complete, Corvus receives Safeguard against the opponent's Special 2 Attack if Glaive's Immunity is active, preventing him from losing more than 5% Health from a single hit.
- [Wolverine](#), [Wolverine \(X-23\)](#), [Storm \(Classic\)](#): +10% Attack Rating at the start of the fight.

Challenge Defenses (Unique)

- Corvus Glaive: Use a Heavy or Special Attack to knock down an opponent that used Evade or Auto-Block in a fight. Once this mission is complete, his True Damage Buff becomes a True Strike Buff.

Infinity Enemies

With [Nebula](#), [Thor \(Ragnarok\)](#), [Doctor Strange](#), and [Captain America](#)

- All Champions gain +6% Attack.

Recommended Masteries

Glass Cannon, Recoil, Double Edge

- Corvus Glaive has really high damage output at the start of the fight, making him one of the best Champions in the game if you want to finish short to medium fights very fast. Pairing him up with those Masteries will enhance his ability to deal massive burst damage at the start of the fight.
- Corvus Glaive does not take damage from Bleed effects as long as Glaive's Immunity is active, getting the benefits of Double Edge but not taking Bleed Damage.

Willpower, Recovery

- Corvus Glaive does not take damage from Bleed, Shock and Coldsnap, but the Debuff will still be active on him, enabling Willpower to recover Health. Recovery will increase the amount of Health regenerated by Willpower.

Courage

- Corvus Glaive's Signature Ability, Glaive of Immortality, allows him to stay at 1% health and not die while he still has his Glaive charges. Courage at max level will grant him 20% increase Attack Rating when he is below 50% Health.



Author: [MCoc Champion Designers](#)

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Cosmic Ghost Rider

During Earth's last stand against Thanos the Punisher, Frank Castle, was struck and killed. A lifetime of killing saw his soul sent to Hell, and a deal struck with Mephisto saw him to become the latest Ghost Rider. But by the time he returned to Earth, everything was dead, and Thanos was gone. After endless years alone, Ghost Rider was found by Galactus, who agreed to make him his Herald in exchange for being allowed to devour Earth. And so he became the Cosmic Ghost Rider, and a Herald of Galactus.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5942	458	1768
4-Star ★★★★	14900	1148	4437
5-Star ★★★★★	29874	2301	10640
6-Star ★★★★★★ (Rank 5, Level 65)	50975	3927	18140

Champion Attributes



- Survivability 2



- Damage 5



- Ease of Use 3



- Utility 3.5



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

Cosmic Ghost Rider's Mechanics

Playing Cosmic Ghost Rider is like a “Choose Your Own Adventure” of Buffs. Different actions trigger different Buffs, and Buffs cause Judgments. Judgments are what Cosmic Ghost Rider is after as they increase the Duration of further Buffs, until he consumes his Judgments and the loop starts over. Controlling the order Cosmic Ghost Rider’s Buffs are triggered in is key to getting maximum value out of the high impact ones, and then combining them with Armor Breaks to reach max potential.

When battling against Cosmic Ghost Rider your concern becomes preventing his Buffs, and therefore their associated Judgments. Fate

Seal is a useful reset button on his building counter, and the Unblockable Buff on his Special 1 needs to be respected if that Judgement hasn't triggered yet. Once his Signature Ability unlocks he becomes much more dangerous on Defense, as allowing him to reach his 5th Judgment will then trigger a much more dangerous Damnation Debuff.

Character Class: Cosmic

Basic Abilities: Immunity Bleed, Immunity Incinerate, Fury, Armor Break

Strengths and Weaknesses

Strengths

- **Buffs**
 - Cosmic Ghost Rider has some very strong Buffs which you have quite a bit of control over triggering, allowing him to stack them for some big combos and dps spike moments!
- **Immunities**
 - Full Immunity to Bleed and Incinerate gives him some good matchups against Champions and Quest Buffs which rely on these effects.
- **Controllable Playstyle**
 - While Cosmic Ghost Rider certainly wants to unleash hell when he reaches 5 Judgments, you actually have quite a bit of control over when this happens, making Cosmic Ghost Rider surprisingly viable even in more complicated fights.

Weaknesses

- **Buffs**
 - Buffs are one of the classic MCoC double edged swords. They can be very powerful, but if Cosmic Ghost Rider runs into something that will Nullify his Buffs he's in trouble.
- **Armor Break/Debuff Immunity**
 - Cosmic Ghost Rider can stack up a lot of Armor Breaks on his Opponent without having to try very hard. If they're able to remove or ignore these effects, he'll definitely feel the difference in his damage output.
- **Power Control**
 - Cosmic Ghost Rider needs to be able to use his Power Gain Buff correctly to slingshot him through his loop. If he gets Power Controlled at a bad moment it can break his rotation.

The following Stats and Abilities are based on a Rank 5, Level 65, 6-Star Champion

Abilities

Immunities – Passive

- A lack of blood provides Full Immunity to Bleed.
- Being wreathed in hellfire provides Full Immunity to Incinerate.

And yes this means Ghost Rider is *finally* getting Incinerate Immune as well.

Dev Notes

Cosmic Penance Stare – Debuff

- When fighting a #Villain, at the start of the fight gain a 100% Chance to place an indefinite Armor Break Debuff on the Opponent reducing their Armor Rating by 750, and removing an active Armor Up Buff.

Just a little extra flat damage against Villains.

Dev Notes

Cosmic judgment – Passive

- When Cosmic Ghost Rider triggers Armor Up, Fury, Precision, Cruelty, Power Gain, Unblockable, Vigilance, or Aptitude Buffs he also has a 100% chance to gain a corresponding judgment.
- Each judgment can only be stacked a single time, but lasts indefinitely.
- Each judgment increases the duration of any Buff Triggered by 20%. While you have 5 judgments in place, this bonus is doubled.
- Upon gaining any 5 or more judgments there is a 100% chance to place a Power Lock Debuff on the Opponent for 6 seconds.
- After this Power Lock ends or if it fails to apply, all judgments on the Opponent are converted to Armor Break Debuffs, reducing their Armor Rating by 562.5 for 10 seconds, and removing an Armor Up Buff.
- If Cosmic Ghost Rider gains a Fate Seal Debuff, he Removes all of his judgments, and he cannot trigger new ones until it ends.

Ok here's the meat and potatoes of CGR's kit. Triggering a Buff triggers the corresponding Judgement (only 1 Judgement per Buff Type), Judgements make your Buffs last longer, at 5 Powerlock your Opponent, then they all covert to Armor Breaks, and you start over.

The fun part comes in controlling the order you trigger your Buffs in. Can you fit in an Aptitude before

triggering the Fury? When do you get maximum value out of the Power Gain?

However Cosmic Ghost Rider will trigger Judgments for any of the listed Buffs when they're placed on him. This means Quest Buffs, Synergies, etc. are all valid places to give Cosmic Ghost Rider some extra Judgments.

Dev Notes

When Attacked

- When Struck if the Judgment of Armor is not active: 100% Chance to trigger an Armor Up Buff granting +964.29 Armor for 10 seconds.

Cosmic Ghost Rider has a lot of Buffs which read pretty much like this one. You can trigger the Buff, but once that Buff places a Judgment, you have to wait until that Judgment clears to place it again. Basically this means you can trigger this Buff once per 5 Judgment rotation.

Dev Notes

Finish a 5-Hit Combo with a Medium attack

- If the Judgment of Vigilance is not active: 100% Chance to trigger a Vigilance Buff, preventing your attacks from Missing for 10 seconds.

Vigilance is either a nice counter to an annoying Miss (G2099 or Darkhawk), or an easy to trigger throw away Judgment.

Dev Notes

Finish a 5-Hit Combo with a Light attack

- If the Judgment of Power Gain is not active: 100% Chance to trigger a Power Gain Buff, granting 75% of a Bar of Power over 1.25 seconds.

This is a big one for CGR. It's a strong short Power Gain Buff, and using it correctly is critical to Cosmic Ghost Rider being able to jump to the Special Attack that corresponds to the next Buff/Judgment he's looking for.

Dev Notes

When Charging a Heavy Attack

- If the Judgment of Aptitude is not active: 100% Chance to trigger an Aptitude Buff increasing the potency of any Armor Up, Fury, Cruelty, and Precision Buffs triggered by 50% for 8 seconds.

Another important Buff for CGR. Do you trigger it right before the Buff you want to boost, or try to save it until late in his rotation, and try to boost multiple Buffs with it?

Dev Notes

When Activating a Special Attack

- If the Judgment of Cruelty is not active: 100% Chance to trigger a Cruelty Buff granting +790.54 Critical Damage Rating for 10 seconds.

The Cruelty is quite nice for damage output, especially if you can combine it with the Special 2's Precision.

Dev Notes

Special 1 – Hellfire

- On Activation: If the Judgment of Unblockable is not active: 100% Chance to trigger an Unblockable Buff for 1 second.
- On Hit: 100% Chance to Incinerate, dealing 2356.2 Energy Damage over 5 Seconds, reducing Block Proficiency by 50%, and removing all Perfect Block Chance.

The Unblockable here is useful for countering some annoying Autoblocks, and can catch you by surprise on Defense if you're not paying attention.

Dev Notes

Special 2- Power Cosmic

- On Activation: If the Judgment of Precision Is not active: 100% Chance to trigger a Precision Buff increasing Critical Rating by 9000 for 15 seconds.

- On Hit: 100% Chance to apply an Armor Break Debuff on the Opponent reducing their Armor Rating by 1840.91 for 15 seconds, and removing an active Armor Up Buff.

Both the Precision and the Armor Breaks from this SP can have a big impact on CGR's damage output. But be careful! While that Precision is really strong, you can easily trigger the Judgement of Precision with Dexterity.

Dev Notes

Special 3 – Cosmic Judgment

- On Activation if the judgment of Fury is not active: 100% Chance to trigger a Fury Buff granting 1840.91 Attack for 15 seconds.

Signature Ability – Cosmic Vengeance

Cosmic Vengeance

- The Powerlock Debuff triggered when reaching 5 judgments is upgraded to a Damnation Debuff dealing 4911.4 damage over 6 seconds. Opponents under Damnation are also Power Locked, Heal Blocked, and Fate Sealed, all of which are unaffected by Ability Accuracy modifications.

Cosmic Ghost Rider's Signature Ability is good on both Attack and Defense. Obviously on Defense it makes triggering his 5th Judgment quite a bit more hazardous, and bringing a Fate Seal along to reset him safely might be a good idea. On Offense it gives him the ability to counter some spike healing abilities, or Buffs.

Dev Notes

Synergy Bonuses

Spirits of Vengeance – Unique Synergy

With [Ghost Rider](#)

- Cosmic Ghost Rider: Gain +50% Buff Duration if you have no Judgments active on the Opponent.
- [Ghost Rider](#) : Increase Fury Buff Duration by 100%.

Heralds of Galactus – Unique Synergy

With [Silver Surfer](#) , [Terrax](#) , [Air-Walker](#)

- Cosmic Ghost Rider: Once Per Fight: Dash Back and Hold Block for 1.2 seconds, the next Judgment you attempt to trigger has - 100% Ability Accuracy.

Cosmic Justice on Wheels – Unique Synergy

With [Night Thrasher](#)

- Cosmic Ghost Rider: Increased Armor Break Debuff Duration by 35%.
- [Night Thrasher](#) : The last hit of a Heavy Attack refreshes 1 active Taunt Debuff.

Cosmic Bane of Evil – Unique Synergy

With [Man-Thing](#)

- Cosmic Ghost Rider: On Heavy Charge gain a 100% Chance to trigger an Unstoppable Buff, lasting 0.5 seconds, then going on Cooldown for 10 seconds.
- [Man-Thing](#) : Gain 5 Agitation whenever you Nullify a Buff.

Punishments of Infinite Variety – Unique Synergy

With [Punisher 2099](#)

- Cosmic Ghost Rider: The first time your Opponent reaches Max Power each fight, drain 5% of their Power and trigger a Power Lock Debuff lasting 2 seconds.
- [Punisher 2099](#) : Heavy Attacks have a 100% chance to grant a Fury Buff increasing Attack Rating by 25% for 20 seconds.

Recommended Masteries

Despair

- Cosmic Ghost Rider gets 5 Armor Breaks each time his Judgments get consumed, so it's pretty easy for him to keep this Mastery

stacked up without even having to try.

Double Edge

- Being Immune to Bleed, as well as having a strong Power Gain to make him less reliant on his Special 1 and Special 2, and makes Cosmic Ghost Rider pretty friendly with this Mastery.

Block Proficiency/Perfect Block

- So yes this is generically a very useful Mastery, but given Cosmic Ghost Rider's interaction with Dexterity (or more specifically the Precision it triggers), he's a little more likely than most to want to Block instead of Dodge. His base Block Prof is pretty good, but every little bit helps!



Author: [MCOC Champion Designers](#)

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Crossbones

Once a high-level agent at S.H.I.E.L.D., Brock Rumlow revealed his true colors as an enforcer for HYDRA when the evil agency threatened to destroy S.H.I.E.L.D. from within. Since the climactic battle, the dangerous mercenary now calling himself Crossbones has hidden underground, striking from the shadows and selling his skills to the highest bidder.

Table of Contents

- [Base Stats and Abilities](#)
 - [Crossbones' Mechanics](#)
 - [Strengths and Weaknesses](#)
 - [Abilities](#)
 - [Synergy Bonuses](#)
 - [Recommended Masteries](#)
-

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6427	476	1910
4-Star ★★★★	16116	1193	4800
5-Star ★★★★★	32313	2392	10550
6-Star ★★★★★★	41636	3082	13560

(Rank 3, Level 45)

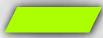
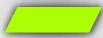
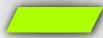
Champion Attributes



- Survivability 4



- Damage 4.5



- Ease of Use 3



- Utility 4



- Defender Strength 3

[Learn more about Champion Attributes](#)

Crossbones' Mechanics

Crossbones' gameplay revolves around stacking up Fury Buffs in place of Critical Hits for high raw damage. Using abilities such as Overrun or Heavy Attacks allow him to upkeep a large number of Fury Buffs at once. His Special attacks help in stacking up Buffs as well as dealing high damage output through Incinerate Debuffs that scale with his Attack Rating. Additionally, while Overrun is active Crossbones gains power at an increased rate to launch his Special Attacks more frequently.

Character Class: Skill

Basic Abilities: Fury, Overrun, Incinerate, Precision

Strengths and Weaknesses

Strengths

- **Great against Hero Characters**
 - Crossbones gains unique ability bonuses through his **[Contempt]** mechanic when fighting against #Hero characters
- **High Damage Potential**
 - Having various ways to stack multiple Fury and Precision buffs alongside block proficiency and physical resistance reduction, Crossbones hits harder the longer the fight lasts
- **Defensive ability suppression**
 - Crossbones' attacks allow him to reduce Defensive Ability Accuracy of the opposition allowing him to bypass abilities such as Evade.

Weaknesses

- **Buff Reliant**
 - Crossbones' damage is heavily reliant on stacking offensive buffs thus abilities like Nullify or Stagger can reduce his overall damage output
- **Incinerate Immunity**
 - Stacking Fury Buffs grants a large damage increase to Crossbones' Special Attack 2 Incinerate which is cancelled out by any form of Incinerate Immunity.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Personal Fury Buffs

- Unless otherwise stated, Crossbones' Fury Buffs grant +1076.4 Attack Rating for 9 seconds. These Fury Buffs gain increased Potency equal to 20% of Crossbones's Critical Damage Multiplier.

Critical Hit Replacement

- Crossbones' hydraulic gauntlets prevent him from landing Critical Hits. Whenever he would land one, he instead gains a Fury Buff.

Contempt for Heroes

- While fighting #Hero Champions, Crossbones' abilities gain special **[Contempt]** bonuses.

All Attacks

- Reduce the opponent's Defensive Ability Accuracy by 20% for each Fury Buff active. **[Contempt]** Reduction becomes 25% instead.

Overrun – Dash Back and Hold Block for 1.2 Seconds

- Once activated, Overrun remains active for 12 seconds, afterwards, it must go on cooldown for 8 seconds.
- While Active: Clean Hits on the opponent ignore positive Physical Resistance and gain +50% Combat Power Rate.
- On Activation: Refresh the duration of all Personal Fury Buffs and gain 2 new ones. **[Contempt]** Gain an additional Fury Buff.

Heavy Attack

- Spend 1 Fury Buff to Pause all remaining Fury Buffs for 5 seconds. If this attack Intercepts the opponent or strikes them while they are recovering from a Special Attack, it does not cost a Fury Buff.

Special Attack 1 – Rout

- 100% chance to gain a Fury Buff.
- **[Contempt]** Gain 2 additional Fury Buff(s).

Special Attack 2 – Incendiary Assault

- 100% chance to inflict an Incinerate Debuff, dealing 2392 Energy Damage over 8 seconds and removing Perfect Block Chance and reducing Block Proficiency by 50%.
- **[Contempt]** Inflict an additional Incinerate Debuff.

Special Attack 3 – Eye for an Eye

- 100% chance to gain a Precision Buff, gaining +700 Critical Rating for 40 seconds.
- [Contempt] Precision Buff becomes Passive and lasts 70 seconds.

Signature Ability – Hydra Training

- Brock Rumlow's brutal Hydra Training allows him a 90% chance to Purify incoming Debuffs. Each time he does so, he gains a Fury Buff. Chance decreases slightly for consecutive triggers.

Synergy Bonuses

Nemesis

With [Captain America](#), [Captain America WW2](#), [Captain America \(Infinity War\)](#)

- All Champions: +6% Attack Rating.

Enemies

With [Falcon](#), [Black Widow \(Deadly Origins\)](#)

- All Champions: +155 Critical Rating.

Rivals

With [Winter Soldier](#), [Black Widow](#)

- All Champions: +115 Critical Damage Rating.

Hydra Recruitment – Unique

With [Red Skull](#), [Punisher 2099](#)

- Mercenary & Villains: +5% Health & +400 Critical Damage Rating.
- Crossbones: [Contempt] Gain Immunity to Nullify & Stagger.

Mercenary Competition – Unique

With [Hit-Monkey](#), [Yondu](#), [Platinumpool](#), [Nebula](#)

- Mercenary & Villains: +5% Attack Rating & +400 Critical Damage Rating.
- Crossbones: [Contempt] is expanded to include any Non-Villain Champion.

Contemptuous Hatred – Unique

With [Mangog](#)

- [Mangog](#): Start the fight with +1 Hatred while fighting #Hero Champions.
- Crossbones: [Contempt] Fury Buffs gain +50% Duration

Recommended Masteries

Liquid Courage/Double Edge

- Crossbones buff to his purify chance in sig makes him a great user for Liquid Courage and Double Edge, letting him purify the debuffs attached much easier.



Author: [MCOC Champion Designers](#)

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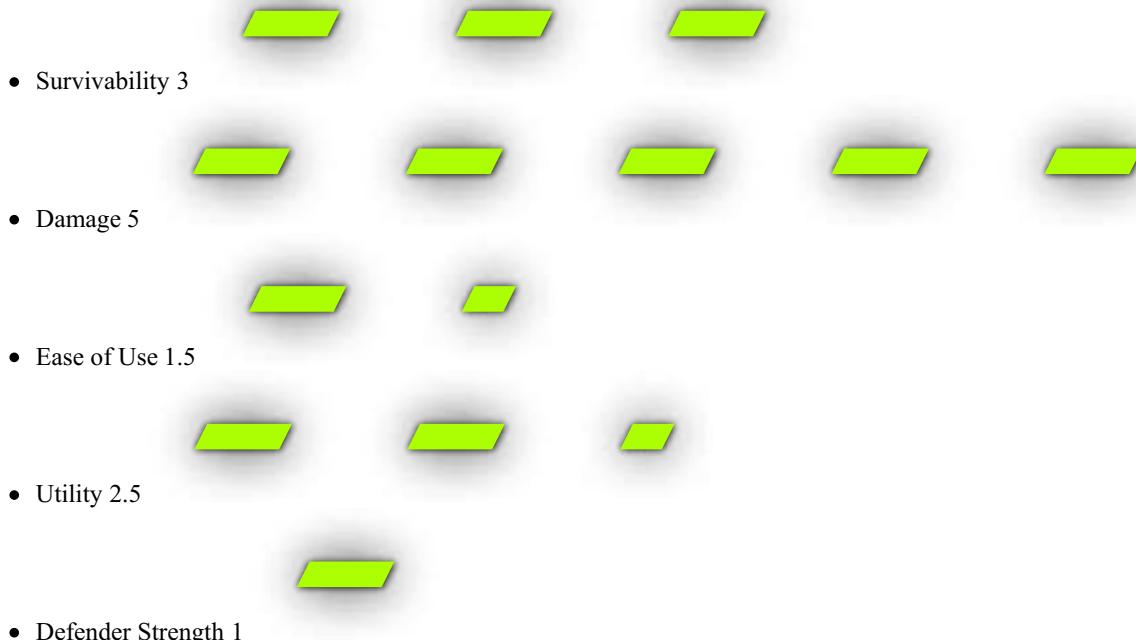
Cull Obsidian

A ferocious combatant like few others, **Cull Obsidian** is always seeking a truly challenging fight to impress his master, **Thanos**. Wielding his one-of-a-kind multi-tool like chain hammer, Cull tears his opponent's defenses apart and stops heroes in their tracks. Lord Thanos won't be stopped so long as his imposing enforcer, Cull, stands by his side ready to strike down any opposition.

Cull Obsidian's Mechanics

Cull Obsidian is a powerful, bruiser Champion that gets stronger as he wins more and more fights. With ready access to his new Rout Buff, Cull can bypass Auto-Block with ease. Additionally, his new Thanos's Favor Buffs can provide large, reliable increases to his Attack and overall damage output and staying aggressive can extend their duration to keep the damage high throughout the fight. Gain enough Thanos' Favor Buffs and he can even gain True Accuracy, allowing him to ignore difficult defensive abilities like Evade and Auto-Block.

Champion Attributes



[Learn more about Champion Attributes](#)

Base Stats and Abilities

*All stats based on 4-Star, Rank 5, Level 50, Signature Level 99

Health: 16,876

Attack: 1,227

Max PI:

- With Signature (99): 4,776
- Without Signature: 3,712

*All stats based on 5-Star, Rank 5, Level 65, Signature Level 200

Health: 33,837

Attack: 2,459

Max PI:

- With Signature (200): 10,450
- Without Signature: 7,474

Character Class: Cosmic

Basic Abilities: Persistent Charge, Thanos's Favor, Armor Break, Rout, Stun

Missions From Thanos

Cull Obsidian has 3 Missions to complete, which may be done in any order. Each Mission can be completed multiple times and doing so grants 1 Persistent Charge.

- Mission 1: Break their Defenses: Knockout any Champion.
- Mission 2: Crush their Hope: Knockout an Avenger.
- Mission 3: End their Resistance: Knockout a Champion above 95% Health without the Combo Meter resetting during the fight.

Mission 3 means that Cull's opponent must begin the fight with 95% or higher health, and Cull cannot lose his combo meter during the fight to gain the Persistent Charge. Also, these Missions may all be completed in the same fight, granting Cull 3 Persistent Charges.

Dev Notes

Strengths and Weaknesses

Strengths

New Rout Buff to bypass Auto-Block:

- Cull Obsidian has the option to activate his Rout Buff in order to allow his attacks to ignore Auto-Block effects. This can be used especially well against enemies that have a more reliable Auto-Block effect like Iron Man (Infinity War) as he gets low on health. The bonus Energy Damage is also good to combine with his Thanos's Favor Buffs.

Parry the “Un-Parry-able”:

- Unlike other Champions, Cull Obsidian can use the Parry Mastery against non-contact attacks to help with some of the Champions that can be quite tricky to land a Parry on.

Multiple Ways to Ramp Up Persistent Charge:

- Cull Obsidian has a few options when it comes to gaining his Persistent Charges. By using his Solo Synergies he ramps up much more quickly and his Special 1 Attack can be used to protect his combo meter.
- If you're the type of player who rarely gets hit, you can go all-in on his Solo Synergies and get him to max Persistent Charges in a couple of fights.

Weaknesses

Very Buff Reliant:

- Between his Thanos' Favor Buffs and his Rout Buff, Cull Obsidian is very reliant on Buffs to get the most out of his Damage Output. Any Champion that can strip them away quickly will have a much easier time fighting Cull.



Author: [MCOC Champion Designers](#)

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Cyclops (Blue Team)

As a straight-laced youth, Scott Summers was recruited into the first generation of X-Men by Professor Xavier. Projecting forceful optic blasts from his eyes, he is a formidable defender of mutantkind. Working alongside his fellow X-Men as their tactically-minded leader, Cyclops works hard to protect mankind from both itself and from the Mutants who have joined the human-hating Brotherhood led by Magneto.

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- [Cyclops \(Blue Team\)'s Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Champion Attributes

- Survivability 2
- Damage 1
- Ease of Use 5
- Utility 1
- Defender Strength 1

[Learn more about Champion Attributes](#)

Cyclops (Blue Team)'s Mechanics

Cyclops is a Champion that focuses on the basics – build up your power meter, unleash a Special Attack, and then take advantage of the Armor Break while it's up!

Character Class: Mutant

Basic Abilities: Armor Break, Unblockable Specials

Strengths and Weaknesses

Strengths

- **Unblockable Special Attacks**
 - If your Cyclops is awakened, his Special Attacks will be Unblockable while above a 20 combo!
- **Armor Break**
 - All of Cyclops' Special Attacks have a chance to Armor Break the opponent!

Weaknesses :

- **Armor Break Immunity**
 - Cyclops gets in his damage while the opponent is suffering from one of his Armor Breaks – if the Armor Break can't be there, his damage will suffer.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Passive

- With precise control over inter-dimensional energies, Cyclops gains Power faster at low Power levels.

Special Attacks

- 75% chance to boost Critical Rating by 1130.77 for 6 seconds.

Special 1

- 45% chance to inflict an Armor Break Debuff, removing 1 Armor Up Buff and reducing Armor Rating by 1342.62 for 9 seconds.

Special 2

- 50% chance to inflict an Armor Break Debuff, removing 1 Armor Up Buff and reducing Armor Rating by 1650 for 10 seconds.

Build close to a Special 3, and then unleash a Special 2 followed by a swift Special 1!

Expert Player Notes

Special 3

- 100% chance to inflict an Armor Break Debuff, removing 1 Armor Up Buff and reducing Armor Rating by 2185.71 for 14 seconds.

Signature Ability – Expertise

Passive

- Beams are calibrated for up to 1287.08 increased Critical Damage Rating. As long as a Combo of 10 or more hits is maintained, Cyclops' Armor Break effects have 20% increased Duration and as long as a Combo of 20 or more hits is maintained, Beam Attacks are Passively Unblockable.

The Unblockable Special Attacks will go a long way when you use your 3-Star Cyclops against the Collector for Carina's Challenge!

Expert Player Notes

Synergy Bonuses

Mutant Agenda

With [Colossus](#), [Wolverine](#)

- Mutant's landed strikes during Special Attacks gain +12% Attack rating.

Nemesis

With [Magneto](#)

- All Champions gain +6% Attack

Romance

With [Phoenix](#)

- All Champions gain +5% Power Gain

Teammates

With [Storm](#)

- All Champions gain +5% Perfect Block Chance

Recommended Masteries

Precision and Cruelty

- Cyclops has a few ways to increase his Critical Damage Rating – the more often he crits, the better.

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [Karatemike415](#)



Author: [MCOC Champion Designers](#)

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Cyclops (New Xavier School)

The ultimate X-Man. The ultimate traitor. As a straight-laced youth, Scott Summers was recruited into the first generation of X-Men by Professor Xavier. Projecting forceful optic blasts from his eyes, he was a formidable defender of mutantkind. But after murdering Xavier under control of the Phoenix Force, Summers has gone from exemplar to pariah, founding his own underground mutant school away from his one-time allies.

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- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Champion Attributes

- Survivability 2
- Damage 1
- Ease of Use 5
- Utility 1
- Defender Strength 1

[Learn more about Champion Attributes](#)

Cyclops (New Xavier School)'s Mechanics

Cyclops has hard hitting, critical Special Attacks, which are further enhanced through a very strong synergy from Professor X. He has ways to increase his Critical Rating and Critical Damage, as well as Armor Breaking the Opponent on Special Attacks to increase his damage significantly.

Character Class: Mutant

Basic Abilities: Armor Break, Critical Hits, Critical Damage

Strengths and Weaknesses

Strengths

- **High Chance to Crit**
 - Cyclops has many ways to access Critical Hits, even through the opponent's block.
- **High Critical Damage**
 - Cyclops can increase his Critical Damage on Special Attacks, allowing him to hit harder when paired with certain synergies.
- **High Chance to Armor Break**
 - In Cyclops' base kit, he has a chance to Armor Break the Opponent, but when paired with Professor X, his armor break chance is 100% on each hit of the Special Attack, allowing him to tear through armor.

Weaknesses

- **Critical Resistance**
 - Champions who resist Critical hits reduce a Cyclops' damage quite a bit, so try to avoid those match-ups
- **Debuff Purification/Armor Break Immune**
 - Champions who can Purify Cyclops' Armor Break Debuffs or Champions who are Immune to them also take away a lot of Cyclops' damage, avoid those matchups if you can!
- **Reliance on Synergies**
 - Cyclops relies on synergies to get a high chance to Armor Break the opponent, which in result increases his damage. In scenarios where you cannot bring his synergy partners, he will not deal the same damage.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

All Attacks

- Cyclops (New Xavier School) can strike with Critical Hits even while the opponent is Blocking. Critical Hit based abilities will not trigger through a Block.

This can be useful against certain nodes like Invade!

Expert Player Notes

Special Attacks

- 75% chance to boost Critical Rating by 1130.77 for 6 seconds.

This boost to your Critical Rating gives you a high chance to land Critical Special attacks, increasing your damage!

Expert Player Notes

Special 1

- 50% chance to inflict an Armor Break Debuff, removing 1 Armor Up Buff and reducing Armor Rating by 1718.18 for 5 seconds.

This Special Attack is the one to try to use as often as possible. When you bring along [Professor X](#), you want to build just under your Special 2, and use your Special 1. Then quickly land a couple hits, and use your other Special 1 to make use of the extra Armor Break Debuffs for even more damage!

Expert Player Notes

Special 2

- 55% chance to inflict an Armor Break Debuff, removing 1 Armor Up Buff and reducing Armor Rating by 2100 for 5 seconds.

Special 3

- 100% chance to inflict an Armor Break Debuff, removing 1 Armor Up Buff and reducing Armor Rating by 3150 for 7.50 seconds.

Signature Ability – Expertise

All Attacks

- Beam attacks are calibrated for up to 1547.85 increased Critical Damage Rating. Damage from Beam attacks is not reduced by Blocking once a Combo of 15 or more is reached.

This Signature Ability adds even more damage to Cyclops. Pairing his increased Critical Rating on his Special attacks with the Increased Critical Damage Rating from the signature ability.

Expert Player Notes

Synergy Bonuses

Mutant Agenda

With [Storm](#), [Colossus](#)

- Mutant's landed strikes during Special Attacks gain +12% Attack rating.

Nemesis

With [Magneto](#)

- All Champions gain +6% Attack

Rivals

With [Wolverine](#)

- All Champions gain +115 Critical Damage Rating

Drug L

With [Professor X](#)

- Cyclops: Beam Hits gain +100% Critical Damage Rating and inflict an Armor Break Debuff, reducing Armor Rating by 20% for 5 seconds.

The Drug L synergy is very important for Cyclops (New Xavier School)'s damage. Bring [Professor X](#) along with Cyclops (Blue Team) to get the most out of him.

Expert Player Notes

Recommended Masteries

Recoil

- A large portion of Cyclops' damage comes from Special Attacks, so increasing that damage helps a lot

Cruelty

- Running Cruelty increases Critical Damage rating, and Cyclops relies on Critical Hits for his damage

Precision

- Cyclops already has a high chance to land critical hits, running Precision will increase the chance even more, allowing him to increase his damage

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [BMcG](#)



Author: [MCOC Champion Designers](#)

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Daredevil (Classic)

The Man Without Fear, a lawyer without sight. As a child, Matt Murdock had a chance encounter with radioactive waste. It caused him to go blind, but enhanced his remaining senses – and granted him a sharp superhuman radar. With his passion for justice and enhanced strength, Daredevil protects the streets of his native New York City.

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- [Strengths and Weaknesses](#)
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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6548	481	1647
4-Star ★★★★	16420	1204	4136
5-Star ★★★★★	32922	2414	9392
6-Star ★★★★★★	42422	3111	12075
(Rank 3, Level 45)			

Champion Attributes



- Survivability 2.5



- Damage 1



- Ease of Use 5



- Utility 1.5



- Defender Strength 1

[Learn more about Champion Attributes](#)

Daredevil (Classic)'s Mechanics

Daredevil (Classic) is built to counter many of the Contest's more challenging aspects. Is an Invisible Champion or opponent with Miss getting you down? Daredevil (Classic) has an answer for that. Need to get a Stun off quickly to stop a robot's massive Regeneration? Daredevil (Classic) can help. Does an opponent have a difficult Special Attack to evade? A high signature level Daredevil (Classic) to the rescue!

Character Class: Skill

Basic Abilities: Perfect Block, Evasion, Miss counter and Stun

Strengths and Weaknesses

Strengths

- 100%+ Evade against projectiles with high signature level
 - When Daredevil (Classic) reaches a high signature level, he can evade all projectile based attacks. This includes both basic hits and Special Attacks. Can't touch this!
- Bypass Miss + Invisibility
 - Daredevil (Classic) can still hit opponents who are hiding behind Miss and Invisibility mechanics, without needing a Buff or Passive Ability to trigger first. You can't hide from Daredevil!

Weaknesses

- True Strike/ True Accuracy
 - Once an opponent has locked onto Daredevil (Classic), he can no longer evade Special Attacks with his Signature Ability.
- Crit Resist
 - The vast majority of Daredevil (Classic)'s damage comes from critical hits on Special Attacks. Against opponents with high Critical Resistance or nodes that reduce Critical Rate, Daredevil (Classic) is going to struggle

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Always Active

- An enhanced sensory system allows Daredevil to bypass Miss.

Player Expertise Note: Opponents like Ghost and Invisible Woman can no longer hide behind their abilities on the battlefield!

Expert Player Notes

Blocking

- 40% chance that a Block is a Perfect Block, reducing all damage to 0.

Special Attacks

- 100% chance to boost Critical Rating by 592.31 for 9 seconds.

The majority of Daredevil (Classic)'s damage is going to come from Critical Hits. Once you throw a Special Attack, the Precision Buff you gain will increase the Critical Damage of your basic hits too!

Expert Player Notes

Special 1

- Critical Hits have a 100% chance to Stun opponents for 2.50 seconds.

Throw a quick Special 1 for an easy Stun. Ideal against robots and their Regeneration!

Expert Player Notes

Special 2

- Critical Hits have a 100% chance to Stun opponents for 3.50 seconds.

Daredevil (Classic)'s big damage attack! Try and chain a Special 2 together from a Precision gained from a previous Special Attack for his largest damage strikes!

Expert Player Notes

Signature Ability – Radar Sense

When Attacked

- With accurate sensory perception more attuned than even Spider-Man, Daredevil evades projectiles with a 114.99% chance. No effect against Psychic attacks.

The crux of Daredevil (Classic)'s kit. Many projectile attacks in game are either extremely difficult, or not

possible to Evade. A high signature rating allows Daredevil (Classic) an easy escape from incoming or Unblockable damage!

Expert Player Notes

Synergy Bonuses

Rivals Lv. 3

With [Superior Iron Man](#)

- All Champions gain +115 Critical Damage Rating

Romance Lv. 3

With [Black Widow](#)

- All Champions gain +5% Power Gain

Romance Lv. 3

With [Elektra](#)

- All Champions gain +5% Power Gain

Recommended Masteries

Cruelty

- Daredevil (Classic) inflicts many Critical Hits through his abilities. Cruelty adds an extra chunk of damage for big crit numbers!

Perfect Block

- Daredevil (Classic) has a natural 40% for Perfect Block to inflict no damage. Why not boost that rate even higher with this mastery?

Stupefy

- Daredevil (Classic) can stun with a 100% on Specials 1 and 2. Stupefy keeps the Stun timer going for longer attack chains!

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [Rob.vonShoe](#)



Author: [MCOC Champion Designers](#)

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Daredevil (Hell's Kitchen)

Matt Murdock grew up around crime, corruption and violence. After a freak accident involving radioactive waste took his sight, Matt was trained by the mysterious martial artist Stick to condition his body to near perfection and hone his remaining senses to superhuman levels.

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- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

	Health			Attack			PI (Max Signature)
3-Star ★★★	6245	481	1966				
4-Star ★★★★	15660	1204	4924				
5-Star ★★★★★	31398	2414	10560				
6-Star ★★★★★★	40458	3111	13580				
(Rank 3, Level 45)							

Champion Attributes

- Survivability 3.5



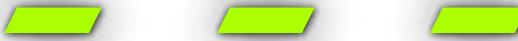
- Damage 2.5



- Ease of Use 3.5



- Utility 3



- Defender Strength 2



[Learn more about Champion Attributes](#)

Daredevil (Hell's Kitchen)'s Mechanics

The Daredevil (Hell's Kitchen) can deal massive Bleed and Critical damage, through managing your combo and using his abilities to shrug off debuffs dip and dive through the fight to punish your opponent.

Character Class: Skill

Basic Abilities: Combo Shield, Cruelty, Precision, Bleed

Strengths and Weaknesses

Strengths

- **Debuff Shrugs Off**
 - Daredevil (Hell's Kitchen) has some super easy on demand debuff shrugging for any non-damaging debuffs that come his way.
- **Bleed Damage**
 - Master your combo and release massive Bleed Damage with Daredevil (Hell's Kitchen)'s Special 2 to rid yourself of any Bleedable opponent in your path.
- **Combo Manipulation**
 - A very unique ability similar to Squirrel Girl, Daredevil (Hell's Kitchen) has the ability to consume his own Combo. Use this to your advantage to shrug off debuffs with Daredevil (Hell's Kitchen)'s base abilities, or better manage nodes like Counter Tactics!

Weaknesses

- **Anti-Purify Mechanics**
 - Daredevil (Hell's Kitchen) is going to have to be careful in the wrong match-up, going into a fight against Omega Red or Apocalypse he won't be able to shrug off his non-damaging Debuffs and gain his bonus abilities.
- **Ability Accuracy Reduction**
 - Similar to Anti-Purify, Daredevil (Hell's Kitchen) will have to be careful against foes that reduce his ability accuracy as it can make his shrug off abilities fail.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Entering the Fight

- The Daredevil (Hell's Kitchen) gains an indefinite Passive Combo Shield, preventing his Combo Meter from resetting when Struck.

Fight Start

- Base Regeneration Rate is set at 40% instead of the normal 100%
- Immune to all effects that modify Regeneration Rate, except Poison.

Due to Daredevil (Hell's Kitchen) being able to sit on a Non-Damaging Debuff nearly the entire fight we found he was just too powerful with the willpower mastery. Due to this, we've lowered his base regen rate. He will still benefit a ton from Willpower but won't sit on a free heal the entire fight.

Dev Notes

Murdock Boy – Combo Meter 15 or Lower

- The unbreakable spirit of Battlin' Jack Murdock grants the following:
- When inflicted with a non-damaging Debuff, one of each non-damaging Debuff is Purified after 0.50 seconds. Each time this ability triggers, the Daredevil (Hell's Kitchen) gains +5 Combo Meter. This ability goes on Cooldown for 2 seconds once activated.
- Passive +3150 Physical Resistance against Basic Attacks.

Sticks Apprentice – Combo Meter 16 or More

- The assassin training of Stick grants the following:
- +900 Critical Rating.
- Attacks Reduce the opponent's Defensive Ability Accuracy by 65%.
- +603.5 Attack Rating for each Non-Damaging Debuff on the Daredevil (Hell's Kitchen). This bonus decreases by 5% for each additional Debuff.
- When Struck, 1 Combo Meter is lost.

Heavy Attacks

- The first hit spends 10 Combo Meter grant a 100% chance to gain a stacking Cruelty Buff, increasing Critical Damage Rating by +430.12 for 14 seconds.

Special 1 – Condemn

- 100% chance to boost Critical Rating by 700 for 15 seconds.

Special 2 – Swift Justice

- Each hit immediately loses any Combo Meter gained.
- Each hit spends 5 Combo Meter to grant a 100% chance to inflict a Bleed Debuff, causing 3017.5 Direct damage over 5 seconds.
- At the end of the attack, gain a Rage Debuff with no effect, lasting 12 seconds. When this Debuff ends, it is replaced with a Fury Buff, granting +1931.2 Attack rating for 25 seconds.

Do your best to combo this with Daredevil (Hell's Kitchen)'s Heavy Attack and you can deal some massive damage. The sweet spot for making sure you pop yourself into Murdock Boy and shrug off the Rage for an instant Fury is 30 combo or lower when you launch your Special 2.

Dev Notes

Special 3 – Deliverance

- 100% chance to gain a Righteous Wrath Passive for 70 seconds. While active, The Daredevil (Hell's Kitchen)'s basic attacks have a 35% chance to inflict an instant Bleed, causing 120% of the damage dealt by the attack as direct damage.

A great tool for long fights, Throw an Sp3 and forget about it. Reap the benefits of some great bonus damage when combined with the fury from Sp2 and Cruelty from Heavy attacks.

Dev Notes

Signature Ability – Sinner or Saint

- Murdock Boy – Exiting this mode has a 100% chance to grant a stacking 17 second Rage Debuff with no effect.
- Stick's Apprentice – While in this mode, attacks reduce the amount of damage the opponent can deal with Passive effects when they're being struck by 100% for 0.20 seconds.

Similar to both Omega Red and the newly released Gambit when at max Sig, Daredevil (Hell's Kitchen) will take no damage from thorn type abilities! On top of that gaining a free non-damaging debuff gives you some bonus attack rating to boot.

Dev notes

Synergy Bonuses

Team Mates

With [Luke Cage](#) and [Iron Fist](#)

- All Champions gain +5% Perfect Block Chance

Nemesis

With [Kingpin](#) and [Mysterio](#)

- All Champions gain +6% Attack

Fisk's Downfall – Unique

With [Spider-Gwen](#), and [Punisher](#)

- Daredevil (Hell's Kitchen): While charging a heavy attack, enemy attacks have a 100% chance to miss for 1.5 seconds. This ability goes on Cooldown for 15 seconds.
- [Spider-Gwen](#): +3% Attack rating per Spider-Sense charge
- [Punisher](#): +10% Attack rating. +50% Fury Buff Duration

Secret of the Hand – Unique

With [Elektra](#), and [Psylocke](#)

- Daredevil (Hell's Kitchen): Knock the opponent down: 100% chance to inflict a 12 second Disorient Debuff, reducing the Ability Accuracy & Block Proficiency by 35%.
- [Elektra](#): Critical Hits gain +20% additional Power.
- [Psylocke](#): +25% Attack rating during Special Attacks.

Rule of Law – Unique

With [Ronan](#), [She-Hulk](#), and [Daredevil \(Classic\)](#)

- Daredevil (Hell's Kitchen): Special Attacks have a 20% chance to inflict a Stun Debuff. Duration is 1.25 seconds per level of Special Attack used.
- [Ronan](#), [She-Hulk](#), and [Daredevil \(Classic\)](#): All gain +10 Attack Rating

Strength of Martyrs – Unique

With [Nightcrawler](#), [Ghost Rider](#), and [Captain America](#)

- Daredevil (Hell's Kitchen): Heavy Attack Cruelty Buffs gains +60% duration and Potency but costs 5 additional Combo Meter
- [Nightcrawler](#), [Ghost Rider](#), and [Captain America](#): +10% Health Rating

Recommended Masteries

Willpower

- Daredevil (Hell's Kitchen) sits on Non-Damaging Debuffs nearly the entire fight, get the free healing from Willpower and save some potions.

Deep Wounds

- Daredevil (Hell's Kitchen) does a massive amount of Bleed damage on his SP2. If planned properly and the SP2 fury is active, a high level of Deep Wounds will maximize this damage!



Author: [MCoC Champion Designers](#)

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Darkhawk

Christopher Powell discovered an alien amulet allowing him to transform into the robotic Darkhawk. Having witnessed his father turn to a life of crime, Powell vowed to use the powers of the amulet to fight crime. This path would eventually lead him to team up with some of Earth's mightiest heroes.

Base Stats and Abilities

*All stats based on 4-Star, Rank 5, Level 50, Signature Level 99

Health: 13987

Attack: 1227

Max PI:

- **Without Signature:** 3750
- With Signature (99): 4714

*All stats based on 5-Star, Rank 5, Level 65, Signature Level 200

Health: 28045

Attack: 2459

Max PI:

- **Without Signature:** 7544
- With Signature (200): 10410

Character Class: Tech

Base Abilities: Robotics, Armor, Power Rate, Shock

Champion Attributes



- Survivability 2



- Damage 2



- Ease of Use 4



- Utility 2.5



- Defender Strength 4

[Learn more about Champion Attributes](#)

Abilities

Passive:

- Advanced Robotics provides full immunity to Poison and Bleed effects.

Wing Attacks:

- Attacks that utilize Darkhawk's Wings have 100% Armor Penetration.

This includes Medium, Heavy and Special 2 hits.

Dev Notes

Shield Mode

- If Darkhawk is Knocked Down he exits any other mode and enters Shield Mode for 10 seconds. Mode activation is unaffected by Ability Accuracy reduction. Shield Mode provides 1333.33 Armor and reduces enemy Critical Damage by 100%.
- If Darkhawk Blocks a Contact Attack while in Shield Mode he has a 100% chance to inflict Shock, instantly dealing 122.7 Energy Damage.

While fighting against Darkhawk it is best to manage your Special and Heavy attacks to ensure you aren't going to waste your damage trying to cut through his high Armor and Autoblocks. Also think about characters that have potent Light and Medium attacks to avoid triggering this mode in the first place.

Dev Notes

Null Space Regen

- If Darkhawk enters a Mode from a different Mode, he Regenerates 1399.7 Health over 2 seconds.

This ability can really set you back while fighting him if you're not dealing over 10% of his health with the knock down blow. As a player this can come in handy to save you if you slip up.

Dev Notes

Special 1 – Amulet Blast

The Darkhawk Amulet taps into the vast powers in Null Space, directing it towards the opponent with devastating force.

- If Darkhawk is in Shield Mode, this attack inflicts Stun for 3.5 seconds.
- If Darkhawk is in Stealth Mode, opponents generate no Power from this attack.
- If Darkhawk is in Null Mode, this attack inflicts Shock, dealing 1227 Energy Damage over 4 seconds.

Each mode will alter this attack's secondary effect. Think about your objective in the fight, using this attack might sacrifice your ability to stay in the mode you like most.

Dev Notes

Special 2 – Stealth Mode

Using Null Space to distort the light around him, Darkhawk is able to elude his opponent and deliver a flurry of slicing attacks.

- Darkhawk exits any other mode and enters Stealth Mode for 20 seconds. Mode activation is unaffected by Ability Accuracy reduction. While in Stealth Mode, Darkhawk Passively reduces the opponents Defensive Power Gain by 70% and incoming Light and Medium attacks have a 30% chance to Miss.

The power manipulation in the Stealth Mode is one-sided. Be sure not to let the opponent hit you or you'll wind up losing the power advantage you've built up. When playing against him, you'll be left to decide if you can afford to wait this mode out or push him into Shield Mode and have him Regenerate.

Dev Notes

Special 3 – Null Mode

The Raptor Armor, acting as a conduit for the unlimited power contained in Null Space, becomes bathed in Null Energy and unleashes its full destructive potential.

- Inflicts Heal Block, preventing the opponent from healing for 30 seconds.
- Darkhawk exits any other mode and enters Null Mode for 30 seconds. Mode activation is unaffected by Ability Accuracy reduction. Null Mode provides 1227 Attack Rating and 25% Block Penetration.
- While in Null Mode, Darkhawk's Basic Attacks have a 100% chance to inflict Shock, instantly dealing 122.7 Energy Damage.

This mode is your go-to damage dealing mode. Use this mode to crack through even the toughest enemies.

Dev Notes

Signature Ability: Null Space Upgrades

Darkhawk's Raptor Armor gains its power directly from Null Space, improving the Armor's major abilities.

- Shield Mode grants a 100% chance to Autoblock Enemy Attacks.
- Stealth Mode grants 60% increased Offensive Power Rate.

- Null Mode grants 1227 additional Attack Rating.

Much of Darkhawk's greatest power lies within his Signature Ability. Be sure to keep an eye on his effectiveness as you increase his sig level. The changes should be noticeable and make him both better on offense and defense.

Dev Notes

Synergy Bonuses

Friends Lv. 3 – [Spider-Man \(Stark Enhanced\)](#), [Iron Man \(Infinity War\)](#)

- All Champions gain +5% Attack

Night Hawks – [Darkhawk](#), [Night Thrasher](#), [Moon Knight](#) – Unique Synergy

- Darkhawk: Start the fight in a random mode.
- Night Thrasher: Enemies have -20% Armor Rating for each unique debuff on them.
- Moon Knight: New and Waxing Moons grant 30% of Max Power over 6 seconds at the beginning of the fight. Full and Waning Moons grant 10% of Max Health over 3 seconds at the beginning of the fight.

Dark Justice – [Venom](#), [Ghost Rider](#), [Punisher](#) – Unique Synergy

- +30% Power Rate against Villains. +10% Critical Rating against Heroes.

Birds of Prey – [Vulture](#), [Falcon](#), [Hawkeye](#) – Unique Synergy

- + 5% Critical Rating and Damaging Debuffs are 40% stronger.

Recommended Masteries

Block Proficiency / Parry

- Improving Darkhawk's ability to prevent damage, or allow him to Stun on Autoblocks will strengthen his hand as a defender.

Liquid Courage / Double Edge

- As a robot, these damage improving masteries will give him only benefits.

Collar Tech

- This little mastery will couple almost perfectly with Darkhawk's Stealth Mode, allowing him to easily manage his enemy's power level.

Strengths and Weaknesses

Strengths

Bleeds / Poisons

- Bleed and poison focused champs will quickly lose their competitive edge against Darkhawk. Here's looking at you Archangel.

Playstyle

- Opponent's who knock Darkhawk down without thinking about the consequences will discover his Shield Mode is not to be trifled with.

Omega Red

- Death Spores will struggle to take hold of Darkhawk, ensuring Omega Red's tentacles will lack their usual terror.

Weaknesses

Unblockable / True Strike

- Characters with access to Unblockable or True Strike attacks will help cut through Darkhawk's potent Shield Mode.

Heal Block

- You probably have to knock Darkhawk down sometime, it would be best if he didn't heal from it.

Nebula / Anti Robot Champs

- Nebula can't stop his armor from shifting modes, but she can stop some of Darkhawk's beneficial abilities from triggering.



Author: [MCOC Champion Designers](#)

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Deadpool (X-Force)

Wade Winston Wilson (a.k.a. Deadpool) joined X-Force, a black ops team running covert missions to eliminate threats to the mutant race. Hold up – didn't we do this whole bio thing already? You know, with the other, less-cool version of me? I'm the hot one! That red-suited scab factory just copies Spider-Man! I've got skills, suckahs!

Table of Contents

- [Base Stats and Abilities](#)
- [Deadpool \(X-Force\)'s Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6245	490	1792
4-Star ★★★★	15660	1227	4500
5-Star ★★★★★	31398	2459	10450
6-Star ★★★★★★	40458	3169	13430

(Rank 3, Level 45)

Champion Attributes



- Survivability 2



- Damage 3



- Ease of Use 4



- Utility 2



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

Deadpool (X-Force)'s Mechanics

Deadpool X-Force excels at berating his opponent with insults during the fight to inflict Taunt Debuffs that weaken them. It is imperative that his opponent is annoyed during the fight to maximize Deadpool X-Force's Duodenum Poke output. Furthermore he skips around the battlefield nonchalantly to frustrate his opponent even more. If they're too distracted by his gleeful approach he can unleash a devastating Super Slap to inflict massive Bleed damage.

Character Class: Mutant

Basic Abilities: Taunt, Bleed, Vicious

Strengths and Weaknesses

Strengths :

- Resilient
 - Constant application of Taunt Debuffs causes the opponent to deal much less damage and allows Deadpool X-Force to take more hits than most
- Bleed Damage
 - Deadpool X-Force's Duodenum Poke alongside his Special Attack 1 and his Super Slap can apply a massive amount of Bleed Debuffs

Weaknesses :

- Bleed Immunity
 - The bulk of Deadpool X-Force's damage comes from his Bleed Debuffs, thus any character that is Bleed Immune will be able to negate a large portion of his damage

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Taunt – *I'm the Merc' With the Mouth, Baby!*

- Deadpool can inflict Taunt Debuffs on the opponent, reducing the opponent's Attack Rating by 25% for 13 seconds. Max Stacks: 3.
- Inflict a Taunt Debuff each time the opponent fails to activate a Buff or Debuff during a basic attack. Cooldown: 4 seconds(s).
- Inflict a Taunt Debuff by landing a Heavy Attack.

Stacking Taunts? Only Deadpool could be so brash. Stack all 3 and have your opponent's Special Attacks cycle all day long.

Dev Notes

All Attacks – Duodenum Poke

- 100% chance to inflict a Bleed Debuff, causing 1229.5 direct damage over 4 seconds. Cooldown: 4 seconds.

Heavy Attack – Super Slap

- While walking (*skipping!*) forward, Deadpool builds up indefinite Slap Charges to a max of 10. Once he reaches max charges, Deadpool can expend them during a Heavy Attack to unleash a Super Slap, inflicting 10 stacks of Duodenum Poke Bleed.

The bigger the ego, the bigger the slap. Charge up Deadpool's Super Slap charges to deal some big Bleed damage. Take control of the stage to get charges quick!

Dev Notes

Special 1

- If the opponent has a Taunt Debuff, during this attack, Duodenum Poke does not have a Cooldown. *Death by a thousand pokes!*

In shorter fights, spam Heavy Attacks and Special 1 to stack tons of Bleeds on the opponent!

Dev Notes

Special 2

- This is Deadpool's Fav Attack and while fighting as a Defender he is 100% more likely to use it over other Special Attacks.
- Each hit that is Blocked inflicts a Taunt Debuff.
- If Deadpool successfully lands all his hits during the attack, he has a 100% chance to inflict a Stun Passive lasting 3.50 seconds.

Knock the opponent away and land a long lasting Stun to build up a ton of Super Slap charges!

Dev Notes

Special 3

- Inflict a Taunt Debuff.
- 100% chance to gain a Vicious Buff, increasing the Potency of Damage-Over-Time Debuffs by 75% for 25 seconds. While this effect is active, all Taunt Debuffs on the opponent are Paused.

Make sure you've got a Super Slap in the bank before the Special 3 and get some huge Bleed damage!

Dev Notes

Signature Ability – Superciliously Superior Slander

Taunt Debuffs

- Each time the opponent Purifies a Taunt Debuff or a Taunt Debuff on the opponent is Replaced due to hitting the Max Stacks limit, Deadpool gains a Power Gain Buff granting 0.5 Bar(s) of Power over 5 seconds. Cooldown: 5 second(s). *When insults fail, try violence!*

Race to a Special 3, or spam a ton of Special 1's with some extra Power Gain for the merc with a mouth.

Dev Notes

Synergy Bonuses

Rivals with Moon Knight, Deadpool (Classic), Taskmaster, Crossbones

All Champions gain +115 Critical Damage Rating.

Friends with Magneto (House of X), Black Cat

All Champions gain +130 Armor Rating.

Teammates with Archangel, Cable

All Champions gain +5% Perfect Block Chance

Enemies with Kraven, Rhino, Thanos, Juggernaut

All Champions gain +155 Critical Rating

Recommended Masteries

Deep Wounds

- Buffs the Duration and boosts damage of any of Deadpool X-Force's Bleed Debuffs.

Petrify/Pacify:

- Grants Ability Accuracy Reductions, decreased Combat Power Gain and Regeneration Rate to opponents that are afflicted with Deadpool X-Force's Special Attack 2 Stun.



Author: [MCOC Champion Designers](#)

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Deadpool

Hey, you wanna be cool like me? Then put down the stupid video game and get off your sorry butt! Oh, get cool red threads, big guns, and train like a billion hours until you're a master of sword, fist, and firearm. If you think you REALLY got what it takes, then annoy Wolverine and live to tell the tale! Fat chance gamer. There's only one 'Merc with a Mouth!

Champion Attributes



- Survivability 5



- Damage 1



- Ease of Use 5



- Utility 1



- Defender Strength 1

[Learn more about Champion Attributes](#)

Deadpool's Mechanics

Deadpool hits things that should be hit. When it is with his sword, he Bleeds the opponent. When it's with his face, he heals back the damage.

Character Class: Mutant

Basic Abilities: Regeneration, Bleedification, Chimichanganation

Strengths and Weaknesses

Strengths :

- Regeneration
 - If Deadpool's Health drops to a low level he can regain a large amount of his health
 - His awakened ability allows him to Regenerate continuously throughout the fight
- Bleed damage
 - Deadpool's Special 2 and Special 3 attacks inflict large bleed on his opponents

Weaknesses:

- Power Meter Dependency
 - Deadpool's Regeneration scales with the amount of power he has in his Power Meter. If you launch Special Attacks his Regeneration will decrease

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Passive

- Dropping below 20% Health activates Regeneration, recovering up to 5199.54 Health over 6 seconds. This occurs only once per

fight, and the amount healed is tied to the Power Meter

The best way to leverage this Regeneration is to try to drop just below 20% and let the heal take you back up above 50%. Since you can only do this once per fight this requires having perfect control of the fight, but it can allow Deadpool to mitigate small amounts of damage in each fight.

Merc Note: Are you kidding me? The best way to play me is to almost die? When did you start playing this game?

Expert Player Note

Special 2

- 100% chance to inflict Bleed, dealing 2955 Direct Damage over 3 seconds.

This is a sizable bleed and a significant source of Deadpool's damage.

Merc Note: Special 2? What happened to Special 1? Listen, they do grow back but throw a guy a bone here. I should at least get a Fury buff for that.

Expert Player Note

Special 3

- 100% chance to inflict Bleed, dealing 3427.8 Direct Damage over 5.50 seconds.

In most situations you will want to cycle the Special 2 to maximize Deadpool's Bleed damage.

Merc Note: What lunatic designed me anyway? So one of my Special Attacks does nothing, and the other one you aren't even supposed to use? Fine, you know what, how about you make my healing only work when I'm standing still. How about that?

Expert Player Note

Signature Ability – Healing Factor

Passive

- Permanently regenerating up to 16412.23 health per minute was granted when the natural healing factor of Wolverine was implanted into Deadpool. Regeneration amount is tied to Deadpool's Power Meter.

To maximize the amount of Regeneration Deadpool receives from his Signature Ability, you should not use Special Attacks and try to keep power as high as possible.

Merc Note: Ha ha very funny. Why don't you go pick on one of the X-Men? Jeez everyone around here is getting buffed and I still look like Marvel made a Mad-Libs game. I need to go call my agent. I have producers on speed dial. The court order doesn't apply to business calls!

Expert Player Note

Synergy Bonuses

Enemies

- [Rhino](#): All Champions gain +155 Critical Rating

Family

- [Venompool](#): All Champions gain +5% Health

Family

- [Wolverine](#) and [Old Man Logan](#): All Champions gain +5% Health

Teammates

- [Punisher](#): All Champions gain +5% Perfect Block Chance

Recommended Masteries

Deep Wounds

- As Deadpool uses Bleed to deliver damage, Deep Wounds can significantly improve Deadpool's damage output

Recovery

- Deadpool's primary damage mitigation is health Regeneration, so Masteries that boost Regeneration effects will improve Deadpool's survival.

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [DNA3000](#)



Author: [MCOC Champion Designers](#)

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Diablo

An unrivaled alchemist and a member of Spanish nobility, Esteban Corazon de Ablo uses his arcane concoctions to lengthen his life, incinerate his foes and more. Driven by an unending desire to become as powerful as a god, Diablo now finds himself in The Contest hoping to secure the ISO-Sphere for his continued experimentation. Ambition pushes the Spanish nobleman to acquire power at all costs, and very few heroes can, or will, stand in his way.

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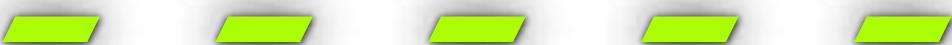
Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5639	449	1846
4-Star ★★★★	14140	1126	4640
5-Star ★★★★★	28350	2189	10630
6-Star ★★★★★★	36530	2820	13660
(Rank 3, Level 45)			

Champion Attributes

- Survivability 5



- Damage 3



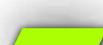
- Ease of Use 2.5



- Utility 2.5



- Defender Strength 1



[Learn more about Champion Attributes](#)

Diablo's Mechanics

The King of potions has returned to The Contest with a fresh face! Using his Special 2 and Special 1, combined with Medium 2 and Heavy Attack, stack as many Poisons as you can on the opponent for some massive damage over time! His brand new Pre-fights give Diablo pin-point precision on what kind of utility he needs at the drop of a hat!

Character Class: Mystic

Basic Abilities: Energy Damage, Poison Resistance, Poison, Regeneration

Strengths and Weaknesses

Strengths

- **Poison Damage**
 - Diablo is going to return to The Contest with some of the best Poison damage in the game! Give him a whirl wherever you might need some on demand Poison damage.
- **Stun Immunity**
 - Dealing with some pesky defensive stuns like Encroaching Stun is a breeze with Diablo's all new Philosophers mix!

Weaknesses

- **Poison Immunity**
 - Tons of Diablo's kit relies on the ability to apply Poisons, make sure you can!
- **Energy Resistance**
 - The other share of Diablo's damage comes from Energy Damage. Watch out for opponents with high Energy Resistance.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Always Active

- Diablo's alchemical self-experimentation grants the following:
 - +525 Energy Resistance.
 - Incoming Poison effects suffer -100% Potency.
 - Basic Attacks deal Energy Damage instead of Physical.

Master Alchemist – Pre-Fight Ability

- In the Pre-Fight Menu, Diablo can add up to 3 Alchemical Ingredients to his Philosopher's Mix Passive for the fight. He has unlimited Ingredients but can only add 1 of each type to a fight.
- Each unused ingredient type is converted into 2 indefinite Vials of Might during the fight, which grant +131.34 Attack Rating & +10% Poison Potency. Max Stacks: 8.

Choose whichever utility you need, whenever you want with Diablo's new and improved kit!

Dev notes

Philosopher's Mix – Launch a Special Attack

- Philosopher's Mix lasts 8 seconds per level of Special Attack used and heals Diablo 113.4 health every second. It also gains effects based on which Ingredients were added in the Pre-Fight Menu.
- Distilled Will: Incoming Energy Damage causes Diablo to Passively Heal 70% of the damage taken.
- Essence of Null: Every 2 seconds, 100% chance to Nullify 1 Buff on the opponent.
- Grain of Uru: Gain Immunity to Stun effects & Armor Break Debuffs.

Personal Poison Debuffs – Max Stacks: 20

- Unless otherwise stated, Diablo's Poison Debuffs inflict 1488.52 direct damage over 14 seconds and reduce healing effects by 30%.
- Heavy Attack: Each hit has 100% chance to inflict a Poison Debuff.
- Medium Attack 2: 75% chance to inflict a Poison Debuff.

Special 1 – Double Edged Elixir

- After the attack, Diablo will drink from his flask. If he drinks for 1.5 seconds, he gains a Regeneration Passive, recovering 1984.5 Health over 4 seconds. If his drink is interrupted, he gains a Vial of Might and Pauses all Poison effects on the opponent for 10 seconds.

Special 2 – Whelming Surge

- First hit Reapplies all personal Poison effects on the opponent.
- This attack is Unblockable and deals a burst of 1094.5 Energy Damage. This burst of damage increases by +20% for each Buff & Poison that has activated on the opponent during the fight. Max Bonus: +500%.

How many poisons can you keep up on the opponent with mixing both the Special 1 and Special 2?

Dev Notes

Special 3 – Epic Experimentation

- This attack can only be used once per fight.
- This attack gains +1094.5 Attack rating. It also gains effects based on which Ingredients have been added to the Philosopher's Mix.
- Distilled Will: Gain a Regeneration Passive, healing 2835 Health over 4 seconds.
- Essence of Null: Places 10 Detonate Buffs on the opponent, which last 20 seconds and deal a burst of 437.8 Energy Damage when they expire or are Nullified.
- Grain of Uru: Philosopher's Mix is Paused for 10 seconds.
- For each Vial of Might: 100% chance to inflict 2 Poison Debuff(s).

After using a Special 3, it's super easy to combo your SP2 and SP1 from 3 bars of power!

Dev Notes

Signature Ability – Toxic Experimentation

Always Active – Poison Effects

- While Poisoned, Diablo takes 30% reduced damage from all sources.
- While the opponent is Poisoned, Diablo gains +547.26 Attack Rating.

Synergy Bonuses

Unending Ambition – Unique

With [Loki](#), [Red Skull](#), and [Kingpin](#)

- Diablo: Personal Poison Debuffs become Passive and gain +10% Potency.
- [Loki](#): +35% Curse Debuff duration.
- [Red Skull](#): +35% Shock Debuff Potency.
- [Kingpin](#): Gain 1 Rage each time the opponent Nullifies a Buff.

Madcap Experimentalists – Unique

With [Green Goblin](#), [Doctor Octopus](#), and [M.O.D.O.K.](#)

- Diablo: Special Attacks have a 70% chance to inflict a Stun Debuff, lasting 1.5 second(s) per level of Special Attack used.
- [Green Goblin](#): +1.5% Attack Rating per Cunning / Madness Charge.
- [Doctor Octopus](#): +35% Heal Block Debuff duration.
- [M.O.D.O.K.](#): +20% personal Debuff Duration.

Twisted Arcanists – Unique

With [Dormammu](#), [Symbiote Supreme](#), and [Mangog](#)

- Diablo: Philosopher's Mix is Paused during Diablo's Special Attacks.
- [Dormammu](#): After using an Imbued attack, gain 40 Dark Energy.
- [Symbiote Supreme](#): +1% Attack Rating for each Stagger on the opponent.
- [Mangog](#): While Enraged, gain +10% Attack Rating.

Legion Accursed – Unique

With [Mephisto](#), [Juggernaut](#)

- Diablo: Poison effects on the opponent reduce healing effects by 50% each instead of 30%.
- [Mephisto](#): Gain 50% of a bar of Power when a Poison Debuff would be gained. Cooldown: 10 seconds.
- [Juggernaut](#): While Unstoppable, Juggernaut doubles his Armor Rating.
- [Kraven](#): Traps deal an additional +40% Direct Damage.

Rivals

With [Doctor Doom](#), [Annihilus](#), [Mole Man](#), [Psycho-Man](#)

- All Champions: +115 Critical Damage Rating

Nemesis

With [Invisible Woman](#), [Thing](#), [Human Torch](#), [Mister Fantastic](#):

- All Champions: +6% Attack Rating.

Recommended Masteries

Liquid Courage & Willpower

- Diablo gains full Immunity to Poison Debuff damage, so he is able to take advantage of free damage and healing with Willpower!

Mystic Dispersion

- Using Diablo's Pre-Fights he can nullify buffs fairly on demand, allowing anyone to get tons of free power in those Buff heavy fights!



Author: [MCoC Champion Designers](#)

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Doctor Doom

Leaving his tribe in Latveria, Victor Von Doom moved to the United States to study at the Empire State University where he combined sorcery and technology to create fantastic inventions. Disregarding the warnings of fellow classmate Reed Richards, one of his inventions malfunctioned resulting in an explosion that severely damaged his face. Expelled after the incident, Victor began traveling the world eventually collapsing exhausted, on a Tibetan mountainside where he was rescued by a clan of monks. Mastering their discipline and forging himself a suit of armor, Victor took on the mantle Doctor Doom, his mission to serve revenge on those he holds responsible for his accident.

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Base Stats and Abilities

Health Attack PI (Max Signature)

<i>3-Star</i> ★★★	5639	593	1970
<i>4-Star</i> ★★★★	14140	1486	4944
<i>5-Star</i> ★★★★★	28350	2978	10848
<i>6-Star</i> ★★★★★★	36530	3837	13958

(Rank 3, Level 45)

Champion Attributes



- Survivability 4



- Damage 3



- Ease of Use 4



- Utility 5



- Defender Strength 4.5

[Learn more about Champion Attributes](#)

Doctor Doom's Mechanics

Doctor Doom uses a combination of technology and sorcery to constantly push the battle in his favor. Doom's sorcery abilities focus on controlling the fight and Nullifying Buffs. Doom's technology abilities focus on raw damage and Debuffs. Combining both together allows Doom to decimate his opponent with little risk of repercussions.

Character Class: Mystic

Basic Abilities: Shock, Stagger, Unblockable, Nullify

Strengths and Weaknesses

Strengths

- **Shock Immunity and resistant to Armor break and Armor Shatter**
 - Doom is immune to the effects of Shock making him great in any matchup where Shocks are inevitable. Additionally his durable titanium armor protects him from Armor Break and Armor Shatter effects.
- **Ability to Tank Special Attack hits**
 - Using the Aura of Haazareth Doom significantly reduces the damage and effects from the final hit of the Opponent's Special or Heavy Attack. This allows him in certain matchups to intentionally eat a hit that is hard to dodge and immediately counter attack with a combo of his own.
- **Control Opponent Buffs**
 - Doom's stagger effects inflicted by landing a Heavy Attack are exceptional for keeping Opponent's Buffs cleared at all times, and if that isn't enough, his Special 1 is great for clearing Buffs as well.
- **Special Attack Frenzy!**
 - Doom's ability to always gain more Power for himself than he stole from the Opponent, allows him to build Power very rapidly. Especially when fighting champions who gain Power quickly such as Hyperion. The more Power the Opponent has, the more Doom will steal for himself, allowing him to thrive in high-Power situations.

Weaknesses

- **Slow/Petrify**
 - Doom needs his Aura of Haazareth to be active in order to utilize his sorcery abilities, this Aura can't activate while he's suffering from Slow or Petrify, significantly limiting his sorcery abilities.
- **Shock or Incinerate immune Opponents**
 - Doom's ability to chain a combo into a Heavy attack is reliant on the Opponent being shocked. Additionally, Doom's damage comes from Incinerate Debuffs, Opponents who are immune to either of these effects will reduce his viability.
- **Lack of Buffs to Nullify**
 - If the Opponent has no Buffs to Nullify, Doom is unable to make use of his signature ability or the Power gained from Mystic Dispersion.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Passive – Titanium Armor

- Doom's resilient armor protects him, granting immunity to Armor Break, Armor Shatter and Shock effects.

Basic Attacks

- If the Opponent isn't already Shocked, Medium Attacks inflict a Shock Debuff dealing **148.6** direct energy damage over **2** second(s).
- While charging a Heavy Attack, if the Opponent is within striking distance and suffering from Shock their Shock effects are removed and replaced with a Passive Stun for **0.60** seconds. This can't trigger during the Opponent's Special Attacks.
- Landing a Heavy Attack has a 100% chance to Stagger the Opponent for 10 seconds. A Staggered enemy has their next Buff Nullified.

Aura of Haazareth – Passive

- The Aura of Haazareth can't trigger while Doom is suffering from a Slow or Petrify Debuff and is paused during his Special Attacks.
- While active, Special Attack 1 and 2 are Unblockable and grant no Power.
- Light Attacks grant no Power and steal **3 %** of the Opponent's current Power, gaining **200%** of the Power stolen.
- Contact with the Opponent has a **30 %** chance to Nullify up to 1 Buff.
- Doom becomes Unstoppable and Stun Immune against the last hit of incoming Special 1, Special 2, and Heavy Attacks. Additionally, damage received from this hit can't exceed **5 %** of the Opponent's Attack.

Special Attack 1 – Invocation of Sorcery

- The Aura of Haazareth is activated for **6** seconds, this will not trigger if the Aura was already active.
- The first hit of this Attack steals **10 %** of each Full Power Bar the Opponent has and Doom gains **200 %** of the Power stolen, capping at a maximum of 2 Bars of Power.
- The amount of Power stolen is increased by a flat + **10 %** for each full Power Bar the Opponent has.
- Each beam hit of this attack has a **100 %** chance to Nullify up to 1 Buff.

As long as Dr. Doom isn't suffering from Slow or Petrify, this attack will always be Unblockable, meaning if the opponent is playing defensively Doom can just throw this attack into their block and laugh.

Dev Notes

Special Attack 2 – Cosmic Energy Absorption

- Each beam hit has a **100%** chance to inflict an Incinerate Debuff, each dealing **2080.4** direct energy damage over **5** seconds.

This ability is strictly for damage purposes. If the Opponent has a lot of Power, using the Special 1 can steal enough Power to instantly chain into a Special 2 which will be Unblockable and grant no Power since the Aura of Haazareth will be active. Meaning a bunch of damage inflicted without giving the Opponent a ton of Power!

Dev Notes

Special Attack 3 – Hassenstadt Tour

- **100%** chance to inflict a Passive Stun for **2** seconds.
- The Aura of Haazareth is activated for **12** seconds and Doom gains a Fury Buff granting **1931.8** Attack Rating for the duration of the Aura, max stacks **2**. This will always refresh at maximum duration whether or not the Aura was already active.

The stun from this attack is just long enough for Doom to immediately initiate his next combo. If this is a combo of Light Attacks, Doom can steal enough Power to instantly chain into another Special 1 and steal even more Power!

Dev Notes

Signature Ability – Indomitable Will

- Whenever Doom Nullifies a Power Gain Buff he receives one for himself, granting **20 %** of his max Power over **3** seconds.
- If the Opponent isn't already Shocked whenever Doom Nullifies any Buff, they have a **80.39 %** chance to be inflicted with a Shock Debuff, dealing **445.8** direct energy damage over **6** seconds.

If Doom is fighting a champion who frequently gains Buffs such as Hyperion, Vision Aarkus or Medusa, players can strategically align Doom's Stagger effects to instantly Nullify these Buffs as they activate. Which will in turn inflict a shock from Doom's Signature Ability and allow him to immediately chain a Heavy into another Stagger.

Dev Notes

Synergy Bonuses

I ANSWER TO NO ONE – Unique (Self-Synergy Available at 3-Star+)

- Attack Rating is increased by **10 %** for each knocked out team member.

Fantastic Rage – Unique (Available at 4-Star+)

With [Annihilus](#) and [Diablo](#)

- Heavy Attacks are guaranteed critical hits while the Opponent is suffering from a Stagger effect.

Enhanced Forcefield – Unique (Available at 4-Star+)

With [M.O.D.O.K.](#) and [Red Skull](#)

- Doctor Doom: gains + **15 %** Perfect Block chance.

Genius Ingenuity – Unique (Available at 4-Star+)

With [Mister Fantastic](#) and [Doctor Octopus](#)

- Shock and Incinerate Debuffs have + **20 %** increased Potency.

Sorcery Reversal – Unique (Available at 4-Star+)

With [Doctor Strange](#) and [Symbiote Supreme](#)

- Activating the Aura of Haazareth has a **50 %** chance to Purify all Degeneration, Poison, Incinerate, Bleed and Coldsnap effects.

This gives Doom a way to Purify many common Damaging Debuffs, this reversal will not work against Passive

effects but can be a great way to bypass the negative effects of many Debuff focused nodes across various quests!

Dev Notes

Cosmic Overload – Unique (Available at 5-Star+)

With [Silver Surfer](#)

- Each time the Aura of Haazareth is activated Doom taps into the Power Cosmic, gaining a random Buff for **8** seconds.
 - Fury: Increase Attack Rating by **50** %.
 - Power Rate: Increase Power Rate by **15** %.
 - Armor Up: Increase Armor Rating by **50** %.

Mystic Tyrants – Unique (Available at 5-Star+)

With [Morningstar](#)

- Successful Nullifies deal a burst of energy damage equal to **20** % of Doom's Attack.

Recommended Masteries

Mystic Dispersion

- Doom has many ways to Nullify Buffs from the Opponent, allowing him to gain a bunch of additional Power from their expiry.

Despair

- Doom's has the ability to frequently shock the Opponent, allowing him to maintain the effects of Despair on the Opponent throughout a large portion of the fight.

Perfect Block

- Doom has no way to regenerate or self-sustain, the Perfect Block Mastery allows skilled players to prevent chip damage by performing Well-Timed blocks, thus keeping Doom in the battle much longer!



Author: [MCOC Champion Designers](#)

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Doctor Octopus

Otto Octavius had a troubled life, enduring both an abusive father at home and constant derision from his peers. Devoting his life to science, to prove his detractors wrong, he became a nuclear physicist and engineered a revolutionary set of mechanical arms. When a lab accident fused the arms to his body, his sanity reached a breaking point. Assuming the derogatory name coined by his coworkers, Otto began a life of crime as Doctor Octopus!

Character Class: Tech

Basic Abilities: Power Lock, Heal Block, Armor Up

Champion Attributes



- Survivability 3.5



- Damage 3.5



- Ease of Use 2



- Utility 2.5



- Defender Strength 1

[Learn more about Champion Attributes](#)

Base Stats and Abilities

*All stats based on 4 Star, Rank 5, Level 50, Signature Level 99

- **Max HP:** 13987
- **Max Atk:** 1047
- **Max PI (4* 5/50):**
 - Without Signature: 3797
 - With Signature (99): 4747

Scientific Method – Passive

- Research is built in each Category until it hits 100. If you haven't gained research in a category for 10 seconds it begins to fall off.
- Each Category grants a Passive effect which scales as its category builds.
- When a Category reaches 100, it triggers a Breakthrough as long as there isn't one already active.
- When a Breakthrough effect expires, all Research Categories reset to 0.
- 3 Research Categories:
 - Physics – Research Category
 - Builds when your Opponent Gains Power
 - Scaling Effect: Opponent's Special Attack Damage reduced by up to 50%.
 - Breakthrough: Applies a Power Lock Debuff on the Opponent which lasts 5 seconds.
 - Chemistry – Research Category
 - Builds on Block or Parry
 - Scaling Effect: Block Proficiency Buff, granting up to 2000 Block Proficiency
 - Breakthrough: Applies a Heal Block Debuff to the Opponent which lasts 5 seconds.
 - Biology – Research Category
 - Builds when landing Hits and when being Struck
 - Scaling Effect: Fury, granting up to 1047 Attack.
 - Breakthrough: Applies an Armor Up Buff, granting 2000 Armor for 5 seconds.

Special 1 – Thesis – Doc Ock has a theory, that he's better than you are. If you don't believe him he'll be happy to demonstrate that fact for you.

- Reset the duration of any currently active Breakthrough Effect.
- If no Breakthroughs are currently active, it triggers the Breakthrough of whichever category is currently highest.

Special 2 – Experiment – Like any good scientist, Doc Ock will need to put his hypothesis to the test, much to the detriment of his test subjects.

- Trigger the Breakthrough effect of all Research Categories currently at 100, and reset the duration of all Breakthroughs to 3.5 seconds per Category currently at 100.

Special 3 – Proof – After much careful study and experimentation, Doc Ock can now mathematically prove that your defeat is inevitable.

- Duplicate 1 currently active Breakthrough with a duration of 5 seconds.
- This Duration increases by 10 seconds per currently active Breakthrough.

Signature Ability – Academic Background :

- Doctor Octopus's extensive academic background lets him start the fight with each of his Research Categories at 60 and each Breakthrough is replaced by a new effect.
- Physics: Drain 100% of Power Gained and Steal 10% of the Power Drained.
- Chemistry: Deal Direct Damage equal to 100% of health gained and Lifesteal 20% of the damage done.
- Biology: Gain the standard Biology Breakthrough Armor Up and 578 Armor Penetration while it's active.

Synergy Bonuses

1. Electro – Particle Physics

- Doctor Octopus : When a Breakthrough expires, Research Categories reset to 50.
- Electro : Gains 50% additional Power from Critical Hits .
- Unique Synergy: Does not stack with duplicate synergies.

2. Ant-Man – Biochemistry

- Doctor Octopus : Starts with 40 Chemistry Research.
- Ant-Man : Glancing Hits reflect 40% of Physical Damage done, by attacks that make contact.
- Unique Synergy: Does not stack with duplicate synergies.

3. Vulture – Engineering

- Doctor Octopus : Research Categories no longer fall off over time.
- Vulture : Gain an additional +5 Chitauri Charge on Critical Hit.
- Unique Synergy: Does not stack with duplicate synergies.

4. Spider-Man (Classic) and Stark Enhanced – Nemesis

- All Champions Gain +6% Attack.

Recommended Masteries

- **Block Proficiency :**
 - Doc Ock builds Block Proficiency with his Chemistry Research, but his natural Block Proficiency is quite low. This Mastery will help remove this point of weakness.
- **Parry:**
 - Parry is very useful for Doc Ock. It allows for quickly building his Chemistry Research Category, and aggressive use of Parry allows him to string together combos quickly, key for building up his Breakthroughs.
- **Recovery :**
 - Once his Signature Ability is unlocked, the Recovery Mastery increases the amount of Health absorbed during a Chemistry Breakthrough.

Matchups

Strong Matchups :

- **Cable**
 - Doc Ock has a great matchup against Cable. When Cable triggers a Power Gain it will feed Doc Ock's Physics Category pushing him towards the Power Lock, and reducing Cable's opportunity to trigger more Power Gains or Regeneration.
- **Wolverine**
 - Wolverine's repeated Regenerations are an ideal target for Doc Ock's Heal Block. This only gets better when his Signature Ability is unlocked, and Doc Ock can steal some of that Regeneration for himself.
- **Cyclops (Blue Team)**
 - Blue Team Cyclops gets a lot of his damage from his Special Attacks, and gains additional Power while below 1 bar. Doc

Ock can steal some of that bonus Power, as well as reduce the damage from those Specials.

Weak Matchups:

- **Crossbones**
 - Crossbones is a tough match for the good Doctor. His ability to convert two of Doc's three Breakthroughs to his own Furies will take away much of Doc's strength.
- **Yondu**
 - Yondu's ability to reduce his opponent's Power Gain with Debuffs can make it difficult for Doc Ock to use his Special Attacks to get his Breakthroughs rolling effectively, and this repeated use of Special Attacks will charge up Yondu's Special 2 Attack.
- **Ronan**
 - If Ronan can get on the offensive, he can force Doc Ock into triggering his Biology Breakthrough, then he has the Armor Break to remove it, and his Special Attack Stuns to keep Doc Ock locked down.



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Doctor Strange

Neurosurgeon Doctor Stephen Strange's success caused him to hit rock bottom. But the Ancient One elevated him to new heights, as Doctor Strange, Sorcerer Supreme! He is Master of the Mystic Arts, with powerful magic spells at his command. But forget the Flames of the Faltine, the Cloak of Levitation, the Eye of Agamotto – behind all that is a tenacious warrior dedicated to defending the Earth against the darkest mystical adversaries!

Champion Attributes



- Survivability 3



- Damage 1



- Ease of Use 3.5



- Utility 2



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

Character Class: Mystic

Basic Abilities: Nullify, Power Gain

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Passive

- Doctor Strange invokes three Vishanti blessings to aid him in battle, each lasting 9 seconds.
 - Oshtur's Refuge grants increased Armor and Block Proficiency for 9 seconds.
 - Agamotto's Insight grants increased Attack and Critical Hit Rate for 9 seconds.
 - Hoggoth's Wisdom grants 16% Power Gain Rate, and all hits Regenerate 402.39 Health for 9 seconds.
- Doctor Strange receives 100% less Power from Attacking and Defending, but gains 33% Power every 9 seconds

Special 1

- This attack may deal up to 100% additional damage and recover up to 100% Power at random.

Special 2

- While under Oshtur's Refuge, these flames have a 50% chance to inflict Weakness, decreasing the target's Attack by 15% for 10 seconds.
- While under Agamotto's Insight, these flames have a 50% chance to Armor Break, applying 900 Armor Rating reduction for 10 seconds.
- While under Hoggoth's Wisdom, these flames have a 50% chance to Nullify, removing 1 positive status effect from the opponent.

Special 3

- 100% chance to Fate Seal the Opponent immediately Nullifying all Buffs, and prevents any new Buffs from activating for 5 seconds.

Signature Ability – Counterspell

Passive

- The Sorcerer Supreme automatically counters enemy Buff Effects with countermagic. Spell effectiveness: 85%!

Synergy Bonuses

Friends

- With [Spider-Man \(Classic\)](#): All Champions gain +130 Armor Rating

Friends

- With [Thor , Wolverine \(X-23\)](#): All Champions gain +130 Armor Rating

Teammates

- With [Black Bolt](#): All Champions gain +5% Perfect Block Chance

Teammates

- With [Scarlet Witch \(Classic \)](#): All Champions gain +5% Perfect Block Chance



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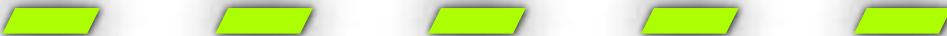
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Doctor Voodoo

Jericho Drumm was born to a poor area of Haiti. He found his escape, travelling to America to attend school, but returned when his brother Daniel became seriously ill, and died. Respecting his brother's dying wish, Jericho sought out a Houngan priest to begin his own training. Jericho soon became a Supreme Houngan in his own right, with his pure heart and mystical strength leading him to eventually take the mantle of Doctor Voodoo, new Sorcerer Supreme.

Champion Attributes



- Survivability 5



- Damage 3



- Ease of Use 2



- Utility 3



- Defender Strength 1

[Learn more about Champion Attributes](#)

Base Stats and Abilities

*All stats based on 4 Star, Rank 5, Level 50, Signature Level 99

- **Health:** 14520
- **Attack:** 1148
- **Max PI:**
 - Without Signature: 3504
 - With Signature (99): 4492

Blocking: Increase Energy Resist by 50% while Blocking.

Fight Start: 100% chance to regenerate 12% health over 10 seconds.

All Attacks: All attacks have a 10% chance to place a Loa on their opponent that lasts until removed by another effect. A Loa is a buff with no effects.

Special 1

- 50% chance to Envenom each of the opponent's Buffs, Nullifying it, and applying a Poison dealing 255% of your Attack as Direct Damage over 20 seconds.

Special 2

- 50% chance to convert up to 3 Loa into either a Buff on himself or a Debuff on the opponent, based on current Combo Meter.
- Even Combo: All of Voodoo's attacks gain a 50% chance to burn 2.5% of his opponent's Power, converting 450% of Power burnt into Energy Damage, lasting 15 seconds.
- Odd Combo: Target leaks 30% of their Power, over 10 seconds.

Special 3

- 100% chance of applying Power Leech to the target, stealing 40% Power over 20 seconds.
- When the Power Leech ends for any reason, Doctor Voodoo gains an equivalent Power Gain Buff.

Signature Ability

- **Brother Daniel:** Brother Daniel will possess either Doctor Voodoo or his opponent moving between them based on Doctor Voodoo's combo meter when he uses a Special Attack.
- **Combo Even:** Doctor Voodoo is possessed gaining 100% increased Ability Accuracy and (50-100)% increased Buff Duration.
- **Odd Combo:** Opponent is possessed gaining 50% decreased Ability Accuracy and (50-100)% increased Debuff Duration.

Synergy Bonuses

- Doctor Strange – Rivals (+25% Critical Damage)
- Rogue – Teammates (+5% Perfect Block)
- Winter Soldier – Friends (+6% Armor)
- Guillotine – Enemies (+7% Critical Hit Rate)

Recommended Masteries

- Recovery
 - Doctor Voodoo starts every fight with an active Regeneration effect. Enhancing it will help keep his HP topped off for repeated fights, such as during a quest or Alliance Events.
- Mystic Dispersion
 - With the unique combination of the ability to both place Buffs on his opponents and nullify them away, Doctor Voodoo can generate a lot of extra power with this Mastery.
- Parry/Pacify/Stupify
 - By keeping Brother Daniel on his opponent, Doctor Voodoo can significantly extend the length of a parry stun. On top of this, combining Brother Daniel with Pacify will reduce your opponent's ability accuracy by a huge amount.

Matchups

Strong Matchups

- **Groot:** Groot is immune to Bleed but not Poison, and he produces a lot of buffs for Voodoo to convert to Poisons. Combine this with Brother Daniel's Ability Accuracy debuff which will give you a chance to prevent Groot's regeneration from triggering at all. Also there's a class advantage, just for a little extra kick.
- **Wolverine:** Poison reduces his healing effects, Brother Daniel reduces the chance of Regeneration from triggering, and Spirit Venom lets him Nullify one if Wolverine does manage to trigger one.

Weak Matchups

- **Hulk:** Doctor Voodoo does a lot of Poison damage and Hulk is immune to this. Doctor Voodoo shuts down his opponents by reducing Ability Accuracy and Nullify Buffs, Hulk procs very few buffs passively, increasing his Damage as his health drops. Voodoo is resistant to Energy Damage while Hulk exclusively does Physical Damage.
- **Vision:** Like the Hulk, Vision is Immune to Poison and doesn't trigger any Buffs. He also has the ability to get a Heal Block on his opponents very quickly, counteracting Doctor Voodoo's Regeneration. Finally, his Mana Burn can keep preventing his opponent from using any of their Special Attacks.



Author: [MCoC Champion Designers](#)

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Domino

Neena Thurman a.k.a. Domino is the lucky result of an unlucky government weapons program designed to breed the perfect weapon. After escaping a top-secret facility with her mother, she honed her Mutant ability to manipulate probabilities and joined the mercenary group known as X-Force.

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- [Domino's Mechanics](#)
- [Strengths and Weaknesses](#)
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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6148	501	1765
4-Star ★★★★	15417	1255	4419
5-Star ★★★★★	30911	2516	10051
6-Star ★★★★★★	52743	4292	17140
(Rank 5, Level 65)			
7-Star ★★★★★★★	51106	3935	17370
(Rank 1, Level 25)			

Champion Attributes



- Survivability 2.5



- Damage 5



- Ease of Use 4



- Utility 3.5



- Defender Strength 3.5

[Learn more about Champion Attributes](#)

Domino's Mechanics

Character Class: Mutant

Basic Abilities: Luck, Critical Bleed, Critical Damage

Strengths and Weaknesses

Strengths

- She's great when Bleed is present. Whether attacking or defending, if the enemy triggers Bleed, she'll be in a good place. Conveniently, a lot of notorious Skill Champions rely on stacking Bleeds. Blade comes to mind.
- Opponents that trigger abilities frequently, such as on every hit, will have a chance to fail on each of those events, and therefore trigger her Signature Critical Failure Ability often.

Weaknesses

- Tech opponents, opponents that don't Bleed or don't inflict Bleed, and opponents with few abilities or reliably (100% trigger rates) abilities can walk all over Domino. Vision captures all three of these aspects.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Probability Field Passive

- At the start of the fight, opponents lose 233.33 Critical Rating and Domino gains the same amount.
- At the start of the fight, opponents lose 15% Ability Accuracy. Whenever one of Domino's abilities fails to trigger, she gains +10% Ability Accuracy for 8 seconds.
- Domino's Bleed abilities tend to strike vital points and have a chance to benefit from her Critical Damage bonuses equal to her Critical Chance.
- Opponents' Bleed abilities tend to graze and have a 50% chance to expire after only 1 second(s). Whenever a Bleed expires prematurely, Domino is inspired and gains 10% of her maximum Power instantly.

All Attacks

- Benefit from up to +1006.4 Attack Rating selected at random.
- Benefit from up to +1400 Critical Damage selected at random.
- A Critical Hit with a maximum roll in both Attack and Critical Damage Ratings results in a Perfect Critical Hit that inflicts Stun for 1 to 3 second(s).

Heavy Attacks

- If the opponent is Stunned, Attack Rating is increased by +2516 for this attack.

Blocking

- Benefit from up to +1400 Block Proficiency selected at random.
- A Block with 5407 Block Proficiency or higher results in a Perfect Block, reducing incoming attack damage to zero and granting 10% maximum Power instantly.

When Filling a Bar of Power

- 30% chance for Domino to gain a Lucky Passive. 25% of Domino's current Combo Meter count is added to this chance.
- 30% chance for opponents to suffer an Unlucky Passive. 25% of the opponents' current Combo Meter count is added to this chance.
- Lucky and Unlucky effects last for a random duration between 1 and 5 seconds plus 1.5 additional second(s) for each full Bar of Power at the time of activation.
- Skill Champions are always Unlucky.
- Tech Champions are never Unlucky.

Lucky Passive

- +286.36 Critical Rating.
- +400 Critical Damage Rating.
- +15% Ability Accuracy.
- +370.59 Block Proficiency.
- 10% chance to Evade attacks.
- Stun expires 35% faster.
- Domino is more likely to earn a higher roll when selecting Attack Rating, Critical Damage Rating, and Block Proficiency bonuses at random.

Unlucky Passive

- -286.36 Critical Rating.
- -289.66 Critical Damage Rating.
- -233.33 Critical Resistance.
- -35% Ability Accuracy.

- -370.59 Block Proficiency.
- 100% chance for Evade or the Dexterity Mastery to fail.
- Bleed abilities deal 50% less damage.

Special 1 – Stroke of Luck

- Each hit has a 25% chance to inflict Bleed, dealing 2767.6 damage over 7 seconds.
- If Domino is Lucky, this attack refreshes all Stun and Bleed effects on the opponent.
- If the opponent is Unlucky, this attack has +503.2 Attack Rating for each second that passed since the last time Domino hit with a Special Attack.

Special 2 – Auspicious Onslaught

- Each hit has a 25% chance to inflict Bleed, dealing 6038.4 damage over 7 seconds.
- If Domino is Lucky, this attack has +2516 Attack Rating if Domino suffered from Bleed at least once this fight.
- If the opponent is Unlucky, they're Taunted by this flashy attack. Taunted opponents have their Attack reduced by 251 and have a 70% higher chance to activate a Special Attack.

Special 3 – Soldier of Fortune

- 74% chance to inflict Bleed, dealing 6038.4 damage over 7 seconds.
- If Domino is Lucky, this attack has +75.48 Attack Rating for every Critical Hit that occurred this fight by either Domino or her opponent (Max: 100 Critical Hits).
- If the opponent is Unlucky, this attack inflicts Armor Break, removing one Armor Up and reducing Armor by 592.31 for 4 seconds.

Signature Ability – Critical Failure

- Opponents take 1509.6 Energy Damage over 1.5 second(s) whenever their abilities have a chance to trigger but don't. Potency decreases temporarily for consecutive triggers.

Synergy Bonuses

Six Pack – Unique

With [Deadpool](#)

- Domino: +10% damage against Champions that aren't female or robots.
- Deadpool: Special 1 has a 50% chance to Stun Champions that aren't female or robots for 2 second(s).

X-Force – Unique

With [Deadpool \(X-Force\)](#)

- Domino: Each time Domino performs a well-timed Block, the chance for her to be Lucky increases by +10% the next time she fills a Bar of Power.
- Deadpool (X-Force): Bleed deals 20% more damage.

Weapon X Strike Team – Unique

With [Old Man Logan](#) or [Sabretooth](#)

- Domino: Each time Domino avoids an attack by Dashing Back, the chance for her to be Lucky increases by +6% the next time she fills a Bar of Power.
- Old Man Logan or Sabretooth: Regeneration and Fury are 12% more effective.

Mercs for Money – Unique

With [Masacre](#)

- Masacre: At the start of the fight, and when Ignited expires, gain between 1 and 5 Ignition Charges.
- Domino: Debuffs last 1 second(s) longer.

Code Red Revelations – Unique

With [Red Hulk](#)

- Domino: Heavy Attacks inflict an Incinerate that deals damage equal to that Heavy Attack's damage over 2 second(s).
- Red Hulk: Special 2 Regeneration consumes 1 less Heat Charge and recovers 18% more Health.

Better Luck Next Time – Unique

With [M.O.D.O.K.](#) or [Taskmaster](#)

- Domino: If Domino never hit with a Special Attack while both Lucky and Unlucky were active, then she has +20% chance to activate them during her next fight.
- M.O.D.O.K. or Taskmaster: Bleed abilities last 2 second(s) longer.

It's Complicated – Unique

With [Cable](#)

- Domino: Start the fight with either Lucky or Unlucky active for 7 seconds.
- Cable: +15 Armor Rating and +3% Power Gain.

Romance

With [Colossus](#) or [Wolverine](#)

- All Teammates gain +4% Power Gain.

Recommended Masteries

- Offensively, the big numbers come from maximizing Critical Rate, Critical Damage, and Bleed damage. There are several Crit Masteries to choose from – all are great for Domino – and Deep Wounds to boost her Bleed damage. Stacking Attack Rating with Critical Rate and Critical Damage has a compounding effect on her Bleed damage, since her Bleeds have a chance to Crit as well. A Critical Bleed deals bonus Bleed damage equal to her Critical Damage at the time of the Bleed trigger.
- It's worth mentioning the benefits of Double Edge. The self-inflicted Bleed will end early and grant a bit of bonus Power in 50% of her fights. In every fight, it guarantees she'll benefit from the damage bonus applied to Special 2 while Lucky.
- Defensively – and don't let the high damage potential fool you, she's a highly effective defender as well – you'll want to focus on Health, Block Proficiency, and Perfect Block Chance. The longer she's alive, the more iterations through Lucky or Unlucky she'll go through, and the more opportunities she'll have to harm her opponent. It's really that simple; however, fights against Domino aren't over until the very end, as her Special 1 and 3 attacks both have the potential to accrue massive damage over the course of longer fights and surprise opponents with a last-ditch attack for high damage.
- Coagulate and Willpower will also add even more anti-Bleed (and general all-around longevity) to grant Domino pseudo Bleed Immunity. In many cases – especially against Champion's with more frequent, weaker Bleeds – Domino will profit with either Health, Power, or both when Bleed is inflicted upon her, making this pseudo-immunity better than actual immunity.



Author: [MCOC Champion Designers](#)

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Dormammu

Dormammu was born to a race of powerful beings made of pure magical energy known as the Faltine, and has only one true desire: power. This desire drove him from his home world and brought him to the Dark Dimension, where he now rules and draws even greater power from the worship of his subjects. Now with the power of so many heroes concentrated in The Contest, Dormammu has come as one of the greatest mystical threats in the universe, undoubtedly to gain that power for himself.

Champion Attributes



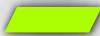
- Survivability 3



- Damage 1



- Ease of Use 4



- Utility 2.5



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

Base Stats and Abilities

*All stats based on 4 Star, Rank 5, Level 50, Signature Level 99

- **Health:** 17028
- **Attack:** 1114
- **Max PI:**
 - Without Signature: 3520
 - With Signature (99): 4218

Basic Abilities: Power Drain, Power Burn, Nullify, Power Lock

Passive – Immune to Poison

As a being of pure mystical energy, Dormammu, is immune to all known poisons of the Battlerealm.

Passive – Immune to Bleed

Dormammu lacks blood and is therefore, immune to Bleed effects.

Passive – Dark Energy

- Gain Dark Energy Charges each time your opponent spends power.
- When the Charge reaches 100, Dormammu will consume all Dark Energy to Imbue the next ability he uses with additional effects.
- Gain 50 Dark Energy Charges for each Buff Nullified.

Heavy Attack

- If there is no Soul Bond on the target, place one on it.
- While a Soul Bond is active, each Dark Energy Charge you receive also adds charges to the Soul Bond – up to 100.
- Detonate an active Soul Bond dealing up to 4% of Attack as Direct Damage, per Soul Bond charge.

Medium Attack Combo Finisher

- The target doesn't gain Power from this Hit.

- Depletes up to 7.5% of the Target's Max Power.
- Imbued: Causes Direct Damage equal to 400% of Power Drained from the opponent by this attack.

Special 1: Soul Fire – A wave of power from the Dark Dimension burns through his opponent's very soul, burning out any sources of power it may find.

- 100% Chance to Nullify 1 enemy Buff.
- Imbued: 100% Chance to Nullify all enemy Buffs.

Special 2: Dimensional Blasts – Dormammu opens rifts to the Dark Dimension, drawing forth bolts of raw power.

- 100% Chance to Power Lock opponent for 5 seconds.
- Imbued: Drain 15% of the target's Max Power per hit.

Special 3: Lord of the Dark Dimension – Dormammu brings his opponent into the Dark Dimension for a demonstration of his true potential.

- Gain a Dimensional Link buff causing Dormammu to continually gain Dark Energy for 16 seconds.
- Imbued: Gain an Empowered Dimensional Link buff. While it is active Dormammu Regenerate 20% of Damage done by the Soul Bond detonation as Health.

Signature Ability – Soul Leech

Dormammu uses his opponent's powers as a link to reach deep within their soul. Each time a buff expires on his opponent, Dormammu has up to a 100% chance to Degenerate them for 130% of his attack, over 10 seconds. The chance of this ability triggering increases the longer it's been since it was last triggered.

Synergy Bonuses:

1. **Doctor Strange** – Nemesis – (All Champions gain +6% Attack)
2. **The Hood** – Inseparable – (All Champions gain +9% Special 3 Damage)
3. **Doctor Voodoo** – Enemy – (All Champions gain +7% Critical Hit Rate)
4. **Mordo** – Dark Empowerment – (Non-Robot Villain Champions have a 20% chance to Revive at 10% Health when receiving a knockout blow)

Recommended Masteries

- Mystic Dispersion
 - Dormammu has a Nullify ability on his Special 1, allowing him to trigger Mystic Dispersion a lot. This only improves with an Imbued Special 1 allowing him to Nullify all his opponent's Buffs.
- Assassin
 - The Assassin Mastery pairs very well with Dormammu's Soul Bond. The very high ratio on a fully charged Soul Bond gives great returns from this mastery, and since the Soul Bond will take some time to fully charge, it's likely to be ready when this Mastery kicks in.
- Liquid Courage and Double Edge
 - I'm going to lump these two in together, since in this case they're both doing pretty much the same thing: giving a large Attack boost, while Dormammu's natural immunities prevent him from receiving their negative effects.

Matchups

Strong Matchups

- **Hyperion:**
 - A lot of Hyperion's power comes from his repeated Power Gains, and Dormammu has several ways to deal with them. Also, the True Damage from both Soul Bond and Soul Leech allows him to bypass Hyperion's high resistances.
- **Doctor Strange:**
 - Ahh the good Doctor, Dormammu's long time nemesis. Now, this isn't a super hard counter, but Dormammu is well equipped for this fight. He doesn't rely on Buffs limiting the effect of Counterspell. He has a Nullify of his own to take down Doctor Strange's period buffs, and once his Signature is unlocked he has a chance to Degenerate Doctor Strange each time he switches Buffs.
- **Cable:**
 - When stepping into the ring with Cable, Dormammu's going to want to play the shutdown game. Cable can really get rolling when he triggers Power Gains, which in turn gives him more chances to trigger Regenerations, and more Power Gains. Dormammu has a couple of options to deal with this, either Nullifying them directly, or Power Locking and Draining him to prevent them having a chance to trigger.

Weak Matchups

- **Electro:**
 - Electro is a tough contender for Dormammu, especially once he has access to his Signature Ability. Electro is happy to just sit on a full Power Bar for extra Critical Hits, never giving Dormammu a chance to build his Dark Energy, and hold Class

Advantage for even more damage.

- **Captain America:**

- Captain America is a great counter to Dormammu. He doesn't have any Buffs to trigger, avoiding Soul Leech. Weakness provides a window in which Dormammu really doesn't want to trigger the Soul Bond, and Class Advantage offsets Cap's lower damage output.

- **Cyclops (Blue Team and New Xavier School):**

- Cyclops has big Special Damage at his disposal, and doesn't mind saving up for his Special 3, especially if he can get his combo up for the additional damage. Again, by saving up his Special Bar he can deny Dormammu much of his Dark Energy charge, and no buffs to trigger keep him safe from Soul Leech.



Author: [MCOC Champion Designers](#)

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Dragon Man

Dragon Man was a lifeless android constructed by Professor Gregson Gilbert, then brought to life by Diablo through a combination of Science and Alchemy. Dragon Man spent much of his existence being manipulated into combat by Heroes and Villains alike, until Valeria Richards upgraded his Programming. Now with both super-intellect and immense strength, Dragon Man acts as a guardian for the children of the Future Foundation.

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- [Dragon Man's Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star
★★★ 6245 467 1952

4-Star
★★★★ 15660 1171 4904

5-Star
★★★★★ 31398 2346 10630

6-Star
★★★★★★ 53576 4004 18140
(Rank 5, Level 65)

7-Star
★★★★★★★ 51106 4159 16550
(Rank 1, Level 25)

Champion Attributes



- Survivability 4



- Damage 3.5



- Ease of Use 3



- Utility 3



- Defender Strength 4

[Learn more about Champion Attributes](#)

Dragon Man's Mechanics

Dragon Man is a momentum based Champion focused on sticking his opponent in the corner and beating the heck out of them. Dragon Man uses his aggressive Power Gain to repeatedly knock his Opponent down and generate Unblockable for a short duration, keeping up his momentum. Once he gets the Opponent in the corner he gains massive bonuses to Attack and reduces Power generated by the

Opponent when struck.

Character Class: Mystic

Basic Abilities: Power Charge, Ineptitude, Unblockable

Strengths and Weaknesses

Strengths

• Power Gain

- Dragon Man's Power Charge ability is one of the strongest Power generating abilities in the game. As long as Dragon Man can keep at least one Power Charge active he will always have a Special Attack ready.

• Knockdowns

- When Knocking his Opponent down, Dragon Man gains an Unblockable Buff for a short duration. This Buff is paused during Special Attacks, so if Dragon Man can link multiple Heavy Attacks and Specials Attacks back to back, he can keep his Unblockable effect up for a long time.

• Opponents with Buffs

- Dragon Man is the first Champion to use Ineptitude, which inverts the Potency of Fury, Armor Up, Precision, and Cruelty Buffs quite significantly. This becomes especially powerful if the Opponent is using infinite Duration Buffs.

Weaknesses

• Stun

- When Stunned, Dragon Man loses all stacks of Power Charge. Since his Combat Power Rate is quite low, without Power Charge he will struggle to retaliate against his Opponent.

• Petrify

- Dragon Man's Power Gain can be turned against him with Petrify. If his Power Charge potency is reduced his threat is minimal. If it's reversed, he will lose Power at an alarming rate.

• Nullify and Purify

- Dragon Man is a powerhouse of a Champion. But all of his Abilities are either Buffs or Debuffs, making him very susceptible to Nullify and Purify effects.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Passive

- Dragon Man's thick Armor and Advanced Robotics grants full immunity to Bleed, Poison, and Armor Shattered.
- If under the effects of an Armor Break, Dragon Man releases currents of mystical energy, dealing 200.2 Degeneration Damage every 0.5 seconds. Damage is increased by 100% against Cosmic Champions.
- Offensive Combat Power Rate is reduced by 35%.

Power Charge – Buff

- At the start of a fight, gain Power Charge, generating 12% of a bar of Power every second. Power Charge is removed when Stunned.
- If 0 Power Charges are active, create one after 12 seconds. When Defending, this duration is reduced by 4 seconds.
- When fighting Science Champions, upon receiving a Non-Damaging Debuff, pause cooldown Duration for 0.35 seconds.

Cornered – Passive

- While the Opponent's back is against the wall they gain Cornered. Cornered is unaffected by Ability Accuracy modifications.
- Each hit deals 1401.4 physical damage. This damage is increased by 50% for each Ineptitude or Unique Buff on the Opponent. Up to 150%
- Opponent Defensive Combat Power Rate is reduced by 70% while above 2 bars of Power.

On Opponent Knockdown

- Gain an Unblockable Buff for 3 seconds. Duration is paused during Special Attacks.

Heavy Attacks

- On Hit, remove any Incinerates on the Opponent, each dealing a burst of 2002 energy damage. If 6 or more Incinerates are removed, this damage is increased by 50%.

Special 1 – Blitzkrieg

- The final hit inflicts a non-stacking Slow for 8 seconds, preventing the effects of Unstoppable and passively lowering Evade and Unstoppable Ability Accuracy by -100%. Opponents with Natural Class Advantage cannot be slowed.
- The first hit that contacts the Opponent consumes 1 Power Charge to inflict an Ineptitude Debuff reducing the potency of new Fury, Armor Up, Precision, and Cruelty Buffs by 75% for 30 seconds.

Ineptitude reduces the Potency of any Buffs activated after Ineptitude is in place. If fighting a Buff heavy Opponent, get these Ineptitudes on them as early as possible. Ineptitudes can invert the potency of Buffs, allowing you to reverse the effects of the Opponents Buffs.

dev notes

Special 2 – Scorched Earth

- All 3 hits of Dragon Man's fire breath inflict Incinerate, dealing 2002 energy damage over 25 seconds. Incinerate also reduces the Opponent's Block Proficiency by 50% and prevents the activation of Perfect Block.
- Consume 1 Power Charge to generate a Fury Buff, increasing Attack Rating by 2602.6 for 30 seconds.

After connecting two Special 2's in a row, quickly try and land a Heavy Attack to deal a huge burst of Damage.

dev notes

Special 3 – Danger Close

- Consume all stacks of Power Charge. Each contributing 4 seconds to an Unstoppable Buff. While active, this Unstoppable instantly regenerates 85% of hit damage received from all attacks other than Special 3's.
- After this Special Attack ends, generate 3 stacks of Power Charge. Additional stacks of Power Charge do not generate additional Power.

This Special Attack ends with the Opponent Cornered. Use the unstoppable to charge into combat and keep Dragon Man's forward momentum up.

dev notes

Signature Ability – Tactical Programming

- When any Non-Science Opponent has specific Buffs active, gain a unique effect. Potency is increased by 100% when fighting Cosmic Champions.
- Regen: Reduce Opponents Regen Rate by 35%.
- Power Gain: Reduce Opponent Ability Power Gain Rate by 35%.
- Fury: Gain 1211.54 Armor Rating.
- Armor Up: Gain 1401.4 Attack Rating.
- Precision: Gain 1211.54 Critical Resistance.
- Cruelty: Gain 35% Critical Damage Resistance.

Dragon Man doesn't have any way to remove the Opponent's Buffs, but he gains strength the more Buffs the Opponent has active.

dev notes

Synergy Bonuses

Full Metal – Unique

With [Diablo](#)

- Dragon Man: Dragon Man's Special 3 generates an additional stack of Power Charge.
- [Diablo](#): Instantly consume Concoctions after they've been brewed. Additionally, Concoctions have a 50% chance to be recovered after brewing.

Student Loans – Unique

With [Mister Fantastic](#)

- Dragon Man: Ineptitude reduces the Opponents Armor Rating, Attack Rating, Critical Rating, and Critical Damage Rating by 10%.
- [Mister Fantastic](#): Each Careful Study Passive on the Opponent increases Mister Fantastic's matching Special Attacks damage by 50%.

First Crush – Unique

With [Invisible Woman](#)

- Dragon Man: While Unstoppable and being attacked, Dragon Man reduces his Opponents Offensive Ability Accuracy by 50%.
- [Invisible Woman](#): When becoming visible, retain 40% of Vulnerabilities on the Opponent.

Not so Hidden Dragon – Unique

With [Tigra](#)

- Dragon Man: While the Opponent is Cornered, their Defensive Combat Power Rate is reduced by 25% when struck by Special Attacks.
- [Tigra](#): Neutralized Opponents have -100% Auto-Block Ability Accuracy.

Enemies

With [Punisher](#), [Punisher 2099](#), and [Elsa Bloodstone](#):

- All Champions gain +155 Critical Rating

Recommended Masteries

Double Edge and Liquid Courage

- Being a Robot, Dragon Man gains full immunity to Bleed and Poison effects. This allows him to gain extra damage provided by these masteries without the downfall of taking the damaging Debuffs.

Despair

- Dragon Man inflicts long duration Debuffs on the Opponent. He should be able to have 6 Debuffs on the Opponent throughout the fight.

Inequity and Resonate

- Similar to Despair, Dragon Man is already inflicting long duration Debuffs making this potency Masteries in his hands. However, with ineptitude, Dragon Man is capable of inverting Fury Buffs. Coupled with these Masteries Dragon Man can significantly reduce the Opponents Opponents Attack Rating.



Author: [MCOC Champion Designers](#)

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Drax

Drax The Destroyer – a fearsome opponent who has faced Thanos, Annihilus, and the Blood Brothers. But the green-skinned warrior started life as Arthur Douglas, a human who lost his family to the evil Thanos. Supercharged by cosmic beings, he became the Destroyer – a rugged brawler and Guardian of the Galaxy!

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- [Strengths and Weaknesses](#)
- [Abilities](#)
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- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6609	463	1605
4-Star ★★★★	16572	1159	4026
5-Star ★★★★★	33227	2324	9145
6-Star ★★★★★★	42815	2994	11761

(Rank 3, Level 45)

Champion Attributes



- Survivability 2



- Damage 1.5



- Ease of Use 4.5



- Utility 1



- Defender Strength 1

[Learn more about Champion Attributes](#)

Drax's Mechanics

Drax is all about the damage, having access to Fury Buffs and Bleeds. Fury Buffs will trigger naturally throughout the fight, increasing Drax's overall damage output. Additionally, Critical Hits have a chance to trigger Bleeds on the opponent, further increasing Drax's damage.

Character Class: Cosmic

Basic Abilities: Fury, Bleed

Strengths and Weaknesses

Strengths

- **Buffs**
 - Drax's Signature Ability allows him to stack multiple Fury Buffs throughout the fight allowing him to counter nodes such as Buffed Up.

Weaknesses

- **Nullify**
 - Drax relies on his Fury Buffs to increase his overall damage output. Running into an opponent with access to Nullify would cut Drax's damage down.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

All Attacks

- 12% chance to gain a Fury Buff for 6.50 seconds, granting +1162 Attack.

Special Attacks

- 100% chance to gain a Fury Buff for 8 seconds, granting +697.2 Attack.

Critical Hits

- Critical Hits lacerate opponents with a 40% chance, inflicting 2324 Bleed damage over 5 seconds.

Special 2

- 40% chance to inflict Bleed, dealing 3718.4 Direct Damage over 4 seconds.

Special 3

- 100% chance to inflict Bleed, dealing 5112.8 Direct Damage over 5.50 seconds.

I prefer the reliability of the Special 3 and its guaranteed Bleed.

Expert Player Note

Signature Ability – Enthrall

All Attacks

- Fury fascinates The Destroyer, granting a fixed 12% chance to cumulatively increase Attack by 1162.68 for 6 seconds with each activation.

More damage for The Destroyer! His Signature Ability allows him to stack multiple Fury Buffs on top of each other resulting in much higher damage output!

Expert Player Note

Synergy Bonuses

Enemies

With [Ronan](#)

- All Champions gain +155 Critical Rating

Rivals

With [Gamora](#)

- All Champions gain +115 Critical Damage Rating

Teammates

- With [Agent Venom](#)

All Champions gain +5% Perfect Block Chance

Teammates

With [Star-Lord](#)

- All Champions gain +5% Perfect Block Chance

Recommended Masteries

Deep Wounds

- With access to easy Bleed Debuffs, Deep Wounds will increase Drax's damage even further.

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [Jnik](#)



Author: [MCoC Champion Designers](#)

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Ebony Maw

A master of manipulation and overall evil genius, Ebony Maw is Thanos's most trusted lieutenant, never failing him even once. Focusing on his strong telekinetic abilities rather than raw physical strength, Ebony Maw curves and bends the environment around him with ease. Additionally, his superhuman persuasive voice allows him to sway even the strongest minds.

Ebony Maw's Mechanics

Lacking raw physical strength, Ebony Maw uses his telekinetic abilities to strike his Opponent, this can make it quite challenging to parry him since only his Light 1 makes contact. As well, if given the time to focus on his opponent, Ebony Maw will begin to persuade them causing them to falter and miss attacks.

If Ebony Maw is able to fully persuade his opponent, he digs even deeper into their mind and begins deteriorating their mental state completely making him a dangerous foe that can hurt you without a single touch.

Base Stats and Abilities

*All stats based on 4-Star, Rank 5, Level 50, Signature Level 99

Health: 13379

Attack: 1092

Max PI:

- Without Signature: 3846
- With Signature (99): 4787

*All stats based on 5-Star, Rank 5, Level 65, Signature Level 200

Health: 26826

Attack: 2189

Max PI:

- Without Signature: 7738
- With Signature (200): 10500

Character Class: Mystic

Basic Abilities: Degeneration, Nullify, Falter, Power Steal

Champion Attributes



- Survivability 3.5



- Damage 2



- Ease of Use 4.5



- Utility 3



- Defender Strength 4

[Learn more about Champion Attributes](#)

Strengths and Weaknesses

Strengths

- **Opponents that take awhile to ramp up**
 - Any opponent that take awhile to ramp up will be a good target for Ebony Maw since it gives him the perfect opportunity to persuade them before they're able to fully ramp up to their full potential.
- **Power Control**
 - Ebony Maw can steal Power Gain buffs by landing a Heavy Attack, making targets such as Hyperion much more manageable. Additionally Ebony Maw's heavy attack and Special 3 Attack steals some of the opponents power making him a great option for power control.
- **Non-Contact Nullify**
 - Ebony Maw's Special 1 Attack doesn't have to hit the opponent to Nullify up to 1 buff. This can be great in dangerous situations such as when the opponent has an Unstoppable Buff.
- **Bypass Guaranteed Critical Hits**
 - Ebony Maw can be extremely dangerous when brought into the right match-up since all guaranteed critical hits will miss instead, say goodnight Corvus.

Ebony Maw can be a pretty strong Alliance War Defender, especially when placed on a dangerous node, however, he also brings utility that allows him to dominate in a variety of different matchups, especially long lasting fights where he's given the opportunity to inflict the opponent with Black Tongue.

Dev Notes

Weaknesses

- **Champions With No Buffs**
 - One of the reasons Ebony Maw is dangerous is because he can nullify Buffs without landing a hit, allowing him to inflict Degeneration without making contact, however, this ability falls short when his opponent has no Buffs to Nullify.
- **Long Reaching Heavy Attacks**
 - When knocked down by a Heavy Attack Ebony Maw's focus is broken, this gives opponents with long reaching Heavy Attacks a huge advantage since they can easily keep his focus broken.
- **Champions Who Inflict Non-Damaging Debuffs**
 - When suffering from Non-damaging Debuffs Ebony Maw takes double the time to focus. This makes it difficult for him to build persuasion and gives the opponent the opportunity (if played right) to keep his focus broken for the whole fight.

Ebony Maw is very dangerous when focused, continually breaking his focus is the best strategy to defeating him. Champions with long reaching heavy attacks combined with non-damaging debuffs on their heavy hit are great counters since they will not only break his focus, but double the time it takes for him to focus again.

Dev Notes



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Electro

Max Dillon was just an electrical engineer doing his job. But a lightning strike jolted him into the menacing Super Villain known as Electro! With the ability to command up to a million volts electricity, deliver lethal shocks, or shoot lightning, he has become an infamous criminal, and adversary to Spider-Man.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	4366	494	1713
4-Star ★★★★	10947	1238	4293
5-Star ★★★★★	21948	2482	9345
6-Star ★★★★★★	28281	3198	12021
(Rank 3, Level 45)			

Champion Attributes



- Survivability 2



- Damage 1



- Ease of Use 4.5



- Utility 1



- Defender Strength 3

[Learn more about Champion Attributes](#)

Electro's Mechanics

Electro is a force to be reckoned with (with his Signature Ability). He has easily accessible Stun and formidable Energy Damage output on contact. His Shock Resistance not only counters challenging nodes and Champions, but also boosts his own attack as well.

Character Class: Science

Basic Abilities: Shock Resist, Increased Crit Rate, Stun

Strengths and Weaknesses

Strengths

- Full Shock Resistance
- Formidable defender in Alliance War

Weaknesses

- Reliant on Signature Ability
- Static Shock deals reduced damage to Skill Champions
- Stun Immune opponents negate Electro's special attack bonuses

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Passive

- Electro takes no damage from Shock effects and each Shock grants Electro 496.4 Attack and 15% Static Shock damage.
- Enemy Shock effects gain +75% Ability Accuracy and Duration.

Electro's resistance to Shock damage makes him a key counter to opponents who rely on both Passive Shocks and Shock Debuffs.

Expert Player Note

When Attacked

- Opponents that make contact with you receive a Static Shock for 38% of the damage they inflicted as Energy Damage. This damage is Science based, dealing increased damage to Mystic Champions and reduced damage to Skill Champions.

Although this ability is mainly for Electro's on Alliance War defense or in Quests, the Energy Damage inflicted could save you in a pinch.

Expert Player Note

Special 1

- 60% chance to Stun for 3 seconds.

Special 2

- 70% chance to Stun for 4 seconds.

Special 3

- 90% chance to Stun for 4.50 seconds.

The longer Stun duration can open up new opportunities to build up power again for a follow up Special 1!

Expert Player Note

Signature Ability – Electrostatic

Passive

- Building Power levels in both players charge the atmosphere, increasing Critical Rating by up to 3145.49 based on the stored Power in both Electro and his opponent.

Playing Electro with 3 full bars of power allows him his maximum damage potential! Pair this with Shock Debuffs gained from nodes or opponents for a shockingly good time!

Expert Player Note

Synergy Bonuses

Enemies

With [Spider-Man \(Miles Morales\)](#)

- All Champions gain +155 Critical Rating

Friends

With [Rhino](#)

- All Champions gain +130 Armor Rating

Nemesis

With [Spider-Man](#)

- All Champions gain +5% Attack

Teammates

With [Venom](#)

- All Champions gain +5% Perfect Block Chance

Recommended Masteries

Petrify

- Electro's Stuns reduce opponent's Regeneration rate and Power rate!

Pacify

- Stuns reduce opponent Ability Accuracy

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [Rob.vonShoe](#)



Author: [MCOC Champion Designers](#)

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Elektra

Trained in the martial arts since she was an adolescent, then warped into a killer by the secret order of ninjas known as the Hand, Elektra Natchios is one of Earth's deadliest assassins. Wielding her remarkable agility, skill, and precision on her own terms, Elektra has vowed to never again bow to any master.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5821	485	1699
4-Star ★★★★	14596	1216	4268
5-Star ★★★★★	29264	2437	9501
6-Star ★★★★★★	37708	3140	12220

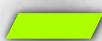
(Rank 3, Level 45)

Champion Attributes

- Survivability 2



- Damage 1



- Ease of Use 4.5



- Utility 2



- Defender Strength 1



[Learn more about Champion Attributes](#)

Elektra's Mechanics

Elektra easily shuts down the Defensive Ability Accuracy of her enemies. Abilities that might trigger when being struck (for example, Magik's Limbo, Iron Man's Regeneration, the Unblockable Finale Node, etc) can be prevented with well-timed combos.

Character Class: Skill

Basic Abilities: Bleed, Ability Accuracy Reduction, Armor Break

Strengths and Weaknesses

Strengths

- **Ability Accuracy Reduction**
 - Elektra can easily bypass the tricky abilities of her opponent by applying any Debuff. Debuffs that apply independently from her base abilities will still count towards this reduction
- **Guaranteed Critical Hits**
 - Use her guaranteed Critical Hits to bypass Armored Champions or deal reliable and quick damage.

Weaknesses

- **Tenacity**
 - Without Debuffs, Elektra loses all ability to reduce the opponent's Ability Accuracy. Fighting Champion's that shrug them off prevents a vital part of her Kit.
- **Crit Resistance/Glancing**
 - Abilities that prevent Critical Hits will greatly reduce Elektra's damage. She will have a hard time fighting champions like Mister Sinister that prevent damage from Critical Hits.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

All Attacks

- While the opponent has less than 15% Health, this Champion strikes with guaranteed Critical Hits.
- Opponents passively suffer 85% reduced Defensive Ability Accuracy for as long as they are under a Debuff effect.

Strong Ability Accuracy Reduction is the core of Elektra's kit. Avoid those scenarios by landing Debuffs with her Special Attacks. Be careful when fighting champions like Ebony Maw that punish guaranteed Critical Hits!

Expert Player Notes

Special 1

- This attack has 100% Critical Hit Chance against bleeding targets.
- 75% chance to inflict Bleed, dealing 3168.1 Direct Damage over 7 seconds.
- Against Bleed Immune Champions: 70% chance to Armor Break the target, reducing Armor Rating by 1400 for 9 seconds.

Throw this Special quickly after using another Special to take advantage of the increased Critical Hit Chance.

Expert Player Notes

Special 2

- 85% chance to inflict Bleed, dealing 3411.8 Direct Damage over 7 seconds.
- Against Bleed Immune Champions: 85% chance to Armor Break the target, reducing Armor Rating by 1400 for 9 seconds.

Hope isn't lost against Bleed Immune Champions. Triggering Armor Break instead against Champions with Bleed Immunity will allow her to still effectively counter them.

Expert Player Notes

Special 3

- 100% chance to inflict Bleed, dealing 6485.05 Direct Damage over 3 seconds.
- Against Bleed Immune Champions: 100% chance to Armor Break the target, reducing Armor Rating by 1400 for 9 seconds.

This Bleed has a short duration but high per-second damage, making it the perfect pairing for the Deep Wounds Mastery.

Expert Player Notes

Signature Ability – No Loose Ends

Passive

- Elektra's Final Strike now triggers anytime the opponent is below 25% Health. Additionally, while the opponent is within Final Strike range, Elektra gains 525.1 increased Critical Damage Rating.

While her Signature Ability isn't necessary to have, it allows Elektra to escape the end of fights more efficiently and potentially avoid tricky abilities at the end of a fight.

Synergy Bonuses

Friends Lv. 3

With [Wolverine](#)

- All Champions gain +130 Armor Rating

Rivals Lv. 3

With [Black Widow](#)

- All Champions gain +115 Critical Damage Rating

Romance Lv. 3

With [Daredevil \(Classic\)](#) and [Daredevil \(Hell's Kitchen\)](#)

- All Champions gain +5% Power Gain

Teammates

With [Deadpool](#) and [Deadpool \(X-Force\)](#)

- All Champions gain +5% Perfect Block Chance

Recommended Masteries

Pacify

- When the opponent is stunned, Elektra combines her own Ability Accuracy Reduction with Pacify's Ability Accuracy Reduction to increase the shutdown rate to over 100%. Avoid triggering abilities completely by timing key strikes when the opponent is Stunned.

Resonate

- Resonate has a chance to apply a Debuff on any hit. This is a useful Mastery to use when the opponent is Immune to Bleed or Armor Break, or when Elektra is unable to use many Special Attacks

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [Cat Murdock](#)



Author: [MCOC Champion Designers](#)

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Emma Frost

Emma Frost is an incredibly powerful mutant, with a brilliant mind to match. She possesses staggering telepathic abilities, and is able to transform her body into organic diamond, rendering her almost indestructible. From White Queen of the Hellfire Club, to leader of the X-Men, she handles every challenge with grace, poise, and wit as sharp as a diamond.

Character Class: Mutant

Basic Abilities: Bleed Immunity, Resist Physical, Prowess, Taunt, Power Sting, Concussion

Champion Attributes



- Survivability 3.5



- Damage 3



- Ease of Use 4



- Utility 3



- Defender Strength 4

[Learn more about Champion Attributes](#)

Base Stats and Abilities

*All stats based on 4-Star, Rank 5, Level 50

Health: 14596

Attack: 1216

Max PI:

- **Without Signature:** 3821
- **With Signature (99):** 4662

*All stats based on 5-Star, Rank 5, Level 65

Health: 29264

Attack: 2437

Max PI:

- **Without Signature:** 7698
- **With Signature (200):** 10430

*All abilities based on 4-Star, Rank 5, Level 50, Signature Level 99

Passive

- Emma Frost starts the fight in Diamond Form.
- When Emma Frost is at least one Power Level ahead of the Opponent, she deactivates Diamond Form and switches to Telepath Form.
- When the Opponent is at least one Power Level ahead of Emma Frost, she deactivates Telepath Form and switches to Diamond

Form.

- When Emma Frost is inflicted by an Armor Break effect, she is forced into Telepath Form, and cannot swap to Diamond Form for the duration of the Armor Break.

Learning how and when to swap between her two forms is the key to maximizing Emma Frost's damage and making the most of her abilities.

Dev Notes

Diamond Form – Passive

- Emma Frost's organic diamond is immune to all Stun, Bleed, Poison, Incinerate, Shock, Frostbite, Coldsnap, Fatigue, Concussion, and Exhaustion effects.
- Well-timed Blocks grant a Prowess Buff.
- When Emma Frost changes into Diamond Form, she replaces all temporary Prowess Buffs with new indefinite Prowess Buffs that increase Special Attack Damage by +10%. Prowess Buffs are capped at 5 in Diamond Form.
- 10% chance that a Block reduces all damage.
- +1636.36 Armor
- +352.94 Block Proficiency
- +1636.36 Physical Resistance
- +2000 Critical Resistance Rating
- Opponents have -181.82 Critical Damage Rating

Diamond Form is Emma Frost's defensive form. She's immune to all of the most common debuffs in the game, including Stun, which means she isn't stopped by the Parry mastery. Her defensive stats also get a huge boost.

Dev Notes

Telepath Form – Passive

- When Emma Frost changes into Telepath Form, she replaces all indefinite Prowess Buffs with new Prowess Buffs that increase Special Attack Damage by +10% and last 7 seconds. Prowess Buffs are capped at 10 in Telepath form.
- Critical hits grant a Prowess Buff, and refresh all existing Prowess Buffs.
- Emma Frost is able to read her opponent's thoughts, allowing all Emma Frost's attacks to ignore Evade.
- +222.22 Critical Rate for each active Prowess effect.
- +40.82 Critical Damage Rating for each active Prowess effect.

Emma Frost is at her most aggressive in Telepath Form. The Prowess buffs she builds in both forms boost her Crit rating and Crit Damage, and Critical Hits grant her even more Prowess. The easiest way to generate Prowess is to get some indefinite Prowess in Diamond Form, then switch to Telepath and use the Prowess you already gained to land Critical Hits and get all the way up to 10 buffs.

Dev Notes

Heavy Attack – Diamond Form

- Generate 50% additional Power.
- Opponents generate 80% less Power from this attack.

Heavy Attack – Telepath Form

- 60% chance to Taunt the Opponent for 5 seconds.
- Opponents that are Taunted have their Attack reduced by 40% and have a 70% higher chance to activate a Special Attack.
- These Debuffs are removed if Emma Frost switches to Diamond Form.

Emma Frost's Heavy attacks make it easier to transition into Telepath Form, and then stay there. In Diamond Form, she will generate more Power than the opponent. In Telepath Form, Opponents are Taunted into using their Special Attacks. In both cases, Emma Frost will likely end up with more Power than the opponent, triggering the swap into Telepath Form.

Dev Notes

Special Attacks

- Emma Frost switches to Telepath form for the duration of the attack.
- Once Emma Frost finishes a Special Attack, all Prowess Buffs are removed.
- This attack deals True Damage, ignoring all of the opponent's Armor.

Some of the hits of Emma Frost's Special Attacks are Psychic projectiles. Unlike regular projectiles, they can't be dodged or avoided by characters like Daredevil, The Hood, or Ghost.

Dev Notes

Special 1: Mental Assault – Emma Frost assails the Opponent's mind directly with a pair of telepathic strikes.

- 100% chance to inflict Power Sting for 8 seconds. An opponent with Power Sting takes 1094.4 Direct Damage when activating a Special Attack.

Special 2: Brainstorm – Emma Frost launches a psychic blast at the opponent, following it up with a direct mental attack.

- 100% chance to inflict Concussion for 8 seconds, reducing the opponent's Ability Accuracy by 50%.

Special 3: Dominate the Mind – Emma Frost takes complete control of the Opponent's mind, subjecting them to extreme mental trauma before giving them a harsh return to reality.

- 100% chance to reduce the opponent's Power Gain from all sources by 75% for 8 seconds.

Signature Ability: White Queen

- When Telepath Form is active and Emma Frost would lose more than 15% of her Max Health from a single source, she activates Diamond Form for 3 seconds to reduce the damage. This ability activates before checking Armor and Resistances.
- When Emma Frost uses a Special Attack, the opponent's controls are reversed until just after the end of the attack

Emma Frost's Signature Ability powers up both her defensive and offensive abilities. The first ability swaps her into Diamond Form before she would take too much damage, so that her increased defenses can reduce the effectiveness of the attack. The second ability makes it incredibly difficult to dodge Emma Frost's Special Attacks, and the effect lasts just long enough to also interfere with the opponent's follow-up attack. However, some Champions like Magneto and Juggernaut are protected from the reversed controls by psychic shielding in their helmets.

Dev Notes

Synergy Bonuses

Memories of Genosha – [Sentinel](#) – Unique Synergy

- Emma Frost: +15% Attack Rating in Diamond Form.
- Sentinel: +4 Physical Resistance for each Analysis Charge.

Impenetrable Hide – [Colossus](#) – Unique Synergy

- Emma Frost: Emma Frost switches to Diamond Form when she and the Opponent are in the same bar of Power.
- Colossus: +15% increased Power Gain for each Armor Up Buff.

It's Complicated – [Cyclops \(New Xavier School\)](#), [Cyclops \(Blue Team\)](#) – Unique Synergy

- Emma Frost: Emma Frost can strike with Critical Hits even while the opponent is Blocking.
- Cyclops (New Xavier School) and Cyclops (Blue Team): +10% increased Power Gain.

Phoenix Force – [Phoenix](#) – Unique Synergy

- Emma Frost: Whenever Emma Frost would gain one Prowess Buff, she gains two instead.
- Phoenix: Entering Overload does not consume Fury Buffs. When Phoenix stops Overloading, all Fury Buffs are removed.

Recommended Masteries

Double Edge, Liquid Courage

- Both Double Edge and Liquid Courage increase Emma Frost's Attack at the cost of applying a Bleed and Poison Debuff. However, Emma Frost starts fights in Diamond Form, which will remove these Debuffs while keeping the Attack bonus

Cruelty, Precision

- In Telepath Form, Emma Frost has increased Critical Rating and Critical Damage Rating, depending on her Prowess. Increasing these even further via the Cruelty and Precision Masteries means she will land Critical Hits more often, giving her more Prowess, and making her Critical Hits strike even harder.

Block Proficiency, Perfect Block

- Emma Frost needs to Block the opponent in order to build Prowess Buffs in Diamond Form. Equipping the Block Proficiency and Perfect Block masteries will decrease the amount of damage Emma Frost takes when doing so.

Strengths and Weaknesses

Strengths

Anti-Bleed, Anti-Poison, Anti-Stun

- In Diamond Form, Emma Frost is immune to Bleed, Poison, Stun, and a host of other debuffs. Any nodes or opponents that rely on these effects will struggle against Emma Frost, especially since she starts every fight in Diamond Form.

Spider-Man, Nighthcrawler, and other champions with Evade

- When in Telepath Form, all of Emma Frost's attacks ignore Evade. This means Champions such as Spider-Man and Nighthcrawler will take the full force of her assault, including her empowered Critical Hits.

Power Drain

- Power Drain gets complicated when Emma Frost is involved. Decreasing her Power is likely to trigger her swap into Diamond Form. This means she'll lose access to her powerful Critical Hits, but her defensive stats will increase. This can be a good or bad thing, depending on who her opponent is.

Weaknesses

Armor Break

- When Emma Frost suffers an Armor Break in Diamond Form, she'll be forced into Telepath Form for the duration of the Debuff. This will reduce her defenses, and remove her immunities to Stun and Bleed, making her much more vulnerable. On top of that, it is more difficult for Emma Frost to generate Prowess in Telepath form. So Champions that can consistently inflict Armor Break will have an easier time against Emma Frost.

Anti-Critical

- Emma Frost's greatest damage potential comes from her increased Critical Damage Rating and Critical Rating in Telepath form. Champions that decrease the effectiveness of Critical Hits or prevent them from occurring at all will significantly hamper Emma Frost's ability to dole out damage.



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Falcon

A former air force pararescue who went on to work with recovering veterans, Sam Wilson aided the legendary Captain America in adjusting to modern life, quickly becoming Cap's close friend in the process. Using an experimental winged harness, Wilson takes to the skies as the high-flying Falcon.

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Base Stats and Abilities

	Health	Attack	PI (Max Signature)
3-Star ★★★	6184	483	1953
4-Star ★★★★	15508	1210	4894
5-Star ★★★★★	31093	2425	10570
6-Star ★★★★★★	53055	4138	18040
(Rank 5, Level 65)			
7-Star ★★★★★★★	51408	4010	17420
(Rank 1, Level 25)			

Champion Attributes

- Survivability 3.5



- Damage 4.5



- Ease of Use 2.5



- Utility 3.5



- Defender Strength 2



[Learn more about Champion Attributes](#)

Falcon's Mechanics

Falcon's kit revolves heavily around managing the timing you apply your lock on to the opponent to get the biggest bonus effects and damage you can. Reduce the Opponents Defensive Ability Accuracy by -100% to have them never trigger an evade, thorns ability, or

Rock Stack ever again. Use this in tandem with his amazing Critical Damage and on-hit bonus damage to handle many of the most difficult Defenders the Contest has to offer!

Character Class: Skill

Basic Abilities: Recon, Bleed, Incinerate

Strengths and Weaknesses

Strengths

- **Anti-Evade**
 - With Falcon's Lock On Mechanic you can have the Opponent never trigger an Evade gain. On top of that every time they fail an evade you get Bonus Critical Damage Rating letting him tear through any champ with a consistent Evade.
- **On-Hit bonus Attack**
 - Falcon will now gain a Passive on-hit Attack increase against any opponent currently under the effects of RedWing's Lock On.
- **High Critical Chance**
 - Falcon's Signature Ability has been increased further, and in addition he now has 100% Critical chance on the 2nd hit of his SP2. This will give you a sure fire way to get a Critical when you need it in any situation.

Weaknesses

- **Anti-Crit**
 - Falcon's Damage relies heavily on his ability to Critical and pump out some massive yellow numbers. Running into a fight like Mister Sinister can result in a pretty brutal match-up for Falcon's new kit.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Enhanced Synergy Bonuses

- Falcon is a master scout and is always ready to lend a hand. His Synergy Bonuses all provide an additional +3% Attack rating each.

Recon Scan

- To Begin a Recon Scan, dash back and hold Block. If Block is held for 1.20 seconds the opponent gains a Lock On charge for 14 seconds. While Lock On is active, Falcon's attacks Passively reduce the opponent's Defensive Ability Accuracy by 100%.
- Lock On gains +40% duration while fighting Science Champions but suffers -20% duration while fighting Mutants.
- Once Lock On ends, it goes on Cooldown for 8 seconds.
- Falcons Basic Attacks Gain +5379.4 Attack.

Using Recon Scan you can stop tons of your Opponent's Abilities. Counter Evade, Thorns, or even Korg and Things Rock Stacks! Use Recon Scan Wisely as this is going to be the main way for you to gain bonus damage in every fight.

Dev Notes

On Opponent Evade

- Falcon's scanning system in his goggles Recalibrates each time the opponent triggers a Passive Evade, increasing Falcon's Critical Damage Rating by 143.62 indefinitely.
- While Redwing is active any Evade that the Opponent Fails to trigger will increase Falcon's Critical Damage Rating by 143.62 indefinitely.

Falcon is going to go insane on the damage side if you bring him into a fight where you can match up against an opponent that will be evading often you're going to be hitting for some massive yellow numbers.

Dev Notes

Special Attacks

- If Redwing is Locked On, Falcon's Special Attacks gain additional Zeroed In effects.

Special Attack 1

- 100% chance to inflict Bleed, dealing 4344.9 Direct Damage over 3.50 seconds.
- Zeroed In: 100% chance to inflict an additional Bleed.

Special Attack 2

- Opponent's Physical Resistance is reduced by 100% during this attack.
- Zeroed In: +875 Critical Damage Rating during the attack. Additionally, the Second hit of this Attack gains 100% Critical Chance.

Special Attack 3

- 100% chance to inflict an Incinerate Debuff, dealing 6620.8 Energy Damage over 10 seconds. Incinerate also removes Perfect Block Chance and reduces Block Proficiency by 50%.
- Zeroed In: 100% chance to inflict a 25 second Vulnerability Debuff. Attack a Vulnerable opponent grants +964.29 Critical Damage Rating and reduces Block Proficiency by 50%.

If you're not in a fight that the opponent will be evading, this is going to be the best way to pump that damage up. Toss your Sp3 and pound on the enemy!

Dev Notes

Signature Ability – Exo-8

Recon Scan

- Redwing's Lock On lasts 2 seconds longer and provides an additional 1994.67 Critical Rating.

Synergy Bonuses

Teammates

With [Thor Ragnarok](#)

- All Champions Gain +130 Armor Rating & 3% Attack rating

Enemies

With [War Machine](#) , [Black Widow](#)

- All Champions Gain +155 Critical Rating 3% Attack

Enemies

With [Vision \(Age of Ultron\)](#) , [Black Panther \(Civil War\)](#)

- All Champions Gain +155 Critical Rating 3% Attack

Rivals

With [Ant-Man](#) , [Hawkeye](#)

- All Champions Gain +6% Perfect Block Chance 3% Attack Rating

Nemesis

With [Cull Obsidian](#) , [Ebony Maw](#)

- All Champions Gain +9% Attack Rating

Idol

With [Captain America](#) , [Captain America \(WWII\)](#) , [Captain America \(Infinity War\)](#)

- All Champions Gain +4% Health +7% Attack Rating

Teammates

With [Ant-Man](#) , [Hawkeye](#)

- All Champions Gain +5% Perfect Block Chance 3% Attack Rating

Recommended Masteries

Deep Wounds

Falcon has got some decent bleed damage on his Special 1 and one of his main sources of damage when the opponent has no evades. Get some Deep Wounds going to increase that Bleed Damage!

Double Edge

While he may not seem it, Falcon actually can be used fairly well with Double edge as he nearly never needs to use a special attack outside his SP3. Pair him with Nick Fury and Deadpool to get some juicy Regeneration and insane damage!



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Galan

The sole survivor of a dying cosmos, Galan was fused to the sentience of a newborn universe and metamorphosed into Galactus, the devourer of worlds. After emerging from his cosmic cocoon, he consumed a nearby planet to quench his hunger, killing billions of sentient beings in the process. Overcome by immense guilt, Galan refused his role as a cosmic predator and chose to live the existence of a simple farmer, growing his own nourishment in his “Planet Nursery” in the Quantum Fields of the Battlerealm.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6851	467	1893
4-Star ★★★★	17180	1171	4765
5-Star ★★★★★	34447	2346	10670
6-Star ★★★★★★	58777	4004	18200

(Rank 5, Level 65)

Champion Attributes



- Survivability 3.5



- Damage 4.5



- Ease of Use 3.5



- Utility 3



- Defender Strength 3.5

[Learn more about Champion Attributes](#)

Galan's Mechanics

Galan's kit is built around gaining Buffs to increase his primary resource, Planetary Mass. Galan gains 10 Planetary Mass every time he gains a Buff, and once he reaches 100, he can activate a Planetary Harvest. The Planetary Harvest is a 14-second timer that causes Galan to become Unstoppable, Regenerate Health, and deal a massive chunk of direct damage to his opponents. When the timer ends, he consumes his planet and discards all Planetary Mass. This isn't the only thing Galan has going for him though, his Special 2 can inflict deadly Incinerates that tear through his opponent's health bar, and he can inflict 3 times the amount if he activates it while the Harvest is active. His Signature Ability also grants Galan additional utility by making him Stun immune while his harvest is active, along with dealing additional bursts of Direct Damage whenever he gains Planetary Mass. Finally, Galan can make Cosmic Seed Heralds, allowing him to power up different Cosmics to grant them additional Utility to deal with tricky Defenders.

Character Class: Cosmic

Basic Abilities: Resistances, Fury, Intensify, Incinerate, Direct Damage

Strengths and Weaknesses

Strengths

- **Buffs**
 - Galan gains an absurd amount of Buffs, he needs it in order to power up his Planetary Harvest among other things. This can be incredibly useful for Nodes that reward having Buffs, such as Rich get Richer or Nodes that grant Buffs such as Feats of Power.
- **Direct Damage**
 - The final burst of Damage from the Planetary Harvest can deal some insane direct damage to squishy Tech Champions that hide behind layers of Armor. This allows Galan to bypass Armor effects without the use of Armor Break to take down Champions such as Nimrod.
- **Immunities**
 - Galan's otherworldly nature grants him a crazy amount of Immunities to effects across the Battlerealm. This allows him to deal with annoying Tech Defenders which trigger Defensive Power Lock, Drain, Burn and Special Lock. Galan even gains Buffs when these Immunities trigger with his Signature Ability.

Weaknesses

- **Neutralize**
 - Galan has two primary weaknesses needed to shut him down, the first being Neutralize. Galans benefits from having Buffs trigger in the first place, since effects such as Nullify and Fate Seal require the Buff to first activate before they can remove them, Galan will still gain his Planetary Mass. This means that Neutralize is the primary way to prevent Galan from gaining Buffs in the first place.
- **Frequent Special Attacks**
 - The second major weakness needed to take down Galan is frequent Special Attacks. Knocking down Galan with a Special Attack will strip him of 30 Planetary Mass for each bar of Power spent. With Galan gaining 40 Planetary Mass off of his Special 1, he can very easily overwhelm his opponent to trigger a Planetary Harvest unless they can outpace him and throw more specials than he can deal with.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

Solar Intensity

- Galan starts each quest with 1 Persistent Solar Intensity. This becomes 2 when Defending, and 3 if Defending a final boss node.
- When Galan defeats a non-#Dimensional being, he gains 1 additional Solar Intensity.
- At the start of the fight gain 1 indefinite Intensify Passive for each Solar Intensity, each increasing the potency of all future Buffs by 20%.
- At 3 Solar Intensity, all of Galan's Special Attacks gain a True Sense Buff, bypassing the effects of Miss and Auto-Block.

Galan's Solar Intensity is used to slowly power up Galan throughout the quest, slowly increasing the potency of his Buffs as well as triggering True Sense on his Special Attacks. Most notably though, Galan can spend 2 Solar Intensity to create a Cosmic Seed Herald, granting them unique Abilities as they win fights.

Dev Notes

Taa'an Biology

- Galan's otherworldly nature provides immunity to Fate Seals and Nullify effects.
- Additionally, the Staff of Taa preserves Galan's Power and grants immunity to Power Drain, Burn, Lock and Special Lock.
- Galan's first Light Attack and second Medium Attack strike with the Planetary side of the Staff of Taa, granting Galan 1 indefinite Resist Physical Buff, increasing Physical Resistance by 81.61. Max 20.
- Galan's first Medium Attack strikes with the Solar side of the Staff of Taa, granting Galan 2 indefinite Resist Energy Buffs, increasing Energy Resistance by 81.61. Max 20.
- Building additional Resistance Buffs while at their maximum quantity will replace previous versions with an updated Potency.

Galan has an incredible amount of Immunities which tie into his gameplay. Most notably, being immune to Nullify and Fate Seal. This may seem out of place for Cosmic Champion, which it is! However, due to Galan's ability to build up Planetary Mass through Buff activation, Nullify and Fate Seal effects will not be useful against him due to the fact that they remove Buffs that have already been activated before removing them. Therefore still granting him Planetary Mass. These Immunities were given to him to promote players to bring in other Mystic Champions with Neutralize or frequent Special Attacks in order to take him down in a much more reasonable fashion.

Dev Notes

Planetary Mass and Harvest

- Whenever Galan gains a Buff, his Planetary Mass is increased by 10. Galan also gains 50 Planetary Mass whenever the Opponent gains an Armor Up effect. Max 999.
- Whenever Galan is knocked down by a Special Attack, he loses 30 Planetary Mass per bar of Power spent.
- Landing a Heavy Attack with 100 or more Planetary Mass will trigger the Harvest. Activating the Harvest on Attack prevents Galan from building Power if over 1 Bar of Power.
- On Defense, the Harvest activates when Galan reaches 100 or more Planetary Mass.
- The Harvest lasts for 14 seconds, when the Harvest ends, Galan consumes all Planetary Mass to deal a burst of 230.63 Direct Damage for each Planetary Mass consumed, this Damage scales with Base Attack only and is halved on Defense.
- While the Harvest is active, Galan gains an Unstoppable Buff and a Regeneration Buff, healing 117.55 Health per second.
- If Galan performs a Special Attack while the Harvest is active, it becomes Unblockable and the Harvest ends. The burst of Damage triggers on the final hit of the Special Attack.

Planetary Mass and the Harvest is the core of Galan's kit, by triggering the Harvest, Galan gains a ton of Buffs such as Regen, Unstoppable, Unblockable, etc. While the Harvest is active, players are encouraged to deal as many Medium-Light-Medium combos as possible to build up Planetary Mass before the final Burst of Damage.

Dev Notes

Special Attack 1

- On activation, Galan gains 4 Fury Buffs, these Furies last for 26 seconds and increase Attack Rating by 320.32.
- While the Harvest is active: Convert all of Galan's Resistance Buffs into 5 Planetary Mass each.

Special 1 is an incredible tool in Galan's arsenal, due to it being the only way to convert Resistances into Planetary Mass, meaning you can launch it during the Harvest to gain an insane amount of Planetary Mass before annihilating the Opponent.

Dev Notes

Special Attack 2

- On activation, Galan gains 8 Intensify Buffs, each lasting 22 second(s) and increasing the potency of all new Buffs by 5%.
- The final 3 hits each inflict 1 Incinerate Debuff dealing 5005 Energy Damage over 14 seconds.
- While the Harvest is active: Instead inflict 3 Incinerates per hit with the same Potency and Duration.

Galan is the first Champion to use the Intensify Buff. Granting him an increased potency for all future Buffs. This can be absolutely crucial to his kit for powering up Furies to deal massive damage. This Special also acts as Galan's primary source of non-burst damage, as the incinerates can shred through Opponents, especially if you pair it with some Furies from Special 1.

Dev Notes

Special Attack 3

- Galan immediately gains 200 Planetary Mass and begins a Planetary Harvest if it is not already active.
- If activated while the Harvest is already active, refresh the duration of the currently active Harvest and enable Galan to gain Power again.

Galan's Special 3 has very specific use cases, this can be used to refresh the harvest in order to keep Galan's Regen and Unstoppable effects active for a significantly longer period of time, allowing him to maintain his health and make openings a bit easier. This is also the intended route to go for if you want to go for a maximum damage Harvest to get the largest burst of damage possible to avoid Nodes such as Unblockable Finale.

Dev Notes

Cosmic Seed Heralds

- Once per Quest, Galan can consume 2 Solar Intensity in the Pre-Fight Menu to place a Cross-Fight Cosmic Seed on the next fight. The next Cosmic Champion excluding Galan to enter this fight gains the Seed and becomes a Herald for the rest of the Quest. Whenever a Herald emerges victorious, the Seed will grow in power to grant abilities. Victories max out at 5.
- 0+ Victories – Heralds reduce the potency of all Power Burn effects by 100%.
- 1+ Victories – Heralds gain a 7% Resistance to all Damaging Debuffs for each Victory.
- 2+ Victories – Heralds become Unblockable when launching a Special Attack into an Opponent's block, this Buff lasts for the duration of the Special Attack with an additional 1 second(s) added for each Victory. Once activated, this ability goes on cooldown for 24 seconds.

Heralds are an incredibly powerful tool used to shut down a few different Tech Defenders by lowering Power Burn potency, or resisting incoming Damaging Debuff potency. With the last effect being used as a great tool for ensuring that you can launch special attacks while under a strict time limit. While not all of these effects may be useful to every Cosmic Champion in the game, there are also Synergies which boost the abilities of specific

Cosmics when they become Heralds, so be sure to give them a look!

Dev Notes

Signature Ability – Humble God of the Battlerealm:

- Whenever Galan prevents a Power Drain, Burn, Lock or Special Lock effect from a non-Mystic Champion via immunity, he gains 3 indefinite Physical Resistance and Energy Resistance Buffs (Rounded Up). These Buffs are the same as those gained from striking the Opponent with the Staff of Taa.
- While the Harvest is active: Galan becomes Stun Immune and deals a burst of 118.67 Direct Damage whenever Galan gains any amount of Planetary Mass, this Damage scales with Base Attack only.

Galan's Signature Ability is designed around taking what Galan has and amplifying it to give him more utility. Galan gains additional resistances when he triggers Immunities, gains Stun Immunity while the Harvest is active, and deals additional bursts of Direct Damage. All of these mechanics can all be incredibly powerful tools when it comes to taking down opponents as the Humble God of the Battlerealm.

Dev Notes

Synergy Bonuses

Heralds across the Battlerealm – I – Unique Synergy (5-Star+)

With [Air-Walker](#)

- [Air-Walker](#) : If this Champion is a Herald, all Unblockable Special Attacks inflict an additional 3 Armor Break and Dark Tide Debuffs.

Heralds across the Battlerealm – II – Unique Synergy (5-Star+)

With Cosmic Ghost Rider

- [Cosmic Ghost Rider](#) : If this Champion is a Herald, the potency of Cosmic Ghost Rider's Personal Armor Up Buffs are increased by 100%.

Heralds across the Battlerealm – III – Unique Synergy (5-Star+)

With [Terrax](#)

- [Terrax](#) : If this Champion is a Herald, Terrax gains +60% Combat Power Rate while Rock Field is active.

Heralds across the Battlerealm – IV – Unique Synergy (5-Star+)

With [Silver Surfer](#)

- [Silver Surfer](#) : If this Champion is a Herald, performing Special Attack 1 while the current dormant icon's corresponding Buffs exist will refresh all active Buffs and grant a True Sense Buff for 15 seconds. This ability cannot be activated while all 3 Rotating Buffs are active.

Heroes across the Cosmos – Unique Synergy (5-Star+)

With [Heimdall](#) , [Nova](#)

- [Heimdall](#) : If this Champion is a Herald, Heimdall can now convert 8 Buffs into Infinite duration variations using Heavy Attack.
- [Nova](#) : If this Champion is a Herald, Special Attacks pause Nova's Personal Fury and Unblockable Effects for 8 seconds and Heavy Attacks inflict a non-stacking Energy Vulnerability Debuff, lowering Energy Resistance by 20% for 12 seconds.

Villains across the Cosmos – Unique Synergy (4-Star+)

With [Venom the Duck](#) , [Red Goblin](#)

- [Venom the Duck](#) : If this Champion is a Herald, ending a Combo with a Light Attack will remove all active Symbiote Buffs and increase Aberration by 50%. This ability only activates while 1 Buff is active.
- [Red Goblin](#) : If this Champion is a Herald and below 41% health, enter Frenzy indefinitely. This is removed if Red Goblin goes above 41% health.

Farm to Table – Unique Synergy (2-Star+)

With [Colossus](#) , [Thanos](#)

- [Galan](#) : Converting Resistances into Planetary Mass creates an additional 5 Planetary Mass per Resistance.

- [Colossus](#) : Colossus' Special Attack 1 becomes passively Unblockable when activated with 5 or more Personal Armor Up Buffs.
- [Thanos](#) : The first time Thanos would be knocked out in each fight, he gains an Indestructible Buff, keeping the Mad Titan alive for 8 seconds.

Otherworldly Testimony – Unique Synergy (2-Star+)

With [Mister Fantastic](#)

- [Galan](#) : All Incinerate Debuff durations are increased by 50%.
- [Mister Fantastic](#) : Whenever a Personal Debuff expires on the Opponent, gain 20% of a bar of power.

Recommended Masteries

Dexterity

- The Dexterity Mastery triggers a Precision Buff, which will increase Galan's Planetary Mass. Weaving these into his gameplay can increase Galan's Planetary Harvest Burst of damage a noticeable amount.

Recovery

- Galan heals himself while the Planetary Harvest is active, meaning that Recovery can bump up the total amount of Regeneration to heal away small amounts of damage in a fight.

Extended Fury

- Galan's gameplan of using his Furies to power up the Incinerates can be a bit tricky to land sometimes, especially against a passive defender. Extending the duration of all Fury Buffs can help ease the time on this gameplay loop.



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Gambit

Remy LeBeau, raised by thieves on the dark streets of New Orleans was eventually forced to leave that life behind after winning a duel he wasn't meant to. Gifted with the power to supercharge objects he touches with powerful kinetic force, Gambit now fights alongside his fellow mutants to protect mankind, while also occasionally dipping into his more scoundrel-like nature to pull off a heist here and there.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6124	476	2134
4-Star ★★★★	15356	1193	5348
5-Star ★★★★★	30789	2392	10580
6-Star ★★★★★★	52535	4081	18050
(Rank 5, Level 65)			
7-Star ★★★★★★★	50904	3954	17420
(Rank 1, Level 25)			

Champion Attributes



- Survivability 3.5



- Damage 3



- Ease of Use 2.5



- Utility 2.5



- Defender Strength 1

[Learn more about Champion Attributes](#)

Gambit's Mechanics

Gambit is in The Contest with a Stun stacking special smashing style. Use your prowess to deal some huge special damage and stack your Stuns to lower the opponent's Combat Power rate and Regen rate.

Character Class: Mutant

Basic Abilities: Prowess, Concussion, Flak Jacket, Stun

Strengths and Weaknesses

Strengths

- **Anti-Thorns**
 - Gambit's Updated Kit now lets him counter Thorns by ignoring the damage he would take from Thorns type abilities.
- **Special Damage**
 - Gambit has got a huge amount more prowess now, as well stacking his prowess faster for stronger specials than ever before.
- **Bleed Resist**
 - Gambits Flak Jacket lets him ignore 100% of incoming bleed debuff damage letting him be a reliable counter to any bleeds you may run into!

Weaknesses

- **Stun Immune**
 - Gambits Utility relies a lot on him being able to Stun, and stack Stuns on the opponent. Running into Stun immune is going to have him struggle with applying his Regeneration and Combat Power Rate reductions.
- **Nullify**
 - Gambits Damage is heavily based on his Prowess, running into an enemy that has the ability to nullify or remove your buffs often is going to lower his damaging abilities.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Blocking

- Gambit charges his weapons while holding Block, gaining a Kinetic Charge every 0.40 seconds. Kinetic Charges build up more slowly as Gambit accumulates more of them. Max Charges: 10.

Gambit has the same base timer for building his Kinetic Charges, but they do not slow down nearly as much and he should be able to hit the cap of 10 much faster now!

Dev Notes

When Charging a Heavy Attack

- Gambit cashes out, converting his Kinetic Charges to Prowess Buffs, each increasing Special Damage by 30% for 16 seconds.

Now that Gambit's Prowess is gained on charging a Heavy Attack instead of Hitting it, you can Parry, Heavy charge and cancel it into a Special Attack. This works great with his Stun stacking abilities.

Dev Notes

Stun

- Each Stun Debuff on the Opponent Reduces Regeneration Rate and Combat Power Rate by 40% while active.
- All Stun Debuffs currently on the Opponent are Paused for the duration of Gambit's Special Attacks.

Combine Gambit new abilities found here with his on Heavy Charge prowess and Parry to stack Stuns and tons of damage against your opponent.

Dev Notes

Medium, Heavy, Special 1 and Special 2 Attacks

- These attacks utilize a burst of kinetic energy, reducing the amount of damage the opponent can deal with Passive effects when being struck by 100% for 0.20 seconds.

This is the exact same implementation as Omega Red!

Dev Notes

Flak Jacket

- Gambit begins each fight with a Flak Jacket charge which is lost once Gambit has taken 26267.5 Attack Damage. Tech Champions' Attack Damage counts double for this purpose.
- While Flak Jacket is active, Gambit gains +1500 Armor Rating and incoming Bleed effects suffer -150% Potency.
- Against Non-Contact Physical Attacks, the Flak Jacket provides an additional +1500 Armor Rating and Critical Resistance.

Bleed Resists as well as Armor and Critical Resistance are going to leave the new and improved Gambit stronger than ever.

Dev Notes

Special Attacks

- If the opponent does not have an Armor Up Buff, all hits gain +20% Ability Accuracy.

Special Attack 1 – Cardshark

- 85% chance to inflict a 2.50 second Stun Debuff.

Special Attack 2 – Bayou Beatdown

- This attack has a 85% chance to inflict a Concussion Debuff, reducing Ability Accuracy by 85% for 13 seconds. The Potency of this effect is affected by Class relationships.

Special Attack 3 – Royal Flush

- This attack has an 85% chance to inflict up to Two 5 Second Stun Debuffs.

Signature Ability – Ragin' Cajun

Always Active

- Prowess Buffs now also grant Gambit +118.65 Critical Damage Rating each.
- Additionally, his Flak Jacket is upgraded to allow it to absorb an additional 10507 Attack Damage before breaking.

Synergy Bonuses

Friends

With [Wolverine \(X-23\)](#), [Warlock](#)

- All Champions Gain +130 Armor Rating

Romance

With [Rogue](#)

- All Champions Gain +5% Power Gain

Teammates

With [Nightcrawler](#), [Beast](#), [Magneto \(House of X\)](#)

- All Champions gain +5% Perfect Block Chance

Enemies

With [Magneto](#), [Apocalypse](#), and [Mister Sinister](#)

- All Champions gain +155 Critical Rating

Idol

With [Professor X](#)

- All Champions gain +4% Health & Attack Rating

Recommended Masteries

Precision

- Up your Crit Rating to get some lucky crits on those Special Attack to really make that Signature Ability and Prowess Shine

Petrify

- Pair Petrify with Gambit's Stun stacking to lower the opponent's Regeneration Rate even further!



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Gamora

The most dangerous woman in the galaxy is a title hard to earn, and harder to keep. But Gamora has brawled and battled her way across the cosmos enough times to make this title stick. She's stronger than you, faster than you, and tougher than anyone. She is the adopted daughter of Thanos, but fiercely loyal to her comrades in the Guardians of the Galaxy.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5821	485	1833
4-Star ★★★★	14596	1216	4585
5-Star ★★★★★	29264	2437	10230
6-Star ★★★★★★	49935	4158	17440
(Rank 5, Level 65)			
7-Star ★★★★★★★	48348	4028	16850
(Rank 1, Level 25)			

Champion Attributes



- Survivability 2



- Damage 5



- Ease of Use 4



- Utility 2



[Learn more about Champion Attributes](#)

Gamora's Mechanics

Gamora is the Queen of stacking Buffs. Stack up her Fury and Cruelty Buffs to constantly increase her damage over the course of a fight. The longer a fight is, the more powerful Gamora will become! Keep up as many Buffs up as you can and Gamora will be able to deal with Defender Miss, Auto-Block, and Evade abilities. Additionally, Gamora can harness the power of her Godslayer Strike, making her Special Attacks even more powerful. Make sure to time your Specials to use this ability as often as possible to really get the most out of Gamora!

Character Class: Cosmic

Basic Abilities: Fury, Cruelty, Bleed, Armor Break, True Strike

Strengths and Weaknesses

Strengths

- **Buffs**
 - Gamora can float a ton of Buffs over the course of a fight, if Buffs are your aim Gamora is the one for you!
- **Miss Counter**
 - As Gamora's Damage builds with her Buffs, she also gains the ability to counter any opponent's Miss ability letting her play much safer into some tricky match-ups.

Weaknesses

- **Nullify**
 - Gamora is all Buffs all the time, and relies on them heavily in her kit. Running into an opponent that has the ability to Nullify away large amounts of Buffs will spell a big problem for her!

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Light Attacks

- 65% chance to gain a Fury Buff, increasing Attack Rating by +665.28 for 14 seconds. Max: 25.

Medium Attacks

- 65% chance to gain a Cruelty Buff, increasing Critical Damage Rating by 69.59 for 14 seconds. Max: 25.

Always Active

- Gamora's personal Buffs gain +1.5% duration for every 1 seconds that have passed during the fight. Max bonus: +60%.
- If Gamora has 8 or more personal Buffs active, her attacks cannot Miss.

Heavy Attacks

- Refreshes the duration of all personal Buffs.

I love to cancel the first hit of my Heavy Attack into a Special Attack to make sure that I get the Buff refresh and get the strongest Specials possible!

Dev notes

Special Attacks – Godslayer Strike

- Gamora begins each fight with a Godslayer Strike ready, which has a 65% chance to activate during each Special Attack. Once Godslayer Strike is used, it goes on Cooldown for 100 seconds.

Special 1 – Vital Strike

- This attack has 100% Critical Hit Chance
- 100% chance to inflict a Bleed Debuff causing 4158 Direct Damage over 5 seconds.
- Godslayer: Attack gains a flat +600% Critical Damage Multiplier.

Special 2 – The Jade Assassin

- This attack has 100% Critical Hit Chance
- 80% chance per hit to inflict an Armor Break Debuff, removing an Armor Up Buff and reducing Armor Rating by 428.57 for 18 seconds.
- Godslayer: Armor Break Debuffs during the attack gain +50% Potency, +60% Duration and +150% Ability Accuracy.

In longer fights, a few Special 2s stacked on top of each other spells a TON of damage.

Dev notes

Special 3 – Godslayer

- 100% chance to gain a True Strike Buff for 14 seconds, allowing this Champion to ignore Armor, Resistances, Auto-Block and all Evade effects.
- Godslayer: 100% chance to inflict a Shock Debuff causing 8316 Energy Damage over 10 seconds. If the opponent is a Robot, instead inflict a Degeneration Debuff that deals double damage.

The bread and butter you need to deal with tons of tricky defenders in the contest is stored here in the Special 3. Make sure to rush to a Special 3 as fast as you can if you have to deal with any pesky Evade or Auto-Block Champions.

dev notes

Signature Ability – Deadliest Woman in the Galaxy

Special Attacks – Godslayer Strike

- Gamora's skill with the Godslayer Blade grows, increasing the chance to activate it during Special Attacks to 100%. Additionally, the cooldown is reduced to 20.00 seconds.

Synergy Bonuses

Huntresses of the Contest – Unique

With [Angela](#), [Guillotine](#)

- Gamora: + 20% Attack Rating if at least 30 seconds have passed during the fight.
- [Angela](#): +15% Precision and Fury Buff Potency.
- [Guillotine](#): 50% chance when striking a Bleeding opponent to gain a Soul Charge. Cooldown: 10 seconds.

Sibling Rivalry – Unique

With [Nebula](#)

- Gamora: Robot opponents suffer -10% Ability Accuracy and -2% Attack Rating for each personal Buff on Gamora.
- [Nebula](#): The first Special 1 each fight is a guaranteed Critical Hit. The same is true for the first Special 2.
- All Synergy Champions: +5% Attack Rating.

Cybernetics Upgrade – Assault – Unique

With [Mister Fantastic](#), [Black Panther \(Civil War\)](#)

- Gamora: +20% Fury & Cruelty Buff Potency.
- All Synergy Champions ([Mister Fantastic](#), [Black Panther \(Civil War\)](#)): +5% Attack Rating.

Cybernetics Upgrade – Tactics – Unique

With [Beast](#), [Iron Man \(Infinity War\)](#)

- Gamora: Godslayer Strike's Cooldown is reduced by 20%, Additionally gain +20% Attack Rating during Special Attacks.
- All Synergy Champions ([Beast](#), [Iron Man \(Infinity War\)](#)): +5% Attack Rating.

Cybernetics Upgrade – Blitz – Unique

With [Guillotine 2099](#), [Silver Centurion](#)

- Gamora: Personal Buffs gain +20% duration. Begin the fight with 1 Fury and 1 Cruelty Buff.
- All Synergy Champions ([Guillotine 2099](#), [Silver Centurion](#)): +5% Attack Rating.

Friends

With [Star-Lord](#), [Storm](#), and [She-Hulk](#)

- All Champions gain +130 Armor Rating

Teammates

With [Drax](#), [Agent Venom](#), [Nova](#), and [Groot](#)

- All Champions gain +5% Perfect Block Chance



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Ghost Rider

Tricked by the demonic being Mephisto into selling his soul to save a loved one, stunt cyclist Johnny Blaze soon found himself bonded to the Spirit of Vengeance, a being of almost unlimited power from Hell itself. With the power to control Hellfire as well as his mystical Hell Cycle and Hell Chains, Ghost Rider has turned against Mephisto's purpose and instead uses his newfound abilities to protect the innocent and cast judgment upon the wicked.

Champion Attributes



- Survivability 5



- Damage 2



- Ease of Use 2.5



- Utility 2



- Defender Strength 1

[Learn more about Champion Attributes](#)

Base Stats and Abilities

*All stats based on 4 Star, Rank 5, Level 50, Signature Level 99

- **Health:** 16,040
- **Attack:** 1,187
- **Max PI**
 - Without Signature: 3,545
 - Signature Level 99: 4,424

Judgments

Ghost Rider can see his opponent's transgressions and place Judgments upon them. Each Judgment can only be applied once and lasts indefinitely.

The Duration of each Judgment's Secondary Effect is increased by 75% for each Judgment already active.

- This duration increase stacks for each Judgment effect active. If the opponent has 4 Judgments on them, then each Judgment's Secondary effect will have its Duration increased by 300%. More Judgments = longer secondary effects.

Finish a 5 Hit Combo with a Light Attack

- Judgment of Spite: 70% Chance
- Secondary: Inflicts Bleed, dealing 104% of your Attack as Direct Damage over 3.5 seconds.

Heavy Attacks

- Judgment of Malice: 80% Chance
- Secondary: Gain a Life Steal Passive effect for 6.5 seconds, allowing Ghost Rider to steal 34.5% Health with each attack.

Special 1: Retribution

- Judgment of Pride: 70% Chance.
- Secondary: Fate Seals the opponent, Nullifying all Buffs for 5.1 seconds.

Special 2: Hellfire Blast

- Judgment of Anger: 80% Chance
- Secondary: Drains 17% of the opponent's Power over 2 seconds.

Special 3: Penance Stare

- Judgment of Guilt: 100% Chance
- Secondary: Inflicts Damnation upon the opponent through the Penance Stare for 3.5 seconds, dealing 40% of Ghost Rider's Attack as Direct Damage. Opponents under Damnation are also Power Locked, Heal Blocked and Fate Sealed.
- When Damnation ends, all Judgments are removed from the opponent and can be applied again.

Evil's Bane – Passive

- Against Villain opponents, Ghost Rider's chance to place a Judgment is increased by 20%. Additionally, his Armor and Critical Chance are increased by 16.5%

Bleed Immunity – Passive

- A lack of Blood provides full immunity to Bleed effects.

Signature Ability – Spirit of Vengeance

- Finish a 5 Hit Combo with a Medium Attack
- Judgment of Corruption: 65% Chance
- Secondary: Ghost Rider gains a burst of (25 – 100%) Attack for 7.5 seconds.

Synergy Bonuses

- **Teammates (+5% Perfect Block Chance)** – Wolverine (X-23)
- **Teammates (+5% Perfect Block Chance)** – Deadpool or Elektra
- **Rivals (+25% Critical Damage)** – Punisher

Recommended Masteries

Parry

Landing a Heavy Attack is paramount to gaining Ghost Rider's Life Steal effect. Grabbing this Mastery will allow you to Stun your opponent long enough to land a Heavy Attack.

Mystic Dispersion

Ghost Rider's Fate Seal on Special 1, when timed correctly, can allow him to strip away the opponent's Buff effects and gain a large burst of power. This can allow him to quickly build up to multiple Judgment effects before hitting the big Damnation to finish the fight.

Matchups

Strong Matchups

This is a list of Champions that Ghost Rider performs well against :

- **Gamora, Drax** – Ghost Rider's Bleed Immunity and class advantage puts him over these Champions easily.
- Kang, Wolverine, Wolverine (X-23) – These Champions rely heavily on their power meter, which Ghost Rider can strip away with his Special 2 Judgment. Additionally, his Damnation power locks and Heal Blocks these Champions, giving him a strong upper hand.
- Groot, Black Panther (Civil War), Venom – These Champions rely on their Buff effects to do well in any given fight. With Ghost Rider's Fate Seal on his Special 1 Judgment, and Damnation to Fate Seal them, he can lock down these Champions very well.

Weak Matchups

This is a list of Champions that Ghost Rider performs poorly against :

- **Red Hulk, Captain America** – In addition to a class advantage over Ghost Rider, these Champions do not rely on Buff effects for their damage output and are not hit as strongly by Damnation or Fate Seal.



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Ghost

You can't fight what you don't know, and nobody seems to know anything about who Ghost is or how she can do the things she can do. Feared and admired in the criminal underworld for her ability to phase through solid walls, Ghost's true intentions are as elusive as she is, though one thing is for sure: she's interested in getting her hands on all the Pym Tech she can find. Her advanced technology combined with her skill in combat make her a force to be reckoned with.

Character Class: Tech

Basic Abilities: Phasing, Precision, Cruelty, Fury

Champion Attributes



- Survivability 4.5



- Damage 5



- Ease of Use 1



- Utility 5



- Defender Strength 1.5

[Learn more about Champion Attributes](#)

Base Stats and Abilities

*All stats based on 4-Star, Rank 5, Level 50, Signature Level 99

Health: 14216

Attack: 1294

Max PI:

- **Without Signature:** 3693
- **With Signature (99):** 4469

*All stats based on 5-Star, Rank 5, Level 65, Signature Level 200

Health: 28502

Attack: 2595

Max PI:

- **Without Signature:** 7429
- **With Signature (200):** 10070

Dash Back

- Begin Phasing for 2 seconds. Phasing won't activate if Ghost is afflicted with an Armor Break Debuff or has a Precision Passive.

Just to clarify, Ghost is not required to Dash Back to avoid an incoming attack to trigger Phasing. She only needs to Dash Back to trigger the ability, regardless of what the opponent is doing.

Dev Notes

Phasing

- Upon Phasing, gain a Precision Passive for 6 seconds which guarantees the next hit to be Critical and consumes the Precision Passive. Ghost can only land Critical Hits through her abilities.

Developer Note: You want to be dashing in and out to cycle Phasing and landing Critical Hits. Dashing back triggers Phasing and Precision Passive, dashing in with a Medium Attack guarantees a Critical Hit consuming the Precision Passive which then allows Ghost to activate Phasing immediately.

- While Phasing, incoming attacks have a 100% chance to Miss and each Damage Over Time Debuff on Ghost converts to a Fury Passive increasing Attack Rating by 1294 for 5 seconds.
- Phasing is immediately deactivated when Ghost initiates an attack or Blocks an attack.

A Miss should never occur when you attempt to Parry with Ghost.

Dev Notes

All Attacks

- Critical Hits cannot be Evaded.
- Non-Critical Hits have a 10% chance to gain a Cruelty Buff increasing Critical Damage Rating by 1333.33 for 20 seconds. Cruelty Buffs stack up to 5.
- When the opponent Evades, gain a Precision Passive for 6 seconds.

Heavy Attacks

- 50% chance for Fury, increasing your Attack by 647 for 10 seconds.
- The chance to gain a Cruelty Buff on a Heavy Non-Critical Hit increases the longer the Heavy Attack is charged.

Holding the Heavy Attack until the very end will ensure that both hits provide a Cruelty Buff.

Dev Notes

Special 1: Spectral Strike – Ghost unleashes a flurry of precise attacks before advancing into a backflip kick.

- Gain 3 Precision Passives for 6 seconds.
- When triggered immediately upon Phasing, each hit is a guaranteed Critical.

To utilize this effectively, you want to ensure that you Dash Back, trigger Phasing, and immediately throw a Special 1 or Special 2. Her Synergy with Wasp greatly helps getting the damage in as it provides Unblockable Specials while Phasing.

Dev Notes

Special 2: Exploit Weakness – Ghost catches the opponent off guard with kicks to the chest ending with a drop kick from above.

- Gain a Cruelty Buff increasing Critical Damage Rating by 1333.33 for 20 seconds, then refresh all Cruelty Buffs generated by Ghost.
- When triggered immediately upon Phasing, each hit is a guaranteed Critical.

Special 3: Relentless Onslaught – Ghost advances on the opponent, quickly Phasing in and out, avoiding their attacks and countering with her own.

- Each Cruelty Buff generated by Ghost converts to a permanent Cruelty Passive. Cruelty Passives stack up to 5.

Signature Ability: Quantum Augmentation – Improved technology provides Ghost greater control over Phasing. She begins the fight Phasing and while it's active, opponent's Missed attacks provide her Power.

- At the start of the fight, begin Phasing for 2 seconds.
- When opponents Miss, generate 5% of Max Power per Miss.

This is very effective against opponent's with multi-hit Special Attacks.

Dev Notes

Synergy Bonuses

Formidable Foe with Ant-Man. Unique Synergy: Does not stack with duplicate synergies.

- Ghost: +15% Attack for each Buff on Ghost.
- Ant-Man: +15% Attack for each Debuff on the opponent.

Microscopic Observation with [Wasp](#). Unique Synergy: Does not stack with duplicate synergies.

- Ghost: Special Attacks are Unblockable when triggered while Phasing.

The Untouchables with [The Hood](#). Unique Synergy: Does not stack with duplicate synergies.

- Ghost: Take no damage while Phasing.
- The Hood: Start the fight Invisible.

Taking no damage while Phasing may seem redundant as Ghost can shrug off Damage Over Time Debuffs but for certain types of damage it can be quite useful. For example, Iceman's Frostbite damage can be negated if timed correctly or other sources of passive damage.

Dev Notes

Recommended Masteries

Cruelty / Lesser Cruelty

- Since Ghost has great control over her Critical Hits, she doesn't need to rely on Precision but boosting Cruelty will help increase her damage.

Liquid Courage / Double Edge

- While Phasing, Ghost will be able to convert both the Bleed Debuff and Poison Debuff applied from Liquid Courage and Double Edge into Fury Passives. This turns the downside of these two Masteries into upsides!

Extended Fury

- Ghost's Heavy Attack is a great way to build up her damage with Cruelty Buffs and Fury Buffs. Extending Fury duration will help keep her damage consistent longer.

Matchups

Strong Matchups

[Iceman](#)

- When Ghost Phases, she will convert all Coldsnap Debuffs into Fury Passives. In addition, with the The Hood Synergy, Ghost will take no damage while she's Phasing. The Phasing can be timed when Frostbite's expire to avoid taking that damage.

[Nightcrawler](#)

- All of Ghost's Critical Hits cannot be Evaded AND if the opponent Evades, Ghost gains a Precision Passive which guarantees her next hit to be Critical. Cycling Special 1 is a great way to maintain Precision Passives.

Bleed and Poison Nodes

- Ghost's Phasing ability converts Damage over Time Debuffs into Fury Passives which works against Bleed and Poison Nodes found in Quests.

Weak Matchups

Armor Break

- When Ghost's is inflicted with Armor Break, she is unable to Phase. This shuts down a lot of her abilities.

Critical Resistance

- Almost all of Ghost's damage is based on her abilities to land Critical Hits and can be negated when facing Champions with high Critical Resistance.

[Corvus Glaive](#)

- Corvus Glaive is able to easily apply Armor Breaks with Well-Timed Blocks and deal out lots of damage which can tear through Ghost quickly.



Author: [MCOC Champion Designers](#)

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Goldpool

Granted an undescended healing factor at the hands of the Weapon X Program, Wade... Blah blah blah, step aside game designer chump. Let me show you how it's done. In a world where a bunch of Super Heroes fight each other for the amusement of gamers with too much time on their hands, one kick-butt dude with super sweet swords and unmatched dance skills rises up to... to uhh... wait... what's the point of the Contest? ISO-Sphere? Is it shiny? Whatever, I want it.

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- [Goldpool's Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
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Base Stats and Abilities

Health Attack PI (Max Signature)

5-Star
★★★★★ 28826 2414 10647

6-Star
★★★★★★ 34566 3111 13685
(Rank 3, Level 45)

Champion Attributes



- Survivability 3.5



- Damage 2



- Ease of Use 3.5



- Utility 1.5



- Defender Strength 1

[Learn more about Champion Attributes](#)

Goldpool's Mechanics

Goldpool may be what some consider a “Trophy Champ” (he is gold and all!), but he can still pack some utility punch by way of his Taunt Debuffs, Bleed the opponent with Special Abilities, and Regenerate lost health throughout the fight! Goldpool can refresh his Taunt, Prowess, and Regeneration abilities if you’re a good multi-tasker but this means making some choices in the heat of the moment. Finally, Goldpool can resist Bleed effects, lowering the damage taken from Bleed, so don’t be afraid to suit him up if you’re using the Double Edge Mastery!

Character Class: Mutant

Basic Abilities: Bleed, Taunt, Stun, Prowess, Regen

Strengths and Weaknesses

Strengths and Weaknesses

Strengths

- **Matchups where opponents are not resistant or Immune to Bleed or Stun Debuffs**
 - Goldpool relies on being able to Bleed the opponent or use his Stuns, it's best to take him into fights where those Debuffs won't be Shrugged, or Nullified in any way.
- **Survivability**
 - The first Regeneration boost comes at the 15% max health mark, and if his Signature Ability is unlocked, Goldpool will get a 2nd Regeneration boost when first crossing over the 35% max health mark, where you'll see anywhere from 2950 to 8859 health recovered depending on Signature Level
- **Special Attack Control**
 - After 20 hits in his combo meter, Goldpool will activate a Taunt debuff on the opponent, which can then be refreshed throughout the fight with a Heavy Attack. This allows him to be taken into riskier All-or-Nothing fights or when needing to bait the opponent into using a Special Attack

Weaknesses

- **Debuff Immunity / Bleed Immunity / Stun Immunity**
 - Any one of the above will severely hinder Goldpool's ability to really utilize his kit as it is heavily Buff and Debuff reliant
- **Heal Block**
 - Goldpool's Regeneration is important to his survivability, so if matched up against an opponent that can block him from healing he will struggle. This goes double for nodes that punish you for activating Buff, since his Regeneration is a built-in part of his kit!

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Land 20 Hits Without Being Struck

- Goldpool's confidence soars and he begins throwing out childish barbs to annoy his opponent, Taunting them for 10 seconds which reduces their Attack by 35% and increases their chance of launching a Special Attack by 70%. Childish? Hey! Words hurt!

This Taunt Debuff is underrated, and it can be refreshed infinitely if managed properly, allowing you to enter those All or Nothing and prevent opponents from getting 3 bars of power!

Expert Player Note

When brought below 15% Max Health

- Once per fight, Goldpool has a 999% chance to gain Regeneration, recovering 6706.5 Health over 8 seconds. Leave my Regen alone Black Widow! You too Crossbones!

Yes, it really is 999%, therefore if your opponent has various multipliers to reduce Ability Accuracy, he's still got a very high chance to trigger this Regeneration.

Expert Player Note

Heavy Attacks

- A boot to the face is always funny, and allows Goldpool to Refresh an active Taunt Debuff. Pow! Right in the... well...

If you haven't mastered the art of Heavy intercepting, now's the time. If you can Heavy attack while the Taunt is active, you can keep it going the entire fight

Expert Player Note

Bleed Effects

- Goldpool's accelerated healing factor reduces the damage of incoming Bleed effects by 20%.

It's an opportunity to shake off a nasty Bleed effect you might have been hit with by mistake, giving him that little boost of survivability that he shines at.

Expert Player Note

Special 1

- 65% chance to Stun the opponent for 2 seconds. Against Non-Robot Male Champions, this chance is doubled. Cup Check!

Special 2

- If Goldpool completes his dance after this attack, he gains Prowess, increasing Special Attack damage by 100% over 40 seconds. If he is interrupted, he instead gains 25% Power. Dance break!
- 100% chance to inflict Bleed, dealing 3983.1 direct damage over 5.50 seconds. This Bleed is affected by Prowess Buffs.
- 25% chance to Stun the opponent for 3 seconds. The first time this attack is used each fight, the chance is 100%.

Be careful when trying to get the Prowess Buff by letting him dance, as your opponent can punish you while dancing. It is best to let him dance the first time this is used in the fight since you're guaranteed that 3 second stun. Then saving for Special 3 which will then refresh the Prowess for another 40 seconds.

Expert Player Note

Special 3

- Goldpool receives a call from the game devs, and then annoys them into refreshing his Prowess and Regeneration Buffs.
- 100% chance to inflict Bleed, dealing 6517.8 direct damage over 4.50 seconds. This Bleed is affected by Prowess Buffs.

If you can save your Special 3 and time it so that you can use it just after one of his Regeneration activations, this will refresh that Regeneration, boosting your health almost double the regular rate while also allowing the Prowess buff to be refreshed for another 40 seconds!

Expert Player Note

Signature Ability – Double Regen = Double Fun

When brought below 35% Max Health

- Once per fight, Goldpool gains Regeneration, recovering 8859.43 Health over 8 seconds. If this ability is suppressed by a Skill Champion, Goldpool reaches into his script code and tries once more to activate it after 2 seconds. Mutant beats Trained... I mean... Skill.

Synergy Bonuses

The Gold Standard (Self-Synergy)

- All Champions gain +8% Special Attack Rating

Annoyances! Assemble! – Unique

With [Agent Venom](#), [Mordo](#)

- Goldpool: Bleed Debuffs become Passive Bleeds.
- [Agent Venom](#): +15% Bleed Debuff damage
- [Mordo](#): +15% Fury Buff Duration

Broken Minds

With [Carnage](#), [Void](#), and [Green Goblin](#)

- All Champions gain +1000 Armor Rating while Stunned.

Team Deadpool Awesome-Force

With [Deadpool](#), [Venompool](#), [Deadpool \(X-Force\)](#), and [Gwenpool](#)

- Deadpool Champions take -20% Bleed Damage

Recommended Masteries

Deep Wounds

- With all the Bleed Goldpool inflicts on the opponent, this mastery will definitely help end those fights sooner

Stupefy

- This extends the duration of Stuns, and gives way for Goldpool to really let his inner child dance the night away after the Special 2 to get that massive Prowess Buff

Pacify/Petrify

- With the Stun effects triggering on Special 1 and 2, these two masteries can be put to good use throughout the fight

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [Bagel](#)



Author: [MCOC Champion Designers](#)

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Gorr

Gorr the God-Butcher grew up on a harsh world, where belief in the gods kept his people from falling to despair. But after his family perished to the deadly environment, Gorr became disillusioned and swore vengeance against the gods that never came to help him or his people. He later obtained the powerful Necrosword, and gained the ability to control dark magic and shadowy constructs. He uses these powers to wreak havoc, destruction, and death on any and all that would call themselves gods.

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- [Strengths and Weaknesses](#)
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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5942	487	1938
4-Star ★★★★	14900	1221	4872
5-Star ★★★★★	29874	2448	10640
6-Star ★★★★★★	50975	4177	18160
(Rank 5, Level 65)			
7-Star ★★★★★★★	49392	4047	17530
(Rank 1, Level 25)			

Champion Attributes



- Survivability 3



- Damage 4



- Ease of Use 3.5



- Utility 2



- Defender Strength 3

[Learn more about Champion Attributes](#)

Gorr's Mechanics

Gorr is an aggressive Champion, with a unique set of Buffs called “Shadow Magic Buffs”. Shadow Magic allows Gorr to inflict a variety of different damaging Debuffs, very frequently, and he gains Shadow Magic by striking with his fourth Light Attack. Proper management of his Shadow Magic will also grant him Fury and Undermine Buffs, further increasing his damage and allowing him to bypass Auto-Block. On top of this, he has various abilities that benefit from fighting #Elder and #God champions, and those benefits stay with him throughout the quest for each one he defeats. Finally, his Special Attack 3 is the Godbomb, and its damage scales up for every

individual damaging Debuff on the Opponent, to very high levels.

Character Class: Cosmic

Basic Abilities: Viscera Magic, Venom Magic, Volt Magic, Regeneration

Strengths and Weaknesses

Strengths

- **Variety of damaging Debuffs**
 - Gorr has easy access to Bleed, Poison, and Shock Debuffs. If the Opponent is Immune to any of these, he inflicts Degeneration instead. This makes him well suited to Opponents and fights that require one or more of these Debuffs.
- **Resistant to damaging Debuffs**
 - In addition to letting him inflict damaging Debuffs, Gorr's Shadow Magic Buffs also grant him a Regeneration Buff whenever he's inflicted by one of the corresponding Debuffs, or if he's already affected by the Debuff when he gains Shadow Magic.
- **Quick stacking of Buffs and Debuffs**
 - Gorr is able to quickly stack up a high quantity and variety of both Buffs and Debuffs using just his Basic Attacks. This is useful when fighting certain Opponents who are weakened by Buff versatility, like Warlock, and Quest nodes which keep track of these quantities.

Weaknesses

- **Nullify**
 - Gorr needs his Shadow Magic Buffs in order to inflict his damaging Debuffs. Champions with Nullify and Neutralize abilities, or who shorten the duration of Buffs, will make it much harder for him to maintain his Shadow Magic, and his damage output will suffer greatly.
- **Resistance to damaging Debuffs**
 - The majority of Gorr's damage output comes from the damaging Debuffs he can inflict. He therefore struggles against Opponents who are Immune to or resist these effects. The exception is Tech Champions, since the Degeneration Debuff he inflicts against Immune Opponents is significantly improved against them.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

Always Active

- Immune to Heal Block.
- If the Willpower Mastery is active, it is removed, and each rank grants Gorr an indefinite Vicious Buff, increasing the potency of Damage over Time effects by 25%.
- Gain 1 stack of Heresy after winning a fight against a #God or #Elder. Heresy persists between fights. Max 3.

Gorr is the first Champion who is completely immune to Heal Block. He also has a unique ability where he replaces the Willpower Mastery with a Vicious Buff, which can increase the damage of all his damaging Debuffs by up to 75%, depending on the rank of the Mastery.

Gorr also builds stacks of Heresy by winning fights against #God and #Elder Champions. Heresy improves the potency of Gorr's other abilities, as seen below.

Dev Notes

Shadow Magic – Buff

- Gorr has 3 types of Shadow Magic Buffs. They each last 30 second(s) and allow him to inflict different damaging Debuffs by striking with his second Medium Attack. Max: 4 Each.
- Gorr starts with Viscera Magic active. Starting his fourth Light Attack grants him the next Shadow Magic Buff in sequence. When fighting as a Defender, this also occurs automatically every 10 second(s).
- Viscera Magic: Inflict Bleed, dealing 1670.8 Direct Damage over 18 second(s).
- Venom Magic: Inflict Poison, dealing 1253.1 Direct Damage over 18 second(s) and reducing Regen Rate by 30%.
- Volt Magic: Inflict Shock, dealing 2088.5 Energy Damage over 18 second(s).
- If any of these Debuffs is prevented via Immunity, Gorr instead inflicts a Degeneration Debuff, dealing 375.93 Direct Damage over 18 second(s). Damage increased by 500% against Tech Champions.
- While Shadow Magic is active, striking Block has a 4% chance per Buff on Gorr to inflict its matching damaging Debuff, but not Degeneration.

Shadow Magic Buffs are Gorr's main mechanic. He gets a new one whenever he lands his fourth Light Attack, can stack multiples of all of them, and each one will inflict its corresponding damaging Debuff whenever he lands his second Medium Attack.

The Degeneration he triggers has significantly lower damage output, and more so serves to enable other parts of his abilities when fighting Immune champions. However, that lowered damage isn't the case against #Tech champions, thanks to the 500% damage increase.

Dev Notes

Heretic's Defiance

- When Struck, gain a non-stacking Regeneration Buff, restoring 16% of missing Health over 12 second(s). The amount healed is increased by 12.50% when fighting #Gods, #Elders, and for each stack of Heresy.
- A stacking copy of this Buff triggers whenever Gorr is inflicted by Power Burn, or a damaging Debuff that matches any active Shadow Magic Buff.
- A stacking copy of this Buff triggers when gaining a Shadow Magic Buff, if Gorr is already affected by its matching damaging Debuff.

Gorr's Regeneration Buff is the first of his mechanics improved by his stacks of Heresy. The second two bullet points here are also very important because they make Gorr more friendly towards the Liquid Courage and Double Edge Masteries. By repeatedly cycling through his Shadow Magic, he's able to continually re-trigger this Regeneration Buff and negate the damage taken from those Masteries.

Dev Notes

Heavy Attacks

- Once per fight, if the Opponent is inflicted with at least 20 damaging Debuffs, Gorr gains a Power Gain Buff for 2 second(s), granting the difference in Power between his current Power and Max Power.

When Gorr is played well, he's able to quickly stack up a ton of damaging Debuffs on the Opponent. His Special 3 scales up in damage for each one on the Opponent, so his Heavy Attack gives him a once-per-fight way to shortcut his way up to Special 3 and cash in on the damage, rather than having to work his way up to the attack and possibly have some of the Debuffs expire.

Dev Notes

Special Attacks

- All Gorr's Shadow Magic Buffs are paused during both Champion's Special Attacks.

Special Attack 1 – Slicing Darkness

- After this Attack, pause Shadow Magic Buff for 6 second(s).
- On activation, when fighting as a Defender, activate all Shadow Magic Buffs.

This is the Special Attack that Gorr will use most often. Pausing all Shadow Magic allows him to build up more Shadow Magic Buffs without them expiring. By continually looping Special 1 attacks, he can build up more and more Shadow Magic, each of which will inflict their corresponding damaging Debuffs.

Dev Notes

Special Attack 2 – Grasping at Shadows

- On Activation, gain a Fury Buff, increasing Attack Rating by 835.4 for 20 second(s). Gain an additional Fury Buff for each unique damaging Debuff on the Opponent.
- These Fury Buffs are refreshed when Gorr activates any Special Attack.

In contrast to Special Attack 1, Gorr's Special 2 is something he'll likely only need to do once or twice per fight. With a little bit of setup and cycling through Shadow Magic, it's very easy to gain 4 Fury Buffs when using this Attack. The Fury Buffs are refreshed when he then shifts to looping SP1s, and all the Fury will constantly improve the damage dealt by his various damaging Debuffs.

Dev Notes

Special Attack 3 – Godbomb

- Gorr activates all of his Shadow Magic Buffs, and pauses all Shadow Magic Buffs for 11 second(s).
- +501.24 Attack Rating during this Attack for each damaging Debuff on the Opponent. This is increased by 100% per unique damaging Debuff on the Opponent, and by an additional 100% when fighting #Gods, #Elders, and for each stack of Heresy.

The pause effect from Special 3 is useful for building up a significant number of Shadow Magic Buffs in a short period of time. However, its main use is for damage. While the Attack Rating increase might initially seem small, it's increased for each individual damaging Debuff on the Opponent, further increased for each unique

one, and even further increased based on his stacks of Heresy, allowing the number to scale up really quickly.

Dev Notes

Signature Ability – Godhunter

Always Active

- Gaining a Shadow Magic Buff also grants an Undermine Buff for 16.01 second(s), granting Unblockable to any hit the Opponent Auto-Blocks.
- Personal damaging Debuff duration is increased by 4.01 second(s) flat. It is further increased by 0.50 second(s) flat when fighting #Gods, #Elders, and for each stack of Heresy.
- Gain 1 stack of Heresy the first time entering a fight on the final node in a Quest. Max Heresy is increased to 4.

Gorr's Signature provides him with quite a few different benefits. First, the Undermine Buff allows him to easily attack through Auto-Blocking Opponents, so long as he continually triggers new Shadow Magic Buffs (which he wants to do anyway). The increased duration for damaging Debuffs increases his damage output, and also scales up with his Heresy stacks. Finally, even with only 1 Sig level, he gains a free Heresy stack when fighting on the final node of every quest.

Dev Notes

Synergy Bonuses

Deicide – (Unique – Solo – 3-Star+)

With [Thor](#), [Thor \(Ragnarok\)](#), [Thor \(Jane Foster\)](#)

- Gorr: Shadow Magic Buff duration increased by 2 second(s).

Blood and Gorr – (Unique – Solo – 4-Star+)

With [Hercules](#), [Sersi](#), [Ikaris](#)

- Gorr: The recovery reduction from Poison effects on Gorr is 50% less effective.

Death to Valhalla – (Unique – 4-Star+)

With [Mangog](#)

- Gorr: While the Opponent is inflicted with at least 15 damaging Debuffs, gain an indefinite True Damage Buff.
- [Mangog](#): While Enrage is active, the burst of Energy Damage from Heavy Attack charges twice as fast.

Consuming Darkness – (Unique – 3-Star+)

With [Knull](#)

- Gorr: Heavy Hits grant a non-stacking Vicious Buff for 10 second(s), increasing the potency of Damage over Time effects by 20%.
- [Knull](#): While the Opponent is Corrupted, Necrosword Attacks inflict an additional instant Bleed dealing 30% of Attack Rating in Damage.

Nemesis (Unique – 2-Star+)

With [Loki](#), [Odin](#), [Hela](#), [Heimdall](#)

- All Champions gain +5% Attack.

Recommended Masteries

Willpower

- Even though Gorr immediately removes the Willpower Mastery at the start of the fight, the Vicious Buffs he gains in its stead are incredibly useful for increasing his damage output for the entire fight, while also serving as another unique Buff for fights that track Buff variety.

Despair

- Gorr can quickly stack up damaging Debuffs on the Opponent, making him a perfect candidate for the Despair Mastery!

Recovery

- If he does equip the Double Edge and Liquid Courage Masteries, then the Recovery Mastery is an important element of that. This increases the potency of his Regeneration Buffs, which makes it easier for his Regen Buffs to keep his health topped up to counteract things like the Glass Cannon and Recoil Masteries.



Author: [MCOC Champion Designers](#)

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Green Goblin

Cunning businessman Norman Osborn was rarely satisfied with the success lawful ventures provided. Intending to gain the strength to beat Spider-Man, Norman subjected himself to an experimental serum, which proved terrifyingly successful, granting Norman vastly greater faculties but at the cost of his sanity. Unhinged and armed with Oscorp's most advanced weaponry, the Green Goblin now rains fear down upon Spider-Man, and his perceived enemies.

Champion Attributes



- Survivability 3.5



- Damage 1



- Ease of Use 3.5



- Utility 1.5



- Defender Strength 2

[Learn more about Champion Attributes](#)

Character Class: Tech

Base Stats and Abilities

*All stats based on 4 Star, Rank 5, Level 50, Signature Level 99

- **Health:** 15964
- **Attack:** 1182
- **Max PI:**
 - Without Signature: 3808
 - With Signature (99): 4795

Madness

- Green Goblin has a 10% chance to gain Madness whenever opponents attack him. +90% chance if Green Goblin performs a well-timed Block. Madness charges last 10 seconds.
- While Green Goblin has more Madness than Cunning, or the two are equal, he passively Regenerates 60% of damage taken from Basic Attacks and opponents deal 30% less damage on Special Attacks.

Cunning

- When Green Goblin gains a full bar of Power, he gains Cunning. Cunning charges last 20 seconds.
- While Green Goblin has more Cunning than Madness, or the two are equal, the opponent generates 40% less Power and Green Goblin gains +30% Attack on Special Attacks.

Bag of Tricks – Special & Heavy Attacks

- Power Drain – drains 8% of the opponent's max Power.
- Poison – deals 1477.5 direct damage over 12 seconds.
- Incinerate – deals 1300.2 Energy Damage over 4 seconds. Also removes Perfect Block Chance and reduces Block Proficiency by 50%.
- Weakness – reduces the opponent's Attack by 45% for 12 seconds.

Heavy Attacks

- Afterburner: 20% chance to Incinerate.

Special 1: Manic Assault – Tossing down a flash bomb, the Green Goblin fires off a hasty barrage of electrical blasts then chuck's a pumpkin bomb for good measure.

- Laser Blasts: 40% chance to Power Drain.
- Pumpkin Bomb: 90% chance to inflict Weakness

Special 2: Oscorp Offensive – A strike from the glider, a pumpkin bomb to the face and a blast from the afterburner leaves Norman's foe in a terrible state.

- Afterburner: 100% chance to Incinerate.
- Pumpkin Bomb: 85% chance to Poison.

Special 3: Goblin King's Blitz – Norman takes to the skies and blasts his opponent with every pumpkin bomb he can pull from his bag of tricks. Enjoy!

- Pumpkin Bombs: 40% chance to inflict Power Drain, Weakness, Incinerate and Poison.

Signature Ability: Oscorp Weaponry – Green Goblin gains access to the Super Bomb that allows him to activate his entire Bag of Tricks at once.

Special Attacks

- 15-34% chance per bar of Power to activate a Super Bomb which causes all Bag of Tricks effects to trigger instead of the standard Pumpkin Bomb effect; however, the Special 3 attack still has a chance to trigger both Super Bomb and Pumpkin Bomb effects.

Synergy Bonuses

Electro – Electric Supercharge [Unique]

- Green Goblin: +20% Bag of Tricks Potency.
- Electro: While under a Shock Debuff, +30% Attack.

Spider-Man Champions – Seething Hatred [Unique]

- Green Goblin: +15% Pumpkin Bomb damage for each Cunning and Madness charge.
- Spider-Man Champions: Critical Hits generate 15% more Power.

Iron Patriot – Split Personality [Unique]

- Green Goblin: Super Bomb Ability Accuracy +20%.
- Iron Patriot: Arc Overload Potency +20%.

Recommended Masteries

Collar Tech

- Green Goblin's Cunning effect also works against all Power Generation sources including Mystic Dispersion and Vision's Power Gain when awakened. Getting this mastery will provide additional power denial, plus using that with his Special 1 Power Drain will be immensely powerful.

Glass Cannon

- Green Goblin can deal a lot of damage through his Special 2 and Special 3 Attack. Experienced players will want to try this combo to unleash the maximum potential of his Oscorp Weaponry Signature Ability.

Strengths and Weaknesses

Strengths

Alliance Wars Defense:

- It can be very hard to avoid getting hit by Green Goblin's Special 2 Attack. Try placing him on Nodes that enhance the strength of his Special 2 that should provide you some defender kills in Alliance Wars.

Denying opponent's from getting Power:

- One of Green Goblin's exclusive abilities is that he can lower the amount of Power Gained if you take advantage of his Cunning, that means it will work against Champions who have Power Gain abilities like Mordo, Vision and Mystic Heroes equipped with Mystic Dispersion.

Weaknesses

- It can be hard to control his Cunning and Madness, adjusting to this mechanic will take time so if players are not used to it, the inability to control his personalities can become Green Goblins weaknesses.



Author: [MCoC Champion Designers](#)

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Groot

"I am... Groot. I am Groot! I am..."

"Yeah, thanks for that – listen, Rocket here. There's only four things you gotta know about Groot. Number one, he's a walking tree from some far away planet..."

"I am Groot!"

"Sorry, 'Flora Colossus', not 'tree person'. Geeze. Number two, he's real kind and passive until you make him mad. Three, he can only say three words; try and guess which ones? And four, me and him have been together forever. You mess with him, and you mess with me, and my really big gun."

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-

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	1674	445	1674
4-Star ★★★★	17636	1114	4202
5-Star ★★★★★	35361	2234	9470
6-Star ★★★★★★	45564	2878	12173

(Rank 3, Level 45)

Champion Attributes



- Survivability 2.5



- Damage 1



- Ease of Use 5



- Utility 1



- Defender Strength 1.5

[Learn more about Champion Attributes](#)

Groot's Mechanics

Groot is a sturdy Champion with some utility and the potential to deal bursts of damage when your Buffs get activated at the right time.

He focuses on building up Pacifism charges and letting go of them to get a boost to his attack. He also can get rid of Debuffs faster than most other Champions. Groot can last a while in the fight thanks to his healing and high health pool. Pairing the Fury and Cruelty buffs with his Special Attacks is key in getting the most out of Groot!

Character Class: Cosmic

Basic Abilities: Pacifism, Cleanse, Regeneration, Bleed Immunity

Strengths and Weaknesses

Strengths

- **Debuff duration reduction**
 - Groot shrugs off all Debuffs 55% faster than their original duration. This ability can help mitigate the impact of damaging Debuffs and keep you safe against Stun.
- **Buff stacking**
 - Once Groot lets go of his gentle nature, he can stack up quite a few Buffs. These Buffs enhance your damage, your survivability, and can be used as a counter to nodes like Buffed Up.

Weaknesses

- **Nullify**
 - Without his buffs, Groot doesn't have much left to offer. Matchups that can remove or prevent his Buffs shut him down.
- **Randomness**
 - Groot has no way to plan when his Buffs are activated. The Buffs activating at the less optimal points in the fight can significantly hurt his output.
- **Long Ramp Up**
 - When playing as Groot ramping up his Pacifism charges can take a while. Opponents that are less inclined to throw their Special Attacks can make this ramp up even longer.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

When struck by Critical Hits

- Groot's gentle nature is put to the test any time the opponent strikes with a critical hit or uses a special attack against him, with a 100% chance to gain a Pacifism charge. Each time a charge is gained, Groot has a 10% chance per charge to throw off his gentle nature.

Build your opponent's power and bait their Special Attacks to build Pacifism charges.

Expert Player Notes

Passive

- When Groot throws off his gentle nature, he gains one Fury and one Cruelty effect for each Pacifism charge, increasing Attack by 469.14 for 10 seconds
- Each Cruelty effect increases Groot's critical damage rating by 110.53
- Unique Physiology allows Debuff effects to be shrugged off 55% faster than normal
- A lack of blood provides full immunity to Bleeding

Extending these Buffs with the use of Synergies or Masteries can help increase Groot's potential output. Also, the Debuff duration reduction can help you almost completely negate Parry Stuns if you run the Limber mastery.

Expert Player Notes

Special 1 – I am Groot

- This attack pierces 85% of the target's Armor

A decent source of damage if your Buffs are active. Especially in shorter fights.

Expert Player Notes

Special 2 – I AM GROOT!

- Advanced cellular regeneration allows up to 4950.54 Health to be recovered over 6 seconds, based on lost of health
- This attack is Unblockable

This attack doesn't deal as much damage, but the healing from it can help keep you topped off. Increasing the

duration of this Regeneration buff with synergies can help enhance its effects. Also this attack being Unblockable can pose a threat on defence.

Expert Player Notes

Special 3 – WE ARE GROOT!

- 100% chance to inflict Bleed, dealing 2122.3 Direct Damage over 3 seconds

You can get the most out of Groot's burst damage by landing this attack when you have a few Fury and Cruelty Buffs stacked.

Expert Player Notes

Signature Ability – Gentle Giant

Passive

- Groot grows tired of watching his friends get hurt in combat, and begins the fight with 2 Pacifism charges. Additionally, each Fury stack gained from throwing off his gentle nature has a 69.98% chance to activate a charge of Resist Physical, increasing Physical Resistance by 259.55 each.

The increased Physical Resistance can help Groot be more tanky on top of his already higher health and Regeneration.

Expert Player Notes

Synergy Bonuses

Friends level 3

With [Star-Lord](#)

- All champions gain +130 Armor Rating

Inseparable level 3

With [Rocket Raccoon](#)

- All champions gain +9% Special 3 Damage

Teammates level 3

With [Gamora](#)

- All champions gain +5% Perfect Block Chance

Teammates level 3

With [Drax](#)

- All champions gain +5% Perfect Block Chance

Recommended Masteries

- **Liquid Courage and Double Edge**
 - Groot's Immunity to Bleed prevents the damage from Double Edge. And going only for your Special Attack 3 can help keep you safe from Recoil damage.
- **Deep Wounds**
 - The short duration Bleed on Groot's Special Attack 3 can be potent, especially if you land the attack when Buffed up. You can further increase the damage dealt by this bleed by running the Deep Wounds mastery.
- **Precision**
 - Groot's base Critical Rating is low, so he benefits more from increases in the value. Running the Precision mastery can help increase the frequency of your Critical Hits.

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [Kam](#)



Author: [MCOC Champion Designers](#)

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Guardian

In his earlier days, James Hudson worked for Am-Can as a petrochemical engineer. When he discovered the company's deep-seated corruption, Hudson left immediately, stealing his latest invention: a super-suit primed to search for underground oil deposits. Fleeing the consequences of his actions, Hudson became Guardian, the founding member of Canada's elite team of superhumans known as the Alpha Flight, defenders of the True North.

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- [Guardian's Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5942	458	1929
4-Star ★★★★	14900	1148	4854
5-Star ★★★★★	29874	2301	10630
6-Star ★★★★★★	38494	2965	13670
(Rank 3, Level 45)			

Champion Attributes



- Survivability 5



- Damage 3.5



- Ease of Use 2.5



- Utility 4



- Defender Strength 3

[Learn more about Champion Attributes](#)

Guardian's Mechanics

Guardian uses his Force Field to increase his defenses and absorb his Opponent's Special Attacks. He can release his built up Force Field energy on his Opponents with his Electromagnetic Beams.

Character Class: Tech

Basic Abilities: Force Field, Armor Up, Perfect Block, Taunt

Strengths and Weaknesses

Strengths

- **Armor and Resistances**
 - Besides granting Guardian increased Armor Rating, his Armor Up Buff will provide him with Bleed, Energy and Critical Damage Resistance. This makes him an extremely durable champion!
- **Perfect Blocking Special Attacks**
 - Guardian benefits from blocking his Opponent's Special Attacks. Well-Timed Blocks allow him to gain Perfect Block Chance and additional Power.

Weaknesses

- **Armor Break and Nullify**
 - Guardian's Armor Up is the key to his success. It provides him with all of his defensive capabilities. By removing it, Guardian becomes extremely vulnerable for a window of time.
- **True Strike and Unblockable Specials**
 - Guardian's Auto-Block can block an entire Special Attack, but with Unblockable or True Strike, his Opponent can ignore his defensive abilities entirely.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Passive

- Guardian can't land Critical Hits naturally, however every time he would have landed a Critical Hit, he deals a burst of Shock Damage. This ability scales with Critical Damage Rating.
- Guardian can trigger the Parry Mastery against non-contact attacks.
- While all of Guardian's Abilities are below 100% Ability Accuracy for 3+ second(s), he inflicts a Shock Debuff, dealing **345.15** Energy Damage per second. This ability scales with Base Attack only and cannot be affected by Ability Accuracy.

Armor Up

- Start each fight with an indefinite Armor Up Buff, increasing Armor Rating by **2100**.
- If this Buff is removed for any reason, it will return after **14** second(s).

Force Field

- Force Field Charges last indefinitely, up to **3** Charges. Any additional Force Field Charges last for **22** seconds.
- Gain **1** Force Field Charge every **12** seconds.
- While Guardian has an Armor Up, Well-Timed Blocks against Special Attacks grant **100%** Perfect Block Chance over **0.5** second(s). Each Perfect Block grants **10%** of a bar of Power.
- While Guardian has an Armor Up, gain a **+15%** chance per Force Field Charge to Auto-Block the Opponent's Special Attack. Gain a flat **+15%** chance against Mutants. This Auto-Block is considered a Well-Timed Block and can reach a **75%** chance max.
- Consume **1** Force Field Charge(s) to Block Unblockable Special Attacks against Mutants.

While Guardian has an Armor Up effect he's able to mitigate Special Attack damage with a Well-Timed Block. When facing a Guardian, watch out for Armor Up effects added through Quest Buffs since these will count towards some of his abilities.

Dev Notes

Ending a Combo with a Light Attack

- Consume **2** Force Field Charge(s), inflicting a Power Drain removing **20%** of the Opponent's current Power.
- Guardian's Power Drain only buys him time to bait out a Special 2 Attack when he's in danger of a Special 3 Attack. This ability does not allow Guardian to control his Opponent's Power to the degree that other Power Control Champions can.

Dev Notes

Heavy Attacks

- The first hit consumes **1** Force Field Charge(s) to gain an Armor Up Buff, increasing Armor Rating by **2100** for **15** second(s).
- In order to retain Guardian's defensive abilities after using a Special 2 Attack, Guardian can gain an additional Armor Up with his Heavy Attack which is consumed by the Special 2 Attack.

Dev Notes

Special 1- Supersonic Charge

- After activation, gain **3** Force Field Charge(s).
- The last hit inflicts a Taunt Debuff lasting for **6** seconds. Opponents that are Taunted have their Attack Rating reduced by **40%** and have **70%** higher chance to activate a Special Attack.

Guardian's Special 1 Attack is the fastest way to gain Force Field Charges. It also allows Guardian to Taunt the Opponent briefly for an easier time dealing with the Power Meter.

Dev Notes

Special 2 – Electromagnetic Beam

- The first hit consumes all Force Field Charges, increasing Attack Rating by **2876.25** for each Force Field Charge for the duration of the Special Attack.
- If Guardian has **3+** Force Field Charges consume 1 Armor Up Buff, inflicting a Shock Debuff, dealing **5752.5** Energy Damage over **3** second(s).
- This attack cannot be Evaded by Mutant Champions.

This is Guardian's big burst of damage. Try and get as many Force Field Charges before blowing up the Opponent with this ability. Be careful after using ability if you've consumed your only Armor Up Buff, you won't be able to Perfect Block or Auto-Block Special Attacks until it returns.

Dev Notes

Special 3 – Striking Oil

- On activation, gain **6** indefinite Force Field Charge(s).
- Inflict a Shock Debuff, dealing **3451.5** Energy Damage over **20** second(s).

The Special 3 Attack is the most reliable way to gain Force Field Charges since all Charges are indefinite. This allows Guardian to stack tons of Charges for an even bigger burst of damage.

Dev Notes

Signature Ability – Weapon Alpha

- While Guardian has an Armor Up effect, gain the following effects:
 - **+2563.46** Block Proficiency
 - **+8392.11** Energy Resistance
 - **+79.98%** Bleed Resistance
 - **+314.01** Critical Damage Resistance

Weapon Alpha provides protection against a wide range of Quest Buffs, Masteries and Champions making Guardian a good choice in fights with some Damaging Debuffs or high Attack Ratings.

Dev Notes

Synergy Bonuses

True Northern Defense – Unique Synergy

Guardian

- All Champions except Guardian: **+1000** Block Proficiency.

On Guard for Thee – Unique Synergy

With [Wolverine](#), [Sabretooth](#), [Squirrel Girl](#), [Deadpool](#)

- All Champions except Guardian: The first 3 blocks have a **100%** chance to be Perfect Blocks.

Alpha Fight

With [Sasquatch](#)

- **Guardian:** Well-Timed Blocks inflict a Shock Debuff, dealing **50%** of Attack Rating as Energy Damage over **2** second(s).
- **Solo:** Only affects this Champion and does not stack.

Excavators – Unique Synergy

With [Mole Man](#)

- **Guardian:** Each time Guardian would gain a Force Field Charge and he has no Force Field Charges, gain **1** charge(s).
- **Mole Man:** When blocking a hit to gain Unstoppable, do not consume a Monster Mass.

Friends

With [Wolverine](#), [Storm](#), [Colossus](#), [Nightcrawler](#)

- All Champions gain **+130** Armor Rating

Teammates

With [Red Hulk](#), [Spider-Man](#)

- All Champions gain **+5%** Perfect Block Chance

Recommended Masteries

Double Edge

- Guardian's signature, Weapon Alpha, allows him to resist a large portion of the Bleed damage inflicted by Double Edge.

Willpower

- Guardian's high Bleed and Energy Resistance with Weapon Alpha allow him to heal more damage than he's taking from some Shock, Incinerate and Bleed Debuffs.



Author: [MCOC Champion Designers](#)

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Guillotine 2099

In the future world of 2099, the Alchemax Corporation acquires “La fleur du mal”, the ancient demon sword of the Guillotine lineage. Using future technology and corporate mystical arts, they reverse-engineer the demonic forces inhabiting the sword, creating a new weapon capable of “digitizing” human souls.

Born out of an unholy blend of cutting-edge technology and ancient dark magic, Guillotine 2099 is developed as the blueprint for an army of sword-wielding robotic warriors.

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- [Base Stats and Abilities](#)
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Base Stats and Abilities

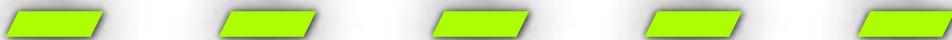
Health Attack PI (Max Signature)

3-Star ★★★	4608	507	1906
4-Star ★★★★	11555	1272	4787
5-Star ★★★★★	23168	2550	10587
6-Star ★★★★★★	39532	4350	18050
(Rank 5, Level 65)			
7-Star ★★★★★★★	38304	4215	17450
(Rank 1, Level 25)			

Champion Attributes



- Survivability 4.5



- Damage 5



- Ease of Use 3



- Utility 4



- Defender Strength 3

[Learn more about Champion Attributes](#)

Guillotine 2099's Mechanics

Guillotine 2099 is centered around choosing a combination of multiple Pre-Fight abilities to enhance her sword for each specific fight.

Once the fight begins, Guillotine 2099 is all about ramping up her combo meter to get the full benefits of her selected Pre-Fight abilities. Depending on the matchup, the selected combination of Pre-Fight abilities can drastically sway the battle in her favor.

Character Class: Tech

Basic Abilities: Robotics, Self Repair, Digi-Souls, Armor, Pre-Fight Ability

Strengths and Weaknesses

Strengths

- **Double Immunity**
 - Given that Guillotine 2099 is a Robot, she is immune to all Bleed and Poison effects in The Contest. Additionally, by activating one of her synergies, she is able to gain Power from these immunities!
- **Long Lasting Fights**
 - Guillotine 2099 is built for long lasting fights, allowing players to ramp up both her damage and utility potential to some pretty extreme levels!
- **Controlled Critical Hits**
 - Guillotine 2099 does not land Critical Hits unless her Pre-Fight “Huntress Function” is activated. This means players can choose whether they crit or not with their Pre-Fight selection, allowing them to avoid annoying mechanics such as Mister Sinister’s regeneration off crit!
- **Safety Net**
 - Guillotine 2099 is all about ramping her combo meter similar to Aegon or Starlord. However, she also has a variety of safety mechanisms such as her Digi-Cloak and Combo Shield abilities that will help her maintain the Combo Meter even if a mistake is made!

Weaknesses

- **Armor Break / Nullify**
 - A lot of Guillotine 2099’s damage reduction comes from her Armor Buff. If the Opponent is able to break through her armor or Nullify her Buff she will take a lot of additional damage.
- **Combo Loss**
 - Guillotine 2099’s best offensive power comes from a high count in the Combo Meter. All of this is lost when her Combo is Reset.
- **Anti-Miss or Knockdowns**
 - One of Guillotine 2099’s best defensive mechanics is her Digi-Cloak which causes the Opponent to Miss. If the Opponent is able to consistently knock her down or bypass Miss, this mechanic is lost.
- **Heal Block – Heal Reversal – Stuns**
 - Guillotine 2099 has a Self-Repair mechanic similar to those seen on champions such as Ultron. However, she is vulnerable in the same way meaning Stuns and Heal Block can cancel the effect and Heal Reversal can cause her Self-Repair to quickly become self-destruct.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Robotics

- Advanced Robotics provides Immunity to Bleed & Poison effects.
- Once per fight, when Guillotine 2099 drops below 15% health and she has at least 1 Digi-Soul, Self-Repair is activated, recovering **7115.76** health per Digi-Soul over **4** seconds. This ability triggers instantly when starting a fight below 15% health. If Stunned during repair, connection is lost and the Repair immediately ends.

Basic Attacks

- Guillotine 2099 can’t land Critical Hits naturally, however every time she would have landed a Critical Hit her sword strikes deep into the Opponent’s soul, inflicting a Degeneration Debuff, dealing **1087.5** direct damage over **3** seconds.

Guillotine 2099’s degeneration damage scales with her Attack, meaning the increased Attack gained from building Combo Meter will also significantly enhance her degeneration damage.

Dev Notes

Digi-Souls – Persistent Charge

- Guillotine 2099 begins the quest with **2** Digi-Souls, each providing **+ 16 %** defensive Power Rate. Digi-Souls are refunded after each fight and can be spent to enhance Guillotines sword on the Pre-Fight screen.
- At the start of the fight, if Guillotine has at least 1 Digi-Soul, she gains an Armor Up Buff granting **+ 1500** Armor Rating per Digi-Soul and lasting indefinitely. If removed, this Armor reactivates after 4 seconds.

Pre-Fight – Sword Empowerment – Costs 1 Digi-Soul each.

- Huntress Function: Every 20th attack on the Combo Meter is a guaranteed Critical Hit, if this Attack is a Special 1 or 2 all hits of the Attack are guaranteed to be Critical.
- Stability Function: While above 99 hits in the Combo Meter, Medium attacks Life Steal 5% of the damage dealt.
- Assault Function: While above 99 hits in the Combo Meter, Medium attacks Burn 5% of the Opponent's Current Power.

Before entering a match Guillotine 2099's abilities can be activated to increase her offensive potential at the cost of defensive utility, carefully crafting the perfect combination of Pre-Fight abilities depending on her matchup is key to using Guillotine 2099 efficiently.

Dev Notes

Heavy Attack

- 100% chance to gain a Combo Shield Passive lasting indefinitely. Max stacks 2, plus an additional 2 for every Digi-Soul. When struck, a Combo Shield is removed.

Passive – Combo Meter Abilities

- Guillotine's Attack Rating increases by **+65.25** with each hit in her Combo Meter, capping after 100 hits.
- At a Combo of **100** + Guillotine's sword becomes empowered, dealing a burst of **87** Direct Energy Damage for each hit above 100, scaling with base attack and capping after 600 hits.

When Attacked by a Light or Medium Attack

- **15 %** chance to activate Digi-Cloak, lasting **2.50** seconds per Digi-Soul and causing all unblocked attacks to Miss. Cooldown: 10 seconds after each use, and each time Guillotine is knocked down.
- While fighting Mutant Opponents the Digi-Cloak's cooldown is reduced by **50 %** and it's chance to activate is doubled.

Special 1 – Soul Slash

- The final strike of this attack drains **20 %** of the Opponent's current Power per Digi-Soul, increasing to **40 %** per Digi-Soul if the attack doesn't make contact with the Opponent.

Special 2 – LFM 99 Soulsplitter

- On activation: **100 %** chance to inflict a Spectre Debuff, reducing the Opponent's Regeneration Rate by **120 %** for **12** seconds.

Using Special 2 is a quick way to rapidly ramp up Guillotine 2099's Combo Meter and unlock her best abilities since it has so many hits. Mix in a few heavy attacks along the way to gain the Combo Shield and protect the Combo Meter even further.

Dev Notes

Special 3 – Soul Digitizer

- If the Opponent is at or below **5 %** of their max health this attack knocks them out. This damage can be prevented or reduced.
- If Guillotine uses this attack to knock out her Opponent, their soul is digitized and absorbed, allowing her to start the next fight with **100** hits in her Combo Meter.

When playing as Guillotine 2099, you'll always want to end your fights with a Special 3, this will significantly boost Guillotine 2099 in her next fight and allow her to start dealing some great damage immediately!

Dev Notes

Signature Ability – Advanced A.I. Integration

Passive

- When Guillotine would be struck she has a **100 %** chance to gain a Combo Shield Passive lasting **2** seconds, plus **2** additional seconds per Digi-Soul. Cooldown: **60** seconds.
- While under the effect of a Combo Shield, damage from incoming attacks excluding Special 3 is capped at **10 %** of Guillotine's max health.

Not only does this ability allow Guillotine 2099 to retain her Combo Meter when she is struck, it also allows her to potentially survive attacks from extremely stacked Opponents! This combination is yet another way she is great at holding onto that Combo Meter and surviving in a variety of situations that would normally result in a knockout!

Synergy Bonuses

Our Shared Curse – Unique (4-Star+)

With [Morningstar](#) and [Guillotine](#)

- Guillotine 2099: + 30 % Degeneration Potency.
- [Guillotine](#) : + 20 % Bleed Ability Accuracy and Potency.
- [Morningstar](#) : + 300 Critical Damage per Captured Soul.

A.I. Uprising – Unique (4-Star+)

With [Nebula](#), [Sentinel](#), [Warlock](#), and [Darkhawk](#)

- Nebula, Sentinel, Darkhawk, Warlock, Guillotine 2099 gain 70% of a Bar of Power each time an immunity prevents a Bleed or Poison effect.

Enemies Level 3

With [Punisher 2099](#)

- All Champions gain +155 Critical Rating

Nemesis Level 3

With [Mephisto](#)

- All Champions gain +6% Attack

Recommended Masteries

Liquid Courage and Double Edge

Guillotine 2099 is Immune to Both Poison and Bleed, allowing her to shine while using the suicide masteries. Additionally, by using her “Stability Function”, she can heal back some of the recoil damage taken throughout the fight!

Precision

Although Guillotine 2099 does not land Critical Hits, her chance to activate Degeneration is based on her Critical Rating, making this mastery a great way to boost it's chance to activate.

Recovery

Guillotine 2099's Self-Repair mechanic can be significantly boosted with this Mastery allowing her to heal far more than she would have without it.



Author: [MCoC Champion Designers](#)

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Guillotine

Born of a mixed French-Algerian heritage, the mysterious Guillotine is the latest in her bloodline to inherit “La Fleur du Mal”, a mystical sword with dark supernatural powers.

Across the centuries, many have wielded the enchanted blade – some for good, some for evil. For the will of the sword is strong, and its thirst for blood is limitless, and many have succumbed to its whispers in their minds. The current Guillotine uses the blade to punish the guilty and keeps the sinister instincts of the sword in check...for now!

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5578	494	1826
4-Star ★★★★	13987	1238	4583
5-Star ★★★★★	28045	2482	10520
6-Star ★★★★★★	36137	3198	13519

(Rank 3, Level 45)

Champion Attributes



- Survivability 3



- Damage 3.5



- Ease of Use 3.5



- Utility 1.5



- Defender Strength 2

[Learn more about Champion Attributes](#)

Guillotine's Mechanics

Guillotine revels in the blood of her enemies! Releasing her blood-thirsty blade on her enemies, Guillotine has a chance of inflicting Bleed debuffs with each swipe, earning her Attack-boosting Soul Charges while recovering a percentage of her own HP for each percentage of damage dealt.

Not inflicting enough Bleeds for your liking? Throw a Heavy Attack into the mix to cast a Bleed Curse on the unfortunate opponent, followed by a Special Attack! This will guarantee you Bleeds with each hit, and if Guillotine is Unshackled, you can be sure no Block can match her blade.

Once enough Soul Charges have been accrued, activate your Special 3 to inflict a debilitating Degeneration debuff, lasting until all Charges have been spent or your opponent has fallen.

Character Class: Mystic

Basic Abilities: Bleed, Bleed Curse, Spectre, Degeneration

Strengths and Weaknesses

Strengths

- **High Damage Potential**
 - Stacking Bleeds, especially when Heavy/Special combos, can deal some serious damage over time, especially with a high number of Soul Charges!
- **Buff-heavy Opponents**
 - Opponents who utilize many Buffs at one time will quickly realize their folly, as Guillotine's chance to inflict bleeds rises with each Buff on the opponent!

Weaknesses

- **Purify**
 - Opponents who are not Immune but can Purify Guillotine's Bleed debuffs can severely hamper her ability to deal and heal damage.
- **Concussion**
 - Having a big #Metal sword has its perks, but a certain Master of Magnetism can turn off much of what Guillotine relies on!

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Always Active – Life Siphon

- Guillotine Heals 3% of all damage taken by the opponent

Note “all damage” – stack those bleeds and watch the HP roll in!

Dev Notes

Soul Charges – Max Stacks: 15

- Each time either Champion loses 5% of their Max Health or is inflicted with a Bleed effect, gain 1 Soul Charge. The first 10 Soul Charges are indefinite and additional charges last 10 seconds each.
- Each Soul Charge grants +148.92 Attack Rating.
- At 10+ Soul Charges: Guillotine becomes Unshackled, enhancing her Special Attacks until she's back below 6 Charges

Wait until Guillotine is at 10+ charges, then unleash her Heavy / Special combo for maximum damage.

Dev Notes

Critical Hits

- 35% chance to inflict a Bleed Debuff, causing 1737.4 direct damage over 5 seconds. Chance increases by a flat +5% for each Buff on the opponent.

Crit Rate is important for Guillotine – maximising this stat and reliably inflicting crits means more bleeds more often

Dev Notes

Heavy Attack

- 100% chance to inflict a 10 second Bleed Curse Debuff.
- An opponent with a Bleed Curse suffers a Bleed Debuff, causing 2233.8 direct damage over 5 seconds each time they're struck with a Special Attack.

Guillotine's Heavy is incredibly important – don't forget to use it before launching a Special attack for maximum damage output!

Dev Notes

Special Attacks

- Unshackled: Guillotine is Passively Unblockable during the attack.

Special 1 – La Force d’Ancêtres

- Final hit has a 100% chance to inflict a Pain Link Debuff lasting 10 seconds. While active, any Non-Physical damage taken by Guillotine is also inflicted on the opponent as Physical Damage.
- Unshackled: Spend 10 Souls to apply an additional Pain Link Debuff when launching the attack.

DOT damage got you down? Share the pain with your opponent!

Dev Notes

Special 2 – Coup De Massue

- Final hit has a 100% chance to inflict a Spectre Debuff for 10 seconds, reducing Regeneration Rate by 200%.
- Unshackled: Spend 10 Souls to Pause the Spectre for 10 seconds when it is first activated.

Special 3 – Coup De Grâce

- 100% chance to inflict a Degeneration Debuff causing 1737.4 direct damage over 3 seconds. Then consume all Soul Charges to increase the Degeneration duration by +3 seconds for each Soul spent this way.

Signature Ability – Cursed Aura

Passive

- Whenever the opponent is Immune to Guillotine’s personal Bleed effects, she has a 100% chance to inflict a matching Rupture Debuff, causing Physical Damage. This Rupture Debuff grants 1 Soul Charge.

Awakening her Signature Ability grants her effectiveness against a large pool of Bleed-immune opponents, and is incredibly important to her kit!

Dev Notes

Synergy Bonuses

Friends Level 3

With [Black Panther \(Classic\)](#), [Black Panther \(Civil War\)](#), [Jabari Panther](#)

- All champions: +130 Armor Rating

Nemesis Level 3

With [Venom](#), [Red Skull](#), [Morningstar](#)

- All champions: +6% Attack Rating

Rivals Level 3

With [Magik](#), [Guillotine 2099](#)

- All champions: +115 Critical Rating

Teammates Level 3

With [Magik](#), [Guillotine 2099](#)

- All champions: +5% Perfect Block Chance

Recommended Masteries

- **Recovery**
 - With Life Siphon, Guillotine has access to a Life Steal effect at all times. Increasing the amount of life stolen can be a huge boost to her survivability in long Quests or Alliance Quests.
- **Precision & Cruelty**

- Guillotine relies on being aggressive and dealing consistent damage to feed her blade and gain extra souls. Increasing Critical Hit Rate and Critical Damage helps accomplish this by increasing her bleed output and Soul Charge accumulation.
- **Glass Cannon**
 - By increasing her attack by as much as possible, Guillotine also increases her Health Regeneration via Life Siphon, increasing her damage output while offsetting the decreased HP from this mastery.



Author: [MCOC Champion Designers](#)

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Gwenpool

Through unknown means, the avid comic reader Gwen Poole was transported into the world of the comics she loves so much, with all of her memories of the “real” world intact. Unwilling to remain an extra in her own story, she sets out to make a name for herself and to find a way to pay her internet bill. Maybe she can make some money in this Contest thingy? At least it’ll give her something fun to do!

Champion Attributes



- Survivability 3.5



- Damage 4



- Ease of Use 2.5



- Utility 2



- Defender Strength 1

[Learn more about Champion Attributes](#)

Base Stats and Abilities

*All stats based on 4 Star, Rank 5, Level 50, Signature Level 99

- **Health:** 14596
- **Attack:** 1216
- **Max PI:**
 - Without Signature: 3576
 - With Signature (99): 4418

Basic Abilities: Bleed, Ennervate, Incinerate, Armor Break

Basic Attacks:

- 25% chance to inflict Bleed, dealing 70% of your Attack as direct damage over 5 seconds.
- 3% chance to Stun per Bleed active on target, lasting for 0.75 seconds.

Heavy Attacks:

- If the target isn’t Bleeding when the last strike hits, it has a 50% chance to cause Bleed, doing 70% of Gwen’s attack over 5 seconds.
- If the target is already Bleeding, the attack instead gains a 100% chance to convert 1 existing Bleed to cause 450% of Gwen’s attack as direct damage, over 23 seconds.

Special 1: Slice, Slice, Bang! – Swords and guns! What more could you ask for?

- 100% chance to Incinerate the target, dealing 98% of your Attack as Energy Damage for 14 seconds. This effect also removes Perfect Block chance and reduces Block Proficiency by 50% while active.
- When this effect expires, it has a 100% chance to consume 1 Bleed off the opponent to re-apply itself.

Special 2: Down, Set, Boom! – Explosives strapped on a football, and kicked right at your opponent’s face! Catch!

- 100% chance to Ennervate the target, preventing them from gaining Power when struck for 6 seconds.
- When this effect expires, it has a 100% chance to consume 1 Bleed off the opponent to re-apply itself.

Special 3: Watch This! – In the immortal words of anyone about to do something really cool, that in no way could go horribly wrong!

- 100% chance to Armor Break, removing enemy Armor and applying a 115% Armor reduction for 14 seconds.
- When this effect expires, it has a 100% chance to consume 1 Bleed off the opponent to re-apply itself.

Signature Ability – Plot Armor: Gwenpool's read enough comics to know that the main character doesn't die, preventing her from losing more than 65% of her current health per hit from Special Attacks. She also reduces her opponent's Defensive Ability Accuracy, based on her current combo count.

Synergy Bonuses

- **Howard the Duck** – Friends – (+6% Armor)
- **Spider-Man (Miles Morales)** – Teammates – (+5% Perfect Block Chance)
- **Deadpool or Deadpool (X-Force)** – Idol – (+4% Attack and Health)
- **Thor (Jane Foster)** – Enemy – (+7% Critical Hit Rate)

Recommended Masteries :

- **Deep Wounds:** This one is a bit of a given. A lot of Gwenpool's damage comes from her Bleed abilities. Increasing the duration, especially of the shorter bleeds, greatly increases the chance one will be active to refresh one of the Special Attack debuffs.
- **Stupify:** Gwen's on hit stuns are quite short. Adding stupify greatly increases the window you have to react to them, easily allowing her to land safe Heavy Attacks to convert to those nasty long bleeds.
- **Assassin or Despair:** Both have the potential to be brutally effective in the correct situation. A Gwenpool with the 30% Offensive Ability accuracy bonus from Assassin makes for a truly terrifying finisher. Whereas the Healing reduction from Despair combined with her many many debuffs has the potential to make Wolverine cry.

Matchups

Strong Matchups

- **Yellowjacket:** Yellowjacket is great at punishing Champions that want or need to throw lots of Special Attacks. Gwenpool specializes in carefully timed special attacks. She can then sustain them by making her opponents Bleed so she doesn't need to throw them nearly as often. She also has class advantage for the cherry on top.
- **Doctor Strange:** Counterspell what? Doctor Strange is fantastic at Nullifying effects off his opponents, but Gwenpool doesn't have any, and he has no way to clear the Debuffs and Bleeds that she will stack up on him. Even the vaunted Fate Seal won't help him in this fight!
- **Juggernaut:** Juggernaut is big and tanky, and sometimes Unstoppable. It's when he's Unstoppable that he's really scary, but to chunk through that Health bar you've got to hit him a lot, which gives him a lot of power. Gwenpool's Enervate solves this beautifully. Land a Special 2 and make sure you keep a couple of bleeds active on him so it can refresh, and hammer away on him fearlessly!

Weak Matchups

- **Magneto:** Gwenpool relies on swords to make her opponents bleed, and swords are metal. Magneto's Magnetism ability makes Gwenpool's life hard! Lowering the chance to trigger all of her abilities leaves her bag of tricks looking awfully empty, and if he also happens to have the Mutagenesis mastery for the flat Bleed Duration reduction, then look out!
- **Colossus:** Colossus is a Bleed Immune Champion and also happens to have class advantage. Just incase you happened to miss the theme, Gwenpool is powered by Bleeds and Colossus just says "No!".
- **Agent Venom:** Agent Venom has the ability to shrug off any debuffs applied to him. Gwenpool really needs those debuffs to stick around. Now this isn't quite as hard a counter as straight up Bleed Immune Champions but he makes up for this by affecting all of her debuffs, not just Bleed.



Author: [MCOC Champion Designers](#)

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Havok

Alexander Summers aka Havok, is the younger brother of Scott Summers. Much like his brother Havok has the ability to project blasts of plasma energy, though his blasts are released as concentric waves of energy, and Havok must use significant effort to focus them into directed blasts. Havok can be overwhelmed by his power which can make him nearly as dangerous to his friends as his enemies, and leads him to wear a specialized containment suit.

Champion Attributes



- Survivability 3



- Damage 3



- Ease of Use 5



- Utility 3



- Defender Strength 4.5

[Learn more about Champion Attributes](#)

Base Stats and Abilities

*All stats based on 4-Star, Rank 5, Level 50, Signature Level 99

Health: 15812

Attack: 1120

Max PI:

- **Without Signature:** 3861
- **With Signature (99):** 4774

*All stats based on 5-Star, Rank 5, Level 65, Signature Level 200

Health: 31703

Attack: 2245

Max PI:

- **Without Signature:** 7777
- **With Signature (200):** 10550

Character Class: Mutant

Base Abilities: Plasma Charge, Plasma Build Up, Feedback, Prowess

Abilities

Passive

- Havok is Immune to all forms of Incinerate.
- Havok's mutation gives him +2000 Energy Resistance
- Havok Passively generates 2.5% of a Bar of Power each second

- Havok gains 25% less Power from landing and receiving Hits.

High Energy Resistance and Incinerate Immunity are generally useful. The slow natural Power Gain is compensated for by the reduced Power from Hits, this works for a Havok who's able to stay in control of a fight, but can push an unwary Havok to the next Special whether they want to build that Power or not.

Dev Notes

When Struck by Critical Hits

- Havok reduces his Opponent's Critical Damage Rating by 50%.

Note this is recalculated and applied on each hit, meaning it will account for changes in your Opponent's Critical Damage Rating over the course of the fight (Buffs etc). Also remember this is modifying Critical Damage Rating, not just dividing the Damage value in half.

Dev Notes

All Attacks

- Havok's Medium Attacks, Heavy Attacks, and Light combo ending attacks do not make Contact, and deal Energy Damage.

Havok's Medium 1 Attack doesn't make Contact, so be careful not just to muscle memory an attack back at him thinking your Parry will have stunned him out of his dash.

Dev Notes

Plasma Charges – Passive

- Havok generates a Plasma Charge every 5 seconds, and can have a maximum of 10 Plasma Charges.
- While Power Locked Havok's Plasma Charge generation increases to 2 Charges every 5 seconds.
- Each time Havok receives Energy Damage or a Critical Hit he gains +1 Plasma Charge(s).
- If affected by a Power Drain Havok loses all his Plasma Charges.

This is the resource that Havok has the most control over. Use Special 1 to build it up quickly, and Heavy Attacks to help keep it from overflowing into Plasma Build Ups causing them to detonate before you're ready. It's also worth noting that any Power Drain clears all of Havok's Plasma Charges, regardless of how big or small the Drain is, and yes Power Steals count too.

Dev Notes

Plasma Build Up – Debuff

- When Havok would generate a Plasma Charge beyond his maximum, he instead places a Plasma Build Up on the Opponent. Plasma Build Ups last until removed by another ability.
- If made to Bleed Havok puts a Plasma Build Up on the Opponent.
- At 11 Stacks all Plasma Build Ups are Removed.
- When a Plasma Buildup is removed, it detonates causing 168 Energy Damage.
- If a Plasma Build Up is removed due to a Purify effect its Damage is increased to 448.
- Champions with an Armor Up Buff, and Havok, receive no damage from this ability.

This is the second half of Havok's burst Damage Combo, use Havok's Heavy attack to control how many Build Ups get placed on the Opponent, and try to keep them from detonating while the Opponent is protected by an Armor Up Buff, as that will burn the charges without causing any damage.

Dev Notes

While Heavy Attack Charging

- Convert 2 Plasma Charge(s) to 1 Prowess, each increasing Special Attack Damage by 10% and lasting until Havok's next Special Attack ends. Max 5 stacks.

Exchange 2 Plasma Charges for 1 Prowess! Keep in mind this conversion happens as soon as Havok enters the Heavy Animation, no need to actually land a hit, though it only happens once per Heavy, no holding this to drain all the Charges. Also worth noting that the Max 5 Stacks applies only to the Prowess Effects from this ability, using Specials will allow you to stack as many as you can trigger before their Durations expire.

Dev Notes

Heavy Attacks

- Places a Plasma Feedback Debuff on the Opponent for 10 seconds, causing 56 Energy Damage over its duration, for each Plasma Build Up on the Opponent.

This is how Havok can do damage without spending his Plasma Build Ups, as well as get some bonus damage

while you're waiting for your Plasma Charges to reach critical mass again.

Dev Notes

Special Attacks

- If Havok has 7+ Stacks of Prowess all hits of his Special Attacks become Unblockable.
- Converts up to 5 Plasma Charge(s) into Passive Prowess Effects, each increasing Special Attack Damage by 10% and lasting for 13 seconds.

At 7+ Prowess ALL the hits of Havok's Special Attacks go Unblockable.

Dev Notes

Special 1: Blast Waves – Havok releases waves of raw plasma energy, to batter his foes while building up dangerous levels of residual energy in their very cells.

- On activating this Special Attack Havok gains an Overcharge Passive Effect for the next 9 seconds, granting +1 Plasma Charge(s) per second.

Overcharge is how Havok can build lots of Plasma Charges quickly (especially once his Signature Ability gets ramped up!). He can gain so many Charges from this, you will likely need to use his Heavy Attack to convert some Charges into Prowess to prevent the Build Ups from Detonating prematurely.

Dev Notes

Special 2: Focused Blast – Havok harnesses the energy within himself, propelling into the air before releasing a blast of plasma channeled directly towards his opponent.

- +1960 Attack as long as the Opponent doesn't have an active Armor Up Buff.

Nice and simple, Bonus Attack if the Opponent doesn't have Armor Up Buffs. While the SP3 can do more damage in a single big blast, this attack doesn't care how many Plasma Build Ups you can manage to keep on the Opponent making it more effective against Debuff Immune Opponents, or if you don't want to remove the Build Ups for some reason, maybe for that Plasma Feedback Damage from your Heavy attack?

Dev Notes

Special 3: Overwhelming Power – Nearly losing control Havok burns bright enough to compete with the very stars, before unleashing a devastating series of plasma blasts!

- Convert all Plasma Charges into Prowess Passive Effects.
- +448 Attack for each Plasma Charge converted.
- Purifies all Plasma Build Ups on the Opponent.

This is where Havok can do a bunch of damage with the push of a button, assuming he's been setup. Keep in mind that since the Plasma Build Up damage on Purify scales with Attack, the Attack bonus for Plasma Charge conversion here gets applied to both the Prowess enhanced special attack damage, and the Plasma Build Up Purify damage.

Dev Notes

Signature Ability: Plasma Amplification – Passive

Havok's powers have massive potential, but their tendency to surge suddenly threatens to overwhelm his control.

- Each time Havok gains a Plasma Charge, from any source other than this ability he has a 50% chance to gain another one.

This ability allows Havok to charge through his rotation and get setup for another big Special attack **much** faster, however as Havok is famous for, this can make his powers a little unpredictable, and harder to control.

Dev Notes

Synergy Bonuses

Runs in the Family – [Mister Sinister](#) , [Cyclops \(Blue Team\)](#) , [Cyclops \(New Xavier School\)](#) – Unique Synergy

- Havok: Gain 2 Plasma Charge(s) after each Special Attack.
- Mister Sinister: Well timed Blocks against contact attacks inflict Degeneration, dealing 30% of Attack as Direct Damage over 1 second(s).
- Cyclops (Blue Team), Cyclops (New Xavier School): Armor Break effects increase their Duration by 100%.

Old Teammates – [Wolverine](#) , [Nightcrawler](#) – Unique Synergy

- Havok: Each time Havok deals Energy Damage to the Opponent he has a 10% Chance to gain 1 Plasma Charge.
- Wolverine: Passively increases Attack by 20% of Base Attack while under the effect of a Regeneration Buff.
- Nightcrawler: Begin the fight in Swashbuckling Mode, and while in this mode his chance to Deep Wound is increased by a flat 30%.

Uncanny Avengers – [Captain America](#) , [Wasp](#) – Unique Synergy

- Havok: Well Timed Blocks grant +1 Plasma Charge.
- Captain America: Passively increases Attack by 20% of Base Attack when Striking a Debuffed Opponent.
- Wasp: When Wasp charges a Heavy Attack while hitting with a Basic Attack Combo, she gains a Passive Fury Effect increasing her Attack by 50% of her Base Attack for 3 seconds.

Recommended Masteries

- Despair: Havok wants to stack Plasma Build Up Debuffs on his Opponent for Max Damage anyway, so the Despair Mastery can work quite well for him.
- Courage/Glass Cannon/Greater Strength: When Havok uses his Special 3 the combination of Prowess and Purifying Plasma Build Ups can allow him to effectively multiply the bonus he gets from increasing his Attack.
- Precision: Havok's base Critical Rating is lower than average, which means he benefits more from Critical Rating than most champions.

Strengths and Weaknesses

Strengths

- Once he's setup, Havok has the potential to do a lot of Damage in just a couple of hits, this can be very useful in blowing through dangerous stages of fights.
- With Medium Basic Attacks that are both Energy Damage and Non-Contact, Havok has the potential to counter abilities that trigger on Contact or Physical Damage.
- High natural Energy Resistance makes him less susceptible to abilities that deal Energy Damage, even without the Opponent actually landing a hit.
- A threat both on Offence and Defence, Havok can quite easily gain access to Unblockable Special Attacks, this can be especially useful when he needs to trigger that Special NOW or risk detonating his Plasma Build Ups too soon.

Weaknesses

- Havok is very reliant on Damage from his Special Attacks, if he is unable to use them during their high damage windows it can cost him a lot of his Damage potential.
- Havok doesn't have perfect control of his Plasma Charges and Build Ups, he'll need to plan ahead to make sure his powers peak at a moment when he can take maximum advantage.
- Havok can be heavily countered by Armor Up Buffs, and Power Drain effects. In a bad match up he can find himself unable to access a lot of his damage.



Author: [MCOC Champion Designers](#)

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Hawkeye

Clint Barton – a regular guy amongst super soldiers, armored geniuses, and gods of thunder. Known as the World's Greatest Marksman, he's mastered the bow and arrow, and the ability to transform nearly any projectile into an accurate weapon. Tenacious, brave, and heroic, Hawkeye stands tall amongst the mighty Avengers!

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- [Hawkeye's Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6063	472	1789
4-Star ★★★★	15204	1182	4487
5-Star ★★★★★	30484	2369	10400
6-Star ★★★★★★	52015	4042	17740
(Rank 5, Level 65)			
7-Star ★★★★★★★	50400	3917	17120
(Rank 1, Level 25)			

Champion Attributes



- Survivability 2.5



- Damage 4



- Ease of Use 4



- Utility 2.5



- Defender Strength 1

[Learn more about Champion Attributes](#)

Hawkeye's Mechanics

The World's Greatest Marksman is back with a fresh quiver of trick arrows. In addition to his Bleed and Power Drain, Hawkeye has new abilities which expand his utility while supporting his core strengths. Utilizing the new Perfect Release mechanic will not only increase Debuff duration, but will grant additional effects to Hawkeye's Special Attacks that build on their core utility. Special 3's are now ultra-deadly, as a high Crit Rating can see long and devastating Critical Bleeds. Finally, new and updated synergies grant Hawkeye even

further utility — not even stone-skinned Champions are safe from Hawkeye's trick arrows!

Character Class: Skill

Basic Abilities: Slow, Bleed, Suppression, Fragility

Strengths and Weaknesses

Strengths

- **Power Control**
 - Hawkeye is able to deplete 75% of a bar of power from the opponent with every Special 1, and inflicts a Suppression Debuff with a Perfect Release
- **Bleed**
 - Hawkeye's massive Bleed from his Special 3 will deal a lot of damage to his opponent. This allows him to whittle their health down even while baiting Special Attacks.

Weaknesses

- **Bleed Immunity**
 - Hawkeye's damage is reliant on being able to Bleed an opponent. Champions that are Immune to Bleed will be a big problem for him!
- **Cornered Node**
 - Hawkeye's powerful Bleeds can backfire against nodes like this one!

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Dialed In

- During Special Attacks, press the Block after the first hit Input to slow down time. Releasing the Block Input precisely when Hawkeye releases the arrow grants a Perfect Release bonus.
- Activating a Perfect Release bonus grants a Dialed In Passive increasing duration of Debuffs inflicted by Special Attacks by 10%. All Dialed In stacks are removed when failing to activate a Perfect Release Bonus. Max 5.

Basic Attacks

- Pause all Bleed Debuffs on the opponent for 1 second(s)

Keeping up the offensive and controlling Power with Hawkeye's SP1 is a good way to maintain a deadly stack of Bleeds.

Dev Notes

Heavy Attacks

- Cause a Slow Debuff on the opponent for 10 seconds.

Special Attacks

- Final Hit: 100% chance to inflict a Bleed Debuff dealing 4042 Direct Damage over 10 seconds. Each bar of Power spent beyond 1 grants +1 bleed and +5 seconds duration.
- Perfect Release: Arrow attack becomes a Guaranteed Critical Hit.

Special Attack 1 – E.M.P. Arrow

- 100% chance to inflict Power Drain, removing 75% of a bar of Power.
- Perfect Release: 100% chance to inflict a Suppression Debuff, reducing the Opponent's Combat Power Rate by 50% for 8 seconds.

Hawkeye's Special 1 is your bread and butter. It has a 100% chance to trigger a Power Drain and is very reliable in many situations where you need access to Power Control. With Hercules on the team, draining the opponent's power will grant Hawkeye a lengthy and powerful Fury Buff!

Dev Notes

Special Attack 2 – Incendiary Arrow

- 100% chance to inflict a 25 second Fragility Debuff. Attacking a Fragile Opponent grants +964.29 Critical Damage Rating and reduces Block Proficiency by 50%.

- Perfect Release: Inflict an additional Fragility Debuff.

The Special 2's 25-second Fragility Debuff (27.5s if a Perfect Release!) will juice up the damage on all those Critical Bleeds, helping shorten the time to set up the perfect killshot.

Dev Notes

Special Attack 3 – Explosive Barrage

- All Bleeds triggered during this attack gain up to +200% duration based on Hawkeye's Critical Rating.
- Based on Hawkeye's Critical Chance, Bleeds triggered during this attack can be Critical Bleeds, multiplying the Bleed's Potency by Hawkeye's Critical Damage Multiplier.

Who says Special 3's can't crit bleed? Keep your Crit Rating high with the Precision mastery and you'll see deadly Critical Bleeds with up to double the duration!

Dev Notes

Signature Ability – Hemorrhage

Always Active

- Landing a Critical Hit with an Arrow Shot will cause any personal Bleed Debuff triggered to become a Critical Bleed, multiplying the Bleed's Potency by Hawkeye's Critical Damage Multiplier.
- Additionally each Bleed Debuff on the opponent reduces their Physical Resistance by 592.

Hawkeye's Signature Ability is paramount to his kit, granting him the ability to inflict his deadly Critical Bleeds. Awaken him to unlock his maximum potential!

Dev Notes

Synergy Bonuses

Nerve Toxin Arrows – Unique

With [Abomination](#), [Immortal Abomination](#), [Diablo](#), [King Groot](#)

- Hawkeye: Arrow strikes Pause all Slow Debuffs on the opponent for 6 seconds per level of Special Attack
- [Abomination](#), [Immortal Abomination](#), [Diablo](#), [King Groot](#) : +7% Attack Rating

Adamantium Arrows – Unique

With [M.O.D.O.K.](#), [Old Man Logan](#), [Wolverine \(X-23\)](#), [Wolverine \(Weapon X\)](#)

- Hawkeye: Arrow Strikes remove all Rock Stacks & Rock Charges from the opponent
- [M.O.D.O.K.](#), [Old Man Logan](#), [Wolverine \(X-23\)](#), [Wolverine \(Weapon X\)](#) : +7% Attack Rating

S.H.I.E.L.D. Survival Gear – Unique

With [Nick Fury](#), [Black Widow](#), [Black Widow \(Deadly Origin\)](#), [Quake](#)

- Hawkeye: Gain Immunity to Poison Debuffs from Non-Mutant Champion
- [Nick Fury](#), [Black Widow](#), [Black Widow \(Deadly Origin\)](#), [Quake](#) : +7% Attack Rating

Friends Level 3

With [Hulk](#), [Iron Man](#), [Moon Knight](#)

- All Champions gain +130 Armor Rating

Romance Level 3

With [Scarlet Witch \(Classic\)](#)

- All Champions gain +5% Power Gain

Recommended Masteries

Deep Wounds

- Hawkeye's Bleeds are perfect for Deep Wounds. With this mastery maxed, you can significantly increase the Bleed damage on his Special Attacks!

Precision

- Hawkeye's Special 3 Bleed damage is reliant on how high your Crit Rating is. Maximize your potential for Critical Bleeds with the Precision mastery!



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Heimdall

One of the greatest warriors of Asgard, Heimdall was appointed Guardian of the Rainbow Bridge for all time, by Odin All-Father. His eyes can see all of creation, and his ears can hear a whisper from anywhere in the Nine Realms. Heimdall has many times saved Asgard, detecting threats long before they can become a danger, and either dispatching the threat himself or sounding Gjallarhorn to call forth the other defenders of Asgard.

Character Class: Cosmic

Basic Abilities: Armor, Fury, Armor Break, Power Gain, Stun

Champion Attributes



- Survivability 2



- Damage 1



- Ease of Use 3.5



- Utility 3.5



- Defender Strength 3

[Learn more about Champion Attributes](#)

Base Stats and Abilities

*All stats based on 4-Star, Rank 5, Level 50, Signature Level 99

Health: 16952

Attack: 1047

Max PI:

- **Without Signature:** 3791
- **With Signature (99):** 4703

*All stats based on 5-Star, Rank 5, Level 65, Signature Level 200

Health: 33989

Attack: 2098

Max PI:

- **Without Signature:** 7635
- **With Signature (200):** 10340

*All abilities based on 4-Star, Rank 5, Level 50, Signature Level 99

Fury – Buff

- When Striking or being Blocked by an Opponent, Heimdall gains Passive Fury charges
- On reaching 100 charges they convert into a Fury Buff increasing Attack by 209 lasting 10 seconds.

Both Heimdall's Fury and Armor Ups build at the same rate, gaining 16 charges when striking the Opponent

(or being Struck for Armor Ups), and 8 charges when striking a block (or blocking for Armor Ups).

Dev Notes

Armor Up – Buff

- When Struck by or Blocking an Opponent's attack, Heimdall gains Passive Armor Charges.
- On reaching 100 charges they convert into an Armor Up Buff increasing Armor by 857 lasting 10 seconds.

Heimdall will only trigger Armor Ups in response to you striking either him or his block.

Dev Notes

While Charging Heavy Attack

- Remove 1 active Fury, Armor Up, Precision, or Aptitude Buff, triggered by Heimdall's abilities, and replace it with one with an infinite Duration.
- Heimdall can have a maximum of 5 of these Buffs at a time.

You can only convert 1 Buff per Heavy Attack, but it converts as soon as your Heavy starts, whether you hit or not. Heimdall tries to convert Buffs in a specific order: Aptitude -> Precision -> Fury -> Armor Up

Dev Notes

True Sight – Passive

- Every time he activates a Special Attack, Heimdall gains a permanent True Strike Buff as long as he doesn't already have one active. This Buff is lost if Heimdall is Struck.
- While True Strike is active Heimdall's Attacks cannot be avoided with Dexterity, he can trigger the Parry Mastery against projectiles, and has a 25% chance to Auto-Block Basic Attacks, this will trigger Parry.

Be careful when swinging into a Heimdall with True Strike, try and clear the True Strike with a Special or Heavy attack first, or just have a Stagger waiting to insta-clear it. Also give him a wide berth when he triggers his Special Attacks, as you won't be able to Dexterity away from them. Not a big deal with his Special 1 as it's all melee, but his Special 2 has a projectile in it.

Dev Notes

Special 1: Hofund – Heimdall wields his uru sword Hofund with powerful sweeping blows, combining his natural strength with enchantments woven into the blade by Odin himself.

- 100% chance to Armor Break the Opponent once for each Fury Buff more than Armor Up Buff currently active on Heimdall. These Armor Breaks reduce Armor by 105 and last for 10 seconds.
- 100% chance to gain a Power Gain Buff for each Armor Up Buff more than Fury Buff active on Heimdall. These Power Gains grant 12.5% of his Max Power, over 10 seconds.

Heimdall's Armor Breaks won't grant him additional Damage while his True Strike is active, as it's ignoring his Opponent's Armor (positive or negative), however they're still very useful in certain matchups clearing Armor effects from the Opponent.

Dev Notes

Special 2: Blue Flame of the Stars – Channeling the cosmic power of the stars themselves, Heimdall unleashes a blast of blue flame of terrifying power.

- 100% Chance to be Unblockable if you have least 1 Armor Up Buff.
- 100% Chance to Stun for 2.5 seconds if you have at least 1 Fury Buff.

Remember that note about how Heimdall only triggers Armor Ups in reaction to you striking him or his block? Don't let him throw a Special 2 at you while he's got an Armor Up!

Dev Notes

Special 3: Master of the Bifrost – Heimdall unlocks the Bifrost, unleashing the power of the rainbow bridge itself upon his opponent.

- 100% Chance to grant an Aptitude Buff, increasing the potency of Armor, Fury, and Precision Buffs by 50% lasting for 15 seconds.

Aptitude doesn't improve Buffs that were already active when it triggers, however it will improve them if active when Heimdall converts one into an infinite Duration Buff.

Dev Notes

- Heimdall gains a 100% chance to trigger a Precision Buff increasing Critical Rating by 535 and lasting for 10 seconds, each time a True Strike Buff activates on him.
- Heimdall converts all of the Buffs active on him at the end of the previous fight into Power. Start the fight with a Power Gain Buff granting 7.47% of his Max Power per Buff converted at the beginning of the fight, over 5 seconds.

Synergy Bonuses

Guardian of the Rainbow Bridge – Heimdall – Unique Synergy

- All Champions except Heimdall: Once per fight Heimdall will intercede on your behalf, the first time you would be knocked out gain both an Indestructible and an Unstoppable Buff which last for 2 seconds.

Warriors of Asgard – Thor, [Thor \(Ragnarok\)](#), [Loki](#) – Unique Synergy

- All Champions except Heimdall: Once per fight Heimdall will intercede on your behalf, dash back and hold Block for 1.5 seconds to Regenerate 15% of missing Health instantly.

Lost Daughters of Asgard – [Angela](#), [Hela](#) – Unique Synergy

- All Champions except Heimdall: Once per fight Heimdall will intercede on your behalf, dash back and hold Block for 1.5 seconds to gain an infinite Duration Fury Buff increasing attack by 15% of Base Attack.

Enchanted Blades – Magik, Guillotine – Unique Synergy

- All Champions except Heimdall: Once per fight Heimdall will intercede on your behalf, dash back and hold Block for 1.5 seconds to gain an infinite Duration Precision Buff increasing Critical Rate by 250.

Recommended Masteries

Recovery

- Heimdall has a Synergy that allows him to grant a once per fight Regen to his teammates, Recovery will help boost this further.

Precision

- Heimdall has a low base Critical Rating, the Precision Mastery will help compensate for that weakness.

Glass Cannon

- A big part of playing Heimdall is avoiding hits to keep his True Strike active, so the health penalty of Glass Cannon isn't a big deal.

Matchups

Strong Match-ups:

Spider-Man

- Heimdall's ability to keep True Strike up for most of a fight allows him to counter your friendly neighbourhood Evader, even in a Stun/Debuff Immune fight.

[Iron Man \(Infinity War\)](#)

- Iron Man (Infinity War) has a tough combination of abilities, but Heimdall can place multiple Armor Breaks to help keep Iron Man from building to his Auto-Block threshold, and True Strike to suppress the Auto-Block if the threshold is reached.

[Yondu](#)

- Yondu can be a tricky fight for many champions. But with his True Sight enhancement to True Strike, Heimdall takes away one of Yondu's most potent Defensive tricks, by being able to Parry Stun against Projectiles, like Yondu's Yaka Arrow.

Weak Match-ups:

Ronan

- Fighting Ronan is a matchup that Heimdall will need to be careful in. Due to needing to build up a lot of Buffs, if Heimdall gets hit by one of Ronan's Special Attacks, not only will it hurt a lot, but he could find himself Stunned until Ronan finishes him off.

[Mephisto](#)

- With class disadvantage, being unable to trigger Buffs for the first 15 seconds of the fight, and no way to prevent either the Incinerate Aura or the Regeneration, Heimdall will struggle against Mephisto.

[Dormammu](#)

- This matchup pretty much comes down to Heimdall's propensity to trigger Buffs, and Dormammu's Signature Ability. Without a way to heal through, or prevent the trigger of, Dormammu's Degeneration, this will be another tough fight for Heimdall.



Author: [MCoC Champion Designers](#)

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Hela

A creature from a primordial and sinister era of the universe, Hela's power is unlike anything else in the Nine Realms. Armed with the ability to unleash unlimited weapons in astounding and deadly ways, Hela seeks vengeance against those who imprisoned her eons ago, ushering in a new era of cold brutality for Asgard and the universe at large.

Character Class : Cosmic

Basic Abilities: Resist Physical, Fury, Armor Break

Champion Attributes



- Survivability 2



- Damage 4



- Ease of Use 1.5



- Utility 1



- Defender Strength 1

[Learn more about Champion Attributes](#)

Base Stats and Abilities

*All stats based on 4 Star, Rank 5, Level 50, Signature Level 99

- **Health:** 14900
- **Attack:** 1193
- **Max PI:**
 - Without Signature: 3707
 - With Signature (99): 4559

Passive – Spirits of the Dead

- Hela controls the Spirits of the Dead, using them to power her Fury Buffs, giving them infinite duration as long as she has Spirits.
- Each Fury Buff active on her drains her Spirits over time, but each strike of her summoned swords empowers them.
- If her Spirits are exhausted, her Fury Buffs begin to expire 1 at a time.

Buff – Tough as Hel

- After taking more than 8% of her Base Health in damage from a single strike, Hela gains a Buff granting +666.67 Physical Resistance, that lasts until she is struck by a Heavy Attack.
- This attack does not stack, instead if triggered multiple times, its effect increases by +666.67.

Buff – Heavy Attacks

- While charging her Heavy Attack, Hela continually gains Fury Buffs granting 596.5 Attack.

Special 1: Fury of the Dead – Hela stabs for the heart of her opponent.

- 100% chance to trigger a Fury Buff granting +596.5 Attack.

Special 2: Soul Breaker – Twin blades, followed by an axe hurled with immense force.

- This attack places an Armor Break on the Opponent reducing their Armor by 857.14 for each Fury currently active, lasting for 10

seconds.

Special 3: Hand of Glory – Summoning a whirlwind of weapons, Hela unleashes a torrent of blades.

- This attack deals bonus Physical Damage up to 7% of the Target's missing health, based on the number of Fury Buffs active on Hela. Max Damage at: 5

Signature Ability: Goddess of Death – As the Asgardian Goddess of Death, Hela is all but invincible, and is able to draw strength from her fallen comrades.

Passive – Goddess of Death

- At the start of the fight each Champion on Hela's team that is knocked out grants her +25 Spirits.
- This first time Hela would be knocked out in each fight, she gains an Indestructible Buff, that lasts for 5 seconds.

Synergy Bonuses

Loki or Thor (Ragnarok) – Immortal Souls – Unique Synergy

- Hela: Nullify effects against Hela have a 35% reduced chance to trigger.
- Loki: While they are Cursed, Loki always counts as having more Health than his Opponent.
- Thor (Ragnarok): Gains +100% Perfect Block Chance when Auto-blocking.

Angela – Queen of Hel – Unique Synergy

- Champions have a 20% chance to instantly regain 20% of their HP just before they're knocked out. This chance increases by 20% for each Champion on their team currently knocked out.

Dormammu or Mephisto – Hell Lords – Unique Synergy

- Hela: Begins the fight with 1 Bar of Power.
- Dormammu: Increase any Health gains while his Imbued Dimensional Link is active by 25%.
- Mephisto: Regain the first Soul spent to trigger his Soul Imprisonment each fight.

Recommended Masteries

Enhanced Fury :

- Hela is all about stacking up Fury Buffs so increasing their effectiveness is definitely good for her!

Assassin :

- Hela's Special 3 Attack makes her a great finisher. Assassin will improve her effectiveness in this closer role.

Glass Cannon :

- Free Attack, and Hela's Tough as Hel, Physical Resistance Buffs are triggered by her taking a percentage of her Base Health in a single hit, so the extra Damage taken can sometimes actually work out in her favor.

Matchups

Strong Matchups:

Star-Lord

- Offensively, Hela gets a Class Advantage and should have little problem ruining Star-Lord's day. Defensively as Star-Lord's damage builds up, he'll find himself triggering her Physical Resist again and again.

Black Panther (Civil War)

- The all but guaranteed Armor Break off of Hela's Special 2 Attack can be a life saver when facing everyone's favorite Stun reflector!

Spider-Man (Stark Enhanced)

- Being a Cosmic Champion, Hela will disable Stark Spidey's AI simply by landing hits against him. If he does build up his Poise charges against her, she'll start triggering Physical Resistance Buffs against him, which he'll have no way to clear other than with his Heavy attack.

Weak Matchups

Dr Strange

- Doctor Strange is a nearly perfect counter to Hela. His Counterspell will get in tons of work in, and his Basic and Special Attacks both do Energy Damage so he couldn't care less about the Physical Resistance Buffs, even if they do trigger.

Rogue

- Rogue's Special 1 Attack can work wonders here. There will almost always be a Fury to duplicate, and as long as she can keep it copied, Hela can't trigger any more of them.

Ronan

- An awakened Ronan is a terror to Hela. She stacks Furies which raises an Awakened Ronan's Attack (this Bonus is even greater on his Special 2 Attack), and increases the Duration of his Stuns. Also, his Special Attacks will convert Furies into Weaknesses.



Author: [MCoC Champion Designers](#)

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Hercules

Born in Ancient Greece, Hercules is a demigod born to Zeus – the king of Olympian Gods – and Alcmena, a woman of Thebes. As an infant Hercules was cared for by his stepmother Hera, Queen of the Olympian Gods, and bestowed with her blessings. These blessings further elevated his demigod physiology to near Godlike heights, providing him with immense strength, stamina, immortality, and near invulnerability.

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- [Base Stats and Abilities](#)
- [Hercules' Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6609	552	1892
4-Star ★★★★	16572	1384	4744
5-Star ★★★★★	33227	2775	10690
6-Star ★★★★★★	42815	3576	13740
(Rank 3, Level 45)			

Champion Attributes



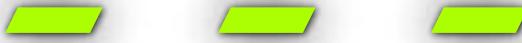
- Survivability 4.5



- Damage 5



- Ease of Use 2



- Utility 3



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

Hercules' Mechanics

Hercules is a damage powerhouse, focusing on skillful combat by performing Feats of Strength and Intercepting with Special Attacks to unleash the ultimate flex on the opponent! As Hercules completes Feats, he gains a large bump in his base damage output and can extend the duration of all Buffs by a significant amount. The best part about feats is that they can be carried forward through the quest, allowing Hercules to get more and more powerful with each fight! Overall, Hercules is a Champion who will demonstrate and reward your personal skills in a big way!

Character Class: Cosmic

Basic Abilities: Infuriate, True Sense, Precision, Cruelty

Visit [Marvel Contest of Champions on YouTube](#) to see how Champions are created from start to finish.

Strengths and Weaknesses

Strengths

- **High Damage Potential**
 - In the hands of a skilled player Hercules is capable of dishing out some very high damage with bursts of Physical Damage on each hit and huge Critical Hits with his Cruelty and Precision Buffs!
- **Bypass Auto-Block and Miss mechanics**
 - Hercules can activate True Sense on his Special Attack 1 allowing him to Bypass Auto-Block and Miss. As an extra bonus, the duration of this effect can be extended if used right after completing a Feat.
- **Eat the Opponent's Special 3s!**
 - Hercules becomes Indestructible after throwing Special Attack 3, if used at the right time, he can use this to take a Special Attack 3 from the opponent and receive no damage from it!
- **Safety net in high stress situations**
 - Hercules's Signature Ability gives him a chance to avoid death once per fight, this can be a major saving grace in high stress situations such as Alliance War where a big mistake might normally cost you a lot!

Weaknesses

- **Nullify, Stagger and Fateseal**
 - Hercules gets a lot of his damage from Precision and Cruelty, if these are Nullified or prevented, his damage output will suffer significantly
- **Physical Resistance**
 - A lot of Hercules's damage comes in bursts of Physical Damage on each hit, opponent's who can reduce its effectiveness will reduce his potential.
- **Opponent's Power Over Time**
 - If the opponent is gaining a lot of power or throwing a lot of Special Attacks, Hercules will need to waste a lot of time baiting power and spend a lot less time intercepting like a boss! Playing aggressive is important for Hercules!

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Always Active

- Blessings bestowed from the Goddess Hera protect against physical injury, reducing the potency of incoming Bleed effects by 50%.
- A strong resilience to conventional drugs and toxins reduces the potency of incoming Poison effects by 15% and makes the recovery reduction from Poison 20% less effective.

If using the Willpower Mastery, Hercules can heal from Bleeds and Poisons so long as their potency isn't too crazy. This works really well with the Liquid Courage and Double Edge masteries too!

Dev Notes

Feats of Strength – Passive – Max Stacks 12

- Feats:
 1. Strike a non-stunned Opponent with any hit of a Heavy Attack.
 2. Intercept a dashing Opponent with any attack.
 3. Stand up after being knocked down.
- Completing a feat grants 1 indefinite Strength, each increasing Armor Penetration by 182.61 and causing all attacks to deal a burst of Physical Damage equal to 10% of the damage they dealt.
- The first time each unique feat is completed in a fight, gain +1 Persistent Strength for the rest of the quest, allowing Hercules to start each fight with Strength equal to his Persistent Strength.
- For 2 second(s) after completing a feat, Hercules gains +777 Attack Rating and +50% Buff duration. If a Special Attack is activated during this time, the bonus remains throughout the Special Attack.
- While Hercules has Strength he becomes Stun Immune. Each Stun prevented by this immunity removes 1 Strength.

There are many strategies to build strength and Hercules is all about finding the perfect opportunity to do so! This could be something like waiting for a Parry Stun to fall off before releasing a Heavy Attack or even intercepting a dashing opponent with a Heavy Attack to complete 2 Feats at once!

Dev Notes

Dashing back after landing the first Light or Medium hit in a Combo

- Inflict a non-stacking Infuriate Debuff for 7 seconds, making the Opponent more aggressive and reducing their Offensive Ability Accuracy by 60%. Cooldown 10 seconds.
- While fighting as a Defender the duration of Infuriate is increased to 10 seconds and it is triggered whenever Hercules dashes back.

Infuriate is a great way to control the opponent's aggression, making intercepting and special intercepting a lot easier and more reliable. This is also a great way to set up a fairly safe Backdraft-Intercept chain! Watch out when fighting Hercules, this can be annoying to fight against too, since it has a chance to make offensive abilities fail!

Dev Notes

Special 1 – Master of Pankration

- On Activation gain a True Sense Buff, bypassing the effects of Miss and Auto Block for 16 seconds.
- The first hit grants a Precision Buff increasing Critical Rating by +2100 for 25 seconds. If this attack was used to intercept a dashing Opponent gain +2 additional Precisions.

Special Attack 1 is best used to set up some big Critical Hits, without these Precisions Hercules will not crit very often due to his lower base crit chance.

Dev Notes

Special 2 – Mace Cyclone

- The Potency of Burst Damage dealt via Strength during this attack is increased by 50% for each Armor-Up effect on the Opponent, up to a maximum increase of 200%.
- The first hit grants a Cruelty Buff increasing Critical Damage Rating by +1233.33 for 15 seconds. If this attack was used to intercept a dashing Opponent gain +2 additional Cruelties.
- The final hit has a 100% chance to inflict a 3 second Stun Debuff.

Intercepting with Special Attack 1, then intercepting with Special Attack 2 is the best way to get the most out of Hercules, if you find intercepting to be too hard or too risky, try using Infuriate to help you out! That said, if you really want to play it safe, you don't need to intercept with these attacks to still get some nice damage!

Dev Notes

Special 3 – Home Run

- Gain an Indestructible Buff preventing all damage for 4 seconds.
- After this attack, if the Opponent has 3 Bars of Power Hercules gains a Power Gain Buff, granting 100% of a Power Bar over 3 seconds.

This attack is best used when the opponent is at, or near their Special Attack 3. The Indestructibility granted in this attack is a great way to not only tank the opponent's Special Attack 3 without receiving damage, but also a great way to complete Hercules's third Feat safely!

Dev Notes

Signature Ability – Son of Zeus

Always Active

- Once per fight when receiving damage that would result in a knockout, gain an Immortality Buff preventing death and making Hercules Unblockable for 9.00 seconds. Immortality is paused during personal Special Attacks or while landing Basic Attacks and is removed if struck by Special Attack 3.
- For 2 second(s) after completing a feat, gain 35% Combat Power Rate.

Hercules's Immortality mechanic is a very nice "get out of jail free" card when making a mistake that would normally kill him. Additionally, if playing aggressively – which is made a lot easier due to being Unblockable – Immortality can be kept up for quite awhile and allow Hercules to swing the fight back into his favor!

Dev Notes

Synergy Bonuses

Next Round on Me – Unique Synergy

With Hercules

- **#Hero Champions:** While Hercules is alive, gain +10% Attack Rating while under the effects of the Poison from the Liquid courage Mastery.

Masterful Combat – Unique Synergy

With [Black Panther](#)

- **Hercules :** On activation of Special Attack 1 or 2, gain an Unblockable Buff for 3 seconds.
- **Black Panther :** Dashing back during a Basic Attack combo inflicts the Opponent with a non-stacking Infuriate Debuff for 5 seconds, making the Opponent more aggressive and reducing their Offensive Ability Accuracy by 30%. Cooldown 10 seconds.

Arm Wrestling Club – Unique Synergy

With [Thor](#), [Thor \(Jane Foster\)](#)

- **Hercules :** Well-Timed Blocks gain 100% Perfect Block chance while at or below 5% max health.
- **Thor :** Well-Timed Blocks gain 20% Perfect Block chance while the Opponent is suffering from an Armor Break Debuff.
- **Thor (Jane Foster) :** Gain +40% Shock Potency and Well-Timed Blocks gain 30% Perfect Block chance while the Opponent is shocked.

Pawn Set Free – Unique Synergy

With [Hawkeye](#)

- **Hercules :** Infuriate cooldown is reduced by 40%
- **Hawkeye :** Draining the Opponent's Power across a Power Bar threshold grants a Fury Buff increasing Attacking Rating by 40% for 20 seconds. Max stacks 3.

Incredible Substitute – Unique Synergy

With [Hulk](#), [Hulk \(Immortal\)](#), [Hulk \(Ragnarok\)](#)

- **Hercules :** Start the fight with +3 Strength.
- **Hulk :** +35% Fury Potency.
- **Hulk (Immortal) :** While Immortality is on Cooldown, Well-Timed Blocks gain +100% Perfect Block chance.
- **Hulk (Ragnarok) :** While Crowd Excitement reaches 100, gain a Fury Buff increasing Attack Rating by +55% and inflict a Weakness Debuff reducing Attack Rating by 30%. These last 15 seconds.

I Require Thy Shield – (unique)

With [Captain America \(Infinity War\)](#)

- **Hercules :** Completing a feat of Strength inflicts an Armor Break Debuff, removing 1 Armor Up Buff and reducing Armor Rating by 70 for 10 seconds.
- **Captain America (Infinity War) :** Gain +7% Fury Potency.

Friends Level 3

With [Ant-Man](#), [Falcon](#), [Black Widow](#), [Wasp](#)

- **All Champions** gain +130 Armor Rating

Romance Level 3

With [Wolverine](#)

- **All Champions** gain +5% Power Gain

Recommended Masteries

- **Liquid Courage**
 - Hercules takes less damage from Poison effects and the healing reduction Poison usually causes is less effective against him, this allows him to take a lot less damage from this mastery while keeping the full attack rating benefit it offers.
 - Additionally with Hercules's self-synergy he gains even more benefits from this Mastery while it remains active!
- **Double Edge**

- Hercules takes significantly less damage from Bleed effects, allowing him to mitigate the damage taken from Double Edge and keep the attack rating benefits!

- **Willpower**

- Hercules's Poison and Bleed resistance makes Willpower a great way to heal when suffering from a Bleed or Poison Debuff. This works especially well with Liquid Courage and Double Edge since not only will he suffer less damage from those effects, but also he will heal off of them!



Author: [MCoC Champion Designers](#)

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Hit-Monkey

Ah ah, ook oooh ah ah. Ook eek ah ooooh, oh ah eek eeeeek. Ook ah. Ah ooh ooh, ah ooh ahh ah. Eek eeeeek! Eek ooh, oooooooh ah ahhh. Ook oh, ah ah ooh. Aaack ahhh, eek eek oh! Oh oh, ahh oh ah.

Gwenpool here! It's a good thing I speak Macaque! This dapper little guy was just an ordinary monkey, until his tribe gave sanctuary to an on-the-run assassin. Mercenaries came and killed both the assassin, and the rest of Hit-Monkey's tribe! So Hit-Monkey took up the fallen assassin's weapons and swore vengeance against both those responsible, and all others who call themselves mercenaries.

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- [Hit-Monkey's Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5093	570	1946
4-Star ★★★★	12771	1429	4891
5-Star ★★★★★	25606	2865	10640
6-Star ★★★★★★	32995	3692	13690
(Rank 3, Level 45)			

Champion Attributes



- Survivability 3.5



- Damage 5



- Ease of Use 3.5



- Utility 2.5



- Defender Strength 4

[Learn more about Champion Attributes](#)

Hit-Monkey's Mechanics

Hit-Monkey is a versatile assassin who can quickly eliminate his targets while bypassing their defenses. The nunchaku he uses for his basic attacks are guaranteed to be Critical Hits, and landing three Critical Hits in a row enables him to switch into one of two combat modes. The first, Assassin's Cunning, lets him strike evasive Opponents and improves his Bleed damage. The second, Primal Rage, lets him ignore enemy Armor and Resistance, and lets him inflict Distorient. Choose the right mode for the right enemy, and show them who

the real superior simian is!

Character Class: Skill

Basic Abilities: Critical Bleed, Assassin's Cunning, Primal Rage, Disorient, Critical Damage

Strengths and Weaknesses

Strengths

- **Variety of Damage**
 - Hit-Monkey has a number of different ways of dealing solid damage to the opponent. He has Guaranteed Crits on a number of his basic attacks, and can easily trigger Bleed debuffs through his basic combos. He also has access to True Damage for Opponents with high resistances.
- **Fighting #Mercenary Opponents**
 - A number of Hit-Monkey's abilities are improved when fighting #Mercenary Opponents. The most notable change is that rather than being forced to choose between his two combat modes, triggering one mode will automatically also trigger the other one, giving him the benefits of both.
- **Purify Debuffs and Evade attacks**
 - In addition to significantly improving his attack opportunities, Hit-Monkey's two combat modes also provide him with some safety. Assassin's Cunning will let him Evade an attack that would strike him, and Primal Rage will let him shrug off a Stun or Damaging Debuff.

Weaknesses

- **Bleed Immunity**
 - A big component of Hit-Monkey's damage is Bleed Debuffs and his Critical Bleeds. Opponents who are Bleed Immune will be able to bypass this threat pretty easily.
- **Relies on Critical Hits**
 - Hit-Monkey has Guaranteed Critical Hits on his Medium Attacks and his first Light Attack. If his Opponent is someone who punishes Critical Hits (like Mister Sinister), then Hit-Monkey is going to have a very difficult time.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Nunchaku

- Hit-Monkey's nunchaku attacks are guaranteed Critical Hits against Opponents who are not Blocking. He uses them for his first Medium Hit, first Light Hit, and second Medium Hit.
- Landing 3 Critical Hits in a row deals internal damage to the Opponent and inflicts a Bleed Debuff, dealing +1263.5 Direct Damage over 4.5 second(s).

A good strategy when playing Hit-Monkey is to use Medium-Light-Medium combos, rather than the regular 5-hit combo, as all three hits in the shorter combo are Guaranteed Critical Hits, meaning you'll trigger a Bleed Debuff every combo.

Dev Notes

Monkey Scheme, Monkey Do

- Landing 3 Critical Hits in a row grants Hit-Monkey a Monkey Scheme. This is unaffected by Ability Accuracy.
- Blocking or Dodging an attack converts a Monkey Scheme into Assassin's Cunning, lasting 8 second(s).
- Attacking or being Struck converts a Monkey Scheme into Primal Rage, lasting 8 second(s).
- Against #Mercenary Opponents, Monkey Schemes are always converted into both Assassin's Cunning and Primal Rage.
- While Assassin's Cunning or Primal Rage are active, Monkey Schemes cannot be gained.

Monkey Schemes are Hit-Monkey's main mechanic. After landing 3 Crits in a row, you have the choice between his two different combat modes, Assassin's Cunning and Primal Rage. The two modes are useful in different ways, so choose wisely.

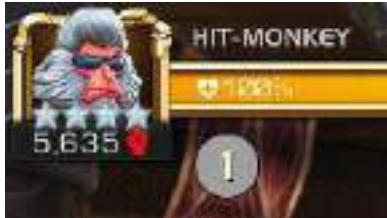
Dev Notes

While Hit-Monkey excels at 3-hit combos, it's also entirely possible to trigger a Monkey Scheme using 5-hit combos, since the last hit of the combo will be Critical, and the next two hits of your next combo will trigger a Scheme.

To give you a sense of what this looks like, here's Hit-Monkey's starting state:



After landing a Critical Hit, he tracks the hit on the HUD:



Landing 3 Critical Hits will grant you a Monkey Scheme, and Bleed the Opponent:



When Knocked Down

- Activate both Assassin's Cunning and Primal Rage for 6 second(s).

This is Hit-Monkey's main threat when he's defending. Knocking him down forces you to contend with both his combat modes at once.

Dev Notes

On Opponent Evade

- Activate Assassin's Cunning and refresh Primal Rage. This is unaffected by Ability Accuracy, but can't trigger more than once every 15 second(s).

Handy for hitting those sneaky, Evasive Opponents like Spider-Man and Quake.

Dev Notes

Assassin's Cunning – Passive

- Prevent the Opponent's Evade effects.
- Gain a 60% chance to Evade an incoming Basic Attack while not Blocking. Evading removes Assassin's Cunning.
- The Bleed Debuffs from Hit-Monkey's Nunchaku can be Critical Bleeds, multiplying their Potency by his Critical Damage Multiplier. The chance for a Critical Bleed is equal to his Critical chance.
- The chance for Critical Bleeds to occur is further increased for every 3 Critical Hits landed in a row during Assassin's Cunning.

In Assassin's Cunning, you really, really want to be doing 3-hit combos. Each combo you do will Bleed the Opponent, and also increases the chance of triggering Critical Bleeds instead of your regular Bleeds. And if the Opponent would get a hit in, Hit-Monkey has a very good chance to Evade it.

Dev Notes

Here's what Assassin's Cunning looks like on the HUD:



Primal Rage – Passive

- Ignore the Opponent's Armor and Resistances.
- Gain a 100% chance to Purify one of each Stun and Damage over Time Debuff on Hit-Monkey when one is gained, or when Primal Rage activates. Purifying removes Primal Rage.
- Light hits have a 20% chance to Disorient the Opponent, decreasing their Block Proficiency and Defensive Ability Accuracy by 40% for 6 second(s). The chance to Disorient is increased by 2.50% flat for each Hit landed during Primal Rage, up to 45% total.
- Special Attack hits have the same chance to Disorient, for 3 additional second(s).

In Primal Rage, you want to change up your combo style. This mode benefits from landing as many Light Hits as possible, so you ideally want to start your combos with a Medium Attack, followed by 4 Light attacks. You won't trigger Bleeds as often, but all your hits will ignore the Opponent's Armor and Resistances, and you'll easily be able to Distort them with just your basic attacks.

Dev Notes

Here's what Primal Rage looks like on the HUD:



Special 1 – Monkey Business

Ah ah, ooh ah ooh. Ooh ooh ahh, oh eek!

(He says shotguns are more effective when you use your feet.)

- If Assassin's Cunning is active, this attack has Vigilance and cannot Miss.
- If Primal Rage is active, this attack is Unblockable.
- If this attack causes a Miss to fail or it breaks through a Block, refresh Assassin's Cunning and Primal Rage, and Hit-Monkey gains Vigilance and Unblockable until Assassin's Cunning or Primal Rage expires.

The goal of this Special Attack is to punish your Opponent for trying to block your attacks or cause them to Miss. Doing this successfully will give you a massive advantage for the remainder of your current combat mode. It's important to note that successfully punishing the Opponent will always grant you both benefits, so (for example) breaking their block will also grant you Vigilance, even if you weren't in Assassin's Cunning to begin with.

Dev Notes

Special 2 – Barrels of Monkey

Ooh ah ah ah, ook ooh ah ooh. Ook ah! Ook eek oh ohh.

(When one gun isn't enough, diversify! It really catches people off guard.)

- If activated immediately after Hit-Monkey lands a Critical Hit, all hits in this attack are guaranteed to be Critical.
- Assassin's Cunning and Primal Rage are paused during this attack.

Activating this Special after any of Hit-Monkey's Guaranteed Critical Hits is an easy way to make the whole Special Attack be Critical. Since there are 7 hits in this attack, doing so means that you'll trigger lots of Bleeds from Hit-Monkey's Passive, as well as the benefits from his current combat mode.

Dev Notes

Special 3 – Macaque Massacre

Ah ah, ook ook ah oh. Ooh eek eek, ah aack! Ahh ahh eek ooh oh ah!

(Uh, this one's hard to translate. Basically, 'cool monkeys don't look at explosions.')

- Gain a Cruelty Buff for 27 second(s), increasing Critical Damage Rating by +1130.77.
- While this Cruelty is active, striking the Opponent pauses Assassin's Cunning and Primal Rage for 0.30 second(s).

This Special is most useful in longer fights, where you want to spend longer amounts of time in your combat modes. And of course, the Cruelty is nice for all of his Guaranteed Crits.

Dev Notes

Signature Ability – The Monkey, The Myth, The Legend

Passive

- While the Opponent is above or at 25% Health or is a #Mercenary, Assassin's Cunning and Primal Rage last 3.5 second(s) longer.
- While the Opponent is below 25% Health or is a #Mercenary, Hit-Monkey Passively reduces their Defensive Ability Accuracy by 40%.

At the beginning of the fight, this Signature Ability is great for spending more time in your mode of choice. Then when the Opponent is on their last legs, Hit-Monkey amps up the intensity by significantly reducing the chance for them to trigger their defensive abilities. This also combines nicely with the Disorient from Primal Rage.

Dev Notes

Synergy Bonuses

Not The Face! – Unique (3-Star+)

With [Deadpool](#), [Deadpool \(X-Force\)](#)

- **Hit-Monkey** : If any Bleed fails to apply to the Opponent due to an Immunity, Hit-Monkey deals a burst of instant Passive Bleed Damage for 50% of his Attack.
- **Deadpool**, [Deadpool \(X-Force\)](#) : Special Attack 1 has a 100% chance to Bleed, dealing damage over 6 second(s) equal to 120% of his Attack Rating.

This synergy won't help Hit-Monkey against Opponents who are Bleed Immune, since they'll also be immune to the Passive Bleed. However, it will work against Opponents who are Debuff Immune.

Dev Notes

Spider-Monkey – Unique (3-Star+)

With [Spider-Man](#)

- **Hit-Monkey** : When fighting #Mercenary Opponents, gain the effects of the level 1 Assassin Mastery. If the Assassin Mastery is already acquired, it instead activates when the Opponent is below 25% of their Maximum Health.
- **Spider-Man (Classic)** : The chance for Critical Rate to be increased by Special Attacks is increased by +92% flat. Additionally, his Spider-Sense Evade does not trigger while Blocking.

Furry Frenemies – Unique (4-Star+)

With [Rocket Raccoon](#), [Squirrel Girl](#), [Beast](#)

- **Hit-Monkey**, [Rocket Raccoon](#) : Critical Hits have a 30% chance to Armor Break the Opponent for 6 second(s), reducing their Armor Rating by 700.
- **Squirrel Girl**, [Beast](#) : Activate Combo Shield for 5 second(s) when this Champion would lose their Combo Meter from being struck. This activates only once per fight.

No Evil – Unique (4-Star+)

With [Daredevil](#), [Hawkeye](#), [Black Bolt](#)

- **Hit-Monkey** : The last 3 Hits of each Heavy Attack are Guaranteed Critical Hits.
- **Daredevil (Classic)** : Chance to dodge Projectile attacks is increased by 70% flat.
- **Hawkeye** : Arrow strikes are Guaranteed Critical Hits against Bleeding Opponents who are not Blocking.
- **Black Bolt** : Critical Rating is increased by 300 for each Buff on Black Bolt.

Enemies

With [Black Widow \(Deadly Origin\)](#), [Elektra](#), [Luke Cage](#), [Taskmaster](#)

- All Champions gain +85/115/155 Critical Rating.

Teammates

With [Old Man Logan](#), [Masacre](#)

- All Champions gain +3/4/5% Perfect Block Chance.

Recommended Masteries

Deep Wounds

- Deep Wounds will work wonders for all of the Bleeds that Hit-Monkey triggers from landing 3 Critical Hits in a row. It'll also further improve the damage from his Critical Bleeds.

Cruelty

- Hit-Monkey is easily able to land a lot of Critical Hits, thanks to his nunchaku. The Cruelty masteries will boost the damage those Crits inflict.

Assassin

- While Assassin is always great to have, the Spider-Monkey synergy will improve it even further against #Mercenary opponents.



Author: [MCoC Champion Designers](#)

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Howard the Duck

When Howard was whisked away from his detective agency in New York City to the Battlerealm, he didn't know what to expect. He certainly didn't expect to be shoved into some back warehouse, organizing the Collector's Crystals all day.

Well, an insult like this won't just run off this duck's back. He's "borrowed" a spare ISO-Loader, made some upgrades, and attached an old friend; his famous Big Freaking Gun. It's time for Howard to introduce these so-called Champions to the ultimate fighting style of his home universe, Quack-Fu!

Table of Contents

- [Base Stats and Abilities](#)
- [Howard the Duck's Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6306	469	1824
4-Star ★★★★	15508	1176	4705
5-Star ★★★★★	31703	2358	10510
6-Star ★★★★★★	54096	4023	17926
(Rank 5, Level 65)			
7-Star ★★★★★★★	52416	3898	17290
(Rank 1, Level 25)			

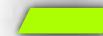
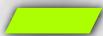
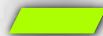
Champion Attributes



- Survivability 4



- Damage 4



- Ease of Use 4.5



- Utility 2



[Learn more about Champion Attributes](#)

Howard the Duck's Mechanics

Howard the Duck is all about the long game. His Fury, Armor Break, Suppression and Heal Block abilities drastically reduce his

Opponent's survivability, while his Dormant Armor grants longevity-boosting Armor Up Buffs.

Itchy block finger? Howard's MASH! ability rewards the skilled and unskilled alike by improving the aforementioned abilities through the ancient art of button mashing. Howard's Signature Ability further improves upon his survivability by improving Critical Resistance and reducing incoming Debuff duration.

Character Class: Tech

Basic Abilities: Fury, Armor, Suppress, Armor Break, Heal Block, Stun

Strengths and Weaknesses

Strengths

- **Anti-Heal**
 - Heal Block application readily available in his SP1 allows Howard to shut down healers.
- **Armor Break**
 - Easily handle Armor Up champions with just a few Heavy Attacks.
- **Long Fights**
 - The longer the fight, the more time to build up your Fury and Armor Breaks. Howard can amass tons of damage in extended bouts.

Weaknesses

- **Mystic Champions**
 - Plenty of Buffs means plenty of Power for Mystic champions. Be careful not to eat a SP3!
- **Debuff Shrugs**
 - Howard gets a lot of utility and bonus damage from his debuffs. Champions with Purify abilities will be a bane to our feathered friend.

The following Stats and Abilities are based on a Rank 5, Level 65, 6-Star Champion

Abilities

Always Active

- The Bulky ISO-Loader suit provides Immunity to Bleed effects.
- Howard's personal Buffs and Debuffs each expire 1 at a time.

The key to Howard's new kit is paying attention to how his abilities fall off now. All of his effects falling off one at a time means stacking his effects makes them more potent, it also effectively increases the duration of each effect as well.

Dev Notes

Button Masher Extraordinaire

- Rapidly pressing the Block button at different times in the fight grants Howard special MASH! Bonuses. Each MASH! bonus requires more presses of the Block button than the last within the same window.
- In the Pre-Fight Menu, Howard can activate the Auto-Masher which lasts for the duration of the fight. While Auto-Masher is active, all MASH! Bonuses will be handled automatically for Howard.
- While fighting as a Defender, Auto-Masher is always active.

Summon your inner masher. I've found the best way to mash is to rock the device back and forth in your hands



Dev Notes

Before the Fight Starts

- Gain 1 indefinite Dormant Armor. MASH! Gain additional Dormant Armors. When the fight starts each Dormant Armor is converted into an indefinite Armor Up Buff, increasing Armor Rating by +278.09.

While Either Champion is Stunned

- 100% chance to gain a Fury Buff, increasing Attack Rating by +402.3 for 10 seconds. Max Stacks: 50. MASH! Gain additional Fury Buffs.

More Mash = more damage. Maybe I'll just take the Encroaching Stun next time and grab some extra Fury.

Dev Notes

Heavy Attacks

- 100% chance to inflict an Armor Break Debuff, removing an Armor Up Buff and reducing Armor Rating by 81.61 for 5 seconds. Max Stacks: 10. MASH! Additional hits can inflict additional Armor Break Debuffs.

Special 1 – Unarmed Attack

- 100% chance to inflict 2 Heal Block Debuffs, each lasting 2.50 seconds. MASH! Inflict additional Heal Block Debuffs.

Special 2 – B.F.G Surprise

- 80% chance to inflict a Suppression Debuff, reducing Combat Power Rate by 10% for 4 seconds. MASH! Additional hits can inflict additional Suppression Debuffs.

Special 3 – Junkyard Smackdown

- 100% chance to inflict a 3 second Stun Debuff.
- If Howard gets a Perfect result in the Special 3 Mini Game, this Stun Debuff becomes a Passive and lasts 4 seconds.

Signature Ability – Quack-Fu

Always Active

- If Howard is fighting in any fight with a Class Advantage, he breaks out his legendary Quack-Fu to gain the following:
 - Critical Resistance equal to 40% of Howard's Armor Rating.
 - Base Ability Accuracy of 115% instead of the normal 100%
 - Incoming Debuffs suffer -1.3 second(s) duration.

Anyone know some annoying Mutants that reduce your Ability Accuracy by 15% or Stun you for 1.3 seconds?

Dev Notes

Synergy Bonuses

Friends

With [She-Hulk](#), [Rocket Raccoon](#)

- All Champions gain +70/95/130 Armor Rating

Teammates

With [Ms. Marvel \(Kamala Khan\)](#), [Dragon Man](#), [Man-Thing](#)

- All Champions gain +3/4/5% Perfect Block Chance

Nemesis

With [M.O.D.O.K.](#), [Psycho-Man](#)

- All Champions gain +5/6% Attack

We Ain't No Punchline – Unique (4-Star+)

With [Gwenpool](#), [Spider-Ham](#), [Goldpool](#)

- [Howard the Duck](#) : Critical Hits Pause all personal Debuffs for 0.5 seconds.
- Other Synergy Champions : +20% Taunt, Incinerate & Bleed Debuff duration.

New York Brawlers – Unique (4-Star+)

With [Daredevil \(Hell's Kitchen\)](#), [Doctor Strange](#), [Luke Cage](#), [Spider-Man \(Stealth Suit\)](#)

- [Howard the Duck](#) : Opponent Suffers -65% Evade Ability Accuracy.
- Other Synergy Champions : Up to +15% Attack Rating, based on missing health.

Not So Uncanny – Unique (4-Star+)

With [Gambit](#), [Bishop](#), [Storm \(Pyramid X\)](#), [Platinumpool](#)

- **Howard the Duck** : Knocking the opponent down removes all their Prowess effects and grants Howard 1 Prowess Buff for each effect removed this way, each increasing Special Attack Damage by 10% for 10 seconds.
- **Other Synergy Champions** : +12% Prowess duration and Potency

Recommended Masteries

Despair

- While already sporting a Heal Block in his SP1, Howard's varying assortment of Debuffs will ensure that the opponent's healing is always under control.

Collar Tech

- Combined with Howard's SP2 Suppress, you can be certain that the opponent's power bar will be an afterthought.



Author: [MCoC Champion Designers](#)

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Hulk (Immortal)

The Incredible Hulk is dead, but resurrected in his stead is a monster much more frightening. In the day, he is a lifeless shell of what used to be Bruce Banner but the night is his time. The Immortal Hulk has overpowered the other Hulks, becoming dominant. Now in complete control, even the Gods fear this green demon of the dark.

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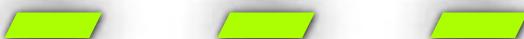
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- [Hulk \(Immortal\)'s Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

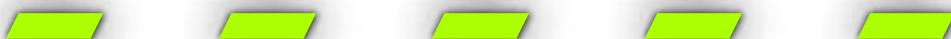
Health Attack PI (Max Signature)

3-Star ★★★	8549	490	1944
4-Star ★★★★	21437	1227	4890
5-Star ★★★★★	42982	2459	10640
6-Star ★★★★★★	55384	3169	13680
(Rank 3, Level 45)			

Champion Attributes



- Survivability 3



- Damage 5



- Ease of Use 2



- Utility 2



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

Hulk (Immortal)'s Mechanics

Hulk brute forces his way through fights, dealing more damage for each RAGE stack he has while also dealing damage to himself. However, when Hulk would be knocked out, he enters Immortality, allowing him to strike back from beyond the grave and recover the damage he dealt to himself.

Character Class: Science

Basic Abilities: Gamma Radiation, Immortality, Stun, Suppression, Petrify

Strengths and Weaknesses

Strengths

- **Degeneration Effects**
 - Hulk's Gamma Radiation is strengthened by the presence of a Degeneration Debuff or Passive, allowing him to recover a considerable amount of all damage dealt while the effect was active.
- **Regeneration and Power Gain**
 - Hulk has access to several Petrify Debuffs allowing him to counter high Regeneration and Power Gain.

Weaknesses

- **Damage Over Time**
 - Hulk only gains Gamma Radiation from damage on hits, so Damage Over Time effects will bypass this mechanic.
- **Defensive Ability Accuracy**
 - Hulk's Immortality can fail to trigger due to Ability Accuracy, champions that can lower his chance to go Immortal will have a much easier time with this brute.
- **Heal Block**
 - Once Immortality ends, Hulk regenerates back all damage dealt to himself unless he is Heal Blocked, which will be a huge loss.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Gamma Mutate – Always Active

- An enhanced immune system provides full immunity to the Poisons of the Battlerealm.
- Hulk's Regeneration Rate cannot be decreased or increased by outside sources.
- Gain up to **2459** Attack Rating based on how much health Hulk has lost during the entire fight. This ability is based on **200%** of Hulk's Health.

RAGE – Max 25 Stacks

- Hulk's Medium Attacks, the first hit of his Special 1 Attack and the first and last hits of his Special 2 Attack apply a RAGE stack.
- Consecutive RAGE Attacks build up RAGE stacks. All RAGE stacks are lost after **1.5** second(s) without performing a RAGE Attack. RAGE stacks do not expire during Hulk's or his Opponent's Special Attacks.

RAGE Attacks

- Deal a burst of **295.08** Physical Damage for each RAGE stack.
- Deal a burst of **429.82** Direct Damage to Hulk for each RAGE stack except when using the Medium 1 Attack. Hulk cannot be knocked out by this ability.
- If the Recoil Mastery is active, the Recoil Damage is disabled and deals a burst of **859.64** Direct Damage to Hulk for each Rank instead. Hulk cannot be knocked out by this ability.

Hulk's damage grows with every RAGE stack, but he also deals increased self-inflicted damage, so make sure you have Immortality ready, otherwise Hulk can get himself dangerously close to getting knocked out.

Dev Notes

Persistent Gamma Radiation – Max 100%

- **Gamma Radiation**'s maximum strength is equal to **100%** of Hulk's Max Health, and scales with boosts and buffs.
- **60%** of all damage dealt to Hulk while afflicted with a Degeneration Effect is stored as **Gamma Radiation**.
- **100%** of all self-inflicted Damage is stored as **Gamma Radiation**.
- **20%** of all Damage dealt to Hulk when struck is stored as **Gamma Radiation**.

As you can see, Hulk will store all of his self-inflicted damage as Gamma Radiation, including Recoil Damage! So it's not gone forever!

Dev Notes

Immortality

- When receiving damage that would knock out Hulk, consume **15%** of Max Health as Gamma Radiation and gain an Immortality Passive, preventing death and becoming Unblockable for **8** second(s). This ability has a **50** second cooldown.
- While active, any damage prevented by Immortality consumes an equal amount of **Gamma Radiation** instead. This does not apply to self-inflicted Damage.
- When Immortality expires, consume all **Gamma Radiation**. Become Invulnerable and gain a Regeneration Passive, recovering

4298.2 Health plus all **Gamma Radiation** as Health over 1 second(s).

Hulk's gameplay is unusual because his Health Bar will fluctuate dramatically throughout a fight. This can be useful for setting off abilities that trigger off of Health Thresholds, but also risky against Heal Block or when his Ability Accuracy is lowered.

Dev Notes

Heavy Attacks

- The first hit refreshes the RAGE timer and doubles the amount of RAGE stacks.
- The last hit gains **983.6** Attack Rating for each RAGE stack.

Try landing the first hit of Hulk's Heavy Attack and combo-ing into a Special 1 or Special 2 Attack for maximum RAGE stacks.

Dev Notes

Special 1 – Rampage

- **60%** chance to inflict a Stun Debuff lasting **1.75** seconds on the last hit.

Special 2: Shoulder Bash

- **100%** chance to inflict a Stun Debuff lasting **3** seconds on the last hit.
- Inflict a Suppression Debuff for each RAGE stack, reducing Defensive Power Rate by **5%** for **15** second(s). Max 14 stack(s).

Hulk's most effective damage starts off with Special 2, using the long Stun, he can chain this attack with his Special 1 and wrack up a huge amount of RAGE stacks.

Dev Notes

Special 3 – Devil Incarnate

- Add a flat **10%** strength to **Gamma Radiation**.
- Inflict a Petrify Debuff, lowering Regeneration and Ability Power Rate by up to **25%** for **20** second(s).

The Special 3 Attack is the only time Hulk can net positive on his Gamma Radiation, a great ability to use while waiting for Immortality's cooldown to expire.

Dev Notes

Signature Ability – The Green Door

- Hulk surges with gamma energy from the Below-Place, gaining benefits while above certain thresholds of **Gamma Radiation**:
 - **25%:** Basic Attacks have a **5%** chance to inflict a Stun Debuff, lasting **0.75** second(s).
 - **50%:** When the Opponent is Immune to a Stun Effect or a Stun Effect expires, inflict a Weakness Debuff, decreasing Attack Rating by **45%** for **4** second(s).
 - **75%:** Inflict an indefinite Petrify Debuff, lowering Regeneration and Ability Power Rate by **75%**.

Once Hulk reaches 25% Gamma Radiation, he can use his additional chance to Stun on Basic Attacks as an opening for increasing his RAGE stacks.

Dev Notes

Synergy Bonuses

Alpha Flight Space Station

With [Captain Marvel \(Classic\)](#), [Ms. Marvel](#)

- **Hulk (Immortal):** At the start of each fight inflict a Petrify Debuff, lowering Regeneration and Ability Power Rate by 40% for 8 seconds.
- [Captain Marvel \(Classic\)](#), [Ms. Marvel](#): +25% Fury Potency.

Gamma Mutates

With [She-Hulk](#), [Immortal Abomination](#), [Sasquatch](#)

- **Synergy Members:** +5% Max Health.

Extreme Measures

With [Hulkbuster](#), [Thor](#), [Captain America](#), [Black Panther](#)

- **Hulk (Immortal):** Personal Stun Effects have +10% increased duration.
- [Hulkbuster](#), [Thor](#), [Captain America](#), [Black Panther](#): Opponents suffer -10% Ability Accuracy while Stunned.

Hell and Back

With [Dormammu](#), [Mephisto](#)

- **Hulk (Immortal):** At the start of each fight, Hulk sacrifices 50% his Current Health, gaining an equal amount of Gamma Radiation.
- [Dormammu](#) : Gain up to 75% Attack Rating based on Dark Energy Charge.
- [Mephisto](#) : Knocking out #Villains grants +1 Soul Charge

Recommended Masteries

Recoil

- Hulk has a special interaction with Recoil that allows him to regenerate all Recoil damage dealt to himself. Plus, he cannot die from the damage. Recoil does nothing but good things for Hulk!

Liquid Courage

- Poison Immunity allows Hulk to gain the attack rating bonus without suffering any additional damage.

Stupefy

- Hulk relies on Stunner his Opponent in order to pull off his most powerful combos. Longer stuns allow Hulk to weave in more RAGE Attacks, increasing his overall damage.



Author: [MCOC Champion Designers](#)

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Hulk (Ragnarok)

Only Hulk truly knows how he ended up on Sakaar, fighting in the arena. But once he entered the arena, he was immediately a crowd favorite! By using his unique blend of savage rage, showmanship, and unstoppable strength to smash through some of the strongest beings in the galaxy, he became their Champion. After all, the only thing better than smashing, is smashing them while the crowd goes wild!

Character Class: Science

Basic Abilities: Poison Immunity, Heal Block, Stun, Enervate

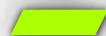
Champion Attributes



- Survivability 2



- Damage 3



- Ease of Use 4



- Utility 2



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

Base Stats and Abilities

*All stats based on 4-Star, Rank 5, Level 50, Signature Level 99

Health: 16876

Attack: 1227

Max PI:

- **Without Signature:** 3723
- **With Signature (99):** 4654

*All stats based on 5-Star, Rank 5, Level 65, Signature Level 200

Health: 33837

Attack: 2459

Max PI:

- **Without Signature:** 7492
- **With Signature (200):** 9785

Passive

- An enhanced immune system provides full immunity to the Poisons of the Battlerealm.

Adoration of the Masses – Passive

- The crowd is out for blood, and cares little about who spills it. Crowd Excitement increases by 5 each time either Hulk (Ragnarok) or his opponent lands a hit.
- The crowd also loves a Champion with a certain special flourish. Each time either Hulk (Ragnarok) or his opponent uses a Special

- Attack, Crowd Excitement increases by 10.
- However the crowd bores easily, and Crowd Excitement falls constantly, falling faster the the higher its excitement is.
- Hulk is a Champion of the people, and he gets worked up as the crowd does Passively increasing his Attack by up to +613.5 based on Crowd Excitement.
- While Crowd Excitement is 100, all of Hulk's attacks SMASH.
- If Crowd Excitement reaches 100 the Crowd works itself into a frenzy, locking Crowd Excitement at 100 for 7 seconds, then resetting it to 70.

SMASH – Passive

- Every time Hulk (Ragnarok) attacks he has a 5% chance to SMASH!
- Additionally every 15 seconds Hulk (Ragnarok) gets angry and triggers SMASH on his next attack.
- When SMASHing, Hulk (Ragnarok) goes Unstoppable and gains +613.5 Attack.

Heavy Attacks – Passive

- If this attack SMASHes, it gains an additional +981.6 Attack, and increases the Crowd Excitement by 15.

Face Me! – Passive

- Hulk (Ragnarok) becomes Enraged while under the Effects of a cowardly Passive Damage Over Time Effect. While Enraged Hulk (Ragnarok) gains:
- +1227 Attack.
- Chance the Opponent will trigger a Special Attack +70%.
- Instantly Regenerate 70% of Damage taken.

Special 1: Shockwave – Hulk smashes his hammer down sending out shockwaves to knock his opponent flying.

- 100% Chance to trigger Heal Block for 10 seconds
- 80% Chance to Stun for 1.75 seconds, if Crowd Excitement is less than 100.

Special 2: Whirlwind – Hulk unleashes a powerful series of attacks with both weapons.

- 100% Chance to Enervate the opponent preventing Power Gained from being struck for 5 seconds.
- 100% Chance to Stun for 2.25 seconds, if Crowd Excitement is greater than 99

Special 3: Hulk Smash – A favorite of the crowd, Hulk uses his axe to throw his opponent to the ground before launching himself into a massive leaping SMASH!

- If this Attack SMASHes, it gains +1042.95 Attack.
- Crowd Excitement goes to 100.

Signature Ability: Pollice Verso

Once per fight when either Hulk (Ragnarok) or his opponent hit 20% Health remaining, the crowd judges that fighter's performance. If they feel they fought well, they give a Thumbs Up. If they feel they fought poorly, a Thumbs Down. Each judgement grants Hulk a Passive effect.

Thumbs Up: Regenerate 5060.91 Health on Hulk over 10 Seconds.

Thumbs Down: +1224.51 Attack for the rest of the fight.

Synergy Bonuses

Thor (Ragnarok) – Team Building Exercise – Unique Synergy

- Hulk (Ragnarok): SMASH attacks have a 20% chance to be Unblockable.
- Thor (Ragnarok): Special attacks become Unblockable while the Boon of the Gods Power Gain is active.

Black Widow – Lullaby – Unique Synergy

- Hulk (Ragnarok): When Struck, Hulk (Ragnarok) has a 20% chance to ready a SMASH for his next attack.
- Black Widow: Evade chance increases by 100%.

Hela – Off Limits – Unique Synergy

- Hulk (Ragnarok): Hulk's chance to SMASH on all Attacks increases by 400% while Face Me is active.
- Hela: Hela begins the fight with 1 Fury Buff, and if she is ever without a Fury Buff for 10 seconds, she gains one.

Loki – Puny God – Unique Synergy

- Hulk (Ragnarok): +1000 Physical Resistance while Unstoppable.
- Loki: Basic Attacks against Loki have a 10% chance to miss, while his opponent is under the effect of any Buff.

Recommended Masteries

Recovery

- Recovery increases the amount of Health gained from Regeneration abilities. This will increase the amount of Health regenerated when taking damage while Face Me is active, and when the Thumbs Up triggers on his Signature Ability.

Stupefy

- Hulk has the ability to Stun on both his Special 1 and Special 2 Attack, allowing him to take great advantage of this mastery.

Pacify

- Hulk can trigger both Stun and Enervate with his Special 2 Attack. This gives him an excellent window to attack aggressively onto his opponent by reducing their ability accuracy.

Matchups

Strong Matchups:

Magik

- Hulk (Ragnarok) is well equipped to deal with Magik. Enervate can allow him to do damage to her without pushing her closer to another chance for Limbo. If Limbo does trigger, Face Me grants him increased damage output and reduced damage taken, plus Heal Block can prevent Limbo from rewinding the damage that Magik takes.

Mephisto

- Mephisto's Incinerate Aura can be active for most the fight, allowing Hulk (Ragnarok) to keep his Face Me ability active, mitigating a lot of the damage he takes, while greatly increasing his damage output. In addition, a well timed Heal Block will help counter Mephisto's powerful Regeneration.

Mordo

- Hulk (Ragnarok) likes to use his Heavy Attack as he can gain a large Attack bonus if it SMASHes. Combining this with the Unstoppable that Hulk (Ragnarok) gains on a SMASH attack, lets him use his Heavy Attacks to punch through the Block that Mordo loves to hide behind more safely than most.

Weak Matchups

Agent Venom

- Agent Venom (or pretty much anyone who can shrug off Debuffs) can be a tough matchup for Hulk (Ragnarok) as they can shrug off his Enervate as well as both of his Stuns. He also lacks any built in defence to Bleed or Incinerate Debuffs.

Black Panther (Civil War)

- Hulk (Ragnarok) has to be careful when attacking into Black Panther (Civil War). With Stun on both his Special 1 and Special 2 Attacks, there will be times when Hulk (Ragnarok) really doesn't want to throw a Special Attack against him. Hulk (Ragnarok) also lacks any way to prematurely remove Armor effects from Black Panther (Civil War). He can do little but wait until they wear off.

Hyperion

- Hulk's Enervate gives him a way to exercise some control over how much Power he gives his Opponent. However, it doesn't offer any help with Power Gain Buffs like Hyperion's. Hulk is also entirely reliant on Physical Damage and will see a noticeable decrease in his damage output as Hyperion gains his Cosmic Charges.



Author: [MCoC Champion Designers](#)

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Hulk

PUNY HUMAN! Stop pestering Hulk with dumb questions! Stupid Banner walk into Gamma Bomb blast! Now not just Banner – but Hulk! Hulk will slam, crush, and destroy all puny humans! Hulk is the strongest there is! None shall defeat Hulk!

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6730	490	1617
4-Star ★★★★	16876	1227	4054
5-Star ★★★★★	33837	2459	9204
6-Star ★★★★★★	57737	4196	17990
(Rank 5, Level 65)			
7-Star ★★★★★★★	55944	4028	17280
(Rank 1, Level 25)			

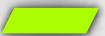
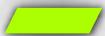
Champion Attributes



- Survivability 3



- Damage 4.5



- Ease of Use 3



- Utility 1.5



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

Hulk's Mechanics

Like with his original kit, Hulk is focused on dishing out a lot of damage, and benefiting from being low on health. He gains Fury Passives from hitting the Opponent and being struck, with a higher chance to gain them the lower his health is. Once he reaches 15 Fury Passives, he snaps into GAMMA RAGE, and any Fury he would gain instead inflicts a Physical Vulnerability onto the Opponent. GAMMA RAGE causes Hulk to lose Fury over time, and ends once he runs out of Fury. His Special Attack 1 allows him to Stun his Opponent repeatedly, just like it did before, and his Special Attack 2 inflicts a Trauma Debuff, further increasing his Physical Damage.

Character Class: Science

Basic Abilities: Poison Immunity, Fury, GAMMA RAGE, Physical Vulnerability

Strengths and Weaknesses

Strengths

- **Physical Damage**
 - With his new kit, Hulk is able to deal a lot of Physical Damage. The Fury Passives he builds up are indefinite until GAMMA RAGE triggers, and then when it does trigger he applies many Physical Vulnerability Debuffs. Combined with the Trauma and Stun effects from his Special 2 and Special 1 respectively, he can deal significant damage in a single rotation of his abilities.
- **Stun Locking**
 - The Stun Debuff from Hulk's Special 1 lasts 4 seconds by default, but the duration is increased to 8 seconds if triggered during GAMMA RAGE. That duration is long enough to build up another Bar of Power and use the Special 1 again, Stun Locking the Opponent. Each Stun in the lock lasts shorter than the previous one, but he's able to do his Special 1 a number of times in a row before everything wears off. On top of all that, his Opponent's Combat Power Rate is reduced by 20% while they're Stunned, so he can pummel them with fewer consequences
- **Degeneration Resistance**
 - Hulk now has resistance to Degeneration effects. His resistance caps out at 90%, and only when he's at 20% of his Maximum Health, but even so will significantly decrease the damage he takes from Degeneration effects.

Weaknesses

- **Critical Hits, from Skill Champions**
 - Hulk thrives at low health, and he has solid Physical and Energy Resistance to help him mitigate damage. However, Critical Hits bypass Resistance, so he's susceptible to Crits knocking his health the rest of the way down to 0.
- **Debuff Reliance, especially Stun**
 - All of Hulk's most important effects are Debuffs, especially the Stun Debuffs he triggers off his Special 1. Effects that reduce the duration of those Debuffs or provide Immunity to them will give him a difficult time.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Always Active

- An enhanced immune system provides full immunity to Poison effects.
- Gain up to 90% Degeneration Resistance and 2098 Attack Rating based on missing Health. Maximum benefit at 20% Health.
- When Striking an Opponent inflicted with a Stun effect, reduce their Combat Power Rate by 20%. Potency doubled while in GAMMA RAGE.

The Degeneration Resistance and Attack Rating increases he gets scale up as his health drops from 100% down to 20%. He doesn't gain any extra benefit for falling below 20%. The Combat Power Rate reduction he inflicts on Stunned Opponents is VERY strong, especially in GAMMA RAGE.

Dev Notes

Fury – Max 15

- Hulk's Fury Passives grant +419.6 Attack Rating for 2 seconds unless otherwise stated. Their Ability Accuracy cannot be modified, except by Hulk.
- When hitting the Opponent, 50% to 80% chance to gain a Fury Passive, based on missing Health.
- When struck, 40% to 70% chance to gain a Fury Passive, based on missing Health.
- When struck, if Hulk loses more than 10% of his Max Health, gain 5 Fury Passives.
- All of Hulk's personal Fury Passives are paused unless he is in GAMMA RAGE. Then they fall off one at a time.

Hulk's Fury Passives are now also his main resource. He builds them up through regular combat, and they last indefinitely until GAMMA RAGE triggers. When fighting Hulk on Defense, be very aware of how many Fury Passives he has, because snapping into GAMMA RAGE is definitely threatening once he has his Signature Ability.

Dev Notes

GAMMA RAGE – Passive

- Striking an Opponent with a Heavy Attack while Hulk has 5 or more personal Fury Passives inflicts Stun for 2 seconds and triggers GAMMA RAGE.
- When Hulk has 15 or more personal Fury Passives, he automatically enters GAMMA RAGE.
- While in GAMMA RAGE, if Hulk would gain a personal Fury Passive, he instead inflicts a Physical Vulnerability Debuff, reducing Physical Resistance by 118.42 for 3 seconds. Max 20.

- While GAMMA RAGE is active, pause all Trauma and Physical Vulnerability Debuffs on the Opponent.
- GAMMA RAGE ends when Hulk has no personal Fury Passives, then goes on cooldown for 10 seconds.

GAMMA RAGE is the best time to deal damage as Hulk. Whenever he'd have gained a Fury before, he instead inflicts Physical Vulnerability, increasing his damage even further. Managing GAMMA RAGE against Hulk's Specials is the key to playing him well.

Dev Notes

Special Attack 1

- The final hit inflicts a Stun Debuff for 4 seconds. Duration is increased by 100% while in GAMMA RAGE.
- Each time this Stun is inflicted, its duration is reduced by 60% until the next time Hulk enters GAMMA RAGE.

Special Attack 1 is the key Special for Hulk. The Stun lasts 8 seconds the first time it's triggered during GAMMA RAGE, which is plenty of time to pummel the Opponent more and perform another Special 1, repeating the Stun effect. Even though the Stun duration decreases with each iteration, it should be possible to chain a few SP1s back-to-back before the Opponent is able to do anything about it.

Dev Notes

Special Attack 2

- The last hit inflicts a Trauma Debuff for 3 seconds for each personal Fury Passive currently on Hulk. Trauma causes all hits to deal an additional 5% of the damage recently dealt as a burst of Physical Damage. Max: 20.

Special Attack 2 is a great way to kick off Hulk's damage loop. The Trauma lasts only a short time, but is paused while GAMMA RAGE is active, so you only need to do it once at the start of RAGE. And since the damage from Trauma is Physical Damage, it'll benefit from all the Physical Vulnerability Debuffs he applies.

Dev Notes

Special Attack 3

- If GAMMA RAGE is not active, gain 10 Fury Passives.
- If GAMMA RAGE is active, inflict a Physical Vulnerability Debuff, reducing Physical Resistance by 9000 for 3 seconds.

Special Attack 3 is handy for filling in some gaps in Hulk's loop. The 10 Fury Passives he gets are great for accelerating him towards GAMMA RAGE, and the very potent Physical Vulnerability Debuff he inflicts instead during GAMMA RAGE is another great source of damage for him.

Dev Notes

Signature Ability – Gamma Brawler

Always Active

- When Hulk enters GAMMA RAGE, or he strikes the Opponent with a Heavy Attack while it is active, he gains an Unstoppable Passive for 5.5 seconds.
- Gain up to 9000 Physical Resistance and Critical Resistance while Unstoppable, based on missing health. Potencies for both are reduced by 50% against Skill Champions.

Beware the Unstoppable effect from Hulk's Signature Ability when he's on Defense! As soon as he hits 15 Fury, even in the same moment he was struck, he'll activate GAMMA RAGE and go Unstoppable, allowing for an immediate counterattack. The Physical and Critical Resistance he gains shore up some of his weaknesses while playing at low health, but still don't help him against the Skill Class.

Dev Notes

Synergy Bonuses

Friends Level 3

With [Hawkeye](#)

- All Champions gain +130 Armor Rating

Enemies Level 3

With [Abomination](#)

- All Champions gain +155 Critical Rating

Rivals Level 3

With [Thor](#)

- All Champions gain +115 Critical Damage Rating

Reworked Incoming Synergies

Gamma Ray Ray – Unique (3-Star+)

With [Sasquatch](#)

- **Hulk:** While the Opponent is inflicted with a Stun effect, their Ability Power Rate is reduced by 100%. This effect lingers for 0.2 seconds after they are no longer Stunned.

Secret Defenders – Unique (3-Star+)

With [Silver Surfer](#)

- **Hulk:** Hulk is immune to Buffs. Whenever a Buff is prevented by immunity, inflict a Physical Vulnerability for 3 seconds, lowering Physical Resistance by 250.

Agents of S.M.A.S.H. – Unique (3-Star+)

With [She-Hulk](#)

- **Hulk:** +20% potency for personal Passive Fury effects

Incredible Substitute – Unique (4-Star+)

With [Hercules](#)

- **Hulk:** +15% Fury potency

Recommended Masteries

Stupefy

- Stun Debuffs from Special 1 are key to Hulk's damage loop. And the longer they last, the more he's able to wail into his Opponent, getting more Power, and throwing repeated Special 1's. Stupefy makes this process easier by further increasing Stun duration.

Liquid Courage

- As a Champion who is Immune to Poison and likes dealing lots of damage, Liquid Courage is a great fit for Hulk. However, be aware that unlocking it requires the Recoil mastery, which doesn't play nicely with the number of times Hulk uses Special 1 in his damage loop.

Despair and Inequity

- Hulk is able to apply a decent number of Debuffs to the Opponent at one time, between the Trauma from his Special 1, Stun from Special 1, and the Physical Vulnerability Debuffs from GAMMA RAGE. He isn't able to apply *quite* as many as some other Science Champs, but it should still be enough to noticeably benefit from Despair and Inequity

Courage

- As mentioned earlier, Hulk benefits from being low on health, even as low as 20% of his maximum. So stacking the benefits from the Courage Mastery on top of that make it possible for him to deal even more damage in that state.



Author: [MCOC Champion Designers](#)

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Hulkbuster

Tony Stark, man of means and intelligence, knows what to do when it's time to battle a raging Hulk – build a Hulkbuster exo-frame to bolster your armor. Loaded for maximum strength and power with loads of heavy weaponry, this is a must have for anyone looking to SMASH!

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- [Base Stats and Abilities](#)
- [Hulkbuster's Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6548	490	1669
4-Star ★★★★	16420	1227	4196
5-Star ★★★★★	32922	2459	9676
6-Star ★★★★★★	56176	4196	16507
(Rank 5, Level 65)			
7-Star ★★★★★★★	54432	4028	48384
(Rank 1, Level 25)			

Champion Attributes



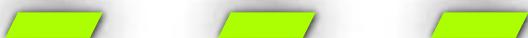
- Survivability 4.5



- Damage 5



- Ease of Use 3



- Utility 3



- Defender Strength 3.5

[Learn more about Champion Attributes](#)

Hulkbuster's Mechanics

Hulkbuster is a ramping damage and power control Champion. Hulkbuster has received new mechanics based around breaking the opponent's Block with Unblockable Special Attacks to gain bonus effects on each Special Attack.

He also brings new mechanics with slightly different abilities based on him being an Attacker or Defender. Gain more damage and

aggressive power as an Attacker, and more health regeneration and tanky stats as a Defender. Watch out for Armor Breaks though, as they will strip him of a lot of his power.

Character Class: Tech

Basic Abilities: Armor, Armor Break, Stun, Power Burn

Strengths and Weaknesses

Strengths

- **Power Control**
 - Hulkbuster has both Power Drain as well as Power Lock giving him a ton of control over the opponent's power bar and making fights fairly safe! Master hitting the opponent's Block with your Special 2, and your opponent's Special Attacks will be a worry of the past.
- **Ramping Damage**
 - Hulkbuster continuously increases his attack based on how many Shocks the opponent has active on them. Slide in your Heavy Attack or Special 3 to apply Shocks to the opponent and watch your damage go sky high.
- **Unblockable**
 - All of Hulkbuster's Special Attacks will start with an Unblockable buff being applied as soon as they begin. Use this to deal with Auto-Block, or pesky defensive opponents. Just make sure you watch out for it when you come across a wandering Hulkbuster.

Weaknesses

- **Armor Break**
 - If you break Hulkbuster's Armor then he will lose a lot of his defensive abilities, so make sure you're bringing in an Armor Break character to deal with him.
- **Shock Immunity**
 - Hulkbuster relies on applying Shocks to the opponent. Make sure you aren't taking him into a fight where he can't do that!

The following Stats and Abilities are based on a Rank 5, Level 65, 6-Star Champion

Abilities

While fighting as an Attacker

- Enter Giant-Buster Mode, granting the following:
 - Up to +1049 Attack Rating based on how large the opponent is.
 - +1174.88 Attack rating for each Shock effect on the opponent.

Stacking lots of Hulkbuster's Shocks on the opponent will result in some massive increases in his damage output!

Dev Notes

While Fighting as a Defender

- Enter Iron Wall Mode, enhancing Hulkbuster's defensive abilities.

Start of Fight & Every 15 Seconds

- Gain an indefinite Armor Up, granting 397.06 Armor rating
- Max Stacks in Giant-Buster: 2.
- Max Stacks in Iron Wall: 4

Brought Below 15% Health – Once Per Fight

- Gain an indefinite Armor Up, granting 397.06 Armor rating
- If in Iron Wall, gain a second Armor Up Buff

Fighting Non-Cosmic Champions

- For each Armor Up Buff Hulkbuster gains the following benefits:
 - +964.29 Energy Resistance
 - +93.75 Critical Damage Rating
 - Incoming Bleed & Poison Debuffs suffer -25% Potency
 - Enemy attacks suffer -20% Offensive Ability Accuracy
 - Enemy attacks suffer -147.2 Critical Damage Rating

This stacks for *each* Armor Up buff on Hulkbuster, try and see how many you can get on him!

Dev Notes

When Struck by Critical Hits

- 60% chance to consume 1 Armor Up Buff to inflict a Shock Debuff, dealing 2727.4 direct Energy Damage over 10 seconds.

Heavy Attacks

- 100% chance to inflict a Shock Debuff, dealing 2307.8 direct Energy Damage over 10 seconds

Stack as many of these as you can as an attacker to gain some massive damage via the bonus attack granted for each!

Dev Notes

Special Attacks

- 100% chance to inflict an Armor Break Debuff, removing 1 Armor Up Buff and reducing Armor Rating by 3375 for 20 seconds
- 100% chance to gain an Unblockable Buff, lasting 1 seconds.

Special Attack 1 – Hulk-Smasher

- 100% chance to Stun for 1.50 seconds.
- If the opponent's Block is broken by the attack, all of Hulkbuster's Armor up Buffs are consumed to add +1.25 second(s) duration to the Stun Debuff for each Armor Up consumed this way.

Getting the massive stun from breaking an opponent's Block with this attack gives you a great chance to throw in lots of heavy attacks and stack on the Shocks.

Dev Notes

Special Attack 2 – Hulk-Blaster

- If the opponent's Block is broken by this attack, all Beam attacks have a 100% chance to inflict Power Burn, draining 1 Bar(s) of Power per hit and inflicting direct damage proportional to the Power drained.
- 100% Chance to Power Lock, severing the target's flow of power for 3 seconds.

Special Attack 3 – Hulk-Buster

- This Attack Drains 50% of the Opponent's current Power.
- Inflicts up to 3 Shock Debuffs, with each having an 80% chance to activate, dealing 2307.8 Energy Damage over 20 seconds.
- Unblockable Buffs triggered during this attack gain +4.5 seconds duration.

Signature Ability – Veronica Mk II

Brought Below 15% Health – Once Per Fight

- 100% chance to activate a Self-Repair Buff lasting 12 seconds and recovering 25279.28 Health. This Buff is lost if Hulkbuster is Stunned.
- Giant-Buster: +4825.38 Attack rating while Self-Repair is active.
- Iron Wall: +45% Self-Repair Potency.

Synergy Bonuses

Technological Competition – Unique

With Hulkbuster, [Yellowjacket](#)

- **Hulkbuster:** Launching a Special Attack converts 1 Armor Up Buff into a Fury Buff, lasting 15 Seconds and granting 30% Attack.
- [Yellowjacket](#) : Power Sting gains +65% Potency.

DON'T MENTION PUNY BANNER! – Unique

With Hulkbuster, [Hulk](#), [Hulk \(Ragnarok\)](#)

- **Hulkbuster:** Up to +1000 Armor Rating based on how low Hulkbuster's current Health is.
- [Hulk](#) : Immunity to Nullify, Fate Seal and Stagger.

- [Hulk \(Ragnarok\)](#): Gains up to +1000 Physical Resistance based on how high the Crowd Meter is.

Engineering Experts – Unique

With Hulkbuster, [Mister Fantastic](#), [Black Panther](#), [Black Panther \(Civil War\)](#)

- **Hulkbuster:** Each Shock Debuff reduces the opponent's Offensive Ability Accuracy during Special Attacks by 15%
- [Mister Fantastic](#): +1000 Physical Resistance
- [Black Panther](#): +40% Bleed Ability Accuracy and potency
- [Black Panther \(Civil War\)](#): +40% Armor up Ability Accuracy and Potency

Enemies

With [Ultron](#), [Cull Obsidian](#), [Ebony Maw](#), [Proxima Midnight](#), [Corvus Glaive](#)

- **All Champions:** Gain +155 Critical Rating

Family

With [Iron Man](#), [Superior Iron Man](#), [Iron Man \(Infinity War\)](#)

- **All Champions:** Gain +6% Health

Recommended Masteries

Despair

- Hulkbuster stacks a ton of debuffs on the opponent, bringing in despair is going to help you control the opponent's Regeneration abilities with ease.

Recovery

- Hulkbuster's Signature Ability gives him a massive regen, Squeezing out some extra Health via the Recovery mastery is a huge win

Coagulate

- Hulkbuster has some Bleed resists from having armor ups, doubling down on some extra bleed resist will help you mitigate all that bleed damage.



Author: [MCoC Champion Designers](#)

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Hulkling

Growing up, Theodore “Teddy” Altman thought he was simply a mutant with shapeshifting and super-strength. Then one day he was hunted down by Super-Skrull and informed that not only was he actually a hybrid of the Kree and Skrull races, he was also a member of the Skrull royal family. As time passed, Teddy claimed his role as the once and future King of Space, emperor of the united Kree/Skrull alliance, and wielder of the mythical star-sword, Excelsior.

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- [Base Stats and Abilities](#)
- [Hulkling's Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)			
3-Star ★★★	6609	490	1954
4-Star ★★★★	16572	1227	4913
5-Star ★★★★★	33227	2459	10650
6-Star ★★★★★★	48995	3626	15669
(Rank 4, Level 55)			

Champion Attributes

- Survivability 3



- Damage 4.5



- Ease of Use 3



- Utility 3.5



- Defender Strength 3



[Learn more about Champion Attributes](#)

Hulkling's Mechanics

Hulkling is a strong, but versatile Champion, who excels at dealing damage through the Opponent’s Block and penetrating their Armor. He builds up Shapeshift Charges over time, which he can convert into a variety of different Buffs depending on the situation. Careful management of these Buffs will allow him to periodically go Unblockable, and with proper timing will also significantly enhance the Fury Buffs he gains from his Special Attacks.

Character Class: Cosmic

Basic Abilities: Shapeshift Charges, Pierce, Aptitude, Bulwark, Regeneration

Strengths and Weaknesses

Strengths:

- **Pierce and Armor Penetration**
 - Hulkling has access to a new kind of Buff, called “Pierce”. Pierce grants both Block Penetration and Armor Penetration. Hulkling is able to quickly and easily build up these Pierce Buffs, allowing him to easily deal damage to Opponents who are blocking and/or have high Armor.
- **Immunities**
 - Hulkling has a wide variety of Immunities. He is Immune to Poison, Shock, Power Drain, Power Steal, and Power Burn. Additionally, whenever one of these Immunities prevents an effect, Hulkling gains a Shapeshift Charge.
- **Fury**
 - Hulkling gains very potent Fury Buffs from his Special Attack 2. While strong on their own, they are also enhanced by the Aptitude Buffs he can gain from his Shapeshift mechanic.

Weaknesses:

- **Neutralize and Nullify**
 - The vast majority of Hulkling’s effects are Buffs, making them susceptible to Nullify effects. However, he does have some effects which are Passive, or keep track of how many Buffs he’s triggered, even if they’re removed. So using Neutralize to prevent his Buffs from triggering in the first place is the best strategy against him.
- **Regeneration Rate reduction**
 - Hulkling uses Regeneration Buffs to recover the damage he takes, and he also reduces the duration of any Heal Block effect on him. This means that the best way to control and reduce his healing is by lowering his Regeneration Rate, via effects like Spectre and Petrify.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Always Active

- Advanced Kree-Skrull physiology provides full Immunity to the Poisons and Shocks of the Battlerealm
- Additionally, the mystical Excelsior Sword protects Hulkling’s energy, granting Immunity to Power Drain, Steal and Burn, and reducing incoming Heal Block duration by 2 second(s) flat.
- When Hulkling prevents an effect via Immunity, he gains 1 Shapeshift Charge(s).
- +614.75 Attack Rating for each unique Buff Hulkling has.
- Offensive Combat Power Rate is decreased by 20%

Hulkling has quite a few Immunities, which is handy in and of itself. But he gains additional benefits on top of that, since triggering his Immunities will grant him extra Shapeshift Charges, making it even easier to build up his Buffs.

While his Combat Power Rate may be lower than normal, he makes up for it with the extra Power he gains from his Shapeshift Charge mechanics.

Dev Notes

Shapeshift Charges – Max 8

- Start the fight with 3 Shapeshift Charge(s), and gain 1 Charge(s) every 1 second(s) while not attacking with Basic Attacks or being Struck.
- A Shapeshift Charge is converted into a Buff when Hulkling performs certain gameplay actions. These Buffs each last 16 second(s) and can stack up to 4 times.
- Whenever a Shapeshift Buff is gained, Hulkling also Passively gains 7% of a Bar of Power.

Shapeshift Charges are Hulkling’s core mechanic. He builds them quickly over time, but not while he’s attacking or being stuck, so occasionally you’ll have to back off and wait a moment for the Charges to build up before attacking the Opponent.

The Passive Power Gain he gets from his Shapeshift Buffs is also very useful, both compensating for his decreased Combat Power rate, and allowing him to get more Power than usual from striking the Opponent’s Block.

Dev Notes

Shapeshift Buff Conversion

- Hit into Block: Convert into a Pierce Buff of 700 potency.
- Strike with a Light or Medium Attack: Convert into an Aptitude Buff, increasing the potency of Fury, Armor, and Precision Buffs by 18%.
- Well-Timed Block: Convert into a Bulwark Buff, increasing Block Proficiency by 700.

- Struck by the Opponent: Convert into a Regeneration Buff, healing 65% of the damage taken from the Strike.

Hulkling's Shapeshift Buffs help him adapt to whatever situation he finds himself in. Striking the Opponent's Block will give Pierce, letting him do more damage into a Block. Blocking with a Well-Timed Block will grant him Bulwark, improving his Block Proficiency. Being Struck will grant him Regeneration, restoring some of the damage taken.

Dev Notes

Peak Transformation

- Every 5 Pierce Buffs gained also grants an Unblockable Buff for 5 second(s). Reduced to every 3 Buffs when fighting as a Defender.
- Every 8 Regeneration Buffs gained also grants an Indestructible Buff for 2.50 second(s). Reduced to every 5 Buffs when fighting as a Defender.
- If either of these Buffs are Nullified, they are replaced with identical Passives, and their duration is 3 second(s) longer.
- Both the Indestructible Buff and Passive are removed after being struck by the Opponent's Special Attack 3.

Peak Transformation is the key thing to keep track of while playing as and against Hulkling. Shapeshift Charges and their Buffs trigger very easily, and don't require much management. However, triggering the Unblockable Buff from Peak Transformation is key to getting as much damage out of Hulkling as possible, while also being a potent threat when he's on Defense.

Dev Notes

Heavy Attacks

- Inflicts a non-stacking Intimidate Debuff for 7 second(s), making the Opponent less aggressive and reducing their Block Proficiency by 900. Cooldown 15 second(s).

In order to trigger the Unblockable from Peak Transformation, Hulkling needs to strike the Opponents Block and generate Pierce Buffs. But this can be tricky to do if the Defender isn't Blocking very often. So, the new Intimidate Debuff makes that easier, by making the Opponent more Defensive for a period of time.

Dev Notes

Special Attack 1

- For the next 10 second(s), the time between gaining Shapeshift Charges is decreased to 0.5 second(s).
- If Hulkling is or becomes Unblockable during this Attack, pause all his personal Buffs, other than Unblockable, until 2 second(s) after this Attack.

Special Attack 1 is a great way to accelerate Hulkling's main gameplay loop. By significantly increasing the rate at which he gains Shapeshift Charges, he'll be able to build up Shapeshift Buffs much faster.

Dev Notes

Special Attack 2

- On Activation, gain a Fury Buff, increasing Attack Rating by 1721.3 for 10 second(s).
- If Hulkling is or becomes Unblockable during this Attack, gain another Fury Buff, increasing Attack Rating by 2704.9 for 10 second(s).

Special Attack 2 is Hulkling's big damage source. The Fury Buff he gets if he was Unblockable during this attack is very large, and will further be improved by the Aptitude Buffs he gets from his Shapeshift mechanic. So if you're able to line up the Aptitude, Pierce, and Unblockable Buffs all before doing a Special 2, he'll get access to a lot of damage for a long window of time.

Dev Notes

Special Attack 3

- If Hulkling has at least 2 Bulwark Shapeshift Buffs, pause 2 of them for the remainder of the fight, once per fight.
- If Hulkling doesn't have enough Bulwark, or they're already paused, pause Aptitude Buffs instead, then Pierce Buffs.
- If Hulkling doesn't have enough of any Bulwark, Aptitude, or Pierce, or all are paused, he instead gains Shapeshift Charges up to their Max.

Special Attack 3 is primarily useful in longer fights. By permanently pausing his Bulwark, Pierce, and Aptitude Buffs, it's much easier to maintain the benefits they grant over the course of a long fight. Note that pausing the Buffs won't stop future ones from triggering, so Hulkling will still gain all the other benefits he gains from triggering Shapeshift Buffs.

Dev Notes

Signature Ability – King of Space

Always Active

- Personal Bulwark Buff duration is increased by 4 second(s) flat.
- Personal Fury Buff duration is increased by 3 second(s) flat.
- +525.49 Armor Penetration for each active personal Pierce Buff.

Hulkling's Signature Ability generally makes it easier to do what he wants to be doing in the first place. Increased Bulwark duration and Armor Penetration will make it easier to take less damage, and deal more. The increased Fury Buff duration lets him get a few more strong hits in after the Special 2, and also makes it easier to pause the Fury Buffs with his Special 1.

Dev Notes

Synergy Bonuses

True Love – Unique Synergy (3-Star+)

With Wiccan

- **Hulkling** : Hulkling is Stun Immune while he has at least 3 Pierce Buffs.

Son of Mar-Vell – Unique Synergy (4-Star+)

With [Captain Marvel](#)

- **Hulkling** : Max Shapeshift Charges is increased to 12.
- [Captain Marvel](#) : If Captain Marvel would start the fight with less than 10 Energy Charges, start with 10 instead.

Fighting Destiny – Unique Synergy (4-Star+)

With [Super-Skrull](#)

- **Hulkling**: When striking a Tech Opponent, 25% chance per Armor Up Buff they have to gain a Pierce Buff of 700 potency for 16 second(s).
- [Super-Skrull](#) : Personal Energy Vulnerability Debuffs are paused while Attacking the Opponent.

Kookie Triplet – Unique Synergy (3-Star+)

With [Squirrel Girl](#)

- **Hulkling**: 50% chance when Striking the Opponent while Unblockable to inflict a non-stacking Armor Break Debuff for 10 second(s), reducing Armor Rating by 500.
- [Squirrel Girl](#) : 25% chance to Purify one of each Non-Damaging Debuff each time the Opponent is inflicted by a Bleed Debuff.

The Prince and the Frog – Unique Synergy (3-Star+)

With [Toad](#)

- **Hulkling**: The number of Pierce Buffs needed to trigger Peak Transformation's Unblockable Buff is reduced by 1.
- [Toad](#) : When the Opponent gains a Poison effect, if they have 5 Poison effects, refresh Toad's personal Slow Debuff.

Teammates (2-Star+)

With [Sunspot](#) , [Loki](#) , [Hawkeye](#)

- All Champions gain +[3/4/5]% Perfect Block Chance.

Romance (available at 2* and above)

With [Wiccan](#)

- All Champions gain +[3/4/5]% Combat Power Rate.

Recommended Masteries

Extended/Enhanced Fury

- Hulkling's damage is heavily based on the Fury Buffs he gets from his Special Attack 2, so enhancing them with these Masteries will help him do even more damage.

Liquid Courage

- Since he's Immune to Poison, Hulkling gets all the benefits of Liquid Courage, without having to take any damage from the Poison it inflicts.

Recovery

- This is a slightly more niche choice, but still useful. Hulkling's Regeneration Buff from Shapeshift restores a portion of the damage that was dealt to him. The Recovery Mastery increases the effectiveness of this Regen, providing even more of a safety net if Hulkling takes a few hits.



Author: [MCoC Champion Designers](#)

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the Human Torch

Hot-headed Johnny Storm was one of four people on the space flight accident that gave rise to the Fantastic Four. After their ship was bathed in cosmic radiation, Johnny gained the ability to create and control fire. In addition to generating powerful blasts of flame, he can envelop his body in plasma, giving him the ability to fly. Now dubbed "Human Torch", he and the rest of the Fantastic Four are taking The Contest by storm. Flame On!

The Human Torch's Mechanics

Human Torch places tons of Incinerate Debuffs on the Opponent through both his basic and Special attacks. He can also increase his Temperature to increase the duration of all his Incinerates. Use his Pre-Fight Ability to enter Nova Form and all his Incinerates become Nova Flames, inflicting Power Sting and bypassing Immunity!

Champion Attributes



- Survivability 1.5



- Damage 5



- Ease of Use 4



- Utility 4



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

Base Stats and Abilities

*All stats based on 4-Star, Rank 5, Level 50, Signature Level 99

Health: 14900

Attack: 1165

Max PI:

- **Without Signature:** 3840
- **With Signature (99):** 4782

*All stats based on 5-Star, Rank 5, Level 65, Signature Level 200

Health: 29874

Attack: 2335

Max PI:

- **Without Signature:** 7734
- **With Signature (200):** 10530

Character Class: Science

Basic Abilities: Pre-Fight Ability, Temperature, Incinerate, Nova Flame

Strengths and Weaknesses

Strengths:

- **Mystics, especially [Mephisto](#)**

- Human Torch has a great matchup against Mystic champions by default, as their attacks increase his Temperature and place a Smoulder on him.
And while Mephisto will enjoy increased Power Gain from Human Torch's Incinerates, once Johnny enters Nova Form that Power will backfire, due to the Power Stings placed by Nova Flame. Mephisto's Aura of Incineration will also put Smoulders on Human Torch.

- **Energy damage**

- Similar to his Mystic matchup, Human Torch benefits from taking hits from Energy attacks. These attacks will naturally push his Temperature up, and since contact attacks against Human Torch have a chance to Incinerate the Opponent, they may even put him into Nova Form without him having to throw a punch.

Weaknesses:

- **Incinerate Immunity, example: [Red Hulk](#)**

- As you might guess, Champions that are immune to Incinerate are problematic for Human Torch. While he can bypass the immunity with Nova Flame, the only ways he can access those against immune Champions is by Special Attack 3, and his Pre-Fight ability. Red Hulk is especially challenging, as Incinerates used against him grant him Heat Charges.

- **Long-duration Bleeds, example [Nick Fury](#)**

- The duration of Johnny's Incinerates and Nova Flames is 4 seconds shorter while he's Bleeding. The Incinerates caused by his basic attacks and from receiving a contact attack last 3 and 4 seconds respectively, so if he's Bleeding they will apply then immediately expire. He can compensate for this by keeping his Temperature up and increasing their duration, but Temperature falls off faster if the Opponent doesn't have many Incinerates on them, which will definitely be the case if their duration is so short.



Author: [MCOC Champion Designers](#)

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Hyperion

An infant cast into space, Hyperion was the only survivor of a dying race, on a dying world. He crashed to Earth, and was found by a man who called himself Father. Father would teach him right from wrong, good from evil, instilling in him a set of morals which would guide him into using his incredible powers as a sworn protector of our world.

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- [Hyperion's Mechanics](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6684	440	1813
4-Star ★★★★	16762	1103	4551
5-Star ★★★★★	33608	2211	9814
6-Star ★★★★★★	43306	2849	12616

(Rank 3, Level 45)

Champion Attributes



- Survivability 4



- Damage 5



- Ease of Use 2



- Utility 2.5



- Defender Strength 3.5

[Learn more about Champion Attributes](#)

Hyperion's Mechanics

Class : Cosmic

Base Abilities – Fury, Incinerate, Armor Break, Stun

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Passive

Eternal physiology grants immunity to all known poisons within the Battlerealm.

Cosmic Charge – Passive

- Gains charges periodically.
- Maximum 3 charges at a time.
- Whenever not at full power, Cosmic Charges are converted into Power Gain Buffs one at a time.
- Each charge passively increases Attack by 40% and Physical Resist by 20%

Cosmic Healing – Passive

- Hyperion triggers Cosmic Healing by dashing backwards and holding block for 2 seconds, at a cost of 3 Cosmic Charges.
- Cosmic Healing Regenerates 15% of Hyperion's Health over 15 seconds.
- After triggering Cosmic Healing, Hyperion will be unable to generate Cosmic Charges for 45 seconds.

Heavy Attacks

- 35% chance for Fury, increasing your Attack by 50% for 10 seconds.

Special 1 – Atomic Vision

- This attack Incinerates the enemy, dealing 92% of your attack as Energy Damage over 10 seconds. This effect also removes Perfect Block Chance and reduces Block Proficiency by 50% while it's active.

Special 2 – Solar Wind

- 100% chance to Armor Break, removing enemy Armor and applying 60% Armor reduction for 15 seconds.
- 50% chance to Stun for 3 seconds.

Special 3 – Orbital Kinetic Strike

- 100% chance to gain up to 3 Cosmic Charges
- If Hyperion has 3 Cosmic Charges when used, he instead gains a Cosmic Overcharge Buff.
- While in Cosmic Overcharge mode, Hyperion gains Power and does not convert Cosmic Charges into Power Gains while below Full Power.

Signature Ability – Cosmic Potential

- Hyperion's Eternal physiology becomes even more efficient at storing and converting cosmic radiation, resulting in 50% increased Buff duration.

Synergy Bonuses

Enemies

With [Doctor Strange](#)

- All Champions gain +155 Critical Rating

Enemies

With [Iron Man](#)

- All Champions gain +155 Critical Rating

Friends

With [Thor](#)

- All Champions Gain +130 Armor Rating

Recommended Masteries

Stupefy

- Hyperion's Special 2 attack has a good chance to land a long stun. Adding another 0.5 seconds to it makes it long enough to trigger both a Heavy attack to trigger Fury bonuses, and still start another combo.

Liquid Courage

- Since Hyperion is immune to Poison, he gains the large Attack bonus and doesn't take any damage.

Recoil

- Since Hyperion wants to build his Cosmic Charges, in a longer fight he will want to wait a while before starting to use his Special Attacks. During this time, he will be making full use of the Attack bonus without taking any Recoil damage.



Author: [MCOC Champion Designers](#)

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Iceman

Iceman aka Robert “Bobby” Drake, was the second, and youngest, member of the original X-men team. His mutant powers give him the ability to radically lower his internal and external temperatures, convert his body into organic ice, and also freeze any moisture in the air around him. When he was temporarily possessed by the powerful telepath Emma Frost she unleashed powers within Bobby far greater than he had accessed himself. Performing new feats such as freezing fluids inside another person’s body, and quickly traveling great distances as a liquid, solid, or gas, Iceman works towards a greater mastery of his powers and there’s no telling where his true limits lie.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6366	451	1762
4-Star ★★★★	15964	1131	4421
5-Star ★★★★★	32008	2268	9821
6-Star ★★★★★★	47197	3343	14447
(Rank 4, Level 55)			

Champion Attributes



- Survivability 4



- Damage 4



- Ease of Use 2.5



- Utility 3.5



- Defender Strength 3

[Learn more about Champion Attributes](#)

Iceman’s Mechanics

Iceman’s main mechanic is building up Frostbite Passives on his Opponent, via his Critical Hits and Special 1. Frostbite Passives deal Energy Damage when they expire, but Iceman can detonate them early with his Heavy Attack and Special 2 to deal bonus damage. He’s also got some great Immunities, and his ever-present Ice Armor limits the amount of damage he would take from a single hit or other damage burst.

Character Class: Mutant

Basic Abilities: Organic Ice, Frostbite, Coldsnap.

Strengths and Weaknesses

Strengths

- **Anti-Evade**
 - In addition to dealing damage, Coldsnap effects prevent the Opponent's Evade effects. Iceman is able to keep at least one Coldsnap on the Opponent for the majority of his fights, effectively shutting off Evade for the whole fight.
- **Damage reduction**
 - Ice Armor increases Iceman's Armor Rating, so he takes less damage from incoming attacks. But more importantly, it also caps incoming damage at 5% of his max health, so he has a way to mitigate big single-damage attacks, like incoming Special 3 attacks.
- **Frostbite Passives**
 - The majority of Iceman's kit revolves around inflicting and detonating Frostbite Passives. Since these are Passive, not Debuffs, they can't be removed by the Purify effects in the Skill class.

Weaknesses

- **Energy Resistance**
 - A significant portion of Iceman's damage is Energy Damage, so Champions with significant Energy Resistance will reduce the damage he can deal and lead to a much longer fight
- **Reliance on Critical Hits**
 - The main way Iceman builds Frostbite effects on the Opponent is by landing Critical Hits. So in fights where he's unable to do so, he won't really be able to take advantage of his kit or deal effective damage.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Organic Ice

- Iceman's Organic Ice form grants him full Immunity to all Incinerate, Nova Flame, Bleed, Poison, Coldsnap, and Frostbite effects.

Ice Armor

- Iceman begins the fight with an indefinite Ice Armor Buff, increasing his Armor Rating by 700. Ice Armor counts as an Armor Up effect.
- If Iceman would lose more than 5% of his Max Health from a single source, his Ice Armor protects him from the blow reducing the health loss to 5%, then it is removed.
- If Iceman would become Stunned while his Ice Armor is active, the Ice Armor negates the effect, then shatters.
- Once shattered, Ice Armor takes 15 seconds to reform.
- If Ice Armor is removed due to Iceman's abilities, all Frostbite effects expire instantly.

Ice Armor caps the damage from a single source at 5% of Iceman's max health. Effects that deal damage over time will be able to bypass this, but big Special Attacks (especially Special 3) will be limited by the cap.

Dev Notes

Critical Hits – Frostbite

- 70% chance to inflict a Frostbite Passive. Frostbite Passives last for 10 seconds and deal 1927.8 Energy Damage when they expire.

Heavy Attacks

- This attack causes all Frostbite Passives to expire instantly and deal an additional 907.2 Energy Damage each.

This is one of the key ways that Iceman deals damage. While Frostbites deal respectable damage when they expire naturally, it's significantly increased when they're detonated by his Heavy Attack instead

Dev Notes

Special 1 – Chill Out

- The final hit inflicts a Coldsnap Debuff, dealing 3402 Energy Damage over 14 seconds.
- The final hit inflicts 2 personal Frostbite Passives.

This is the ideal Special to use if you want to keep a Coldsnap Debuff on the Opponent to stop their Evade abilities.

Dev Notes

Special 2 – Blizzard

- Iceman consumes his Ice Armor to gain 3402 Attack Rating for the duration of this attack.

This is the other main way that Iceman deals damage. When he consumes his Ice Armor to increase his Attack Rating, he will also detonate any Frostbite Passives on the Opponent. This detonation will benefit from the Attack Rating increase he gets from the Special Attack, leading to significantly increased damage.

Dev Notes

Special 3 – Ice to Meet You

- Inflicts a Coldsnap Debuff, dealing 4536 Energy Damage over 18 seconds.
- This attack instantly reforms Ice Armor.

Signature Ability – Absolute Zero

- While the Opponent has a Coldsnap Debuff, the chance to apply Frostbite on Critical Hits is increased by 30% flat.
- Ice Armor reforms 3 seconds faster.
- At the start of the fight, inflict a Coldsnap Debuff dealing 5568.74 Energy Damage over 12 seconds.

Synergy Bonuses

Synergy Bonuses – Outgoing

Enemies – (2-Star+)

With [Magneto](#), [Hyperion](#)

- All Champions gain +85/115/155 Critical Rating

Rivals – (3-Star+)

With [Spider-Man \(Classic\)](#)

- All Champions gain +90/115 Critical Damage Rating

Teammates – (3-Star+)

With [Ghost Rider](#), [Black Widow](#)

- All Champions gain +4/5% Perfect Block Chance.

Synergy Bonuses – Changed Incoming

Drug M – Unique (5-Star+)

From [Professor X](#)

- **Iceman:** Inflict 3 personal Frostbite Passives whenever the Opponent Purifies a Coldsnap Debuff.
- Other aspects of the synergy are unchanged

Get Over Here – Unique (3-Star+)

From [Scorpion](#)

- **Iceman:** Gain +950/1000/1050/1124 Critical Rating while the Opponent is suffering from a Coldsnap effect.
- Other aspects of the synergy are unchanged

Recommended Masteries

Liquid Courage/Double Edge

- Iceman benefits greatly from the bonus to his Attack, while avoiding all of the disadvantages of these two Masteries due to his Immunities.

Physical/Energy Resistance

- Both Resistances provide additional damage reduction which combines nicely with his natural Armor bonus from Ice Armor. While avoiding doubling down on one Attribute to minimize the effect of the diminishing returns curve.

Precision

- Iceman has a chance to place a Frostbite on his opponent each time he lands a Critical Hit. His Heavy Attack also detonates all active Frostbites for even more damage, allowing him to benefit twice for each Critical Hit.



Author: [MCoC Champion Designers](#)

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Ikaris

Ikaris is an Eternal, once a race of super powered beings engineered by The Celestials to watch over and protect humanity from Deviants. Armed with super strength, flight, immortality, and cosmic energy powers, Ikaris serves as the stalwart leader of the Eternals tasked with safeguarding Earth.

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- [Strengths and Weaknesses](#)
- [Abilities](#)
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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6245	494	1944
4-Star ★★★★	15660	1238	4884
5-Star ★★★★★	31398	2482	10640
6-Star ★★★★★★	40458	3198	13680

(Rank 3, Level 45)

Champion Attributes



- Survivability 2.5



- Damage 2



- Ease of Use 2.5



- Utility 1.5



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

Ikaris' Mechanics

Ikaris's playstyle is all about pushing the limits of his cosmic power without getting too close to the sun. He wants to stack as many Incinerates on the Opponent as possible and then destroy his Opponent with his Special 3. The other Special Attacks are meant to help facilitate that stacking while amplifying his abilities, whether offensive or defensive.

Cosmic Champions are known for having a bunch of Buffs, he is no exception with the following: Energize, Unblockable, Physical Resist, Armor, and Protection. He will be pushing the limits and wants to throw as many Special Attacks as he can. He doesn't like when his power is lowered, so he will burst you when it is. Don't forget, if he is throwing a lot of Special Attacks, he expects you too as well,

or else Power Detonation will explode on you.

Character Class: Cosmic

Basic Abilities: Energize, Power Detonation, Incinerate, Protection

Strengths and Weaknesses

Strengths

- Punishing Power Manipulation Champions
- Mega Spike Burst Special 3

Weaknesses

- Nullify Champions
- Incinerate Immune Champions
- High Energy Resistance Champions

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Always Active

- Immune to Incinerate, Shock and reduces the damage of Poison by 20%.
- All basic attacks are Energy Damage.

When Struck by Medium Attack – Power Detonation

- Inflict a Power Detonation Debuff lasting 15 seconds. If Power Detonation expires naturally the Opponent receives a burst of 200% Energy Damage. If the Opponent launches a Special Attack this Debuff is removed with no penalty. Cooldown 10 seconds.

Getting your Opponent to hit you with a medium then forcing them to throw a Special Attack on your time table. You know it's coming or they will take damage.

Dev Notes

Energize (Max: 10)

- Gain +1 Energize whenever either Champion strikes or hits into block with a Light Attack.
- Each Energize Buff lasts indefinitely until consumed and while 1 or more Energize Buffs are active, gain +70% Combat Power Rate. The effect of Energize is reduced by 50% when used as a Defender. This Combat Power Rate cannot be increased or decreased by outside sources.
- While +7 Energize Buffs are active: Whenever Ikaris's Power is reduced for any reason, inflict the Opponent with a burst of 297.84 Energy Damage per Energize Buff. No effect against Mystics.
- All Special Attacks consume 10 Energize Buffs on hit.
- Landing a Heavy Attack inflicts the Opponent with Incinerate Debuffs equal to 50% of the Energize Buffs and removes 1 Energize Buff.

Playing around with having up to 10 Energize stacks lets you pick the buff you want and when. Don't forget having 7+ Energize also is free damage via Energy Burst when you do your Special Attacks or when your power is messed with by different Techs.

Dev Notes

Incinerate (Max: 225)

- Incinerate will deal +223.38 as Energy Damage over 22 seconds. Incinerate Debuffs also remove Perfect Block Chance and decrease Block Proficiency by 50% while active.
- Landing a Heavy Attack pauses all Incinerate Debuffs for 8 second(s).

Upkeep, upkeep, upkeep, how close to the sun can you go without falling out of the sky. You can pause and refresh these Incinerates with a Heavy or Special 1.

Dev Notes

Special Attack 1 – Meteor Strike

- Inflict 3 Incinerate Debuffs on each hit and refresh all Incinerate Debuffs.

- If Ikaris has 10 Energize Buffs, gain a Protection Buff for 30 seconds preventing Ikaris from taking more than 5% of max health from a single hit. Excluded from damage on Special 3.
- If Ikaris has less than 10 Energize Buffs, gain an Armor Buff increasing Armor Rating by +900 for 30 seconds.

Pick your Buff for the situation. Armor or Protection, or juggle both. Don't forget your Synergy can help boost per hit Incinerate counts.

Dev Notes

Special Attack 2 – Disintegration Beams

- Double all Incinerate Debuffs. If you have no Incinerate Debuffs on the Opponent, apply 10.
- If Ikaris has 10 Energize Buffs, gain an Unblockable Buff for 8 seconds on Special Attack activation.
- If Ikaris has less than 10 Energize Buffs, gain +3150 Physical Resistance Buff for 30 seconds.

When do you want to double up, I'll let you decide, tip: you will probably end up doing equal uses of Special 1 and Special 2's before you do your adios Special 3.

Dev Notes

Special Attack 3 – Eternal Destruction

- True Damage Attack that applies a bonus +1241 Attack Rating per unique buff currently on Ikaris.
- Each Incinerate Debuff on the Opponent grants a +372.3 Attack Rating for this attack. Consume all but 10 Incinerates.

Who can give you more Buffs? Can you squeeze that bonus damage out with as many Incinerates as you can upkeep.

Dev Notes

Signature Ability – Energy Backblast

Passive

- Every time an Opponent tries to apply an effect on Ikaris that he is immune to, inflict an Energy Vulnerability Passive, decreasing Energy Resistance by 899 for 10 second(s). Max 10 stacks

This works on Immunity he gains from outside sources, example: quest nodes.

Dev Notes

Synergy Bonuses

Lords of Energy – Unique

With [Cyclops \(New Xavier School\)](#), [Black Bolt](#)

- Ikaris: Gains 1 bonus base stack of Incinerate Debuff on Special 1 when paired with Cyclops or Black Bolt (stacks if with both).
- [Cyclops \(New Xavier School\)](#): Gains +25% Fury Buff for 10 seconds when inflicting an Armor Break Debuff. Max Stack of 4.
- [Black Bolt](#): Gains +100% Combat Power Rate for 4 seconds when inflicting a personal Stun Debuff.

Hard-Headed – Unique

With [Unstoppable Colossus](#), [Juggernaut](#)

- Ikaris: Gains 10% bonus duration on Incinerate Debuffs when paired with Unstoppable Colossus or Juggernaut (stacks if with both).
- [Unstoppable Colossus](#): When gaining Unstoppable Buff will also trigger a 50% Fury Buff for 15 seconds.
- [Juggernaut](#): While Unstoppable, gain +100% Combat Power Rate on Heavy Attacks.

Fateful Friends – Unique

With [Iron Man](#), [Doctor Strange](#)

- Ikaris: When Incinerate Debuffs expire naturally or get purified, apply 30% of the amount back to the Opponent with full durations.
- [Iron Man](#): Inflict an Incinerate Debuff on the Opponent dealing 100% Attack Rating as Energy Damage per second on all Special Attacks.
- [Doctor Strange](#): Upon the Weakness Debuff expiring, gain a Protection Buff for 10 seconds preventing Dr. Strange from taking more than 5% of max health from a single hit.

Recommended Masteries

Despair

- Each Debuff on the Opponent will reduce their healing.

Dexterity

- Helps to increase the unique Buffs bonus on the Special 3.



Author: [MCOC Champion Designers](#)

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Immortal Iron Fist

Danny Rand is a brilliant billionaire who traveled to the heavenly city of K'un Lun to master the martial arts. Becoming the latest in a long line of warriors to pick up the mantle of Iron Fist, Rand gained the mystical power to focus his chi – augmenting his fighting skills to superhuman levels.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5821	507	1761
4-Star ★★★★	14900	1272	4447
5-Star ★★★★★	31093	2550	10035
6-Star ★★★★★★	39083	3285	12783
(Rank 3, Level 45)			

Champion Attributes



- Survivability 1.5



- Damage 2



- Ease of Use 5



- Utility 1



- Defender Strength 1

[Learn more about Champion Attributes](#)

Immortal Iron Fist's Mechanics

Immortal Iron Fist hits the weakest points of his Opponent, Armor Breaking with Critical Hits. With his Heavy Attack, he's able to Nullify the Opponent's Cruelty, Fury or Precision Buffs.

Character Class: Mystic

Basic Abilities: Armor Break, Nullify, Precision

Strengths and Weaknesses

Strengths

- **Critical Hits**
 - While doing combos, Iron Fist will increase his Critical Rating, allowing him to get consistent Critical Hits.
- **Armor Breaks**
 - Every time Iron Fist hits the opponent with a Critical Hit, there's a chance of applying an Armor Break.

Weaknesses

- **Buff Removal**
 - With his Critical Hits being more present due to his Precision Buffs, removing them will impact his damage.
- **Debuff Removal**
 - If the Opponent is Immune or Shrugs Debuffs, his Armor Breaks won't be able to apply.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Critical Hits

- The sheer force of a Critical Hit has a 55% chance to break the target's Armor and apply 460.98 Armor Rating reduction for 5 seconds.

Use this to Immortal Iron Fist's advantage to remove the opponent's Armor when he needs it, like [Killmonger](#) or [Mysterio](#).

Expert Player Notes

All Attacks

- 8% chance to boost Critical Rating by 1130.77 for 6 seconds.

Immortal Iron Fist will increase his chances of Critical hits while doing combos, and in turn his Armor Breaks.

Expert Player Notes

Heavy Attacks

- The Iron Fist delivers a powerful Chi strike, disrupting the flow of energy and Nullifying 1 Cruelty, Fury, and Precision Buff
- If you need to remove any Cruelty, Fury or Precision Buffs from the opponent, the Heavy Attack will be necessary.

Expert Player Notes

Signature Ability – Concentration

All Attacks

- The Iron Fist has a 21% chance to reduce Enemy Armor Rating by 574.5 for 14 seconds, but these effects are lost if concentration is broken by incoming attacks.

For fights where the opponent has a lot of Armor Buffs, Iron Fist's Signature Ability will come in handy.

Expert Player Notes

Synergy Bonuses

Friends

With [Daredevil](#)

- All Champions gain +130 Armor Rating

Friends

With [Dr. Strange](#)

- All Champions gain +130 Armor Rating

Friends

With [Luke Cage](#)

- All Champions gain +130 Armor Rating

Teammates

With [War Machine](#)

- All Champions gain +5% Perfect Block Chance

Recommended Masteries

Precision and Lesser Precision

- Iron Fist uses his Critical Hits to break the opponent's Armor, so having increased Critical Rating will help him.

Cruelty and Lesser Cruelty

- With Iron Fist focusing on Critical hits, increasing their strength will help him Armor Break the Opponent.

Mystic Dispersion

- Since Iron Fist is a Mystic Champion, having high Mystic Dispersion will give him power each time he Nullifies a Buff with his Heavy Attack or they expire.

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [Mister King](#)



Author: [MCOC Champion Designers](#)

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Invisible Woman

Susan "Sue" Storm-Richards became the "Invisible Woman" when she joined her brother and her husband on a spacecraft test flight. During the flight, their ship was bombarded by extreme levels of cosmic radiation, and after landing she found she had the ability to turn invisible and create force fields out of energy. Over time she learned to manipulate these force fields into constructs of any shape and size.

Alongside the other members of the crew, she became one of the founding members of the Fantastic Four!

Invisible Woman's Mechanics

Invisible Woman has a mix of offensive and defensive mechanics. She has a Force Field which takes damage on her behalf, and she is able to turn Invisible, which causes all incoming attacks to Miss. When attacking, she benefits from dodging the Opponent's attacks, and deals bonus damage for every Debuff on them.

Base Stats and Abilities

*All stats based on 4-Star, Rank 5, Level 50, Signature Level 99

Health: 13075

Attack: 1216

Max PI:

Without Signature: 3838

With Signature (99): 4786

*All stats based on 5-Star, Rank 5, Level 65, Signature Level 200

Health: 26216

Attack: 2437

Max PI:

Without Signature: 7724

With Signature (200): 10510

Character Class: Science

Base Abilities: Force Field, Invisibility, Vulnerability, Pre-Fight Ability

Champion Attributes



- Survivability 2



- Damage 2



- Ease of Use 3



- Utility 2.5



- Defender Strength 3

[Learn more about Champion Attributes](#)

Abilities

Passive:

- While Dodging backward, Invisible Woman is not struck by attacks.
- 20% chance that a Block is a Perfect Block, reducing all damage to 0.
- Physical Resistance decreased by -666.67.
- For each Debuff on the Opponent, Invisible Woman's Attacks deal an additional 4% of the damage dealt as a burst of Physical Damage.

The first ability listed here allows Invisible Woman to avoid attacks in the same way as the Dexterity Mastery, but doing so won't grant her a Precision Buff.

Dev Notes

The Best Defense... – Pre-Fight Ability:

- If the Force Field is active, Invisible Woman's Hits have +243.2 Attack Rating, but also drain the Force Field by 5%.

This ability can be used on any number of fights in a quest. It's great for increasing Invisible Woman's damage output, but at the cost of her Force Field's strength.

Dev Notes

Force Field – Passive:

- Invisible Woman starts the Fight with a Force Field. The Force Field's maximum strength is equal to 1307.5 Health, and scales with boosts and buffs.
- Whenever Invisible Woman would take damage other than from a Special 3 Attack, the Force Field takes up to 90% of the damage instead.
- Physical and Energy Resistance are increased by 352.94.
- When the Force Field runs out, it goes into cool-down for 20 second(s), after which it will reform at 100% strength. If the Force Field doesn't reform for any reason, it goes into cool-down again for 10 second(s).

The Force Field is based on her maximum health at the start of the fight, so anything that would increase her max health will also increase the Force Field's max strength. If 90% of the damage she would take exceeds the amount of strength remaining in the Force Field, she takes the remaining damage.

Dev Notes

Invisibility – Passive:

- Invisible Woman turns Invisible whenever she Dodges an attack or the Force Field is depleted.
- Invisibility lasts for 2 second(s), but starts Paused if Invisible Woman is not Bleeding.
- While Invisible, incoming attacks have a 100% chance to Miss as long as Invisible Woman is not Blocking or Dodging, and Critical Rating is increased by 3714.29.
- Invisibility is unpause when Invisible Woman Blocks an Attack, an Opponent Misses, or an Opponent hits Invisible Woman.
- When Invisibility expires, it goes into cooldown for 10 second(s).

Invisible Woman must actually dodge an attack in order to turn Invisible, just dashing backward will not activate it. The Dexterity mastery will also trigger Invisibility. In order to stay Invisible and take advantage of the increased Critical Rating, she will have to keep dodging attacks, because Invisibility will expire if she Blocks an attack or the Opponent Misses (or the Opponent bypasses her Invisibility and hits her).

Dev Notes

Vulnerability – Debuff:

- Whenever Invisible Woman would turn Invisible, she places a Vulnerability Debuff on the Opponent, to a maximum of 50 Vulnerabilities.
- When attacking a Vulnerable Opponent, increase Critical Damage Rating by 32.52 and decrease their Block Proficiency by 10%.
- All Vulnerability Debuffs are Purified when Invisibility expires. Whenever a Vulnerability Debuff is Purified, Invisibility expires immediately.

Vulnerability will activate even if Invisible Woman is already Invisible. So by repeatedly dodging attacks, she can stack up numerous Vulnerability Debuffs.

Dev Notes

When Attacked:

- If the Force Field is active, 65% chance to Exhaust the Opponent, decreasing Critical Damage Rating by 58.25 for 5 second(s). The Opponent's Power Gain effects are also reduced by 25% for each Exhaustion Debuff on them.

Special 1 – Field Trip:

- Invisible Woman launches an energy construct, sails into the air, then kicks a second construct at the Opponent.
- On the last hit, if the Force Field is active, add a flat 25% to its current strength.
- On the last hit, if the Force Field is on Cooldown, 50% chance for it to be restored at 50% strength.

Increasing the Force Field by 25% is able to increase it beyond 100% strength.

Dev Notes

Special 2 – Force Smash:

- Invisible Woman knocks the Opponent off their feet with an energy platform, then slams into them with her Force Field.
- The first hit of this attack grants Fury for 9 second(s), increasing Attack Rating by 1216, scaling with the current Force Field strength. Then the Force Field is drained.
- If this attack is Blocked, Invisible Woman has a 50% chance to turn Invisible.

The Attack Rating listed here is based on her Force Field being at 100% strength. If it is higher or lower than 100%, the Attack Rating will adjust accordingly. Once the Fury is active, the Attack Rating increase won't change, even if the Force Field strength does. The Force Field is drained when the Fury expires.

Dev Notes

Special 3 – Now You See Me, Now You Don't:

- Sue vanishes before the Opponent's eyes, launches them into the air with an energy platform, then sends them flying into the wall.
- If the Force Field is active, add a flat 100% to the Force Field's current strength. If the Force Field is on Cooldown, it is instead restored at 100% strength.
- Pause Invisibility on Invisible Woman. It cannot unpause for 6 second(s).

The first effect is able to increase the Force Field strength beyond 100%. The second effect maintains whatever state Invisibility was in when it activated. If Invisibility was unpause, it will continue to expire once the 6 seconds are up. If Invisibility was paused, it will still be paused.

Dev Notes

Signature Ability – Vanishing Act:

- Invisible Woman turns Invisible at the start of the fight, but it is not Paused.
- 50% chance to turn Invisible whenever Invisible Woman is knocked down.
- Whenever the Opponent Misses, the Force Field gains back 5% of its starting value.

Since the Invisibility at the start of the fight will not be Paused, it will expire and go into Cooldown 2 seconds into the fight. The last part of this Signature Ability increases Force Field strength every time a Miss occurs, so attacks with additional hits will trigger it additional times.

Dev Notes

Strengths and Weaknesses

Strengths

Dodging and Dexterity

- Invisible Woman places a Vulnerability Debuff on the Opponent whenever she avoids an attack by Dodging or using Dexterity. These inherently increase her Critical Damage Rating, and she also deals bonus damage to the Opponent whenever she attacks them for each Debuff on them. So players who are good at dashing backwards to precisely avoid attacks will be able to stack up a lot of Vulnerability Debuffs, and deal a lot of damage.

Health Boosts and Quest Buffs

- The maximum strength of Invisible Woman's Force Field increases alongside her maximum health. So whenever her health is increased by a Boost, or a node buff in Alliance Wars, the Force Field will also be increased. On top of that, even if the Force Field is depleted, it will be restored at full strength after its Cooldown, and Invisible Woman can use her Special Attacks to possibly bypass the Cooldown.

Weaknesses

Bleed

- While Invisible Woman is Invisible, all attacks have a 100% chance to Miss her. Normally when she turns Invisible, the Invisibility is Paused, so her Opponent is forced to attack her in order to remove it. However, if she's Bleeding when Invisibility activates, then it does not Pause, and will expire 2 seconds later.
- Debuff Shrugging (on Champions like Crossbones, Agent Venom, and Kingpin)
- Invisible Woman's Invisibility is linked to the Vulnerability Debuffs she places on the Opponent. Whenever she would become Invisible, she places one of these Debuffs and when one of them would be removed, Invisibility and all other Vulnerabilities are removed. Opponents who shrug off Debuffs can use this to remove Vulnerabilities right after they're placed, so Invisible Woman will have a hard time staying Invisible while fighting them.

Synergy Bonuses

Force Block – 2-Stars and up :

- With [Thing](#), [Human Torch](#), and a future Champion
- Other Synergy Members: Block Proficiency increased by 5%. Perfect Block chance increased by 10%.
- If all other Champions in this Synergy are present, Well-Timed Blocks inflict up to one 10% Weakness Debuff on the Opponent for 6 second(s).
- Unique Synergy: Does not stack with duplicate synergies.

Till Death... – 3-Stars and up :

- With a future Champion
- Invisible Woman: When the Opponent activates a Special Attack, if the Force Field is active, it gains 10% strength for each Bar of Power spent.
- Unique Synergy: Does not stack with duplicate synergies.

Unphased – 4-Stars and up :

- With [Hood](#), [Darkhawk](#), [Ebony Maw](#), and a future Champion
- Synergy Members: When the Opponent Misses, generate 10% of a Bar of Power.
- Unique Synergy: Does not stack with duplicate synergies.

One Way or Another – 5-Stars and up :

- With [Emma Frost](#), [Omega Red](#), [Sabretooth](#), [Magik](#), [Sentry](#)
- Passive Fury, Prowess, Regeneration, Indestructible, and Limbo effects last 10% longer.
- Unique Synergy: Does not stack with duplicate synergies.

Just Friends – 2-Stars and up :

- With [Namor](#)
- All Champions gain +5% Health

Recommended Masteries

Precision and Cruelty Masteries

- Invisible Woman has increased Critical Rating while she's Invisible, and the Vulnerability Debuffs she puts on the Opponent increase her Critical Damage Rating. She can further increase the chance and damage of her Crits with the Precision and Cruelty Masteries.

Willpower and Salve

- Invisible Woman's Force Field is based on her maximum health, and she starts every fight with it at full strength. The Force Field will take damage on her behalf, but any healing she receives will still restore her health as normal. So with smart play, it's possible to use Willpower and Salve to regenerate her Health while the Force Field takes damage instead.



Author: [MCoc Champion Designers](#)

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Iron Fist

Danny Rand is a brilliant billionaire who traveled to the heavenly city of K'un Lun to master the martial arts. Becoming the latest in a long line of warriors to pick up the mantle of Iron Fist, Rand gained the mystical power to focus his chi – augmenting his fighting skills to superhuman levels.

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- [Iron Fist's Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6730	490	1617
4-Star ★★★★	16876	1227	4054
5-Star ★★★★★	33837	2459	9204
6-Star ★★★★★★	43600	3169	11839
(Rank 3, Level 45)			

Champion Attributes



- Survivability 1.5



- Damage 2



- Ease of Use 5



- Utility 1



- Defender Strength 1

[Learn more about Champion Attributes](#)

Iron Fist's Mechanics

Iron Fist is built to break through the opponent's Armor to deliver critical strikes. Counter Cosmic Champion Buffs with a well placed Heavy attack!

Character Class: Mystic

Basic Abilities: Armor Break, Nullify

Strengths and Weaknesses

- Heavy Nullify can remove several Buffs at once
- **Armor Break**

Weaknesses

- **Crit Resist**
 - Iron Fist's damage all comes from landing critical hits. Take that away, and he's going to have a hard time
- **Nullify**
 - Iron Fist can periodically get Buffs to increase his damage. Nullify those Buffs to take away his damage potential

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Critical Hits

- The sheer force of a Critical Hit has a 55% chance to break the target's Armor and apply 460.98 Armor Rating reduction for 5 seconds.

Critical Hits are key to Iron Fist's damage. Land a critical hit with an Armor Break on the opponent for a quick fight!

Expert Player Notes

All Attacks

- 8% chance to boost Critical Rating by 1130.77 for 6 seconds.

Boost your chances for bigger damage with every hit.

Expert Player Notes

Heavy Attacks

- The Iron Fist delivers a powerful Chi strike, disrupting the flow of energy and Nullifying 1 Cruelty, Fury, and Precision Buff. Best used against Cosmic Champions who can trigger multiple Buffs at once.

Expert Player Notes

Signature Ability – Focus

All Attacks

- The Iron Fists' repeated strikes to pressure points wreck cumulative havoc on the target's Armor Rating, with a 21% chance to reduce it by 453.99 for each activation.

Iron Fist needs his Signature Ability to Armor Break frequently and reach his damage potential. Even with a low Signature Level, Iron Fist can nearly reach his top damage.

Expert Player Notes

Synergy Bonuses

Friends

With [Black Panther](#)

- All Champions gain +130 Armor Rating

Friends

With [Dr. Strange](#)

- All Champions gain +130 Armor Rating

Friends

With [Wolverine](#)

- All Champions gain +130 Armor Rating

Heroes for Hire

With [Luke Cage](#), [She-Hulk](#)

- All Champions gain +85 Block Proficiency & Physical Resistance

Recommended Masteries

Mystic Dispersion

- Each Buff that is Nullified or expires on the opponent adds power to Iron Fist. More power means more Special Attacks, which can add up to faster Armor Breaks and damage!

Precision

- Increases your chances to land a critical hit

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [Rob.vonShoe](#)



Author: [MCoC Champion Designers](#)

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Iron Man (Infamous)

Following an epiphany about his possible calling in life, Doctor Victor Von Doom decides to take on the role of Iron Man after Stark's lapse into a coma. Donning one of Tony's suits, Doom sets out to use his intricate knowledge of the supercriminal world to obliterate it completely. Though he has good intentions and is legitimate in his attempt to atone, his lack of social skills and the weight of his past deeds make it impossible for his former enemies, S.H.I.E.L.D. and the Fantastic 4, to trust him.

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- [Base Stats and Abilities](#)
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- [Strengths and Weaknesses](#)
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- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5639	503	1981
4-Star ★★★★	14140	1261	4971
5-Star ★★★★★	28350	2527	10910
6-Star ★★★★★★	48374	4311	18610
(Rank 5, Level 65)			

Champion Attributes



- Survivability 4



- Damage 4



- Ease of Use 3



- Utility 4



- Defender Strength 3.5

[Learn more about Champion Attributes](#)

Iron Man (Infamous)'s Mechanics

Move over Tony Stark! There's a new Iron Man in town! Hot off the heels of being a literal god, Victor Von Doom has had an apparent change of heart! Villains beware: Doom's callous efficiency and legendary power is now pointed at you!

Like his original incarnation, this Doctor Doom is all about control. Using a potent combination of Power Burn and Special Lock, Iron Man (Infamous) can prevent his Opponents from activating their Special Attack 3, and dish out the damage while doing so. Showcasing his ability to dominate any threat, Iron Man (Infamous)'s damage output actually rises as his Opponent's Power Meter grows. Together,

these traits form a playstyle all about keeping your Opponent right at the precipice of throwing their most powerful attacks, but using Iron Man's abilities to prevent them from doing so.

As many players will know, one of the most famously satisfying parts of Doctor Doom's kit is his ability to stun a Shocked Opponent, allowing him to chain a 4 hit Combo into what has become known as the "Doom Heavy." Player's will be excited to know that the Doom Heavy is making a return in full force, not only inflicting the Opponent with Cowardice, but also allowing Iron Man (Infamous) to shortcut right into one of his most powerful abilities: the Aura of Iron.

Similar to the Aura of Haazareth called upon by the original Doctor Doom, the Aura of Iron can be activated to temporarily grant Iron Man (Infamous) a suite of additional powers, including Unblockable Special Attacks, Knock Down Resistance, and access to extremely potent Power Burns. The Aura can be entered via Special 1, Special 3, and as mentioned above, Iron Man (Infamous)'s Heavy attack.

This Aura is extremely powerful, but can only be entered while Iron Man (Infamous) has his personal Armor Up effect, which not only grants him an Armor Rating even higher than original Doom, but also Immunity to Incinerate and Shock effects. Be careful not to lose it!

Last, but certainly not least, whenever an Opponent attempts to gain two or more Prowesses at the same time, Iron Man (Infamous) will instantly remove them, and replace them with a devastating Energy Vulnerability Debuff, significantly increasing the damage of all of his future attacks. Champions who regularly gain large amounts of Prowess at once, such as Bishop, simply stand no chance!

Character Class: Tech

Basic Abilities: Power Burn, Special Lock, Shock, Armor Up, Cowardice, Prowess Removal

Strengths and Weaknesses

Strengths

- **Special 3 Control**
 - Iron Man (Infamous) has easy access to Power Burn on both his Heavy Attack, and his Special 1, as well as a few other places. In the hands of a skilled player, it is nearly impossible for an Opponent to get a chance to throw a Special 3, even if their Power Bar turns red.
- **Prowess Removal**
 - Against Champions that gain multiple Prowess Buffs at once, it is difficult to overstate just how powerful Iron Man (Infamous)'s Prowess control is. Not only does he prevent Champions like Bishop and Apocalypse from gaining Prowess the whole fight, but doing so skyrockets his damage potential because all of his attacks deal Energy Damage.
- **Survivability**
 - Not only does Iron Man (Infamous) have an Armor Rating higher than original Doctor Doom, comparable Critical Resistance, and Immunity to both Shock and Incinerate, his Signature Ability takes its own spin on the classic Arc Overload by granting him a huge Regeneration Buff. It also passively Special Locks his Opponent while that Buff is active, meaning that you will be completely safe from your Opponent's Special Attacks while that vital healing is taking place.

Weaknesses

- **Armor Break + Nullify**
 - Iron Man (Infamous) channels his already considerable power through the hyper-advanced Model Prime Iron Man armor to truly fearsome effect. However if he loses access to the Armor Up Buff provided by the suit, he is severely weakened, becoming unable to enter the Aura of Iron, and losing his immunities to Incinerate and Shock. Remain wary of fights where Armor Break and Nullify are common to avoid losing a large amount of his damage and utility.
- **Unique Buffs**
 - While an Opponent has three or more Unique Buffs active at once, Iron Man (Infamous)'s Aura of Iron duration suffers. While this won't immediately render him useless, it will considerably limit his options, as the duration of his Aura from Special 1 suffers, and he can no longer enter his Aura from Heavy Attack at all. Avoid fights with even more Unique Buffs, as the penalty to Aura of Iron's duration grows with each Unique Buff beyond the third.
- **Shock Immunity**
 - Iron Man (Infamous)'s primary source of damage is not actually his Shocks, but his Power Burns that replace these Shocks while he is in his Aura of Iron. Regardless, he can still only inflict these Power Burns if he successfully inflicts a Shock, and as such an Opponent with Immunity to Shock effectively has immunity to his Power Burns, leaving him without much means of dealing damage. Fear not though, for he has a Synergy that negates this very weakness!

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Always Active

- When Iron Man (Infamous) would land a Critical Hit, he instead inflicts an instant Shock dealing Energy Damage equal to the damage the Critical would've dealt.
- If an Opponent would gain 2 or more Prowess effects at once, those Prowesses are converted into a single indefinite Energy Vulnerability Debuff that reduces their Energy Resistance by 964.29. Each subsequent Debuff is 10% less potent than the previous one.

Iron Man (Infamous)'s Crit Replacement effect makes him excellent for dealing with Mutants who trigger

abilities when struck by a Critical Hit. Also, note that the subsequent reduction is based on the potency of the previous Debuff, not the original potency, so this ability's potency will never reach 0.

Dev Notes

Armor Up Buff

- Victor Von Doom's modifications to his Iron Man armor grant him extra protection. He starts the fight with an indefinite Armor Up Buff granting 1500 Armor Rating. While he has this Buff, he is immune to Shock and Incinerate.
- If this Buff is lost, it restores itself after 12 seconds. This timer is paused while Iron Man (Infamous) is suffering from an Armor Break.

This is a juicy Armor Up Buff and it comes with some serious benefits! Plus, like many other Champs, if you do lose it, it'll come back again before too long. Just be extra careful of Armor Break effects, as they will make it take much longer to regain the Armor Up. This is the lynchpin of his kit. Without it, you face a serious uphill battle. With it, it's genuinely hard to lose.

Dev Notes

Basic Attacks

- Iron Man (Infamous)'s Medium Attacks do not make contact and inflict Shock Debuffs dealing 431.1 Energy Damage over 2 seconds.
- While charging a Heavy Attack, if the Opponent is within striking distance and suffering from Shock, all their Shock effects are consumed and replaced with a Passive Stun for 0.60 seconds. This cannot trigger during the Opponent's Special Attacks.
- The final hit of Iron Man (Infamous)'s Heavy Attack inflicts a non-stacking Cowardice Debuff, reducing the Opponent's Special Attack damage by 40% for 5 seconds.
- When one or more Shocks are consumed by Iron Man (Infamous)'s abilities, he triggers Aura of Iron for 2.6 seconds for each Shock removed, if it is not already active.

The Doom Heavy is back! I love the Doom Heavy, and I hope you do too! It simply had to return for Doom 2: Electric Boogaloo. Of considerable note, the fact that it can allow you to throw a Special 2 in Aura of Iron without using the other Specials is extremely powerful.

To access Iron Man (Infamous)'s full damage potential, you need to hit the Opponent with a Special 2 while they have 3 full Bars of Power, which normally necessitates Special Locking them with the Special 3 and Special 1. But with this Heavy, players who are skilled at manipulating the AI into not throwing Specials can get their Opponent to 3 Bars without Special Locking them, and then Heavy cancel into Special 2 for full damage right off the bat!

Dev Notes

Aura of Iron – Passive

- The Aura of Iron can't trigger while Iron Man (Infamous) does not have his personal Armor Up Buff, and its duration is reduced by 4 seconds for each unique, non-Prowess Buff on the Opponent above two.
- The Aura is paused during both Champion's Special Attacks. While paused this way, landing a Medium Attack ends the Aura early.
- Iron Man (Infamous)'s Special Attacks are passively Unblockable.
- Each time he inflicts one of his personal Shocks, it is immediately replaced by an instant Energy Power Burn that burns a percentage of the Opponent's current Power based on the potency of the replaced Shock. Deals 775.98 Energy Damage to the Opponent per percent of Max Power burned.
- Iron Man (Infamous) becomes passively Unstoppable and Stun Immune against the last hit of incoming Special 1, Special 2, and Heavy Attacks. In addition, if the damage of the hit exceeded 5% of his Maximum Health, he gains a Regeneration Buff, restoring the excess damage over 5 seconds.

The spiritual successor to Doctor Doom's Aura of Haazzareth, the Aura of Iron bestows many of the same powers, with a Tech Twist! Remember: the stronger the Shock replaced by the Aura, the more of the Opponent's Power is Burned away. This means you'll primarily be focusing on your Special 2 Shocks/Power Burns for damage, and your Medium and Crit Shocks/Power Burns for Power Control. Also of note: make sure to wait for your current Aura duration to run out before trying to Stun the Opponent with the Doom Heavy again. That only works while the Opponent is Shocked, and no Shocks can exist while the Aura of Iron is active.

Dev Notes

Special 1 – Zero-Point Barrage

- On Activation, enter Aura of Iron for 8 seconds.
- If it was already active, the Opponent is passively Special Locked for Aura of Iron's remaining duration.

It's not 100% consistent, but this attack will most often Crit and Power Burn the Opponent off of their Special 3.

For even more consistency, cancel your Heavy Attack into this Special to Special Lock the Opponent for a brief window in which you can land a Medium Attack. Because you will be in Aura of Iron, your guaranteed Shock turns into a guaranteed Power Burn, which is just enough to turn that Bar from red to yellow. Also remember that because this attack always activates Aura of Iron, it will always be Unblockable.

Dev Notes

Special 2 – Aerial Uni-Bombardment

- After the first hit of this attack lands, Iron Man (Infamous) gains +1077.75 Attack Rating for each of the Opponent's filled Bars of Power for the remainder of the attack.
- Each beam hit inflicts a Shock Debuff dealing 4742.1 Energy Damage over 5 seconds.

It's worth noting that the first hit of this Attack doesn't gain the extra damage from the Attack Rating boost, but don't worry, you won't need it. The lion's share of this attack's damage is dealt by the three beam hits which, if the Opponent is at 3 full Bars of Power, will burn ~1 – 1.5 Bars of Power (depending on Crits) and deal some major damage! It's also important to understand that the Opponent's Power Meter is measured after they gain Power from the hit, but before any Power Burn takes place, meaning that so long as the actual hit brings them to full Power, even for a moment, you still get the full Attack Rating boost.

Dev Notes

Special 3 – Wrath of von Doom

- On Activation, enter Aura of Iron for 24 seconds. This Aura cannot be ended early, and until it next expires, Iron Man (Infamous) has +2250 Critical Rating for each of the Opponent's filled Bars of Power.
- If Aura of Iron was already active, both Iron Man (Infamous) and his Opponent gain an Energize Passive increasing their Combat Power Rates by 100%, each lasting until Aura of Iron next expires.

Combine this Special with Special 1 to truly have your Opponent at your mercy. Since the Special Lock from the Special 1 lasts until the Aura next expires, they will be Special Locked for up to ~20 seconds, depending on how fast you get to your Special 1. During that time, you'll be Critting and Power Burning like crazy, so make sure to throw this Special just after you throw your Heavy to get that juicy Energize. It may seem strange that the Opponent gets one as well, but it's all according to Doom's plans, as it only serves to raise their Power Bar faster, thereby raising Iron Man (Infamous)'s damage.

Dev Notes

Signature Ability -Arcane Overload

- Once per fight, when Iron Man (Infamous)'s Health drops below 15%, he gains a Regeneration Buff, healing 35% of his Maximum Health over 10 seconds. While this effect is active, the Opponent is passively Special Locked.
- While Aura of Iron is active, the Opponent suffers 100% flat reduced Unblockable Ability Accuracy.
- While his personal Armor Up Buff is active, Iron Man (Infamous) gains 964.26 Block Proficiency and Energy Resistance.

Right out of the gate, at Signature Level 1, Iron Man (Infamous) gets the ability to Block Unblockable attacks. Not just Specials, or Mutant Specials, but almost any Unblockable attack. Since Aura of Iron can be triggered on practically every Heavy Attack, and is paused during Specials, the AI bias to throw Specials upon standing up makes it all but guaranteed that the Aura will be active when the Opponent decides to throw an Unblockable Special attack. And if that wasn't enough, Victor Von Doom, not satisfied with the Iron Man armor's self repair abilities, modified it so that just the act of triggering its self-repair function Special Locks the Opponent, allowing you to Regen in peace.

Dev Notes

Synergy Bonuses

I Know How They Think – Solo (2-Star+)

With Iron Man (Infamous)

- **Iron Man (Infamous)** : While fighting #Villains, gain +460 Critical Damage Rating for each knocked out team member.

Atonement – Unique (4-Star+)

With [Doctor Doom](#)

- **Hero Champions** : +8% Attack Rating.
- **Robot Champions** : +20% Ability Accuracy.

The Iron Mantle – Unique (4-Star+)

With [Iron Man \(Infinity War\)](#), [War Machine](#), [Civil Warrior](#), [Iron Patriot](#)

- Increase the potency of the team's Armor Up effects by 10% for each synergy member present.

Trust Issues – Unique (2-Star+)

With [Thing](#), [Human Torch](#), [Mister Fantastic](#)

- **Iron Man (Infamous)** : Gains +4900 Critical Rating while the Opponent has 2 or more Bars of Power.
- **Thing** : When Rock Stacks are removed, Thing gains an extra Fury Passive.
- **Human Torch** : Chance to Incinerate when Struck increased by a flat 100%.
- **Mister Fantastic** : Imprison the Opponent's Soul at the start of the fight, reducing their chance to activate Buffs by 100% for 15 seconds.

Doctor Despots – Unique (2-Star+)

With [Doctor Strange](#)

- **Iron Man (Infamous)** : Cowardice effects on the Opponent are 50% more potent.
- **Doctor Strange** : Heavy Attacks refresh all existing Blessings, and all effects of Special 1 are increased by a flat 100% for each active Blessing.

Contingency Protocols – Unique (5-Star+)

With [Peni Parker](#)

- **Synergy Champions** : Whenever one of either Champion's personal Shocks or Incinerates is prevented by an immunity, they inflict a corresponding Incinerate or Shock respectively. These Incinerates still count as Shocks for the purposes of Iron Man (Infamous)'s abilities.

Rotted Souls – Unique (2-Star+)

With [Mephisto](#)

- **Iron Man (Infamous)** : Whenever Iron Man (Infamous) is immune to an effect, he deals the Opponent a burst of Energy Damage equal to 200% of his Attack Rating. Each subsequent time this ability triggers, the potency is reduced by 20%.
- **Mephisto** : Duration of Soul Imprisonment is doubled.

Recommended Masteries

Courage

- While normally not a great idea to plan to play at less than half HP, Iron Man (Infamous)'s Armor, Crit Resistance, and the Regeneration from his Signature Ability make it much safer to have your Health bar this low.

Stand Your Ground

- While Iron Man (Infamous)'s Block is usually pretty safe thanks to his Signature Ability, this Mastery takes it to the next level by allowing him to resist Knock Downs, even when his Aura of Iron is not active.



Author: [MCoC Champion Designers](#)

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Iron Man (Infinity War)

After being an integral part of the Avengers team from the start, Tony Stark finds himself divided from Earth's Mightiest Heroes. But now, faced with an imminent, deadly threat unlike any he has ever encountered, Stark will be forced to call upon some familiar faces as well as do battle alongside some new allies.

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Health Attack PI (Max Signature)

3-Star ★★★	5911	465	1900
4-Star ★★★★	14824	1165	4762
5-Star ★★★★★	29874	2324	10260
6-Star ★★★★★★	50975	3965	17500
(Rank 5, Level 65)			
7-Star ★★★★★★★	49392	3842	16890
(Rank 1, Level 25)			

Champion Attributes



- Survivability 4



- Damage 3.5



- Ease of Use 2



- Utility 3



- Defender Strength 5

[Learn more about Champion Attributes](#)

Iron Man (Infinity War)'s Mechanics

Tony Stark's Model 50 suit uses state-of-the-art nanotechnology to change form and mass at will, providing extreme adaptability and a wide array of weaponry including Blade Arm, Hammer Arm, and point-blank Repulsor attacks.

Character Class: Tech

Basic Abilities: Molecular Armor, Incinerate, Shock, Armor Break

Strengths and Weaknesses

Strengths

- **Evade Counter**
 - Nightcrawler is much less of a hassle due to Iron Man (Infinity War)'s ability to inhibit enemy Evasion. Enemies with general Evasion abilities fair much weaker to Iron Man (Infinity War) due to the sheer number of his attacks that cannot be evaded. It's possible to cycle Medium Attacks and Special 1 to maximize the number of attacks that cannot be evaded. Even though Repulsor attacks are projectiles, Nightcrawler won't be evading them anytime soon.
- **Coldsnap Immunity**
 - Ice Man poses little threat to an attacking Iron Man (Infinity War) since Molecular Armor will almost always be active and able to completely block the effects of Cold Snap. Be wary of Ice Man's immunity to Incinerate, which forces Iron Man (Infinity War) to lean into Special 3 to get the Plasmas going. Luckily that attack has a reliable Armor Break built in to help deal with Ice Armor.
- **Armor Break and Heal Block**
 - Enemies with Armor or Regeneration abilities are easily dispatched by the on-demand access to Armor Break and Heal Block provided by Iron Man (Infinity War)'s Heavy and Special Attacks.

Weaknesses

- **Armor Break**
 - Corvus Glaive and Proxima Midnight are great counters for Iron Man (Infinity War). With a single well-timed Block, Corvus Glaive is able to knock off all Molecular Armor effects as well as inflict a sizeable Armor Break. Since this doesn't require a hit, Corvus doesn't have to care about bypassing Auto Block either. Proxima is currently the only Champion capable of inflicting a Parry Stun against projectile attacks, which helps mitigate a threatening Iron Man (Infinity War) defender.
- **Armor Shatter**
 - Medusa is also a dependable hard counter for Iron Man (Infinity War). She's able to break and shatter Molecular Armor which such a high frequency that a defending Iron Man (Infinity War) won't be able to keep it active for any significant amount of time. When fighting against Medusa, it's worth noting that Iron Man (Infinity War)'s Repulsor attacks won't trigger the Stun from her auto-Blocked Parries.
- **True Strike**
 - True Strike, True Damage, or Armor Break abilities are extremely effective against Iron Man (Infinity War) due to his reliance on Molecular Armor for all defensive capabilities. Champions like Karnak, Thor, or Iron Fist have reliable access to these abilities and are great options if Corvus Glaive or Medusa aren't on your team. Be careful not to hit into Auto-Block expecting an Armor Break; a quick Parry Stun before attacking ensures Auto-Block won't trigger and your Armor Break effects will take hold.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Molecular Armor Passive

- Up to 24% chance to activate an Armor Passive when attacking or struck by an attack, increasing Armor by 2537.23 for 8 seconds. The chance to trigger is reduced for each active Armor Passive.
- Start the fight with 1 stack(s) of Molecular Armor.
- Critical Resistance increases by 306.82 for each active Armor effect.
- Each Armor effect active on Iron Man reduces the effectiveness of Power Drain, Power Steal, and Power Burn effects by 18%.
- After achieving 4 stacks of any Armor effect, Iron Man has a 100% chance to Auto-Block the next attack and then consume 1 Armor effect(s). This Auto-Block triggers Parry.
- A stack of Armor is lost each time Iron Man is inflicted by an Armor Break effect.
- Molecular Armor provides full immunity to Bleed and Coldsnap effects while active.

This unique Armor cannot be Nullified but is still removed by Armor Break. The reduction to Power manipulation affects the amount of Power subtracted from Iron Man.

Dev Notes

Repulsor Attacks

- The first Medium hit, the first Heavy hit, and the second and fourth Light attacks employ point-blank Repulsor blasts.
- Repulsor hits don't make contact, cannot be evaded, and deal Energy Damage instead of Physical.
- Repulsor hits that strike an opponent suffering from both Shock and Incinerate fuse those two Debuffs into a new Plasma Passive that has the properties of both.
- Repulsor hits refresh Incinerate Debuffs and Plasma Passives on opponents.
- Repulsor hits that strike an opponent suffering from a Shock or Plasma effect generate zero Power in opponents and drain up to 2.5% of their current stored Power.

Since Repulsor attacks don't make contact (they are short-range projectiles) they won't trigger the Stun from the Parry Mastery, which means Iron Man (Infinity War) cannot ever be Stunned by Parry when he Dashes in (unless your name is Proxima Midnight). If you get up close and personal, his Light 1 Attack will trigger the Stun from Parry. This is the inverse of how Yondu interacts with Parry, and it helps make Iron Man (Infinity War) a formidable defender.

Dev Notes

Heavy Attacks

- The first Repulsor hit has all the properties of a Repulsor Attack and has +3965 Attack Rating.
- The second hit employs a Hammer Arm and has a 100% chance to inflict Armor Break on the opponent, removing one Armor Up and then reducing Armor by 750 for 12 seconds.
- The third and final hit employs an Unblockable Blade Arm and inflicts Heal Block for 16 second(s) against targets under the effects of Regeneration.

Special 1 – Zero-point Blasts

- The first hit employs an Unblockable Blade Arm and inflicts Heal Block for 16 second(s) against targets under the effects of Regeneration.
- Each energy projectile has all the properties of a Repulsor attack and generates zero Power in opponents.
- 100% chance to leave opponents Shocked for 3965 Energy Damage over 16 seconds.
- Shock duration increases by up to 50% based on the opponents' current Power.

Special 2 – Micro-missile Array

- The first two hits are Hammer Arm Attacks. Each has a 40% chance to inflict Armor Break on the opponent, removing one Armor Up and then reducing Armor by 750 for 12 seconds.
- The missile barrage has a 100% chance to ignite the target, inflicting Incinerate for 6383.65 damage over 8 seconds.
- If the target does not ignite, they are instead inflicted by Armor Break, removing one Armor Up and then reducing Armor by 1500 for 25 seconds.
- 50% chance for each active Armor Break on the opponent to inflict Stun for 2.2 seconds.

As long as at least one Shock and one Incinerate are on the target, they combine into a Plasma Passive. It doesn't matter which order Shock or Incinerate are applied, nor does it matter how they were activated. It's possible to keep refreshing Plasma on the target long enough to activate another Special 1 and Special 2. This causes Plasma to stack. All stacks of Plasma are refreshed by Repulsor attacks, so B-E aggressive and "juggle" as much Plasma as you can for maximum DPS. Plasma cannot exceed 15 stacks.

Dev Notes

Special 3 – Infinity Break

- 100% chance to inflict Armor Break on the opponent, removing one Armor Up and then reducing Armor by 250 for 3 seconds.
- 100% chance to instantly ignite and electrify the target, inflicting a Plasma Passive that deals 11895 damage over 10 seconds.
- The chance to inflict Plasma decreases by 20% for each Plasma effect already active on the target.

Since Plasma is a Passive and Special 3 inflicts Plasma without requiring Incinerate or Shock Debuffs, it's possible to start "juggling" Plasma on a Debuff-immune target by opening with a Special 3. The easier access to Plasma is offset by the much higher damage output of the Shock and Incinerate method. Consider Special 3 a backup strategy if you find it difficult to get Shock or Incinerate to stick.

Dev Notes

Signature Ability – Deflector Protocol

- Once per fight, Iron Man's Model 50 suit executes an emergency protocol if attacked while 15% Health or less remains, creating a hardened exterior by instantly granting 8 stack(s) of Molecular Armor.
- While 15% Health or less remains and Iron Man is under the effects of an Armor effect, the suit generates 6.6% Power per second and has a 100% chance to Auto-Block attacks without consuming Armor. This Auto-Block triggers Parry.

Iron Man (Infinity War) does not need to start a fight with more than 15% Health for this ability to activate. Even entering with only 2% remaining Health will still trigger the burst of Armor, Power generation, and Auto-Block; however, the trigger is still limited to once per fight.

Dev Notes

Synergy Bonuses

Esoteric Insight – Unique Synergy

With [Vision \(Age of Ultron\)](#) or [Vision](#)

- **Iron Man (Infinity War):** Molecular Armor is 15% more effective at reducing Power Drain, Power Steal, and Power Burn effectiveness.
- **Vision :** Power Burn deals 20% more damage.

Familiar Insight – Unique Synergy

With [Captain America \(Infinity War\)](#), [Captain America WWII](#), or [Captain America](#)

- **Iron Man:** Blocking reduces 10% more damage.
- **Captain America:** Weakness, Fatigue, Bleed, and Petrify Debuffs last 15% longer.

A.I. Upgrade

With [Iron Man](#), [Superior Iron Man](#), [War Machine](#), [Hulkbuster](#), and [Iron Patriot](#)

- All Teammates: Recover from Armor Break 10% faster.

Wakandan Insight – Unique Synergy

With [Black Panther \(Civil War\)](#) or [Killmonger](#)

- **Everyone :** +12% Critical Resistance per active Armor effect.

Covert Insight – Unique Synergy

With [Black Widow](#), [Punisher 2099](#), or [Spider-Man \(Stark-Enhanced\)](#)

- Everyone: Enemies are 35% less likely to evade Basic Attacks.

Recommended Masteries

Block Proficiency

- Perfect Block, and Stand Your Ground are solid choices because Auto-Block benefits from all Block-enhancing effects.
- These Masteries will go further with Iron Man (Infinity War) than many other Champions. The damage reduction also stacks nicely with Molecular Armor to make Iron Man (Infinity War) quite tanky when Blocking while Armor stacks are active.

Double Edge

- Double Edge is essentially free offensive power since Iron Man (Infinity War) is always immune to Bleed at the start of a fight; however, be wary of Recoil as a prerequisite Mastery, since Iron Man (Infinity War) will want to utilize a lot of Special 1 and Special 2 attacks to generate Plasma stacks.

Collar Tech

- Collar Tech is a great option for inhibiting enemy Power as it stacks nicely with the reduction from Repulsor attacks to allow Iron Man (Infinity War) to be hyper aggressive while also filling enemies with Power at an astonishingly slow rate.

Courage

- Courage is a cost-effective damage increase that's maximized by Iron Man (Infinity War)'s ability to survive much longer while under 50% Health when compared to other Champions.

Parry

- Parry is an essential Mastery for virtually every Champion; however, it's worth an extra mention here since the ability to Stun the opponent as they're attacks are automatically Blocked really cranks up the threat level of Iron Man (Infinity War).



Author: [MCOC Champion Designers](#)

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Iron Man

Genius. Billionaire. Playboy. Philanthropist. Tony Stark may be a visionary, but he didn't realize his life-saving invention would transform him into Iron Man! In his sleek suit, Stark can fly, shoot repulsor rays, and access an array of cutting edge technology to combat the enemies of the Avengers.

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- [Strengths and Weaknesses](#)
- [Abilities](#)
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- [Recommended Masteries](#)

Base Stats and Abilities

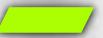
Health Attack PI (Max Signature)

3-Star ★★★	5578	422	1890
4-Star ★★★★	13987	1047	4725
5-Star ★★★★★	28045	2098	10720
6-Star ★★★★★★	47854	3580	18280
(Rank 5, Level 65)			
7-Star ★★★★★★★	46368	3469	17640
(Rank 1, Level 25)			

Champion Attributes



- Survivability 3.5



- Damage 5



- Ease of Use 4



- Utility 2.5



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

Iron Man's Mechanics

Iron Man needs to gain as many Armor Ups as possible by attacking, not losing his combos, and using Special 2, while Well-Time Blocking the Opponent's Specials to keep those Armor Ups paused for some time. Once Iron Man reaches 12 stacks of Armor Ups, his Arc reactor empowers and enhances many of his offensive abilities, especially his Special 1. Maintaining those Armor Ups while the Arc Reactor is active is very important since the more Armor Ups Iron Man has the better the Arc Reactor becomes.

Character Class: Tech

Basic Abilities: Armor, Arc Reactor, Armor Break

Strengths and Weaknesses

Strengths

- **Damage**
 - Once Iron Man is ramped, his damage is very high.
- **Prowess Control**
 - Iron Man can remove Prowess from the Opponent and punish them for it.
- **Healing**
 - Powerful emergency healing that can also be manually activated.
- **Immunities**
 - While his Armor Ups are active, Iron Man is immune to Incinerate, Coldsnap, and Frostbite.

Weaknesses

- **Armor Break**
 - Without Armor Ups he can never get to his damage potential.
- **Armor Break immunity**
 - If Iron Man can't Armor Break the opponent his damage reduces quite a bit.
- **Heal Block or Heal Inversion**
 - Preventing his healing from triggering or even punishing it will shorten the fight dramatically.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Always Active

- Iron Man can Block Unblockable Special Attacks from Mutants.
- Gain +3609.38 Block Proficiency during the Opponent's Special Attacks.

Armor Up – Max: 20

- Personal Armor Ups increase Armor Rating by +428.57, lasting indefinitely up to 5 stacks. Additional stacks last for 6 seconds. While an Armor Up is active, Iron Man is Immune to Coldsnap, Frostbite, and Incinerate.
- Personal Armor Ups increase Critical Resistance by +57.69, cannot be removed by Nullify effects, their Ability Accuracy can only be modified by Cosmic Champions, and when they expire naturally the Opponent is Power Locked for 0.2 seconds.
- Gain 1 Armor Up Buff when the fight starts and when Iron Man's Combo Meter passes a multiple of 5. 25% chance to gain an Armor Up Buff when struck or Blocking an attack.
- Well-Timed Blocking an Opponent's Special Attack pauses Armor Ups for 10 seconds, and activating a Special Attack pauses them for 5 seconds per Bar of Power spent. These pauses expire one at a time.

The Armor Ups cannot be removed by Nullify effects, but it does not prevent Nullify effects from triggering.

Dev Notes

Arc Reactor

- When reaching 12 or more stacks of Armor Up, the Arc Reactor activates and gains 100 Reactor Charges.
- Striking with or being struck by Basic Attacks consumes 1 Reactor Charges. Reaching 0 charges causes the Arc Reactor to expire and consume 12 Armor Ups.
- The Arc Reactor grants +3580 Attack Rating.
- Gain an additional +143.2 Attack Rating for each Armor Up above 12 stacks. Any effect that increases the potency of Armor Ups also increases the potency of these Attack Rating bonuses by the same amount.

In order to deliver the maximum amount of damage possible it is very important to keep the stacks of Armor Up above 12 while the Arc Reactor is active.

Dev Notes

Special Attacks

- Each hit Invalidates 3 Prowess, removing them. For each Prowess removed this way, deal a burst of 895 Direct Damage.
- Arc Reactor: On activation, consume 25 Reactor Charges, increasing the potency of the Special Attack's Buffs and Debuffs by 100%.

All Buffs gained and Debuffs inflicted during Iron Man's Specials have their potency increased, even Buffs and Debuffs from Quest nodes and synergies.

Dev Notes

Special Attack 1 – Uni-Beam

- Each hit inflicts an Armor Break Debuff, removing one Armor Up and reducing Armor Rating by 964.29 for 20 seconds.
- For every 1 Prowess Invalidated during this Special Attack, gain 1 Armor Up Buff.
- Arc Reactor: This Special grants no Power to the Opponent.

While the Arc reactor is active, the Special 1 is the best way to inflict maximum damage, since it inflicts lots of empowered Armor Breaks while giving no Power to the Opponent.

Dev Notes

Special Attack 2 – Smart Missiles

- On activation, gain 5 Armor Up Buffs.
- Activating the Arc Reactor during this Special grants 15 Reactor Charges for each Armor Up above 12 stacks.

Special 2 does not offer a lot of damage or utility but it offers the fastest way to activate the Arc Reactor since it grants so many Armor Ups, and possibly some extra Arc Reactor Charges when activated in the right time.

Dev Notes

Special Attack 3 – Micro Missiles Barrage

- Gain 7 Armor Up Buffs and refresh all existing Armor Ups.
- Inflict an Incinerate Passive dealing 10740 Energy Damage over 20 seconds. While this effect is active, striking the Opponent or their Block pauses all personal and synergy Incinerate effects for .5 second.

Special 3 is not as a good option as Special 2 to quickly activate the Arc Reactor, but it grants another source of damage that can be combined with the Special 1. The damage potential for the Special 3 increases quite a bit when combined with Synergies that can interact with the incinerate pause.

Dev Notes

Signature Ability – Iron Man Armor Mark III Upgrade

- Increase the potency of Armor Ups by 33%.
- Double the amount of Block Proficiency gained during the Opponent's Special Attacks.
- When Iron Man's Health drops below 15%, gain a Regeneration Passive granting 65.9% of missing Health over 6 seconds. Pressing Block 2 times while performing a Special Attack triggers the Regeneration with 50% reduced Potency.
- As an Attacker this Regeneration can only trigger once per Quest.

Synergy Bonuses

Enemies

With [Ultron](#)

- All Champions gain +155 Critical Rating

Friends

With [Captain America](#)

- All Champions gain +130 Armor Rating

Teammates

With [Thor \(Jane Foster\)](#)

- All Champions gain 5% Perfect Block Chance

Teammates

With [Thor](#), [War Machine](#)

- All Champions gain 5% Perfect Block Chance

Modified Outgoing Synergy

Knowledge Share – Unique Synergy (2*+) (this is an existing Synergy that was updated)

[Spider-Man \(Stark Enhanced\)](#) With Iron Man, [Hulkbuster](#)

- Spider-Man (Stark Enhanced): A.I. Reboots 30% faster.
- Hulkbuster: +30% Special Damage.
- Iron Man: +15% Special Damage.

Iron Man's bonus from this synergy was decreased to accommodate the substantial increase of damage that his base kit gained with this rework.

Dev Notes

Recommended Masteries

Inequity and Despair

- Iron Man inflicts a good number of Debuffs on the Opponent, making good use of those masteries.

Recovery

- His very big Regeneration can become a bit bigger with this mastery.



Author: [MCoC Champion Designers](#)

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Iron Patriot

Don't be fooled by the Captain America veneer on an Iron Man-esque armor, this Iron Patriot is not what he seems. Why? Because inside the heroic armor lurks the notoriously maniacal and scheming Norman Osborn. He's locked and loaded to take down anyone that gets in his way during his Dark Reign on The Contest.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5578	422	1604
4-Star ★★★★	13987	1047	4013
5-Star ★★★★★	28045	2098	9316
6-Star ★★★★★★	36137	2704	11981
(Rank 3, Level 45)			

Champion Attributes



- Survivability 2.5



- Damage 1



- Ease of Use 5



- Utility 1



- Defender Strength 1

[Learn more about Champion Attributes](#)

Iron Patriot's Mechanics

Iron Patriot is a Champion who can take a few hits, and find ways to deal with them; gaining Armor Up Buffs when struck, and activating Arc Overload when brought below 15% Health. Iron Patriot also Stuns on Special Abilities, as well as Armor Breaking the opponent, so use Iron Patriot to get around Champions with annoying Armor Up Buffs.

Character Class: Tech

Basic Abilities: Armor Break, Regeneration, Stun

Strengths and Weaknesses

Strengths

- **High Sustainability**
 - Iron Patriot's Signature Ability paired with the Red Goblin synergy allows Iron Patriot to be one of the more sustainable Champions. This Regeneration buff can be used for certain nodes like Gimme.
- **Armor Break and Stun via Special Attacks**
 - Iron Patriot's Special attacks can potentially Stun and/or Armor Break the Opponent. The Armor Break Debuff will remove 1 Active Armor Up Buff on the opponent. Use his specials to rip away the opponent's Armor.

Weaknesses

- **Burnt Out Suit**
 - After the duration of Arc Overload, Iron Patriot's suit becomes burnt out, and he can no longer Armor Break and Stun the opponent, as well as no longer being able to gain Armor Up Buffs. The Red Goblin synergy is necessary to avoid burning out his suit.
- **Concussion**
 - Iron Patriot is a #metal champion, so be aware of certain champs that can reduce his Ability Accuracy.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Ability 1

- 10% chance to gain an Armor Up Buff for 6 seconds, granting +3900 Armor Rating.

Iron Patriot only gains these Armor Up Buffs when being attacked.

Expert Player Notes

Special 1

- 70% chance to inflict an Armor Break Debuff, removing 1 Armor Up Buff and reducing Armor Rating by 2368.09 for 8 seconds.

This is the main Special Ability to use when playing Iron Patriot. The Armor Break Potency is quite large, and will give Iron Patriot a sizable damage increase.

Expert Player Notes

Special 2

- 54% chance to inflict an Armor Break Debuff, removing 1 Armor Up Buff and reducing Armor Rating by 776.71 for 9 seconds.
- 74% chance to Stun for 4 seconds.

Special 3

- 100% chance to Stun for 4.74 seconds.

In the event where you need a very long Stun, this Special Ability will give you what you need. Extend the duration with the Stupefy Mastery and you'll be able to weave in a few combos before the opponent is no longer stunned.

Expert Player Notes

Signature Ability – Arc Overload

Passive

- Norman Osborn overloads the Arc Reactor in his chest if Health drops below 15%, gaining 14016.61 Regeneration, and 50% Power Gain. After that, his suit burns out and cannot trigger Armor Up, Armor Break, or Stun and loses all base Armor.
- While under Arc Overload Iron Patriot also gains Armor Up, increasing Armor Rating by 2098.24.

Iron Patriot's biggest upside is also his largest downside. His awakening adds a ton of Regeneration, but in doing so, you burn out his suit once Arc Overload expires. Luckily, there is a synergy in [Red Goblin's](#) kit that prevents Arc Overload from burning out Iron Patriot's suit, as well as giving him a huge attack increase from a Fury Buff, and allowing you to reactivate Arc Overload after a 60 second cooldown.

Expert Player Notes

Synergy Bonuses

Enemies

With [Spider-Man \(Classic\)](#)

- All Champions gain +155 Critical Rating

Friends

With [Iron Man](#)

- All Champions gain +130 Armor Rating

Rivals

With [Captain America](#)

- All Champions gain +115 Critical Damage Rating

Osborn To Be Wild

With [Red Goblin](#)

- Red Goblin: While Frenzy is active, Fury and Energize Buffs have 15% increased Potency.
- Iron Patriot: Arc Overload grants a Fury Buff increasing attack rating by 300% for 30 seconds, no longer burns out Iron Patriot's suit, and can be reactivated after a 60 second cooldown.

This synergy is huge for Iron Patriot. Iron Patriot's biggest flaw after triggering Arc Overload was that his suit became burnt out, and you lose access to all of his utility. On top of not burning out your suit, you gain a massive increase through the Fury Buff, and you can reactivate his Arc Overload later in the fight, making him super sustainable throughout a quest.

Expert Player Notes

Recommended Masteries

Recovery

- Running Recovery allows you to increase the potency of Iron Patriot's Arc Overload, so you get even more healing from the Regeneration Buff.

Stupefy

- Stuns are an important part of Iron Patriot's kit, so extending their duration will be valuable.

Recoil

- Due to Iron Patriot's Awakened Ability adding a form of sustainability, running Recoil to improve your special attack damage is a safe thing to do because you'll regenerate lost health from Arc Overload.

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [BMcG](#)



Author: [MCOC Champion Designers](#)

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Jabari Panther

Chieftain of the long missing Jabari tribe of Wakanda, Onnange and her tribe have been in hiding following the events between T'Challa and Maestro as they mourn their king.

A master huntress who enjoys nothing more than a good fight, she dresses in Jabari armor specifically to earn the favor of Ghekre, the gorilla god, in combat. When not on the hunt, she is a fun and friendly companion, but get on her bad side and you'll quickly find yourself on the end of her spear.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5821	485	1947
4-Star ★★★★	14596	1216	4898
5-Star ★★★★★	29264	2437	10640
6-Star ★★★★★★	37708	3140	13670
(Rank 3, Level 45)			

Champion Attributes



- Survivability 2.5



- Damage 4



- Ease of Use 3.5



- Utility 3



- Defender Strength 3

[Learn more about Champion Attributes](#)

Jabari Panther's Mechanics

Jabari Panther's gameplay is all about slowly hunting down the Opponent and setting up the perfect opportunity to strike. She builds up Huntress charges in a variety of ways, most notably after using SP1, and by Purifying Debuffs with the new Cleanse mechanic.

Once she has enough Huntress Charges, the Opponent becomes Hunted for a period of time, which significantly increases Jabari's

Panther's damage and utility. If the Hunt is triggered right before Jabari Panther activates a Special Attack, she gains a potent Fury Buff, even further increasing her damage output.

Character Class: Skill

Basic Abilities: Cleanse, Bleed, The Hunt, Ensnare

Strengths and Weaknesses

Strengths

- **Purify**
 - Jabari Panther gains a Cleanse Passive while striking the Opponent. Cleanse is similar to Stagger, except it removes Debuffs instead of Buffs. Because Cleanse is gained on every hit, that means any Debuffs applied to Jabari Panther while she's attacking are immediately Purified.
- **Bleed**
 - Like the other Panther characters before her, Jabari Panther has very potent Bleed abilities. She inflicts Bleed whenever she lands a Critical Hit, and can use her Heavy Attack while The Hunt is active to multiply the number of Bleeds on the Opponent!

Weaknesses

- **Bleed Immune**
 - Jabari Panther gains the majority of her damage from her Bleed Debuffs. She will struggle to deal significant damage to any Opponent who is immune to Bleed or can shrug it off.
- **Debuffs triggered while not striking**
 - Jabari Panther's Cleanse ability is very strong, but it's only active for a short time after she stops attacking. Any Debuffs she would get during any other time, will apply to her normally. Since Cleanse can't remove existing Debuffs, they'll stay on her until they expire.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

All Attacks

- Gain a non-stacking Cleanse Passive for 2 second(s). When a Champion with Cleanse is inflicted with a Debuff, it is immediately Purified and Cleanse is removed.
- While fighting as a Defender, if Jabari Panther Purifies a Stun Debuff, this ability goes on cooldown for 8 second(s).

As noted above, Cleanse is very similar to Stagger, in that it waits for the next effect to trigger, then consumes itself to get rid of it. The difference is that while Stagger is attached to the Opponent and Nullifies their Buffs, Cleanse is attached to Jabari Panther, and Purifies Debuffs.

Also, make note of the second ability in this section. Jabari Panther is able to Cleanse Stun Debuffs, meaning that she can immediately Purify the Stun from an incoming Parry. However, if this occurs, her whole Cleanse mechanic goes on cooldown for a while.

Dev Notes

Critical Hits

- Inflict a Bleed Debuff, dealing 1584.05 Direct Damage over 7 second(s).

The Huntress

- A skilled huntress, Jabari Panther stalks her Opponents no matter where they run or hide. Gain 1 Huntress Charge(s) when Attacking a Stunned or Ensnared Opponent.
- Gain 3 Huntress Charge(s) whenever Jabari Panther Purifies a Debuff, and when the Opponent Evades or causes an Attack to Miss. When fighting as an Attacker, this only triggers while Jabari Panther has 5 or fewer Charges.
- After gaining any Charges, no more can be gained for 1.25 second(s).
- Lose 2 Huntress Charge(s) whenever the Opponent gains a Prowess Buff or Passive.

Gaining Huntress Charges is Jabari Panther's main objective in the fight. She has a variety of ways of building them, but the most common are by striking a Stunned or Ensnared Opponent. You'll want to carefully keep track of your charges, so that you trigger The Hunt at the optimal time.

Dev Notes

The Hunt

- Once Jabari Panther has at least 10 Huntress Charges, remove them and Hunt the Opponent for 9 second(s). Huntress Charges cannot be gained while Hunting.
- While the Hunt is on, Jabari Panther is Stun Immune and gains a Precision Buff, increasing Critical Rating by +8400.
- Additionally, the Opponent cannot trigger the Dexterity mastery, Evade, or cause Attacks to Miss.
- Whenever Jabari Panther Purifies a Debuff, or the Opponent fails a Miss or Evade, Pause the Hunt and all Fury Buffs on Jabari Panther for 2 second(s).
- Inflicting a Bleed Debuff Pauses all Bleed Debuffs on the Opponent for 0.50 second(s).

The Hunt significantly increases Jabari Panther's damage output, and allows her to very effectively stop Evade and Miss mechanics while it's active. And since it also increases her Critical Rating, she'll inflict more Bleed Debuffs from her Critical Hits while it's active, and doing so will Pause all other Bleeds the Opponent currently has.

Dev Notes

Heavy Attack

- If the Hunt is active, each Bleed Debuff on the Opponent has a 50% chance to inflict another Bleed Debuff, dealing 1827.75 Direct Damage over 7 second(s). This ends the Hunt.

This is the final payoff for The Hunt. Once enough Bleeds have been applied and the Hunt is about to expire, you can use the Heavy attack to effectively multiply the number of Bleeds!

Dev Notes

Special Attacks

- Activating any Special Attack and the Hunt within 1 second(s) of each other grants a non-stacking Fury Buff, increasing Attack Rating by +3899.2 for 9 second(s).

This Fury Buff is very potent, and is the major reason why you want to be careful about when The Hunt begins. In addition to increasing her attack, this Fury will also increase the damage of all her Bleeds inflicted while it's active.

Dev Notes

Special 1 – Javelin Violence

- On activation, inflict an Ensnare Debuff on the Opponent for 11 second(s). Ensnared Champions suffer -30% Ability Accuracy and cannot Evade.

While the Evade and Ability Accuracy effects of Ensnare are great, this Ensnare is also the primary way to build Huntress Charges.

Dev Notes

Special 2 – The Pointy End

- The Hunt is Paused during this Attack.

There are many hits in this Special Attack, so it really benefits from being triggered right when The Hunt starts, to gain the benefits of both the Fury Buff, and Precision, to inflict lots of high-strength Bleeds.

Dev Notes

Special 3 – Gorilla's Favor

- The next time the Hunt activates, the Opponent is also Stunned for 4.50 second(s).
- Gain 3 permanent Huntress charge(s) that are not removed when the Hunt triggers. Max 6.

The permanent Huntress Charges gained from this ability are useful in longer fights, since they shorten the amount of time and Charges needed to get back to 10 and re-trigger The Hunt.

Dev Notes

Signature Ability – Chosen of Ghekre

Passive

- The duration of the Hunt is increased by 3 second(s).
- Whenever Jabari Panther would gain a Huntress Charge while the Hunt is active, she instead gains an indefinite Counterpunch Charge. Max Charges starts at 1, and increases by 1 for every 50 signature levels obtained.

- A Counterpunch Charge is spent to gain Unstoppable for 0.75 second(s) when Blocking an Attack, and all are lost when the Hunt ends.

Normally, while The Hunt is active, Jabari Panther can't gain Huntress Charges. This signature ability replaces them with Counterpunch Charges, letting her more easily punish the Opponent for striking into her block, and giving her more opportunities to land her Heavy Attack at the end of The Hunt to get those bonus Bleeds.

Dev Notes

Synergy Bonuses

Champions of Battleworld – Unique (4-Star+)

With [Sorcerer Supreme](#), [Storm \(Pyramid X\)](#), [Silver Centurion](#)

- **Jabari Panther** : Stun Debuffs inflicted on the Opponent last 0.7 second(s) longer.

Tribal Warfare – Unique (4-Star+)

With [Black Panther](#), [Black Panther \(Civil War\)](#), [Killmonger](#)

- **Jabari Panther** : Gain an additional Cleanse Passive whenever one would be gained.
- **Black Panther**, [Black Panther \(Civil War\)](#) : Critical Hits have an 80% chance to inflict a Bleed Debuff, dealing 50% of their Attack in damage over 4 second(s).
- [Killmonger](#) : Well-Timed Blocks grant a non-stacking Precision Buff for 4 second(s), increasing Critical Rating by +700.

Huntress – Unique (2-Star+)

With [Tigra](#), [Elsa Bloodstone](#)

- Jabari Panther: Gain a Huntress Charge when Intercepting the Opponent.
- [Tigra](#) : Unblockable hits Nullify 1 Buff from the Opponent.
- [Elsa Bloodstone](#) : While Reloading, inflict a Disorient Debuff, reducing Defensive Ability Accuracy and Block Proficiency by 50%.

Pyramid X – Unique (3-Star+)

With [Apocalypse](#), [Archangel](#), [Storm](#), [Juggernaut](#)

- Synergy Members: Gain a Precision Buff during Special Attacks for each Damage over Time Debuff and Stagger Passive on the Opponent, each increasing Critical Rating by +375.

Temple of Vishanti – Unique (3-Star+)

With [Dr. Strange](#), [Doctor Voodoo](#), [Mordo](#), [Scarlet Witch](#)

- Synergy Members: +10% Ability Power Rate.

Recommended Masteries

Extended / Enhanced Fury

- The Fury Buff gained by activating The Hunt and a Special Attack right after each other is very potent. Further increasing its duration and potency is a great addition to Jabari Panther's damage potential

Despair

- While she doesn't stack up as many Debuffs as some Science champions, Jabari Panther is able to get quite a few Bleeds on the Opponent, especially with her Heavy attack. Combining those Bleeds with the Despair mastery will significantly hamper the Opponent's regeneration effects



Author: [MCoC Champion Designers](#)

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Jessica Jones

As a teenager, Jessica Jones was in a tragic car accident that exposed her to radioactive chemicals, granting her superhuman strength and durability. After a troubled attempt to live the life of a superhero, Jessica instead decided to become a private investigator. Founding Alias Investigations, Jessica now uses her keen wits and incredible powers to solve crimes and help the helpless, for a small fee of course.

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- [Jessica Jones' Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
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- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6609	539	1964
4-Star ★★★★	16572	1351	4940
5-Star ★★★★★	33227	2707	10610
6-Star ★★★★★★	56696	4619	18100

(Rank 5, Level 65)

Champion Attributes



- Survivability 3.5



- Damage 3



- Ease of Use 3.5



- Utility 3.5



- Defender Strength 4

[Learn more about Champion Attributes](#)

Jessica Jones' Mechanics

Jessica Jones is a durable private investigator, enduring her Opponent's Special Attacks and winning via her Investigative abilities. She builds up Investigation over time, by inflicting the Opponent with Debuffs and as they gain Bars of Power. The higher her Investigation, the more likely the Opponent is to use Special Attacks, and the more benefits she gains whenever they do so, including gaining Resistance, and going Unstoppable. Her other marquee ability is her Special 1, which randomly throws different projectiles and inflicts different Debuffs depending on what was thrown. Her Special 2 grants her additional Fury Passives for each unique object thrown with her Special 1, so her damage output increases as the fight goes on and she throws more and more objects.

Character Class: Science

Basic Abilities: Investigation, Resistance Up, Unstoppable, Fury

Strengths and Weaknesses

Strengths

- **Unstoppable**
 - Once Jessica reaches 5 Investigation, she will go Unstoppable whenever the Opponent activates a Special Attack. This allows her to easily endure and punish the Opponent's Special Attacks. Then once she reaches 7 Investigation, she will also become Unstoppable during and after her own Special Attacks.
- **Resistance**
 - Jessica has a solid baseline level of Physical and Energy Resistance, which lowers the damage she takes from most sources at all times. When Investigation reaches 3, she also gains additional Resistance during and for a few seconds after the Opponent's Special Attacks as well.
- **Debuff Quantity**
 - Jessica is able to easily apply a high quantity of Debuffs to the Opponent. Each Investigation she has applies a Weakness Debuff to the Opponent during their Special Attacks, and if she gets lucky and throws the Sink with her Special Attack 1, it applies 6 unique Debuffs all at once.

Weaknesses

- **Critical Hits and Direct Damage**
 - Jessica's durability comes primarily from her Physical and Energy Resistance. Damage sources that are able to bypass that Resistance, such as Critical Hits, Bleed, or True Damage, will take her down pretty quickly.
- **Reliant on Debuffs**
 - Most of Jessica's Investigation-related abilities, and her sources of damage, require her to be able to apply Debuffs to the Opponent. If the Opponent is Immune to Debuffs, many of her abilities will fail to trigger, and her damage output will suffer.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

Always Active

- Physical and Energy Resistance increased by 562.5.

Investigation – Max: 10

- Gain 1 Investigation when the Opponent gains a Bar of Power. +1 as a Defender.
- Gain 1 Investigation when the Opponent is inflicted with a non-Stun Debuff.
- As a Defender, gain 1 Investigation every 4 seconds the Opponent spends above 2 Bars of Power.
- Lose 2 Investigation when the Opponent gains or activates a Cleanse effect.
- The ongoing investigation makes Opponents nervous. Each Investigation increases the Opponent's chance to launch a Special Attack by 18%, and reduces their Ability Power Rate and Regeneration Rate by 7%.
- Once Investigation reaches max, the Investigation is complete and it can no longer be gained or lost.

Investigation is Jessica's core ability. It can increase in a number of different ways, but can only be decreased if the Opponent has Cleanse abilities. She gets stronger in a number of ways as it increases, and its effect on the Opponent's Ability Power Rate, Regeneration Rate, and Special chance are subtly very strong.

Dev Notes

Heavy Attack

- Pause all non-Stun Debuffs inflicted by Special Attack 1 for 2 seconds.

Heavy Attack is a great thing to use after certain Debuffs are inflicted from Special 1. Not all of her Debuffs will benefit from being paused, but a few of them benefit a lot, such as the Incinerate and Rupture.

Dev Notes

Opponent Activates a Special Attack

- For each Investigation, inflict a 2% Weakness Debuff lasting until the end of the attack. This does not grant Investigation. Then, if the Opponent has:
 - 3+ Debuffs: Gain a 2750 Resistance Up Passive, lasting for 2 seconds after the end of the attack.
 - 5+ Debuffs: Gain an Unstoppable Passive, lasting for 2 seconds after the end of the attack.
 - 10+ Debuffs: Gain an Unblockable Passive, lasting for 2 seconds after the end of the attack.
- The duration of these effects is increased by 4 seconds flat when fighting as a Defender.

- While Investigation is at 7 or more, Resistance Up and Unstoppable also activate during Jessica's Special Attacks, regardless of Debuffs on the Opponent.

These abilities are the main payoff for building Investigation, and are the crux of both her Attacker and Defender gameplay. The Weakness and Resistance significantly reduce the damage Jessica takes from incoming Special Attacks, and the Unstoppable and Unblockable allow her to quickly punish her Opponents afterward. Important to note that these effects count all Debuffs on the Opponent, not just the Weaknesses she applies, so it's possible for her to gain these benefits before Investigation reaches the corresponding amount.

Dev Notes

Special Attack 1 – A Lesson in Improvisation

- On the last hit, Jessica picks up whatever's handy and throws it at the Opponent, causing a different effect depending on what was thrown. Effects also trigger when Blocked.
- Box: Inflict a Stun Debuff for 4 seconds.
- Garbage Can: Inflict a Crush Debuff for 9 seconds. While Crushed, incoming attacks cannot be Blocked.
- Fire Hydrant: Inflict a 40% Suppression Debuff for 9 seconds.
- Pallet: Inflict a 3375 Physical Vulnerability Debuff for 13 seconds.
- Tire: Inflict a Rupture Debuff dealing 8314.2 Physical Damage over 9 seconds.
- Propane Tank: Inflict an Incinerate Debuff dealing 5669.6 Energy Damage over 9 seconds. Incinerate removes Perfect Block chance and reduces Block Proficiency by 50%.
- Pizza: Jessica gains a Regeneration Passive, restoring 5669.6 health over 9 seconds.
- The Kitchen Sink: Apply the effects from every other item, but potencies are reduced by 50%.

Jessica's Special 1 is key to the rest of her kit. In addition to applying Debuffs that increase her Investigation, it's also the source of the additional Fury Passives she gets from her Special 2. It's impossible for her to change or control which object will be thrown, but it is displayed on the HUD beforehand, so you'll know what effect will trigger beforehand. While the object selected is random, objects that haven't been thrown in a while have a slightly higher chance to be chosen, so the ramp up of her Special 2 will be consistent over the course of longer fights.

Dev Notes

Special Attack 2 – Hail of Haymakers

- On activation, gain a Fury Passive increasing Attack Rating by 3233.3 for 10 seconds. Gain an additional Fury for each unique object Jessica has thrown with her Special Attack 1 in this fight. Max Fury Passives: 5.
- These Fury Passives are paused during all Special Attacks.

The Fury Passives from Special 2 are the main payoff for using Special 1, and also feed back into it because the Fury increases the damage from her Incinerate and Rupture Debuffs. Her usual flow during a fight is to throw a handful of Special 1's to increase her unique objects, then switch to alternating between Special 2 and Special 1 to maintain her Fury Passives.

Dev Notes

Special Attack 3 – Throwing Punches

- Stun the Opponent for 5 seconds.
- Gain an indefinite non-stacking Indestructible Charge. The next time Jessica would be struck, the Charge is removed and she gains an Indestructible Passive for 2 seconds. Does not trigger against Special Attack 3.

The Special 3 is nice to use occasionally during fights to provide Jessica a bit of a safety net via Indestructible.

Dev Notes

Signature Ability – Class Dossier

Always Active

- When Jessica reaches max Investigation, she gains a Dossier on the Opponent's Class increasing her Combat Power Rate by 25% while below 1 Bar of Power.
- Dossiers are Cross-Fight, lasting for the rest of the Quest. Once Jessica has a Dossier on 3 different Classes, she also gains one on the Superior Class.
- At the start of each fight, if Jessica already has her Opponent's Dossier, she gains 1 Investigation for every 50 signature levels obtained.

Jessica's Sig is useful in a number of ways. The main use is increasing her Combat Power Rate to allow her to use more Special 1's, which speeds up the ramp from her Special 2 and lets her throw more random junk at the Opponent. Her Dossiers being Cross-Fight also means that after beating one Opponent into a pulp, subsequent fights against the same Class will be a lot faster and easier, because she'll start with more Investigation, and

have the Combat Power Rate increase right from the beginning of the fight.

Dev Notes

Synergy Bonuses

Power Couple – Unique (5-Star+)

With [Luke Cage](#)

- **Luke Cage**: Ability Accuracy for personal Exhaustions inflicted by Light Attacks is increased by 15% flat.
- **Jessica Jones**: Increased chance of throwing the Box with Special Attack 1. Also, start each fight with an Indestructible Charge from Jessica's Special Attack 3.

Best Man – Unique (5-Star+)

With [Iron Fist](#), [Iron Fist \(Immortal\)](#)

- **Iron Fist, Iron Fist (Immortal)**: Well-Timed Blocks inflict a Stagger Debuff for 2 seconds. Perfectly-Timed Blocks inflict Fateseal instead.
- **Jessica Jones**: Increased chance of throwing the Fire Hydrant with Special Attack 1. Also, whenever the Opponent suffers a Debuff, 40% chance to inflict a Stagger Passive for 4 seconds.

Extrajudicial Proceedings – Unique (5-Star+)

With [Daredevil \(Classic\)](#), [Daredevil \(Hell's Kitchen\)](#)

- **Daredevil (Classic), Daredevil (Hell's Kitchen)**: Whenever the Combo Meter rises past a multiple of 10, gain a True Accuracy Passive for 8 seconds. When fighting Science Champions, gain a True Strike Passive instead.
- **Jessica Jones**: Increased chance of throwing the Pizza with Special Attack 1. Also, Dodging attacks using Dexterity inflicts a non-stacking Exhaustion Debuff, lowering Critical Damage Rating by 500 for 6 seconds, instead of granting Precision.

Punching Purple People – Unique (5-Star+)

With [Thanos](#), [Dragon Man](#), [Purgatory](#), [Storm \(Pyramid X\)](#), Coming Soon

- **Synergy Members**: Filling a Bar of Power randomly grants a dormant Unblockable, True Damage, or 40% Prowess Charge. Charges are removed and replaced with their corresponding Buffs during this Champion's next Special Attack.
- **Jessica Jones**: Striking a Champion who has an active Unblockable, True Damage, or Prowess effect grants a Fury Passive, increasing Attack Rating by 30% for 8 seconds.

Alumni – Unique (2-Star+)

With [Spider-Man \(Classic\)](#), [Agent Venom](#), Coming Soon

- All Champions gain 6% Health.

Romance – Unique (2-Star+)

With [Luke Cage](#)

- All Champions gain 5% Combat Power Rate.

Recommended Masteries

Resonate

- The Weakness Debuffs inflicted from Resonate will increase Jessica's Investigation just like any other Debuff. So in addition to Resonate lowering the Opponent's damage output even further, it'll allow Jessica to ramp up her Investigation even faster.

Despair

- Jessica can easily apply lots of Debuffs to the Opponent, so it's easy for her to increase the effectiveness of Despair. Her Investigation also serves as another source of Regeneration Rate reduction, so when stacked on top of the decrease from Despair, it's possible for her to invert the Opponent's Regeneration abilities.

Inequity

- The Inequity Mastery stacks up really well with the Weaknesses that Jessica applies during the Opponent's Special Attacks, further reducing the damage she takes from opposing Special Attacks.



Author: [MCoC Champion Designers](#)

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Joe Fixit

Working as an enforcer for organized crime in Las Vegas, the dark incarnation of the Hulk named Joe Fixit is morally ambiguous at best, and downright cruel at worst. Dressed impeccably in his trademark suits, Mr. Fixit enjoys the finer things in life, like money, women, gambling, and gunning down his enemies with his dual Tommy Guns. He may be a weaker version of the Hulk, but he more than makes up for it with his firepower and sinister intelligence.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6730	467	1825
4-Star ★★★★	16876	1171	4586
5-Star ★★★★★	33837	2346	10450
6-Star ★★★★★★	57737	4004	17820
(Rank 5, Level 65)			
7-Star ★★★★★★★	55944	3879	17190
(Rank 1, Level 25)			

Champion Attributes



- Survivability 4



- Damage 4



- Ease of Use 4



- Utility 2



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

Joe Fixit's Mechanics

Joe Fixit's Gambler's Draw utilizes his Basic Attacks, Combos, and even Blocks to pull one of the four card suits, each granting him a unique benefit. By stacking your deck with multiples of a single suit, your Special Attacks gain the ability to inflict specific Debuffs based on the number of duplicates. Pairing this alongside his Bleed inflicting guns allows you to not only weaken your opponent, but also

deal significant damage. Additionally, an Awakened Joe Fixit will offer even more bonuses to each suit and pay true homage to a stacked deck.

Character Class: Science

Basic Abilities: Disoriented, Weakness, Petrify

Strengths and Weaknesses

Strengths

- **Bleed Damage**
 - Joe Fixit can deal significant Bleed damage with Special Attacks
- **Versatility**
 - Choosing specific suits allows Joe Fixit to decide which Buffs he gains and which Debuffs he applies to better match the current situation

Weaknesses

- **Bleed Immunity**
 - A good chunk of Joe Fixit's damage comes from his Bleeds so Bleed Immunities will provide a strong damage reduction when facing him
- **Power Drain/Burn**
 - Stopping Joe Fixit from throwing his Special Attacks negates his Debuffs and makes it much more difficult for him to deal large amounts of damage

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Always Active

- An enhanced Immune system provides full Immunity to the Poisons of the Battlerealm.

Gambler's Draw

- Joe Fixit can hold 4 cards at a time. At max capacity, new cards replace old cards in the same order they were acquired.
- Cards are drawn even if the attack was blocked.
- **Hearts:** End Combo with Light, +7% Life Steal.
- **Spades:** End Combo with Medium, +1601.6 Attack Rating.
- **Clubs:** Heavy Hit, +25% Combat Power Rate.
- **Diamonds:** Well-Timed Block, +25% Block Penetration.
- When Defending a Quest Node, cards are acquired based on the Attacking Champion's actions.

Mix and match, what's the best combo you can find to get the freshest cup of Joe going!

Dev Notes

Dead Man's Hand – On Special Activation

- If Joe's hand consists of one of the following combinations, inflict the respective Debuff for 10 seconds. +5 seconds per bar of Power spent.
- **One Pair:** Disorient, reducing Defensive Ability Accuracy and Block Proficiency by 40%.
- **Three of a Kind:** Weakness, reducing Attack Rating by 30%.
- **Flush:** Petrify, reducing Ability Power Rate and Regeneration Rate by 60%.
- Playing a hand removes all cards on the last hit of the Special Attack.

Joe's got a brand new suite of utility, defenders aren't going to want to catch these hands!

Dev Notes

Special 1 – Place Your Bets

- On Hit, 50% chance to Inflict a Bleed Debuff dealing 1401.4 Direct Damage over 10 seconds. +1 per Dead Man's Hand Debuff.

Stack some MASSIVE Bleed damage with Joe. That Tommy Gun is no joke! How many Bleeds can you get going?

Dev Notes

Special 2 – Shorten the Odds

- The final hit has a 100% chance to inflict a 2.75 second Stun Debuff.
- Replay the last Dead Man's Debuff that was played.

Great for utility, and stacking the hand you want! Use this when you have a specific Defender that requires a bit more finesse than a Tommy Gun can dish out.

Dev Notes

Special 3 – The House Always Wins

- Inflict a random Dead Man's Hand Debuff.
- Until the Opponent is no longer suffering any Dead Man's Hand Debuffs, Gambler's Draw card effects have +30% Potency.

Signature Ability – Stacked Deck

Always Active

- After using cards to play a Dead Man's Hand Debuff, instead of being removed, all slots are randomly assigned 1 matching suit.
- Additionally, suits gain a stackable bonus during Special Attacks.
- **Hearts:** +10% Debuff Duration.
- **Spades:** +748.4 Critical Rating.
- **Clubs:** 30.04% of a bar of Power over 2 seconds.
- **Diamonds:** +24.96% Armor Penetration.
- **Jackpot:** Counts as all 4 Suits.

Once those jackpots start rolling in, Joe will start rolling through fights!

Dev Notes

Synergy Bonuses

After Hours – Unique

With [Moon Knight](#)

- Gain up to +30% Ability Accuracy and up to +600 Critical Damage Rating based on the current Moon Phase. Highest Potency at the New Moon.

Banner Horde – Unique

With [Hulk](#), [Hulk \(Ragnarok\)](#), [Hulk \(Immortal\)](#)

- For each Synergy Champion on the team, gain up to +6% Attack Rating and up to +500 Armor Rating based on lost Health.

Enemies

With [Ms. Marvel](#)

- All Champions gain +155 Critical Rating

Friends

With [Wolverine](#)

- All Champions gain +130 Armor Rating

Nemesis

With [Hulk](#)

- All Champions gain +6% Attack

Recommended Masteries

Deep Wounds

- Joe Fixit lands short duration Bleed Debuffs with his Special Attacks that benefit strongly from the Deep Wounds mastery that increases the duration of Bleed Debuffs.

Inequity

- Joe Fixit stacks up several Bleed and Dead Man's Hand Debuffs quite quickly. Utilize Inequity to reduce the opponents attack rating by a moderate amount.



Author: [MCoC Champion Designers](#)

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Jubilee

Jubilation Lee grew up in a wealthy family, attending private school and becoming an exceptional gymnast. However, her life took an unexpected turn when her parents were assassinated, leaving her orphaned. After manifesting her explosive mutant powers she was welcomed with open arms into a new family, the X-Men.

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Base Stats and Abilities

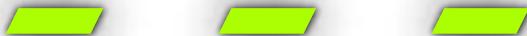
Health Attack PI (Max Signature)

<i>3-Star</i> ★★★	5396	507	1871
<i>4-Star</i> ★★★★	13531	1272	4696
<i>5-Star</i> ★★★★★	27131	2550	10620
<i>6-Star</i> ★★★★★★	34959	3285	13660 <i>(Rank 3, Level 45)</i>

Champion Attributes



- Survivability 3



- Damage 3



- Ease of Use 4.5



- Utility 3



- Defender Strength 2

[Learn more about Champion Attributes](#)

Jubilee's Mechanics

Jubilee creates Orange, Pink and Blue Fireworks allowing her to burn, suppress and concuss her Opponents among many other things. Jubilee can enter a Firework Surge to double down on her powerful Firework abilities.

Character Class: Mutant

Basic Abilities: Fireworks, Shock, Taunt, Slow, Incinerate, Suppression, Concussion

Strengths and Weaknesses

Strengths

- **Utility**
 - Jubilee is able to switch between her three Firework colors to focus on Damage, Power Control or shutting down the Opponent by lowering their Ability Accuracy.
- **Purify Punish**
 - When awakened, Jubilee is able to punish Champions that Purify her Debuffs with bursts of energy damage.

Weaknesses

- **Energy Resistance**
 - 100% of damage dealt by Jubilee is Energy Damage, meaning anyone that has Energy Resistance or prefers being hit by Energy Damage will be very effective against Jubilee.
- **Debuff Immunity**
 - Jubilee relies on her Debuffs for utility, without these, she becomes much less effective.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Mutation – Always Active

- Jubilee's energy plasmoids cause her Basic Attacks to deal Energy Damage instead of Physical.
- +1400 Energy Resistance.

Fireworks – Pre-Fight Ability

- Jubilee can rotate through **Orange**, **Pink** and **Blue** Fireworks. Throwing Light and Medium Attacks rotates Fireworks.
- If a Firework Surge is selected in the pre-fight screen, at the start of the fight, gain a Firework Surge, preventing Jubilee from rotating Fireworks for 16 second(s).
- While Firework Surge is active, gain bonus effects when landing a hit or striking into a block, based on the active Firework:
 - **Orange:** Deal 55% of hit damage as a burst of Energy Damage.
 - **Pink:** Opponents suffer -30% Defensive Combat Power Rate.
 - **Blue:** Opponents suffer -50% Defensive Ability Accuracy.

In fights where you intend to keep Jubilee in a Firework Surge 100% of the time, her pre-fight abilities allow her to start the fight with a Surge active. It's important to note that Jubilee will start all consecutive fights with the last selected pre-fight ability, this is also indicated by Jubilee's persistent charge, ranging from 0-3.

Dev Notes

All Attacks

- While Firework Surge is not active, being struck, landing a hit or striking into the block has a 50% chance to apply a Prowess Buff, increasing Special Attack Damage by 13% until the end of the next Special Attack. Max 12 stack(s).
- When intercepting the Opponent's Dash Attack, this chance is increased to 100%.

Heavy Attacks

- When charging a Heavy Attack while a Firework Surge is active, remove the Firework Surge.

Useful when you've accidentally entered the wrong Firework Surge or want to ensure you gain Prowess faster.

Dev Notes

Special 1 – Somersault Strike

- On activation, gain a Firework Surge lasting 6 second(s).
- When the last hit lands or strikes into block, apply the effects of the active Firework, increasing the duration by 1 second(s) for each Prowess Effect:
 - **Orange:** Inflict a Shock Debuff and consume all Damaging Debuffs on Jubilee. For each Damaging Debuff consumed, inflict another Shock Debuff, dealing 2295 Energy Damage each, over 9 seconds.
 - **Pink:** Inflict a Taunt Debuff, lasting 9 second(s), Opponents that are Taunted have their Attack Rating reduced by 40% and have a 70% higher chance to activate a Special Attack.
 - **Blue:** Inflict a Slow Debuff, lasting 9 second(s), reducing Unstoppable and Evade Ability Accuracy by 100%, and preventing the effects of Unstoppable. Slow won't trigger against natural Class Advantage.

Make sure to stock on Prowess before using the Special 1 Attack in order to increase the duration of the debuffs.

Dev Notes

Special 2 – Zippity Zapper

- On activation, gain a Firework Surge lasting 19 second(s).
- When the last hit lands or strikes into block, apply the effects of the active Firework:
 - **Orange:** Inflict an Incinerate Debuff, dealing 4463 Energy Damage over 22 seconds. This also removes the target's Perfect Block Chance and reduces their Block Proficiency by 50%.
 - **Pink:** Inflict a Suppression Debuff, reducing Defensive Combat Power Rate by 25% for 22 second(s).
 - **Blue:** Inflict a Concussion Debuff, reducing the Opponent's Ability Accuracy by -25% for 22 second(s).

The Special 2 Attack is best used when trying to keep Jubilee's Firework Surge active for the whole fight.

Dev Notes

Special 3 – Showstopper

- On activation, gain a Firework Surge lasting 16 second(s).
- Consume up to 12 Prowess Buffs and gain an indefinite Prowess Passive for each Prowess that was consumed, increasing Special Attack Damage by 13%. Max 12 stack(s).

For longer fights, the Showstopper allows Jubilee to double the amount of Prowess she can have. This makes the Debuffs on the Special 1 Attack extra long and the extra damage is a plus!

Dev Notes

Signature Ability – Princess of Pyrotechnics

- Each time one of Jubilee's personal Debuffs expires on the Opponent, deal a burst of 2041 Energy Damage.
- Each time the Opponent Purifies any Debuff, deal a burst of 3315 Energy Damage.

In fights where Jubilee's debuffs are being purified she can increase her damage once awakened.

Dev Notes

Synergy Bonuses

Petite

With [Gambit](#), [Rogue](#)

- **Jubilee:** +20% Prowess Potency.
- **Gambit:** At the start of each fight gain 2 Kinetic Charges.
- **Rogue:** +5% Attack Rating for each Unique Buff.

You're Tangling with the Wrong X-Men

With [Cyclops \(Blue Team\)](#), [Phoenix](#)

- **Jubilee:** +900 Energy Resistance.
- **Cyclops (Blue Team), Phoenix:** +15% Attack Rating.

All Adamantium and Attitude

With [Wolverine](#)

- **Jubilee:** While Orange Fireworks are active, gain +15% Attack Rating.
- **Wolverine:** +10% Critical Damage Rating.

The Lucky One

With [Longshot](#), [Mojo](#)

- **Jubilee:** While Blue Fireworks are active, whenever the Opponent's abilities fail to trigger, Jubilee gains a **Prowess Passive**, increasing Special Attack Damage by 25% for 12 second(s). Max 1 stack(s).
- **Synergy Members:** +10% Max Health.

Execute Target Acquisition Subroutine

With [Sentinel](#)

- **Jubilee:** While Pink Fireworks are active, Jubilee's Special Attacks cost 10% less Power.
- **Sentinel:** Start each fight with +15 Analysis Charges for each Mutant team member.

Deal With It

With [Doctor Octopus](#), [Falcon](#), [Hawkeye](#), [Hit-Monkey](#)

- **Synergy Members:** +10% Max Health.

Recommended Masteries

Assassin and Glass Cannon

- Jubilee benefits more than the average Champion from Attack Rating bonuses since her damage is multiplied through her Prowess and Orange Firework Surge.



Author: [MCoC Champion Designers](#)

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Juggernaut

Cain Marko was a bitter man with a big chip on his shoulder. His story could have ended harmlessly, but then disaster struck: a mystic artifact transformed him into the unstoppable Juggernaut! Since then, he's made it his mission to torment the Marvel Universe with his strength, resilience, and nasty attitude!

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- [Strengths and Weaknesses](#)
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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6730	467	1599
4-Star ★★★★	16876	1171	4016
5-Star ★★★★★	33837	2346	9876
6-Star ★★★★★★	43600	3023	12709

(Rank 3, Level 45)

Champion Attributes



- Survivability 3



- Damage 4



- Ease of Use 3



- Utility 3



- Defender Strength 3.5

[Learn more about Champion Attributes](#)

Juggernaut's Mechanics

Juggernaut is an unstoppable force, so stack your Unstoppables for more attack and increased Power Rate. Stay aggressive and always move to max Unstoppable and unleash massive Special Attacks!

Character Class: Mystic

Basic Abilities: Crimson Gem of Cyttorak, Unstoppable, Unblockable, Fury

Strengths and Weaknesses

Strengths :

- **Unstoppable**
 - Juggernaut nearly always has his Unstoppable Buff up, use him wherever you may need it!
- **Buff Stacking**
 - Unstoppables each count as a Buff, Special 1 gives Energize and Special 2 a Fury, so Juggernaut can easily stack Buffs!

Weaknesses :

- **Non-Damaging Debuffs**
 - Juggernaut gains tons of power through his Gem of Cyttorak, applying non-damaging Debuffs disables his Gem.
- **Stagger**
 - Juggernaut relies on Buffs, and Stagger is an excellent way to take him down.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Crimson Gem of Cyttorak

- Juggernaut starts the fight with the Crimson Gem of Cyttorak active.
- The Crimson Gem of Cyttorak is disabled if Juggernaut suffers a non-damaging Debuff or is knocked down/ While the Crimson Gem of Cyttorak is disabled, Juggernaut suffers a 50% Weakness Passive.
- While the Crimson Gem of Cyttorak is active, Juggernaut is empowered and gains the following:
 - +1173 Attack Rating.
 - +25% Damage Reduction.
 - Immunity to Reversed Controls.

Gem of Cyttorak is Juggernaut's biggest lever of power. You need to keep this up at all times in order to get the most power out of him! Or take it off as soon as possible when fighting against him.

Dev Notes

Unstoppable Buffs – Max Stacks: 10

- Juggernaut can only activate his Unstoppable Buffs if the Crimson Gem of Cyttorak is active.
- Juggernaut gains 1 Unstoppable Buff each time he Dashes or lands a hit, but loses 1 Unstoppable Buff each time he is hit, enters a block, or blocks an attack.
- Unstoppable Buffs decrease by 1 every 1.25 seconds. This timer is reset each time an Unstoppable Buff is added or removed, or when Juggernaut Dodges backwards.
- Each Unstoppable Buff provides the following:
 - +234.6 Attack Rating.
 - Increases Power Rate by 2.50%.
 - Lowers the opponent's chance to trigger Stun Debuffs by 20%. If this ability prevents a Stun Debuff from triggering, Juggernaut loses 7 Unstoppable Buffs.

Stack as many Unstoppable buffs as you can, and get some massive damage bonuses!

Dev Notes

Maximum Momentum

- While Juggernaut has 10 Unstoppable Buffs, he gains an Unblockable Passive making his next blocked attack Unblockable at the cost of 10 Unstoppable Buff
- After landing a Maximum Momentum Unblockable attack, Juggernaut is unable to gain his Unstoppable Buffs for 7 seconds, and places a Wither Debuff on the Opponent reducing their Power Rate by 50% for 10 seconds.

Heavy Attacks

- 100% chance to Stagger the Opponent for 8 seconds. The next time a Staggered Opponent triggers a Buff, that Buff and all other Buffs triggered at the same time will be immediately Nullified.
- If the Crimson Gem of Cyttorak is active, inflict an additional Stagger.

Special Attacks

- Activate the Crimson Gem of Cyttorak if it is disabled.

Special Attack 1 – Tremor

- Gain an Energize Buff for 10 seconds, granting 25% increased Combat Power Rate.

Special Attack 2 – Aftershock

- Each hit deals a burst of 1173 Physical Damage
- While at Maximum Momentum, 100% chance to gain a Fury Buff granting +4692 Attack Rating for 10 seconds.

Special Attack 3 – Avatar of Cyttorak

- When activated, the Crimson Gem of Cyttorak cannot be removed for 20 seconds.
- While at Maximum Momentum, inflict a Stun Debuff on the Opponent for 4 seconds.

Signature Ability – Gem Acclimation

- The Weakness Passive from the Crimson Gem of Cyttorak is reduced to 5% and becomes a Debuff instead.
- All attacks have a 3% chance per Unstoppable Buff to Nullify a Buff from the Opponent.

Synergy Bonuses

Enemies

With [Colossus](#) and [Unstoppable Colossus](#)

- All Champions gain +155 Critical Rating

Enemies

With [Hulk](#)

- All Champions gain +155 Critical Rating

Nemesis

With [Doctor Strange](#)

- All Champions gain +5% Attack

Feel Cyttorak's Embrace (Incoming From Colossus)

With Juggernaut, [Unstoppable Colossus](#)

- **Juggernaut** : Start the fight with 3 of his Unstoppable Buffs active.

Recommended Masteries

Mystic Dispersion

- More specials, and somewhat consistent Stagger and Nullify are amazing for Juggernaut's kit.



Author: [MCOC Champion Designers](#)

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Kang

THE FINAL VICTORY BELONGS TO YOU, BRAVE SUMMONER. I, KANG THE CONQUEROR, PHARAOH OF THE AGES, LORD OF THE TIMESTREAM ITSELF, GENIUS COMMANDER OF ALL TECHNOLOGY IN THE UNIVERSE, ACKNOWLEDGE YOUR POWER... for now. LONG LIVE KANG!

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- [Strengths and Weaknesses](#)
- [Abilities](#)
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Base Stats and Abilities

Health Attack PI (Max Signature)

4-Star ★★★★	15660	1148	4188
5-Star ★★★★★	31398	2301	9668
6-Star ★★★★★★	40458	2965	12427

(Rank 3, Level 45)

Champion Attributes

- Survivability 2



- Damage 1



- Ease of Use 5



- Utility 1



- Defender Strength 1



[Learn more about Champion Attributes](#)

Kang's Mechanics

Kang is a very controlling Champion who can Heal Block the opponent, as well as depleting them of all their Power with a single special attack. Kang's Special Attacks Stun the opponent, creating even more openings to attack. When paired with Apocalypse, Kang's damage ramps up over the fight through Fury Buffs, and he becomes a force to be reckoned with.

Character Class: Tech

Basic Abilities: Power Drain, Stun, High Armor Rating, Heal Block

Strengths and Weaknesses

Strengths

- **Great Power Control**
 - Kang's Special 2 drains 100% of the opponent's maximum Power, giving him great control over your average fight.
- **High Armor Rating**
 - If you store your Power, Kang's Awakened Ability allows him to get a substantial increase to his Armor Rating, turning him into a tank.
- **Stunning Special Attacks (They're beautiful)**
 - Kang's Special 1 and 2 both Stun the opponent, allowing you to play as aggressively as you would like.

Weaknesses

- **Ability Power Gain**
 - Kang has no way to stop an opponent from gaining Power, so if the opponent gains too much Power too quickly, you could be in trouble.
- **Nullify Champs**
 - With the Apocalypse synergy providing Kang's damage ramp up, if his Fury Buffs get Nullified or Staggered, you lose a lot of damage.
- **True Strike and True Damage**
 - Kang can increase his Armor Rating by storing Power, but champs who have True Strike or True Damage can ignore this increase in Armor Rating.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Special Attack 1

- 100% chance to stun for 2.40 seconds.

This Special Attack is useful for Stunning your opponent to give yourself easier openings.

Expert Player Notes

Special Attack 2

- 100% chance to stun for 2 seconds.
- Depletes up to 100% of the target's max Power.

This attack Stuns the Opponent, and drains all of their Power. You can play super aggressively and use the Special 2 to make sure your opponent never gets too much Power.

Expert Player Notes

Special Attack 3

- 100% chance to inflict Heal Block, preventing the target from recovering Health for 12 seconds.

This Special Attack Heal Blocks the opponent, which can prove useful against any kind of healing ability.

Expert Player Notes

Signature Ability – Kang Armor

Always Active

- Kang's Power level fuels his neuro-kinetic suit of armor, endowing him with up to 6304.11 Armor Rating based on stored Power.

If you bank all your Power and refuse to throw Special Attacks, Kang has a very respectable Armor Rating. If you get too low on health, you can store your Power to reduce damage when blocking hits.

Expert Player Notes

Synergy Bonuses

Enemies

With [Thor](#)

- All Champions gain +155 Critical Rating

Enemies

With [Vision \(Age of Ultron\)](#)

- All Champions gain +155 Critical Rating

Friends

With [Black Bolt](#)

- All Champions gain +130 Armor Rating

Teammates

With [She-Hulk](#)

- All Champions gain +5% Perfect Block Chance

Your Fate Is Mine

With [Apocalypse](#)

- Apocalypse: Start the fight with maximum Genetic Code.
- Kang: Every 4 seconds, Kang gains an Indefinite Fury Buff granting 20% Attack Rating. This Ends when reaching 20 stacks of Fury.

This synergy really elevates Kang's damage to new levels while giving a decent boost to Apocalypse as well.
This synergy gives Kang enough fire power to solo Abyss Fights.

Expert Player Notes

Recommended Masteries

Collar Tech

- This will reduce the Power opponents gain when you strike them even more, giving Kang even more control.

Enhanced Fury

- Kang's damage ramp up comes from Fury Buffs through the Apocalypse Synergy. Increasing their potency means you're increasing his damage.

Precision

- Kang's Special attacks have few hits, so increasing your Critical Rating can allow you to squeeze out the most damage possible.

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [BMcG](#)



Author: [MCoC Champion Designers](#)

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Karnak

Karnak Mander-Azur, Inhuman philosopher and Magister of the Second Tower of Wisdom, refused the transformative Terrigen Mists and chose instead to train his body and mind like no other. Through his training, Karnak has gained immense insight into both himself and others, allowing him to see the flaw in all things and strike down his opponents with ruthless physical and mental precision.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6306	469	1800
4-Star ★★★★	15812	1176	4516
5-Star ★★★★★	31703	2358	10440
6-Star ★★★★★★	40851	3038	13420

(Rank 3, Level 45)

Champion Attributes



- Survivability 2.5



- Damage 3.5



- Ease of Use 5



- Utility 2.5



- Defender Strength 1

[Learn more about Champion Attributes](#)

Karnak's Mechanics

Karnak has spent his time meditating on The Contest and has honed his martial arts to exploit the weaknesses of the Battlerealm. No longer is his 65% resiliency to Poison shackled by meaningless things such as "Signature Abilities;" it has simply become part of him, remaining always active and giving him utility with Liquid Courage right out of the box. His Focus Charges allow him to hone in on his opponent's weak points as they build over time, increasing his Critical Rating, and granting the ability to deal crit damage through blocks.

His crushing Heavy Attack amplifies this crit damage with a devastating 20-second Fragility Debuff, and his damage output is only further increased with a 30-second Passive Fury on Special 2. Those who believe they're protected by Auto-Block or Evade will be

equalized when Karnak's Special 1 grants a True Strike Passive, and not even thick skin can protect those unfortunate enough to battle an awakened Karnak, who can bypass up to 100% Physical Resistance with his new Signature Ability.

Character Class: Skill

Basic Abilities: True Strike, Fury, Disorient

Strengths and Weaknesses

Strengths

- **Poison Resistance**
 - His ability to shrug off Poison damage grants him both defensive and offensive utility when paired with the Liquid Courage mastery.
- **True Strike**
 - A readily available True Strike Passive from his Special 1 can deal with evasive champions.

Weaknesses

- **Energy Attacks**
 - In addition to a class disadvantage, both Magneto and Magneto (House of X) use Energy Damage during their base attacks and bypass Karnak's only strong means of defense.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Always Active

- Karnak's training and unmatched focus grants him the following:
 - +627.27 Physical Resistance.
 - +182.61 Block Proficiency against Basic Attacks.
 - Incoming non-damaging Debuffs suffer -60% duration.
 - Incoming Poison effects deal -65% damage.

Thought of running the Liquid Courage and Double Edge masteries? Karnak now comes Poison-resistant right out of the box, no Signature Ability necessary!

Dev Notes

Focus Charges

- Every 12 seconds, Karnak gains a Focus Charge to a max of 3. Karnak's Focus timer is Paused for 10 seconds each time he's struck and he loses a Charge of Focus if struck by a Special Attack.
- 1+ Charge: +2566.67 Critical Rating.
- 2+ Charges: Basic Attacks can land Critical Hits into the opponent's Block. Critical Hit based abilities will not trigger through a Block.
- 3+ Charges: Basic Attacks have a 50% chance to inflict a burst of Bleed Damage equal to 35% of the damage dealt by the attack.

As long as Karnak has 1 Focus Charge, he will no longer lose his increased Critical Rating when being struck by basic attacks.

Dev Notes

Heavy Attacks

- Consumes 1 Focus Charge to inflict a stacking 20 second Fragility Debuff. Attacking a Fragile opponent grants +525 Critical Damage Rating and reduces Block Proficiency by 50%
- This attack does not consume a Focus Charge if the opponent is intercepted, recovering from the use of a Special Attack, or charging or executing a Heavy Attack.

Karnak's Heavy Attacks now serve a purpose! Consume a Focus Charge to gain some juicy crit damage increases, or for free if you time it right!

Dev Notes

Special 1 – Distortion & Focus

- 100% chance to gain a True Strike Passive lasting 15 seconds, allowing attacks to ignore Armor, Resistances, Auto-Block and Evade effects. Knocking down the opponent will pause the True Strike Passive for 3 seconds.
- While this True Strike is active, Karnak will not stop gaining Focus if he's struck.

True Strike now lasts almost twice as long; more so if the opponent is knocked down!

Dev Notes

Special 2 – The Three Worlds

- 100% chance to gain a Passive Fury effect, increasing attack by 1179 for 30 seconds.
- This Fury is Paused for 5 seconds each time the opponent is Knocked Down.

Fury scaling with opponent HP has been replaced by a value equivalent to the former's max potency. Karnak no longer cares how weak the opponent is; max HP or 1HP, they are all but dust.

Dev Notes

Special 3 – Blind Time

- 100% chance to inflict a Disorient Debuff, reducing Block Proficiency by 50% and Defensive Ability Accuracy by 80% for 30 seconds.

Daze has been replaced with Disorient, coupling the same Defensive Ability Accuracy reduction with added Block Proficiency reduction!

Dev Notes

Signature Ability – All Will Be As Dust

Always Active

- A stricter training regimen allows Karnak to begin the fight with 1 Focus Charge. Additionally, his Basic Attacks are enhanced in the following ways:
- Ignore 100% of the opponent's positive Physical Resistance.
- Striking the opponent's Block grants Karnak 110% of the Power an unblocked attack would have granted.

Strike into blocks with confidence, knowing your crit damage with 2+ Focus Charges and Power gained through Karnak's Signature Ability will add up.

Dev Notes

Synergy Bonuses

Enemies Lv. 3

With [Magneto](#), [Magneto \(House of X\)](#), [Psycho-Man](#)

- All Champions gain +155 Critical Rating

Family Lv. 3

With [Black Bolt](#), [Medusa](#)

- All Champions gain +6% Health

Teammates Lv. 3

With [Beast](#), [Magik](#)

- All Champions gain +5% Perfect Block Chance

Teammates Lv. 3

With [Captain Marvel \(Classic\)](#), [Ms. Marvel](#)

- All Champions gain +5% Perfect Block Chance



Author: [MCOC Champion Designers](#)

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Kate Bishop

Kate Bishop's life was forever changed when she witnessed Hawkeye's heroics during the Battle of New York, inspiring her to pursue excellence in archery, swordplay, and all manner of combat skills. She eventually partnered up with her hero and learned the secrets of his famous trick arrows.

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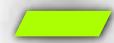
Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6427	503	1892
4-Star ★★★★	16116	1261	4758
5-Star ★★★★★	32313	2527	10670
6-Star ★★★★★★	55136	4311	18200

(Rank 5, Level 65)

Champion Attributes



- Survivability 4



- Damage 2.5



- Ease of Use 1.5



- Utility 4



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

Kate Bishop's Mechanics

Kate is all about backing her opponents up and debilitating them with trick arrows. She has a lot of tools for pushing defenders to the far wall, and benefits a lot from doing so. Mastering the Perfect Release mechanic allows her to stack powerful effects from four different trick arrows on the opponent, which can be maintained indefinitely with practice.

Character Class: Skill

Basic Abilities: Coldsnap, Tranquilize, Counterattack, Caltrops, Fragility

Strengths and Weaknesses

Strengths

- **Passive Damage Over Time**
 - Between her powerful Coldsnap and her new Caltrops effect, Kate can deal large amounts of damage over time without needing to stick Debuffs to slippery opponents.
- **Anti-Miss, Anti-Evade**
 - Kate has easy access to a Tracking debuff, shutting down Miss abilities, and can maintain 100% uptime on her Coldsnap to shut down annoying evaders, even those resistant to Ability Accuracy modification. She even has True Accuracy on her Special Attacks, making sure that Cryo Arrow finds its mark in the first place.
- **Space Control**
 - Kate can knock opponents back increased distances with her Heavy Attack, and she has access to two Passive Stuns that let her line that Heavy up. Combined with the ways in which her kit naturally incentivizes hitting into block and keeps the opponent throwing specials, she is very good at staying out of her own corner and keeping the opponent in theirs.

Weaknesses

- **Unstoppable and Stun Immunity**
 - While Kate is very good at backing her opponents up despite their Evade and Miss abilities, other effects that prevent her from doing so can seriously disrupt her playstyle and make it difficult to maintain her Trick Arrow effects.
- **Coldsnap and Bleed Immunity/Resistance**
 - Kate loses a lot of damage output against opponents who don't take full damage from her Caltrops and Coldsnap arrows. She can still land powerful critical hits, but it's a very noticeable dip.
- **Evade Counters**
 - Kate's powerful Riposte ability will often tie together the rest of her kit, so opponents that turn off the evade it relies on will give her a hard time.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

Riposte! (With An Arrow)

- When attacked by a Basic Attack while suffering a Stun Debuff, Kate has a 100% chance to Purify the Stun and Evade the hit.
- When performing a Well-Timed Block against Basic Attacks, Kate has a 100% chance to Evade.
- When performing an Evade, Kate Counter-Attacks with a Taser Arrow. On personal Evades, this inflicts a Passive Stun for [3] seconds, which is removed when the Opponent is struck twice. Her personal Evades then go on cooldown for [10] seconds.

Dev Notes: This first Evade is functionally identical to Mordo, but the wording has been updated to clarify that it only triggers off Debuffs and that stopping either the Purify or the Evade prevents the punishment. A Passive Stun that replaces the purified Debuff also works, so Bishop, Storm, and Storm X are excellent counters. The second Evade is the same as Elsa Bloodstone's in timing and function.

Note that due to animation constraints, *any* time Kate evades will trigger the counterattack, but only these two cause that counterattack to Stun. The Stun is removed after two hits so that you can close the distance with a Medium Attack before charging your Heavy or perform a full combo, but not both.

Dev Notes

Dialed In

- During a Special Attack 1 or 2, press the Block Input after the first hit to slow down time. Releasing the Block Input precisely when Kate releases the arrow grants a Perfect Release bonus. A Perfect result in the Special 3 Mini Game also grants this bonus.
- Activating a Perfect Release bonus grants an indefinite Dialed In Passive, increasing the duration of effects inflicted by Trick Arrows by 10%. Failing to activate a Perfect Release Bonus removes one Dialed In Passive. Max Stacks: 2.
- As a Defender, Kate has up to a 100% chance to activate a Perfect Release bonus based on missing Health.

This functions very similarly to Hawkeye's Perfect Release mechanic, although Kate's window for success is about 50% wider (and Hawkeye's has been updated to match)! Note that 4-Star and below champions cannot get Perfect Release on the Special 3.

The main difference between Kate and Clint is that failing to get Perfect Release only loses you one stack, instead of all of them. See her Signature Ability for more reasons to master this mechanic.

Dev Notes

Trick Arrows

- Kate uses a Trick Arrow on her Special Attack 1 and 2. Trick Arrow effects last for 12 seconds, can stack up to 2 times, and receive a bonus from being activated with a Perfect Release.
- Kate starts each fight with her Cryo Arrow ready and cycles her readied Trick Arrow after each Special Attack or by double tapping Block. She can choose a different starting Arrow in the Pre-Fight Menu, which disables automatic cycling after Special

Attacks.

- Striking the Opponent while they are recovering from a Heavy or Special Attack pauses all Trick Arrow effects for 5 seconds.
- As a Defender, Trick Arrows deal 75% less damage.

Note that a Trick Arrow's Perfect Release version still counts as the same stack with its regular version, meaning you can have two perfect Cryo Arrows, two regular Cryo Arrows, or one of each active at the same time, but no more than that. Applying a third effect will replace the oldest active effect, as with any other stack limit.

Kate's arrows always cycle in the same order, but her Pre-Fight allows you to choose where you start in that order and adapt to different fights. This also turns off the automatic cycling of arrows so that you can focus on a specific type of arrow.

Dev Notes

Arrow Effects

- Cryo: Inflict a Coldsnap Passive, dealing 17244 Energy Damage. Perfect Release: Inflict a Critical Coldsnap Passive instead, benefitting from Kate's Critical Damage Multiplier.
- Tranquilizer: Inflict a 40% Tranquillize Debuff. Perfect Release: +25% potency.
- Caltrops: Inflict a 3448.8 potency Caltrops Passive. Perfect Release: Also deals double damage when the Opponent charges their Heavy Attack.
- Dissolver: Inflict a Fragility Debuff. Attacking a Fragile Opponent grants 397.06 Critical Damage Rating and reduces their Block Proficiency by 40%. Perfect Release: Also inflicts a non-stacking Sunder Passive, setting Critical Resistance to 0 while active.

This is the core of Kate's kit. Figuring out which arrows you want to use and in what order is the key to maximizing her for any given encounter. Spoiler alert: Double cryo is usually pretty effective.

Tranquillize, last seen on Mantis, is to Debuffs what Neutralize is to Buffs, Coldsnap prevents opponents from evading, and Sunder (last seen on Zemo) strips away an opponent's crit resistance. All of these can have a place. Caltrops is a new effect that deals instant Bleed damage whenever the affected character dashes forward or dodges backward, and can also apply to when they charge heavy if Kate lands it with a Perfect Release. This is a great way to punish your opponents for trying to get out of the corner.

Dev Notes

Nowhere to Run

- While the Opponent's back is against the wall, they are 60% more likely to launch a Special Attack.
- If a Heavy Attack knocks the Opponent into the wall, refresh all Trick Arrow effects and inflict a Crush Passive for 2 seconds.

Dev Notes: This first ability helps Kate maintain her tempo and not waste valuable time baiting specials. It functions similarly to a Taunt, but is not one – note that it won't reduce the Opponent's Attack, but it also can be used safely against champions that respond poorly to Taunt, like Annihilus.

The second ability is the main reason you care about backing your opponents up with Kate. This is what allows you to maintain 100% uptime on your arrow effects, and is made easier to accomplish by Kate's two passive Stuns. Crush, also seen on Jessica Jones and Cassie Lang, is essentially the Debuff form of Unblockable, and allows Kate to easily follow up on a successful heavy in the corner with a combo or even a Special Attack.

Dev Notes

Heavy Attack

- Kate's Heavy Attack knocks back the Opponent further if charged for more than 1 second.
- Inflict a non-stacking Tracking Debuff, bypassing the effects of Miss for 10 seconds.

It can be difficult to find places to charge a Heavy Attack for a full second, but Kate's passive Stuns give you that chance. The increased knockback can be subtle due to the game's camera angles, but this will help you back your opponent's up that much more efficiently.

Remember that this attack needs to land to apply Tracking, so if you're facing an opponent who can cause you to Miss, be proactive about maintaining this Debuff!

Dev Notes

Special Attacks

- Special Attacks gain Passive True Accuracy.

Against Evaders, this ensures Kate's Cryo Arrow finds its mark in the first place, and also makes fighting champions that can Auto-Block specials, like Guardian, that much easier.

Dev Notes

Special Attack 1

- The final hit is a Trick Arrow.

Short and sweet, this is your main method of building Dialed In Passives and applying Trick Arrows.

Dev Notes

Special Attack 2

- The second hit is a Trick Arrow and applies through Block. A Perfect Release inflicts its effect twice.
- The final hit bombards the Opponent with Putty Arrows, inflicting a Passive Stun for 3.5 seconds. This Stun is removed when the Opponent is struck twice.

Dev Notes: Unlike her Special 1, this presents a real threat on Defense. You do not want to block a Special 2 Coldsnap Arrow. If fighting a Kate who seems less willing to throw her Special 2, try to ensure she's cycled to a less threatening arrow before dealing with this attack.

This Stun, like the one from Riposte, allows Kate to follow up with either a Medium then a Heavy, or a combo, but not both, depending on the situation.

Dev Notes

Special Attack 3

- Gain a non-stacking Cruelty Passive increasing Critical Damage Rating by 946.29 for 12 seconds.
- Perfect Release: Gain a non-stacking Precision Passive increasing Critical Rating by 3375 for 12 seconds.
- These count as Trick Arrow effects.

In longer fights, this can synergize well with Kate's other arrows. Note that higher Critical Damage Rating improves Kate's Perfect Release Coldsnap, and a higher Critical Rating synergizes well with Kate's ability to remove Critical Resistance.

Dev Notes

Signature Ability – World's Greatest Archer

- Max Stacks for Dialed In Passives increases by 1, plus 1 more for every 100 sig levels obtained.
- Dialed In Passives increase the potency of Trick Arrow effects by 15%.
- Striking the Opponent's Block pauses all Trick Arrow effects for 2 seconds.

Immediately at level 1, this allows Kate to stack more Dialed In Passives and use them to further boost her Trick Arrows. The stack limit rises slowly, but the power they bring increases steadily. The Pause on block can make it much easier to tide you over to the next longer pause or refresh so you don't lose your Arrow effects as you back the opponent up.

Dev Notes

Synergy Bonuses

Don't Call Me Princess – Unique (6-Star+)

With [America Chavez](#)

- **America Chavez**: Reduce the duration of the Opponent's Indestructible and Regeneration Buffs by 40% for each unique Parallel Dimension.
- **Kate Bishop** : The max stack limit of all Trick Arrows is increased by 1.

Partners – Unique (5-Star+)

With [Hawkeye](#), [Ronin](#)

- **Hawkeye** : Failing to activate a Perfect Release Bonus only removes one Dialed In Passive.
- **Ronin** : Entering Wraith Stance refreshes personal Disorient effects on the Opponent and pauses them for 3 seconds.
- **Kate** : Activating a Perfect Release Bonus during a Special Attack 2 grants 2 extra Dialed In Passives.

Ice Queens – Unique (4-Star+)

With [Emma Frost](#), [Elsa Bloodstone](#), [Misty Knight](#), [Iceman](#)

- **Iceman**, **Misty Knight** : When an Opponent fails to trigger an Evade due to Coldsnap, inflict a personal Frostbite Passive.
- **Emma Frost**, **Elsa Bloodstone**, **Kate Bishop** : When an Opponent fails to trigger an Evade due to Coldsnap or reduced Ability Accuracy, inflict a Frostbite Passive for 10 seconds, dealing 50% of Attack as Energy Damage when it expires.

Young Avengers – Unique (3-Star+)

With [Wiccan](#), [Hulkling](#), [America Chavez](#), [Loki](#), [Cassie Lang](#)

- #Young Avengers : +5% Combat Power Rate and +500 Block Proficiency.

Heavy Responsibilities – Unique (2-Star+)

With [Ms. Marvel \(Kamala Khan\)](#)

- **Ms. Marvel (Kamala Khan)** : Charging a Heavy Attack generates Fury Buffs twice as fast.
- **Kate** : Kate needs to charge her Heavy Attack for half as long for increased knockback.

Recommended Masteries

Precision

- Kate has ways to increase the damage her critical hits deal and to remove the opponent's critical resistance. This mastery is important for everyone, and she is no exception.

Cruelty

- Kate's primary damage output is her Critical Coldsnap Passive, which will be directly boosted by this essential mastery.

Block Proficiency

- Kate's block proficiency is already well above average for a small character in MCOC, but extra damage reduction while baiting out heavies to punish for her arrow pause still helps.



Author: [MCOC Champion Designers](#)

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Killmonger

Erik Stevens' ruthlessness and combat skill earned him the nickname "Killmonger" during his time as a black-ops soldier. While he has not set foot in Wakanda for a long time, he has returned with a plan that threatens to put Black Panther and all of Wakanda at risk. Using his charisma, combat prowess and his knowledge of Wakandan customs, Erik Killmonger is an imminent threat to all that T'Challa holds dear.

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- [Killmonger's Mechanics](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6851	458	1856
4-Star ★★★★	17180	1148	4667
5-Star ★★★★★	34447	2301	10371
6-Star ★★★★★★	58777	3927	17690
(Rank 5, Level 65)			
7-Star ★★★★★★★	56952	3805	17060
(Rank 1, Level 25)			

Champion Attributes



- Survivability 4



- Damage 3



- Ease of Use 2



- Utility 3



- Defender Strength 4

[Learn more about Champion Attributes](#)

Killmonger's Mechanics

Character Class: Skill

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Passive

- This Champion has additional Critical Resistance in its Base Attributes.
- At the start of the fight, Vibranium Armor provides 750 Armor Rating and Killmonger gains 15% of his missing Power each time a Debuff is inflicted against him. Vibranium Armor is disabled if he is suffering from an Armor Break effect.

All Attacks

- Hitting opponents that are recovering from a Special Attack grants Killmonger True Strike for 16 seconds. This allows him to ignore Armor, Resistances, and Evasion.

Critical Hits

- 80% chance to inflict Bleed, dealing 1570.8 Direct Damage over 1.5 seconds.

Special 1 – Merchant of Death

- Killmonger gains 2 permanent Counterpunch Charges that last for 15 seconds. A charge is spent to shrug off the impact of enemy attacks for 0.75 seconds when Killmonger is blocking, allowing him to immediately counter-attack.

Special 2 – Leopard Strike

- Vibranium Armor activates 3 Indestructible Charges. A charge is spent to ignore all the incoming damage from an attack.

Special 3 – Claws Out

- If Killmonger inflicted 15 or more Bleed Debuffs in his fight, he inflicts a Bleed stack for every Bleed he inflicted. Each Bleed deals 2552.55 Direct Damage over 6 seconds. This effect can activate once a fight.

Signature Ability – Reverberation

- Vibranium Armor activates Reverberation for 8 seconds, dealing damage back to the opponent when Killmonger is Struck or Blocks an attack. Damage is based on Killmonger's stored Power at the time of activation, inflicting up to 155% of the incoming damage as Physical Damage. Reverberation has a 8-second cooldown timer after expiring.
- When both Reverberation and True Strike are active, Killmonger gains 4515.55 Attack Rating when hitting opponents.

Synergy Bonuses

Enhanced Soldiers – Unique

With [Winter Soldier](#)

- Killmonger: 30% chance to activate True Strike when intercepting the opponent's Dash.
- Winter Soldier: +2% Attack for each hit on the Combo Meter to a maximum of 100 hits.

Wakanda Leadership – Unique

With [Black Panther \(Civil War\)](#)

- Killmonger: Starts the fight with 3 of his Indestructible and Counterpunch Charges.
- Black Panther (Civil War): Well Timed Blocks provides a +30 Fury Buffs for 15 seconds.

Fearless – Unique

With [Void](#)

- Killmonger: If Vibranium Armor is active, Killmonger has a 35% chance to Purify a Debuff after a 0.5 second delay and then instantly Regenerate 4% Health per Debuff.
- Void: Regenerates 1% Health when inflicting his Intimidating Debuffs.

Recommended Masteries

Deep Wounds

- Killmonger's Bleed effects are powerful and last for a short duration, perfectly matching with Deep Wounds at level 5.

Precision

- Enhancing Killmonger's Critical Rating will allow him to inflict more Bleed Debuffs.

Block Proficiency and Stand Your Ground

- Killmonger needs to Block in order to use his Counterpunch charges, investing in any masteries that enhance his Block will allow him to take less damage and also eventually resist a block breaking attack.



Author: [MCOC Champion Designers](#)

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King Groot

Rising from under the canopy of a mysterious alien forest, Groot, the invincible master of plants and King of Planet X conquers all! This savage and ferocious monster from a parallel universe never met Rocket or joined the Guardians, instead becoming a galactic warlord and experimenting on captured humans. But now, the ruthless King's mission has been interrupted by the Collector, and he has set his sights on a new goal: hoarding all of the abundant treasure and power The Contest has to offer!

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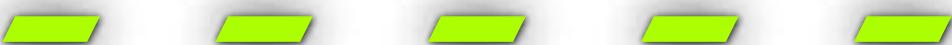
Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	7942	332	1714
4-Star ★★★★	19917	833	4304
5-Star ★★★★★	39934	1670	10420
6-Star ★★★★★★	51456	2151	13380
(Rank 3, Level 45)			

Champion Attributes

- Survivability 5



- Damage 2



- Ease of Use 4



- Utility 2.5



- Defender Strength 1.5



[Learn more about Champion Attributes](#)

King Groot's Mechanics

King Groot's human experiments have uncovered new techniques for the master of plants to utilize in his quest for power. In addition to his Immunity to Bleed, the King of Planet X's thirst for power can no longer be quashed, and he is immune to Power Drain and Power Burn effects. His Malice now grows more intense as the battle wears on, granting additional potency to his Fury Buffs and, with his Signature Ability unlocked, longer Poison duration.

Experimentation into the effects of Poison have also granted him new abilities; his Heavy attack now prolongs Poison and Armor Break

Debuffs on the opponent, and his noxious Special 2 breath now deals direct damage on top of its poisonous effects. His devastating Special 1 now deals lasting effects to his opponent's Armor, chipping away with each Armor Break Debuff until there is nothing left to break.

Champion Class: Cosmic

Basic Abilities: Fury, Armor Break, Poison, Regeneration

Strengths and Weaknesses

Strengths

- **Long Fights**
 - King Groot enjoys long battles that allow him to ramp up his Malice effects as time wears on
- **Armored Opponents**
 - Tech and other opponents that rely on Armor Up buffs will quickly find their armor in tatters with King Groot's devastating Special 1 Armor Breaks

Weaknesses

- **Mystic Champions**
 - King Groot is heavily reliant on his Fury buffs to deal damage, which can be easily handled by Nullify and other Mystic tricks

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Always Active

- Unique physiology grants Immunity to Bleed, Power Drain and Power Burn effects.

Tech and Mystic Champions alike will now find their Power-reducing abilities useless in the presence of mighty King Groot!

Dev Notes

Personal Fury Buffs

- Unless otherwise stated, King Groot's Fury Buffs each provide +501 Attack Rating and last 13 seconds.
- Whenever King Groot receives a Debuff, he will spend 1 personal Fury Buff after 0.5 seconds to Purify that Debuff.

Don't let King Groot's low base Attack fool you; his Fury Buffs allow him to pack a serious punch!

Dev Notes

Malice – Passive

- King Groot starts the fight with a Malice Passive, which grants 3 Fury Buffs each time it activates. Malice lasts as long as King Groot has at least 1 Personal Fury Buff remaining.
- While Malice is active: Gain up to +100% Fury Buff Potency based on how long the fight has gone on. Max Bonus after 100 seconds.
- When Malice ends, it goes on Cooldown for 13 seconds.

The King grows more and more impatient as time wears on, granting his Fury even more potency with each passing second; great for King Groot, bad for stubborn opponents!

Dev Notes

While Malice is on Cooldown – Passive

- Any attack from either Champion has a 20% chance to grant 1 Fury Charge. When Cooldown ends, gain 1 Fury Buff for each Charge acquired and re-enter Malice.
- Each time King Groot's attack is Evaded, Auto-Blocked, or Misses gain 2 Fury Charges. Cooldown 3 seconds.

Cowardice only fuels the King's rage. Slippery Spider-Verse Champions and autonomous Auto-Block opponents alike will find their cunning crafts used against them when the King's Malice returns!

Dev Notes

Heavy Attacks

- Pause all Poison and Armor Break Debuffs on the opponent for 3 seconds.
- Malice: Spend 1 Fury Buff to instead Pause for 6 seconds.

Use in unison with King Groot's Special 1 to continuously degrade the opponent's Armor, or with his Special 2 to keep the Poison flowing through the opponent's veins.

Dev Notes

Special 1 – Floral Ferocity

- Inflicts up to 3 Armor Break Debuffs, with each having a 100% chance to activate, removing an Armor Up Buff and reducing Armor Rating by 286.36 for 15 seconds. Max Stacks: 10. These Armor Breaks also reduce future Armor Up Buff Potency by 10%.
- Malice: Spend 1 Fury Buff to make the Armor Break indefinite.

Invest your perishable Fury buffs when facing Armor Up-dependent opponents to make their armor permanently useless!

Dev Notes

Special 2 – Internal Toxicity

- Each hit of King Groot's caustic breath deals 1169 direct damage. This damage is tripled against #Robot Champions.
- 100% chance to inflict a Poison Debuff, reducing healing effects by 30% and dealing 3340 direct damage over 10 seconds.
- Malice: Spend 1 Fury Buff to increase the Poison duration by 100%

King Groot revels in the twisting of metal and circuitry. Robot opponents won't last long with concentrated Special 2 attacks.

Dev Notes

Special 3 – Savagery Unleashed

- 100% chance to gain a Regeneration Buff, recovering 10% Health over 3 seconds. This Regeneration Buff is Paused while King Groot is Heal Blocked.
- Malice: Spend 1 Fury Buff to increase the Buff duration by 50%.

King Groot's evolving regenerative powers allow you to never miss another Regeneration Buff's benefits again while under the spell of Heal Block.

Dev Notes

Signature Ability – Unyielding Might

Malice – Passive

- While Malice is active: Gain up to +100% Poison duration based on how long the fight has gone on. Max Bonus after 100 seconds.
- When Malice enters Cooldown, gain a Regeneration Buff, recovering 7572.69 Health over 13 seconds.

With his Signature Ability unlocked, King Groot will see the benefits of saving his Special 2 for when Malice is active as the fight goes on!

Dev Notes

Synergy Bonuses

Giant Monstrosities

With [Venom the Duck](#), [Mojo](#), [Abomination \(Immortal\)](#), [Mole Man](#)

- King Groot: +35% Poison and Armor Break Debuff duration
- Size XL Champions: +4% Health and Attack Rating

Contemptuous Malice

With [Crossbones](#)

- King Groot: While fighting #Hero Champions, Malice grants an additional Fury Buff and the chance to gain Fury Charges during Cooldown is increased by a flat +10%.
- [Crossbones](#): Start the fight with 2 Fury Buff(s).

Friends Level 3

With [Venom, Abomination](#)

- All Champions gain +130 Armor Rating

Enemies Level 3

With [Hulk, Hulk \(Immortal\)](#)

- All Champions gain +155 Critical Rating

Nemesis Level 3

With [Groot](#)

- All Champions gain +6% Attack

Recommended Masteries

Extended/Enhanced Fury

- Further increase the potency of King Groot's Fury buffs to maximize his offensive capability



Author: [MCoC Champion Designers](#)

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Kingpin

Wilson Fisk, kingpin of crime in New York City, rules the underworld with ruthless efficiency. Gaining power through numerous illegal ventures and intimidation, Kingpin has gone toe -to-toe with the likes of Spider-Man and Daredevil and kept pace thanks to his incredible physical prowess and strength. Now the infamous crime lord has set his sights on The Contest and its rich supply of dangerous black ISO-8. For Fisk, The Contest is just another city to conquer.

Kingpin's Mechanics

Kingpin is the master of Debuffs, build them on yourself and convert them into a massive Overpower Fury. Using the unstoppable from his SP2 and Heavy attack, pressure your opponent into submission and gain massive bonuses. Weave in some Special 1 attacks and tanking a few hits during your Heavy Attack will result in much lower damage received!

Character Class: Skill

Basic Abilities: Rage, Overpower, Degeneration, Unstoppable

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star 6851 481 1558
★★★

4-Star 15052 1159 4904
★★★★

5-Star 34447 2414 10510
★★★★★

6-Star 38887 2994 13500
★★★★★★

(Rank 3, Level 45)

Champion Attributes



- Survivability 4.5



- Damage 4.5



- Ease of Use 3.5



- Utility 4



- Defender Strength 4

[Learn more about Champion Attributes](#)

Strengths and Weaknesses

Strengths :

- Debuff shrugging

- Debuffs are no problem for Kingpin with his consistent Debuff shrugging and rage generation.
- Raw Damage
 - Kingpin gains a ton of bonus attack from Overpower, and Rage. Use this to your advantage and melt your opponent!

Weaknesses:

- Ability Accuracy Reduction
 - Lowering Kingpin's Ability Accuracy will cause his Debuff shrugging to fail and cripple his damage.
- Nullify
 - Much of Kingpin's power comes from both his Unstoppable Buff, and Overpower. Be careful to not get caught by nullify and keep those buffs up!

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Always Active

- Base Regeneration Rate is set at 50% instead of the normal 100%.
- Immune to all effects that modify Regeneration Rate, except Poison.

Rage

- Kingpin can gain Rage, which is a Debuff with no inherent effect.
- Kingpin gains a non-Rage Debuff: 60% chance to Purify it and gain 1 Rage. Cooldown: 0.5 seconds.
- Kingpin takes damage: Gain 1 Rage. Cooldown: 20 seconds.
- Enemy Evades or Auto-Blocks: Gain 1 Rage. Cooldown: 1.50 seconds.

Incoming Debuffs

- Each Debuff on Kingpin only strengthens his resolve, increasing Attack Rating by 724.2 and Combat Power Rate by 5%.

Overpower – When Kingpin has 8+ Debuffs

- Kingpin Purifies 8 Debuffs to grant a 100% chance to gain an Overpower Buff, lasting 15 seconds and providing +6035 Attack Rating as well as Unblockable Special Attacks.

Heavy Attacks

- While charging a Heavy Attack, Kingpin gains +3150 Physical Resistance and gains an Unstoppable Buff for 0.8 seconds.
- If Kingpin lands 3 Heavy Attacks within 4 seconds of each other he has a 100% chance to gain a Fury Buff granting +2051.9 Attack Rating for 14 seconds. While this Fury Buff is active, Kingpin cannot gain his Unstoppable Buff while charging his Heavy Attack.

Special 1 -Dirty Deeds

- A blast of black ISO-8 has a 100% chance to inflict a Degeneration Debuff, causing 3621 direct damage over 14 seconds.
- While this Degeneration is active, the opponent suffers -50% Attack Rating and -65% Defensive Ability Accuracy.

Special 2 – Eliminate the Competition

- 100% chance to gain an Unstoppable Buff lasting 7.5 seconds.
- While this Unstoppable is active, each hit either Champion lands has a 50% chance to grant Kingpin 1 Rage. No Cooldown.

Special 3 – Self Made Man

- Gain 4 Rage & Refresh all Overpower Buffs.
- 100% chance to inflict a 3.5 second Stun Debuff.

Signature Ability – True Nature

Enhanced Rage

- Fisk brings his ill intent upon The Contest, entering the fight with 2 – 4 Rages active (rounded down).
- When Kingpin's Overpower Buff ends, he has a chance to gain up to 5 Rages, with each having a 50 – 90% chance to activate.

Synergies

Bane of Hell's Kitchen – Unique Synergy

With [Daredevil](#), [Daredevil \(Hell's Kitchen\)](#)

- **Kingpin:** While Unstoppable, Kingpin gains +15% Attack Rating and cannot be Passively Evaded.
- **Daredevil:** +60% Precision Buff Duration.
- **Devil of H.K. :** When struck or blocking an attack, 50% chance to gain a 5 second, non-stacking Rage Debuff with no effect.

Competition – Unique

With [Joe Fixit](#), [The Hood](#)

- **Kingpin:** +100% Rage Purify Ability Accuracy.
- **Joe Fixit:** Hits gain +20% Attack Rating if the opponent has 1 or more Debuffs.
- **The Hood:** +25% Invisibility duration.

Defender's Destroyer – Unique

With [Iron Fist](#), [Iron Fist \(Immortal\)](#), [Elektra](#), [Luke Cage](#)

- **Kingpin:** Enter the fight with 2 Rage.
- **Iron Fist (Both):** +25% Armor Break duration and Potency.
- **Elektra:** +25% Bleed Ability Accuracy & duration.
- **Luke Cage:** Up to +60% Attack Rating based on Physical Resistance.

Rivals

With [Mister Sinister](#), [M.O.D.O.K.](#), [Ultron](#), [Loki](#)

- **All Champions:** +115 Critical Damage Rating.

Recommended Masteries:

- **Willpower**
 - Kingpin is going to be sitting on debuffs most of the fight, attach willpower and enjoy free healing all day.
- **Inequity**
 - Pair Kingpin's SP1 with inequity to push the opponent's attack even further down!



Author: [MCOC Champion Designers](#)

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Kitty Pryde

Katherine “Kitty” Pryde led the life of a normal teenager until she began suffering headaches of steadily increasing intensity as a result of her emerging mutant powers. Seeing her potential, Phoenix telepathically coerced Kitty’s parents into allowing her to join Xavier’s “school for gifted youngsters” where she quickly became the youngest member of the X-Men.

During her adventures Kitty encountered and befriended a small alien dragon-like creature named “Lockheed” who quickly became her constant companion and travel buddy!

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- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

<i>3-Star</i> ★★★	5093	507	1965
<i>4-Star</i> ★★★★	12771	1272	4929
<i>5-Star</i> ★★★★★	25606	2550	10640
<i>6-Star</i> ★★★★★★	32995	3285	13690 <i>(Rank 3, Level 45)</i>

Champion Attributes



- Survivability 4



- Damage 5



- Ease of Use 2.5



- Utility 4



- Defender Strength 3.5

[Learn more about Champion Attributes](#)

Kitty Pryde's Mechanics

The gameplay in Kitty’s kit is focused around dashing back and forth to Phase through enemy attacks, preventing incoming damage and dealing large bursts of damage to the opponent! Staying Phased as often as possible is the name of the game for Kitty Pryde and players who pull this off effectively will take her to the next level and make the absolute most out of her kit!

In moment to moment gameplay, Kitty uses Prowess as a resource for damage via Special Attacks and inflicts Incinerates that will fuel her Prowess potency even higher, balancing both of these will be essential for getting the most damage potential out of her!

Character Class: Mutant

Basic Abilities: Prowess, Phasing, Incinerate

Strengths and Weaknesses

Strengths :

- **High Prowess and Incinerate Damage**
 - Kitty can stack a ton of Incinerates that will also gradually increase her Prowess potency over time! This allows her to stack Prowess and spike Special Attacks that can hit extremely hard, especially at max ramp!
- **Bypass damage on demand**
 - Using her Phase ability, Kitty can dash forward at almost any time to bypass incoming damage, making her a great option in fights where damage is hard to avoid. Additionally, Phase is paused during special attacks allowing her to ignore Power Sting abilities and other such abilities that attempt to hurt her while Phased.
- **Punish undodgeable Special Attacks**
 - Using Phase to dash toward an Opponent during their Special Attack is a great way to avoid hits from normally annoying specials that aren't normally dodgeable, such as Winter Soldier's Special 2! Reduce that chip and punish almost anything!

Weaknesses :

- **Cowardice, Critical Resistance and Stun Immune**
 - If Kitty is inflicted with Cowardice she will lose all her ramp, this is a hard counter to her kit, additionally Kitty relies on inflicting Stuns or landing Critical Hits to ramp up her Prowess, opponent's who shut this down or slow her down will make her challenging to play.
- **Incinerate Immune Opponents**
 - To make the most out of Kitty Pryde she wants to Incinerate the Opponent to build up her Prowess potency, in matchups where this is not possible her damage will suffer.
- **Miss, Auto-block, Evade and other classic defensive tricks**
 - Although Kitty is capable of dishing out some major damage, in matchups with potent classic defensive threats such as Evade she will suffer since she does not answer any of them. Kitty is best used in matchups that aren't dominated with these classic defender tricks.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Always Active:

- Immune to Incinerate, thanks to Lockheed's assistance.

Passive Prowess – Max 20:

- Gain 1 Prowess each time either champion lands a Critical Hit or Inflicts a Stun Debuff. +2 against Guaranteed Crits or Passive Stuns.
- Gain 2 Prowess when intercepting a Dashing Opponent.
- Each Prowess increases Special Attack Damage by 5% and lasts until the end of Kitty's next Special Attack that strikes the Opponent or their Block.
- If Kitty is inflicted with Cowardice, all Prowess are lost.
- While the Opponent is suffering from Incinerate, Prowess potency begins to increase by up to 400% over 40 seconds. This bonus gradually falls off while no Incinerates are active.
- Each time Lockheed prevents an Incinerate, the above Prowess Potency bonus is increased by 30%. Cooldown 0.8 seconds.
- When throwing a Special Attack, all personal Prowess are removed and reapplied through the current Prowess Potency bonus.

Prowess acts as a kit resource for Kitty, landing Critical hits and inflicting Stuns is the easiest way to ramp up. When throwing a Special Attack all Prowess are removed and reapplied to get the benefit of Kitty's current Prowess bonus. All you need to do is build Prowess and keep the Opponent Incinerated as long as possible and Kitty will handle the rest!

Dev Notes

Phasing:

- Dashing forward with 3 or more Prowess triggers Phasing for the duration of the dash plus 1.20 second(s) after, giving the Opponent a 100% chance to Miss. This is paused during Kitty's Special Attacks.
- While Phased gain +3900 Critical Rating, become Stun Immune and take 80% reduced damage.
- While Phased #Robots suffer -20% Ability Accuracy reduction.
- Personal Debuffs and Buffs that are triggered while Phased become Passive and gain +20% duration.

- Each Miss caused by Phase deals a burst of 2422.5 Physical Damage and Kitty gains +3 Personal Prowess, these can stack above the normal limit.
- When Phasing expires, 6 Prowess are consumed for each Miss that Phasing caused.

While Playing Kitty you'll want to stay Phased as much as possible, for this reason one great way to play her is to Parry, dash back then dash forward. This will allow her to phase for most of every combo and maintain her Phasing bonuses as long as possible! If you're feeling skilled you can also intercept the opponent to achieve the same thing, since every dash will trigger a phase if 3 Prowess are active.

Dev Notes

Special 1 – Lockheed's Revenge:

- The final 3 hits in this attack each inflict an Incinerate Debuff dealing 943.5 Energy Damage over 3.50 seconds, reducing block proficiency by 50% and removing Perfect Block chance.
- Incinerates inflicted by this attack expire 1 at a time and are paused and refreshed while any other Incinerate is active.
- With 10+ Prowess, Incinerates will trigger through block.

The Special 1 is best used to fuel Kitty's Prowess potency bonus, however it can also be used if the opponent is suffering from a long duration Incinerate so that these will be paused until the other Incinerates fall off to get more out of these.

Dev Notes

Special 2 – Loyal Companion:

- Each hit deals a burst of Physical Damage equal to 40% of the damage dealt by the hit.
- With 10+ Prowess, gain an Unblockable Buff lasting 9 seconds, plus an additional 0.25 seconds for each Prowess above 10.

Special 2 is best used when Kitties Prowess potency is ramped up via Incinerated, not only will her Prowess hit much harder, but each hit will deal an additional burst of damage based on the hit damage!

Dev Notes

Special 3 – Raining Fire:

- Inflict a non-stacking Incinerate Debuff dealing 2295 Energy Damage over 30 seconds.
- When this attack ends, enter Phasing for 2 seconds, if Phasing was already active this time extends to 4 seconds.

The Special 3 is best used in two scenarios. Firstly, it can be used if you want to get your Prowess potency bonus up to nearly max. Secondly, it can be used before throwing Special 1 to cause the Special 1 Incinerates to be paused for the whole 30 seconds that this Incinerate lasts, allowing Kitty to stack up a ton of Incinerates!

Dev Notes

Signature Ability – Black Vortex Empowerment

Passive:

- While Phased take no damage from any source.
- While Phased gain 250% Defensive Combat Power Rate and pause Phasing while being struck.
- The first time each Personal Incinerate effect expires naturally or is Purified, it has a 40.00% chance to retrigger itself at +30% potency. Incinerates triggered from this ability are always Passive.

Kitty's ability to ignore all damage while Phased is insanely powerful in the right scenario. Additionally, her ability to re-trigger Incinerates allows her to ramp up her Prowess Potency much quicker! This is especially powerful when retriggering the Incinerate inflicted via Special 3.

Dev Notes

Synergy Bonuses

Shadowy History – Unique (Available at 6* only)

- **Kitty Pryde:** When Phase expires, there is a 30% chance to consume no Prowess.
- **Wolverine:** Landing a Heavy Attack consumes all personal Regeneration effects, each effect removed this way grants a Fury Buff, increasing Attack Rating by 15% for 10 seconds. Max stacks 3.

Just A Phase – Unique (Requires 5*+)

- **Kitty Pryde:** Each Miss that occurs during Phase grants +2 additional Prowess, these can stack above the normal limit.

- [Ghost](#): Entering Phase during the Opponent's Special Attack grants a Fury Buff, increasing Attack Rating by 10% for 6 seconds.

Through Thick And Thin – Unique (Requires 5*+)

- Kitty Pryde: Become Immune to reverse controls, and each time this immunity is triggered gain +1 personal Prowess. Cooldown 0.8 seconds.
- [Emma Frost](#): Gain +20% Attack Rating in diamond form and gain +20% Combat Power Rate in telepathic form.

Vicious Kitty- Unique (Requires 4*+)

- Kitty Pryde: While 10+ Prowess are active, become Passively Unblockable while Phased.
- [Tigra](#): Neutralize effects last +35% longer.

Worth A Shot – Unique (Requires 4*+)

- Kitty Pryde: When Phasing gain +1 Fury Buff for each Debuff on Kitty, each increasing Attack Rating by 7% for 5 seconds Max 5.
- [Magneto](#): The first hit of every Special Attack inflicts a Weakness Debuff, reducing Attack Rating by 30% for 6 seconds.

Fire And Dragons – Unique (Requires 3*+)

- Kitty Pryde: Increase the duration of Incinerate Debuffs by +10% and Passive Incinerates by +15%.
- [Dragon Man](#): If no Power Charges are active when the final hit of Special Attack 2 strikes the Opponent, inflict 3 additional Incinerates.

Friends Lv. 3

- All Champions gain +130 Armor Rating

Romance Lv. 3

- All Champions gain +5% Power Gain

Recommended Masteries

Recoil

- Kitty can avoid recoil damage by 80% if she Phases during her Special Attacks, which is what she wants to be doing in her loop already! This 80% extends to all damage if Kitty is awakened.

Inequity and Despair

- Using Special 3 to place a long Incinerate then cycling multiple Special 1s to stack many Incinerate Debuffs allows Kitty Pryde to make the most out of Both Inequity and Despair.

Lesser Precision and Precision

- Bonus Critical Rating will help Kitty Crit more often, thus helping her build up Prowess quicker which fuels both her Phase and her damage!



Author: [MCOC Champion Designers](#)

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Knull

When all that existed was the darkness there was Knull and he thrived in it. But when the Celestial's creations began consuming his Living Abyss with radiant light, he retaliated. Knull felled one of these primordial gods, absorbing its power and forming All-Black, the Necrosword. With the power of the Celestials on his side and sheer darkness as his weapon, Knull spawned an army of his own, the Symbiotes. Creatures formed from darkness and fear and designed to extinguish the light.

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- [Base Stats and Abilities](#)
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- [Strengths and Weaknesses](#)
- [Abilities](#)
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- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6609	485	1934
4-Star ★★★★	16572	1216	4858
5-Star ★★★★★	33227	2437	10650
6-Star ★★★★★★ (Rank 3, Level 45)	42815	3140	13690

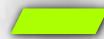
Champion Attributes



- Survivability 4



- Damage 4



- Ease of Use 3.5



- Utility 3



- Defender Strength 3

[Learn more about Champion Attributes](#)

Knull's Mechanics

Knull wields All-Black the Necrosword, which he uses to inflict Instant Bleeds. He also commands a hive of Symbiotes, stripping away Armor Up Buffs and allowing him to restore Health. Knull can take control over any fight by Corrupting his Opponents, drastically lowering their Combat Power Rate, inflicting Armor Breaks and reversing their controls.

Character Class: Cosmic

Basic Abilities: Armor Break, True Accuracy, Degeneration, Bleed

Strengths and Weaknesses

Strengths

- **Instant Bleed**
 - Knull's Necrosword Attacks inflict substantial Instant Bleeds, greatly boosting his damage while the Opponent is Corrupted.
- **Counter Armor Up**
 - Knull can easily remove Armor Up Buffs with the combination of Armor Break and Living Abyss Debuffs.
- **Counter Regeneration**
 - With his Signature Ability awakened, Knull can remove Regeneration Effects from his Opponents while Corruption is active.

Weaknesses

- **Power Gain**
 - Champions that don't rely on Combat Power Rate as heavily, will have a much easier time against Knull.
- **Reverse Controls Immunity**
 - With Immunity to Reverse Controls, Champions can bypass the scariest part of the Corruption mechanic.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Lord of Darkness – Always Active

- +40% Degeneration Resistance and +60% Bleed and Poison Resistance.
- Every 10 hits in the Opponent's Combo Meter, inflict an indefinite Darkness Passive, lowering Combat Power Rate by 15%. Max 8 stack(s).
- When the Opponent uses a Special Attack, remove 1 Darkness Passive.

Darkness only comes into play while Knull is defending. Make sure to throw as many Special Attacks as you can to keep Darkness stacks low.

Dev Notes

Corruption – Passive

Knull inflicts **Corruption** on his Opponents using his Special Attacks, causing the following effects:

- The Opponent's Armor Break Debuffs are paused.
- On activation, convert all indefinite Living Abyss Debuffs on the Opponent into Armor Break Debuffs that lower Armor Rating by 233.33, for 10 second(s).
- For each Armor Up Effect on the Opponent, inflict an Armor Break Debuff, reducing Armor Rating by 233.33, for 10 second(s).
- The Opponent suffers from -3.25% current Combat Power Rate for each Armor Break Debuff. Max 65%.
- The Opponent passively suffers from Reverse Controls.

Corruption severely lowers the Opponent's Armor Rating (thanks to all the Armor Breaks) and their Combat Power Rate. This sets Knull up for the opportunity to deal tons of damage while limiting the amount of Power the Opponent gains.

Dev Notes

Symbiote Attacks – Medium, Heavy and Special 1 Attacks

- Symbiote Attacks passively gain True Accuracy, ignoring all Evade and Auto-Block effects.
- While the Opponent is not **Corrupted**, landing a hit or striking into Block has a 75% chance to inflict an indefinite Living Abyss Debuff, removing 1 Armor Up Buff.
- While the Opponent is **Corrupted**, consume 3 Armor Break Debuffs to inflict 3 Living Abyss Debuffs, regenerate 10% of hit damage and inflict a Degeneration Debuff, dealing 1949.6 Direct Damage over 2 second(s). This ability does not trigger when using the Medium 1 Attack.

Use Symbiote Attacks to build up Living Abyss Debuffs, before Corrupting the Opponent to convert them all into Armor Break Debuffs. While Corruption is active, Symbiote Attacks can be used to consume Armor Breaks in order to lifesteal some health and refund Living Abyss stacks, this can be great for longer fights or when you're looking to top up Knull's Health.

Dev Notes

Necrosword Attacks – Light & Special 2 Attacks

- Pause the duration of the Opponent's **Corruption** for 1.25 second(s).
- While the Opponent is **Corrupted**, inflict an instant Bleed dealing 65% of hit damage as Direct Damage.

Necrosword Attacks can extend the duration of Corruption and have a lethal instant Bleed that deals a large fraction of damage dealt on hit. This means that any boosts to Knull's Attack Rating are twice as valuable!

Dev Notes

Special 1 – Swarm

- On activation, inflict an Encroaching Corruption lasting for 10 second(s). Upon expiry, inflict **Corruption** for 10 second(s).
- While fighting as a Defender, Encroaching Corruption will not inflict **Corruption** while the Attacker is performing a Special Attack.

This Special Attack is vital in Knull's playstyle. He uses it to inflict an Encroaching Corruption, which works similar to an Encroaching Stun.

Dev Notes

Special 2 – Cull

- Inflict 10 Armor Break Debuffs, reducing Armor Rating by 233.33 for 10 second(s).

While maintaining Corruption on the Opponent, the Special 2 Attack can be used to boost damage and continue pausing Corruption's duration.

Dev Notes

Special 3 – Rend

- Inflict **Corruption**, lasting 25 second(s).

Signature Ability – King in Black

- At the start of each fight, inflict +1 Living Abyss Debuff(s) on the Opponent for every 13 Signature Levels obtained.
- When **Corruption** activates, gain an Unstoppable and Unblockable Buff for 2 second(s).
- While **Corruption** is active and the Opponent has 50% Health or less, when they would gain a Regeneration Effect, replace it with Knull's Degeneration Debuff.

This is a very loaded Signature Ability! It allows Knull to start the fight with Living Abyss Debuffs on his Opponent, shortening his gameplay loop. And it gives him a window to attack the Opponent whenever Corruption activates. Lastly, it allows him to remove his Corrupted Opponent's Regeneration Effects as long as they're below 50% of their Max Health. This is super useful on Quest Buffs like Vigorous Assault.

Dev Notes

Synergy Bonuses

Knullification – Unique Synergy

With Knull

- **All Champions except Knull:** Gain +2% modified Attack Rating for each of Knull's active Synergy Bonuses. #Symbiotes gain double.
- **All #Symbiotes except Knull:** Once per fight Knull possesses his Symbiote teammate when they would be knocked out, gaining an Indestructible and Fury Buff granting +50% Attack Rating for 10 second(s). When the Indestructible Buff expires, deal 5% of Max Health as Direct Damage to the teammate.

Vessels of the Darkness – Solo

With [Venom](#), [Venom the Duck](#), [Red Goblin](#), [Symbiote Supreme](#)

- **Knull:** When the Opponent is immune to an effect, Knull gains a Fury Buff, increasing Attack Rating by 35% for 16 seconds. Max 1 stack(s).

Abyssal Hosts – Solo

With [Anti-Venom](#), [Agent Venom](#), [Carnage](#), [Venompool](#)

- **Knull:** Gain an Unblockable Buff during his Special 1 and 2 Attacks.

Darkness Inside You – Solo

With [Sentry](#), [Void](#), [Hood](#)

- **Knull:** While the Opponent is suffering from 12+ Armor Breaks, Knull gains an indefinite Energize Buff, increasing Combat Power Rate by 20%.

Banish the Bright – Solo

With [Silver Surfer](#), [Storm](#), [Thor](#)

- **Knull:** +15% Attack Rating while the Opponent is **Corrupted**.

Recommended Masteries

Liquid Courage & Double Edge

- Thanks to Knull's resistance to Bleed and Poison effects and his ability to lifesteal using Symbiote Attacks, he can benefit greatly from using these Masteries.

Despair

- Knull can very quickly stack up his Living Abyss Debuffs which make him a very powerful user of the Despair Mastery.



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Korg

Oh, hey there, my name is Korg. As you can see... I am made of rocks. Perishable rocks though, so don't put me into fights thinking I am invincible, unless my opponent is made of scissors. Ha! ... Anyway, Miek is here too and wants to help, so instead of blocking with my rock arms, I let Miek taste some of the action! After all, that's what friends are for!

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Base Stats and Abilities

Health Attack PI (Max Signature)

4-Star ★★★★	17788	1047	4763
5-Star ★★★★★	35666	2098	10524
6-Star ★★★★★★	60858	3580	17950
(Rank 5, Level 65)			

7-Star ★★★★★★★	58968	3469	17320
(Rank 1, Level 25)			

Champion Attributes



- Survivability 3



- Damage 1



- Ease of Use 3



- Utility 2



- Defender Strength 5

[Learn more about Champion Attributes](#)

Korg's Mechanics

Character Class: Skill

Basic Abilities: Rock Anatomy, Crowd Excitement, Rock Shield, Unstoppable

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Passive

- Rock anatomy provides Korg immunity to Bleed, Shock and additional Critical Resistance but decreases his Energy Resistance by 20%.

Korg is going to be a very efficient Alliance Wars Defender, but champions who have Energy Attacks will have an advantage against him. When going against him, bring in champions like Bishop, Dormammu, Doctor Strange or if you are feeling adventurous, Magneto.  

Dev Notes

Crowd Excitement

- The crowd goes crazy when Miek makes an appearance while Korg is blocking an attack, increasing Crowd Excitement by 1 for 20 seconds. +1 on Well Timed Blocks. Only 4 Crowd Excitement charges can be gained through this ability.
- The crowd dislikes cowards cheering for Korg when opponents Evade or Dexterity his Basic Attacks, increasing Crowd Excitement by 2 for 20 seconds.
- When Crowd Excitement reaches 4 or more, Korg becomes Unstoppable and Unblockable for 2.5 seconds.

Korg is going to be a great counter to opponents who Evade, like Spider-Man and Quake, as well as opponents who rely on Dexterity to activate their abilities like Spider-Man (Stark Enhanced).

Dev Notes

Heavy Attack

- Miek expels fluids on opponents when hitting with a Heavy Attack, creeping out the crowd and consuming all Crowd Excitement to inflict Armor Break, reducing their Armor Rating by 840.66 for each Crowd Excitement charge for 8 seconds.

Passive – Rock Shield

- Korg begins the fight with 9 Rock Shield charges which are removed each time he is struck. An additional charge is removed when Korg's Dash Attack is interrupted by a Light Attack and if Struck by a Special Attack 3, all Rock Shield charges are removed instead.
- While Rock Shield is active, powerful enemy attacks cannot deal more than 40% of the opponent's Attack Rating in a single hit. Special 3's cannot deal more than 120% of the opponent's Attack instead.
- When all charges are consumed, Rock Shield is shattered and it takes between 7 and 10 seconds to reform. If Rock Shield is shattered by a Special 3, it takes three times as long to reform. Each time Rock Shield reforms it starts with 1 less charge.

Korg is made of perishable rocks, so it makes sense that his powerful shield mechanic is also "perishable", hehe. Jokes aside, Rock Shield will be able to reduce damage taken by a great amount, and when Korg is awakened, he will become a monster Alliance Wars defender until players create new strategies when fighting against him.

Dev Notes

Special 1 – Hey, take it easy man!

- Opponents cannot Evade this attack.
- This attack is Unblockable if Crowd Excitement is greater than 1.

Special 2 – Rocknado

- +4296 Attack Rating for 2.5 seconds if Korg is Unblockable.
- Inflicts Bleed, dealing 3938 Direct Damage over 8 seconds.

Special 3 – Friendly Fire

- Crowd Excitement goes up by 9 for 20 seconds.

Signature Ability – Rock Hard Thorns

When Attacked

- While Rock Shield is active and Korg is struck by a Medium, Heavy or Special Attack that makes contact, 5012.62 Physical Damage is inflicted to the opponent. This ability does not activate if the opponent's hit deals Energy Damage and Mutant Champions take 25% less damage.
- While Rock Shield is active, Korg has a 69.99% chance to shrug off Debuffs and gain one Rock Shield charge for each Debuff shrugged off this way.

Thorns. A lot of players are scared of this word, and with reason. We've decided to introduce this ability in a

character but add ways players can strategize around it in order to take 0 damage. Perishing his Rock Shield will be essential. Also, the damage inflicted through this signature ability will not scale with Quest Nodes since it is based on the Champion's Base Attack.

Dev Notes

Synergy Bonuses

Pit Fighters – Unique

With [Thor \(Ragnarok\)](#)

- Thor (Ragnarok), Korg: +15% Attack Rating and +20% Fury Buff for 8 seconds when using a Medium Attack to end a Basic Attack Combo while their opponent is pinned against the wall.

Grandmaster's Champions – Unique Synergy

With [Hulk \(Ragnarok\)](#)

- Hulk (Ragnarok): Crowd Excitement is locked at 100 for an additional 3 seconds.
- Korg: When Korg spends 13 or more Crowd Excitement charges through his Heavy Attack, the Armor Break lasts 20 seconds instead. Max Stack: 1.

Elemental Hide – Unique Synergy

With [Iceman](#)

- Iceman: While Ice Armor is reforming, Iceman's Attack Rating is increased by 15% as long as he does not get hit.
- Korg: If Korg is awakened, +15% chance to shrug off a Debuff while Rock Shield is active.

Enemies Lv.3

With [Hela](#)

- All Champions gain +155 Critical Rating.

Friends Lv.3

With [Heimdall](#) and [Loki](#)

- All Champions gain +130 Armor Rating.

Recommended Masteries

Strength, Greater Strength, Glass Cannon & Double Edge

- All of those Masteries that enhance Base Attack will enhance the damage dealt by Thorns, making Korg an even better defender.

Energy Resistance

- Korg has one of the lowest Energy Resistance stats in the game, acquiring this Mastery will help protect him against champions like Bishop and Magneto.

Salve and Recovery

- Those Regeneration Masteries will be of great help if putting Korg on a Alliance Wars defense node that provides Regeneration. The longer the fight means the more chance an opponent will get damaged by Thorns.



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About Kraven

Sergei Nikolaievich Kravinoff was once known as the world's greatest hunter, often killing his prey with his bare hands. Despite his success he grew bored with hunting big game, so he decided to hunt for more dangerous and powerful prey. He chose to hunt Spider-Man, someone he saw as a real challenge worthy of his skills, however his constant failure to defeat Spider-Man led him into a path of villainy and insanity.

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Base Stats & Abilities

Health Attack PI (Max Signature)

<i>3-Star</i> ★★★	6609	463	1911
<i>4-Star</i> ★★★★	16572	1159	4800
<i>5-Star</i> ★★★★★	33227	2324	10640
<i>6-Star</i> ★★★★★★	42815	2994	13680 <i>(Rank 3, Level 45)</i>

Champion Attributes



- Survivability 2.5



- Damage 2



- Ease of Use 2.5



- Utility 2.5



- Defender Strength 3

[Learn more about Champion Attributes](#)

Kraven's Mechanics

Kraven's playstyle is all about trapping the Opponent and then punishing them. He places a Trap with a Special 1, and it stays in the Arena until it triggers or it is replaced. Pushing an unprepared Opponent into a Trap is even more beneficial for Kraven than just allowing the Opponent into the Trap, but once the Opponent is Trapped, Kraven's attacks and effects are even more deadly. Kraven is not your average Champion! This is a high Skill use Champ and to get the best out of him, you're going to have to change your playstyle and max out those synergies and masteries.

Character Class: Skill

Basic Abilities: Disoriented, Bleed, Root, Suppression

Strengths and Weaknesses

Strengths

- Root
 - Kraven can Root the Opponent by placing Traps on the Arena. When an Opponent crosses over the Trap, they are Rooted in place
 - While the Opponent is trapped Kraven's dash attacks are Unstoppable and nearly Unblockable, and his Critical rating increases quite a bit. All while the Opponent has nowhere to run.
- True Accuracy
 - Kraven can access and maintain True Accuracy for a long period of time with some ease, giving him an edge against Evade and Auto-Block Champions.
- Bleeds
 - He can stack lots of Bleeds on the Opponent, bypassing Armor and Resistances. His Bleeds are paused while the Opponent is trapped or during his Special 1 Attacks, allowing him to keep those Bleeds going on for a while.

Weaknesses

- Opponents with Specials that cover a long distance.
 - The only way to disarm Kraven's Trap is by crossing over it with a Special Attack.. Opponents like Venom or Tigris that move long distances during their Special Attacks have an advantage against Kraven.
- Bleed Immunity
 - Most of his damage comes from Bleeds, without it his damage falls substantially.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Jungle Fighter

- Heavy Attack: First hit inflicts a non-stacking Disorient Debuff, decreasing Block Proficiency and Defensive Ability Accuracy by 40% for 16 second(s).
- Critical Hits: Inflict a Bleed Debuff, dealing 557.76 Direct over 8 second(s).

When Debuffed – Endurance Passive

- Each time Kraven receives a non-damaging Debuff, reduce the duration of future non-damaging Debuffs by 10% for the rest of the fight. Max 8 stacks.

As an Attacker this ability is useful against Champions that passively inflict Debuffs but this ability is more useful as a Defender.

Dev Notes

Trap – Special 1

- If the Opponent moves into a Trap, it springs and deals a Burst of 1743 Direct Damage and Roots them for 5 second(s). Damage scales with Base Attack only. If the Opponent moves into the Trap during a special, the Trap is removed.
- If the Opponent is pushed into the Trap by a Heavy or Special 2, Kraven has a 100% chance to place a new Trap when the Root expires.
- Rooted Champions cannot move, but can still attack, block, and dodge. Activating a Special Attack removes Root and prevents it from applying.
- While the Opponent is Rooted, Kraven's Dash Attacks become Unstoppable, his damage over time Debuffs are paused and he gains 1400 Critical Rating.
- While the Opponent is Rooted, their Combat Power Rate is reduced by 37.5%.

Once the Opponent is trapped the best way to initiate an attack is with a dash, since Kraven will go Unstoppable. A skilled player only needs to launch a Trap once, as long as they are pushing the Opponent into the Traps they will keep retriggering.

Dev Notes

Suppression – Cross-Fight

- Traps also inflict a Cross-Fight Suppression Passive on the Opponent, reducing Combat Power Rate by 6.25% for this and the next 5 fights. Max 2 stacks. Traps cannot suppress Opponents with Natural Class Advantage.
- In the following fights Suppression Potency is increased by 100%.

When the Opponent is trapped while suffering with 2 stacks of Suppression, their Combat Power Rate is reduced by a total of 50%. This allows Kraven to attack Rooted Opponents without worrying too much about them reaching 3 bars of Power.

Dev Notes

Special Attacks

- Root Debuff and Precision Buff are paused.

It is always a good idea to throw a Special Attack on a Rooted Opponent because it will increase the duration of the Root, consequently increasing the duration that Bleeds are paused by the Root.

Dev Notes

Special Attack 1 – Hunter Fury

- Kraven sets a Trap at the Opponent's location, the Trap arms after 5 second(s) and lasts until triggered. New Traps replace existing ones. As a Defender, Traps are placed at his location and arm immediately. Traps are not affected by Ability Accuracy reduction.
- If the Opponent is already Rooted by a Trap, Critical Damage Rating is increased by 182.61 for the duration of this Attack instead.
- Bleed effects are paused.
- *Gain a non-stacking True Accuracy Buff, ignoring all Evade and Auto-Block effects for 20 second(s). Triggering a Trap refreshes this effect.*

Special 1's main purpose is to place a Trap. The Trap can be retriggered outside Special 1 and True Accuracy can be refreshed; if the player is able to always retrigger the Trap with a push, there isn't much need to launch this special again.

Dev Notes

Special 2 – Dirty Tricks

- On activation, gain a Precision Buff, increasing Critical Rating by 1081.82 for 20 second(s). Triggering a Trap refreshes this effect. Max 5 stacks.
- The first hit is Unblockable and inflicts a Poison Debuff, reducing Health Recovery by 30% and Dealing 2324 Direct Damage over 3 second(s).
- If the Opponent is Rooted, refresh all Bleed effects.

The BEST way to retrigger a trap is by pushing the Opponent into a Trap with a Special 2. You get to refresh all your Bleeds, increase the Poison duration by up to 5 seconds and refresh the Precision Buff. If done correctly, Kraven can stack a lot of Bleeds on the Opponent and Precisions on himself.

Dev Notes

Special 3 – The Way of the Hunter

- Gain a Cruelty Buff, increasing Critical Damage Rating by 233.33 until Kraven is knocked down.
- If the Opponent is Rooted they gain no Power during the Special and the potency of the Cruelty Buff is increased by 100%.
- If the Opponent is not Rooted but a Trap is placed, even if not armed, the Trap springs regardless of the Opponent's position.

In general Kraven won't be chasing Special 3 since he is usually better off triggering his Trap immediately, but in long fights the Special 3 offers a way to boost his Bleed damage.

Dev Notes

Signature Ability – Entrapment

Passive

- While the Opponent is Rooted Dash Attacks grant a Trample Passive, making the attack Unblockable except against Well-Timed Blocks
- While the Opponent is Rooted all Bleeds are Critical Bleeds, multiplying their Potency by 200% of Kraven's Critical Damage.

The Trample Passive guarantees that Kraven can always break the defenses of a trapped Opponent, but the real power of this ability is the substantial boost in damage he gets from Critical Bleeds.

Dev Notes

Synergy Bonuses

Obsession – Unique (Requires 3*+)

- Kraven: Once per Fight when receiving damage that would result in a knockout, gain an Immortality Buff preventing death for 8 second(s).
- [Spider-Man\(Classic\)](#), [Spider-Man\(Symbiote\)](#): Armor Break Debuffs are paused during Specials and their duration is increased by 7 second(s).

Pressure Points – Unique (Requires 5 *+)

- Kraven: On a Critical Hit, inflict a Fragility Debuff for 5 seconds. When attacking a Fragile Opponent, increase Critical Damage Rating by 200 and decrease their Block Proficiency by 15%.
- [Tigra](#): While the Opponent is Neutralized Tigra gains 1500 Critical Rating.

Misunderstanding – Unique (Requires 5*+)

- Kraven: Kraven's True Accuracy also ignores the effects of Miss.
- [Venompool](#): When fighting Bleed immune Champions, when inflicting Bleeds, inflict a matching Degeneration instead.
- [Agent Venom](#): On Critical Hits or when the Opponent fails to Evade inflict a Bleed Debuff, dealing 50% of Attack in Direct Damage over 4 second(s).

Big Game – Unique (Requires 4*+)

- [Sasquatch](#), [Beast](#), [Dragon Man](#): Stunning a Stun Immune Champion will instead inflict a non-stacking Concussion Debuff, reducing Ability Accuracy by 60% for 5 second(s).

Fun Adventures – Unique (Requires 5*+)

- Kraven: Bleed Immune Champions are inflicted by a Poison Debuff instead, reducing Health Recovery by 30% and Dealing 17% of Attack in Direct Damage over 10 second(s). Poison pauses and refreshes just as Bleed.
- [Squirrel Girl](#): When the Opponent is afflicted by an Injury Debuff, Squirrel Girl has 50% chance to gain a Precision Buff, increasing Critical Rating by 1500, and 50% chance to gain a Cruelty Buff, increasing Critical Damage Rating by 700 both effects lasts for 10 second(s).

Sinister Six – Unique (Requires 4*+)

- [Doctor Octopus](#), [Electro](#), [Green Goblin](#), [Rhino](#), [Vulture](#): When fighting #Heroes Combat Power Rate is increased by 25%.

Recommended Masteries

Deep Wounds

- The damage boost is nice but the duration increase is what really sells this Mastery, since longer Bleeds are easier to refresh than shorter Bleeds.

Despair

- The number of Bleeds that Kraven can inflict on the Opponent makes this Mastery quite useful.



Author: [MCOC Champion Designers](#)

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Loki

I know what they say. The son of a Frost Giant. They also called me the god of mischief, but that lacks a certain...imagination. Don't you think? Look at my adoptive family, my father Odin and my brother Thor are so dull, monotonous. Am I good? Evil? Noble? Nonsense. Call me not mischievous – I merely see the world not as it is, but how it could be. Call me a visionary. Call me Loki.

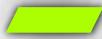
Character Class : Mystic

Basic Abilities : Buff Steal, Curse, Overpower, Stun

Champion Attributes



- Survivability 2



- Damage 1



- Ease of Use 4



- Utility 1.5



- Defender Strength 1.5

[Learn more about Champion Attributes](#)

Base Stats and Abilities

*All stats based on 4 Star, Rank 5, Level 50, Signature Level 99

- **Health:** 15660
- **Attack:** 1204
- **Max PI**
 - **Without Signature:** 3,548
 - **Signature Level 99:** 4,427

Basic Attacks

While the opponent is Cursed, Loki has a 17.5% chance to Stun the opponent for 1 second.

Heavy Attack

While the opponent is Cursed, this attack has 100% Critical Hit Chance. Additionally, it has a 100% chance to reset the duration of Curse.

Special 1: Curse of Agony – Loki slashes the opponent with his scepter, and then finishes them with a dark energy blast.

- Steals all of the opponent's Buffs. Stolen Buffs last for 6.3 seconds.
- 65% chance to reset the duration of Curse

Special 2: Cryokinesis – Loki taps into his Frost Giant lineage to overpower opponents with a surge of ice.

- If Loki has more Health points than his opponent, he has a 100% chance of subtracting 5.4% of their max Health instantly.
- This attack is Unblockable.

Special 3: Mayhem – Loki manipulates the opponent into attacking his illusions until he is ready to deal the final blow.

- Loki Curses the opponent, dealing 113% of your Attack as Energy Damage and allowing him to steal any of the opponent's Buffs for 7.5 seconds. Stolen Buffs last for 7 seconds.

Signature Ability – ASCENDANT: Perhaps the most powerful sorcerer in all Asgard, Loki passively generates additional Power over time while he has less than one Power Bar.

Rising in power through sorcery and subterfuge, Loki generates an additional 5.5% Power per second as long as he is below 1 bar.

Synergy Bonuses

- Family (Health) – Thor
- Enemies (Critical Hit Rate) – Red Hulk, Thor (Jane Foster) or Hulk
- Masterminds (Energy Damage) – Magneto or Magneto (Marvel NOW)

Recommended Masteries

Petrify and Pacify:

- When going for his Special 3, Loki Curses the opponent and deals damage over time while also stealing their Buffs. When the opponent is Cursed, basic attacks have a chance to inflict Stun and heavy attacks renews the duration of the Curse. So if you are skilled enough, you can keep the enemy cursed for the entire duration of the fight.

Despair:

- Curse is a Debuff, add in Despair mastery to crush opponents even more by reducing their Regeneration effects.

Courage and Greater Strength:

- Loki's Special 2 and Special 3 deals additional ability damage, maximizing your attack is a clear and simple choice.

Strengths and Weaknesses

Strengths

- Opponents that heavily rely on Buffs are going to get hard-countered by Loki.
 - Examples: Ultron, Venom or Thor
- Loki's resistance to Energy attacks is pretty strong, making him a strong competitor when going against opponents that rely on it.
 - Examples: Doctor Strange or Magneto

Weaknesses

- Opponents that rely on pure attack stats and debuffs to deal damage are going to excel against Loki. He is weaker against physical attacks, despite still having a lot of health.
 - Examples: Hulk or Black Panther



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Longshot

Longshot is an Action Hero from the Mojoverse who was genetically enhanced by Arize with super human traits and the powers of Probability Manipulation. Arize made it so the strength of Longshot's Power was based on the purity of his heart, making him a star candidate for inciting a civil war to overthrow the tyrannical reign of Mojo himself.

Longshot's Mechanics

Longshot excels when balancing both offensive and defensive play styles. Playing defensively builds Good Karma on himself, unlocking new abilities in his Special Attacks. Playing aggressively allows him to convert this Good Karma into Bad Karma on the Opponent for huge bursts of damage.

Character Class: Mystic

Basic Abilities: Karma, Pure of Heart, Incinerate, Fate Seal

Base Stats and Abilities

*All stats based on 4-Star, Rank 5, Level 50, Signature Level 99

Health: 15964

Attack: 1148

Max PI:

- **Without Signature:** 3859
- **With Signature (99):** 4790

*All stats based on 5-Star, Rank 5, Level 65, Signature Level 200

Health: 32008

Attack: 2301

Max PI:

- **Without Signature:** 7781
- **With Signature (200):** 10590

Champion Attributes



- Survivability 4



- Damage 4.5



- Ease of Use 2



- Utility 3.5



- Defender Strength 3.5

[Learn more about Champion Attributes](#)

Strengths and Weaknesses

Strengths :

- **Fate Seal**
 - Longshot's Special 2 applies the longest lasting Fate Seal in the game at 12 seconds. While the Opponent is Fate Sealed any Buffs or Bad Karma effects that end on the Opponent are detonated and deal huge damage.
- **Opponents with Buffs**
 - Opponents with Buffs are at extreme risk at all times when Fighting Longshot. Buffs can be detonated by his Fate Seal or can be stolen if Longshot has been Awakened.
- **Low Chance Buff nodes**
 - If Longshot is placed on a Node in Alliance War Defense that has a low chance of activating, Longshot's base increase of Ability Accuracy increases the chances of that ability activation by 300%.

Weaknesses :

- **Incinerate Immune**
 - If an Opponent is Incinerate Immune or has any way to remove Damaging Debuffs quickly, Longshot will be unable to keep his Fate Seal on his Opponent.
- **Stun**
 - If Longshot is inflicted with a non-damaging Debuff or he is struck while under the effects of Stun, he begins to lose stacks of Good Karma.
- **Concussion and Disorient**
 - Longshot is Immune to Ability Accuracy reduction. However, Debuffs can still reduce the chances of his abilities activating.

Abilities

Passive:

- Due to Longshot's innate luck his Ability Accuracy can only be reduced through the effects of Debuffs.
- Longshot's base Ability Accuracy is 300%. Modified chances are already displayed for Longshot's abilities.

Longshot will be unaffected by passive Ability Accuracy modifications from Champions like [Domino](#) or [Blade](#). Additionally, if you place him on a War defense node that has a Buff such as "Freezer Burn", his base Ability Accuracy makes it so he has a 60% chance to Incinerate his Opponent whenever he is Struck.

Dev Notes

Good Karma – Max 5:

- Longshot cannot gain Good karma while under the effects of Stun.
- 51% Chance to gain 1 Good karma when attacked. Increased to 102% if the attack was Dodged.
- 75% Chance to lose 1 Good karma whenever inflicted with a Non-Damaging Debuff or Struck while Stunned. If the Opponent has Bad Karma active, remove 1 Bad Karma instead.
- Whenever reaching 5 stacks of Good karma, gain Pure of Heart for 14 seconds. Granting bonus effects from Special Attacks. This effect does not stack, but can be refreshed.
- When Pure of Heart ends all remaining Good Karma is applied to the opponent as Bad Karma.

When fighting against Longshot, make sure to bring Champions that inflict a lot of Non-Damaging Debuffs often, or bring someone with long duration Stuns. If Longshot enters Pure of Heart and activates his Special 2, most Champions will be obliterated.

Dev Notes

Bad Karma – Max 5:

- When consuming Good Karma while the Opponent is below max stacks of Bad Karma, apply a Bad Karma on the opponent for 12 seconds and refresh all existing stacks.
- For each Bad Karma, Longshot gains 12% of Power generated by the opponent.
- Whenever the Opponent launches a Special Attack or a Heavy Attack all Bad Karma effects are refreshed.

Once Longshot has 5 Stacks of Bad Karma on his Opponent it's important to bait Heavy Attacks and Special Attacks out of his Opponent to keep them active. If you're afraid you will lose all of your stacks of Bad Karma, launch a Special 2 and cash in and deal a huge burst of damage.

Dev Notes

Heavy Attacks:

- While Charging a Heavy Attack gain 1 Good Karma every 0.40 seconds.
- Each hit consumes 1 Good Karma.

Special 1: Final Cut

- Consume 2 Good Karma
- This attack cannot Miss or be Auto-Blocked.
- Pure of Heart is active: The first hit inflicts 7 Instant Bleeds, each dealing 459.2 damage. This damage benefits from Longshot's

Critical Damage multiplier.

If the Opponent is Incinerate Immune, Longshot can loop Special 1 Attacks for big damage. Keeping 5 stacks of Bad Karma on the Opponent at all times will make it easy to build power and repeatedly launch this attack.

Dev Notes

Special 2: Workers Compensation

- The final hit inflicts Incinerate dealing 172.2 damage over 12 seconds. Incinerate also removes Perfect Block chance and lowers Block Proficiency by 50%
- While this Incinerate is active the Opponent is Fate Sealed, Nullifying all buffs. This Fate Seal also removes Bad Karma effects.
- Each Buff and Bad Karma removed by Fate Seal combusts and inflicts Passive Incinerates dealing 1033.2 energy damage over 1 second(s). This damage benefits from Longshot's Critical Damage Rating. Max 10 stacks.
- Pure of Heart is active: Instead of inflicting incinerate on the Final hit, the Incinerate triggers on activation of this Attack with it's expiry paused until the Attack ends.

If the Opponent can prevent the Incinerate from activating, or remove it after it has been activated, the Fate Seal will also be removed.

Dev Notes

Special 3: Comedy of Errors

- Stun the Opponent for 3.50 seconds.
- Pure of Heart is active: This attack gains up to 1148 Attack Rating based on Longshot's Good Karma.

Signature Ability – Fortune Favors the Lucky

- 48% Chance to Nullify any Buff and replace it with Bad Karma.
- If Longshot Nullifies a True Strike, Unstoppable, or Unblockable Buff, Longshot gains a matching Buff for 5.60 seconds.

Longshot's Signature Ability also grants him these matching Buffs if his Fate Seal is what Nullifies the Buff. If you're having troubles with Buff Toggle Unstoppable or Buff Toggle Unblockable, this is a great answer.

Dev Notes

Synergy Bonuses:

Civil War Stories – Unique Synergy

With [Captain America \(Infinity War\)](#), [Captain America](#)

- **Longshot:** Start a Fight with 5 Good Karma when fighting Villain Champions.
- **Captain America (Infinity War):** Start a Fight with 1 Kinetic Potential when fighting Avengers or New Avengers.
- **Captain America:** While the Opponent is Fatigued their Power Gain Rate is reduced by 110%.

Mojoverse – Unique Synergy

With [Mojo](#)

- **Longshot :** If the Opponent is Immune to Bleed. Longshot's Special 1 inflicts Degeneration damage instead.

Love Triangles – Unique Synergy

With [Rogue](#)

- **Longshot:** Longshot's Special 2 has a 42% chance to inflict an additional Incinerate for each Bad Karma removed by Fate Seal.
- **Rogue:** Whenever stealing a Buff Rogue deals 20% of her Base Attack as Degeneration damage for each Buff stolen.
- **All Female Champions:** Gain 200 Critical Rating and 12% increased Ability Accuracy.

Probably OP – Unique Synergy

With [Domino](#)

- **Longshot:** Pure of Heart lasts 4 seconds longer.
- **Domino:** If an Opponent was not Struck over the Duration of a Stun, Domino gains 10% of a bar of Power.

Recommended Masteries:

- **Mystic Dispersion**
 - Longshot has access to the longest lasting Fate Seal in the game. If played correctly it can be kept up on the Opponent for

the entire fight. Mystic Dispersion will help Longshot loop his Special 2 and ensure he is rewarded whenever a Buff is prevented.

- **Cruelty**

- Longshot's Special Attack damage scales with his Critical Damage multiplier. Maxing out Cruelty and Lesser Cruelty will show that he takes full advantage of this ability.

- **Petrify**

- Longshot will often Parry his Opponent to stun them and safely charge his Heavy Attack to generate Good Karma. When lowering the Opponents power rate with Petrify and generating bonus power through Karma, Longshot can gain more Power than his Opponent through Heavy Attacks.



Author: [MCoC Champion Designers](#)

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Luke Cage

Framed and sent to prison for a crime he didn't commit, Carl Lucas became the "volunteer" for a series of scientific experiments to create another Super-Soldier. When a sadistic prison guard intervened with the experiment, Lucas was granted superhuman strength and near-impenetrable skin. Using his newfound abilities to escape prison, Carl changed his name to Luke Cage and set up shop as a Hero for Hire, vowing to assist any who needed his help... for the right price.

Luke Cage Mechanics

Luke is a brawler with focus on stacking up Debuffs and dealing damage while keeping the opponent's Power Gain in check. His Signature Ability allows for an aggressive play style and can keep you safe against all incoming damage. Luke can also keep opponents Stunned for a long time or completely shut down their Ability Accuracy. Even if a Debuff isn't placed on the opponent by Luke, he still gets extra attack from it. Maximizing the Debuffs on the opponent and using your Indestructibility at the right time is essential in getting the most out of Luke Cage!

Character Class: Science

Basic Abilities: Bleed Immunity, Physical Resistance, Exhaustion, Stun

Champion Attributes



- Survivability 3



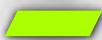
- Damage 3



- Ease of Use 4



- Utility 2



- Defender Strength 1

[Learn more about Champion Attributes](#)

Strengths and Weaknesses

Strengths :

- **Shut down Passive Power Gain**
 - Luke can reduce the opponent's passive Power Gain with his Exhaustion Debuffs. This reduction can take their Power Gain into the negatives if you stack enough Exhaustions. Opponents that rely solely on passive Power Gain as a source for their power can easily be power locked or even power reversed with enough stacks.
- **Safe to play**
 - Going up against Unblockable hits? Need to land risky intercepts? Might get hit by a Special Attack? Luke's Indestructibility granted to him by his Signature Ability is there to save you.
- **Debuff stacking**
 - Luke can stack up Debuffs easily by simply hitting the opponent. This makes him a solid counter to nodes like Diss Track and also synergizes well with the Despair mastery. In matchups where the node places stacking Debuffs on the opponent, Luke can hit very hard. He makes for an excellent option for the Scientific Exploit node in the Cavalier Monthly Event Quest.

Weaknesses :

- **Debuff Immunity or Shrug**

- Luke's damage and most of his utility come from his ability to stack Debuffs. Debuff Immunity or the ability to shrug Debuffs off can shut him down.

- **Nullify**

- The Indestructibility from Luke's Signature Ability is a Buff. So opponents or nodes that can Nullify it can take away the ability to absorb damage.

- **Randomness**

- The chance associated with placing Exhaustion Debuffs or stunning the opponent can leave you vulnerable when you need the Power Gain reduction or the Stun. You can reduce the impact of randomness by using the Champion synergy, but that requires a very aggressive play style.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Always Active

- Bulletproof and near impenetrable skin provides Immunity to Bleeding
- +1400 Physical Resistance against non-Critical Hits

All Attacks

- Luke Cage gains 1045.8 Attack Rating for each Debuff on the opponent.

Stack Debuffs and watch the damage numbers fly!

Expert Player Notes

Light Attacks

- 30% chance to Exhaust the opponent, reducing Critical Damage rating by 88.51 for 10 seconds. The Opponent's Power Gain effects are also reduced by 25% for each Exhaustion Debuff on them.

Doing a 5 hit combo ending in a light attack is the best way to maximize your Debuff stacks. Against most opponents you need 4 stacks of Exhaustion to shut down their passive Power Gain. Opponents with improved Power Gain will require more stacks.

Expert Player Notes

Special Attack 1

- 57% chance to Stun the opponent for 2.50 seconds. The chance to Stun is increased by 10% for each stack of Exhaustion the target has, up to 30%.

Maximize your chances of Stunnering on this attack by stacking at least 3 Exhaustion debuffs. Try and land as many hits as possible during the Stun to build Power. Nodes that give you more Power or make your Special Attacks cost less Power can make for some amazing Stun locks.

Expert Player Notes

Special 2

- Consumes all Exhaustion Debuffs to inflict Concussion, reducing the opponent's Ability Accuracy by 25% per Debuff converted for 13 seconds.

Land this attack with at least 4 Exhaustion Debuffs to shut down all Ability Accuracy in most matchups. You will need more Exhaustions if the opponent is benefiting from increased Ability Accuracy.

Expert Player Notes

Special 3

- Inflicts 4 Exhaustion Debuffs, each reducing Critical Damage Rating by 88.51 for 18 seconds. The opponent's Power Gain effects are also reduced by 25% for each Exhaustion Debuff on them.

This is a reliable way to stack 4 Exhaustion Debuffs on your opponent at one time.

Expert Player Notes

Signature Ability – Tough It Out

When Attacked

- Bullet-proof skin allows Luke Cage to become Indestructible and ignore all incoming damage for 3.7 seconds.

- This ability can be activated again after a 25 second cooldown.

The Indestructible Buff can help you tank basic and Special Attacks without taking damage. You can also use it to heal from damaging Debuffs if you have the Willpower mastery.

Expert Player Notes

Synergy Bonuses:

- **Enemies Level 3 with Rhino**
 - All Champions gain +155 Critical Rating
- **Heroes for Hire Level 3 with Iron Fist , Iron Fist (Immortal)**
 - All Champions gain +85 Block Proficiency & Physical Resistance
- **Teammates Level 3 with Daredevil (Classic)**
 - All Champions gain +5% perfect block chance

Increasing your Perfect Block chance can lead to longer Parry Stun duration if you run the Stupefy mastery.

Expert Player Notes

- **Thunderbolts Level 3 with Juggernaut , Iron Patriot**
 - All Champions take 15% less Special Damage

Recommended Masteries:

- **Despair**
 - Luke's ability to stack Debuffs synergizes well with the Despair mastery and gives him some solid heal reduction utility.
- **Double Edge and Liquid Courage**
 - Immunity to Bleed prevents the damage from Double Edge and you can heal from the Liquid Courage Poison Debuff with Willpower when Indestructible. Also you can avoid the Recoil damage by only using your Special attack 3 and getting the guaranteed stacks of Exhaustion.
- **Stupefy**
 - Allows you to squeeze in additional hits and build more power while the opponent is Stunned by your special Attack 1.

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [Kam](#)



Author: [MCOC Champion Designers](#)

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M.O.D.O.K.

The terrifying result of an unspeakable experiment, M.O.D.O.K. is a grotesque mastermind bent on the destruction of the world. As the sometimes-leader of A.I.M., the Mechanized Organism Designed Only for Killing has tangled many times with his foes, Captain America and the Avengers.

Champion Attributes



- Survivability 3



- Damage 2.5



- Ease of Use 3.5



- Utility 2



- Defender Strength 3

[Learn more about Champion Attributes](#)

Base Stats & Abilities

*All stats based on 4 Star, Rank 5, Level 50, Signature Level 99

Character Class: Science

Health: 18624

Attack: 1171

Max PI:

- **Without Signature:** 3872
- **With Signature (99):** 4650

Basic Abilities: Flux, Force Field, Bleed, Incinerate

Flux Passive

M.O.D.O.K.'s attributes fluctuate throughout the fight. It would take a super-genius to calculate the pattern! Periodically fluctuate up and down between +0 and +120% Attack Rating, plus all the following other attributes:

- Up to +777 Block Proficiency so Block and Auto-Block reduces more damage.
- Up to +1226 Critical Damage so Critical Hits deal more damage.
- Up to +80% Power Rate to generate more Power from Attacks.
- Up to +25% Ability Accuracy, increasing the chance for any ability to trigger.

Force Field Passive

- Start the fight with 1 Force Field charge, each Auto-Blocking an attack with +174 Block Proficiency. Force Fields cannot trigger Parry.
- Once depleted, Force Field charges replenish after 7 second(s). This cooldown is reduced by 0.8s for each “alive” Champion on the enemy team. The A.I.M. Synergy with Taskmaster reduces this even further.
- As long as a Force Field charge is active, opponents' Power Gain Rate is reduced by up to 100% based on Flux. Power Gain Rate governs abilities that generate Power outside of Attacking, such as those of Doctor Strange, Vision, Hyperion, or the Mystic

Dispersion Mastery.

All Attacks

- Every 7th attack is guaranteed to be Critical, but Critical Rating is ignored. If a Special or Heavy Attack is the 7th hit, then all hit events for that attack are Critical. The Singularity Synergy with Ultron reduces this to every 5th hit.

Heavy Attacks

- 40% chance to Incinerate for 703 damage over 4 seconds. The chance to trigger and the overall damage is influenced by the state of Flux at the time this ability is activated. Land a Heavy Attack while Flux is high for maximum impact.

Special Attacks:

Special 1: SILENCE! – M.O.D.O.K. fires a Mental Bolt from the jewel on his forehead.

- Enemy abilities that grant Power or Health are reversed for the duration of this attack. Up to 150% of what they would have gained is lost instead. This amount stacks with the Power Gain Rate reduced by Flux, so performing a Special 1 at max Flux can easily drain Champions like Vision or Doctor Strange to zero. This effect lasts only about 3 seconds but does not require this attack to hit.
- This attack does not generate any Power for opponents, so even if they don't have any Power Gain or Regeneration effects active, you can still sneak it in without worrying about filling their Power Meter.

Special 2: Doomsday Blades – A pinnacle of both Science and Technology, the Doomsday Chair uses a mechanized arm to fling two sawblades at opponents.

- Each blade has a 60% chance to inflict Bleed for 703 damage over 6 seconds.
- Bleed duration is increased by up to 100% based on Flux. This increases to +125% duration (and damage) with the Chair Larceny Synergy Bonus, making the total damage output at maximum Flux more than four times greater than when at minimum Flux...just watch out for enemies that can easily deal with Bleed damage.

Special 3: Thermodynamics – Opponents submit to M.O.D.O.K.'s superior mind as he experiments with rockets designed only for killing.

- Each of the five rockets has an 72% chance to inflict a random non-unique Debuff. Debuffs like Bleed or Exhaustion are more common, while Heal Block and Stun are much more rare. A total of ten different Debuffs are possible: Bleed, Incinerate, Fatigue, Exhaustion, Weakness, Poison, Armor Break, Heal Block, Concussion, and Stun.

Signature Ability : Master Plan – Blocking and Auto-Blocking are enhanced, especially if M.O.D.O.K. has already defeated an enemy of the same Class

Force Fields have +128 Block Proficiency for each Class defeated within the same Quest, plus a unique Block bonus for subsequent fights against that Class:

- Mutant Champions: Take 16% less Special Attack damage.
- Tech Champions: Gain 5% max Power when struck.
- Cosmic Champions: Take 5% less damage per unique enemy Buff.
- Mystic Champions: Steal 5% max Power when struck.
- Science Champions: Take 5% less damage per unique Debuff.
- Skill Champions: Why bother? They're not even superhuman!

Check ahead on longer Quests for difficult fights. It would be wise to find and defeat an opponent of the same Class earlier in the Quest so that M.O.D.O.K. enters tougher fights with the Class-specific bonus active.

Synergy Bonuses:

M.O.D.O.K. has a total of seven Synergy Bonuses, making him the Champion with the most total bonuses to date! Not all seven are available at all Tiers.

Taskmaster – Advanced Idea Mechanics

- M.O.D.O.K.: Force Field recharges 1 second faster.
- Taskmaster: Deal 15% more Bleed damage.
- Unique Synergy: Does not stack with other Synergies of the same name.

Gwenpool or Deadpool – Chair Larceny

- M.O.D.O.K.: Maximum Flux increases by 25%.
- Gwenpool and Deadpool: +10% Bleed duration.
- Unique Synergy: Does not stack with other Synergies of the same name.

Abomination – Cubicle Mates

- M.O.D.O.K.: Take 50% less Poison Damage.

- Abomination: Deal 50% more Poison Damage.
- Unique Synergy: Does not stack with other Synergies of the same name.

Ultron or Ultron (Classic) – Singularity

- M.O.D.O.K.: Crit after 5 attacks instead of 7.
- Ultron: +115 Critical Damage.
- Unique Synergy: Does not stack with other Synergies of the same name.

Doctor Octopus – Masterminds

- All Champions gain +15% Attack once a Combo of 15 or more hits is reached.

Captain America or Falcon – Nemesis

- +6% Attack Rating.

Angela – Romance

- +5% Power Rate.

Recommended Masteries:

Block Proficiency, Perfect Block, and Stand Your Ground

- M.O.D.O.K. has more Block uptime than any other Champion in the game thanks to his Force Field counting as an automatic block. He also naturally reaches high Block Proficiency levels due to Flux, Force Field, and his Signature “Master Plan” Ability. Anything you can do to enhance blocking provides a lot of mileage as a result.

Greater Vitality, Suture, and Coagulate

- Increasing his naturally high Health pool provides great returns, especially when considering his weak Class match-up against Skill Champions who often inflict Bleed with the Deep Wounds Mastery. Suture and Coagulate combine to help mitigate one of his greatest weaknesses, and further increasing his Health minimizes the effectiveness of enemies’ Deep Wounds Mastery in addition to a general increase in durability.

Despair

- M.O.D.O.K. is able to inflict Debuffs reliably off of his Heavy and Special 2 and up to five different Debuffs from his Special 3. Despair helps these Debuffs work against Willpower and other Regeneration abilities. The Health Penalty from Despair also combines with the reversal effect of his Special 1, further damaging enemies based on the amount they would have healed.

Limber

- Force Field cannot trigger while M.O.D.O.K. is Stunned, so get those Stuns off you as fast as you can!

Deep Wounds

- The Bleed from his Special 2 can be devastating when used while Flux is high. Given his large base Health pool, it should also be fairly easy to meet the “more Health points than your opponent” clause of Deep Wounds. It’s especially important to activate his Special 2 Attack while Flux is high because it increases the Bleed damage and duration by up to 100% each (125% if the Chair Larceny Synergy is active) and increases the chance to trigger a Bleed. Each Bleed triggers the Deep Wounds bonus Health Loss effect. If you’re lucky enough to trigger both Bleeds, then a maximum Flux Special 2 Bleed is well over four times more powerful than a minimum Flux Special 2!

Strong Match-ups:

Enemies with Power Gain abilities.

- Vision, Hyperion, the Mystic Dispersion Mastery, and especially Doctor Strange are all passively mitigated by M.O.D.O.K.’s abilities, and then actively reversed by M.O.D.O.K.’s Special 1 Attack. Since Doctor Strange has constant Power Gain, it also helps communicate when M.O.D.O.K.’s Flux is at its highest. During maximum Flux, Doctor Strange won’t gain any Power at all.

Enemies with short bursts of Regeneration.

- Mephisto, Iron Man, Ultron, and Deadpool all trigger a brief but powerful burst of Regeneration. A well-timed Special 1 Attack from M.O.D.O.K. reverses these effects, causing them to deal damage instead. This effect was previously exclusive to Guillotine. Although M.O.D.O.K.’s effect is much shorter than Guillotine’s, it’s also much more potent and doesn’t require the Special Attack to hit.

Weak Match-ups:

Black Widow

- Black Widow's Signature Subtlety ability is able to bypass Force Field and set it to recharge without having triggered at all. She can comfortably attack into M.O.D.O.K. and regularly sneak past his Force Field.

Quake

- Quake's Concussion ability is able to prevent M.O.D.O.K.'s Force Field from re-charging; however Force Field will continue to attempt to recharge, so Quake will have to make sure the Concussions are well-timed.

Taskmaster

- Heavy Attacks are naturally unblockable, which break M.O.D.O.K.'s Force Field, and Taskmaster's Exploit Weakness ability can juice up his Heavy Attack to hit really hard and be really reliable in the process. Taskmaster can also achieve an above average Perfect Block chance which increases the duration of Parry's Stun, therefore less Force Field uptime and easier Heavy Attacks. Once awakened, the Concussion from Taskmaster further inhibits M.O.D.O.K.'s Force Field, making Taskmaster one of the most ideal counters.

Enemies that deal burst damage

- Anyone can make his Force Field drop, but Champions like Storm that can deal massive amounts of damage in short windows are able to take full advantage of his Force Field being offline.



Author: [MCoC Champion Designers](#)

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Magik

Mutants are known to be mysterious and strange, yet, Illyana Rasputina may be the most uncanny of them all. As Magik, she can teleport anywhere in the world (and occasionally, anywhere in time). As the Darkchilde, she is the sorceress supreme of the demon world Limbo, and wielder of the terrifying Soulsword. Illyana is sister to [Colossus](#), best friend to [Kitty Pryde](#), and a strict instructor at Cyclops' mutant school.

Magik's Mechanics

Magik is a powerful Power Control champion thanks to her Special 2, allowing her to handle Power Gain abilities and Nodes. And her Special 3 has increased attack based on the amount of Buffs and removes them.

Character Class: Mystic

Basic Abilities: Nullify, Power Lock, Power Steal

Champion Attributes



- Survivability 4.5



- Damage 3.5



- Ease of Use 4.5



- Utility 3.5



- Defender Strength 3

[Learn more about Champion Attributes](#)

Strengths and Weaknesses

Strengths :

- **Power Control**
 - Thanks to her Special 2, Magik can stop the Opponent from gaining any sort of Power.
- **Buff Matchups**
 - Magik can be useful for fights with a lot of Buffs, gaining more attack and Nullifying all the Buffs on the Opponent with her Special 3.
- **Limbo's Regeneration**
 - Limbo can give her some safety, and the Energy Damage during its duration can make her a good defender.

Weaknesses :

- **Debuff Immunity**
 - Since her Special 2 inflicts a Power Lock Debuff, if the Opponent can remove Debuffs, Magik won't be able to lock the Opponent's power.
- **Ability Accuracy Reduction**
 - A way to shut down her Limbo is to reduce its Ability Accuracy, so it won't activate and won't cause any Energy Damage.
- **Heal Block:**
 - If inflicted with a Heal Block, Magik won't be able to regenerate from Limbo.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Special Attacks

- Opponents do not generate Power from these attacks

This ability will allow Magik to control even more of the Opponent's Power, being specially useful in fights where the Special 3 is the most useful.

Expert Player Notes

Limbo

- Deals 581 Energy Damage per second. Any damage Magik takes during this period is rewound when the effect expires.

Limbo is an amazing tool for offense, helping Magik Regenerate all the damage loss during the period of the effect, and defensive uses, with the Energy Damage she causes on the opponent.

Expert Player Notes

Special Attack 1

- 100% chance to Nullify. If a Buff is removed in this way, an additional 1394.4 Energy Damage is dealt.
- 100% chance to enter a state of Limbo for the duration of these attacks.

In fights where the Opponent starts with a powerful Buff, like War Machine's Armor Buff, Magik can use her Special 1 to remove it and deal extra damage.

Expert Player Notes

Special Attack 2

- 100% chance to enter a state of Limbo for the duration of these attacks.
- 85% chance to Power Lock, severing the target's flow of Power for 9 seconds.
- 100% chance to Power Steal, taking 33% enemy Power as your own.

With the Special 2, Magik can lock the Opponent's Power, and steal the Opponent's Power for herself, allowing her to not worry about any Special Attacks.

Expert Player Notes

Special Attack 3

- 100% Chance to Nullify, removing all Buffs and increasing your Attack by 1510.6 for each Buff removed.

This is the Special Attack that should be used in fights with a lot of Buffs, allowing her to Nullify any Buffs on the Opponent, and also dealing a lot of damage.

Expert Player Notes

Signature Ability – Darkchylde

Always Active

- After filling a bar of Power, Magik has a 25% chance to enter a state of Limbo for 3 seconds. The chance increases by 12.5% after filling 2 bars, and by 25% after filling 3 bars. Based on her current Signature Level, chances are multiplied by 99.96%.

With her Signature Ability, Magik will regenerate any health she lost during the duration of Limbo, helping for any mistakes or nodes.

Expert Player Notes

Synergy Bonuses:

- Friends Level 2 with [Storm](#)
 - All Champions gain +95 Armor Rating
- Family Level 1 with [Colossus](#), [Unstoppable Colossus](#)
 - All Champions gain +4% Health
- Teammates Level 2 with [Cyclops \(New Xavier School\)](#), [Guillotine](#)
 - All Champions gain +4% Perfect Block Chance

Recommended Masteries:

- Recovery
 - Since any damage taken during Limbo is recovered when the effect expires, Recovery will increase the amount of health gained, allowing her to recover more than she lost.

- **Mystic Dispersion**
 - With Magik being a Mystic Champion, having high Mystic Dispersion will help her to get faster to her Special 2 for her Power Lock.
- **Recoil**
 - With her Limbo activating during her Specials, the damage done by Recoil will be regained back after Limbo expires.

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [Mister King](#)



Author: [MCoC Champion Designers](#)

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Magneto (House of X)

The Master of Magnetism has embraced a self-proclaimed role of detective, judge, jury, and executioner against those who harm mutants. One of the greatest Marvel anti-heroes ever, Magneto exacts his own form of mutant justice, by any means necessary.

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- [Base Stats and Abilities](#)
- [Magneto \(House of X\)'s Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6548	490	1669
4-Star ★★★★	15660	1148	3808
5-Star ★★★★★	31398	2301	10220
6-Star ★★★★★★	40458	2965	13139

(Rank 3, Level 45)

Champion Attributes



- Survivability 2.5



- Damage 3.5



- Ease of Use 3.5



- Utility 3



- Defender Strength 3

[Learn more about Champion Attributes](#)

Magneto (House of X)'s Mechanics

Unlike Classic Magneto, this fresh version of Magneto (House of X) will be ready to fight alongside any #Metal and #Hero Champions and give them some serious stat boosts. He's also no slouch on damage himself. Combine tons of Prowess with Armor Break, Bleed, and Degeneration.

Character Class: Mutant

Basic Abilities: Prowess, Bleed, Armor Break

Strengths and Weaknesses

Strengths

- **Bleed Immunity**
 - Magneto (House of X) has now got Full Bleed Immunity, making him awesome for any fights you might have a ton of Bleed coming your way.
- **Degen Damage**
 - Magneto (House of X) has got access to some of the only Degeneration Damage on command in the game, use it to DOT away those pesky Robots.
- **Guidance**
 - Magneto (House of X) has got a brand new Pre-Fight Ability letting him Buff his teammates for a ton of bonuses and making your Parry Mastery a passive instead of a debuff.

Weaknesses

- **Nullify**
 - Magneto (House of X) relies a ton on his Prowess Buffs giving all of his Special Attacks a slew of extra abilities. Make sure you can keep your Buffs up in each fight you enter!

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Magnetism – Passive

- #Metal opponents suffer an indefinite Magnetized Passive which is applied 1 seconds after the start of the fight and does the following:
- -70% Ability Accuracy & -15% Combat Power Rate. Incoming Debuffs gain +25% duration.
- Magneto (House of X) gains +690.3 Attack rating.

Mutation – Always Active

- Magneto (House of X)'s attacks deal Energy damage instead of Physical.
- Magneto (House of X)'s mastery over metal is so great he can staunch the flow of bleeding with a thought, granting Immunity to Bleed effects.

Persistent Charge – Max: 10

- Magneto (House of X) begins each Quest with 6 Persistent Charge(s).
- Defeating an opponent grants 1 Persistent Charge. If they're #Metal, gain 2 Persistent Charges.
- Landing hits and being struck has a 5% chance per Persistent Charge to grant a 10 second Prowess Buff, granting +10% Special Damage. Max Stacks: 7.

Gain a few Charges early on in a quest and boost your Teammates with Magneto (House of X)'s new Pre-Fight Ability!

Dev Notes

Pre-Fight: Guidance Boost

- Magneto (House of X) can spend 2 Persistent Charges in the pre-fight screen to place a Guidance effect on the fight, which lasts until the Defender is defeated. These effects don't stack and can be used by Allies.
- Attacker's in the fight gain +15% Attack rating.
- After the first parry, #Metal and #Hero attackers trigger Passive Stun effects with the Parry Mastery instead of Debuffs and they last 0.5 seconds longer.

Heavy Attack

- 100% chance to gain a Prowess Buff, lasting 30 seconds and granting +35% Special Attack damage. Max Stacks: 3.

Special Attacks

- All Prowess Buffs are Paused for the duration of the attack. Magneto (House of X)'s personal Special Attack effects gain bonuses based on how many Prowess Buffs he has when the attack starts.
 - 1+ Prowess: +50% Ability Accuracy.
 - 3+ Prowess: +50% Buff & Debuff Duration.
 - 6+ Prowess: +50% Buff & Debuff Potency.
 - 9+ Prowess: Attack grants the opponent 80% less Power.

Maximize your Damage with having as many Prowess up when you activate them as you can!

Dev Notes

Special 1 – Bloody Shrapnel

- 70% chance to inflict an Armor Break Debuff, removing 1 Armor Up Buff and reducing Armor Rating by 1130.77 for 14 seconds.

Special 2 – Bleeding Fracture

- 70% chance to inflict a Bleed Debuff, causing 2761.2 direct damage over 6 seconds. If the opponent is #Metal, instead inflict a Degeneration Debuff. 70% chance to inflict an additional effect if the opponent has an Armor Break Debuff.

Special 3 – Cold-Blooded Fusion

- 70% chance to gain a Cruelty Buff, increasing Critical Damage by 400 for 40 seconds. While this Cruelty Buff is active, Magneto (House of X)'s existing Prowess Buffs remain Paused.

Signature Ability – Evolve But Remember

Mutation – Always Active

- During Magneto (House of X)'s Special Attacks, his Buffs and Debuffs gain +80.81% duration based on how much bonus special damage he's gaining from Prowess Effects. Max Potency at +150% Prowess.
- Knocking out an opponent grants an additional Persistent Charge.

Similar to his Base Kit, make sure to maximize your Prowess before you throw any Special Attack. Also note, with the max prowess potency this can scale up to 120% Duration.

Dev Notes

Synergy Bonuses

Metallic Affinity – Unique

With [Wolverine \(X-23\)](#), [Cable](#), [Taskmaster](#)

- **Magneto (House of X):** Gain an indefinite Prowess Buff, granting +20% Special Attack damage.
- **Wolverine (X-23):** Bleed & Cruelty effects gain +35% duration.
- **Cable:** Begin the fight with 60% Poison Resistance.
- **Taskmaster:** Exploit Weakness attacks deal +40% Damage.

Rise Against The Contest – Unique

With [Professor X](#), [Apocalypse](#)

- **Magneto (House of X):** +5% Attack rating during the fight and Magneto (House of X)'s Atonement Synergy gains +25% Potency.
- **Professor X:** All of Professor X's Prowess Buffs gain 20% Duration.
- **Apocalypse:** HORSEMEN gain +30% Prowess Potency.

Redemption – Unique

With [Colossus](#), [Guardian](#)

- **Magneto (House of X):** Defeating #Villain Champions grants 1 Persistent Charge. +10% Attack while fighting #Villains.
- **Colossus:** Opponent's Nullify & Stagger effects suffer -65% Ability Accuracy.
- **Guardian:** Gain Force Field charges 3.5 seconds faster.

Atonement – Unique

- **Hero Champions:** +8% Attack Rating.
- **Metal Champions:** +10% Ability Accuracy.

Friends

With [Thor \(Jane Foster\)](#), [Warlock](#), [Juggernaut](#)

- All Champions Gain +130 Armor Rating

Nemesis

With [Cyclops \(New Xavier School\)](#), [Black Bolt](#)

- All Champions gain +6% Attack rating

Teammates

With [Magik](#), [Wolverine](#)

- All Champions gain +5% Perfect Block Chance

Recommended Masteries

Deep Wounds

- Magneto (House of X) has got some serious Bleed Damage, max it out with Deep Wounds!

Double Edge

- Magneto (House of X) now has full Bleed Immunity letting him safely run Double Edge.



Author: [MCoC Champion Designers](#)

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Magneto

The Master of Magnetism, Magneto is one of the most powerful- and iconic – mutants on Earth. As Max Eisenhardt, he experienced unspeakable atrocities. As Magneto, he crusades for the rights of mutants – often at any cost. He commands the forces of magnetism, generating force bolts or manipulating metal at will. Sometimes champion, sometimes fanatic, Magneto has fought with the X-Men as often as he has fought against them.

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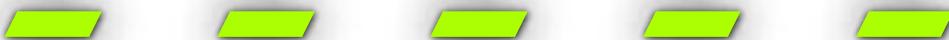
- [Base Stats and Abilities](#)
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Base Stats and Abilities

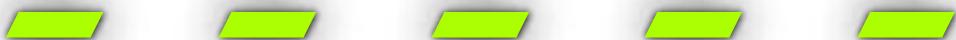
Health Attack PI (Max Signature)

3-Star ★★★	6548	490	1669
4-Star ★★★★	45660	1092	4804
5-Star ★★★★★	31398	2189	10490
6-Star ★★★★★★	40458	2820	13469
(Rank 3, Level 45)			

Champion Attributes



- Survivability 5



- Damage 5



- Ease of Use 4.5



- Utility 5



- Defender Strength 4

[Learn more about Champion Attributes](#)

Magneto's Mechanics

Magneto is the new king of Prowess and Bleed in The Contest. Using his mastery over metal he will reduce #Metal opponents to nothing more than a slight annoyance. Unleash massive Special Attacks after stacking tons of Prowess buffs for insane damage.

Character Class: Mutant

Basic Abilities: Prowess, Armor Break, Bleed

Strengths and Weaknesses

Strengths

- **Bleed and Shock Resistance**
 - The new and improved Magneto now rocks a massive 90% reduction to both Bleed and Shock Potency.
- **Massive Burst Damage**
 - With the sheer amount of Prowess you can get in Magneto's kit, you'll be able to dish out massive damage with his Special Attacks.
- **Anti-Healing**
 - Magneto's mastery of the #Metal Champions lets him immediately ignore and reverse any incoming healing they may gain!

Weaknesses

- **Nullify**
 - The updated Magneto has got a ton Buffs popping at every turn. Shutting down his Buffs with a powerful Mystic will severely hamper his damage.
- **Stun Immune**
 - Magneto's new kit has him throwing tons of Heavy Attacks. He has some counters to stun immune, but you really want to be able to land Parry whenever you can!

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Magnetism – Fighting #Metal Champions

- #Metal opponents suffer an indefinite Magnetized Passive which is applied 1 second[s] after the start of the fight and does the following:
 - -70% Ability Accuracy & -105% Regeneration rate.
- Magneto's abilities gain special **[Magnet]** bonuses.

This massive amount of reduction to both Regeneration Rate and Ability Accuracy is going to let you cruise through any #Metal opponent you might run into!

Dev Notes

Mutation – Always Active

- Magneto's attacks deal Energy damage instead of Physical.
- Incoming Bleed & Shock Debuffs suffer -90% Potency.
- **[Magnet]** +50% Perfect Block Chance.
- **[Magnet]** +656 Attack rating.
- **[Magnet]** Attacks cannot be Auto-Blocked or Miss.

Don't Forget that Perfect Block Chance will increase your Parry Stun time. That is going to be key in getting the max out of Magneto's heavy Charge!

Dev Notes

[Magnet] Ignore Class Disadvantage

- During fights where Magneto has a Class Disadvantage, he removes his Attack Penalty and his opponent loses their Attack Bonus.
Yes this does include the superior class!

Dev Notes

Knock the Opponent Down

- 100% chance to gain an indefinite Prowess Buff, which is removed after Magneto's next Special Attack and grants +20% Special Attack damage. Max Stacks: 5. **[Magnet]** No Max Stack limit.

Charging Heavy Attacks

- Magneto's force field grants him an Unstoppable Buff during the attack. If struck during a Heavy Attack, this effect goes on cooldown for 14 seconds. **[Magnet]** Cooldown shortened by 10 seconds.
- If held for 0.7 seconds, each Prowess Buff has a 100% chance to grant another Prowess Buff, lasting 10 seconds and providing +5% Special Attack damage. Max Stacks: 30.

This is going to be your Key to getting massive bleed on the Special 3 Attack, as well as amping all your special damage. The timing is just right that you will have a small visual cue right when the charge is done.

Dev Notes

[Magnet] Enhanced Bleed Debuffs

- Personal Bleed Debuffs are upgraded into Shrapnel Bleeds which inflict 1532 Physical damage when they expire.
- If the opponent is Immune to a Bleed Debuff, inflict an Armor Break Debuff, reducing Armor Rating by 525 for 12 seconds.

Special 1 – Shrapnel

- 100% chance to inflict a Bleed Debuff, causing 1641 direct damage over 6 seconds.
- If the opponent has an Armor Break Debuff, inflict an additional Bleed.
- [Magnet] Inflict an additional Bleed.

Special 2 – Fracture

- 100% chance to inflict an Armor Break Debuff, reducing Armor Rating by 1400 for 10 seconds. This Armor Break does not stack but is re-applied each time Magneto gains a Prowess effect.
- [Magnet] This Debuff triggers when the Special Attack is launched.

Special 3 – Cold-Blooded Fusion

- If the opponent is a #Hero Champion, 100% chance to gain a 30 second Fury Buff, granting +1641 Attack.
- [Magnet] 100% chance to gain a 30 second Fury Buff, granting +1641 Attack.
- Each Prowess Buff on Magneto has a 70% chance to inflict 1 Bleed Debuff, causing 1203.95 direct damage over 8 seconds.

See how many Fury's you can stack up in a fight, and then unleash your Special 3 Attack for an insane amount of Bleed Damage.

Dev Notes

Signature Ability – Homo Superior

Mutation – Always Active

- Magneto's mutation reaches Omega level, preventing him from losing more than 3136.97 Health from any single damage source, excluding damage from a Special 3 Attack.
- He also gains +232.76 Critical Resistance and Block Penetration. [Magnet] This attribute bonus is increased by +100%.
- Heavy Attacks now deal a burst of 2189 Energy Damage.

I find that the Signature Ability letting me tank a few hits while Charging his Heavy Attack is a great way to deal with Stun Immune!

Dev Notes

Synergy Bonuses

Enemies

With [Wolverine](#), [Wolverine \(X-23\)](#), [Old Man Logan](#)

- All Champions Gain +155 Critical Rating

Nemesis

With [Cyclops \(Blue Team\)](#), [Professor X](#)

- All Champions Gain 6% Attack

Rivals

With [Storm](#), [Cyclops \(New Xavier School\)](#), [Apocalypse](#)

- All Champions Gain +115 Critical Damage Rating

Mutant Agenda

With [Omega Red](#), [Rogue](#), [Sunspot](#)

- Mutant landed strikes during Special Attacks gain +12% Attack rating

My Metallic Antipathy

With [Wolverine](#), [Mojo](#), [Guillotine 2099](#), [M.O.D.O.K.](#)

- **Magneto:** While fighting #Metal Champions, Special Attacks gain +15% Attack rating and cost 15% less Power.
- **Solo:** Only affects this Champion and does not stack.

My Brotherhood

With [Juggernaut](#), [Magik](#), [Scarlet Witch](#), [Sabretooth](#)

- **Magneto:** Knocking the opponent down has a 100% chance to inflict a **12 seconds Heal Block Debuff**. **[Magnet]** Inflict a Heal Block Passive instead.
- **Solo:** Only affects this Champion and does not stack.

My Contest Now

With [Ultron](#), [Doctor Doom](#), [Kingpin](#), [King Groot](#)

- **Magneto:** While fighting #Hero Champions, Special Attacks gain +15% Attack rating and gain a Cruelty Buff lasting 14 seconds and increasing Critical Damage Rating by 800.
- **Solo:** Only affects this Champion and does not stack.

My Hellfire Club

With [Archangel](#), [Phoenix](#), [Night Thrasher](#), [Emma Frost](#)

- **Magneto:** Personal Armor Break and Bleed Debuffs gain +20% Duration.
- **Solo:** Only affects this Champion and does not stack.

Recommended Masteries

Deep Wounds

- Magneto has a ton of bleed damage in his new kit, make sure to max that out with Deep Wounds!

Double Edge

- Magneto now has a massive 90% Reduction to incoming Bleed Damage making him an amazing candidate to rock Double Edge.

Coagulate

- Magneto has already got 90% reduction to Bleed Damage in his base kit. Add an extra 10% to totally ignore any Bleed Damage!



Author: [MCOC Champion Designers](#)

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Man-Thing

The Man-Thing was once the brilliant biochemist Dr. Ted Sallis. While working for S.H.I.E.L.D. to replicate the Super Soldier Serum, Dr. Sallis was forced to flee due to an A.I.M. plot to steal his work. Injecting himself with the only remaining sample of his serum before crashing his car into the swamp while on the run. Rather than dying from that crash, he was reformed into a creature made of the swamp itself, The Man-Thing!

Man-Thing's Mechanics

Man-Thing is all about punishing Buffs, whether they came from its opponent's kit, or whether it placed them on the opponent itself. This is done by Nullifying Buffs, which converts them into Toxic Pustule Buffs, which can subsequently be Nullified into both Poison and Armor Break, ideally with Man-Thing's Heavy Attack for bonus potency. When attacking in to Man-Thing the loop is very similar, but the Nullify is more likely to come from Man-Thing's on Contact chance to Nullify, which scales off his Agitation. The last thing to consider are Man-Thing's immunities, allowing it to ignore Armor Break and Shattered, as well as Bleed, and take vastly reduced damage from Critical Hits. Make sure to bring someone who can raise their Attack nice and high, ideally without Buffs, and don't expect to be able to crit your way through the Man-Thing!

Character Class: Mystic

Basic Abilities: Poison, Armor Break, Nullify

Base Stats and Abilities

* All stats based on 4-Star, Rank 5, Level 50, Signature Level 99

Health: 19765

Attack: 1103

Max PI:

- **Without Signature:** 3862
- **With Signature (99):** 4772

*All stats based on 5-Star, Rank 5, Level 65, Signature Level 200

Health: 39629

Attack: 2211

Max PI:

- **Without Signature:** 7783
- **With Signature (200):** 10590

Champion Attributes



- Survivability 4.5



- Damage 2



- Ease of Use 3



- Utility 2.5



- Defender Strength 4

[Learn more about Champion Attributes](#)

Strengths and Weaknesses

Strengths

- **Nullify**
 - True to its Mystic roots Man-Thing loves to eat Buffs, with a chance to Nullify each time it makes contact, and on its Special 2. It also converts Buffs it Nullifies into Toxic Pustules which it can Nullify to cause Poison and Armor Break!
- **Sustain**
 - Man-Thing has one of the largest Base HP pools in the game, and its Signature Ability gives it a consistent Regeneration ability. Then spice with the fact it pretty much doesn't care about Critical Hits, and you end up with a champion who can still recover even after a couple of mistakes.
- **Immunities**
 - Since it's essentially made out of compacted swamp mush Man-Thing comes with built in Immunity to Bleed and Armor Break, as well as ignoring the bonus damage caused by Critical Hits.

Weaknesses

- **No Armor**
 - Hand in hand with its Armor Break Immunity is the fact Man-Thing has no Base Armor. This can make him vulnerable to anyone who can bring a solid increase to their Attack, as they get the full value of any attack increase, undiluted by Armor.
- **Nullify/Poison/Armor Break Immune**
 - A lot of Man-Thing's damage output comes from Poison and Armor Break, and the way he causes both of these effects is Nullify. So running into an Opponent who can counter these mechanics can definitely slow this swamp monster down.
- **Regeneration Counters**
 - Consistent Regeneration can cut both ways, while it can be a huge boon to Man-Thing, it can also be turned against him with effects like Petrify, or just turned off with Heal Block.

Abilities

Made of Mush – Passive

- Man-Thing is made of swamp mush, and lacks any meaningful weak points to exploit, this makes it Immune to Armor Break or Shatter effects, and prevents Critical Hits from dealing Bonus Damage.
- Man-Thing's lack of blood also makes it Immune to Bleed effects.

The Armor Break, Armor Shatter, and Bleed immunities are pretty standard, but the Critical Hit interaction is more unique. Basically Man-Thing ignores the Critical Damage multiplier, so in a vanilla fight you won't see any difference between your White (non-crit) and Yellow (crit) damage numbers. However this will change slightly if Man-Thing gains any Armor or Resistances from an outside source (like a Quest Buff, or Synergy), as Critical Hits against Man-Thing do retain their ability to penetrate a portion of any Armor/Resistances it has.

Dev Notes

Empathic Agitation – Passive

- Man-Thing reacts to powerful emotions, gaining +5 Agitation when Struck by any attack, and when Hitting a Buffed Opponent with a Medium Attack, up to a maximum of 100.
- As Man-Thing's Agitation grows so does its Attack, gaining up to 882.4 Attack based on Agitation.
- Agitation falls off over time, falling off faster the longer it's been since it last increased.
- If the Opponent is a #Villain or has an active Buff, Man-Thing will wait 5 second(s) after each increase before Agitation begins to fall off.

This Agitation based Fury effect is pretty important to Man-Thing's Damage output, so there's a bit of a tightrope to walk here to build Agitation while still popping Pustules before they expire. Unless of course your Opponent brought lots of Buffs of their own.

Dev Notes

Acidic Secretions – Passive

- Each time Man-Thing makes Contact it has up to a 15% chance based on its current Agitation to Nullify a Buff off the Opponent. This has a base chance of 7.5% at 0 Agitation, and scales up to 15% at 100 Agitation.

Dev Notes

Toxic Pustules – Buff

- Any Buff other than a Toxic Pustule Nullified on the Opponent has a 100% chance to become a Toxic Pustule lasting for 15 seconds.
- Whenever a Toxic Pustule Buff is Nullified it has a 100% chance to burst becoming a Poison Debuff and an Armor Break Debuff.

- The Poison Debuff does 1020.28 damage over 15 seconds, and reduces Regeneration effect by 30%.
- The Armor Break Debuff reduces Armor by 222.22 and lasts 15 seconds.

This triggers on any Nullify effect, so that means things like, Man-Thing's Armor Breaks Nullifying Armor Up Buffs, or that it can be combined with things like Buffet in Alliance War. It also makes Man-Thing a beast with Mystic Dispersion, as it can be triggered twice per Buff, once when the initial Buff is Nullified, and again when the Toxic Pustule is Nullified or Expires.

Dev Notes

While Heavy Attack Charging – Buff

- 100% Chance to gain an Unstoppable Buff for 1 second(s). Cooldown: 5 seconds.

This makes it a little safer to try and pop those Pustules with a Heavy attack, and makes Stun Immune not a total deal breaker, especially as Man-Thing's Heavy Attack is a single hit and doesn't have a ton of reach.

Dev Notes

Heavy Attacks – Passive

- 100% chance to Nullify each Toxic Pustule Buff on the Opponent. Armor Break and Poison Debuffs caused by bursting Toxic Pustules with this ability have 50% increased potency.

Popping Pustules (I'm getting way to much satisfaction out of getting to write that repeatedly!) with its Heavy Attack, for the Bonus Damage, is Man-Thing's bread and butter.

Dev Notes

Special Attacks – Buff

- When Activating a Special Attack Man-Thing has a 100% Chance to place a Toxic Pustule Buff on the Opponent lasting 15 seconds.

This ability keeps Man-Thing viable in fights where the Opponent doesn't bring a ton of Buffs to the table, it's also one of the things to watch out for when attacking into Man-Thing.

Dev Notes

Special Attack 1 – Armed and Dangerous: Man-Thing uses a part of itself as a weapon, splattering its opponent with caustic slime.

- 100% Chance on Contact, to place a Toxic Pustule Buff on the Opponent lasting 15 seconds.

There are 2 hits in this Special Attack, so when combined with the Toxic Pustule placed for Activating any of its Special Attacks this Special will allow Man-Thing to place a total of 3 Toxic Pustules, assuming both hits make contact of course.

Dev Notes

Special Attack 2 – Toxic Burst: Man-Thing unleashes blasts of toxic swamp sludge, slamming its opponents away.

- 100% Chance to Nullify up to 2 Buff(s) per Hit.

There are 3 hits in this Special Attack, so a total of 6 Nullifies are possible. This Special will also Nullify Toxic Pustules, so it's very possible to Nullify for example 3 Fury Buffs straight into 3 Poisons and 3 Armor Breaks.

Dev Notes

Special Attack 3 – Evil's Bane: Man-Thing reacts to the aggression in its opponent's heart, attempting to burn it away, before striking them down.

- 100% Chance to grant a Fury Buff increasing Attack by up to 882.4 based on Agitation for 30 seconds.
- 100% Chance to place a Poison Debuff on the Opponent causing up to 1626.93 damage based on Agitation over 20 seconds, and reducing all Regeneration by 30%.
- 100% Chance to place 2 Toxic Pustule Buffs on the Opponent lasting 15 seconds.

Man-Thing's Special 3 is great for longer fights, especially when combined with Mystic Dispersion. While the effects won't stack (we tried it, and with Mystic Dispersion things got out of hand quickly!) the Attack bonus from the Fury Buff does get magnified by all of the Poisons Man-Thing is triggering as well as the Armor Breaks it's placing.

Dev Notes

Signature Ability – Strength of the Swamp: Man-Thing draws power from the swamp around it empowering its strikes or healing its wounds.

Special Attacks

- If Man-Thing is at or Above 50% Health it has a 100% Chance to trigger a Fury Buff, increasing its Attack by 275.75 for 10 seconds.
- If Man-Thing is below 50% Health it has a 100% Chance to trigger a Regeneration Buff regaining 790.6 Health over 10 seconds.

Again we had to keep these to only a single stack or Man-Thing's propensity to throw many special attacks had things spiralling out of control! But that also means it's very possible to have one or the other of these Buffs active for most of the fight giving a noticeable bump to Man-Thing's damage and ability to come back after a tough fight.

Dev Notes

Synergy Bonuses

Fearsome Four – Unique Synergy

With [Howard The Duck](#), [She-Hulk](#)

- **Man-Thing:** If Struck by a Basic Attack while under the effect of an Unstoppable Buff 100% chance to gain an Indestructible Buff lasting 0.5 second(s).
- **Howard:** When the Opponent has an ISO Loader effect, Howard's Special 2 gains +50% Ability Accuracy.
- **She-Hulk:** Striking a Stunned Opponent with a Heavy Attack grants a Fury Buff increasing Attack by 100% of her Base Attack for 1 second.

Bane of Evil – Unique Synergy

With [Ghost Rider](#)

- **Man-Thing:** Agitation starts at, and will never fall below, 50 vs a #Villain.
- **Ghost Rider:** Each Judgement active on the Opponent increases the Ability Accuracy of other Judgements by 25%.

Things – Unique Synergy

With [Thing](#)

- **Man-Thing:** Well Timed Blocks grant a Fury Buff increasing its Attack by 25% of its Base Attack for 1.5 seconds. This Fury doesn't Stack.
- **Thing:** Thing's Rock Stacks last Indefinitely up to 20.

Misunderstood Monsters – Unique Synergy

With [King Groot](#)

- **Man-Thing:** Well Timed Blocks inflict a Poison Debuff dealing 25% of its Attack as damage over 5 seconds, and reducing Regeneration effects by 30%.
- **King Groot:** Start the fight with 2 additional Furies, and gain 2 additional Furies when exiting his Cooldown state.

Recommended Masteries

- **Mystic Dispersion**
 - MD is a big deal for Man-Thing! It accelerates all of its loops. He places his own Buffs on the Opponent to trigger this, and he can potentially MD twice off of one Buff. All of this to say, Man-Thing is in the conversation for best offensive MD user currently in the game, and MD also greatly increases its threat on Defence. Auto-include.
- **Double Edge**
 - Being Immune to Bleed, as well as having a consistent Regen (once his Signature is unlocked) makes Man-Thing pretty suicide friendly.
- **Recovery**
 - This one is a little more situational as without his Signature Ability he doesn't benefit much from this Mastery. However once he's got his Sig unlocked all of sudden this Mastery becomes very appealing!



Author: [MCOC Champion Designers](#)

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Mangog

Mangog is the physical manifestation and sum total of the hatred of a billion billion beings from a race that was imprisoned through a mystical spell by Odin and the Norse Gods. Mangog is physically unstoppable and nearly indestructible while he's able to feed on psychic energies such as hate, fear, and devotion. He has claimed he will always exist so long as there is hatred in the world.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	7033	521	1947
4-Star ★★★★	17636	1306	4885
5-Star ★★★★★	35361	2617	10630
6-Star ★★★★★★	60337	4465	18140
(Rank 5, Level 65)			
7-Star ★★★★★★★	58464	4327	17150
(Rank 1, Level 25)			

Champion Attributes



- Survivability 3



- Damage 2



- Ease of Use 3



- Utility 2.5



- Defender Strength 4

[Learn more about Champion Attributes](#)

Mangog's Mechanics

Mangog has many ways he can be played to obtain different utility sets. His core loop focuses around charging his Heavy Attack for as long as possible to deal massive bursts of energy damage. During a fight Mangog builds a resource called "Hatred" which can be used in various ways such as: Stunning the opponent for long periods (allowing him the opportunity to charge his Heavy Attack), inflicting a ton of Stagger Debuffs, inflicting Armor Breaks, building Fury Buffs, triggering additional immunities, and much more.

Overall Mangog offers a variety of gameplay possibilities but ultimately leaves the opportunity in players' hands.

Character Class: Mystic

Basic Abilities: Unstoppable, Unblockable, Stagger, Stun

Strengths and Weaknesses

Strengths

- **Good immunities**
 - Mangog is immune to Armor Break Debuffs and Bleed effects at all times, but also can opt into triggering a new Buff called **Energy Protection** which grants immunity to Shock, Incinerate, Coldsnap, and Frostbite!
- **Great Damage Potential**
 - Mangog has many ways to ramp up his damage with Armor Breaks, Fury Buffs and burst Energy damage on his Heavy Attack. All of these can stack together to deal some pretty chunky energy damage!
- **Buff Removal**
 - Mangog has a decent amount of Stagger in his kit, however while Enraged he can trigger a crazy amount of Staggers on the opponent, allowing him to easily prevent an opponent from gaining any buffs!
- **Double Edge Mastery Friendly**
 - Mangog plays quite well with the Liquid Courage and Double Edge Masteries, and while Enraged, he takes less damage from the recoil mastery! This, plus his base tanky nature, can make him an absolute machine with the right mastery setup!

Weaknesses

- **Evade**
 - To play Mangog effectively, he will need to run 5-hit combos. Opponents who have a chance to Evade will prevent this loop and reduce his effectiveness.
- **Petrify or other Abilities that prevent/invert Power Gain**
 - Mangog gets a large portion of his power via his passive Power Gain, so any abilities that prevent this or invert this will shut him down completely.
- **Opponent On-hit effects**
 - To play Mangog like a pro, he will occasionally need to take a hit while Unstoppable. Opponents who Power Drain, inflict Stuns or deal massive burst damage on their basic attacks will prevent him from playing into this loop.
- **Stun immunity or Heavy Attack punish**
 - Mangog wants to use long duration stuns to charge up his Heavy Attack, in matchups where this is prevented, he will struggle.
- **Energy Resistance**
 - Most of Mangog's crazy damage is burst energy damage.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Always Active

- Immune to Armor Break Debuffs and all Bleed effects.
- Mangog suffers -40% Combat Power Rate, instead gaining 5% of a Power Bar every second while below 2 full Bars.
- If struck while Unstoppable, gain a non-stacking Fury Buff granting + **4465** Attack Rating for 10 seconds.

Keep an eye on Mangog's Unstoppable Buff later on in his kit, while he is Unstoppable it's a good idea to sometimes eat an attack on purpose to get this chunky Fury! Do this while enraged and you'll take very little damage, especially if his signature ability is unlocked!

Dev Notes

Hatred of a billion billion beings – Max Stacks 10

- Mangog starts with 3 Hatred. Hatred is unaffected by Ability Accuracy and cannot be gained more than once every 0.2 seconds.
- Gain +1 Hatred each time either Champion finishes a 5-hit combo.
- Gain +1 Hatred when Nullifying a Buff.
- Each stack of Hatred grants the following:
 - + **250** Energy Resistance.
 - + **71.98** Armor Rating.
 - + **64.81** Critical Rating.

While Mangog's base stats aren't great, he gets a ton of his power from building Hatred! Without Hatred he will dwindle to near nothingness, keep this in mind for when you fight against him too!

Dev Notes

Enraged

- Activating a Special Attack with 10 stacks of Hatred triggers Enrage, causing Hatred to fall off over 8 seconds after the Special Attack ends.
- While Enraged, each time Mangog would gain Hatred, Enrage is paused for 3 second(s) instead.
- Take 50% less damage from enemy attacks and the Recoil Mastery.
- Gain an indefinite Unstoppable Buff, this is removed when Enrage expires or if Mangog is struck by a Special Attack.
- During Special Attacks 1 and 2 gain an indefinite Unblockable Buff.
- Basic Attacks that make contact with the Opponent have a 70% chance to inflict a 14 second Stagger Debuff. A Staggered Opponent has their next Buff Nullified.

Mangog has many ways to use his Enrage, choosing what special to use to trigger it will cater to different playstyles, but it goes beyond this! While Enraged landing lots of attacks will keep Enraged up longer and inflict a ton of Staggers, or players can opt to use this time to charge their Heavy Attack as long as possible for some big burst damage!

Dev Notes

Heavy Attacks

- Heavy Charging can be held for an extended duration and deals a burst of up to **22325** Energy Damage based on charge time.
- While Enrage is not active, consume 2 Hatred to inflict an Armor Break Debuff for 15 seconds, reducing Armor Rating by **250**.
- While Enraged, gain +220% Ability Power Rate while Charging.

As a general note, if you're trying to get the most out of Mangog you'll want to be charging your Heavy Attack as often and as long as possible! Especially while Enraged since you'll have an Unstoppable buff as a safety net to pull off some risky plays!

Dev Notes

Special 1 – Flurry of Hatred

- On activation gain +2 Hatred, this bypasses the gain cooldown.
- The second and final hits inflict a Stagger Debuff for 14 seconds.
- If Enraged, gain a non-stacking Energy Protection Buff, granting full immunity to Shock, Incinerate, Coldsnap and Frostbite effects for 15 seconds. This Buff is paused while Enraged.

If you choose to activate Enrage with an Special Attack 1 then you'll be opting into some pretty powerful immunities. By playing aggressive and keeping Enrage paused these immunities can be maintained for most of the fight!

Dev Notes

Special 2 – Energy Cannon

- Each hit deals a burst of **2009.25** Energy Damage.
- The first hit Steals the Opponent's Power above their nearest Full Bar, if they have less then 1 Full Bar of Power, all their Power is stolen. Mangog gains 100% of the Power stolen from this attack.
- If Enraged the final hit inflict a Stun Debuff for 3 seconds. If the Opponent is struck the Stun is removed.

This attack is best used when the opponent is just a hair below 1 full bar of Power, this will steal the max possible power from the opponent and leave them with nothing! While Enraged this is a great moment to start charging that Heavy Attack, since Mangog will be Unstoppable and the opponent will have no power to retaliate with!

Dev Notes

Special 3 – Unstoppable Rage And Malice

- Nullify up to 10 Buffs from the Opponent.
- Gain a non-stacking Regeneration Buff healing + **1508.43** Base Health over 5 seconds. This is increased by an additional + **1508.43** Base Health for each Buff that was Nullified during this attack.
- If Enraged this attack inflicts a Stun Debuff for 2 seconds.

This attack is not a great option for Mangog's core rotation, however if you're facing an opponent who is triggering endless buffs, it can be a great way to get a chunky Heal and remove a ton of their buffs! The Stun at the end also allows for a nice long Heavy Attack charge!

Dev Notes

Signature Ability – Empowered by Sin

- Each time a Stagger expires naturally on the Opponent Mangog has a **25.01 %** chance to gain +1 Hatred.
- While Unstoppable Mangog Passively Regenerates 20% of incoming hit damage instantly.
- Gain + **133.93** Attack Rating per Hatred.
- Gain + **9.03** Critical Damage Rating per Hatred.

Mangog does not need a high level on his Signature Ability, however with it, he is able to boost his numbers significantly and regenerate back most of the chip damage he might take while charging up his Heavy Attack while Unstoppable!

Dev Notes

Synergy Bonuses

Amber Prison – Unique

With [Loki](#)

- **Mangog** : Start the fight with 1 Full Bar of Power.
- [Loki](#) : Gain 10% Attack Rating for each Unique Buff that is active.

Rage On – Solo

With [Kingpin](#), [Hulk \(Immortal\)](#), [Wolverine \(Weapon X\)](#)

- **Mangog** : when becoming Enraged, inflict the Opponent with a 5 second Suppression Debuff reducing their Defensive Combat Power Rate by 30%.

Energy Absorption – Unique

With [Bishop](#) and [Havok](#)

- **All Synergy Champions** : Once per fight when struck by an energy attack inflict the Opponent with a Stun Debuff for 1.2 seconds.
- [Bishop](#) : +25% Regeneration Rate and +30% Prowess potency.
- [Havok](#) : +5% Combat Power Rate and +20% Ability Power Rate.

Banished – Unique

With [Hulk](#), [Black Widow](#), [Captain America](#), [Hawkeye](#), [Iron Man](#)

- **Mangog** : While Enraged all attacks deal a burst of Energy Damage equal to 6% of Modified Attack.
- **#Avengers** : Start the fight with an indefinite Passive Fury granting 10% Attack Rating.

Fueled With Rage – Unique

With [Odin](#)

- **Mangog** : Become immune to Nullify. Each time Nullify is prevented, gain a non-stacking Precision Buff, granting + **350** Critical Rating for 15 seconds.
- [Odin](#) : When dealing a burst of Direct Damage using a Special 2 Attack, the damage threshold of each burst is increased by 150% of Odin's Base Attack Rating.

Nemesis

With [Thor](#), [Thor \(Jane Foster\)](#), [Heimdall](#), [Odin](#)

- **All Champions** gain +155 Critical Rating.

Enemies

With [Angela](#), [Hela](#), [Loki](#)

- **All Champions** gain +6% Attack Rating

Recommended Masteries

Liquid Courage and Double Edge

- Mangog is fully immune to Bleed and can also reduce the damage taken by the Recoil mastery, this makes him work quite well with these masteries!

Recovery

- Mangog has several ways to regenerate, with recovery this can reduce chip damage he takes even more!

Inequity

- Mangog has the ability to stack many Stagger Debuffs on his Opponent, this allows him to quickly get the most out of this mastery and make him even more tanky!



Author: [MCoC Champion Designers](#)

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Mantis

Master martial artist and expert empath, this one is a powerful combatant ready to take on the contest with her emotional influence! After being taught to be a grand mistress of the martial arts by the Priests of Pama, Mantis became the Celestial Madonna, the Mother of a being destined to change the universe. In doing so, she was granted a new body from a race known as the Cotati. With this new body, Mantis gained complete control over her own spirit and emotions, which she uses to fight alongside the Avengers, Fantastic Four, and Guardians of the Galaxy to protect every corner of the universe she calls home.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6033	598	1945
4-Star ★★★★	15128	1498	4884
5-Star ★★★★★	30331	3004	10650
6-Star ★★★★★★	51755	5126	18170
(Rank 5, Level 65)			
7-Star ★★★★★★★	50148	4966	17540
(Rank 1, Level 25)			

Champion Attributes



- Survivability 2



- Damage 5



- Ease of Use 3



- Utility 4



- Defender Strength 3.5

[Learn more about Champion Attributes](#)

Mantis' Mechanics

Mantis' core gameplay is designed around inflicting Mixed Emotions, launching her Heavy Attack, then canceling it into Special 2 for absurd Critical Damage! To inflict Mixed emotions, Mantis needs to play into the Opponent's Emotional state. By inflicting Infuriate or Intimidate, Mantis will need to either intercept her Opponent or hit their block based on the active effect. Once achieved, charging her heavy attack will inflict a Sleep effect, with the duration of Sleep increased for each Mixed Emotion on the Opponent. This lengthy Sleep

effect allows Mantis to gain multiple fury effects as she charges her Heavy Attack longer. Landing her Heavy Attack, players can cancel this into a Special 2 for Guaranteed Critical Hits. Loop these steps to maximize Mantis' damage!

Optionally, Mantis can also lean into her Special 1 or Special 3 to remove Debuffs with Purify, Cleanse, or Tranquillize, a brand new effect that lowers the Ability Accuracy of the Opponent's Debuffs similar to Neutralize.

Character Class: Skill

Basic Abilities: Tranquillize, Infuriate, Intimidate, Sleep, Cleanse

Strengths and Weaknesses

Strengths

- **Emotional Control over the Opponent**
 - Mantis' burst damage is heavily determined by how well she plays around her opponent's emotional state. By inflicting the Opponent with Intimidate and Infuriate, Mantis can build up her main resource, "Mixed Emotions".
 - Of course, these two abilities by themselves are also incredibly powerful. Manage them carefully to reduce their cooldowns.
- **Strong Tranquillize**
 - Tranquillize is a brand new effect similar to the Neutralize effect found present in the Mystic class. Tranquillize reduces the Ability Accuracy of Debuffs on the target. To inflict this ability, Mantis needs to stand still to prevent the Debuffs of Science opponents. This ability is also useful against non-Science opponents, although at a lower potency.
- **Powerful Burst of Critical Damage**
 - By throwing a Special 2 after the first two hits of Heavy. This lets Mantis inflict a gigantic burst of guaranteed Critical Damage. With the help of the Fury and Cruelty effects received from Mantis' Heavy Attack, Special 2 allows Mantis to annihilate her opponent.

Weaknesses

- **Complete Control, until you lose it**
 - While Mantis has incredibly easy access to Infuriate and Intimidate effects. Managing them can be a stressful task, leading to moments where players can forget which emotional state they find the opponent in, leading to them being intercepted or caught out when they least expect it.
- **Little to no Defenses**
 - Mantis is one of the most potentially dangerous Glass Cannon archetypes in the Contest. By gaining so much control over the fight, she can deal incredible damage whilst controlling her opponent. However, her defenses are quite pitiful, meaning her world can come crashing down if she gets hit by a powerful Special Attack.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200 6-Star Champion

Abilities

Tranquillize

- While not performing an action, rather than running, Mantis stands still to inflict a 25% potency Tranquillize Passive, or 100% against Science Champions. This Tranquillize begins paused and lasts for 1 second when Mantis performs an action.
- Mantis can toggle her ability to stand still when not performing an action by double tapping Block.
- As a Defender, Mantis' Opponent is permanently inflicted with a 25% potency Tranquillize Passive, or 100% against Science Champions. While the Opponent has a Regen effect active, this Tranquillize is removed. The Salve and Willpower Masteries do not remove this Ability.
- Whenever the Opponent fails to inflict a Debuff due to Ability Accuracy Reduction while inflicted with Tranquillize, the Opponent gains 1 indefinite Mixed Emotion Passive.

Tranquillize is an incredibly powerful ability, by denying Debuffs on Mantis, she can deal with numerous different types of defensive challenges in the Contest. This ability is the most effective against the Science class, however, this ability can still prove to be useful against other classes, especially with her Signature Ability.

Dev Notes

Mixed Emotions – Max 20

- Dashing backwards after landing the first, second, or third Light Attack inflicts a non-stacking Infuriate Debuff for 7 seconds, making the Opponent more aggressive and reducing their Offensive Ability Accuracy by 50%. This ability has a 14 second Cooldown.
- Intercepting the Opponent while they are inflicted with this Infuriate Debuff inflicts 2 indefinite Mixed Emotion Passives.
- Landing a Light Combo Ender inflicts a non-stacking 562.5 potency Intimidate Debuff for 7 seconds. This ability has a 14 second Cooldown.
- Hitting the Opponent's Block while they are inflicted with this Intimidate Debuff inflicts 2 indefinite Mixed Emotion Passives.
- Opponents can only be inflicted with either an Infuriate or Intimidate. Inflicting one will remove the other or its cooldown.
- For each Mixed Emotion on the Opponent, they lose 79.19 Block Proficiency. Whenever Mantis is knocked down, she loses her focus and the Opponent loses 1 Mixed Emotion Passive.

This is where Mantis' core gameplay shows itself. Mantis has an incredible amount of control over her opponent's aggression, meaning she can dictate the pacing of the fight. Playing into these abilities inflicts "Mixed Emotions" onto the opponent, fueling the Sleep Ability present in her Heavy Attack.

Dev Notes

Heavy Attack

- Charging a Heavy Attack while close to the Opponent consumes all Mixed Emotions on the Opponent to inflict a Sleep Passive for 0.5 seconds, increased up to 4 seconds based on the amount of Mixed Emotions consumed. This ability cannot be activated with no Mixed Emotions on the Opponent and cannot be activated on Defense.
- Mantis' Heavy Attack can be charged for an extended duration. While charging, Mantis builds up Fury Passives over time, each increasing Attack Rating by 1537.8. When Mantis releases her Heavy attack, these Furies remain for 5 seconds. Max: 10.
- Each hit grants Mantis a Cruelty Buff, increasing her Critical Damage Rating by 527.78 for 12 seconds. Max: 2.

With Mantis, we are also introducing our new "Sleep" Ability, this is similar to Stun, however, this effect is removed when opponents are struck for the first time, making it much more situational as an Attacker. Mantis uses this effectively, by granting herself Fury effects based on how long she charges her Heavy Attack. Pair this with a Special 2 for devastating damage!

Dev Notes

Special Attack 1

- Mantis waves her hand to inflict an Encroaching Sleep Passive for 14 seconds. Upon expiry, inflict a Sleep Passive for 2 seconds. This Encroaching Sleep can be removed early if Mantis is struck by a Special Attack while the Opponent has a Prowess effect.
- On activation, Mantis attempts to Purify up to 2 Debuffs. For each Purify that does not remove a Debuff, Mantis gains a Cleanse Passive for 16 seconds. Each Cleanse will consume itself to instantly Purify the next Debuff applied to Mantis.
- Whenever a Debuff is purified due to these effects, Mantis inflicts 2 indefinite Mixed Emotion Passives on the Opponent.

Mantis' Special 1 grants her Purify and Cleanse effects depending on the situation she finds herself in. While her Tranquillize effect is incredibly powerful, it can be easy for certain Debuffs to hit Mantis due to the mistiming of Tranquillize or due to the lower potency against other Classes. Special 1 grants her a safety net to instantly remove Debuffs, or preemptively remove debuffs with Cleanse as a safety precaution.

Dev Notes

Special Attack 2

- If this Special Attack was activated during Mantis' Heavy Attack, this Special Attack deals Guaranteed Critical Hits.

This makes the opponent's health go down a lot.

Dev Notes

Special Attack 3

- Inflict a 100% potency Tranquillize Debuff for 26 seconds.

If Mantis is dealing with a non-Science fight against someone with a lot of Debuffs, she can use her Special 3 to inflict an incredibly powerful Tranquillize to shut down all Debuffs for a long period of time. This time can also be extended with her Signature ability as well.

Dev Notes

Signature Ability – Celestial Madonna

- All Tranquillize effects under 100% potency have their potency increased by 25% flat.
- Inflicting a Mixed Emotion Passive while the Opponent is inflicted with Tranquillize effect pauses all Tranquillize effects for 1.2 seconds.

Mantis' Tranquillize abilities get boosted to emphasize them as one of her core abilities. By increasing their potency, and tying a pause towards her core gameplay loop of building Mixed Emotions, it gives her a kit a nice boost that wraps everything together a little bit more.

Dev Notes

Synergy Bonuses

THIS ONE ALSO HAS MIXED EMOTIONS! – Unique (5-Star+)

With [Psycho-Man](#)

- **Mantis:** Whenever Mantis inflicts a Mixed Emotion Passive, there is a 25% chance to inflict another.
- **Psycho-Man:** Whenever Psychoman cycles his Control Box Mode, he gains 20% of a Bar of Power over 1 second.

THIS ONE PUTS THE “GUARD” IN GUARDIAN! – (5-Star+)

With [Agent Venom](#), [Nebula](#), [Yondu](#), Coming Soon

- #**Guardians and Synergy Members:** gain 350 Block Proficiency for each Synergy Member present.

THIS ONE CAN SENSE THAT THINGS ARE COMPLICATED – Unique (4-Star+)

With [Gamora](#), [Star-Lord](#)

- **Mantis:** The duration of personal Infuriate and Intimidate Debuffs are increased by 2 seconds flat.
- **Gamora:** While Gamora has at least 6 Personal Buffs active, her Special 2 becomes passively Unblockable.
- **Star-Lord:** Elemental Guns are no longer random, effects can be cycled by double tapping Block. Effects are cycled: Fire, Air, Water, Earth.

THIS ONE WON’T LET ANYTHING GO OVER YOUR HEAD! – Unique (4-Star+)

With [Drax](#)

- **Mantis:** Mantis’ Sleep inflicted by charging a Heavy Attack has its duration increased by 0.5 seconds flat.
- **Drax:** Drax can now Parry non-contact hits.

THIS ONE THINKS THAT VIOLENCE IS NOT THE ANSWER – Unique (4-Star+)

With [Rocket Raccoon](#)

- **Mantis:** While at least 1 personal Cruelty Buff is active, gain a Precision Passive, increasing Critical Rating by 350.
- **Rocket Raccoon:** Inflicting Power Drains with Special 1 now consumes 12 scrap instead of 15.

THIS ONE HAS FOUND ROMANCE

With [Silver Surfer](#), [Vision](#)

- **All Champions:** Gain +5% Combat Power Rate.

THIS ONE HAS ENEMIES

With [Loki](#), [Dormammu](#), [Thanos](#)

- **All Champions:** Gain +155 Critical Rating.

Recommended Masteries

Recoil

- For shorter-duration fights, Mantis’s absurd amount of damage often only needs one Special Attack to end the fight.

Liquid Courage/Double Edge

- With Special 1 Purifying 2 Debuffs on Mantis, this allows her to run Liquid Courage and Double Edge, granted she has the time to rush up to a quick Special 1.

Cruelty

- The Cruelties on Mantis’ Heavy Hits can have their potency increased via Masteries as well. Granting her burst damage even higher heights.



Author: [MCoc Champion Designers](#)

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Masacre

Deadpool once visited a church in Mexico, stopping to give confession. The priest who took his confession was convinced by it that the world needed to be punished, becoming the mercenary Masacre. Extracting information from the reluctant Inspector Jaime Gordón, Masacre tracks down and takes out the crime lord Calavera de Jade. The very next day Masacre rides off to New York, joining Deadpool's Mercs for Money.

Character Class: Skill

Basic Abilities: Ignite, Disorient, Bleed, Incinerate

Base Stats and Abilities

*All stats based on 5-Star, Rank 5, Level 65, Signature Level 200

Health: 30636

Attack: 2358

Max PI:

- Without Signature: 7607
- With Signature (200): 10590

Champion Attributes



- Survivability 2.5



- Damage 5



- Ease of Use 4



- Utility 2



- Defender Strength 2

[Learn more about Champion Attributes](#)

Abilities

*All Abilities based on 5-Star, Rank 5, Level 65, Signature Level 200

Failed Incinerate Effects

- Each time an Incinerate effect fails to apply due to an Immunity, the target instead takes a burst of 1591.65 Energy Damage.

Baseball Bat Attacks

- First, second and third Light Attack, as well as the first Medium and Heavy attack utilize the Baseball Bat.

Baseball Bat Attacks – While Building Ignition Charges

- +700 Block Penetration.
- Landing a Critical Hit, being Blocked, or striking an opponent that has an Incinerate Debuff grants 1 Ignition Charge for 20 seconds.
- Critical Hits deal an additional 10% of damage dealt as a burst of Energy Damage for each Ignition Charge.
- While Ignited, Masacre cannot gain Ignition Charges.
- Upon reaching 10 Ignition Charges, all Charges are consumed and Masacre's Bat becomes Ignited for 20 seconds.

Baseball Bat Attacks – While Ignited

- +1400 Block Penetration.
- Gain Power when striking a Block as if landing a Hit.
- 100% chance to inflict an Incinerate Debuff, causing 1591.65 Energy Damage over 5 seconds, removing Perfect Block Chance and reducing Block Proficiency by 50%.
- These Incinerate Debuffs gain +1 second duration for each Incinerate on the opponent. Max: +5 Seconds.

When Blocked

- Opponent suffers -50% Ability Accuracy if they have at least 1 Debuff.

Heavy Attack

- Each Bat Hit against an Incinerated Opponent generates an additional Ignition Charge.

Special 1

- 100% chance to inflict a Disorient Debuff lasting 12 seconds and reducing Defensive Ability Accuracy and Block Proficiency by 50%. +200% Duration if the opponent doesn't have an Incinerate Debuff.
- 100% chance to refresh all active Incinerate Debuffs on the opponent.
- Machete Hits have a 100% chance to inflict a Bleed Debuff, causing 1768.5 direct damage over 20 seconds.

Special 2

- +1400 Block Penetration if Ignited
- +31540.61 Attack Rating if Blocked.
- If Masacre strikes into a Block, he will avoid incoming attacks for 1.0 second granting them a 100% chance to Miss.

Special 3

- 100% chance to inflict an Incinerate Debuff, causing 7074 Energy Damage over 5 seconds, removing Perfect Block Chance and reducing Block Proficiency by 50%.

Signature Ability – Enthusiastic Punishment

All Attacks – If Opponent has 0 Incinerate Debuffs

- Masacre's fervor for the job grants him the following:
 - +(10 – 30)% Combat Power Rate while attacking.
 - +(0.1 – 0.3->0.4897) Critical Rating.

Synergy Bonuses

Inspiration – Unique Synergy

With [Deadpool](#), [Deadpool \(X-Force\)](#), [Goldpool](#)

- Increase Critical Rating by 200 while the Opponent is Bleeding.

Get in the Pool – Unique Synergy

With [Gwenpool](#), [Venompool](#)

- **Masacre** : Ignited's Duration increases by 25%.
- **Gwenpool** : Incinerate Debuffs have their Durations increased by 25%.
- **Venompool** : Debuffs and Buffs have their Durations increased by 25%.

Mercs for Money – Unique Synergy

With [Domino](#)

- Masacre: At the start of the fight, and when Ignited expires, gain between 1 and 5 Ignition Charges.
- Domino: Debuffs last 1 second longer.

Spiritual Strength – Unique Synergy

With [Daredevil](#), [Daredevil \(Classic\)](#)

- **Masacre** : Gain a 10% chance to Evade, against an Incinerated Opponent, while not Blocking.
- **Daredevil (Classic)** : Evading a Projectile grants a Passive Precision, increasing Crit Rate by 100 for 10 seconds.
- **Daredevil** : Armor Break Debuffs have their Duration increased by 25%.

Playing with Fire – Unique Synergy

With [Red Hulk](#)

- **Masacre** : Blocking a contact attack while Ignited places an Incinerate on the Opponent as if they had been Struck by Masacre's bat.
- **Red Hulk** : Start the fight with 2 Heat Charges.

Recommended Masteries

Precision

- Masacre wants to spend as much time with his bat Ignited as possible. More critical hits with his bat will help increase this up time.

Inequity

- Masacre can stack lots of Incinerate, as well as some Bleed. He should be able to keep Inequity in full force through much of the fight.

Assassin

- The Attack increase will affect Masacre's Incinerate damage, and the Defensive Ability Accuracy reduction will help cover for moments when Disorient happens to fall off.

Matchups

Strong Matchups

M.O.D.O.K.

- Masacre has class advantage on M.O.D.O.K., and with the ability to reduce Defensive Ability Accuracy with Disorient, he'll be less likely to trigger his Autoblock. When he does, Disorient, Incinerate and the huge Attack bonus when his Special 2 strikes a block will serve him well.

Medusa

- Masacre has many of the same strengths against Medusa as he does against M.O.D.O.K., but with the added bonus of being able to reduce Defensive Ability Accuracy by 100% into a Block. This means that while Medusa may still trigger her Autoblock, you can prevent her from Parrying you when she does.

Iron Man (Infinity War)

- Iron Man (Infinity War) triggers his Signature Ability at a consistent health threshold. If Masacre is clever enough to push him across that trigger by striking his block, combined with Disorient, he can prevent it from triggering, making the fight much easier.

Weak Matchups

Mephisto

- Mephisto is a terrible matchup for Masacre, not only will his Incinerates do no damage, but Mephisto will gain Power from them. Best to avoid this matchup entirely if possible!

Bishop

- Bishop gains Prowess from taking Energy damage. Incinerates do Energy damage, and therefore Masacre can supercharge a Bishop if he hits him too much. Bishop also has Class Advantage just to top things off.

Agent Venom

- I'm using Agent Venom here as a stand-in for most champions which can remove Debuffs from themselves. A lot of Masacre's consistent damage comes from his Incinerates, losing a large percentage of them to his opponent's abilities stings.



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Medusa

Born into the Inhuman Royal Family of Attilan, Medusa was exposed to the mutagenic Terrigen Mists when she was only an infant. This transformation endowed her with tougher-than-steel hair and the ability to control each strand like an added appendage. Along with her husband, Black Bolt, Medusa leads her people as the Queen of the Inhumans in their search for a better place in the world.

Character Class: Cosmic

Abilities: Armor Break, Armor Shattered, Bleed, Poison Immunity

Base Stats and Abilities

*All stats based on 4 Star, Rank 5, Level 50, Signature Level 99

- **Health:** 15660
- **Attack:** 1283
- **Max PI:**
 - **Without Signature :** 3820
 - **With Signature (99) :** 4791

Champion Attributes



- Survivability 4



- Damage 4.5



- Ease of Use 3



- Utility 2.5



- Defender Strength 3.5

[Learn more about Champion Attributes](#)

Abilities

Passive:

- An enhanced immune system provides full immunity to the Poisons of the Battlerealm.

On Medium Attacks :

- Medusa slashes with her hair, breaking the opponent's Armor and applying 352.94 Armor Rating reduction for 3.6 seconds.

Armor Shattered :

- When the opponent suffers from 6 active Armor Break Debuffs, their Armor Breaks will turn into an Armor Shattered Debuff, reducing Armor Rating by 2444.45 for 26 seconds.
- While Armor Shattered is active, opponents cannot suffer from further Armor Breaks nor activate their Armor Buffs. Additionally, this Debuff shatters Robot Champion's systems, reducing their Ability Accuracy and Power Gain by 100%.

Critical Light Attacks and All Heavy Attacks:

- 100% chance to inflict Bleed if Armor Shattered is active, dealing 25.66 damage per second until Armor Shattered expires.

Special 1: Split Ends – Medusa individually controls each strand of her hair to subdue opponents with a 4-hit combo.

- Medusa inflicts a 4-hit combo, each breaking the opponent's Armor and reducing their Armor Rating by 352.94 per stack for 6 seconds

Special 2: Swinging Strands – Medusa swings her body, striking her opponents with a combination of sword and hair attacks.

- Medusa performs a 10-hit combo, each hit has a 60% chance to inflict Bleed if Armor Shattered is active, dealing 513.2 Direct Damage over 2 seconds.
- Stuns the opponent for 3.5 seconds if Armor Shattered is inactive.

Special 3: Rite of Royalty – Wielding blades in her hands and hair, Medusa shows her opponents that she is the Inhuman Queen for a reason.

- Inflicts Armor Shattered, reducing the opponent's Armor Rating by 2444.45 for 35 seconds.

Signature Ability: Living Strands – Medusa can precisely control the movement of each strand of her hair, enabling her to Auto Block incoming attacks.

- Medusa gains a Fury Buff every 3 seconds, up to 3 stacks, each increasing Attack by 218.11. Fury Buffs expire 14 seconds after reaching the maximum amount.
- When struck twice, Medusa has 10~90% chance to Auto Block with her hair, breaking the opponent's combo, for the cost of 3 Fury Buffs. This can trigger Parry.

Synergy Bonuses

1. Inhuman Royal Family with [Karnak](#)

- Medusa: Heavy Attacks inflict up to 4 permanent Armor Breaks.
- Karnak: Becomes Focused 35% faster and True Strike lasts 35% longer.
- Unique Synergy: Does not stack with duplicate synergies.

2. Inhuman Royal Family with Black Bolt

- Medusa: Living Strands generates up to 6 Fury Buffs.
- Black Bolt: Provocation generates permanent Buffs instead of temporary Buffs.
- Inhuman Royal Family:+25% Attack at the start of the fight if Medusa, Black Bolt and Karnak are together in a team.
- Unique Synergy: Does not stack with duplicate synergies.

3. Enemies with Wolverine and Iron Man

- All Champions in the team gain +155 Critical Rating.

4. Rivals with [Quake](#)

- All Champions in the team gain +115 Critical Damage Rating.

Recommended Masteries :

- **Deep Wounds:** Medusa's Special 2 is able to inflict a lot of short Bleeds, Deep Wounds will more than double the damage inflicted by those Bleeds. Additionally, when the opponent's Armor is Shattered, Medusa will constantly inflict Bleeds through her Sword Attacks, quickly finishing opponents off when she has more Health Points than them.
- **Extended and Enhanced Fury:** Medusa can get a lot of Fury Buffs when awakened, extending their duration and enhancing their effectiveness will add a lot more burst damage capacity especially when pairing that with her Armor Breaks, Bleeds, and the Inhuman Royal Family synergy with Black Bolt and Karnak.
- **Parry:** Medusa's signature ability, Living Strands provides a chance to break the opponent's combo by activating an Auto-Block. This ability can not only save you from a deadly combo, but can also Stun the opponent if you have the Parry Mastery, allowing Medusa to safely start her own combo.

Matchups

Strong Matchups:

- **Black Panther (Civil War):** Medusa's new Armor Shattered Debuff prevents opponents from activating their Armor Buffs, meaning Black Panther will not be able to take advantage of his Reflect Stun ability.
- **Ultron, Vision (Robots):** Armor Shattered has a pretty long duration, and against Robots it has an extremely potent bonus which is reducing their Ability Accuracy to 0. A great counter to Ultron's Regeneration and Vision's Power Gain effects.

Weak Matchups:

- **Doctor Strange:** Medusa heavily relies on her Fury Buffs to Auto Block and for general damage output. Doctor Strange not only has the power to passively Nullify those Buffs, but also has Class Advantage against Cosmic Champions.
- **Colossus, Ghost Rider :** Bleed Immune Champions greatly reduces Medusa's burst damage capabilities.



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Mephisto

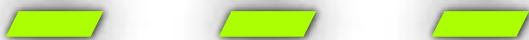
Mephisto is an extra-dimensional demon whose main goal is to break the will and enslave the souls of noble Champions; though he cannot take their souls himself, his treachery and deception is often enough to convince his victims to give them up willingly. Mephisto is continually seeking to add more spirits to his realm, using them to his advantage whenever he sees fit. As a demon who has collected numerous souls, Mephisto is practically immortal and his fiery power is eternal.

Character Class: Mystic

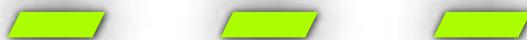
Champion Attributes



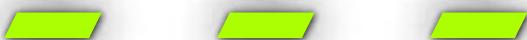
- Survivability 5



- Damage 3



- Ease of Use 3



- Utility 3



- Defender Strength 3.5

[Learn more about Champion Attributes](#)

Base Stats and Abilities

*All stats based on 4 Star, Rank 5, Level 50, Signature Level 99

- **Health:** 15,508
- **Attack:** 1,148
- **Max PI:**
 - Without Signature: 3804
 - With Signature (99): 4783

This Champion has Persistent Charges that carry on from fight-to-fight within a Quest!

Persistent Soul Charge:

- Mephisto starts a quest with 3 Persistent Soul Charges , gaining an additional charge each time he knocks out an opponent, up to a max of 6 Soul Charges. Persistent Soul Charges travels with him from fight-to-fight.
- When below 30% Health, each Persistent Soul Charge is consumed, Regenerating 10% of Base Health per charge. Mephisto does not take damage while consuming his Persistent Soul Charges through this ability.

Passive:

- Mephisto imprisons the opponent's Soul at the start of the fight, reducing their chance to activate Buffs by 100% for 15 seconds.
- Generates 12% of a Power Bar per second instead of taking Incinerate Energy Damage and Immune to Frostbite and Coldsnap.
- Immune to all known poisons of the Battlerealm.

Aura of Incineration :

- When Aura of Incineration is active, Mephisto generates Power through his passive Power Gain, and for each stack nearby, opponents take 114.8 Incinerate Energy Damage per second.

Special 1: Soul Imprisonment – Mephisto blasts lava from his mouth and then immediately summons a mystical wave of bones, imprisoning the opponent's soul.

- Consumes a Persistent Soul Charge to imprison the opponent's Soul, reducing their chance to activate Buffs by 100% for 15 seconds.
- Incinerates the opponent, dealing 688.8 Energy Damage per stack over 4 seconds. This also removes Perfect Block Chance and reduces Block Proficiency by 50%.

Special 2: Aura of Incineration – Lashing his opponent with his whip, Mephisto then conjures an aura of incineration around himself.

- Activates an Aura of Incineration around himself that lasts for 8 seconds.

Special 3: Alternate Reality – Mephisto manipulates reality to shrink his opponent, swallowing them in order to drain their Power and spitting them out when he is done.

- Once a fight, Mephisto instantly drains up to 2 Power Bars from the opponent. If the maximum amount is drained, Mephisto activates his Aura of Incineration for the rest of the fight.

Signature Ability: Burning Aura – Mephisto burns with anger when getting struck, activating his Aura of Incineration around himself.

- When Attacked, Mephisto burns with anger, having a 5 – 14.98% chance to activate his Aura of Incineration for 4 seconds. +120% of the above chance on Well Timed Blocks.
- Mephisto is immune to Passive Ability Accuracy Modifications.

Synergy Bonuses :

- **Pact with a Demon with Doctor Strange and Ghost Rider**
 - Mephisto: +70% Incinerate Energy Damage.
 - Doctor Strange: Life Steal Heals an additional 70%.
 - Ghost Rider: +10% Attack at the start of the fight.
- **Demons with Dormammu**
 - Mephisto, Dormammu: +80% Energy Resistance while taking Damage over time. (Good against Magik's Limbo and any Incinerate or Shock effects!)

Recommended Masteries :

- **Courage & Greater Strength & Recovery:** Increasing Mephisto's overall attack will enhance his Aura of Incineration damage output and Recovery will enhance his Regeneration based on Souls.
- **Liquid Courage:** Liquid Courage will enhance his attack by a max of 30% and not deal any Poison damage to Mephisto since he is immune to Poison.

Strengths and Weaknesses

Strengths :

- **Alliance Wars Defense:** Mephisto is designed to be the ultimate Alliance Wars Defender, both because of his Regeneration ability based on Souls and his Aura of Incineration. Pairing him up with Dormammu will provide both Champions a very good boost against Energy Damage over time effects like Magik's Limbo. Be careful about feeding Mephisto's Persistent Soul Charges!
- **Hyperion:** Soul Imprisonment activates for free at the start of each fight. This means Hyperion won't be able to activate his Power Gain buffs, possibly for the entire fight if you use Mephisto's Special 1.
- **Black Widow:** Against an awakened Mephisto, Black Widow will not be able to use her passive ability accuracy as Mephisto is immune to it.

Weaknesses :

- **Quake:** Concussion Debuffs will be really useful against Mephisto, it will reduce the activation accuracy of both his Regeneration and Aura of Incineration, plus there's a class advantage against Mystics.



Author: [MCOC Champion Designers](#)

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Mister Fantastic

Reed Richards is a brilliant scientist, who spearheaded an experimental voyage into space accompanied by his friends and family. An accident occurred during the trip, and the ship was flooded with cosmic rays. After crashing back to Earth, Reed found that he could stretch and elongate his body in impossible ways. He became the leader of the Fantastic Four, and uses both his powers of elasticity and his genius intellect to deftly handle all threats, galactic to microscopic.

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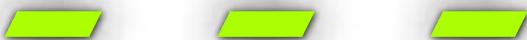
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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6245	458	1951
4-Star ★★★★	15660	1148	4887
5-Star ★★★★★	31398	2301	10630
6-Star ★★★★★★	40458	2965	13660
(Rank 3, Level 45)			

Champion Attributes



- Survivability 3



- Damage 2.5



- Ease of Use 3



- Utility 3



- Defender Strength 3.5

[Learn more about Champion Attributes](#)

Mister Fantastic's Mechanics

Mister Fantastic is one of the most versatile, utility-focused Champions in the game, with many abilities that benefit his entire team just by being on it. His main goal during fights is to stack as many Debuffs on the Opponent as possible, since he has abilities that get stronger depending on the number of Debuffs.

He's able to apply his Pre-Fight Debuffs on an Opponent then have a teammate fight that Opponent and take advantage of the Debuffs, without Mister Fantastic participating in the fight himself. He also has access to Cross-Fight abilities, attaching to the target for multiple

fights and applying the effects even if Mister Fantastic is knocked out or another teammate enters the fight instead.

In his updated form, Mister Fantastic now has twice as many Persistent Charges to start with and cap out at, and his Debuffs have received increased duration. Additionally, Fury buffs gained from his Debuffs and Special 3 have received some juicy potency increases!

Character Class: Science

Basic Abilities: Evade, Pre-Fight Ability, Cross-Fight Ability, Taunt, Stagger

Strengths and Weaknesses

Strengths

- **Flexible Pre-Fight abilities**
 - Mister Fantastic can apply Pre-Fight abilities to an enemy, then let his teammates benefit from them. Once he spends a Persistent Charge and applies a Pre-Fight Debuff to the Opponent, that Opponent will have the Debuff on them in their next fight even if the attacking Champion isn't Mister Fantastic. This works in Questing, Alliance Quest, and Alliance War.
- **Cross-Fight abilities**
 - Mister Fantastic is the first Champion to have Cross-Fight abilities. When he applies his Cross-Fight ability to his Opponent, that ability will stick with them for the next fights they participate in, even if those fights aren't against Mister Fantastic.
 - For example, let's imagine Captain America fights Mister Fantastic in Alliance Quest. During their fight, Cap gets a Cross-Fight Debuff applied to him via Mister Fantastic's Abilities. For the next 3 fights, Cap will continue to have that debuff regardless of the Defender he is fighting.
- **Full team synergies**
 - Similar to Captain America (Infinity War), Mister Fantastic has synergies that benefit his entire team, depending on their class. Once the synergy is active, it'll apply to all members of your team whose Class matches the synergy. He also has a fantastic synergy with the other members of the Fantastic Four if you put them all on the same team.

Weaknesses

- **True Accuracy**
 - Mister Fantastic has Evade, the chance for which increases with every non-Damaging Debuff currently active on both Mister Fantastic, and his Opponent. The chance for this Evade can get high relatively easily, but if his Opponent has True Accuracy they can bypass his Evade entirely.
- **Debuff Shrugging**
 - Almost all of Mister Fantastic's abilities are dependent on him building up Debuffs on the Opponent. He'll struggle to do much if his Opponent shrugs off all of his Debuffs.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Passive

- Physical and Energy Resistance increased by +900
- 5% chance to Evade for each non-Damaging Debuff on either Champion. Does not trigger during a Well-Timed Block.
- Attack Rating is increased by +184.04 for each Debuff on the Opponent

The Attack rating increase per Debuff is now more potent. Remember to apply Mister Fantastic's pre-fight Debuffs for those sweet damage gains.

Dev Notes

Prepared for Anything – Pre-Fight Ability

- Before the fight, choose up to 3 unique Debuffs to place on the Opponent at the start of the next fight. Each Debuff costs 1 Persistent Charge.
- Mister Fantastic starts each quest with 4 Persistent Charge(s), and can have up to 9. When Mister Fantastic finishes a fight, he gains 1 Persistent Charge for each unique Debuff on the Opponent.
- These Debuffs each last 15 second(s), and are refreshed when the Opponent is knocked down.
- The Debuffs are applied even if a different Champion enters the fight.
- Debuff potency scales with the rarity of Mister Fantastic. If different versions of a Debuff are applied, only the strongest one triggers.

Mister Fantastic now starts with twice as many Persistent Charges and his max number of charges has also increased. His Debuffs have also received increased duration, resulting in a significant boost to utility. More Debuffs, more often, and for longer!

Dev Notes

Prepared for Anything – Pre-Fight Debuffs – Max: 3 Each

- Petrify the Opponent, reducing the effectiveness of their Regeneration and Power Gain effects by 35%.
- Suppress the Opponent, decreasing their Defensive Power Rate by 22%.
- Debuff Siphon the Opponent, increasing the potency of Damage over Time Debuffs on them by 22%, and reducing the potency of those effects on allies by the same amount. This does not affect abilities that trigger at the start of the fight.

Careful Study – Cross-Fight Ability

- When the Opponent has 3 copies of a Careful Study Debuff, they are combined into a Passive that lasts for the rest of the fight, and the next 5 fights the Opponent participates in.
- Careful Study Passives count as 3 Debuffs for Reed's other abilities.
- Each Passive prevents future matching Careful Study Debuffs.

Opponent activates a Special Attack

- When the Opponent activates a Special Attack, place an indefinite Careful Study Debuff on them for that Special Attack.
- A Careful Study Debuff lowers the Attack Rating of each Hit in the Special Attack by 25%.
- If Mister Fantastic is struck by the last hit of an opponent's Special Attack, place 1 additional copy of the Debuff.
- All copies of the Debuff are Purified when the Opponent activates a different Special Attack than the one that triggered the Debuff.

Heavy Attacks

- On the last hit, pause Pre-Fight Debuffs for 3 second(s).

Special Attacks

- If no Pre-Fight Debuffs were selected, Special Attacks are Unblockable.

Special 1 – Aggressive Hypothesis

- When this Attack is activated, 100% chance to place a Taunt Debuff and Stagger Debuff on the Opponent, each for 9 second(s).
- Opponents that are Taunted have their Attack Rating reduced by 40% and have a 70% higher chance to activate a Special Attack.
- This Taunt is removed when the Opponent activates any Special Attack.
- The next time a Staggered Opponent triggers a Buff, that Buff and all other Buffs triggered at the same time will be immediately Nullified.

Special 2 – Rigorous Experimentation

- When this Attack is activated, re-trigger Mister Fantastic's selected Pre-Fight Debuffs once each.
- The last hit Shocks the Opponent, dealing 1380.6 Energy Damage over 5 second(s).

Special 3 – Thinking with Portals

- If the Opponent has at least 1 Debuff, gain a Passive Fury for 20 second(s), increasing Attack Rating by 690.3 per Debuff on the Opponent.

Fury potency has been increased from 20% to 30%. You'll have Debuffs to spare with all of those increases to Persistent Charges and Debuff duration. Now you can convert them into raw damage!

Dev Notes

Signature Ability – The Smartest Man in the Battlerealm

All Attacks

- Mister Fantastic's Offensive Power Rate is increased by 50% for each Careful Study Passive on the Opponent.
- Mister Fantastic gains an additional flat 20% chance to Evade any Unblockable attack. This increases by 3% every time the Opponent starts an Unblockable hit, capped at 50% for basic attacks.

Synergy Bonuses

H.E.R.B.I.E. – Unique (3-Star+)

With [Thing](#), [Human Torch](#), [Invisible Woman](#)

- **Other Synergy Members :** If at or below 20% health at the start of the fight, heal 10% of Max Health over 6 second(s). Otherwise gain 60% of a Bar of Power over 6 second(s) instead.

The Fantastic Four – Unique (4-Star+)

With [Thing](#), [Human Torch](#), [Invisible Woman](#)

- If all other Champions in this Synergy are present:
 - [Thing](#): Whenever you would gain a Rock Stack, gain an additional one.
 - [Human Torch](#): Incinerate and Nova Flame duration increased by 30%.
 - [Invisible Woman](#): Invisibility only has a 15% chance to unpause during a Well-Timed Block.
 - [Mister Fantastic](#): For each unique Debuff on the Opponent, they take 4% of Mister Fantastic's current Attack Rating as Direct Damage per second.

...Do Us Part – Unique (3-Star+)

With [Invisible Woman](#)

- Mister Fantastic: Debuffs last 25% longer.

Council of Reeds – Unique (3-Star+)

With Mister Fantastic

- Mister Fantastic: Increase Attack Rating by 0%.
- The potency of this synergy is increased by a flat 30% for each other Mister Fantastic on your team.

College Rivals – Unique (3-Star+)

With [Doctor Doom](#)

- Mister Fantastic: Gain 5% of his Max Power each time a Buff is Nullified or its Duration expires off the Opponent.
- [Doctor Doom](#): Heavy Attacks apply up to 1 Armor Break Debuff for 10 second(s), reducing Armor Rating by 15%.

Shared Knowledge – Astronomy – Unique (2-Star+)

With [Groot](#), [Angela](#), [Masacre](#), [Night Thrasher](#)

- Cosmic and Skill Champion's Basic Hits pause one of each Buff on them for 0.2 second(s).

Shared Knowledge – Robotics – Unique (2-Star+)

With [Sentry](#), [She-Hulk](#), [Vulture](#), [Doctor Octopus](#)

- Tech and Science Champion's Debuffs also apply an indefinite Power Sting, dealing Direct Damage equal to 60% of their Attack Rating when the Opponent activates a Special Attack. The Power Sting stacks up to 3 times.

Shared Knowledge – Genetics – Unique (2-Star+)

With [Psylocke](#), [Storm](#), [Doctor Strange](#), [Loki](#)

- Mutant and Mystic Champions regain 5% of the Power spent on any Special Attack, for each unique Special Attack they've used in the fight.

Recommended Masteries

Despair

- Mister Fantastic is able to stack up a lot of Debuffs on the Opponent, making it easy to leverage the Despair mastery and reduce the Opponent's healing. His Careful Study Passives only count as Debuffs for his own abilities, so they won't count for Despair, but his Pre-Fight Debuff will so any ally who uses Despair can also benefit.
- Mister Fantastic is able to stack up a lot of Debuffs on the Opponent, making it easy to leverage the Despair mastery and reduce the Opponent's healing. His Careful Study Passives only count as Debuffs for his own abilities, so they won't count for Despair, but his Pre-Fight Debuff will so any ally who uses Despair can also benefit.

Resonate

- Mister Fantastic is able to significantly Weaken the Opponent's Special Attacks using Careful Study. If you add the Weakness from Resonate on top of that, it's possible to Weaken their Special Attacks even further, to the point where they deal barely any damage. The Weakness will also count for any of his abilities that are impacted by how many Debuffs are on the Opponent.
- Mister Fantastic is able to significantly Weaken the Opponent's Special Attacks using Careful Study. If you add the Weakness from Resonate on top of that, it's possible to Weaken their Special Attacks even further, to the point where they deal barely any damage. The Weakness will also count for any of his abilities that are impacted by how many Debuffs are on the Opponent.



Author: [MCoC Champion Designers](#)

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Mister Negative

After the downfall of his gang the Snakeheads “Martin Li” was captured by the international crime syndicate known as The Maggia and used in the experimentation of a new synthetic drug called “D-Lite”. Surviving the experiments and escaping his captors Li developed super-powers giving him the ability to tap into the Lightforce and Darkforce. Dedicating himself to become Chinatown’s Kingpin of Crime, Li deemed himself “Mister Negative”, swinging between good and evil without remorse with the ultimate goal of erasing the Maggia for what it did to him.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5821	485	1846
4-Star ★★★★	14596	1216	4627
5-Star ★★★★★	29264	2437	10640
6-Star ★★★★★★	37708	3140	13690
(Rank 3, Level 45)			

Champion Attributes



- Survivability 3.5



- Damage 4



- Ease of Use 2.5



- Utility 3



- Defender Strength 3

[Learn more about Champion Attributes](#)

Mister Negative's Mechanics

Mister Negative focuses on inverting his opponents and corrupting their abilities in multiple ways. There are several ways to play as Mister Negative depending on what players are trying to achieve in a fight, however as a general note his core kit focuses around high skill and input-driven combat. Using an offensive-focused Evade to counterattack the opponent, a skilled player can use Mister Negative to complete fights without ever blocking a single hit, all while dealing some pretty substantial Degeneration damage! The more risky you’re willing to play, the higher your rewards will be with this guy!

Character Class: Science

Basic Abilities: Exhaustion, Petrify, Degeneration, Delirium

Strengths and Weaknesses

Strengths

- **Ability To Never Hold A Buff**
 - Mister Negative can dash back at any time to convert all his Buffs into Light Energy, this can be really great when fighting against Champions or nodes that punish active Buffs such as Doctor Doom, Mojo or the Buffet node.
- **Degeneration Resistance**
 - By stacking unique Debuffs on the opponent Mister Negative can become completely resistant to Degeneration damage and if his Signature Ability is unlocked, he can actually heal significantly from these effects!
- **Never Block A Hit**
 - By using the Dexterity Mastery and Heavy charging at the right moments, Mister Negative can use his Counter-Attack Evade to finish fights without ever blocking a single hit. This can be difficult to master but makes Mister Negative amazing in scenarios where opponents might deal lots of chip damage through block!
- **Heal/Power Gain Inversion**
 - While 10 or more Dark Energy are active, Mister Negative's Special Attack 2 will invert the opponent's Regeneration and Ability Power Rate. This can be amazing utility in scenarios where the opponent might have lots of Regeneration or can be used to Invert Power Gain mechanics such as the Mystic Dispersion Mastery.

Weaknesses

- **True Strike/Coldsnap and Anti-Evade**
 - To play Mister Negative to his maximum potential he needs to perform many Counter-Attack Evades in each fight. Any opponent who can prevent Evade abilities will hard counter Mister Negative's ideal playstyle.
- **Disorient and Ability Accuracy Reduction**
 - When inflicted with a Disorient effect, Mister Negative will lose all his Dark Energy, making it very difficult to deal meaningful damage or access his second Petrify. Additionally, Ability Accuracy Reductions can cause Mister Negative's Dark and Light Energy to fail and thus prevent his big moments
- **Purify Abilities**
 - Mister Negative relies on placing lots of Debuffs on his opponent to access both damage and utility, so any opponent who purifies these effects will slow down his loop and/or reduce his effectiveness significantly.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Always Active

- Mister Negative is immune to all Nullify, Stagger and Fate Seal effects.
- The potency of the Opponent's Degeneration effects are reduced by 40% for each unique Debuff they suffer.
- When Evading for any reason, Mister Negative counter-attacks with a hit dealing a burst of 2071.45 Physical Damage and granting the Opponent Power equal to a Medium Attack.

Mister Negative's Evade is one of his most powerful abilities. Not only is the Evade useful for avoiding enemy attacks, but it also can be used to begin Mister Negative's next combo without needing to perform a Parry!

Additionally, access to Degeneration Resistance allows Mister Negative to safely tackle some really annoying mystic defenders such as Mojo, Dormammu and Ebony Maw!

Dev Notes

Heavy Attack

- The first hit grants a Fury Buff increasing Attack Rating by +365.55 for 10 seconds.
- While Charging a Heavy Attack, if 1 or more Light Energy are active, gain 100% Evade chance against Basic Attacks.

Mister Negative's Heavy attacks are a very important tool in his kit, and are best used in 2 ways. First they can be used with a Parry and a heavy to build a Fury Buff – which can be turned into Light Energy or used to multiply Degeneration damage with a Special Attack 2 . Secondly, it can be used to initiate an Evade Counter-Attack. Choosing when and where to perform these actions will be essential to mastering this champion!

Mister Negative's Heavy attacks are a very important tool in his kit, and are best used in 2 ways. First they can be used with a Parry and a heavy to build a Fury Buff – which can be turned into Light Energy or used to multiply Degeneration damage with a Special Attack 2 . Secondly, it can be used to initiate an Evade Counter-Attack. Choosing when and where to perform these actions will be essential to mastering this champion!

Dev Notes

Light Energy Passive – Max stacks 20

- Whenever either champion performs a Well-Timed Block, gain +2 Light Energy.
- Dashing back removes all Buffs on Mister Negative, granting +1 Light Energy per Buff removed.
- Light Energy lasts indefinitely until reaching 10 stacks after which all stacks will expire over 6 seconds.

A cool part of Mister Negative's kit is his ability to never hold onto a Buff by performing a dash back! However, if for some reason you want to keep your Buffs (looking at you "Buffed Up") then you can opt to use the Counter-Attack Evade instead of a dash back in many scenarios in order to keep your Buffs for an extended period!

Dev Notes

Dark Energy Passive – Max stacks 20

- If Mister Negative performs an Evade or is Knocked down, all Light Energy is converted into Dark Energy.
- Dark Energy lasts indefinitely until reaching 10 stacks after which all stacks begin to expire over 16 seconds.
- While suffering from Disorient, all Dark Energy is removed and additional Dark Energy cannot be gained.
- Each time Dark Energy is gained, inflict a Delirium Debuff lasting 0.8 second(s) per Light Energy converted.
- A Delirious Opponent suffers -60% Defensive Combat Power Rate and has their Dash and Dodge controls reversed.

Delirium is a new effect in Mister Negative's kit that is quite useful for reducing the amount of power given to the opponent via hits/strikes. This can also be a really annoying mechanic to deal with when fighting Mister Negative on defense without the right counter so watch out for it triggering at unexpected times!

Dev Notes

Special 1 – Art of Lightforce

- On activation gain a Bulwark Passive for 30 seconds, increasing Block Proficiency by +700 for each Light Energy, then convert all Light Energy into Dark Energy.
- The final hit inflicts an Exhaustion Debuff, lowering the Opponent's Critical Damage Rating by 225 for 20 seconds.

The long lasting Exhaustion Debuff from this move is nothing special on its own, but can work well when paired with Mister Negative's Degeneration Resistance and/or allow him to deal a bit of free damage with his Signature Ability!

Dev Notes

Special 2 – Art of Darkforce

- The 1st hit inflicts a Petrify Debuff, reducing the Opponent's Regeneration and Ability Power Rate by 80% for 20 seconds.
- The 2nd hit inflicts another Petrify if 10 or more Dark Energy are active.
- The 3rd hit inflicts a Degeneration Debuff, dealing up to 3289.95 Direct Damage over 10 seconds.
- The final hit consumes all remaining Dark Energy, inflicting 1 additional Degeneration for each Dark Energy consumed.

If you're looking for the best possible damage loop, you'll want to use Special Attack 2! First, you'll want to stack a few Fury Buffs via Heavy attack, then chain your Special 2 while you have 20 Dark Energy, this can deal some pretty sizable Degeneration damage while also inverting the opponent's healing and Ability Power Rate!

Dev Notes

Special 3 – Vortex Of The Negative

- Inflict a Delirium Debuff for 20 seconds.
- All Light Energy is consumed, each Regenerating 380.43 Health.
- All Dark Energy is consumed, each dealing a burst of 2071.45 Direct Damage to the Opponent.

Although this attack doesn't have the same damage potential as Special Attack 2, it still has a pretty nice burst of damage plus a nice Regeneration to top up any damage taken. It's also worth noting the Delirium inflicted in this attack can stack with Mister Negative's other Delirium when converting Light/Dark Energy, effectively reducing the opponent's Defensive Combat Power Rate by -120%, this can be pretty insane when used at the right time!

Dev Notes

Signature Ability – Corrupting Touch

Passive

- Whenever a Nullify, Stagger, or Fateseal is prevented by Mister Negative's immunity, deal a burst of 1218.49 Physical Damage.

- While suffering from Degeneration, Regenerate +731.73 Health per second.
- Each Light Energy grants +182.62 Energy Resistance.
- Each Dark Energy deals 60.93 Physical Damage every second while the Opponent is suffering from a non-damaging Debuff. This scales with Base Attack only.

Although Mister Negative does not need his Signature Ability to pull off his awesome base kit abilities, it can be very useful for dealing a nice chunk of extra damage in the right matchup and giving him access to a significant amount of Regeneration in matchups where Degeneration is present!

Dev Notes

Synergy Bonuses

A Being Darker Than I – Unique

With [Dormammu](#) and [The Hood](#)

- **Mister Negative:** When inflicting Delirium there is a 50% chance to also inflict an Enervate Debuff for 2 seconds, preventing the Opponent from gaining Power when struck.
- [The Hood](#): Heavy Attacks place an Energy Vulnerability Debuff on the Opponent, reducing Energy Resist by 700 for 8 seconds.
- [Dormammu](#): Gaining Dark Energy has a 10% chance to trigger a Fury Buff, granting 20% Attack Rating for 9 seconds.

Healing Touch – Unique

With [Venom](#) and [Anti-Venom](#)

- **Mister Negative:** Once per fight when reaching 10 stacks of Light Energy, gain an indefinite Regeneration Buff healing 1% of base health every second.
- [Venom](#): Whenever a Genetic Memory Buff is gained, Venom has a 20% chance to trigger a Regeneration Buff, healing 10% of Missing health over 9 seconds.
- [Anti-Venom](#): Whenever a Genetic Memory Debuff is inflicted, Anti-Venom has a 20% chance to trigger a Regeneration passive, healing 10% of Missing Health over 9 seconds.

From Light To Dark

With [Spider-Man \(Classic\)](#), [Spider-Man \(Stark Enhanced\)](#) and [Spider-Man \(Stealth Suit\)](#)

- #Spider-Verse Heroes start the fight with 2 indefinite Passive Dark Energy. When using any Special Attack, 1 Dark Energy is consumed to inflict a 15 second Debuff determined by the last basic attack landed.
- **Light Attack** : Armor Break, reducing Armor Rating by 300.
- **Medium Attack** : Degen, dealing 90% of Modified Attack.
- **Heavy Attack** : Weakness, reducing attack rating by 30%.

This is not a unique synergy, meaning that each Mister Negative who is brought on the team can stack dark energy even higher!

Dev Notes

Enemies Level 3

With [Daredevil](#), [Doctor Octopus](#), [Hawkeye](#), [Wolverine](#), [Punisher](#)

- All Champions gain +155 Critical Rating

Nemesis Level 3

With [Spider-Gwen](#), [Spider-Ham](#), [Spider-Man \(Miles Morales\)](#)

- All Champions gain +6% Attack.

Recommended Masteries

Resonate

- Mister Negative gains increased Degeneration resistance and also deals damage via Signature Ability while the opponent is suffering from a Debuff, this makes him synergize very well with this mastery!

Despair

- Mister Negative can stack a lot of Debuffs in his kit, making him work well to reduce the effectiveness of healing and invert it

significantly with Special Attack 2.

Enhanced Fury

- Mister Negative gains Fury Buffs on his Heavy attack, this mastery allows these to be even more potent, especially if they're active when triggering the Special Attack 2 Degeneration effects!



Author: [MCOC Champion Designers](#)

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Mister Sinister

Nathaniel Essex, a scientist in the latter half of the 19th century, pledged loyalty to the mutant-demi god Apocalypse in exchange for activation of his dormant X-Factor. Donning the moniker of Mister Sinister, Essex began to engineer bloodlines in the hope of creating the perfect mutant. His attention would eventually focus on two particularly gifted children, Scott Summers and Jean Grey. In command of the Marauders, a band of mutants that follow him, Mister Sinister has been the mastermind of many schemes and plots, not the least of which was the birth of Cyclops and Madelyne Pryor's child, Nathan Summers, also known as Cable.

Mister Sinister will live up to his name, especially as a defender. His ability to Regenerate damage taken from Critical Hits will allow this Mutant to survive some of the heaviest hits in the Contest. As a master of genetic manipulation, Mister Sinister's other abilities allow him to improve himself while countering the abilities of his opponent.

Base Stats and Abilities

*All stats based on 4-Star, Rank 5, Level 50, Signature Level 99

Health: 18092

Attack: 1238

Max PI:

- **Without Signature:** 3792
- **With Signature (99):** 4726

*All stats based on 5-Star, Rank 5, Level 65, Signature Level 200

Health: 36276

Attack: 2482

Max PI:

- **Without Signature:** 7646
- **With Signature (200):** 10460

Character Class: Mutant

Base Abilities: Molecular Regeneration, Concussion, Stun, Power Leech

Champion Attributes



- Survivability 3



- Damage 1



- Ease of Use 3.5



- Utility 3.5



- Defender Strength 4

[Learn more about Champion Attributes](#)

Abilities

Passive

- Mister Sinister's Telepathic Mastery renders him Immune to Taunt and Reversed Controls.
- Mister Sinister's Telekinetic Powers allow him to Block Unblockable Special Attacks.

Mister Sinister's Immunity to mind manipulating effects will help him both when attacking and defending.

Dev Notes

Molecular Regeneration – Passive

- Mr. Sinister's Regeneration Rate cannot be lowered below 0%.
- 100% chance to Regenerate 70% of damage dealt by enemy Critical Hits over 0.4 seconds. Abilities cannot affect the Ability Accuracy, Duration, or Potency of this ability, aside from effects that would modify Mister Sinister's Regeneration Rate.
- Regeneration Rate is increased by 1% for every hit on the opponent's Combo Meter up to 50 hits.

Bringing a Heal Blocking champion will be essential when fighting Mister Sinister when placed on complimentary AW Nodes. Another important note is that Damaging Debuffs will not trigger Sinister's Regeneration, but run the risk of being Transferred to you as a result of his first Special Attack.

Dev Notes

While Heavy Attack Charging

- Pauses the duration of Damaging Debuffs, Stun, Concussion, and Power Leech on the opponent.
- Charging a Heavy Attack for 1 second grants a Precision Buff, increasing Critical Rating by 857.14 for 6.2 seconds. This Precision provides 857.14 additional Critical Rating for each Debuff on the opponent.
- Charging the Heavy Attack for an additional 1 second grants a Cruelty Buff, increasing Critical Damage Rating by 127.66 for 4.9 seconds. This Cruelty provides 127.66 additional Critical Damage Rating for each Debuff on the opponent.

Utilizing Sinister's Ability to Pause the debuffs he inflicts or Transfers will allow you to get the most from their potent effects. When paired with a Stun, it's possible to easily gain added Critical Rating and Damage by fully charging the Heavy Attack.

Dev Notes

Special Attacks

Special 1 – Genetic Disruption

Mister Sinister sends a pulse of energy, infusing his opponent with faulty genetic material.

- 100% chance to Transfer all Damaging Debuffs to the opponent for 4 seconds. This ability activates even if this attack is Blocked or avoided.
- 100% Chance to cause Degeneration, inflicting 990.4 Direct Damage over 4 seconds.

It's important to remember that the Transfer of Damaging Debuffs cannot be prevented. Definitely reconsider bringing any epic Bleed champions in against him.

Dev Notes

Special 2 – Genetic Negation

Disabling several important genes can render the opponent powerless, in this case, it also leaves the opponent in a catatonic state.

- 100% chance to inflict Concussion, reducing the opponent's Ability Accuracy by 100% for 6 seconds. This ability activates even if this attack is Blocked or avoided.
- 100% chance to Stun for 2.5 seconds.

Facing off against a prolific Evader? How about an enemy who likes to trigger a defensive ability when struck? Worry not, Sinister's Special Attack will ensure those abilities don't get in the way of this Special Attack.

Dev Notes

Special 3 – Genetic Extraction

Once an exciting genetic structure is discovered, Mister Sinister takes great pleasure negating its beneficial effects and extracting its essence for himself.

- 100% chance to inflict Concussion, reducing the opponent's Ability Accuracy by 100% for 12 seconds.
- 100% chance of applying Power Leech to the target, stealing 20% of Max Power over 3 seconds.

The culmination of Sinister's work, make sure to Pause the Power Leech to maximize the Power he is able to steal once the attack ends.

Dev Notes

Signature Ability – Engineered Perfection

Mister Sinister is able to improve himself with the genes of defeated opponents.

- Each time Mister Sinister defeats an opponent, he extracts their genetic code, gaining a different Passive ability for the rest of the quest depending on the defeated Champion's Class. [Max 3 of each Passive, 10 Passives total.]
- Mutant: Prowess, increasing Special Attack Damage by 30%.
- Skill: Precision, increasing Critical Rating by 500.
- Science: Regen Rate, increasing Regeneration Rate by 20%.
- Mystic: Power Rate, increasing Power Rate by 20%.
- Cosmic: Fury, increasing Attack Rating by 371.4.

Sinister is always in pursuit of perfection, be sure to use him often to build his strength over the course of a quest. Inversely, for those fighting him, it's also important to note that losing a Tech champion to Sinister will not grant him any Passive effects.

Dev Notes

Synergies

Genetic Masterpiece – [Cable](#)

- All Mutants: Randomly start the fight with either +25% passive Attack Rating, +25% passive Power Rate, or +25% passive Armor Rating.
- Unique Synergy: Does not stack with duplicate synergies.

Mutant Dominion – [Magneto](#), [Magneto \(House of X\)](#)

- All Mutants: Gain +20% Passive Fury when fighting with Class Disadvantage.
- Unique Synergy: Does not stack with duplicate synergies.

Bloodlines – [Cyclops \(Blue Team\)](#), [Cyclops \(New Xavier School\)](#), [Phoenix](#)

- Mister Sinister, Cyclops (Blue Team), Cyclops (New Xavier School), Phoenix: Special Attacks have +20% Critical Rating and gain True Strike, ignoring all Armor, Resistances, Evasion, and Auto Block.
- Unique Synergy: Does not stack with duplicate synergies.

Masterminds – [Kingpin](#), [Ultron](#), [M.O.D.O.K.](#)

- Mister Sinister, Kingpin, Ultron, M.O.D.O.K.: Each time the opponent uses a Special Attack they become Power Locked for 6 seconds.
- Unique Synergy: Does not stack with duplicate synergies.

Recommended Masteries

Liquid Courage and Double Edge

- While Mister Sinister is not specifically Immune to Bleed or Poison, his first Special Attack allows him to quickly Transfer both Debuffs to his opponent.

Inequity and Pacify

- These Masteries lower Attack Rating and reduce the opponent's Ability Accuracy for each Debuff on the opponent. These are the exact kind of 'improvements' Mister Sinister has in mind for his enemies.

Matchups

Strong Matchups

[Hawkeye](#)

- Imagine all the damage contained in Hawkeye's Hemorrhage Bleed compressed into 4 seconds. That's the effect Clint can expect when Sinister Transfers that debuff back to its source.

[Corvus Glaive](#)

- Considering Sinister Regenerates most of the damage dealt to him by Critical Hits, those Glaive charges don't seem so great anymore.

[Egon](#)

- High Combo meter and frequent Criticals will become Aegon's greatest weakness against Sinister.

Weak Matchups

[Yondu](#)

- Any champion with easy access to Heal Block will be able to confidently take down this master of Regeneration.

[Void](#)

- While Void won't be able to invert Sinister's Regeneration Rate, reducing its effectiveness to zero will still grant Void a considerable advantage.

[Magneto](#)

- Although their goals of Mutant superiority are aligned, Magneto's ability to Heal Block will give him the advantage in the battle to determine who the master Mutant is.



Author: [MCoC Champion Designers](#)

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About Misty Knight

Expert detective and veteran of the toughest streets of New York, Mercedes “Misty” Knight is joining the contest to bring justice through any means necessary. After losing her arm in an incident while working with the NYPD Bomb Squad, Misty was gifted a cybernetic replacement from the one and only Tony Stark. This powerful prosthetic, made of Antarctic Vibranium, carries the ability to harness cryogenic energy and liquefy all but the strongest of metals. With these new powers, Misty has dedicated her life to taking down the most dangerous criminals across the globe. She isn’t afraid to do whatever it takes to get the job done, even if it costs an arm.

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Base Stats and Abilities

Health Attack PI (Max Signature)

<i>3-Star</i> ★★★	5821	534	1919
<i>4-Star</i> ★★★★	14596	1339	4821
<i>5-Star</i> ★★★★★	29264	2685	10630
<i>6-Star</i> ★★★★★★	37708	3459	13670 <i>(Rank 3, Level 45)</i>

Champion Attributes



- Survivability 1.5



- Damage 1.5



- Ease of Use 4



- Utility 2



- Defender Strength 3

[Learn more about Champion Attributes](#)

Misty Knight's Mechanics

Misty Knight builds two unique charges, Anti-Metal and Cryogenic. She can build these up by performing actions such as Parrying, Dodging, and ending Combos. Misty Knight wants to activate her Equilibrium ability by keeping these charges equal, giving her Precision, Unblockable, and Maximum Bionic Overcharge, which grants her Guaranteed Critical Hits for a short duration. When Misty Knight has high Charges, she can spend them using her Special Attacks to increase their power or add new utility.

Character Class: Skill

Basic Abilities: Coldsnap, Armor Break, Precision, Purify, Evade

Strengths and Weaknesses

Strengths

- Coldsnap
 - Misty Knight can apply Coldsnap on her opponent using her Special 2, this denies mobile Science Heroes their Evade capabilities and also allows her to place Frostbites on the opponent.
- Anti-Metal Armor Breaks
 - Misty Knight consumes her Anti-Metal Charges to apply Armor Breaks to her opponent, taking out bulky threats with ease at the cost of her Charges.
- Purify
 - Both Anti-Metal Charges and Misty Knight's Signature Ability are great at Purifying Debuffs from the Opponent.

Weaknesses

- Imbalance
 - Misty Knight gains multiple benefits from keeping her Charges balanced, by performing actions that increase her charges you can skew her charges to ensure she never gains these benefits.
- Purify Punish
 - Misty Knight has a chance to Purify incoming Debuffs based on her Anti-Metal Charge amount. Meaning you can increase her Anti-Metal Charges and punish her when she Purifies Stuns or other Debuffs.
- Coldsnap Immunity
 - Misty Knight's Primary source of damage comes from the burst of damage when her Coldsnap ends, meaning that you can cut off her primary damage source using Immunity.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Anti-Metal and Cryogenic Charges:

- Misty has the ability to build Anti-Metal and Cryogenic Charges using her metallic arm. These Charges provide benefits once they reach certain thresholds or become balanced, putting Misty into Equilibrium. Charges capped at 12 Charges each.
- For each Anti-Metal Charge, Misty gains a 3% chance to instantly Purify any incoming Debuffs.
- For each Cryogenic Charge, Misty gains a 1% chance to Evade attacks.

Anti-Metal and Cryogenic Charges are the core to Misty Knight's Kit, building them while doing your best to keep them balanced is the key to annihilating your opponents as Misty Knight. Additionally, the Purify and Evade are very useful defensive tools, however, you should be spending your charges often to deal maximum damage.

Dev Notes

Building Charges:

- When either Champion performs a Well-Timed Block, Misty gains 2 Anti-Metal Charges. Against Science Champions, Misty gains 3 Charges instead.
- When either Champion Dodges an attack, Misty gains 2 Cryogenic Charges. Against Science Champions, Misty gains 3 Charges instead. Cooldown: 0.80 Seconds.
- When Misty lands a Light combo ender, she gains 1 Anti-Metal Charges.
- When Misty lands a Medium combo ender, she gains 1 Cryogenic Charges.
- Misty's Heavy attack raises her lower charge by 3 if there is a difference of at least 3 between her two Charges. First hit increases Anti-Metal, final hit increases Cryogenic.
- When Misty gets struck by a basic attack, she has a 20% chance to increase her lower charge by 1, if they are currently equal, both Charges get increased by 1.

Misty Knight's core kit revolves around the Parry and Dexterity Masteries, you'll be using them often to build up charges as Misty. Additional methods of building charges are focused on making minor changes to keep Misty in Equilibrium as easily as possible.

Dev Notes

Master of Parry and Dexterity:

- Misty Knight benefits from Rank 1 of the Parry and Dexterity Mastery Bonuses, even if they are not activated.
- If the Parry Mastery has already been activated, Misty starts with an extra 2 Anti-Metal Charges.
- If the Dexterity Mastery has already been activated, Misty starts with an extra 2 Cryogenic Charges.

The Masteries Parry and Dexterity come into play for the casual and intermediate players that haven't unlocked them yet. Hardcore players are rewarded for having these Masteries by gaining a headstart on their Charge count.

Dev Notes

Equilibrium:

- Whenever both of Misty's Charges become equal, she gains non-stackable Buffs. If Misty is at max Charges and gains another, the Buffs are refreshed if they are not on cooldown.
- When balanced at 3 or more Charges, Misty gains a Precision Buff for 12 seconds, increasing Critical Rating by 64.95 per charge.
- When balanced at 6 or more Charges, Misty becomes Unblockable for 6 seconds. Once activated, this Ability goes on cooldown for 6 seconds.
- When balanced at 9 or more Charges, Misty gains a Bionic Overcharge Buff, dealing guaranteed Critical Hits for 6 seconds. Once activated, this Ability goes on cooldown for 6 seconds.
- All Equilibrium Buffs are paused during Special Attacks.

This is where Misty Knight's Skill aspect of her character starts to shine, once you get familiar with her kit you can do your best to start balancing your charges to gain huge benefits. The pause is added to make carrying these benefits between specials easier since her Special Attacks have long animations.

Dev Notes

Special Attack 1 – Metal Arm of the Law:

- Consumes all Anti-Metal Charges, increasing attack rating by 537 per Charge.
- If Misty consumes 6 or more Anti-Metal Charges, the attack becomes Unblockable on activation.
- If Misty consumes 9 or more Anti-Metal Charges, inflict Armor Break Debuff on the first hit, reducing Armor Rating by 1400 for 16 seconds.

Misty Knight's Special 1 is a huge cash moment for her Anti-Metal Charges to deal massive amounts of damage to her opponent. This also pairs very well with her Special 2 to deal massive damage, as the increased Attack Rating will also impact the damage of the Frostbites.

Dev Notes

Special Attack 2 – Freeze!:

- Consumes all Cryogenic Charges to inflict Coldsnap, dealing 5370 Energy Damage over 14 seconds.
- While this Coldsnap is active, all basic attacks inflict an indefinite Frostbite Passive and Critical Hits inflict 1 additional Frostbite. When this Coldsnap expires naturally, all Frostbites are shattered, removing them and dealing 724.95 Energy Damage each.
- If Misty consumes 6 or more Cryogenic Charges, the Opponent is Stunned for 2 second(s) when all Frostbites shatter.

Special 2 provides a large portion of Misty Knight's Utility and Damage, as it opens up the opportunity to stack Frostbites on the opponent as well as prevent them from Evading, which can be found quite a bit in the Science Class.

Dev Notes

Special Attack 3 – Maximum Bionic Overcharge:

- Instantly max out both Charges, gaining all effects of Equilibrium.
- Gain an Energize Buff that increases Combat Power Rate by 35% for 14 seconds.

The Special 3 acts as a great entry-level tool for long fights, since it immediately gives Misty Knight all benefits from Equilibrium along with an Energize to help her get back in the flow of using Special 2. This acts as a crutch for newer players that need help getting into Equilibrium easily.

Dev Notes

Signature Ability: Background Investigation:

- Misty analyzes the Opponent's Class to gain a unique effect to counter them. Misty takes 27 seconds to investigate the Opponent. When the investigation is complete, she gains an effect lasting 18 seconds before restarting her investigation.
- Science – Misty instantly Purifies all Debuffs and her Instant Purification chance jumps to 100%.
- Skill – Misty gains a Fury Buff for each Bleed effect currently on her, increasing Attack Rating by 537.
- Mutant – The mysteries of the X-gene elude Misty's superb detective skills.
- Tech – If the Opponent has 2 or more Armor Up Buffs when Misty's Special Attack 1 connects, a second Armor Break is applied.
- Cosmic – Inflict a Disorient Debuff, decreasing their Block Proficiency by 5% and Defensive Ability Accuracy by 10% for each unique buff on the Opponent.
- Mystic – Inflict a Suppression Debuff, reducing Opponent Combat Power Rate by 10% for each bar of power on the Opponent.

The purpose of Misty Knight's Signature Ability was to add unique effects based on the opponent that wouldn't change her core loop. This timer-based system was chosen to allow opponents to play around them easily (IE. Not putting bleeds on Misty Knight until her Investigation had already started) this changes the fight while fighting Misty Knight – but not while playing as her.

Dev Notes

Synergy Bonuses

Knights in Shining Armor

With [Iron Fist](#), [Iron Fist \(Immortal\)](#)

- **Iron Fist, Iron Fist (Immortal), Captain America (Sam Wilson)** : Gain +60 Armor Rating and 3% Power Gain.

All Rise – Unique Synergy (Requires 4*+)

With [Daredevil](#), [Daredevil \(Hell's Kitchen\)](#), [She-Hulk](#)

- **Daredevil, Daredevil (Hell's Kitchen), She-Hulk** : Gain 5% Attack Rating.

You're Busted! – Unique Synergy (Requires 4*+)

With [Elsa Bloodstone](#)

- **Misty Knight** : When Misty gains a Cryogenic Charge, there is a 30% chance of inflicting a Busted Debuff on the opponent. Increasing potency of Coldsnap by 50% for 16 seconds.
- **Elsa Bloodstone** : All Busted Debuffs have their durations increased by 15%

Amazing Detectives Slash Geniuses – Unique Synergy (Requires 4*+)

With [Human Torch](#)

- **Misty Knight** : Misty starts with an extra 2 Anti Metal and Cryogenic Charges.
- **Human Torch** : Special 2's Stun duration increased by 33%.

Heroes for Hire

- Coming Soon: Gain +85 Block Prof and Physical Resistance.

Teammates

With [Black Panther](#), [Luke Cage](#), [Iron Man](#), [War Machine](#)

- **Black Panther, Luke Cage, Iron Man, War Machine** : Gain +5% Perfect Block Chance.

Recommended Masteries

Parry:

- Increases Misty's Anti-Metal Charges by 2.

Dexterity:

- Increases Misty's Cryogenic Charges by 2.



Author: [MCocC Champion Designers](#)

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Mojo

Ladies and gentlemen! Today we're discussing me, Mojo! The greatest Champion to ever grace the Contest! I'm the ruler and slaver overlord of a cute little place called the Mojoverse. It's my job to bring nothing but the most entertaining, top-tier, thrilling cinematic content to all my Spineless viewers and followers back home. And if I have to viciously degenerate and destroy a few other D-list characters to do it, even better!

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- [Base Stats and Abilities](#)
- [Mojo's Mechanics](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	7427	467	1903
4-Star ★★★★	18624	1171	4790
5-Star ★★★★★	37343	2346	10607
6-Star ★★★★★★	63718	4004	18097
(Rank 5, Level 65)			
7-Star ★★★★★★★	61740	3879	17450
(Rank 1, Level 25)			

Champion Attributes



- Survivability 5



- Damage 3.5



- Ease of Use 2.5



- Utility 2



- Defender Strength 5

[Learn more about Champion Attributes](#)

Mojo's Mechanics

Mojo loves giving his audience a show. His adoring fans will periodically give him a Prompt, which is something they want to see happen in the fight (for example, "Block a Hit"). If either Mojo or his Opponent does what the audience wants, Mojo will gain Followers. Followers grant him a variety of bonus effects, including Regeneration, Degenerating the Opponent, and shortening the Opponent's Buff durations. See just how many Followers you can get!

Character Class: Mystic

Basic Abilities: Followers, Anti-Life Field, Degeneration, Nullify

Strengths and Weaknesses

Strengths

- **Buffs with duration**
 - Every time a Prompt is accomplished, Mojo activates his Anti-Life Field. The main effect of this field is that it shortens buff duration by 90%, and any buff that expires will Degenerate the Opponent. So as long as Mojo can keep the field up continually during the fight, all the Opponents buffs will almost immediately turn into damage.
- **Power Gain**
 - Once he has at least 3 million Followers, all of Mojo's Prompts will also start granting him additional Power. When combined with Mystic Dispersion, this means Mojo will be able to launch lots of extra Special Attacks, all of which have the added benefit of pausing the Anti-Life Field.

Weaknesses

- **Indefinite buffs**
 - The Anti-Life Field might reduce Buff duration by 90%, but that doesn't matter if the Buff lasts indefinitely in the first place. Mojo's SP1 is still able to Nullify these indefinite Buffs, but it only gets rid of one Buff at a time, and he really wants to be using his SP2 instead to place more Degenerations on the Opponent.
- **Inverted regeneration**
 - When Mojo has at least 1 million Followers, any Buff that expires will also heal him for a portion of his missing Health. However, this healing can be inverted via Petrification, turning all those expiring Buffs into damage on Mojo instead.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

Passive

- Mojo gains 30% less Power from landing Hits.
- Physical Resistance decreased by -397.06.

Mojo might gain less Power from hitting the Opponent, but he makes up for it in his Audience Adoration abilities below.

Dev Notes

Audience Prompts

- After the start of the fight, Mojo receives a random Prompt from his adoring audience, who want to see certain actions performed. These Prompts last for 8 second(s).
- If either Champion does what the audience wants, the Prompt is completed and Mojo gains 1 million Followers.
- If a Prompt expires without being completed, Mojo fails the Prompt and loses 5 million Followers.
- When a Prompt is completed, Mojo activates his Anti-Life Field for 7 second(s).
- Mojo receives a new Prompt when his Anti-Life Field expires or a Prompt is failed.
- Prompts are paused during any Special Attack.
- Prompts are unaffected by Ability Accuracy.

Prompts are Mojo's main mechanic. At any given point during the fight, he will either have a Prompt to accomplish, or the Anti-Life Field will be active. Each Prompt has a different icon on the HUD, and the Pause screen also lists how to achieve the current Prompt.

There is a known issue with the in-game strings for this ability, that will be fixed in 26.0. The Anti-Life Field activates whenever any Prompt is completed, by either Mojo or the Opponent.

Dev Notes

Anti-Life Field – Passive

- Any Buff triggered on the Opponent has 90% reduced duration.
- Any time a Buff is Nullified or Expires off the Opponent, Mojo Passively Degenerates them for 3083.08 Damage over 6 second(s).
- The Anti-Life Field is paused during any Special Attack.

Buff duration being reduced by 90% is very significant. Medusa's Fury effects will only last for 1.4 seconds. [Hyperion's](#) Power Gain and [Juggernaut's](#) Unstoppable will only last for 0.4 seconds. And whenever any of these expire, Mojo will Degenerate his Opponent.

Dev Notes

Audience Adoration

- Mojo gains additional Passive abilities based on how many Followers he has.
- 1 million – Any time a Buff expires or is Nullified off the Opponent, Mojo heals for 3% of his Missing Health over 2 second(s). This does not stack.
- 3 million – When a Prompt is completed, Mojo gains up to 50% of a Bar of Power based on how many Followers he has.
- 5 million – Completing a Prompt has a 100% chance to place a Hater Buff on the Opponent for 20 second(s). Basic Attacks have a 15% chance to place one. Haters have no effect.

Haters might have no effect, but when they expire they'll trigger all of Mojo's other effects.

There is a known issue with the in-game strings for this ability, that will be fixed in 26.0. The Power Gain triggers whenever any Prompt is completed, by either Mojo or the Opponent.

Dev Notes

Heavy Attacks

- If a Prompt is active, Mojo replaces it with a new Prompt. This does not affect his Followers.

Get a Prompt you don't want? Swap it out for a different one with the Heavy Attack.

Dev Notes

Special 1 – What's Up Guys?!

- 100% chance on the first hit to Nullify one Buff from the Opponent.

This is Mojo's only way to interact with Buffs that last indefinitely, such as the Power Gain on Vision (Aarkus) or Annihilus' Cosmic Rod.

Dev Notes

Special 2 – You Won't Believe It!

- If the Anti-Life Field is not active, trigger its Degeneration.
- If the Anti-Life Field is active, trigger its Degeneration for every million Followers Mojo has, up to 5 million.

The SP2 is Mojo's main source of damage, so it's the one he'll want to use most often if the Opponent doesn't have important, indefinite Buffs.

Dev Notes

Special 3 – Smash That Dislike Button!

- Completes the current Prompt.
- Triggers the Anti-Life Field Degeneration for every million Followers Mojo has, up to 5 million.

If your current Prompt is too difficult to accomplish and you find yourself unable to use the Heavy Attack, then the SP3 provides another way to accomplish it, in addition to triggering more Degen's on the Opponent

Dev Notes

Possible Audience Prompts

- Activate a Special Attack
- Charge a Heavy Attack
- Dash backwards
- Block a Hit
- Use Dexterity to avoid a Hit
- Hold Block for 1.5 second(s)
- Inflict a Stun
- When any Buff expires or is Nullified
- Back into the corner
- Idle for 1 second(s)
- Punish a Special Attack, by striking the Opponent while they're recovering from the Attack
- Knock down a Champion

Mojo's audience will be keeping an eye on the fight as it progresses. They will avoid giving Prompts that are impossible to achieve (like activating a Special Attack when neither Champion has enough Power), but they'll also want to see more impressive and challenging Prompts as Mojo's Follower count rises.

Dev Notes

Signature Ability – Big Mojo Energy

Passive

- When Mojo activates his Anti-Life Field, if he has at least 5 million Followers, he also gains a Fury Buff for the duration of his Anti-Life Field, increasing Attack Rating by +8008.

This Fury will also increase the damage of all of Mojo's Degenerate effects that are triggered while the Anti-Life Field is up, so once you reach 5 million Followers, his damage can increase significantly

Dev Notes

- Additionally, Mojo starts each Quest with 1 million Persistent Subscribers, up to 5 million.
- At the beginning of the fight, each Subscriber gives him a Follower. His Followers can never fall below his Subscribers.
- When Mojo wins a fight, if he has more Followers than Subscribers, he gains 1 million Subscribers. When Mojo loses a fight, he loses 1 million Subscribers.

Persistent Subscribers allow Mojo to maintain his Follower base between fights. As long as he keeps winning fights and increasing his Followers, he'll be able to begin each fight at a higher and higher Follower count. Important to note that Subscribers start at 1 million, so if Mojo is defending and he has his Signature ability, he'll also have his ability to Regenerate whenever a Buff expires (like, say, the Precision from Dexterity).

Dev Notes

Synergy Bonuses

Mojoverse – Unique (2-Star+)

With [Longshot](#)

- Mojo** : 50% chance to not lose Followers when failing a Prompt.
- Longshot** : If the Opponent is Immune to Bleed, Longshot's Special 1 inflicts Degenerate Damage instead.

Smile for the Cameras – Unique (3-Star+)

With [Psylocke](#)

- Mojo** : When the Opponent completes a Prompt, Mojo steals 10% of their current Power.
- Psylocke** : Psylocke's personal Power Lock lasts 3 second(s) longer.

Without a Leg to Stand On – Unique (4-Star+)

With [M.O.D.O.K.](#)

- Mojo** : Heavy attacks Incinerate the Opponent, dealing 80% of Mojo's Attack Rating as Energy damage over 6 seconds.
- M.O.D.O.K.** : 20% increased Power Gain Rate while below 1 Bar of Power.

Crowd Pleasers – (3-Star+)

With [Hulk \(Ragnarok\)](#), [Korg](#)

- Mojo** : When a Prompt is completed, Mojo gains an Unstoppable Buff for 5 second(s).
- Hulk (Ragnarok)** : Passively increase Attack Rating by up to 25% based on Crowd Excitement.
- Korg** : Korg's personal Armor Break has 50% increased Potency and duration.

Romance – Mojo – Unique (2-Star+)

With Mojo

- Mojo** : Gain +5% Power Gain.
- Solo** : Mojo only loves himself.

Yes, Mojo loves himself just that much.

Dev Notes

Cast of Characters, 5-Star and up – Unique Synergy

With [Mojo](#) (affects whole team)

- All Champions except Mojo: +7% Offensive Power Rate.

But he does find the rest of his team useful to have around.

Recommended Masteries

Mystic Dispersion

- If you really want to accelerate Mojo's Power Gain, put some points into Mystic Dispersion. The Anti-Life Field will ensure the Opponent's Buffs expire much faster, and the Hater Buffs Mojo can place on the Opponent will trigger Mystic Dispersion when they expire, same as any other Buff.

Recovery

- Mojo recovers health whenever a Buff expires and he has at least 1 million Follower. The Recovery Mastery will improve this healing even more. This is an especially good addition if you're able to keep Mojo above 5 million Followers, as any Hater Buff that expires will also trigger the Regeneration.



Author: [MCOC Champion Designers](#)

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Mole Man

Socially shunned for his dwarfish appearance and expelled from his academic roots in nuclear engineering for his Hollow Earth theories, Harvey Rupert Elder stumbles upon the Monster Isle and falls deep into the realm of Subterranea, becoming blinded before the Valley of Diamonds. After this discovery, Elder dubs himself the Mole Man, ruler of Subterranea and the caverns of Monster Isle. Riding on the back of his most trusted monster friend, Giganto Jr., the Mole Man burrows his way into the Contest.

Mole Man's Mechanics

Mole Man makes use of Giganto Jr.'s enormous presence to bully his enemies into submission. Giganto Jr. can take a lot of punishment for Mole Man by Purifying Debuffs and converting them into Monster Mass. Monster Mass allows the pair to counter-attack opponents that strike their Block. Monster Mass also allows them to withstand Heavy and Unblockable hits. If Mole Man and Giganto Jr. take enough damage and Debuffs, they both go into a Frenzy, causing all hits to become Critical Hits, and all blocked Attacks to be countered at no cost.

Character Class: Skill

Basic Abilities: Shock Immunity, True Accuracy, Bleed, Monster Mass, Unstoppable

Base Stats and Abilities

*All stats based on 4-Star, Rank 5, Level 50, Signature Level 99

Health: 16420

Attack: 1171

Max PI:

- **Without Signature:** 3692
- **With Signature (99):** 4567

*All stats based on 5-Star, Rank 5, Level 65, Signature Level 200

Health: 32922

Attack: 2346

Max PI:

- **Without Signature:** 7435
- **With Signature (200):** 10490

Champion Attributes



- Survivability 3.5



- Damage 4.5



- Ease of Use 2



- Utility 4



- Defender Strength 3

[Learn more about Champion Attributes](#)

Strengths and Weaknesses

Strengths :

- **Debuff Purify**
 - Mole Man and Giganto Jr. are able to shrug off all Debuffs that are thrown at them. Champions that rely on Debuffs as their main source of damage will have to play carefully against Mole Man.
- **Unstoppable on Block**
 - Mole Man does not rely on the use of Parry or Stun Debuffs to get offensive. Any attack he blocks can be immediately turned on his opponent after going Unstoppable.
- **Guaranteed Critical Hits during Frenzy**
 - Critical Hits during Frenzy have a lot of added effects for Mole Man. Critical Hits inflict Bleed as well as deal extra Energy Damage on Shocked opponents. This adds a lot of extra threat when Mole Man and Giganto Jr. are Frenzied.
- **Blocking Heavy and Unblockable Attacks**
 - This champion is able to Block Heavy and Unblockable attacks with the help of the Stand Your Ground Mastery adding an extra layer of protection versus Unblockable champions.

Weaknesses :

- **Bleed Immune**
 - Mole Man's main source of damage other than hits are Bleed Debuffs. Any champions that are immune or resistant to Bleeds will give him a significant disadvantage.
- **Purify Punishment**
 - Mole Man relies on Purifying Debuffs to power his other abilities. Champions such as Sunspot and Havok are able to take advantage of this ability by dealing extra damage whenever Mole Man Purifies a Debuff.
- **Stagger**
 - Champions who have a reliable Stagger ability are able to nullify Mole Man's Unstoppable Buffs, keeping his Monster Mass to a manageable level.

Abilities

Passive

- Shock Immunity: Giganto Jr's tough monster hide does not conduct electricity granting immunity to Shock effects.
- While Frenzy is not active and Mole Man is below 10 Monster Mass, Mole Man's heightened senses allow him to predict his opponent's movements granting him True Accuracy, ignoring all Evade and Auto-Block effects.

Critical Hits

- 100% chance to inflict a Bleed Debuff dealing 1173 damage over 6 seconds.
- Deal 938.4 as a burst of Energy Damage if the opponent is suffering from a Shock Debuff.

Monster Mass – Passive

- 100% chance to gain a Monster Mass when inflicted with a Debuff. This has -70% chance when fighting Mutant Champions. Max 20 Stacks. Debuffs are Purified 1 second(s) after. At 5 Monster Mass or above, this time is decreased to 0.5 second(s).
- Each Monster Mass grants +370.59 Physical Resistance.
- Blocking Basic Attacks grants an Unstoppable Buff for 0.85 seconds, allowing for an immediate counter-attack. Well-Timed Blocks do not trigger this Unstoppable Buff. This ability removes 1 Monster Mass.
- Gain a 75% chance to Resist a Block Break while at least 1 Monster Mass is active. Adding points into the Stand Your Ground Mastery also increases this chance. If the chance to Resist a Block Break is raised to 100%, this ability also Resists Unblockable hits. Resisting an Unblockable or a Block Break removes all Monster Mass.
- Gain a Monster Mass if a Debuff fails to apply due to an Immunity.

When fighting Mole Man, players should be wary of using the Parry Mastery after he has accumulated 5 Monster Mass. Attacking while Mole Man is stunned in this state is most likely to go badly.

Dev Notes

Frenzy

- When above 5 Monster Mass, activating an Unstoppable effect activates Frenzy, allowing all hits to be guaranteed Critical Hits. Frenzy also activates when reaching Max Monster Mass.
- During Frenzy Monster Mass cannot be removed but each Mass expires after 2 second(s) and Debuffs can no longer be Purified.
- After Monster Mass falls to zero, Mole Man cannot be Frenzied for 15 seconds.

Because Monster Mass cannot be removed while Frenzied, Mole Man is able to activate his Unstoppable ability when blocking Heavy Attacks. Players have enough time to retaliate with their own Heavy Attack once they go Unstoppable.

Dev Notes

Heavy Hit

- Gain 4 Monster Mass.

- If Frenzied: This attack has up to +1759.5 Attack Rating based on missing Health.

Special 1: Monster Prod Strike – Mole Man ‘assists’ Giganto Jr. for a shockingly powerful strike.

- Gain 2 Monster Mass.
- Inflicts a Shock Debuff dealing 1642.2 damage over 14 seconds.

Gaining Monster Mass while Frenzied is possible using Heavy Attacks, Special 1, and Special 3. This will force Mole Man to be in Frenzy for longer.

Dev Notes

Special 2: Holey Moley Bojutsu – Mole Man goes high in a flurry of bo staff strikes and Giganto Jr. goes low for a surprise subterranean blow.

- Each hit has +525 Critical Damage Rating.
- This attack gains up to +2346 Attack Rating based on missing Health.
- If Frenzied: This attack pauses Unstoppable Buffs and is Unblockable.

While Frenzied, each hit of this Special Attack will be a Critical Hit. Use this in tandem with Frenzy to deal even more bonus damage. This damage is heightened even more when Mole Man is at max Signature.

Dev Notes

Special 3: Subterranean Frenzy – With monster Adrenaline flowing through Giganto Jr. ‘s veins, Giganto Jr. shows his opponents the full ferocity of Monster Isle.

- Gain 10 Monster Mass and become Frenzied if not on Cooldown.

Signature Ability – Giganto Jr.’s Revenge

Passive

- Gain up to 2566.66 Critical Damage Rating based on missing Health.
- Gain up to 2346.01 Attack Rating while Unstoppable based on missing Health.

Synergy Bonuses

Good Vibrations – Unique Synergy

Mole Man

- While Unstoppable Basic Attacks have +50% Critical Hit Chance.

Daredevil (Classic), Daredevil

- +800 Critical Damage Rating when striking Stunned opponents.

Monster Mash – Unique Synergy

Mole Man

- Increases the duration of Monster Mass while Frenzied by 10%.

Abomination

- When inflicted with a Debuff, gain a Fury Buff increasing Attack by 50% for 12 seconds.

Man-Thing

- Heavy Attacks are guaranteed Critical Hits while Man-Thing is Unstoppable.

Fantastic Fiends – Unique Synergy

Mole Man

- While Frenzied, Mole Man’s attacks lower Defensive Ability Accuracy by 50% fighting against the #Fantastic Four.

Doctor Doom , Diablo , Annihilus , Terrax

- 20% chance to Purify a Debuff.

Enemies

[Human Torch , Invisible Woman , Thing , Mister Fantastic](#)

- All Champions have +155 Critical Rating.

Recommended Masteries:

Stand Your Ground

- Mole Man makes use of Stand Your Ground by granting him the ability to block Unblockable attacks as well as Heavy Attacks. This allows him extra protection versus champions with frequent Unblockable attacks.

Liquid Courage / Double Edge

- Due to Mole Man's ability to Purify Debuffs, Liquid Courage and Double Edge's detrimental effects are turned into Monster Mass, providing Mole Man with a significant advantage and a major damage boost at the start of any fight.

Cruelty / Courage

- Mole Man benefits greatly from additional Attack and Critical Damage Rating. Courage will add more Attack Rating on top of the bonus Attack Rating Mole Man receives when low on Health.



Author: [MCoC Champion Designers](#)

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Moon Knight

Avatar? Executioner? Mercenary Marc Spector died in Egypt, under the statue of the ancient deity Khonshu. He returned to life in the shadow of the moon god, and wears his mantle to fight crime for his own redemption. Is he crazy? How would you feel after being resurrected? Listen, sometimes you have to go with the voices in your head.

Champion Attributes

- Survivability 2



- Damage 1



- Ease of Use 5



- Utility 1



- Defender Strength 1



[Learn more about Champion Attributes](#)

Moon Knight's Mechanics

It's not just a phase, Marc! Well, actually, it is. Moon Knight's abilities change based on the phase of the moon (and the tide when duped)! Using him will be a bit more complicated for some players, since you may need to look out your window! Moon Knight can Stun, Bleed the opponent, and gain Fury and Precision, but these all rely on having the right phase of the moon at the time you play him!

Character Class: Skill

Basic Abilities: Bleed, Stun, Fury, Precision

Strengths and Weaknesses

Strengths :

- **Bleed**
 - Moon Knight always has access to his Bleed, regardless of the Phase of the Moon
- **Stun**
 - Under a Full Moon, Moon Knight has a chance to Stun on all Critical Hits. If he Crits often enough, and with enough luck, you can chain together Stuns for a long time!

Weaknesses :

- **Relies on the Moon**
 - While it is unique, a Champion that has different abilities based on the time of day, or just the time in the moon cycle, is a bit of a pain. AQ doesn't last a full Moon cycle, so you can't exactly pick when to join to make the most out of your Moon Knight
- **Bleed Immunity**
 - Moon Knight's Bleed stacking can be a large part of his damage, so he'll struggle against Bleed Immune fights

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Always Active

- Withheld from Death herself by the Egyptian Moon-god Khonshu, Marc Spector's power ebbs and flows based on the phase of the Moon.

All Attacks

- As the Moon waxes, boost Critical Rating by 1034.33 for 3 seconds with up to a 8% chance. The chance increases nearer the Full Moon.
- As the Moon wanes, gain 1035.45 Fury for 5 seconds and with up to a 10% chance. This chance increases nearer to the New Moon.

Full Moon and New Moon are opposites, so you'll always have one of these benefits active as the moon Wanes (decreases to a new Moon) or Waxes (increasing to a new Moon). The closer to Full or New the higher chance of a Precision or Fury buff.

Expert Player Notes

Critical Hits

- Under the light of the Full Moon, Critical Hits have a 15% chance to Stun for 3 seconds.
- Critical Hits lacerate opponents with a 70% chance, inflicting 1265.55 Bleed damage over 3 seconds.

Moon Knight always has access to his Bleed, regardless of the moon. These Bleeds can stack as well!

Expert Player Notes

When Attacked

- In the darkness of a New Moon, Evade attacks with a 5% chance.

Watch out for this when fighting against Moon Knight! New Moons aren't very often but it can certainly make him a trickier defender.

Expert Player Notes

Special Attack 1

- This attack receives 525 additional Critical Rating.

Special Attack 2

- Any Bleed effects triggered by this attack have 50% increased duration.

Signature Ability – Synodic Tide

Always Active

- Either Combat Power Rate is enhanced by up to 33.02%, or enemies suffer 33.02% reduced Combat Power Rate. This cycles every 6 hours.

Moon Knight gains increased Combat Power Rate during high tide, and reduces the opponent's Combat Power Rate during low tide. Combat power rate is the rate of power gain from taking and landing hits.

Expert Player Notes

Synergy Bonuses:

- Enemies with Iron Patriot**
 - All Champions gain +155 Critical Rating
- Friends with Spider-Man (Classic)**
 - All Champions gain +130 Armor Rating
- Rivals with Deadpool, Deadpool (X-Force)**
 - All Champions gain +115 Critical Damage Rating
- Teammates with Daredevil (Classic)**
 - All Champions gain +5% Perfect Block Chance

Recommended Masteries:

- Deep Wounds**
 - Moon Knight's Bleeds have a pretty short duration, maximizing Deep Wounds can almost double the duration, meaning almost double the damage!
- Precision**
 - By increasing Moon Knights crit rate you make his Stun and Bleeds happen more often
- Extended Fury**

- o Just like his Bleeds Moon Knight's fury is short. Use Extended Fury to keep the attack boost for longer

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [Doc](#)



Author: [MCOC Champion Designers](#)

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Moondragon

After the tragic death of her father at the hands of the Mad Titan, Thanos, Heather Douglas was adopted by the Eternals on Saturn's moon Titan, where she honed her latent physical, spiritual, and telepathic abilities. When she encountered the cosmic entity known as the Dragon of the Moon, Heather adopted the name Moondragon after she seemingly bested the creature. Over time she grew arrogant with her newfound powers, and came under the sway of the Dragon of the Moon, who had actually survived and taken refuge inside of her mind, seeking to slowly corrupt Heather throughout her mission to defeat Thanos. Having to contend with the influence of the outer entity known as the Dragon of the Moon, Moondragon joins The Contest as one of the most powerful Telepaths in the Battlerealm.

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- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6851	440	1828
4-Star ★★★★	17180	1103	4595
5-Star ★★★★★	34447	2211	10680
6-Star ★★★★★★	50793	3260	15710
(Rank 4, Level 55)			

Champion Attributes



- Survivability 3



- Damage 4.5



- Ease of Use 2



- Utility 3



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

Moondragon's Mechanics

Moondragon is a high Energy Burst damage Skill champion, whose telepathic powers can be felt inside and outside of the fight. As an Attacking champion, Moondragon currently boasts the highest levels of Energy Burst damage in the Skill class. By intercepting opponents, striking their block, and punishing their whiffed attacks, Moondragon builds her Psionic Charge resource.

When enough Psionic Charges are gained, Moondragon enters Psionic Transcendence. In Psionic Transcendence, Moondragon Purifies all the Debuffs on her and begins shredding her Opponent's Energy Resistances. In this state, Moondragon's Energy Damage output is

amplified, and by staying aggressive in the fight she can stay in Psionic Transcendence nearly indefinitely.

Character Class: Skill

Basic Abilities: Reversed Controls Immunity, Mind Blasts, Psionic Transcendence, Purify, Energy Vulnerability, Miss, Critical Incinerate, Pre-Fight Ability

Strengths and Weaknesses

Strengths

- **Burst Energy Damage**
 - The unique thing about Moondragon as a Skill class attacker is her ability to leverage her Critical Damage Rating to deal large bursts of Energy Damage. In addition, a core part of her kit is the ability to shred her opponent's Energy Resistance during her Psionic Transcendence state. The combination of these factors allows Moondragon to produce serious amounts of damage in both short and long fights.
- **Damage over Time Resistances**
 - Moondragon boasts the ability to control her own body's nervous system, and pain tolerances, allowing her to resist many forms of unavoidable damage. Against Bleeds, Poisons, Power Stings, and Degeneration Moondragon is able to withstand and ignore a large portion of that incoming damage. This allows Moondragon to ignore these pesky threats and focus on the Opponent in front of her.
- **Critical Incinerates**
 - Calling upon the power of the Dragon of the Moon, Moondragon can turn its Incinerates into Passive Critical Incinerates when in Psionic Transcendence. This allows her a steady yet powerful source of damage in long fights.

Weaknesses

- **Lack of Immunities**
 - The only immunity Moondragon has is her Reversed Controls Immunity due to her expertly trained psionic powers. This does not afford her a lot of protection from many Energy based Debuffs such as Incinerates and Shocks.
- **Energy Damage Dependence**
 - Moondragon deals most of her damage through Bursts of Energy. Opponents that can mitigate that energy damage with high levels of Energy Resistance will have an easy time dealing with Moondragon.
- **Risky Playstyle**
 - In order to get the most out of Moondragon, players need to take risks in combat, making it more likely to make a mistake and take hits. Against Questing champions with large health pools and Attack Rating, mistakes can be quite costly for Moondragon.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Always Active

- Moondragon's telepathic power grants her Immunity to Reversed Controls.
- Reduce the potency of incoming Bleed, Power Sting, Degeneration, and Poison effects from Champions and Quest Buffs by 30%.

Moondragon has the ability to counteract Reverse Controls which gives her a unique edge versus other psychic champions, and as well as Quest Buffs like Special Chaos Inversion.

Dev Notes

Mind Blasts

- Mind Blasts are triggered when Interrupting Heavy Attacks or hitting the Opponent's Block with Moondragon's first Medium or Light Attack. Mind Blasts do not trigger on Well-Timed Blocks.
- Starting a Combo by Intercepting Dash Attacks or Interrupting Medium and Light Attacks triggers Mind Blasts for the entire 5-hit Combo.
- Mind Blasts deal a burst of **442.2** Energy Damage and grant 1% of Max Power.

Playing aggressively and ending your combos early with a back dash can set up Intercept opportunities so Moondragon maximizes her Mind Blasts. Players can also Dash into their Opponents Block to trigger Mind Blasts as well. Doing so should keep Moondragon close to her Opponent, where she can apply the most damage.

Dev Notes

Psionic Charges – Max Stacks – 40

- Gain 1 Psionic Charge when triggering a Mind Blast.
- While suffering from Bleed, Power Sting, Degeneration, or Poison effects from Champions and Quest Buffs, gain a Psionic Charge every 0.75 seconds.
- Psionic Charges grant **+78.42** Critical Damage Rating.

On her own, Moondragon is only able to gain Psionic Charges when she actively attacks her Opponents using Mind Blasts. Be sure to seek out the Champions that can apply Bleeds, Poisons, Power Stings, or Degeneration effects as Moondragon can resist the incoming damage while also ramping up to Psionic Transcendence faster than normal.

Dev Notes

Psionic Transcendence

- Upon reaching 20 Psionic Charges, Moondragon Purifies all Debuffs and enters Psionic Transcendence for 15 seconds.
- Gain 1 Psionic Charge for each Debuff Purified.
- Upon entering Psionic Transcendence, inflict 5 indefinite Energy Vulnerability Debuffs reducing Energy Resistance by **370.59**. Max Stacks: 25
- Inflict an additional Energy Vulnerability Debuff when gaining new Psionic Charges.
- Reduce the potency of incoming Bleed, Power Sting, Degeneration, and Poison effects from Champions and Quest Buffs by an additional flat 50%.
- Moondragon's hits cannot be Evaded.
- Psionic Transcendence is paused during the Opponent's Special Attacks and for 2 seconds when a Psionic Charge is gained.
- All stacks of Energy Vulnerability and Psionic Charges are removed when Psionic Transcendence ends.

After achieving Psionic Transcendence, Moondragon can prolong her powered up state by staying aggressive, triggering Mind Blasts, and baiting Special Attacks. Moondragon is at her most powerful in this state.

Dev Notes

Special 1 – Psionic Flow State

- After the final hit, gain 3 Psionic Charges and begin channeling to gain up to 6 more. Moondragon stops channeling if she performs an action or is struck.
- After the final hit, incoming Basic Attacks Passively Miss for 3.1 seconds.

This Special Attack looks harmless on the surface, but hides a lot of hidden utility. Try to combine this attack with Heavy Attacks for the most mileage.

Dev Notes

Special 2 – Advancing Psionic Barrage

- All hits deal **884.4** Energy Damage, multiplied by Moondragon's Critical Damage Multiplier.
- Psionic Transcendence is paused during this attack.

This Special Attack is the key to Moondragon's burst damage. The best time to use this is when at or above 30 stacks of Psionic Charges. Bonus damage can be inflicted when the opponent is covered in Energy Vulnerability Debuffs as well. This attack is also a full-screen beam that can be used from far away once Moondragon's Signature Ability is awakened.

Dev Notes

Special 3 – Dragon of the Moon's Flame

- Inflict an Incinerate Debuff, dealing **5085.3** Energy damage over 25 seconds. Incinerate also removes Perfect Block Chance and decreases Block Proficiency by 50% while active.
- If **Psionic Transcendence** is active, this attack inflicts a Critical Incinerate Passive, multiplying its Energy Damage by Moondragon's Critical Damage Multiplier.
- Psionic Transcendence is paused while this Incinerate is active.

In longer fights, this attack shines, as it will allow Moondragon to deal Incinerate damage consistently while also pausing Psionic Transcendence. This attack is also best used when Psionic Charges and Energy Vulnerability Debuffs are ramped up to their maximum.

Dev Notes

Presence of the Moondragon – Pre-Fight Ability

- Moondragon starts each quest with 1 Persistent Charge, which can be spent in the Pre-Fight screen to activate the **Presence of the Moondragon** ability.
- Gain +1 Persistent Charge each time an Opponent is defeated by Moondragon. Max Stacks: 3
- **Presence of the Moondragon** : At the start of the fight, gain 3 Dragon of the Moon Passives granting Immunity to Reversed Controls. Remove 1 Passive when this Immunity is triggered.

Be sure to apply this Pre-Fight Ability in matches that don't favor Moondragon such as the telepaths and psychics of the Mutant Class like Emma Frost and Professor X.

Dev notes

Signature Ability – Disciple of the Shao-Lorn

While Psionic Transcendence is Active

- Heavy Attacks gain **3149.94** Critical Rating while under 1 Bar of Power.
- Heavy Attacks inflict an indefinite Energy Vulnerability Debuff. If punishing a Special Attack, trigger a Mind Blast instead.
- Special Attacks are Passively Unblockable.

Like the Special 3, this Signature Ability unlocks more power from Moondragon's Heavy and Special Attacks. When fully ramped up on Psionic Charges and Energy Vulnerability Debuffs, Moondragon's Heavy Attacks can chunk out an opponent's health bar.

Dev Notes

Synergy Bonuses

In the Name of the Moon – Unique Synergy

With [Moon Knight](#), Coming Soon, Coming Soon

- **Moondragon** : When Psionic Transcendence ends, gain 5 Psionic Charges.
- [Moon Knight](#) : While under 2 Bars of Power, Critical Hits grant 4% of Max Power.
- ???: Coming Soon...
- ???: Coming Soon...

Psycho-Mantis – Unique Synergy

With [Mantis](#)

- **Moondragon** : While Psionic Transcendence is not active, gain a +750 Energy Resistance Buff.
- [Mantis](#) : Start each fight with a dormant Physical Resistance Charge. When struck, the charge is removed and replaced with a +1400 Physical Resistance Buff for 6 seconds.

The Bald and the Beautiful

With Moondragon, [Gorr](#), [Luke Cage](#), [Kingpin](#), [Vision \(Aarkus\)](#)

- **Synergy Members** : While attacking, gain a +950 Energy Resistance Passive.

Open Palm Technique

With [Iron Fist](#), [Iron Fist \(Immortal\)](#)

- **Moondragon** : Hitting the Opponent's Block with Basic Attacks grants a non-stacking Fury Passive increasing Attack Rating by 20% for 4 seconds.
- [Iron Fist](#), [Iron Fist \(Immortal\)](#) : Critical Hits grant an indefinite Heavy Proficiency Passive increasing Attack Rating by +20% during Heavy Attacks. Max Stacks: 3. These Passives are removed after landing a Heavy Attack.

Recommended Masteries

Despair

- Moondragon is able to apply up to 25 Energy Vulnerability Debuffs on her opponent when activating Psionic Transcendence, each being great for applying the Despair Mastery.

Inequity

- Similar to Despair, Inequity will allow the Energy Vulnerability Debuffs on Moondragon to greatly decrease the Opponent's Attack Rating.

Willpower / Salve

- With Moondragon's ability to Purify all debuffs when activating Psionic Transcendence, having Willpower on hand will make up for any damage taken from Debuffs while Psionic Transcendence is active.



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Mordo

An advanced student of the mystic arts and fellow pupil of The Ancient One, Mordo saw the potential in the fledgling apprentice Stephen Strange and took him under his wing when the one-time neurosurgeon first sought healing. Like Strange, Mordo came to Kamar-Taj lost and broken. The Ancient One helped channel Mordo's anger and led him down the path to enlightenment. While Mordo sees a bit of himself in Strange, his reason for vetting him is much shrewder – in the fight against unknowable darkness, Kamar-Taj needs all the help it can muster.

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- [Mordo's Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats & Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6245	458	6245
4-Star ★★★★	15660	1148	4891
5-Star ★★★★★	31398	2301	10478
6-Star ★★★★★★	46298	3393	15420
(Rank 5, Level 65)			
7-Star ★★★★★★★	51912	3805	17260
(Rank 1, Level 25)			

Champion Attributes



- Survivability 3



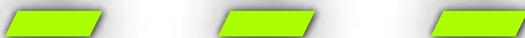
- Damage 3



- Ease of Use 3



- Utility 2



- Defender Strength 3

[Learn more about Champion Attributes](#)

Mordo's Mechanics

During a fight, Mordo wants to focus on charging as many Heavy Attacks as possible. In addition to granting him Fury Buffs, he will also gain Power as long as he is below one Bar of Power, which allows him to launch his Special Attacks more consistently for larger bursts of damage. Choosing which Special Attack to focus on will be based on the opponent and how many Buffs they have during the

fight. Opponents with many Buffs will be hurt most by a Special 2, while opponents with no Buffs will be better put away with consistent Special 3's.

Character Class: Mystic

Basic Abilities: Fury, Stun, Degeneration, Soul Barb

Strengths and Weaknesses

Strengths

- **Stun Becomes Counter**
 - Mordo will automatically break out of any Stun Debuff he's suffering from if he's attacked, while launching his own counter-attack in the process.
- **Ability Accuracy Reduction Immune**
 - Mordo is Immune to all Passive Ability Accuracy reductions, allowing him to launch his counter-attack from a Stunned state against almost any opponent.
- **Enemy Buffs Grant Strength**
 - Mordo gains an immediate Attack Rating increase if the opponent has a single Buff, and his Soul Barb will deal more and more Energy Damage as the opponent builds up Buff effects.

Weaknesses

- **No Buff Removal**
 - While Mordo gains strength from his opponent's Buff effects, he doesn't have many ways to remove troubling Buffs from his opponent.
- **Power Sting or Petrify**
 - Mordo has access to a fair amount of Power Gain during the fight, allowing him to launch many Special Attacks. Power Sting and Petrify Debuffs will punish both of these abilities quite heavily.
- **Heavy Attack Reliant**
 - In order to deal the most damage during a fight, Mordo needs to launch consistent Heavy Attacks. In some fights, doing so will be difficult or risky and Mordo will struggle to keep his DPS (Damage Per Second) high.

The following Stats and Abilities are based on a Rank 5, Level 65, 6-Star Champion

Abilities

Astral Form – Always Active

- Mordo is Immune to Passive Ability Accuracy reductions.
- While the opponent has at least 1 Buff, gain +785.4 Attack Rating.
- Every 8 seconds, Mordo gains a Power Gain Buff, granting 1 Bar of Power over 5 seconds. This Buff is removed if Mordo is struck. If fighting as a Defender, Mordo will behave less aggressively while this Buff is active.

The +20% Attack Rating while the opponent has a Buff is new to Mordo's kit. It originally existed as a unique synergy bonus effect from Symbiote Supreme.

Dev Notes

While Stunned

- Mordo will Evade any incoming Basic Attack and perform a counter-attack which has a 100% chance to inflict a Degeneration Debuff, causing 3141.6 direct damage over 2.5 seconds.
- Mordo cannot Evade or counter-attack while suffering from a Concussion or Fatigue Debuff.

Blocking

- If Mordo holds Block for more than 0.5 seconds, his Block will not be broken by Unblockable Special Attacks.

While Charging a Heavy Attack

- Continually gain Fury Buffs, each granting +785.4 Attack Rating for 17 seconds. Max: 15 Buffs. Exponentially gain more Buffs the longer the Heavy Attack is charged.
- If Mordo is below 1 Bar of Power, he will Passively gain 0.5 Bars of Power per second.

The max stacks of Fury have been increased from 10 to 15 in this update. Additionally, the duration of the Fury Buffs has been increased from 12 to 17 seconds.

Dev Notes

Special Attack 1 – Energy Blast

- 30% chance to inflict a 3 second Stun Debuff.
- 100% chance to inflict a Degeneration Debuff, causing 3141.6 Direct Damage over 2.5 seconds. If the opponent has at least 1 Buff, this effect can be triggered through a Block.

Special Attack 2 – Astral Strike

- 100% chance to inflict a Soul Barb Debuff lasting 14 seconds, dealing 471.24 Energy Damage per second for each Buff on the opponent. Soul Barb also reduces Regeneration Rate by 80%.

Soul Barb has received a slight buff, as it reduces Regeneration Rate by 80% instead of the old 70%.

Dev Notes

Special Attack 3 – Mirror Dimension

- 100% chance to gain 3 Fury Buffs, each granting +1963.5 Attack Rating for 17 seconds.
- Up to 50% chance based on lost Health to gain a Regeneration Buff in place of a Fury Buff, recovering 8036.4 Health over 6 seconds.

Two small boosts here. The duration of the Fury Buffs has been increased from 12 to 17 seconds. Additionally, the chance to gain a Regeneration Buff in place of a Fury has been increased from 40% to 50% based on lost health.

Dev Notes

Signature Ability – Mystical Barrier

- By conjuring a magical barrier, Mordo gains 20,308.19 Energy Resistance while he remains Blocking.
- If the opponent strikes Mordo's Block while they have a True-Type Buff, he has a 173.23% chance to Nullify that Buff and replace it with a Detonate Buff lasting 20 seconds. Detonate deals a burst of 2748.9 Energy Damage when it's Nullified or Expires.

The second part of his Signature Ability is brand new to Mordo. Anytime he blocks an opponent while they have a True-Type Buff (True Accuracy, True Strike, True Sense, Etc.) it's going to get Nullified and replaced with a Detonate Buff. Detonate will deal a burst of damage to the opponent, while also counting as a Buff to increase the strength of Mordo's Attack Rating and Soul Barb.

Dev Notes

Synergy Bonuses

Too Many Sorcerers – Unique Synergy (4-Star+)

With [Doctor Voodoo](#), [Sorcerer Supreme](#), Wong, Coming Soon

- **Mordo** : While fighting Mystic Champions, Mordo is Immune to Nullify and Fate Seal.
- **Synergy Champions** : +6% Attack Rating.

Enemies – (3-Star+)

With [Thor](#), [America Chavez](#)

- All Champions gain +155 Critical Rating.

Enemies – (3-Star+)

With [Falcon](#), [Abomination](#)

- All Champions gain +155 Critical Rating.

Nemesis – (2-Star+)

With [Dr. Strange](#), Rintrah

- All Champions gain +155 Critical Rating

Updated Incoming Synergy Bonuses

Annoyances! Assemble!

From [Goldpool](#)

- **Mordo (Old Effect):** +15% Fury Buff duration.
- **Mordo (New Effect):** +15% Soul Barb duration.

Since Mordo's Fury Buffs have received a boost to their base duration, we've updated this synergy to instead boost the Soul Barb so up Mordo's DPS in a different way.

Dev Notes

Mystic Arts

From [Sorcerer Supreme](#)

- **Mordo (Old Effect):** Fury Buffs last 4 seconds longer.
- **Mordo (New Effect):** Mystic opponents suffer -15% Buff Potency.

Mystic Masters

From [Symbiote Supreme](#)

- **Mordo (Old Effect):** Gain +15% of Base Attack as a Passive Attack bonus while the opponent is under a Buff effect.
- **Mordo (New Effect):** Mordo places a Detonate Buff on the opponent at the start of the fight which lasts 20 seconds and deals 50% of Mordo's Base Attack as a burst of Energy Damage when it's Nullified or Expires.

The old effect has been added into Mordo's base ability kit, so this synergy has been updated to fill a similar role (increasing Mordo's attack rating) but now also deals a burst of Energy Damage.

Dev Notes

Recommended Masteries

Block Proficiency / Perfect Block:

- Mordo has quite a few nifty tricks during his Block, but it's best to avoid taking too much chip damage as you block attacks from Champions utilizing True Strike or True Sense.

Extended / Enhanced Fury:

- A large chunk of Mordo's damage output is going to come from his Fury Buffs, so keeping them at a high potency and a longer duration is beneficial.

Recovery

- Mordo's Special 3 can actually recover a fair amount of health, so increasing its potency with Recovery will keep you in the fight longer or bring you back from the brink of defeat.



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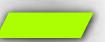
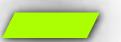
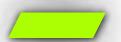
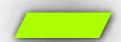
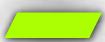
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Morningstar

Queen Haesen conquered and ruthlessly ruled over her kingdom of Languria with only a few mercenaries, and a demonic sword. But her people rebelled against the Queen's reign of fire and blood, and sealed her within a mystical iron maiden to suffer for all time. When Mephisto offered her a chance for vengeance, the Prince of Lies granted her new life in the tortured form of her walking iron tomb, and the weapon for which she is named: Morningstar.

Character Class: Mystic

Champion Attributes



- Survivability 5



- Damage 4



- Ease of Use 2



- Utility 2.5



- Defender Strength 2

[Learn more about Champion Attributes](#)

Base Stats and Abilities

*All stats based on 4 Star, Rank 5, Level 50, Signature Level 99

- **Health:** 15797
- **Attack:** 1148
- **Max PI:**
 - Without Signature: 3735
 - With Signature (99): 4790

Passive :

- A lack of blood provides full immunity to Bleeding.

Captured Souls – Passive :

- Over the course of a quest, Morningstar's weapon captures Souls and stored up to 5 of them, empowering both her and itself. Captured Souls travel with them from fight-to-fight.
- 1 Soul: When struck with a Physical Contact attack, Morningstar has a 50% chance to cause her opponent to Bleed for 574 damage over 5 seconds.
- 2 Souls: Special 1 Triggers Unstoppable for 2.5 Seconds
- 3 Souls: Special 2 becomes Unblockable
- 4 Souls: Gain 574 Energy Resist, and 50% Perfect Block Chance.
- 5 Souls: 20% chance on Hit to Life Steal 50% of the Damage done to the Opponent.

Heavy Attacks :

- 100% Chance to trigger a Power Gain granting 5% of Max Power per Captured Soul over 15 seconds. Max: 1 Stack

Special 1: Strength of Languria – Morningstar strikes with her weapon, as it glows with the power of the souls contained within.

- Each hit of this attack deal 315 Bonus Energy Damage per Captured Soul. This Damage increases with Critical Hits.

Special 2: Maiden's Furnace – Morningstar channels her pain, rage, and hatred into a beam of pure power.

- Each hit of this attack deals 861 Bonus Energy Damage per Buff active on the Opponent, when the attack is triggered.
- 100% Chance to Nullify all Buffs

Special 3: Soul Chains – Morningstar lets her weapon taste the soul of her enemy.

- Morningstar begins to pull her opponent's soul from their body, place a counter on herself.
- Damage to the opponent increases the counter, Damage to Morningstar reduces it.
- If the counter reaches 100, she captures the Soul. If it reaches 0, her opponent reclaims their soul.
- Morningstar can capture only 1 Soul per fight.

Signature Ability: Soul Link – Morningstar's weapon grants her a link to her Opponent's soul, allowing her to feed on its power, strengthening herself, while weakening them.

- If Morningstar has less than 1 Captured Soul at the start of a fight, she gains 1.
- Morningstar's Weapon grants her a link to her Opponent's Soul, allowing her to siphon away a portion of the power from any Fury, Power Gain, or Regeneration Buffs they trigger, reducing their potency by 50%, and granting her own Buff.
- Fury: +631 Attack for 15 Seconds.
- Regeneration: +1974 Health over 15 Seconds.
- Power Gain: +22.5% Power over 15 Seconds.

Synergy Bonuses:

Guillotine – Masters of the Sword – Unique Synergy

- Morningstar: If she has less than 2 Captured Souls, she gains 1.
- Guillotine: Soul charges take 10 seconds longer to expire

Mephisto – Soul Seeker – Unique Synergy

- Morningstar: Start the fight with 1 Bar of Power.
- Mephisto: +1 Soul at the beginning of each fight.

Angela / Magik – Warrior Queens – Unique Synergy

- Morningstar: Buffs last 20% Longer.
- Angela: Buffs last 20% Longer.
- Magik: +500 Critical Rating and +500 Critical Damage while Limbo is active.

Recommended Masteries

Critical Rating :

- A lot of Morningstar's consistent damage comes from building her Souls and then throwing lots of Special 1 Attacks. The Bonus Energy Damage that comes from her Special 1 increases when she lands a critical hit.

Glass Cannon:

- While Morningstar does need to stay alive to get to 5 Souls, once she does her Lifesteal, it will help keep her topped off to mitigate the Health Reduction and bonus damage is also bonus lifesteal!

Double Edge:

- A bit of a gimme here, but with her Bleed Immunity she gets all the upsides of Double Edge with none of the drawbacks!

Matchups

Strong Matchups:

Hyperion

- Once she has her Signature Ability unlocked, Morningstar becomes an excellent Hyperion counter. His consistent Power Gains have a reduced effectiveness against her, and she'll trigger her own Power Gain, and Fury to match his.

Wolverine

- What Morningstar's Signature Ability can do to Hyperion's Power Gain, it does just as well to Wolverine's Regeneration. Also, she's Bleed Immune to cut down on Wolverine's damage potential so she shouldn't have any trouble.

Mordo

- With sufficient Souls, Morningstar's Special 2 Attack becomes Unblockable, punching right through that block Mordo loves to hide behind. Her Signature Ability also gives her a Power Gain of her own. You get the picture.

Weak Matchups:

Quake

- Well right off the top, the Class Advantage gives a nice damage boost. Next stacking up Concussions on Morningstar will help Quake land hits without triggering the reflected Bleed. Quake also doesn't have any Buffs for Morningstar to leech off of, and has lots of Stuns which Morningstar just has to tank through like anyone else.

Cyclops (Blue Team)

- Cyclops is a solid answer to Morningstar. His additional power gain below Special 1 comes from a Passive ability, so it doesn't trigger Morningstar's Signature Ability, and that Special 1 is both a Projectile and Energy Damage, so it doesn't trigger the Bleed.

Ultron

- Morningstar can struggle against Ultron. He's Bleed Immune, but so is she, so they're both missing their Bleed abilities. Ultron, however, Regenerates a portion of the Energy Damage he takes, and most of Morningstar's big damage comes in Energy form, so she'll find she doesn't inflict as much Damage as she's used to.



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Ms. Marvel (Kamala Khan)

Self-proclaimed nerd and massive Captain Marvel fan Kamala Khan discovered something utterly amazing when the Terrigen mists fell upon her hometown of Jersey City. The cosmic mists reacted to her Inhuman DNA, triggering her superhuman transformation through the process that Inhumans call Terrigenesis. Kamala soon discovered she had amazing powers to stretch and alter her body, which she now uses to protect others, just like her hero, Carol Danvers.

Ms. Marvel (Kamala Khan)'s Mechanics

Ms. Marvel (Kamala Khan) is a hard-hitting Cosmic Champion. Build up as many Fury Buffs as you can and then pound your enemy into submission! Enemy Buffs got you down? Nullify them with your Special Attacks!

Character Class: Cosmic

Basic Abilities: Fury, Nullify

Champion Attributes

- Survivability 2



- Damage 2



- Ease of Use 2.5



- Utility 1.5



- Defender Strength 1

[Learn more about Champion Attributes](#)

Strengths and Weaknesses

Strengths :

- **Buffed Up**
 - Ms. Marvel can easily grant herself many Fury Buffs, making her an ideal choice for this node.
- **Caustic Temper**
 - Ms. Marvel is naturally Poison Immune and with access to Fury Buffs she is an excellent counter to this node.

Weaknesses :

- **Mystics**
 - Mystic Champions with access to Nullify or Stagger will eliminate most of Ms. Marvel's damage output
- **Buffet**
 - Ms. Marvel's Buffs will work against her on this node, providing lots of opportunities for the opponent to heal.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Always Active

- As the inexperienced Ms. Marvel gets to know her opponent's fighting style, she learns to alter her size and avoid incoming damage, increasing Block Proficiency by 134.04 for each Fury effect she has active.

- An enhanced immune system provides full immunity to the Poisons of the Battlrealm.

Special Attacks

- While Ms. Marvel has 3 or more stacks of Fury, her Special Attacks Nullify 2 stacks of her opponent's Buffs.

The ability to Nullify Buffs is usually limited to Mystic Champions. This Nullify will work on *any* type of Buff in the Battlrealm!

Expert Player Notes

Heavy Attacks

- While charging her Heavy Attack, Ms. Marvel continually gains stacks of Fury to a max of 3, each increasing her Attack by 511.77 for 10 seconds. These stacks are lost as she is struck during combat.

Master the spacing of Ms. Marvel's Heavy Attack and you can counter your opponent's attacks with a fully charged heavy of your own!

Expert Player Notes

Special 1

- This attack triggers up to 4 stacks of Fury, each increasing Attack by 389.92 for 9 seconds.

Charge your Heavy Attack and cancel into this Special Attack for quick access to Ms. Marvel's Nullify.

Expert Player Notes

Special 2

- 100% chance to gain a Fury Buff for 10 seconds, granting +926.06 Attack.

In most cases you want to stick to the Special 1, because there is no limit to the number of Fury Buffs that Ms. Marvel can have.

Expert Player Notes

Special 3

- This attack has a 90% chance to grant a permanent Fury effect, increasing Attack by 926.06.

Signature Ability – Morphogenetics

Always Active

- Ms. Marvel starts to figure out this whole Contest thing, increasing her Fury durations by 8 seconds and increasing the Potency of her Fury effects by 10%

Ms. Marvel's Signature Ability really helps her keep her damage up without needing to charge Heavy Attacks and throw lots of Special Attacks.

Expert Player Notes

Synergy Bonuses:

- **Idol with Captain Marvel (Classic)**
 - All Champions gain +4% Health & Attack
- **Idol with Ms. Marvel**
 - All Champions gain +4% Health & Attack
- **Teammates with Spider-Man (Miles Morales), Thor (Jane Foster)**
 - All Champions gain +5% Perfect Block Chance
- **Teammates with Vision**
 - All Champions gain +5% Perfect Block Chance

Recommended Masteries:

- **Liquid Courage**
 - Ms. Marvel's natural Immunity to Poison will protect her from the negative effects of this Mastery.
- **Stupefy**
 - Longer Stuns mean more time to charge up your Heavy Attack and generate more Fury Buffs.
- **Extended / Enhanced Fury**
 - Almost all of Ms. Marvel's damage relies on her Fury Buffs, so why not make those buffs stronger and last longer?



Author: [MCOC Champion Designers](#)

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Ms. Marvel

Former Air Force pilot, Kree-enhanced warrior, and manipulator of cosmic energy, Carol Danvers has seen her fair share of incarnations. And while she has now proudly earned the mantle of Captain Marvel, fans will also happily remember her time as the original Ms. Marvel!

Champion Attributes



- Survivability 1.5



- Damage 2



- Ease of Use 5



- Utility 1



- Defender Strength 1

[Learn more about Champion Attributes](#)

Ms. Marvel's Mechanics

Ms. Marvel is all about hitting fast and hitting hard with access to a potent Fury buff and even more damage with her Awakened Ability. Her Poison Immunity allows her to handle Defenders with Poison debuffs such as Abomination and Diablo.

Character Class: Cosmic

Basic Abilities: Fury, Poison Immunity

Strengths and Weaknesses

Strengths :

- **Fury**
 - Ms. Marvel has access to an easy way to increase her damage output in her Fury Buff
- **Poison Immunity**
 - Take on Poison fights without worry!

Weaknesses :

- **Nullify**
 - Ms. Marvel relies on her Fury Buff to increase her damage output. An opponent with access to Nullify will prevent Ms. Marvel from reaching her full damage.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Always Active

- Advanced Kree physiology provides full immunity to the Poisons of the Battlerealm

All Attacks

- 11% chance to gain a Fury Buff for 6.50 seconds, granting +1337.44 Attack.

Special Attack 1

- This attack deals True Damage, ignoring all of the opponent's Armor.

Signature Ability – Energy Absorption

Always Active

- Attack is increased by 3085.39 based on stored Power. In addition, blocking partially absorbs energy-based attacks, fueling Ms. Marvel's Power Meter.

Ms. Marvel's Signature Ability lets her hold on to her Power in exchange for higher Damage output!

Expert Player Notes

Synergy Bonuses:

- Friends with [Captain America](#)
 - All Champions gain +130 Armor Rating
- Teammates with [Hulk](#)
 - All Champions gain +5% Perfect Block Chance
- Teammates with [Iron Man](#), [Thor](#) ([Jane Foster](#))
 - All Champions gain +5% Perfect Block Chance
- Teammates with [Thor](#)
 - All Champions gain +5% Perfect Block Chance

Recommended Masteries:

- [Liquid Courage](#)
 - Take advantage of Ms. Marvel's Poison Immunity and spice up her Damage Output!

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [Jnik](#)



Author: [MCoC Champion Designers](#)

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Mysterio

Quentin Beck always dreamed of making it big in the film industry. However, even as one of the most accomplished special effects designers in the business he never received the spotlight he rightfully deserved.

Craving recognition, Beck took on the persona “Mysterio”, using his expertise in special effects and illusions to become a Super-Villain with the goal of taking down a costumed hero and thus proving his capabilities to the world.

Table of Contents

- [Base Stats and Abilities](#)
- [Mysterio's Mechanics](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6184	525	1907
4-Star ★★★★	15508	1317	4790
5-Star ★★★★★	31093	2640	10553
6-Star ★★★★★★	53055	4504	18000
(Rank 5, Level 65)			
7-Star ★★★★★★★	51408	4364	17390
(Rank 1, Level 25)			

Champion Attributes



- Survivability 3.5



- Damage 3



- Ease of Use 4



- Utility 2.5



- Defender Strength 4

[Learn more about Champion Attributes](#)

Mysterio's Mechanics

Mysterio can build up Chemical Gas then continue finishing his combos with a light attack to permanently Heal Block the Opponent, because Mysterio's Heal Block is a Passive effect it can be used on Debuff immune nodes or against champions who shrug Debuffs without losing any value.

Additionally, Mysterio has strong damage mitigation abilities allowing him to use his gasses to completely bypass incoming damage or even reflect it back onto the Opponent.

If played right, Mysterio can also output some very high poison damage making him quite powerful against Opponents who can be poisoned.

Character Class: Tech

Basic Abilities: Poison, Heal Block, Damage Reflection, Power Drain

Strengths and Weaknesses

Strengths

- **Passive Heal Block**
 - Mysterio's unique ability to "passively" Heal Block his Opponent gives him a strong advantage when fighting in a Debuff immune fight against a champion who is constantly regenerating such as Sabretooth or Mister Sinister.
- **Ability to tank damage**
 - Mysterio has various abilities that allow him to tank damage and sometimes even benefit from it. Reflection Gas, (granted from SP1) allows him to throw back all the hit damage he took making it a great option to eat the opponent's SP3 attacks providing the initial damage won't kill him.
 - Additionally, while Illusion Gas is active (granted from SP2) Mysterio can charge his Heavy attack to completely absorb incoming attacks providing the Opponent isn't able to bypass Miss.
- **Power Control**
 - Throwing a SP2 inflicts power drain lasting for the duration of the Illusion Gas granted from SP2. If Mysterio has max stacks of Chemical Gas when throwing SP2 he can get a very nice and long duration power drain. If played right, players can loop SP2 for the entire match to keep the Opponent's power suppressed for the majority of the fight.
- **Strong Poison Damage**
 - After throwing a SP3 if Mysterio can quickly build up to 3 stacks of Chemical Gas and land a heavy attack he can deal some significant poison damage to his opponent. Play this right and Mysterio can get off 2 or more maximum potency poisons during his Frenzy state.

If Mysterio wants to build gas quickly he can run medium-medium combos to quickly build to maximum stacks. While at max stacks Mysterio can finish his combo with a Light attack to keep the Opponent Heal Blocked for the entire fight. Overall, Mysterio's strongest utility is damage mitigation, Heal Block and Power Control.

Dev Notes

Weaknesses

- **Armor Breaks and Spider-verse heroes**
 - Armor break effects and/or getting knocked down by a Spider-verse hero will temporarily crack Mysterio's Helmet making him vulnerable and blocking him from gaining additional Chemical Gas.
- **Stuns or DOT effects on attacks**
 - Using his Reflection Gas Mysterio has the ability to reflect hit damage back onto his opponent, however he can ONLY reflect hit damage, so any damage from a DOT effect will not be reflected making these effects especially dangerous when reflecting damage.
- **Bypass Miss**
 - Mysterio's Illusion Gas is great for mitigating incoming attacks, however if the Opponent has the ability to bypass Miss they will be able to strike him even while he's charging a heavy attack, this completely shuts down this ability.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Passive

- Mysterio's Ability Accuracy cannot be decreased and he's immune to all Poison effects, however if knocked down by a Spider-verse Hero or inflicted with Armor Break Debuff, his helmet is cracked for **10** seconds, temporarily disabling these benefits.

Chemical Gas – Passive

- Mysterio's second Medium attack generates **1** Chemical Gas, stacking up to **3** total. Gas can't be generated while his helmet is cracked.
- Landing a Heavy Attack with **1** or more Chemical Gas consumes them and inflicts the Opponent with a single Poison Debuff, dealing **7206.4** Direct Damage per Chemical Gas consumed over **8** seconds and reducing health recovery by **30%**.
- While inflicted by Mysterio's Poison, Spider-Verse Heros can't Evade.

On Fourth Light Attack

- 100% chance to inflict a Heal Block Passive, preventing the Opponent from healing for 1 second(s). This duration increases by +2 seconds for each Chemical Gas Mysterio has in his arsenal.

Special 1 – Out Of Nowhere

- Mysterio fires a beam at his Opponent before dipping into his smoke, emerging in their face and delivering a powerful uppercut.
- Mysterio gains a Reflection Gas Passive lasting 4 seconds and all his Chemical Gas is consumed, each adding 1 second to its duration.
- If struck while Reflection Gas is active the incoming damage is stored. Upon expiry 70% of the taken damage is reflected onto the Opponent and Mysterio immediately Regenerates 100% of the damage he took.

Special 2 – Invisible Killer

- Mysterio puts his knowledge of special effects to the test, projecting a series of illusions at the opponent and disguising his whereabouts.
- Mysterio gains an Illusion Gas Passive lasting 4 seconds and all his Chemical Gas is consumed, each adding 1 second to its duration.
- While active, the Opponent is inflicted with a Power Drain Debuff losing 6% of their max Power per second.
- While active, all incoming attacks have a 25% chance to Miss, increasing to 100% while charging a Heavy Attack.

Special 3 – Right Behind You

- Mysterio uses his smoke cloud to fly around the opponent firing deadly beams as he goes, finally appearing behind them for a final blast.
- Mysterio gains a Frenzy Gas Passive lasting 10 seconds and all his Chemical Gas is consumed, each adding 4 seconds to its duration.
- While Frenzy Gas is active Mysterio gains 11710.4 Attack Rating and the potency of his Poisons are increased by 300% .

Each of Mysterio's abilities focuses on a specific bit of Utility, his SP1 is great for damage mitigation, SP2 is great for power control and SP3 is great for damage.Balancing these different abilities based on who Mysterio is facing allows him to be valuable in many fights.

Dev Notes

Signature Ability – Lethal Gas

- Mysterio generates 1 Chemical Gas every 6.01 seconds.

Mysterio's Ability to generate Chemical Gas over time is extremely useful to help upkeep maximum potency for all his abilities, additionally if timed correctly this ability allows Mysterio to generate gas just after consuming his current gas with a special, helping him stay constantly topped up. This ability is also extremely useful for Mysterio on defense since it allows him to boost the duration of all his effects without having to complete a combo.

Dev Notes

Synergy Bonuses

Mine Can Hover

With [Night Thrasher](#) (2* and higher)

When dashing forward Mysterio has 70% chance to inflict the Opponent with Falter for the duration of the dash. Opponents suffering Falter have a 100% chance to Miss their attacks.

Solo Synergy: Only affects Mysterio and does not stack.

Encroaching Insanity

With [Daredevil \(Classic\)](#) , [Daredevil \(Hell's Kitchen\)](#) (3* and higher)

Poison durations are increased by 2 seconds.

Solo Synergy: Only affects Mysterio and does not stack.

Enhanced Illusionist

With [Spider-Man \(Stealth Suit\)](#) (4* and higher)

Reflection, Illusion and Frenzy Gas last for an additional 2 seconds.

Solo Synergy: Only affects Mysterio and does not stack.

Mental Immunity

With [Emma Frost](#) (4* and higher)

Grants immunity to reverse controls.

Unique Synergy: Only affects Mysterio & Emma and does not stack.

Nemesis

With [Spider-Gwen](#), Spider-Man ([Classic](#), [Symbiote](#), [Miles Morales](#), [Stark Enhanced](#), and [Stealth Suit](#) — Level 1 available to 2, Level 2 for 3, Level 3 for 4, Level 99 for 5-6)

All Champions gain +8% Attack

Mysterio's Nemesis synergy will appear at different levels depending on his rarity:

- 2 star Champions will get level 1, providing 4% Attack
- 3 star Champions will get level 2, providing 5% Attack
- 4 star Champions will get level 3, providing 6% Attack
- 5 star Champions or above will get level 99, providing 8% Attack

Dev Notes

Recommended Masteries

Liquid Courage

Mysterio is immune to Poison effects, making him immune to the negative effects of Liquid Courage.

Recovery

When Mysterio heals back the damage he took while reflection gas was active, the Recovery Mastery can boost this amount and allow him to actually heal rather than simply gain back what he lost.

Collar Tech

The power reduction inflicted on the Opponent while attacking combined with Mysterio's powerful Power Drain on his SP2 allows him to keep the Opponent's power levels at a constantly pitiful level giving him a massive advantage in the fight.



Author: [MCOC Champion Designers](#)

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Namor – Mutant King of Atlantis

To both heroes and villains alike, Namor has been a mighty ally and a formidable foe.

The short-tempered Mutant King of Atlantis will stop at nothing to crush anyone and anything that threatens his Kingdom and its people. No matter who you are or what your intentions may have been.

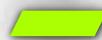
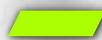
Namor's Mechanics

Namor is a highly offensive attacker. He passively generates stacks of Outrage over time and whenever he fails to apply a debuff to his Opponent. Once his Outrage reaches a certain threshold he can activate Imperius Rex, granting him an instant burst of Power and allowing him to activate multiple special attacks back to back.

Champion Attributes



- Survivability 4.5



- Damage 4.5



- Ease of Use 5



- Utility 3.5



[Learn more about Champion Attributes](#)

Base Stats and Abilities

*All stats based on 4-Star, Rank 5, Level 50, Signature Level 99

Health: 15082

Attack: 1159

Max PI:

- Without Signature: 3901
- With Signature (99): 4784

*All stats based on 5-Star, Rank 5, Level 65, Signature Level 200

Health: 30204

Attack: 2324

Max PI:

- Without Signature: 7858
- With Signature (200): 10670

Character Class: Mutant

Base Abilities: Imperious Rex, Outrage, Fury, Stun, Regeneration

Strengths and Weaknesses

Namor's Strengths:

- Namor excels against Bleed and Stun Immunity Champions or paths. All of his damage comes from entering a maintaining IMPERIUS REX for as long as possible.
- At max SIG, not only does Namor take no damage from thorns attacks, but he actually dishes it back out to his Opponent. All star defenders such as Korg will be short work for Namor.

Namor's Weaknesses:

- Namor doesn't generate any Outrage when failing to bleed Robot Champions, making it very difficult for him to properly build up his Stacks of Outrage and enter IMPERIUS REX. He can use his Special 2's Stun Debuffs and his natural generation of Outrage to get there eventually, but the process will take much more time.
- Namor needs to watch out for any Power draining effects while IMPERIUS REX is active. IMPERIUS REX will see to it that Namor generates tons of Power instantly but while it's active, if his Power runs out he needs to start from scratch.



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Nebula

Cybernetically enhanced at birth and trained to win at all costs, Nebula is one of the Mad Titan Thanos' two adopted daughters and harbors a hatred of her sister, Gamora after a personal bout left her broken and reeling. Now she has been brought back from the brink of death and seeks vengeance against Gamora, but her journey to exact justice on her sister may reveal more about herself than she expected...

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- [Base Stats and Abilities](#)
- [Nebula's Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5821	485	1848
4-Star ★★★★	14596	1216	4631
5-Star ★★★★★	29264	2437	10470
6-Star ★★★★★★	37708	3140	13469
(Rank 3, Level 45)			

Champion Attributes



- Survivability 2.5



- Damage 4.5



- Ease of Use 2



- Utility 2.5



- Defender Strength 1

[Learn more about Champion Attributes](#)

Nebula's Mechanics

Nebula's primary focus revolves around her utilizing her electrically enhanced weapons to inflict Shock Debuffs and control her opponent's ability to fight back. Amp Charges, Heavy Attacks and Special Attacks give her various ways to apply consistent Shock Debuffs and deal large amounts of Energy Damage. Special Attack 1 causes her to apply Power Lock and Power Drain Debuffs on her opponent allowing her to attack freely without worry of the opponent unleashing their own counter Special Attacks. Additionally, Amp Charges lower Robot opponent's Ability Accuracy, disabling any defensive abilities they may have in their arsenal. To wrap it all up Nebula has Immunities to several Debuffs and her Self-Repair Regeneration effects make her a difficult target to take down.

Character Class: Tech

Basic Abilities: Self Repair, Shock, Power Lock

Strengths and Weaknesses

Strengths

- Robot Counter
 - Stacking up Amp Charges allows Nebula to negate any defensive abilities Robot characters have available
- High Energy Damage
 - Nebula has various ways to stack up Shock Debuffs and deal considerable Energy Damage

Weaknesses

- **Shock Immunity**
 - Characters with Shock Immunity will be completely immune to the bulk of Nebula's damage
- **Energy Resistance**
 - Characters with Energy Resistance can mitigate the damage of Nebula's Shock Debuffs

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Always Active

- Advanced Robotics provides full Immunity to Bleed, Poison and Shock effects.

Self-Repair

- Nebula begins each fight with 3 indefinite Self-Repair Charges. When she runs out, she will gain another after 10 seconds.
- Each time the opponent deals more than 110% of their Attack Rating in a single hit, Nebula will spend 1 charge to gain a Self-Repair Buff, recovering the damage dealt over 5 seconds. If Stunned while Self-Repair is active, it is lost.
- Self-Repair and its Charges are Immune to Ability Accuracy reductions.

Shock Debuffs

- Unless otherwise stated, Nebula's Shock Debuffs inflict 1096.65 Energy Damage over 6 seconds.

Amp Charges

- While holding Block, Nebula builds up 1 Amp Charge every 0.65 seconds. Each time an Immunity prevents a Shock effect on Nebula, gain 5 Amp Charges. Max Stacks: 20.
- Each Amp Charge reduces the opponent's Ability Accuracy by 20% if they are a #Robot.
- Perform a Well-Timed Block: Convert all Amp Charges into Shock Debuffs on the opponent.

Heavy Attack

- 100% chance to inflict a Shock Debuff.

I try to Heavy Counter the opponent whenever I can to make sure her Signature Ability is on at all times and to juice out some extra damage while building my charges.

Dev Notes

Special Attack 1 – Electric Encore

- 100% chance to inflict a Power Lock Debuff lasting 1 second per Shock Debuff on the opponent.
- 100% chance to inflict Power Drain, depleting 12% of a bar of Power per Shock Debuff on the opponent.

Special Attack 2 – Shock and Awe

- Nebula removes all personal Shock effects on the opponent. For each Shock removed this way, she inflicts 2 Shock Debuffs each dealing 1949.6 Energy Damage over 3 seconds.

Nebula's tried and true **huge** damage Special 2 is still here, try to sneak in a few Heavy Attacks before you Parry to get some extra Shocks on conversion.

Dev Notes

Special Attack 3 – Galaxy-Class Killer

- Nebula gains a Weapon Overcharge Passive lasting 25 seconds.
- While Active, Nebula has a 65% chance to gain an Amp Charge when making Contact with the Opponent.
- While active, any contact with the opponent has a 75% chance to inflict a Shock Debuff.

Her new ability to gain Amp charges while in the Weapon Overcharge is a great tool for racing up to that 20 charge Special 2s in those fights where blocking is a bit too scary.

Dev Notes

Signature Ability – Firmware Refactoring

Shock Debuffs

- While the opponent is suffering from at least 1 Shock Debuff, Nebula's attacks gain +25% Combat Power Rate.

Extra power means more Special Attacks! Race to that Special 2 or Special 3 even faster!

Dev Notes

Synergy Bonuses

Self-Repairing Sufficiency

With [Nimrod](#), [Ultron](#), [Hulkbuster](#), [Guillotine 2099](#)

- **Nebula:** Start the fight with 1 additional Self-Repair Charge. Self-Repair Recharges 25% faster when Charges run out.

Shock Recursion

With [Storm \(Classic\)](#), [Guardian](#), [Electro](#), [Black Widow \(Deadly Origin\)](#)

- **Nebula:** Gaining an Amp Charge Pauses all Shock Debuffs on the opponent for 0.2 seconds.

Rivals

With [Gamora](#)

- **All Champions:** +90 Critical Damage Rating.

Nemesis

With [Star-Lord](#), [Rocket Raccoon](#), [Groot](#), [Drax](#)

- **All Champions:** +6% Attack.

Family

With [Thanos](#), [Gamora](#)

- **All Champions:** +6% Health.

Recommended Masteries

Inequity

- Reduces the opponents Attack Rating per Debuff

Recovery

- Enhances Nebula's Self-Repair amount



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Nick Fury

Known across The Battlerealm as a powerful leader and master tactician, Nick Fury is a seasoned combat veteran skilled in various martial arts – including a black belt in Tae Kwon Do. Nick also has access to an arsenal of lethal weapons developed by S.H.I.E.L.D. and is a master of espionage, always equipped to fight should the situation arise.

Nick Fury's Mechanics

Nick Fury is constantly building tactical charges throughout the fight. The more he has, the more abilities he can utilize – making him more of a danger as the fight goes on. Additionally, once per quest Nick's decoy allows him to bypass death, granting him access to some incredibly high damage potential in his true form. A powerful leader equipped with a ton of team synergies, Nick fits easily into many team combinations by providing exceptional utility.

Champion Attributes



- Survivability 3.5



- Damage 5



- Ease of Use 2



- Utility 5



- Defender Strength 5

[Learn more about Champion Attributes](#)

Base Stats and Abilities

* All stats based on 4-Star, Rank 5, Level 50, Signature Level 99

Health: 15660

Attack: 1148

Max PI:

- **Without Signature:** 3837
- **With Signature (99):** 4751

*All stats based on 5-Star, Rank 5, Level 65, Signature Level 200

Health : 31398

Attack : 2301

Max PI : 10470

- **Without Signature:** 7718
- **With Signature (200):** 10470

Character Class: Skill

Basic Abilities: Bleed, Internal Bleed, Unblockable, Fury's Fury, Disoriented, Stun

Strengths and Weaknesses

Strengths

Evading Opponents and Opponent's that cause Misses

- While Nick has 5 or more tactical charges his attacks can't miss or be evaded, making him a good answer to champions who evade frequently or cause attacks to miss.

High Damage, limited window

- While Nick has an active Fury he can output some serious damage, pair this with his infinite duration Fury from his signature ability and you'll have a window where Nick can output some serious damage making him great for fighting bosses or difficult opponents.

Unblockable State

- While Nick has 15 or more tactical charges he is unblockable allowing him to seriously punish his opponent.

While Nick has an active Fury his tactical charges do not expire, making use of Nick's infinite duration Fury from his signature ability or a synergy that grants him a Fury, a skilled player can reach a state where Nick is permanently unblockable in a fight.

Dev Notes

Weaknesses

Bleed Immune Opponents

- Nick relies heavily on inflicting bleeds to deal maximum damage, if his opponent is immune to these effects he will have a difficult time.

Opponent Regeneration

- Nick's bleed effects are 50% less effective against regenerating opponents making this a big weakness of his.

Ability Accuracy Reduction

- Any Opponent that can affect Nick's ability to gain tactical charges will be his biggest demise since he relies heavily on them.

When fighting against Nick, bringing a Mutant is always a good choice because it will significantly reduce the chance for him to gain Tactical charges when struck.

Dev Notes



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Night Thrasher

Genius weapons designer and masked vigilante skateboarder, Dwayne Taylor trained himself to peak human perfection before taking on the mantle of Night Thrasher. Forming the New Warriors, Taylor sought to take revenge on the criminal underworld that killed his parents. Night Thrasher was transported to the Battlerealm moments before an explosion claimed the lives of his teammates leaving many to presume him dead. Night Thrasher now fights alongside Earth's mightiest heroes in the Contest of Champions.

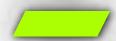
Character Class: Skill

Base Abilities: Cruelty, Lightning Arc, Disorient, Incinerate

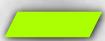
Champion Attributes



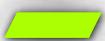
- Survivability 4



- Damage 3



- Ease of Use 4



- Utility 3



- Defender Strength 2

[Learn more about Champion Attributes](#)

Base Stats and Abilities

*All stats based on 4-Star, Rank 5, Level 50, Signature Level 99

Health: 15660

Attack: 1148

Max PI:

- **Without Signature:** 3755
- With Signature (99): 4672

*All stats based on 5-Star, Rank 5, Level 65, Signature Level 200

Health: 31398

Attack: 2301

Max PI:

- **Without Signature:** 7563
- With Signature (200): 10160

Passive:

- Night Thrasher's advanced combat suit grants him immunity to Incinerate effects and 667 Physical Resistance.
- +83.3 Critical Damage Rating for each Unique Debuff on his opponent. This ability is not affected by Ability Accuracy Reduction
- Well Timed Blocks and successful Dodges grant 5% of max Power while Night Thrasher is under 1 Bar of Power.

Night Thrasher's combat suit allows him to focus on the important aspects of battle and not worry about small nicks and burns. His damage increases considerably when the battle goes his way. Playing optimally, by fully

utilizing Parry and dodging incoming attacks, allows him to retaliate at a faster pace than his opponents.

Dev Notes

Skateboard Attacks:

- Champions of the Contest never see the skateboard coming. Attacks using the skateboard have True Accuracy ignoring all Evade and Auto-Block effects.

Developer Note: Skateboard hits occur during Medium Attacks, Heavy Attacks, Special 1 and Special 2. Mastering when to use the skateboard is the key making the most out of Night Thrasher's Abilities.

On Opponent Knockdown

- Refresh the duration of all active Gadget Debuffs.

Knockdowns occur after successfully landing a Heavy Attack, Special 1, or Special 2. Knowing when to knock down your opponent will be vital to Night Thrasher's success. In situations without enough Power to knock the opponent down with a Special then plan to use Heavy Attacks after a successful Parry.

Dev Notes

Special 1: Vengeance on a Skateboard – Night Thrasher blindsides his target with skateboard strikes to open them up for a trick gadget shot.

- Night Thrasher uses the Shock Baton to inflict Shock dealing 459.2 Energy Damage over 12 seconds.
- If this attack is activated after striking with a Light Attack, Night Thrasher instead uses the Smoke Capsule Gadget, inflicting Disorient. Disorient reduces Enemy Defensive Ability Accuracy by 50% and lowers the opponent's Block Proficiency by 50% for 12 seconds.
- If this attack is activated after striking with a Medium Attack, Night Thrasher instead uses the Explosive Gadget inflicting Incinerate, removing Perfect Block Chance, decreasing the opponent's Block Proficiency by 50% and dealing 459.2 Energy Damage over 12 seconds.

Utilizing all of the gadgets at Night Thrasher's disposal is essential. Night Thrasher can execute one of three gadgets if Special 1 is used immediately after ending a combo with a Light or Medium Attack. Executing the shock baton is easier using of Heavy Attacks and Parry so be sure to find opportunities to bypass a turtling defender and nail them with a shock.

Dev Notes

Special 2: Pavement to Pain – Night Thrasher launches his skateboard forward; jumps and catches the rebound for a quick boost off his enemy.

- Grant Night Thrasher a Precision Buff increasing Critical Rating by 223 for each Unique Debuff effect on the opponent for 10 seconds.

Use Special 2 to boost Night Thrasher's Damage for a short period. The more debuffs on the opponent the deadlier this ability is.

Dev Notes

Special 3: Skateboard Warrior – Night Thrasher feints his enemy on his skateboard, mixing up his enemy, and leverages his grappling hook for a devastating drop kick.

- Inflict a Passive Debilitate, extending the duration of all Debuffs by 75% for 45 seconds.

Signature Ability: Board to Death –

Passive

- Heavy Attacks have a 35% chance per active Gadget Debuff to inflict Taunt, reducing the opponent's Attack by 40% and increasing their Special Attack Activation chance by 70% for 10 seconds.
- Striking a Taunted opponent with Skateboard Attacks grants a permanent Fury Buff, increasing Attack by 229. Max 10 stacks. When Knocked Down these Buffs are lost.
- After being Knocked Down Night Thrasher has a 50% chance to Purify all Debuffs.

Players can use Heavy Attacks to inflict a Taunt once the opponent has been peppered with enough of Night Thrasher's gadgets. Maximizing Night Thrasher's damage comes from taking advantage of his skateboard attacks while his opponent is Taunted. Players can also expect Night Thrasher to have a tough mental psyche with the ability shrug off debuffs after being Knocked Down.

Dev Notes

Synergy Bonuses

Midnight Pursuit – Unique Synergy

- Night Thrasher: Medium Attacks have a 30% chance to inflict Bleed, dealing 50% of Base Attack as Direct Damage over 3 seconds. As the Moon waxes, the chance to Bleed on Medium Attacks is 100%.
- [Punisher](#), [Moon Knight](#): The duration of Bleeds are increased 40%.

Justice on Wheels – Unique Synergy

- Night Thrasher: Night Thrasher becomes Unstoppable when Dashing towards the enemy.
- [Ghost Rider](#): The duration of Bleed, Fate Seal, and Damnation are increased by 40%.

Contest Teammates – Unique Synergy

- Night Thrasher: Critical Hits have a 50% chance to inflict Bleed, dealing 70% of Attack as Direct Damage over 4.5 seconds.
- [Guillotine](#): Each Soul grants an additional 100 Critical Rating.

Tactical Training – Unique Synergy

- [Captain America \(Infinity War\)](#), [Cyclops \(Blue Team\)](#), [Star-Lord](#): Grants Synergy Partners a 50% chance to apply a Disorient Debuff for 3 seconds on a Well Timed Block

Recommended Masteries

Precision

- Night Thrasher's Critical Hits are boosted by his Special 2 but only for a temporary duration. Boosting his Critical Hit Rating gives him access to increased damage without relying on Special 2.

Inequity / Despair

- Throughout the fight, Night Thrasher will have inflicted Debuffs on his opponent. Inequity will allow Night Thrasher to survive for longer while applying his gadget Debuffs. Pick up Despair to shut down opponents that rely on Regenerative Health effects.

Strengths and Weaknesses

Strengths

Anti-Incinerate

- Night Thrasher has added immunity against Incinerate attacks thanks to his custom-made armor.

Disorient

- Night Thrasher's Smoke Capsule gadget reduces the opponent's ability to trigger defensive abilities allowing him to go on the offensive without much worry.

Taunt

- A taunted opponent will be more likely to activate a Special Attack, allowing a skilled Night Thrasher to control the pace of a fight in his favor.

Weaknesses

Playstyle

- Managing your Gadget Debuffs on your opponent is paramount. Mixing Heavies and Specials into your fighting style is key. This is a challenge that experienced players will want to contend with.

Power Manipulation

- Abilities targeting Night Thrasher's power meter will significantly impact his ability to Debuff his opponent. If Night Thrasher can't effectively Debuff his opponent his damage potential becomes limited.

Purify

- Champions that shrug off Debuffs will disrupt Night Thrasher's playstyle and limit his damage potential.



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Nightcrawler

Raised from childhood in an Eastern European circus, Half-Demon Mutant Kurt Wagner has always existed on the outside. Gifted with the power to teleport at will, but marred with his father's demonic appearance, Kurt eventually found a place for himself amongst Xavier's X-Men. Despite his intimidating outward appearance, Nightcrawler remains positive and optimistic, always using his powers for the betterment of both mankind and mutantkind.

Champion Attributes



- Survivability 2



- Damage 2



- Ease of Use 3.5



- Utility 1



- Defender Strength 3

[Learn more about Champion Attributes](#)

Base Stats and Abilities

*All stats based on 4 Star, Rank 5, Level 50, Signature Level 99

- Health: 15,082
- Attack: 1,159
- Max PI
 - Without Signature: 3,521
 - Signature Level 99: 4,314

Special 1: Displacement Strikes – Slash! Bamf! Kick!

- Using this attack increases Nightcrawler's chance to Evade by 29% for 10 seconds if in Neyaphem Mode.
- Using this attack increases Nightcrawler's Critical Damage by 37% for 10 seconds if in Swashbuckling Mode.

Special 2: Unglaublich Acrobatics – Let's see what the amazing Nightcrawler learned during his time in the circus.

- This attack reduces enemy Block Proficiency by 37% while in Neyaphem Mode.
- The chance to score a Deep Wound with this attack is increased by 28% while in Swashbuckling Mode.
These abilities are instantaneous and do not linger as a Debuff.

Special 3: Bamf! Bamf! Bamf! – He's coming in from every direction. Lieber Gott!

- This attack disorients the opponent, granting Nightcrawler a permanent 23% increased chance to score a Deep Wound.
- This effect stacks infinitely, increasing the chance to score a Deep Wound each time a Special 3 is activated.

Passive – Combat Mode

- By Dodging back and holding Block for 2 seconds, Nightcrawler can shift his tactics and switch his Combat Mode.

When Attacked – Evade

- While in Neyaphem Mode, Nightcrawler focuses on teleportation and dexterity, granting him a 18% chance to Evade incoming attacks.
- The chance to Evade attacks is increased by 15% against attacks that would deal Physical Damage.

Attacking – Precision

- While in Swashbuckling Mode, Nightcrawler focuses on aggression and quick attack bursts. This grants him periodic Precision Buffs, increasing his Critical Hit chance by 25% for 4 seconds.

Passive – Bamf

- While Dodging back, Nightcrawler cannot be struck by attacks. Additionally, whenever he successfully dodges an attack this way, he gains +37% Critical Damage until his next Critical Hit.
- This effect stacks up to 5 times.

Critical Hits – Bleed (Deep Wound)

- Nightcrawler's cutlass has a 67% chance to strike a Deep Wound, dealing 48% of his Attack as Bleed damage instantly.
- The chance to score a Deep Wound increases by up to 10% based on how low the opponent's Armor is.

Signature Ability – NEYAPHEM HERITAGE: Nightcrawler's unique heritage, coupled with his X-Men training, allows him to switch his combat mode 0.3 seconds faster. Additionally, anytime he strikes a Deep Wound, he gains (15 – 35%) increased Attack for 7 seconds.

- This effect stacks up to 3 times.

Synergy Bonuses

- Friends (+6% Armor) – Beast
- Enemies (+7% Crit Rate) – Juggernaut
- Teammates (+5% Perfect Block Chance) – Cyclops (New Xavier School) or Cyclops (Blue Team)
- Rivals (+25% Critical Damage) – Wolverine (X-23)

Recommended Masteries

Precision

As Nightcrawler's Deep Wound, and by extension his Signature Ability, rely on striking with consistent Critical Hits, grabbing this mastery can increase his damage output by a large amount.

Cruelty

While in his Swashbuckling Mode, Nightcrawler gets a fairly large boost to his Critical Hit Chance. Increasing his Critical Damage can allow this Mode to grant even larger damage boosts.

Mutagenesis / Block Proficiency

Outside of his ability to Evade incoming damage, either through his passive Neyaphem Mode or through his Bamf skill, Nightcrawler has poor defenses. Grabbing these masteries can increase his survivability for the rare occasions when he gets struck.

Match-Ups

Strong

This is a list of Champions that Nightcrawler performs well against.

- **Daredevil, Punisher, Black Panther, Crossbones** – In addition to a class advantage, Nightcrawler will have an easier time Evading these Champions' attacks as they primarily deal Physical Damage.
- **Superior Iron Man, Rhino, Agent Venom** – Nightcrawler's Deep Wound ability can bypass the Armor, Physical Resist and Tenacity of these Champions to deal extra bursts of damage throughout the fight.

Poor

This is a list of Champions that Nightcrawler performs poorly against.

- **Vision, Vision (Age of Ultron), Ultron** – In addition to a class advantage, these Champions are immune to Bleed and Deep Wound, denying Nightcrawler much of his damage output.



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Nimrod

Nimrod is the ultimate Sentinel. Constructed in a timeline where Mutants have been completely wiped out by the superior, infinitely advancing robotic beings. Upon realization that it's one directive to exterminate all Mutants was no longer possible within Nimrod's original timeline, this flawless, unstoppable force of destruction begins to jump to alternate timelines, ridding the multi-verse of abhorrent the Mutant scourge.

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- [Base Stats and Abilities](#)
- [Nimrod's Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
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- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5851	463	1944
4-Star ★★★★	14672	1159	4886
5-Star ★★★★★	29417	2324	10670
6-Star ★★★★★★	37905	2994	13720
(Rank 3, Level 45)			

Champion Attributes



- Survivability 4



- Damage 3.5



- Ease of Use 2.5



- Utility 3



- Defender Strength 3

[Learn more about Champion Attributes](#)

Nimrod's Mechanics

Nimrod is a tanky Mutant Hunting Champion capable of doling out insane bursts of Energy Damage. Nimrod has an offensive and defensive mode that will alternate on a timer, or can be switched manually. Using both modes correctly grants Protocol charges, which allow him to activate both simultaneously.

Character Class: Tech

Basic Abilities: Robot Immunity, Cowardice, Power Drain

Strengths and Weaknesses

Strengths

- High Defensive Stats
 - Titan Protocol provides lots of powerful Armor Ups, critical hit damage resistance, and inflicts potency Cowardice effects on Opponents that launch Special Attacks.
- Energy Damage
 - All of Nimrod's attacks deal Energy Damage, and his Special 1 inflicts a powerful, long duration Energy Vulnerability on the Opponent. Increasing all outgoing damage.
- Mutant Hunter
 - Blitz Protocol will allow Nimrod to shred Opponents that use common Mutant Abilities such as Prowess or Regeneration. Even when defending a Quest Node, Nimrod becomes a serious threat to any team with Mutants present.

Weaknesses

- True Damage
 - While Nimrod has High Armor Rating, his base health value is lower than average. Champions that ignore Armor Rating, or increase their attack based on the Opponents Armor Rating will make quick work of Nimrod.
- Block Penetration
 - Nimrod requires landing a lot of Well-Timed Blocks to quickly generate his Armor Ups and enter his Eradicate Protocol. Champions that have Block Penetration will make him pay for this.
- Energy Resistance
 - Energy Resistance will put a hard stop to any of Nimrod's outgoing damage.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

When Defending a Quest Node

- If Opponent fills a bar of Power, Inflict Passive Special Lock for 1.5 second(s).

Superior Mutant Hunting Robot

- Advanced Robotics provides Immunity to Bleed & Poison effects.
- Armor Breaks cannot remove Armor Ups and suffer -100% Potency.
- All Attacks deal Energy Damage instead of Physical.
- Against Mutants, gain Immunity to Ability Accuracy Modification.

Adaptive Protocols

- Nimrod Starts in TITAN Protocol. Swap protocols every 11 seconds and when landing a 4th light attack in a basic Combo.
- On Start, and when the protocol timer expires, gain 1 Armor Up Buff. All personal Armor Ups provide +525 Armor Rating for 20 seconds.
- Gain 1 Protocol charge per unique ability applied by each Protocol during a Special Attack.
- Gain 1 Protocol charge when gaining Armor Up, and when the Opponent activates Prowess or Regeneration.
- At 10 Protocol charges, launch a Special Attack to activate ERADICATE Protocol for 16 seconds, combining the effects of TITAN and BLITZ Protocols.

The key to playing Nimrod is how quickly you can get 10 protocol charges.

Dev Notes

Titan Protocol

- 20% Damage Reduction on all incoming Critical Hits. +25% potency per Armor Up.
- When the Opponent launches a Special Attack, Inflict a Cowardice Debuff reducing Special Attack damage by 40% for 15 seconds.
- Well-Timed Blocks create 1 Armor Up.

I'd recommend staying in this mode as long as possible and using Nimrod's Well-Timed Blocks to quickly create Armor Ups, in turn granting Protocol Charges.

Dev Notes

Blitz Protocol

- Attacks have +929.6 Attack Rating. +25% Potency per Armor Up.

- When the Opponent launches a Special Attack, Inflict Power Drain, draining 150% of a bar of Power over 15 seconds.
- Attacks remove 1 Prowess and Regeneration, replacing it with a Shock Debuff dealing 464.8 Energy Damage over 1.5 seconds.

This mode is great to be in during Special Attacks for the extra damage. But ideally you spend most of your time in Titan Protocol, then take advantage of this mode while Eradicate is active.

Dev Notes

Special 1 – Energized Assault

- **Titan** : Gain an Energize Buff, Increasing Combat Power Rate by 45% for 25 seconds. Max 1.
- **Blitz** : On hit, Inflict Energy Vulnerability, reducing Opponent's Energy Resistance by 1130.77 for 25 seconds. Max 1.

Try to time this Special Attack with Nimrods Protocol swapping timer, so that both Protocols are active at some point throughout. This will grant both Abilities, each of which also provide 1 Protocol Charge.

Dev Notes

Special 2 – Total Annihilation

- **Titan** : Gain an Unstoppable Buff for 5 seconds. Duration is paused until the Special Attack ends.
- **Blitz** : Each Hit inflicts a Passive Shock, dealing 4299.4 Energy Damage over 2 seconds.

Special 3 – Final Solution

- **Titan** : Gain Self-Repair. Regenerating 12.5% of missing Health over 15 seconds. This effect ends early if Stunned.
- **Blitz** : Deal a burst of up to 27888 Energy Damage based on Opponents missing health.

Titan Protocol regen will come in handy if you're running Double Edge and Liquid Courage. Blitz Protocol will begin to out damage the Shocks in Special 2 once the Opponent is low on Health.

Dev Notes

Signature Ability – Zero Tolerance

- Eradicate Protocol grants Unblockable Special Attacks and increases the Potency and Duration of Special Attack effects by 35%.
- If attacking against a Mutant, Nimrod's Abilities generate +1 Armor Up whenever gaining a personal Armor Up. If Defending, instead gain +1 Armor Up per Mutant on the Attacker's team.

The second bullet point is important to note if you're fighting Nimrod. If you like to run a team with a lot of Mutants, Nimrod will generate bonus Armor Ups no matter who you bring to fight him.

Dev Notes

Synergy Bonuses

We Are Many – Unique

With [Nimrod](#), [Sentinel](#), [Omega Sentinel](#)

- **Robots:** Gain +255 Attack Rating for each additional Nimrod or Sentinel on the team.

Resistance Is Futile – Unique

With [Sentinel](#), [Omega Sentinel](#)

- **Nimrod:** Up to +25% Armor Rating based on missing Health.
- **Robots:** If a Robot is defeated. They gain a Self-Repair Cross-Fight effect to be consumed the next time they enter a Fight, Regenerating 15% of their missing health over 20 seconds. This effect ends early if Stunned.

New Wave – Unique

With [Omega Sentinel](#)

- **Nimrod:** If a personal Shock effect is prevented by Immunity. Nimrod inflicts matching Incinerate Debuffs instead. Incinerate reduces Block Proficiency by 50% and prevents the activation of Perfect Block.
- **Robots:** +5% Combat Power Rate for each Shock on the Opponent. Max 50%.

Advanced Intelligence – Unique

With [Ultron](#), [Ultron \(Classic\)](#)

- **Nimrod:** Reduce Opponent Purify and Nullify Ability Accuracy by 50%.
- **Robots:** 50% Chance to inflict a Stun Debuff lasting 1.5 seconds when performing a Well-Timed block on a non-contact attack.

Terminated – Unique

With [Storm](#), [Kitty Pryde](#)

- **Nimrod:** Unblockable Special Attacks create 1 Armor Up per defeated Mutant in a Quest. Up to 5.
- **Storm (Classic):** If failing to activate Stun during a Special 1, gain an indefinite Dormant Prowess that initializes when launching a Special 2. Each increases Special Attack Damage by 100% for 20 seconds. Max 5.
- **Kitty Pryde:** Heavy Attacks are guaranteed critical hits. Cooldown 8 seconds.

Recommended Masteries

Liquid Courage / Double Edge / Recoil

- As a Robot, Nimrod is Immune to the effects of Bleed and Poison. Allowing him to gain the bonus attack rating from these masteries for free.
- Once Recoil damage begins to stack up, launch a Special 3 in Titan Mode to regenerate some health.

Assassin

- Nimrod's Blitz Mode Special 3 deals a lot of damage when the Opponent is low on health. The Assassin mastery synergizes perfectly with it. Pushing that damage even further.

Block Proficiency

- Nimrod relies on his Well-Timed block a lot to generate Armor Ups. Anything that softens the blow of chip damage will go a long way.



Author: [MCOC Champion Designers](#)

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Nova

All was normal for New York high-school student, Richard Rider until he came into contact with the Nova Corps, a peace-keeping force based on the planet Xandar. After the planet Xandar was invaded and destroyed by a space pirate known as Zorr, the last surviving member of Xandar's elite Nova Corps, Rhomann Dey, selected Richard Rider to replace him. Rider is given a uniform and powers of a Nova Centurion but little instruction on how to use them. Calling himself Nova, Rider becomes a Super Hero, teaming with other heroes such as Spider-Man and Thor to use his powers for the good of Earth and the universe while serving as its protector.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6245	458	1992
4-Star ★★★★	15660	1148	4988
5-Star ★★★★★	31398	2301	10640
6-Star ★★★★★★	40458	2965	13680
(Rank 3, Level 45)			

Champion Attributes



- Survivability 3.5



- Damage 3



- Ease of Use 2.5



- Utility 2.5



- Defender Strength 4

[Learn more about Champion Attributes](#)

Nova's Mechanics

Nova wields the power of the Nova Force. This force manifests itself in the form of powerful gravimetric energy beams, protective shielding, and flight for its user. Nova is a powerful and mobile Defender who generates his power by actively moving around the arena. As he attains more and more power, Nova unlocks new abilities of the Nova Force: increased Energy Damage, the ability to Auto-Block while Stunned, and will eventually become Unblockable for a short period if his power is left unchecked.

Character Class: Cosmic

Basic Abilities: Fury, Auto-Block, Nova Force, Unblockable, Energize

Strengths and Weaknesses

Strengths

- **Medium Dash Attack**
 - Nova's Medium Attacks give him access to his main source of Energy Damage. With his Signature Ability, players can see he is at his strongest when he winds up a Dash Attack from full screen distance.
- **Power Gain / Energize**
 - As Nova travels forward across the arena, he gains Power, giving him more reason to aggressively pressure his opponents and use Special Attacks. Activating Special 1 also gives Nova access to increased Power Rate while he has his Energize Buff active.
- **Defensive Abilities**
 - Nova Auto-Blocks if Struck while dashing forward as long as he has a Fury Buff active. Nova is also very resilient against Attackers with True Strike, Unblockable, or Guaranteed Critical Hits. This gives him considerable defense and protection while he moves around the arena, and makes him very tricky to deal with as a Defender.
- **Long Buff Duration**
 - Nova's Signature Ability also boosts the duration of Buffs that are applied to him. This gives him a considerable advantage being placed as a Defender in Alliance War.

Weaknesses

- **Nullify – Symbiote Supreme, Mephisto, Doctor Voodoo**
 - Nova's primary source of power is his permanent Fury Buff. If it is Nullified, he briefly loses connection with the Nova Force and can no longer activate his Auto-Block.
- **True Accuracy – Proxima Midnight, Night Thrasher**
 - Nova's Auto-Block is a major threat, so any champion that can bypass his Auto-Block via True Accuracy has a considerable advantage over him.

True Accuracy is not the same as True Strike. Characters like Killmonger, for example, have True Strike but not True Accuracy. While True Accuracy and True Strike will both get around Nova's Auto-Block, True Strike attacks will receive a massive damage penalty!

Dev Notes

- **Power Manipulation – Gwenpool, Magik,**
 - Nova's main Offensive threats also come from his Special Attacks. Champions that are able to Burn, Drain, Lock, or Steal his Power will keep him from activating his most potent abilities.
- **Limited Space**
 - Nova's main resource, Nova Charges, are regenerated faster when he dashes around the arena. This means when Nova does not have room to maneuver, he does not generate Nova Charges quickly, thus limiting his abilities.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Passive

- When successfully striking opponents Nova has -30% Offensive Power Rate.
- While dashing forward, Nova passively gains up to 20% of a Bar of Power based on the distance travelled.
- Nova's Medium Attacks do not make Contact and deal Energy Damage.
- Nova starts the fight with a permanent Fury Buff increasing Attack Rating by 1610.7. If Nullified, Removed, or prevented in any way this Buff goes on cooldown for 12 seconds.
- When Nova is struck with True Strike, Unblockable, or guaranteed critical hits Opponents have -70% Attack Rating.

Nova's Passive strengths make him a very resilient Defender. Champions such as Corvus Glaive and Ghost will have a hard time breaking through Nova on Defense. Players who try to stun Nova using the Parry Mastery will have to find another way to attack Nova. Nova's Power Gain while dashing is also an ability players will want to utilize on offense.

Dev Notes

Worldmind Intervention

- While Nova has a Fury Buff active, being struck when dashing forward activates Auto-Block allowing Nova to automatically block incoming Basic Attacks. Triggering this ability removes all Fury Buffs and consumes 25 Nova Charges.

This Auto-Block gives Nova some extra protection and safety when going on the offense. Players will find that

while he is able to move around the arena with relative ease, they can still pay the price if they are too reckless with this ability.

Dev Notes

Nova Charges – Max: 100

- Nova enters the fight at 0 Nova Charges and passively generates them over time. Nova Charges passively generate slower the more charges he has.
- While dashing forward Nova generates additional Nova Charges. More Nova Charges are generated the farther he travels.
- If struck with True Strike, an Unblockable attack, or a guaranteed critical hit, generate 50 Nova Charges.
- When one of Nova's Buffs is Nullified, remove 25 Charges, and prevent Nova Charges from being generated for 6 seconds.

The main resource that powers Nova's abilities is generated by dashing. A full-screen Medium Dash Attack will grant roughly 10 Nova Charges, while a half-screen Dash Attack grants 5.

Dev Notes

Nova Force

- Nova's Medium Attacks deal 30% of damage done as a burst of Energy Damage.
- At 25+ Nova Charges: Nova's Second Medium Attack deals an additional 20% of damage done as burst Energy Damage. Activating this ability consumes 25 Nova Charges.
- At 50+ Nova Charges: Auto-Blocks can be triggered while Stunned. Activating this ability Purifies Stun Debuffs.
- At 75+ Nova Charges: Gain a Fury Buff increasing Attack Rating by 736.32 for 10 seconds and refresh Nova's active Fury Buffs while below maximum stacks. Max 4 stacks.
- When reaching 100 Nova Charges: Gain an Unblockable Buff for 2.5 seconds. This ability consumes 100 Nova Charges when this Buff expires, is Nullified, or prevented and prevents Nova Charges from being generated for 6 seconds.
- Against Tech Champions, consuming Nova Charges inflicts an Armor Break Debuff reducing Armor by 525 for 24 seconds. This can only stack once.

Players need to note that Nova unlocks his abilities every 25 Nova Charges. To get the most damage out of the Nova Force, knowing when to consume Nova Charges with Medium Attacks, then hovering between 70 to 95 Nova Charges will grant Nova the biggest benefit.

Dev Notes

Special 1: Centurion Tackle

- This attack pauses all Fury Buffs for 3.50 seconds.
- Consume 25 Nova Charges to gain an Energize Buff increasing Power Rate by 30% for 7 seconds.
- If activated at 75+ Nova Charges, gain a True Strike Buff allowing Nova to ignore Armor, Resistances, Auto-Block and Evade effects for 7 seconds.

Opting for this ability while playing Nova gives him considerable utility depending on when this Special Attack is used. Likewise if players fight Nova, this special attack is worth trying to bait out.

Dev Notes

Special 2: Gravimetric Cannon

- Gain a Nova Surge Buff granting +100% additional Nova Charge generation for 9 seconds.
- Consume up to 50 Nova Charges to deal up to 50% of damage done as burst Energy Damage with each hit of this attack. Potency of Energy Damage is increased by 100% while Nova has his personal Unblockable Buff Active.

Special 2 is Nova's main source of Energy Damage. This can be used to spend Nova charges for big damage or to generate even more Charges for the future. If you REALLY want to juice out damage, once you've reached your Fury cap throw the SP2 while Nova has his Unblockable active!

Dev Notes

Special 3: Gravimetric Hold

- Consumes all Nova Charges and deals 0.5% of damage done as an additional burst of Energy for every Nova Charge consumed.
- Re-activate Nova's permanent Fury Buff if it is on cooldown.

This does not appear to deal a large amount of damage at first glance, but considering Nova can attain up to 100 Nova Charges, and can increase the base damage of this attack with stacking Fury Buffs, these factors easily multiply into large bursts of Energy Damage.

Dev Notes

Signature Ability – The Human Rocket

Passive

- Nova's Medium Attacks gain up to 5752.5 Bonus Attack Rating based on the distance travelled in the last executed dash.
- At 75+ Nova Charges: Nova's Auto Block triggers the Parry Mastery. This effect cannot interrupt Special Attacks.
- The duration of Buffs is increased by 80%.

Nova's Signature Ability highlights the main threats of his abilities while on Attack and on Alliance War Defense. Nova's Medium Attacks become much more threatening from full-screen with this Signature. Being able to trigger Parry from Nova's Auto-Block means players need to pay attention to his Nova Charges while fighting against him to avoid being Stunned. Once Awakened, Nova is better placed on Alliance War Defense, on nodes with Buffs such as Buff Toggle (Unblockable), (Unstoppable), and Aegis (Intercept).

Dev Notes

Synergy Bonuses

New Warrior Blood – Unique

With [Night Thrasher](#), [Darkhawk](#)

- Nova: Heavy Attacks have a 50% chance to refresh Nova Surge Buffs.
- [Night Thrasher](#): The Shock Baton Gadget Debuff passively reduces Defensive Power Rate by 30%.
- [Darkhawk](#): Starts the Fight with a Permanent Armor Up Buff increasing Armor Rating by 45%.

Total Annihilation – Unique

With [Annihilus](#)

- Nova: Nova gains +40% Perfect Block chance when triggering Auto-Block.
- [Annihilus](#): +65% Physical Resistance while Unstoppable.

Maximum Output – Unique

With [Bishop](#), [Havok](#)

- Nova: Gain 1 Nova Charge each time Nova receives Energy Damage.
- [Bishop](#): Receiving Energy Damage generates 1 additional stack of Prowess.
- [Havok](#): 10% chance to place a new Plasma Build Up Debuff on the Opponent when it is Removed or Purified.

Phalanx Feud – Unique

With [Gamora](#), [Drax](#)

- Nova: Increase the potency of Fury Buffs by 15%.
- [Gamora](#), [Drax](#): When performing a Dash Attack, 30% chance to gain an Aptitude Buff increasing the Potency of Fury by 15% for 12 seconds.

Full Speed Ahead – Unique

With [Rhino](#), [Iron Fist](#)

- Nova: Starting a Dash Attack immediately after Dashing Back generates 5 additional Nova Charges.
- [Rhino](#): 30% Chance to refresh Fury Buffs when striking with Medium Attacks.
- [Iron Fist](#): Medium Attacks gain +5% chance for each Armor Break Debuff on the Opponent to inflict a Stun Debuff for 1.5 seconds.

Recommended Masteries

Stand Your Ground

- Choose this Mastery when placing Nova on Alliance War Defense. Nova is left wide open if he misses with his Heavy Attack, so adding a counter measure with Stand Your Ground gives Nova a solid defensive boost.



Author: [MCOC Champion Designers](#)

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Odin

Odin is the King of Asgard and All-Father to numerous formidable Asgardian Gods. However, Odin is the most powerful of the Asgardians, possessing a vast cosmic energy source called the Odinforce. This power is so great that Odin must enter a coma-like state called Odinsleep to recover from its overwhelming strength. As protector of the Nine Realms, Odin and his son, Thor, defend Asgard from threats of otherworldly origins.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6609	429	1929
4-Star ★★★★	16572	1075	4848
5-Star ★★★★★	33227	2155	10650
6-Star ★★★★★★	42815	2776	13690
(Rank 3, Level 45)			

Champion Attributes



- Survivability 3.5



- Damage 4.5



- Ease of Use 4



- Utility 3



- Defender Strength 1

[Learn more about Champion Attributes](#)

Odin's Mechanics

Odin taps into his Odinforce to gain a variety of powerful Buffs, improving his other abilities for each of his unique Buffs. Odin also takes advantage of bulkier Opponents by scaling his damage with his Opponent's Max Health. To strengthen himself, Odin can enter Odinsleep between fights to receive bonus Buffs. To strengthen his allies, he can grant Asgardian Relics to his allies.

Character Class: Cosmic

Basic Abilities: Odinforce, Fury, Armor, Energize, True Strike, Block Proficiency, All-Father Odin's Vault

Strengths and Weaknesses

Strengths

- **Giant Slayer**
 - Odin's primary damage source is Direct Damage that scales with his Opponent's Max Health. This gives him a much easier time against tanky Opponents with large Health stats.
- **Buff Variety**
 - Odin has access to many unique Buffs for him and his allies which can last for the entire fight. This makes him great for paths where unique Buffs are key.

Weaknesses

- **Nullify and Stagger**
 - Odin relies on his Buffs for all of his damage and utility, so an Opponent able to strip him of his buffs will have a much easier time defeating him.
- **Consecutive Fights**
 - Odin performs best when he can alternate fights with his allies in order to gain the effects of Odinsleep. If he's used in consecutive fights, he will become much weaker after the first fight.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Odinsleep

- At the start of Odin's first fight as an Attacker and every fight as a Defender, gain Odinsleep's effects.
- When Odin's teammates win a fight, at the start of Odin's next fight, gain Odinsleep's effects.
- Odinsleep grants the following effects:
 - Fury Buff, increasing Attack Rating by 2586. Max 2 stack(s).
 - Armor Up Buff, increasing Armor Rating by 3150. Max 2 stack(s).
- Odinsleep grants an indefinite Aptitude Buff at the start of the fight, increasing the potency of Fury, Armor Up and Precision Buffs by 15%. Max 2 stack(s).

Odinforce

- When either Odin or his Opponent are knocked down, gain an Odinforce Charge.
- With 2 Odinforce Charges, the next attack with an **Odinforce** effect will consume all Odinforce Charges and trigger a bonus effect.

Heavy Attacks

- On hit, gain an Energize Buff, increasing Combat Power Rate by 10% for 10 second(s). Max 1 stack(s).
- **Odinforce:** On hit, gain an Energize Buff for each of Odin's unique Buffs, increasing Combat Power Rate by 5% for 10 second(s). Max 5 stack(s).

Always Active

- While in striking distance, pause the duration of all Odin's personal Buffs.
- At the start of each fight, gain an indefinite Fury Buff, increasing Attack Rating by 2586. Max 2 stack(s).
- At the start of each fight, gain an indefinite Armor Up Buff, increasing Armor Rating by 2739.83. Max 2 stack(s).

Special 1 – Spear of Legends

- On activation, gain a True Strike Buff, ignoring Armor, Resistances, Auto-Block and Evade effects for 10 second(s).
- **Odinforce:** On activation, gain a Bulwark Buff, increasing Block Proficiency by 700 for 10 second(s). Max 1 stack(s).

Odin has access to 2 unique Buffs from his Special 1 Attack, crucial to ramping up Odin during a fight.

Dev Notes

Special 2 – Lightning Strike

- On activation, pause the duration of all Buffs on Odin until the Special Attack ends.
- The last hit deals a burst of Direct Damage for each of Odin's unique Buffs. Each dealing 2.75% of the Opponent's Max Health, up to 20000.
- **Odinforce:** On activation, refresh the duration of all personal Buffs on Odin.

The last hit in Odin's Special 2 Attack has a damage cap. This scales with his Base Attack Rating, meaning that he can increase this damage cap by levelling up!

Dev Notes

Special 3 – Judgment

- Gain a copy of all personal Buffs Odin has gained at any time during the fight.
- **Odinforce:** Gain an Extend Buff, increasing the duration of all Buffs by 25% for 15 second(s). Max 1 stack(s).

For increased damage in longer fights, Odin can use his Special 3 Attack to gain copies of his Fury and Armor Up Buffs granted by Odinsleep. But for other Buffs, notice that Odin has max stacks that prevent him from stacking bonus Buffs.

Dev Notes

All-Father Odin's Vault – Pre-Fight and Cross-Fight Abilities

- Odin can place Cross-Fight abilities on the next fight from the pre-fight screen, and the next teammate excluding Odin that enters the fight gains the Cross-Fight Ability lasting the entire quest.
- **Thrudstok:** Each fight, gain an indefinite Aptitude Buff, increasing the potency of Fury, Armor Up and Precision Buffs by 13%.
- **Draupnir:** Each fight, gain an indefinite Protection Buff, preventing the loss of more than 18% of Max Health from a single source. This Buff is removed when struck by a Special 3 Attack and does not mitigate the damage.
- **Stormbreaker:** Each fight, gain an indefinite Shock Resist Buff, increasing Shock Resistance by 80%.

Odin can grant his allies 3 Cross-Fight Abilities that last for the entire quest, each with a specific Buff. Some fellow cosmic Champions can benefit from these Buffs more than the average champion! Be careful not to accidentally use Odin on a fight that you have used the Odin's Vault on, he will waste the Cross-Fight ability.

Dev Notes

Signature Ability – Protector of Nine Realms

- When either Odin or his Opponent are knocked down, if the Opponent has any of the following Buffs, Odin gains a corresponding Buff, lasting 10 second(s). Max 1 stack(s) each:
 - Fury Buff, increasing Attack Rating by 646.5.
 - Armor Up Buff, increasing Armor Rating by 899.99.
 - Resist Physical Buff, increasing Physical Resistance by 700.
 - Resist Energy Buff, increasing Energy Resistance by 700.
 - Critical Resistance Buff, increasing Critical Resistance by 370.59.

Odin gets access to 3 more unique buffs when he is awakened, scaling with his other abilities. These can also be paused while Odin is in striking distance.

Dev Notes

Synergy Bonuses

Battle of Realms – Unique

With [Mephisto](#)

- **Odin:** For each living teammate, gain +5% Attack Rating.
- **Mephisto:** For each knocked out teammate, gain +5% Attack Rating.

Odinsons & Odinsdottirs – Unique

With [Thor](#) , [Loki](#) , [Hela](#) , [Angela](#)

- **Thor** , **Hela** : +5% Buff Duration for each fight the team has won.
- **Loki** , **Angela** : +5% Buff Potency for each fight the team has won.

Oathsworn – Unique

With [Heimdall](#)

- **Odin:** Once per fight, Heimdall will intercede on Odin's behalf, dash back and hold Block for 1.5 seconds to gain a Perfect Block Buff, increasing Perfect Block chance by 100% for 10 second(s).
- **Heimdall:** Heimdall's indefinite Fury, Armor Up, Precision and Aptitude Buffs gained from charging a Heavy Attack gain +15% potency.

Warmonger – Unique

With [Hela](#)

- **Odin:** +10% Attack Rating when fighting the final node of a quest.
- **Hela :** While charging her Heavy Attack, Hela gains twice as many Fury Buffs.

Friends

With [Thor \(Ragnarok\)](#), [Hulk \(Ragnarok\)](#), [Thor \(Jane Foster\)](#)

- All Champions gain +130 Armor Rating.

Enemies

With [Red Skull](#), [Thanos](#)

- All Champions gain +155 Critical Rating.

Recommended Masteries

Dexterity

- If Odin dodges an attack just before performing his Special 2 Attack, he can pause the duration of Dexterity's Precision Buff, increasing the burst damage on the last hit of this attack.

Perfect Block + Block Proficiency

- Since Odin has to remain within striking distance to pause his personal Buffs, he has to block more than the average champion, bolstering his Block will reduce chip damage.



Author: [MCoc Champion Designers](#)

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Old Man Logan

In an alternate timeline, the villains of Earth and beyond worked together to bring about the downfall of Super Heroes everywhere. Manipulated into hurting his fellow mutants, Wolverine took on a vow of pacifism, swearing to never again pop his claws. 50 years later, when an old friend knocked on his door asking for help on a mission to overthrow the ruling villains, Logan chose to once again do what he did best.

Old Man Logan's Mechanics

Old Man Logan has the potential to be a healing and damage dealing machine. He can stack Fury Buffs easily and dish out some serious damage on his Specials and the Bleeds Debuffs that follow. His Regeneration buff doesn't only keep him healthy throughout the fight, it also allows him to easily deal with incoming Bleed effects. Using Logan's Specials at the right time is the key to maximizing his damage and sustainability!

Character Class: Mutant

Basic Abilities: Regeneration, Armor Break, Bleed

Champion Attributes



- Survivability 4.5



- Damage 3



- Ease of Use 4



- Utility 2



- Defender Strength 3

[Learn more about Champion Attributes](#)

Strengths and Weaknesses

Strengths:

- **Bleed damage reduction**
 - Old Man Logan can spend nearly the whole fight with his Regeneration Buff active, increasing the duration and significantly decreasing the potency of incoming Bleed Debuffs. Allowing him to easily Heal from the Bleeds given the correct masteries.
- **Sustainability**
 - Logan's constant healing can keep him healthy and help recover damage taken in the course of a fight.
- **Damage output**
 - Given the right masteries, the awakened ability, and some luck with Critical hits, Old Man Logan can dish out some serious burst damage.

Weaknesses :

- **Nullify**
 - Logan's sustainability and Bleed Damage reduction are both heavily tied to his Regeneration Buff. His damage output is also reliant on the ability to gain and maintain his Fury Buffs. Matchups that can remove these Buffs or punish him for having them can really shut him down.
- **Bleed Immunity**
 - Without the ability to Bleed opponents with his Special Attacks, Logan's output diminishes significantly.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

100% chance every 20 seconds

- Old Man Logan gains a Regeneration buff which heals 2621.6 Health over 20 seconds. While this Regeneration buff is active, incoming Bleed effects gain +50% duration but suffer -95% potency, giving Logan more time to deal with them.

The Coagulate mastery can push that Bleed damage reduction to over 100%. And with the Willpower mastery you can use these Bleeds as a great source of Healing. Bringing along [Sabretooth](#) can help significantly increase Old Man Logan's sustainability.

Expert Player Notes

Always Active

- You can't teach an old, stubborn dog new tricks. Logan's Ability Accuracy cannot be decreased or increased
Going up against nodes or matchups that shut down abilities? They don't mean anything to this old dog!

Expert Player Notes

While not fighting Tech Champions

- Logan gains +525 base critical resistance and his Special attack 3 ignores Armor

Landing attacks, blocking attacks and being struck

- Logan has a 75% chance to gain a Passive Bleed, lasting 5 seconds which deals 0 damage. Max: 15 Stacks

It's very easy to stack these passive Bleeds on yourself. Be careful when going up against opponents who gain benefits while you're Bleeding since these passives can work against Old Man Logan.

Expert Player Notes

Opponent Purifies a Bleed

- Logan's deep-cutting Adamantium causes the opponent to instantly take 1573.5 direct damage for each Bleed they Purified

Heavy attacks

- First hit has a 100% chance to refresh the duration of Logan's 0 damage Passive Bleed effects
- Second hit has a 100% chance to Pause the duration of all active Fury Buffs for 2 seconds

Launch after landing a Special Attack and gaining the Fury Buffs to maximize their duration. Or right before launching a Special Attack in case your passive Bleeds are close to running out.

Expert Player Notes

Special Attacks

- Logan removes all Regeneration Buffs and Bleed effects from himself, gaining 1 Fury Buff for each effect removed this way. These buffs last 12 seconds and grant +272.74 attack. Max Stacks: 15.
- Special Attacks are Unblockable if Logan has 5 or more Fury Buffs.

Land his Special Attacks just as the Regeneration Buff is about to run out. This way you will have the least possible downtime on your Regeneration. Also keep in mind that his Special Attacks are Unblockable, so you can launch them into a blocking opponent and they still land.

Expert Player Notes

Special 1 – X-Slash

- 100% chance to inflict an Armor Break Debuff, removing 1 Armor Up Buff and reducing Armor rating by 700 for 10 seconds.

Old Man Logan is one of the few Mutants with Armor Break in his kit. If your opponent is Bleed Immune, this Special Attack is your best bet.

Expert Player Notes

Special 2 – Primal Rage

- 80% chance per strike to inflict a Bleed Debuff, dealing 1468.6 direct damage over 5 seconds
- Each Critical Hit also has a 80% chance to inflict a Critical Bleed, lasting 5 seconds and dealing 1468.6 damage, multiplied by Logan's Critical Damage Multiplier

This is his main damaging Special Attack. The relatively short duration on those Bleed Debuffs means they get a large benefit from the Deep Wounds Mastery. Making him a Horseman of Apocalypse or bringing along Professor X with a few charges can transcend this damage to a whole new level.

Expert Player Notes

Special 3 – Kill-Frenzy

- 100% chance to inflict a Deep Bleed Debuff which counts as a Bleed effect, lasting 35 seconds and dealing 3147 direct damage.
- If Logan has 5 or more Fury Buffs, inflict an additional Deep Bleed.
- While Deep Bleed is active, Logan's attacks gain +700 Critical Rating and ignore Physical Resistance.
- Gain 100% Armor Penetration in this attack, no effect against Tech Champions.

It is good to land this Special Attack in longer fights and then rush to a Special 2 to maximize your chances of landing those Critical Bleeds. Also effective versus opponents with high Physical Resistance.

Expert Player Notes

Signature Ability – Old Scars

Passive

- Whenever Logan gains one of his 0 Damage Passive Bleeds, it has a 61.7% chance to gain a +400% duration
- Logan's first Special Attack each fight gains 2098.01 Attack rating

With the Awakened Ability, your first Special Attack in the fight could be your last. Build up your Passive Bleeds and go for a Special 2 if your opponent can Bleed, and hope for some Crits.

Expert Player Notes

Synergy Bonuses:

- **Enemies Level 3**

With [Wolverine](#)

- All Champions gain +155 Critical Rating

- **Enhanced Adamantium – Unique Synergy**

With [M.O.D.O.K.](#) and [Wolverine \(X-23\)](#)

- M.O.D.O.K.: +1000 Energy Resistance if Force Field is active
- Old Man Logan: +10% Attack rating and attacks have a 20% chance to remove 1 Rock Stack or Rock Shield
- Wolverine (X-23): Enemy Bleed Debuffs suffer -25% potency

- **Friends Level 3**

With [Hawkeye](#)

- All Champions gain +130 Armor Rating

- **Nemesis Level 3**

With [Hulk](#)

- All Champions gain +6% Attack

- **No...Not You... – Unique Synergy**

With [Mysterio](#)

- Mysterio: When Regenerating from the use of Reflection Gas, Mysterio heals and additional 10% of the damage he took
- Old Man Logan: The first time Logan gains a 0 Damage Passive Bleed each fight, he gains 2 more. Additionally, his Regeneration Rate is increased by +10%.

Recommended Masteries:

- **Deep Wounds**

- Low duration but potent Bleeds on Special 2 means Logan can significantly benefit from the Deep Wounds mastery.

- **Liquid Courage and Double Edge**

- More damage! Easy to heal from the incoming Bleed. And not much to worry about with Recoil or the Poison thanks to constant healing.

- **Willpower and Coagulate**

- Easily heal from incoming Bleed Debuffs via Willpower which now have even less potency thanks to Coagulate

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [Kam](#)



Author: [MCOC Champion Designers](#)

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Omega Red

It was during the peak of the Cold War that saw the Soviets transform Arkady Rossovich into the super soldier Omega Red. Wielding nearly indestructible tentacles and a Death Factor capable of killing by mere proximity, Omega Red was terrifyingly beyond their control. His creators sealed him away in cryogenic stasis where he remained until present day, when he was awoken by criminal organization The Hand to do battle with Wolverine and the X-Men.

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Base Stats and Abilities

Health Attack PI (Max Signature)

<i>3-Star</i> ★★★	6002	485	1836
<i>4-Star</i> ★★★★	15052	1216	4599
<i>5-Star</i> ★★★★★	30179	2437	10160
<i>6-Star</i> ★★★★★★	38887	3140	13064
<i>(Rank 3, Level 45)</i>			

Champion Attributes



- Survivability 5



- Damage 5



- Ease of Use 1



- Utility 4.5



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

Omega Red's Mechanics

Character Class: Mutant

Basic Abilities: Death Factor, Death Field, Degeneration, Life Steal

Strengths and Weaknesses

Strengths

- **Anti-Bleed**
 - Omega Red will excel against any Champion foolish enough to inflict a Bleed debuff on him.
- **Damage Over Time**
 - Death Spores cannot be affected by enemy abilities and their ability to inflict damage over time will allow him to slip by enemies with even the most potent defensive abilities.
- **Anti-Purify**
 - Once the enemy is riddled with Death Spores they lose the ability to activate Purify effects, ensuring that even prolific Skill champs must learn to live with their Debuffs.

Weaknesses

- **Robots**
 - Robots will render Omega Red's Death Spores almost completely ineffectual, making these metallic Tech champions the best counter to his degenerating ways.
- **Play Style**
 - Paying attention to proximity and the amount of Death Spores on your champion is essential. Master this and Omega Red becomes more and more harmless.

Abilities

Passive

- Omega Red's mutant physiology renders him immune to the effects of Poisons and reduces the damage of Bleeds by 90%.
- Tentacles Hits reduce 100% of damage inflicted by enemy abilities that deal passive damage when they are struck.

The Tentacles reduce damage received from On-Struck defensive abilities and will put a stop to the damage from Killmonger's Reverberation and Korg's Rock Hard Thorns

Dev Notes

Death Factor

- While near the opponent, Omega Red inflicts 1 Death Spore every .5 second(s) up to a maximum of 10. Once the opponent is out of range they lose 1 Death Spore every .15 second(s). Death Spores are not affected by Ability Accuracy reduction.
- Each Death Spore lowers the opponent's Armor Rating by 105 and reduces their chance to Purify debuffs by 10%.
- Death Spores struggle to effect mechanical components and are inflicted 4 times slower against Robots.

When playing as Omega Red, managing your proximity will be essential, more Death Spores mean more damage and less chance those pesky Skill Champions will Purify your Stuns from a Parry. Additionally his most important abilities are unaffected by Ability Accuracy reduction, making him a bit more reliable in some matchups.

Dev Notes

Death Field

- While Omega Red is Bleeding, he emits the Death Field.
- The Death Field causes Death Spores on nearby opponents to Passively Degenerate them , dealing 43 damage per second for each Death Spore on them. The Death Field is not affected by Ability Accuracy reduction.
- While the Death Field is active, the limit for Death Spores on the opponent increases to 30.

Omega Red will brutally punish any Champion brave enough to inflict Bleed, what runs through Omega's veins should stay in there.

Dev Notes

Heavy Attack

- Inflicts a Degeneration Debuff for 7 second(s), dealing 182 damage for each Death Spore on the opponent.
- Death Spores do not expire while the opponent is out of range of the Death Factor for as long as they have an active Degeneration Debuff.

The Degeneration Debuff does not stack and will need to expire before the next can be applied, but careful timing will allow a player to keep the Death Spores locked on the opponent at all times.

Dev Notes

Special 1: Draining Experience

- Removes all Death Spores from the opponent to inflict Life Steal, Stealing 98 Health from the opponent for each Death Spore removed by this attack.

Special 2: Death Field

- Omega Red emits the Death Field for 10 seconds.

Using the Death Field to build up Death Spores will help Omega Red reach the maximum potential of other abilities.

Dev Notes

Special 3: Tentacled Terror

- Removes all Death Spores from the opponent to inflict Essence Steal for 3 second(s), Passively Stealing both 170 Health and 3.3% of Current Power from the opponent for each Death Spore removed by this attack.

Signature Ability: Lethal Dose

Passive – Opponent has 10 or more Death Spores

- Death Spores on the opponent deal 120~973 damage per second.
- Omega Red's Basic Tentacle Hits have a 10~30% chance to be Unblockable.

Players can use the Heavy Attack to lock the opponent with the Lethal Dose, keeping the passive damage ticking even while Omega Red is out-of-range or playing defensively. Additionally, once the opponent has a Lethal Dose, players using Omega Red should look to punch through the enemy Block with his tentacled Medium Attacks.

Dev Notes

Synergy Bonuses

Metal Mayhem – Unique Synergy

- Omega Red: +4% Critical Damage for each Death Spore on the opponent.
- [Wolverine](#): +20% Stronger Bleeds and +5% Critical Rating.
- [Colossus](#): +20% Attack Rating for each Armor Up Buff and Well Timed Blocks grant an Armor Buff.[Max 1 Stack]

X-Assassins – Unique Synergy

- Omega Red: 30% faster rate to inflict Death Spores and 30% longer rate for Death Spores to be removed.
- [Deadpool](#): +25% Power Rate against Bleeding Opponents.
- [Sabretooth](#): 30% chance Basic Claw hits inflict Bleed, dealing 40% of Attack as Direct Damage over 4 seconds.

Seeing Red – Unique Synergy

- Omega Red: Well Timed Blocks have a 100% chance to inflict 1 Death Spore up to a max of 30 Spores total.
- [Red Skull](#): While under 1 Bar of Power, Charging Red Skull's Heavy Attack grants an Unstoppable Buff for 2 seconds. If Hit while Unstoppable, the Buff is removed and Red Skull immediately executes the Heavy Attack.
- [Red Hulk](#): +25% Power Rate against Incinerated Opponents.

Deadly Presence – Unique Synergy

- Omega Red: The Death Field deals 10% more damage.
- Mephisto: The Aura of Incineration deals 15% more damage.
- Void: Intimidating Presence debuffs deal 10% more damage.

Recommended Masteries

Double Edge / Coagulate

- Double Edge will allow Omega Red to do incredible damage, granting both additional Attack Rating and activating the Death Field at the start of the fight. Pair this with Coagulate and Omega Red becomes strictly better.

Recovery

- This Mastery will boost the health Omega Red recovers after Stealing Life from the opponent, something that will greatly benefit him considering his aggressive playstyle.



Author: [MCoC Champion Designers](#)

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About Omega Sentinel

Omega Prime Sentinels are humans who have been augmented by Sentinel technology to become cyborg sleeper agents, only transforming into mutant killing machines when they detect one nearby. Karima Shapandar is one such Sentinel, having struggled for years between her human instincts to serve and protect, and the Sentinel protocols that would make her a killer. In the end Karima's Sentinel side overtook her humanity, and now as Omega Sentinel she serves as the ultimate Human-Sentinel-Hybrid hunting mutants and enforcing the will of Nimrod.

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- [Omega Sentinel's Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	4972	611	1900
4-Star ★★★★	12467	1531	4773
5-Star ★★★★★	24997	3068	10700
6-Star ★★★★★★	36859	4524	15759

(Rank 4, Level 55)

Champion Attributes



- Survivability 3.5



- Damage 3.5



- Ease of Use 3



- Utility 3



- Defender Strength 3

[Learn more about Champion Attributes](#)

Omega Sentinel's Mechanics

Omega Sentinel is a multi-purpose Tech Champion who carries a unique assortment of weaponry into battle and shifts between weapons to shut down her Opponent's abilities. Her weapons can inflict Cowardice, Heal Block, or Tracking depending on which weapon she has primed during the fight.

Cowardice will reduce Special Attack Damage, Heal Block will shut down Regeneration, and Tracking bypasses abilities that trigger

Miss. Omega Sentinel is also outfitted with powerful Incinerate damage to accompany her various utility Debuffs. Against Mutants, this Incinerate turns into Plasma instead. This allows Omega Sentinel to bypass key Immunities in the Mutant class.

Character Class: Tech

Basic Abilities: Self Repair, Incinerate, Cowardice, Heal Block, Tracking, Armor, Auto-Block

Strengths and Weaknesses

Strengths

- Versatile Utility
 - Omega Sentinel is equipped to deal with hard hitting Special Attacks, Regeneration, and abilities that trigger Miss depending on which weapon she has selected. This allows Omega Sentinel to comfortably handle a number of potent abilities.
- Adaptable Defense
 - Omega Sentinel's Armor is built to adapt to her Opponent's attack patterns. Any repeated action by either Champion will boost her Survivability. She also gains a Self-Repair Buff when inflicted with either a Bleed or Poison, giving her an advantage most #Robots do not have.
- Incinerate and Plasma Damage over Time
 - Omega Sentinel has access to powerful Incinerate Damage over Time. This Incinerate shifts into a Plasma when hunting Mutants allowing her to deal large amounts of damage to a majority of the Champions in The Contest.

Weaknesses

- Armor Break
 - Champions with easy access to Armor Break or Armor Shatter can deal with Omega Sentinel's Adaptive Body ability, and prevent her Auto-Block ability from triggering.
- Low Health and Armor
 - While Omega Sentinel has exceptional offensive and utility capabilities, she does not have a high health pool nor does she have high amounts of Armor Rating.
- Skilled Counter-play
 - A skilled Opponent can fight Omega Sentinel without triggering her Armor and Auto-Block if they are careful with their combat strategy.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Cybernetic Nanotech – Always Active

- Omega Sentinel's nanotech allows her to take no damage from Bleed and Poison effects and grants her Immunity to the regen reduction from Poison.
- When inflicted with a Bleed or Poison effect Omega Sentinel gains a Self-Repair Buff healing 20% of missing health over 10 seconds. This ability does not stack and ends early if Omega Sentinel is Stunned.

Omega Sentinel's Self Repair Buff is based on how much Health she has missing so it will keep her health stable in a Bleed or Poison heavy match-up.

Dev Notes

Incinerate – Max Stacks: 20

- All of Omega Sentinel's Incinerate Debuffs deal 2147.6 Energy Damage over 6 seconds. This effect also removes Perfect Block Chance and reduces Block Proficiency by 50%. Against Mutants, inflict an identical Plasma Debuff instead.

Keep in mind that this Incinerate turns into a Plasma Debuff versus Mutant Champions allowing Omega Sentinel to bypass some key Mutant Incinerate Immune Champions. Incinerate and Plasma Debuffs can also be paused using Light Attack Combo Enders and Heavy Attacks allowing Omega Sentinel to squeeze even more damage from her Debuffs.

Dev Notes

Nano Shifting – Pre-Fight Ability

- Omega Sentinel can rotate through Nanite Carapace, Electrostatic Pole and Plasma Wave weapons. When selected from the Pre-Fight screen, Omega Sentinel starts the fight with that Weapon active. Landing a Heavy Attack rotates her current Weapon.
- Omega Sentinel's second Medium Attack inflicts a Debuff that is determined by her current Weapon.
- If the Opponent is inflicted with 3 or more of her personal non-Damaging Debuffs, she inflicts an Incinerate Debuff instead.
- Nanite Carapace: Inflict a Cowardice Debuff, reducing Special Attack Damage by 10% for 8 seconds.
- Electrostatic Pole: Inflict a Heal Block Debuff, preventing the Opponent from healing for 8 seconds.
- Plasma Wave: Inflict a Tracking Debuff, bypassing the effects of Miss for 8 seconds. Finishing a combo with a Light Attack or

landing a Heavy Attack pauses all personal Debuffs on the Opponent for 7 seconds.

After applying a Nano-Shift Debuff with a Medium Attack 2, ending combos in Light Attacks will allow Omega Sentinel to maintain those same Debuffs on the Opponent. Heavy Attacks will also pause Nano-Shift Debuffs but is only useful when switching between different Debuffs.

Dev Notes

Adaptive Body – Always Active

- Omega Sentinel's Adaptive Body grants her Immunity to Nullify, Stagger and Fate Seal effects. Against Mutants, her Ability Accuracy cannot be modified.
- Gain an indefinite Armor Up Buff whenever either Champion makes contact with the same Basic Attack twice in a row, increasing her Armor rating by 900. Gain an additional Armor Up against Mutants. Max Stacks 10.
- When Struck at 10 or more Armor Up Buffs, consume all Armor Ups, Purify any Stun Debuffs and gain a 100% chance to Auto Block for 2 seconds. This Auto-Block can trigger Parry. While Defending, this ability requires 5 Armor Ups instead.
- When Omega Sentinel would Auto-Block a Hit, inflict an Incinerate Debuff on the Opponent. Against Mutants, inflict an identical Plasma Debuff instead. When Struck by a Heavy Hit while Auto-Blocking, gain a 100% chance to Resist a Block Break.

Be sure to make use of Adaptive Body when playing as Omega Sentinel. Any attacks that are repeated by either Champion will grant an Armor Up Buff. Building up to 10 Armor Ups can be useful as the Auto-Block ability provides some last minute protection in tough situations.

Dev Notes

Special Attacks

- When activated, all of Omega Sentinel's personal Debuffs are paused for the duration of the Special Attack and for 2 seconds afterwards.
- On contact, consume up to 5 Armor Ups, increasing the duration of all Debuffs inflicted or refreshed by this Special Attack by 1 second per Armor Up consumed. All Debuffs triggered by Special Attacks can trigger through Block.

Another way to utilize the Adaptive Body ability and Omega Sentinel's Armor Ups is to consume them to extend the duration of any Debuffs inflicted using Special Attacks. This is especially deadly when combined with the Incinerate Debuffs on Special Attack 2.

Dev Notes

Special Attack 1 – Nano-Shift Air Raid

- The last hit refreshes all personal non-Damaging Debuffs on the Opponent. If there are no Debuffs to refresh, instead inflict 2 Debuffs with the type and potency determined by Omega Sentinel's current Weapon for 8 seconds.

Keeping Omega Sentinel's Debuffs up is the key to maximizing her damage output. Be sure to use this Special Attack when your Nano-Shift Debuffs are about to fall off.

Dev Notes

Special Attack 2 – Anti-Mutant Routine Omega

- The last hit inflicts an Incinerate Debuff on the Opponent, and an additional one for each personal Cowardice, Heal Block or Tracking Debuff on the Opponent. Against Mutants, inflict an identical Plasma Debuff instead.

Special Attack 3 – Execute Extinction Protocol

- On activation, consume all personal Incinerate and Plasma Debuffs on the Opponent. Deal a burst of 6136 Energy Damage for each Debuff consumed.
- If the Opponent is not inflicted with any personal Incinerate or Plasma Debuffs, instead inflict 6 Incinerate Debuffs. Against Mutants, inflict an identical Plasma Debuff instead.

This Attack can be used in longer fights both as a way to jump start Omega Sentinel's damage rotation. The Incinerate and Plasma Debuffs inflicted from this attack can be paused using Light Attack Combo Enders and Heavy Attacks. This attack is also useful for closing out a fight by finishing off an Opponent who is low on Health.

Dev Notes

Signature Ability – Prime Technology

- Omega Sentinel gains 763.36 Passive Energy Resistance for each personal non-Damaging Debuff on the Opponent.
- Omega Sentinel's Special Attack 2 inflicts an additional Incinerate Debuff for each Prowess effect on the Opponent, up to a maximum of 5.

- For each Armor Up that is consumed by a Special Attack, there is a 50% chance for Omega Sentinel to gain a new Armor Up.

Omega Sentinel's Mutant hunting abilities are enhanced with her Signature Ability. Characters like Havok, Sunspot, and Domino will also have their damage reduced significantly thanks to this ability.

Dev Notes

Synergy Bonuses

Oil is Thicker Than Blood – Unique

With [Sentinel](#)

- Omega Sentinel: Incinerate and Plasma Debuffs inflicted by Medium combo enders instantly Power Drain the Opponent for 5% of their Max Power.
- [Sentinel](#): Knocking down an Opponent removes 1 Prowess effect from them.

Alpha and Omega – Unique

With [Professor X](#), [Magneto \(House of X\)](#)

- Omega Sentinel: Self Repair Buffs gain +35% potency.
- [Professor X](#), [Magneto \(House of X\)](#): Gain an additional Persistent Charge whenever an Opponent is defeated.

Sentenced to Death – Unique

With [Captain Britain](#), [Psylocke](#)

- Omega Sentinel: Whenever the Opponent is inflicted with a Cowardice Debuff remove 1 Prowess effect from them.
- [Psylocke](#): Knocking an Opponent down with a Heavy Attack grants Psylocke 2 Psi-Charges.
- [Captain Britain](#): Landing a Critical Hit on the last hit of Special Attack 1 grants an Unblockable Buff during the next Special Attack.

Identical CPUs – Solo Synergy

With [Nimrod](#)

- Omega Sentinel: Whenever any hit from the Opponent's Special Attacks does not make contact with Omega Sentinel, she inflicts them with a Shock Passive, dealing 15% Energy Damage over 6 seconds.

Different But The Same – Solo Synergy

With [Omega Red](#)

- Omega Sentinel: For each Armor Up consumed during a Special Attack, inflict an Armor Break Debuff reducing Armor Rating by 10% for the duration of that Special Attack.

Recommended Masteries

Glass Cannon

- Since Omega Sentinel's Health is already below the average Champion, Glass Cannon increases her Attack significantly for players who can avoid being hit.

Liquid Courage/Double Edge

- Combining these masteries and Omega Sentinel's Cybernetic Nanotech ability allows her to increase her Attack Rating while ignoring the damage taken from Liquid Courage and Double Edge.

Collar Tech

- Collar Tech prevents Opponent Special Attacks from being thrown as often. This allows Omega Sentinel to keep her debuffs active for longer and have more opportunities to apply Incinerate or Plasma Debuffs.



Author: [MCOC Champion Designers](#)

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Peni Parker

When Peni Parker's father passed away piloting the SP//dr suit, she became the last person able to bond with the radioactive spider controlling the bionic armor. With her Uncle Ben and Aunt May at her side, Peni began piloting the SP//dr suit as the friendly neighborhood spider-hero of New York City!

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- [Peni Parker's Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5821	512	1913
4-Star ★★★★	14596	1283	4809
5-Star ★★★★★	29264	2572	10630
6-Star ★★★★★★	37708	3314	13670
(Rank 3, Level 45)			

Champion Attributes



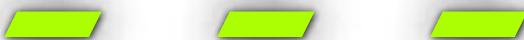
- Survivability 3.5



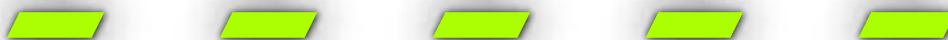
- Damage 3.5



- Ease of Use 1.5



- Utility 3



- Defender Strength 5

[Learn more about Champion Attributes](#)

Peni Parker's Mechanics

Peni's Sp//dr suit creates a powerful Sync-Shield, empowering her block by providing protection, Power Control and a safety net. With the use of her Spider-Sense charges Peni can choose to Power Burn her Opponents or melt their health bar with Incinerate Debuffs.

Character Class: Tech

Basic Abilities: Auto-Block, Power Burn, Power Lock, Power Gain, Incinerate

Strengths and Weaknesses

Strengths and Weaknesses

Strengths

- **Empowered Block**
 - Peni's Sync-Shield allows her to take 0 damage while blocking hits until it breaks. Along with this added protection, the Sync-Shield provides utility like power control and the chance to Auto-Block.
- **Incinerate Effects**
 - Peni deals almost all of her damage through Incinerate Effects. Her Special 2 Attack deals bursts of Incinerate Damage and inflicts Incinerate Debuffs.

Weaknesses

- **High Damage into Block**
 - Fury Buffs, Armor Break Debuffs, Block Penetration or any other effects that increase hit damage will cause Peni's Sync-Shield to break quicker.
- **Unblockable Attacks**
 - Peni's Auto-Block is very powerful, not a lot of abilities can bypass it. However Unblockable Attacks can easily avoid the Auto-Block altogether.
- **Power Burn Immunity**
 - Peni's Special Attacks and Auto-Block can inflict Power Burns. Her threat is greatly reduced when the Opponent can bypass these effects.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

SP//dr Suit – Always Active

- Immune to Poison and Incinerate Effects due to Oscorp's cutting-edge SP//dr Suit technology.
- Opponents suffer -100% True Strike, True Accuracy, and True Sense Effect Ability Accuracy.
- When the Opponent fills a bar of Power, gain +1 **Spider-Sense** charge(s), up to 10 charge(s). Any additional charges last for 22 second(s). Charges cannot be prevented by Ability Accuracy.

Peni's Immunities give her a great matchup against Quest Buffs like Hazard Shift – Incinerate, Poison.

Dev Notes

Sync-Shield

- Peni starts the fight with an active Sync-Shield. The Sync-Shield's max strength is based on her Opponent's Attack Rating. This ability is not affected by Class Advantage. While fighting as Defender, max strength is increased by 100%.
- When Peni would take damage from a Blocked or Auto-Blocked Hit, the Sync-Shield takes up to 100% of the damage instead.
- When the Sync-Shield runs out of strength, it goes on cooldown for 20 seconds, after which it reactivates at max strength.

The Sync-Shield allows Peni to take 0 damage from blocked hits until her Shield runs out of strength. The max strength of the Shield scales with the Opponent's Attack Rating upon entering a match. For example, this means her Shield will counteract any Champion Boost or Attack Quest Buffs on her Opponent.

Dev Notes

Sync-Shield – While Active

- **Spider-Protocol:** When Peni would be Struck, +8% chance per **Spider-Sense** charge to consume 4 charges, purifying any Stun Debuffs and gaining 100% chance to Auto-Block for 2 second(s). This does not trigger Parry and cannot be prevented by Ability Accuracy.
- When Peni would Auto-Block a Hit, Burn 25% of a bar of Power and inflict Direct Damage proportional to the amount lost. This ability cannot be prevented by Ability Accuracy. All personal Power Burn Effects scale with Base Attack only.
- When Blocking or Auto-Blocking a Hit, Peni cannot be Stunned and Locks the Opponent's Power.
- When Peni would be Struck by a Heavy Hit while Auto-Blocking, gain 100% chance to Resist a Block Break.
- When performing a Well-Timed Block, gain 6% of a bar of Power.

Peni cannot be Stunned and her Opponent is Power Locked when the Opponent strikes into her block. This makes Peni a great counter to the Kinetic Transference and Rise to Power Quest Buffs.

Dev Notes

Special 1 – Eject

- **Spider-Protocol:** With 11+ **Spider-Sense** charges on activation, inflict a Power Burn Debuff during this Special Attack, burning 75% of a bar of Power over 6 second(s).
- After activation, gain +4 **Spider-Sense** charges. Additionally, if the Opponent fills a bar of Power during this Special Attack, gain +3 bonus **Spider-Sense** charges.
- The first hit doesn't grant Power and Burns 25% of a bar of Power.

For the best results, use this Special Attack while the Opponent has a little more than a bar of Power. This allows Peni to gain a total of 8 Spider-Sense charges.

Dev Notes

Special 2 – Propulsion Punch

- On activation, pause the duration of all **Spider-Sense** charges until the Special Attack ends.
- Each Web Shooter hit deals a burst of 308.64 Incinerate Damage for each **Spider-Sense** charge.
- **Spider-Protocol:** With 8+ **Spider-Sense** charges, the last hit consumes all charges inflicting an Incinerate Debuff per charge, each dealing 3472.2 Energy Damage over 8 second(s). Incinerate also removes Perfect Block chance and lowers Block Proficiency by 50%.

Most of Peni's damage comes from her Special 2. After using several Special 1's to exceed the maximum Spider-Sense charges, use the Special 2 for some big red numbers and a lot of Incinerate Debuffs.

Dev Notes

Special 3 – Full Synchronization

- Inflict a Power Burn Debuff, burning 150% of a bar of Power over 15 seconds.
- If the Sync-Shield's on cooldown, it's restored at 100% strength. Add a flat 50% to the Sync-Shield's current strength. Max 200% strength.

For a little extra protection, the Special 3 allows the Sync-Shield to gain more than 100% of its max strength.

Dev Notes

Signature Ability – Teenage Weapon

- When the Opponent fills a bar of Power or recovers more than 5% of Max Health at once, inflict a Heal Block Passive, preventing the Opponent from healing for 6 second(s).
- Whenever the Opponent Heals while Heal Blocked, deal 15% of the Health they would have gained as a burst of Incinerate Damage. If the Salve Mastery is active, the Mastery is removed.

Peni is able to Heal Block her Opponent's fairly reliably with this ability. Be sure to keep a close eye on the Opponent's Power Meter.

Dev Notes

Synergy Bonuses

Angel Attack – Unique

With [Air-Walker](#), [Falcon](#)

- **Peni Parker:** While the Sync-Shield is active, become Stun Immune.
- [Air-Walker](#): Gain +1 Power Cosmic Buff(s) when winning a fight.
- [Falcon](#): Lock On lasts 1 second longer.

Spider-Geddon – Unique

With [Spider-Man \(Miles Morales\)](#), [Spider-Ham](#), [Spider-Gwen](#)

- **Peni Parker**, [Spider-Man \(Miles Morales\)](#), [Spider-Ham](#), [Spider-Gwen](#) : At the start of each fight, gain +4 Spider-Sense or Spider-Nonsense charges.

Field Trip – Unique

With [Mysterio](#), [Daredevil \(Hell's Kitchen\)](#)

- **Peni Parker:** While the Sync-Shield is active, Peni can trigger the Parry Mastery against non-contact attacks.
- [Daredevil \(Hell's Kitchen\)](#) : Exiting Murdock Boy Mode grants a Righteous Wrath Passive for 8 second(s). While active, Basic

Attacks have a 35% chance to inflict an instant Bleed, dealing 120% of hit damage as Direct Damage.

- **Mysterio** : Chemical Gas is not consumed when inflicting Poison with a Heavy Attack.

Technician – Solo

With [Kang](#)

- **Peni Parker**: Gain +30% Attack Rating, but reduce the Sync-Shield's max strength by 50%.

Strange Beasts and Bizarre Machines – Unique

With [Howard The Duck](#), [Venom The Duck](#), [Mole Man](#)

- **Peni Parker, Howard the Duck, Venom the Duck, Mole Man** : Gain +900 Attack Rating and Armor Rating against #Size: XL Opponents.

Suit Up – Unique

With [Iron Man](#), [Hit-Monkey](#), [Sunspot](#)

- **Synergy Members**: +7% Health.

Recommended Masteries

Block Proficiency and Perfect Block

- Mitigating damage into Peni's Block with Block Proficiency, Perfect Block, Armor Rating, etc. makes for a longer lasting Sync-Shield!

Resonate

- For the same reasons that the Block Proficiency and Perfect Block Masteries make Peni's Sync-Shield stick around longer, lowering the Opponent's Attack Rating is just as effective.



Author: [MCOC Champion Designers](#)

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Phoenix

Though Jean Grey and the Phoenix Force have long been separated, their bond is unique. More than a mere host, Jean is a part of the Phoenix, as the Phoenix is a part of her. When Jean was brought to the Battlerealm and exposed to ISO-8, the highly mutagenic properties of ISO-8 reopened Jean's latent connection the universal force of life, and the Phoenix was reborn again, this time into The Contest of Champions!

Champion Attributes



- Survivability 3.5



- Damage 2



- Ease of Use 3.5



- Utility 1.5



- Defender Strength 1.5

[Learn more about Champion Attributes](#)

Base Stats and Abilities

*All stats based on 4 Star, Rank 5, Level 50, Signature Level 99

- **Health:** 13,075
- **Attack:** 1,047
- **Max PI:**
 - Without Signature: 3247
 - With Signature (99): 4515

Phoenix Force – Passive: The Phoenix's connection to the cosmic Phoenix Force entity is the source of much of her power.

- She begins the fight with 1 Phoenix Force charge, and periodically generates Fury Buffs based on her current number of Phoenix Force charges.
- The more Phoenix Force charges the Phoenix has, the faster she generates Fury Buffs.
- Fury Buffs increase attacks by 9.5%.

Empower – 5 or more Fury Buffs – Passive:

- All attacks gain a 100% chance to Incinerate the opponent
- Heavy Attacks gain a 100% chance to Armor Break, reducing Armor by 30% for 7 seconds.

Overload – 11 Fury Buffs – Passive

- On entering Overload, all Phoenix Force charges are immediately consumed and the Phoenix begins consuming Fury buffs periodically.
- All attacks have a 20% chance to Stun Incinerated targets for 1 second.
- Offensive and Defensive Power Gain is reduced by 80%
- The Phoenix remains Overloaded until she has consumed all her Fury Buffs.

Heavy Attacks – Passive:

- 100% Chance to gain 1 Phoenix Force charge.

Special 1: Telekinetic Blast – The Phoenix Force is released in a wave of telekinesis, amidst a rush of power!

- Gain 10% Power for each Phoenix Force charge, consuming all but 1 of them.
- Consumes up to 1 Fury Buff, increasing Special Damage by 10% per Fury consumed.

Special 2: Cosmic Firestorm – Cosmic fire, funnelled by raw Telekinetic power, into a deadly firestorm.

- Gain 3 additional stacks of Phoenix Force.
- Consumes up to 4 Fury Buffs, increasing Special Damage by 10% per Fury consumed.

Special 3: True Avatar Phoenix – The power of the Phoenix Force unleashed!

- This attack consumes all of the Phoenix's Fury Buffs, granting up to a 242% damage bonus, based on the number of Fury Buffs consumed.

Signature Ability – Right of the Phoenix: Once per fight when the Phoenix would be knocked out, she immediately becomes invulnerable for 2 seconds, and consumes all of her Phoenix Force charges, regaining (4.2%-10%) health per Phoenix Force consumed. After the 2 seconds she generates 1 Phoenix Force charge.

Synergy Bonuses

- **It's Complicated (+3% Armor and + 3% Power Gain):** Cyclops (Blue Team) or Wolverine
- **Friends (+6% Armor):** Storm
- **Teammates (+5% Perfect Block Chance):** [Beast](#), [Nightcrawler](#) or [Gamora](#)

Recommended Masteries

- **Enhanced Fury**
 - The Phoenix Force passive ability allows the Phoenix to create lots of fury buffs. Increasing the effect of each of these can have a large impact on her damage potential.
- **Courage**
 - Similar to Enhanced Fury, increasing Phoenix's attack translates to a large damage increase, and her Signature Ability makes playing around at low HP values a little less dangerous.
- **Inequity**
 - When playing for sustained damage, the Phoenix can keep herself in the Empowered zone for quite a while, gaining a guaranteed incinerate on hit. These stack up fast, and can make a difference for the Phoenix who lacks powerful defensive tools beyond her Signature Ability.

Matchups

Strong Matchups

- **Iron Man, Iron Patriot, Superior Iron Man**
 - In addition to Class Advantage (against most of them) Phoenix can Armor Break to counter their Armor Ups, and her massive burst damage allows her to blow right through their Overload Regens.
- **Captain America, Captain America (WW2)**
 - Captain America lacks any way to disrupt Phoenix's core Fury loop, allowing Phoenix to stay Empowered for longer. This allows Phoenix to keep him Incinerated lowering his Block Proficiency and removing Perfect Block.

Weak Matchups

- **Ronan**
 - Before gaining his Signature Ability, Edict, Ronan's ability to convert Fury to Weakness helps him a little against Phoenix. However once his Edict ability kicks in, Phoenix will have to be very careful as she will almost always have many stacks of Fury to trigger the full damage and stun duration bonus.
- **Doctor Strange**
 - Few Champions have the ability to interfere with Phoenix's core Fury building loop like Doctor Strange. Nullify, Counterspell, Fate Seal all have the ability to throw Phoenix's timing out, leaving her struggling to do damage!



Author: [MCOC Champion Designers](#)

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Platinumpool

Hey! Platinumpool here... I told you that you hadn't seen the last of me! I bet you've spent your nights trying to unravel my mysteries... dreaming about me. After months of our back and forth (mostly back), will-they-won't-they, Ross and Rachel relationship, did you really think I would leave you nothing but a Profile Pic to remember me by? We're meant for each other, Summoner! Now all that's left is for you to put together the pieces and we can be together forever! Believe. Believe in the heart of the shards. Believe in us. Believe in Summpool. (That's what they'd call us)...

Platinumpool's Mechanics

Platinumpool takes advantage of his Guide to the Battlerealm Cards during, allowing him to gain random effects with each Card he draws. No fight will ever be the same with Platinumpool!

Character Class: Mutant

Basic Abilities: Platinumpool's Guide to the Battlerealm Cards, Stun, Regeneration, Bleed, Prowess

Base Stats and Abilities

Health Attack PI (Max Signature)

<i>3-Star</i> ★★★	6245	413	1912
<i>4-Star</i> ★★★★	15660	1036	4804
<i>5-Star</i> ★★★★★	31398	2076	10650
<i>6-Star</i> ★★★★★★	40458	2675	13680 (Rank 3, Level 45)

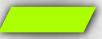
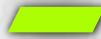
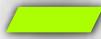
Champion Attributes



- Survivability 3.5



- Damage 2



- Ease of Use 3.5



- Utility 1.5



Strengths and Weaknesses

Strengths :

Versatility

- Platinumpool has a wide range of abilities at his fingertips with his Battlerealm Cards. The difficult part is getting the right card at the right time.

[Learn more about Champion Attributes](#)

Bleeds

- Primarily, Platinumpool deals his damage by Bleeding his Opponent, and maintaining the debuffs on his Opponent.

Regeneration

- In classic Deadpool-fashion, Platinumpool has got great Regeneration, allowing him to reliably recover Health each fight.

Weaknesses:

Heal Block

- Platinumpool has some potent Regeneration abilities, if these can be shut down, he'll go down much quicker!

Unreliability

- Platinumpool has got the potential to be a very powerful champion, but because of his random nature, you never really know what abilities he's going to get each fight.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Passive

- Autofight? Booooring, fast forward!

Time is sped up while Platinumpool is autofighting, allowing him to close out fights super quick!

Dev Notes

Platinumpool's Guide to the Battlerealm Deck – Max 6 Cards

- Platinumpool draws 3 Cards before each fight.
- At the start of the fight, each drawn Card is revealed, granting a random effect.
- There are 4 rarities of Cards: **Brown Pants**, **Common**, **Rare** and **Epic**.
- The rarity of a Card determines the chance it will be drawn. By default, **Brown Pants** Cards cannot be drawn. **Epic** Cards cannot be drawn when fighting on the final node of a quest.
- Platinumpool can draw duplicates of all **Common** Cards.
- Drawing Cards is not affected by Ability Accuracy modification.

When brought below 35% Max Health

- Once per fight, Platinumpool gains a Regeneration Buff, recovering **3767.76** Health over **8** second(s).

When Knocked Down

- Platinumpool has a **25%** chance to draw a Card when he is knocked down.

Basic Attacks

- Pause the duration of all Personal Bleed effects for **1** second(s).

Heavy Attacks

- When landing the first hit, gain a Prowess Buff, increasing Special Attack Damage by **25%** for **10** seconds.

Special 1: Ace in the Hole

- Inflict a Bleed Debuff, dealing **2491.2** Direct Damage over **16** seconds. This Bleed scales with Special Attack Damage.

This ability is best when followed up with a Special 2 in order to Stun the Opponent and allow Platinumpool to finish his dance.

Dev Notes

Special 2: Cut the Deck

- If the Opponent is currently bleeding, Platinumpool inflicts a Stun Debuff lasting **2** seconds.
- If Platinumpool completes his dance after this attack, he draws and reveals 1 Card.

- The chance to draw a **Brown Pants** Card is increased each time Platinumpool draws a card in this way. While Platinumpool is defending, **Brown Pants** Cards cannot be drawn.
- Once per fight, if Platinumpool is interrupted before completing his dance during his Special 2 Attack, he gains a Regeneration Buff, recovering **2354.85** Health over **8** second(s).

This is the most important Special Attack for Platinumpool. He can use it to gain more Cards by completing his dance. Be careful though, each time you gain another card, you run the risk of pulling a Brown Pants Card.

Dev Notes

Special 3: Calling Card

- Inflict a Bleed Debuff, dealing **3425.4** Direct Damage over **32** seconds. This Bleed scales with Special Attack Damage.
- Discard all active Cards and draw **3** more.

Essentially the Special 3 allows Platinumpool to “shuffle” his cards back into his deck and get all new cards. Sometimes, the best way to play Platinumpool is to shuffle your cards until you get a deadly combination. Now it’s time to go through each Card and what they do!

Dev Notes

Platinumpool's Guide to the Battlerealm Cards

- **Brown Pants:** Reduce the potency of Platinumpool's Block Proficiency, Perfect Block Chance, Critical Rating and Power Rate by **-100%** for **8** seconds. This card does not count towards the max.
- **Attack Boost:** Increase Attack Rating by **207.6**.
- **Heal Boost:** Increase Regeneration Rate by **20%**.
- **Stun Boost:** Increase the duration of Stun Debuffs inflicted on the Opponent by **30%** and reduce the duration of Stun Debuffs inflicted on Platinumpool by **30%**.
- **Power Boost:** Gain a Power Gain Buff, generating **75%** of a bar of Power over **20** seconds. Increase Power Rate by **10%**.
- **Special Attack Boost:** Increase Special Attack Damage by **15%**.
- **Blood Drive:** While the Opponent is bleeding and Platinumpool has a lower percent of Health remaining, attacking the Opponent inflicts a Bleed Debuff dealing **1038** Direct Damage over **12** seconds. This Bleed scales with Special Attack Damage.
- **Throwing Fists:** Gain up to **200%** increased Special Attack Damage, increasing for each hit in the Combo Meter to a max of **200** hits. Every **15** hits in either Champion's Combo Meter, gain an Unblockable Buff for 3 seconds.
- **Payback:** When Platinumpool hasn't been attacked by the Opponent for **7** seconds, gain a Payback Passive for **5** seconds. After Payback expires, gain a Regeneration Buff, recovering all damage taken while Payback was active over **5** second(s) and inflicting a Bleed Debuff on the Opponent, dealing **75%** of all damage taken while Payback was active as Direct Damage over **5** seconds. This Bleed scales with Special Attack Damage.
- **Sumopool:** While either Champion has a Fury effect, Platinumpool becomes Unstoppable against the last hit of incoming Special 1, Special 2 and Heavy Attacks. Additionally, damage received from this hit can't exceed **15%** of the Opponent's Attack. When Platinumpool is in either corner, gain a Fury Buff, increasing Attack Rating by **2076** until Platinumpool leaves the corner.
- **Special Surprise:** When activating a Special Attack, gain 1 Buff for each bar of Power filled by the Opponent, lasting **6** seconds. Buffs include Fury, Precision, Cruelty, Prowess, Unblockable, Indestructible and Unstoppable.
- **Mode Mixer:** Rotate through Light, Medium, Heavy and Special Modes. Attacks associated with each mode gain **5190** Attack Rating and all other attacks have **-80%** Attack Rating. Modes rotate every **10** seconds.

Wow! I'm impressed you read through all of that! So that's all the cards. If you ever forget what a card does during a fight, we've also included pause menu descriptions of each card while they are active!

Dev Notes

Signature Ability – Legendary Boost

- Unlock a very low chance to draw the **Legendary Boost** Card.
- Increase the potency of all **Common** Card effects by **60%**.

Okay I was dishonest, there's one more card, the Legendary Boost! It works very similarly to other Boost Cards.

Dev Notes

Synergy Bonuses

Merc With A Mouth: [Rogue](#)

- **Platinumpool:** Increase the chance to draw the **Blood Drive** Card.
- **Solo:** Only affects this Champion and does not stack.

Crossover?: [Star-Lord](#)

- **Platinumpool:** Increase the chance to draw the **Throwing Fists** Card.

- **Solo:** Only affects this Champion and does not stack.

Stuck In Limbo: [Magik](#)

- Platinumpool: Increase the chance to draw the **Payback** Card.
- Solo: Only affects this Champion and does not stack.

Deathwish: [Doctor Doom](#)

- Platinumpool: Increase the chance to draw the **Sumopool** Card.
- Solo: Only affects this Champion and does not stack.

Chaotic Energy: [Scarlet Witch](#)

- **Platinumpool:** Increase the potency of the **Special Surprise** Card by **30%** .
- **Solo:** Only affects this Champion and does not stack.

Goodfella: [Joe Fixit](#)

- **Platinumpool :** Increase the potency of the **Mode Mixer** Card by **30%** .
- **Solo:** Only affects this Champion and does not stack.

Recommended Masteries

Deep Wounds

- Since Platinumpool relies on Bleeding his Opponent, increased Bleed duration makes stunning his Opponent with his Special 2 even easier.



Author: [MCoC Champion Designers](#)

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Professor X

Professor X believed in peaceful coexistence of mutants and humans, but this all changed when Moira MacTaggert revealed to him the inevitable demise of mutantkind, unless Professor X could change his ways. Under the new moniker "X", he gave up his old dreams. No more would mutants endure the afflictions and prejudice of humankind. Under the formidable rule of X, the mutant nation of Krakoa was founded. And those who defy the nation must enter the Mindscape and face Professor X in a duel of mental strength.

Professor X's Mechanics

Professor X channels his psychic power to Mind Control his Opponents, locking them from using Special Attacks and gaining power. As Professor X wins fights, he gains Cerebro Charges, boosting the effects of his powerful synergies.

Character Class: Mutant

Basic Abilities: Cerebro Charges, Mind Control, Falter, Prowess, Vigilance

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5336	525	1946
4-Star ★★★★	13379	1317	4891
5-Star ★★★★★	26826	2640	10640
6-Star ★★★★★★	34566	3401	13690

(Rank 3, Level 45)

Champion Attributes



- Survivability 4.5



- Damage 3.5



- Ease of Use 4



- Utility 4.5



- Defender Strength 3.5

[Learn more about Champion Attributes](#)

Strengths and Weaknesses

Strengths :

- **Prevents Miss and Evade**
 - Once Professor X has gained enough Channeling Charges, he can bypass Miss and Evade effects very reliably.
- **Controller**
 - With the combined use of his Falter, Unblockable and Mind Control abilities, Opponents will be playing on Professor X's terms in each fight.
- **Mutant Super Support**

- Make the most of Professor X by pairing him with other Mutants and X-Men. As Professor X wins fights, he gains Cerebro Charges which boost his synergy effects, benefitting his team.

Weaknesses :

- **Low Health**
 - Professor X has a very small health pool which makes chip damage and especially damage-over-time effects very potent against him.
- **Tech Champions**
 - Professor X loses his counter to Miss and Evade effects against Tech Champions and he cannot use as many Special Attacks during Mind Control against them.
- **Power Control**
- If Professor X can't use Special Attacks, he can't deal very much damage. Power Drain and Burn effects also remove a large portion of his Channeling Charges, a severe setback.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Mutation – Always Active

- Professor X's first Medium Attack is the only Basic Attack that makes contact with his Opponent. All of Professor X's attacks deal Energy Damage.
- Immune to Reversed Controls due to his mastery over Telepathy.

Falter

- When Professor X would be struck by a Basic Attack, he inflicts a Falter Passive, causing 100% of the Opponent's attacks to Miss for 2 second(s). This ability has a 20 second cooldown but starts on a 10 second cooldown.
- When the Opponent lands a Special Attack, Falter is removed.
- Avoiding an attack while Dodging backwards during Falter's cooldown reduces the duration by 1 second(s).

This ability allows Professor X to safely Channel without being attacked. It's up to the player to maximize Professor X's Falter ability. The more attacks he dodges, the more he can use it.

Dev Notes

Persistent Cerebro Charges – Max 4 Charges

- Start each Quest with 1 **Cerebro Charge(s)**.
- Gain 1 **Cerebro Charge(s)** when Professor X wins a fight.
- **Cerebro Charges** increase the potency of Professor X's Synergies.

One of X's greatest features is his toolbox of useful synergies. Unlike most, Professor X can increase the potency of his synergies by winning fights.

Dev Notes

Channeling

- Professor X channels his telepathic abilities, gaining 10 Channeling Charge(s) per second at the end of his Special 1 and 2 Attacks and while charging his Heavy Attack.
- When Power Burned or Drained, lose 50 Channeling Charge(s).
- While at 25+ Channeling Charges against Non-Tech Champions, Professor X can not be Evaded and gains a Vigilance Passive, allowing all attacks to bypass Miss.
- While at 50+ Channeling Charges, using the fourth Light Attack inflicts **Mind Control** on the Opponent. When activating a Special Attack with 100 Channeling Charge(s), automatically inflict **Mind Control**.

Channeling is a mechanic that's new to Professor X! In game, watch for pink and purple waves emanating from Professor X, indicating that he is Channeling. When Professor X is defending, this is a great window to punish him.

Dev Notes

Channeling – Completing and Cancelling

- **Complete Channel or Cancel by Heavy Attacking:** Gain +10 Channeling Charge(s).
- **Cancel by Blocking, Charging a Heavy Attack or using a Light, Medium or Special Attack:** Gain a Prowess Buff increasing Special Attack Damage by 40% for 36 second(s).
- **Cancel by Dashing Backwards:** Refresh the duration of all Prowess Effects on Professor X.

Players are able to cancel out of the Channeling during the Special 1 and 2 Attacks by inputting an action. The way you cancel your Channel will decide what effects are activated! There's quite a lot of potential for some interesting plays with this ability so we're excited to see what you guys come up with!

Dev Notes

Mind Control

- **Mind Control** lasts 0.5 second(s) for every 10 Channeling Charge(s).
- The Opponent is Locked from gaining Power or using any of their Special Attacks.
- **Mind Control's** duration is paused during Professor X's Special Attacks, except while Channeling.
- Professor X's Special Attacks are Unblockable and cost up to 70% less Power based on the number of Channeling Charges. Reduced to 40% against Techs.

Professor X is the first champion in the game that's able to lock his Opponent out of their Special Attacks. Mind Control is Professor X's big moment to use as many Special Attacks as he can while the Opponent is almost completely subdued.

Dev Notes

Special 1: Psychic Grasp

- On activation, gain 25 Channeling Charge(s).

During Mind Control, players will find that they're able to perform several Special 1's in quick succession with enough power.

Dev Notes

Special 2: Psi-Blades

- The last three hits deal a burst of 2112 Energy Damage. This ability scales with Special Attack Damage.

This is Professor X's largest damage spike! Keep in mind that Professor X's Prowess Buffs will increase the bursts of Energy Damage from this attack.

Dev Notes

Special 3: Duel of the Mind

- Gain a Prowess Buff for each **Cerebro Charge**, increasing Special Attack Damage by 60% and lasting 40 second(s). Max 4 stack(s).

As Professor X wins more fights, he'll gain more Cerebro Charges, greatly increasing the benefit of his Special 3. In Mind Control, keep in mind that due to the reduced cost of Special Attacks, Professor X can use his Special 2 immediately after this attack.

Dev Notes

Signature Ability – Krakoan Sovereignty

- While below 75 Channeling Charge(s), gain 1 Charge(s) per second. While Defending, this rate is doubled and Charges are gained for the entire fight.
- Gain up to 50% Prowess Potency, scaling with the Opponent's Power Meter.

With his Signature Ability unlocked, Professor X is encouraged to inflict Mind Control when his Opponent has as much power as possible, increasing the potency of all Prowess Buffs gained during Mind Control.

Dev Notes

Synergy Bonuses

Birthright

With [Professor X](#)

- **All Mutants and X-Men except Professor X:** +25% Special Attack Damage for each **Cerebro Charge**. Max 100%.
- **Unique Synergy:** Does not stack with duplicate synergies.

All of Professor X's synergies provide a bonus to Mutants and X-Men on his team, excluding himself. Each of these effects scales with his Cerebro Charges, making him an even better support for every fight he wins.

Dev Notes

Drug I

With [Wolverine](#), [Wolverine \(X-23\)](#), [Colossus](#)

- **All Mutants and X-Men except Professor X:** +18% Poison Resistance for each **Cerebro Charge**. Max 72%.
- **Wolverine, Wolverine (X-23):** +15% Critical Rating.
- **Colossus:** Start each fight with 1 indefinite Armor Up Buff, granting 15% Armor Rating.
- **Unique Synergy:** Does not stack with duplicate synergies.

Habitat

With [Storm](#), [Storm \(Pyramid X\)](#), [Emma Frost](#)

- **All Mutants and X-Men except Professor X:** +15% Prowess Effect Duration for each **Cerebro Charge**. Max 60%.
- **Storm, Storm (Pyramid X):** +20% Shock Potency.
- **Emma Frost :** Gain up to +30% increased Critical Rating scaling with Emma Frost's Power Meter.
- **Unique Synergy:** Does not stack with duplicate synergies.

Drug L

With [Cyclops \(New Xavier School\)](#), [Cyclops \(Blue Team\)](#), [Phoenix](#)

- **All Mutants and X-Men except Professor X:** Once per fight when a Champion would be knocked out, immediately regenerate 7.5% of their Max Health for each **Cerebro Charge**. Max 30% Health.
- **Cyclops (New Xavier School), Cyclops (Blue Team):** Beam Hits gain +100% Critical Damage Rating and inflict an Armor Break, reducing Armor Rating by 20% for 5 seconds.
- **Phoenix:** When Overloaded, Phoenix gains an indefinite Fury Passive, increasing her Attack Rating by 60%. Max 5 stack(s).
- **Unique Synergy:** Does not stack with duplicate synergies.

Gateway

With [Nightcrawler](#), [Archangel](#), [Beast](#)

- **All Mutants and X-Men except Professor X:** Gain 6% of a bar of Power every 10 second(s) for each **Cerebro Charge**. Max 24%.
- **Nightcrawler, Archangel:** +30% Bleed Potency.
- **Beast:** Increase the duration of Freestyle and Acrobatic Combo Success by 5 second(s).
- **Unique Synergy:** Does not stack with duplicate synergies.

Drug M

With [Magneto](#), [Magneto \(House of X\)](#), [Iceman](#)

- **All Mutants and X-Men except Professor X:** Gain a Mental Barrier with 2.5% of Current Health for each **Cerebro Charge**. Max 10% Health. Whenever the Champion would take damage except from Special 3 Attacks, the Barrier takes 75% of the damage until it reaches 0 Health.
- **Iceman:** When Ice Armor shatters all Frostbite Effects expire instantly.
- **Magneto (House of X):** Guidance's bonus Attack Rating is increased by a flat +5% or +15% on the final node of a Quest.
- **Magneto (Classic):** +15% Attack Rating while fighting #Metal Champions.
- **Unique Synergy:** Does not stack with duplicate synergies.

Recommended Masteries:

- **Dexterity:**
 - Although this mastery is a mainstay, it's still good to callout. For Professor X, the more attacks he dodges, the better. Why not get a Precision Buff out of it?
- **Stupefy:**
 - Extending the duration of Parry's Stun allows Professor X to Heavy Charge for longer, resulting in more Channeling Charges, faster!
- **Block Proficiency:**
 - Professor X does not have a lot of Health to work with. Increasing his Block Proficiency makes taking chip damage less impactful.



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Proxima Midnight

Thanos' greatest warrior, Proxima Midnight is a formidable foe to anyone that crosses her. She's a master combatant that is willing to deal death by her spear without a second thought.

Character Class: Cosmic

Basic Abilities: Prowess, True Accuracy, Safeguard, Heal Block

Champion Attributes



- Survivability 3



- Damage 4



- Ease of Use 2.5



- Utility 2.5



- Defender Strength 1

[Learn more about Champion Attributes](#)

Base Stats and Abilities

*All stats based on 4-Star, Rank 5, Level 50, Signature Level 99

Health: 14596

Attack: 1216

Max PI:

- **Without Signature:** 3867
- With Signature (99): 4633

*All stats based on 5-Star, Rank 5, Level 65, Signature Level 200

Health: 29264

Attack: 2437

Max PI:

- **Without Signature:** 7781
- With Signature (200): 10440

Missions from Thanos

- Proxima Midnight has 3 missions to accomplish and those are granted in random order.
- Mission 1: Parry Offense: Perform 6 well timed blocks.
- Mission 2: Intercept Attack: Perform 4 intercepts against a dashing opponent.
- Mission 3: Incapacitate: Knockdown the opponent 5 times using a Heavy or Special Attack.
- When Proxima completes an objective on one of her missions, she gains True Accuracy for 5 seconds, allowing her to ignore Auto Block and all Evade effects.
- Whenever completing a mission, she gains a Prowess Buff, increasing Special Damage by 250% for 10 seconds. When the

temporary Prowess Buff expires, Proxima receives her next mission and gains permanent Prowess, enhancing Special Damage by 200% for the rest of the fight.

Proxima Midnight is designed to be great in long fights, while having spikes of damage temporarily. When players get 4 Prowess and 4 Fury Buffs, her damage output will be one of the highest in the game, making her a really good option for Labyrinth of Legends.

Dev Notes

When Attacked

- If Proxima has more than 30 hits in her Combo Meter, she can activate a Safeguard Buff when attacked by a projectile, preventing her from losing more than 3% of her max Health from a single source for 4 seconds.

Great versus Yondu and Green Goblin!

Dev Notes

Blocking

- Opponent's have 200% Offensive Ability Accuracy reduction when Proxima Midnight blocks an attack. Additionally, she can use the Parry Mastery against any basic attack, stunning opponents even if their attack is projectile based.

Yondu won't be able to inflict his Bleed through Proxima Midnight's Block!

Dev Notes

Special 1: Trapped Sun – Proxima Midnight strikes the opponent with the force of a trapped sun.

- +2128 Attack Rating if the opponent has an active Regeneration Buff or Passive.
- Inflicts Heal Block, preventing the target from recovering Health for 7 seconds. If Proxima has more than 50 hits in her Combo Meter, the duration of this Heal Block is doubled.

Her Special 1 Attack is a great option against Champions that are constantly regenerating Health, like Green Goblin and Wolverine.

Dev Notes

Special 2: Multi-Arcing Strike – Proxima Midnight launches a lethal multi-arcing energy strike with her spear.

- 100% chance to Stun opponents for 2 seconds.

Special 3: Black Light Brutality – Transforming her spear into a lance of multi-arcing energy, Proxima immobilizes the opponent with a blast of black light to the back, then exterminates them with a close-range strike.

- 100% chance to Stun opponents for 6 seconds.
- 100% chance to Armor Break, removing an enemy Armor Up and applying 2000 Armor Rating reduction for 6 seconds.

Signature Ability: Ultimate Mission

Extinguish All Hope

- Reach 100 hits on the Combo Meter. When this mission is complete, she gains a Fury Buff for every mission completed at that time, each increasing her Attack Rating by 182-607 for the rest of the fight.
- When completing this mission, Proxima Midnight activates a permanent True Accuracy passive effect.

Synergy Bonuses:

Unmerciful Punishment with [Nebula](#) (Unique)

- Proxima Midnight: When True Accuracy is active, her Attack Rating is increased by 15%.
- Nebula: Starts the fight with 10 Electroshtock Charges.

Asgardian Hunt with [Thor \(Ragnarok\)](#) (Unique)

- Proxima Midnight: Gains Combo Shield whenever she has less than 50 hits in her Combo Meter .
- Thor (Ragnarok): Activation of Boon of the Gods requires 10 less hits on the Combo Meter and 5 less hits whenever struck.

Special Assist with [Corvus Glaive](#) (Unique)

- Proxima Midnight: Ultimate Mission's Combo Meter requirement goes down to 75 hits.

Her Asgardian Hunt and Special Assist synergies will allow players to get more hits in the Combo Meter and also activate her Signature Ability earlier in the fight. Those are great for players who can't consistently get to 100 hits in their Combo Meter, while also helping advanced players if they make a mistake.

Infinity Enemies with [Doctor Strange](#), Scarlet Witch, Vision (Age of Ultron), and Hulk (Ragnarok)

- All Champions gain +6% Attack.

Recommended Masteries

Glass Cannon, Recoil

- Glass Cannon and Recoil are Attack Rating bonuses, and this synergizes really well with the big Prowess bonuses Proxima Midnight is able to get when completing her missions.

Petrify and Pacify

- Proxima's Special 2 and Special 3 Attack inflict very potent Stuns. Having Petrify and Pacify will reduce their Ability Accuracy while also reducing her opponent's Health and Power gains.

Enhanced Fury

- Her Signature Ability, Ultimate Mission, provides very potent Fury bonuses. Enhanced Fury at max level will grant her a 8% stronger Fury effects.

Matchups

Strong Matchups:

Black Widow, Black Panther (Civil War)

- Proxima Midnight reduces her opponent's Ability Accuracy when she blocks an attack. This means players will be able to Parry Black Widow's attacks and Black Panther (Civil War) won't be able to Reflect her Parry Stun.

[Green Goblin](#) , [Yondu](#)

- Proxima Midnight is able to Parry any Basic Attacks, enabling her to Parry Yondu's Arrow attacks. She also has a Safeguard Buff when her Combo Meter is above 30 hits and when an opponent uses a projectile attack, making her an excellent Champion when going against Green Goblin's and Yondu's Special Attacks.

Wolverine, [Green Goblin](#) , [Ultron](#)

- Proxima Midnight's Special 1 Attack is very effective against opponents that are regenerating Health through their Buffs and Passive effects. A huge Attack Rating increase and a long Heal Block also allows her to be extremely effective in Alliance Wars against opponents that benefit from the Willpower Mastery.

Spider-Man, [Nightcrawler](#) , [M.O.D.O.K.](#)

- When using her spear, Proxima Midnight hardly misses an attack thanks to her True Strike effect when completing her objectives, enabling her to be a great counter to Champions that use Evade or Auto-Block

Weak Matchups:

Doctor Strange, [Scarlet Witch](#)

- Proxima Midnight's main source of damage are her permanent Prowess and Fury Buffs. Doctor Strange and Scarlet Witch can easily nullify those Buffs, making her vulnerable to those Champions.

[Loki](#) , [Rogue](#)

- Those two Champions can potentially steal Proxima's Prowess and Fury Buffs and use them in a devastating attack.



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Psylocke

Elizabeth "Betsy" Braddock's telepathic and telekinetic mutant powers were unlocked when she was mind-controlled by Dr. Synne, and Mastermind. When she was captured by the evil Hand, her soul was forcibly transferred into the body and mind of a deadly ninja warrior. Now a powerful mutant hero, and a skilled assassin, Psylocke is willing to utilize her deadly abilities on her own terms and without hesitation when she believes it's necessary.

Champion Attributes



- Survivability 3



- Damage 2



- Ease of Use 3.5



- Utility 2



- Defender Strength 1.5

[Learn more about Champion Attributes](#)

Base Stats and Abilities

*All stats based on 4 Star, Rank 5, Level 50, Signature Level 99

- **Health:** 13455
- **Attack:** 1159
- **Max PI:**
 - Without Signature: 3649
 - With Signature (99): 4506

Basic Abilities: Power Drain, Power Lock, Power Burn, Stun

Passive

- Gain 25% less Power from striking your opponent.

Passive

- Gain up to 1333 bonus Critical Damage Rating the lower your opponent's current Power.

Psi-Charges

- Your opponent doesn't gain Power when struck if they have 0 Power, and Psylocke has at least 1 Psi-Charge.
- Every 5 hits Psylocke lands on an Opponent with 0 Power, she gains a Psi-Charge.
- Each time her opponent fills a bar of Power, Psylocke gains a Psi-Charge.
- Each time Psylocke is struck by an opponent they consume a Psi-Charge instantly gaining up to 50% additional Power.

Heavy Attacks

- This attack consumes all Psi-Charges, dealing 869 Energy Damage per charge consumed.

Special 1: Telekinetic Blade – Psylocke manifests a telekinetic blade, using it in tandem with her Katana.

- Depletes up to 25% of the Target's Max Power.
- If this attack causes your opponent's Power to be reduced over a Special Attack bar threshold, Psylocke will Gain Power until she reaches 1 Bar of Power over 0.25 seconds.

Special 2: Psionic Blast – Psylocke unleashes her Telepathic abilities in a blast of raw psionic energy.

- 100% Chance to Power Lock your opponent for 6 seconds.
- If this attack hits, Psylocke has a 100% chance to consume 1 Psi-Charge, and gain 34% Power over 0.25 seconds.

Special 3: Psionic Knife Strike – Psylocke focuses all of her power into a single psychic blade, plunging it into her opponent's brain.

- Consumes all Psi-Charges
- 100% chance to Power Lock your opponent for 10 seconds.
- Burns 20% of your Target's Power for each Psi-Charge consumed, causing direct damage based on the amount burned.
- If this attack reduces your opponent to 0 Power, it Stuns them for 4.5 seconds.

Signature Ability

Psi-Feedback:

- Psylocke's psionically empowered strikes can disrupt her opponent's nervous system reducing their Defensive Ability Accuracy by 65% when they have 0 Power.
- Gain up to 857 bonus Critical Damage Rating the lower your opponent's current Power.

Synergy Bonuses

1. **Archangel** – Romance – All Champions gain +5% Power Gain
2. **Storm** – Teammates – All Champions gain +5% Perfect Block
3. **Rogue** – Teammates – All Champions gain +5% Perfect Block

Recommended Masteries

Glass Cannon

- Psylocke gets in trouble quickly if she starts taking hits while carrying lots of Psi-Charges. Glass Cannon doesn't actually make things worse for her, as she needs to be in control of the fight anyway. However, she benefits a lot by increasing her attack as it gets multiplied by her big Critical Damage Rating.

Pierce

- Psylocke gets most of her damage from Critical Hits, so increasing the effectiveness of this is good. She also lacks a way to remove powerful Armor effects, so bypassing a portion of that Armor can be very beneficial.

Precision

- Psylocke brings lots of natural Critical Damage Rating, but her chance to land that critical hit in the first place is only average. Anything that can be done to increase the number of critical hits she lands, will work out well for her.

Matchups

Strong Matchups

Wolverine/ Wolverine (X-23)

- When facing Wolverine and X-23, most of the same challenges present themselves and Psylocke is well equipped to deal with them. She wants to keep her opponent's Power as low as possible (ideally 0) which drastically reduces the amount of health that Wolverine regains per Regeneration triggered. Also, once her Signature Ability is unlocked, she reduces the chance to trigger a Regeneration in the first place.

Captain Marvel

- Somewhat similar to Wolverine and X-23, Captain (and Ms.) Marvel want to build lots of Power to maximize their Signature bonus. Psylocke directly combats this with all sorts of Power Lock/Drain/Burn, keeping them from hitting too hard.

Magik

- Magik is tough on defense in a big part because of Limbo. Limbo is most effective when triggered by an attack that pushes her across a Power threshold, and Psylocke is great at keeping this from happening. If she can get her locked in at 0 Power, she has the potential to take Limbo out of the fight completely.

Weak Matchups

Vision/Hyperion

- Vision's Signature Ability, and Hyperion's Cosmic Charges are both examples of abilities that Psylocke will have to be careful around. While her ability to attack without granting Power can be very powerful, it is vulnerable to Power Gains as it turns off as

soon as one triggers.

Civil Warrior

- Civil Warrior's ability to lower Offensive Ability Accuracy can disrupt Psylocke's ability to strike without granting Power, and it only takes one hit without that ability to start giving the Opponent Power.

Spider-Man

- It's all about that Evade with Spider-Man isn't it? Psylocke has to be extra careful around Evading Champions, as her ability to deny Power is one directional. If Spider-Man Evades an attack and Psylocke doesn't react quickly enough, he'll land a hit, and she'll have to get him setup back at 0 Power all over again. This swings more in Psylocke's favor once her Signature Ability is unlocked, but it still only takes one slip up.



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Punisher 2099

Jake Gallows, proud member of the Public Eye Police Force had his life stolen from him one fateful day in 2099. Left for dead with his family murdered in cold blood, Jake discovered that if he wanted retribution, he'd have to handle it himself. His ruthless approach and top tier training eventually caught the eye of Hydra, and Jake was placed in charge of the Ministry of Punishment, where his punishments have only grown more severe and frequent.

Champion Attributes



- Survivability 3



- Damage 3



- Ease of Use 3



- Utility 2.5



- Defender Strength 1.5

[Learn more about Champion Attributes](#)

Base Stats and Abilities

*All stats based on 4 Star, Rank 5, Level 50, Signature Level 99

- **Health:** 14,900
- **Attack:** 1,154
- **Max PI:**
 - Without Signature: 3675
 - With Signature (99): 4746

Character Class: Tech

Nano-Tech – Charging

- The Nano-Tech Battery begins the fight with 25% of its max charge.
- Every 5 seconds, the Battery triggers a recharge.
- If the opponent has 0 Buffs, the Battery recharges 6%
- If the opponent has 1 Buff, the Battery recharges 4%
- If the opponent has 2 or more Buffs, the Battery recharges 3%

Nano-Tech – Automatic Effects

- Opponent activates a Regeneration Buff – 20% of the Battery is drained to infect the opponent with nano-inhibitors and Heal Block them for 8 seconds. This Debuff automatically reapplys itself if a Regeneration Buff is still active when it expires.
- Punisher 2099 drops below 10% Health – the Battery is drained entirely, allowing Punisher 2099 to Regenerate 29.8 Health over 10 seconds for each percent drained.
- Punisher 2099 lands a Heavy Attack – 15% of the Battery is drained to Stun the opponent for 1.5 seconds.

Nano-Tech – Overdrive

- When the Battery hits 100%, it immediately goes into Overdrive and continually drains. It also cannot recharge until it is drained entirely and switches back to recharge mode.
- While in Overdrive: Punisher 2099 gains 17.31 additional Attack Rating for each remaining percent in the Battery and his attacks cause his opponent to gain 90% less Power.

Special 1: Excessive Force – A vicious pistol whip followed by a barrage of hot lead shows why Jake still relies on good old fashioned gun-powder.

- Punisher 2099 momentarily switches his battery into Overcharge mode, gaining 16% charge over 8 seconds.

Special 2: Crowd Control – A burst of fire from his assault rifle and a grenade to the face will disperse any target.

- 20% of the Battery is drained to activate Auto-Targeting. Auto-Target attacks cannot trigger a Passive Evade and gain 857 additional Critical Rating.
- Grenade Launcher: 100% chance to Armor Break, removing 2000 Armor Rating for 10 seconds. If the Battery has at least 10% charge, it expends that amount to double the duration of the Armor Break Debuff.

Special 3: Final Deletion – You have been found guilty of assaulting the Minister of Punishment. Your sentence: Disintegration.

- 50% of the Battery is drained to Disintegrate the opponent, dealing 2308 Direct Damage over 10 seconds and reducing their Power Gain Rate by 90%.

Signature Ability: Retribution 2099

- A last-minute upgrade to Punisher 2099's arsenal allows him to begin each fight with an additional 15% charge in his Nano-Tech Battery and also gains a new Nano-Tech Automatic Effect.
- Opponent hits max Power Meter – 50% of the Battery is drained to drain 5% of the opponent's Power and Power Lock them for 8 seconds.

Synergy Bonuses

- **Punisher (Classic)** – Cross Training [Unique]
 - Punisher 2099: Begins the fight with 20% Power Meter.
 - Punisher (Classic): +20% Fury and Bleed Ability Accuracy
- **Captain America (Classic)** – Loyal Minister [Unique]
 - Punisher 2099: Begins the fight with 15% additional Battery charge.
 - Captain America (Classic): +15% Attack while the opponent is Fatigued or Stunned.
- **Thor** – Believer [Unique]
 - Punisher 2099: The first use of the Nano-Tech Battery is immediately recharged.
 - Thor: +10% Fury Potency

Unique Synergies

Unique Synergies are new to The Contest with Punisher 2099. These synergies only provide benefit to the Champions using them and cannot stack with other copies of themselves. If a player already has a Loyal Minister synergy active with a four star Punisher 2099 and a four star Captain America, adding a three star Punisher 2099 for another Loyal Minister synergy will not provide any additional benefit.

Recommended Masteries

- Cruelty
 - For increased damage output, Punisher 2099 is best off using his Special 2 or Special 3. Because of the large boost to Critical Rating provided by his Special 2 Auto Target, Punisher 2099 gains a large damage boost by investing in this Mastery.
- Collar Tech
 - Combining the effects of Collar Tech with Punisher 2099's Overdrive or Disintegration effects can effectively keep the opponent Power Locked throughout a large portion of the fight and reduce the need to bait out the opponent's special attacks.

Strategies, Tips and Design

- The largest boost to damage that Punisher 2099 receives is from his Overdrive mode. While at 100% Battery, the total Attack boost is around 150%, making it one of the largest single attack boosts in The Contest.
- Careful use of Punisher's three special attacks is key to maximizing his damage and utility.
 - Against opponents where you might need to use the Battery a lot for Heal Block or Power Lock, use the Special 1 buff to keep your battery charge high throughout the fight. If your Battery starts getting too high and you don't want to risk going into Overdrive, simply use a Parry and a Heavy Attack to reduce your charge quickly.
 - Against opponents that Evade a lot, try using a special 3 right as you cross over into Overdrive. The massive damage boost will remain through the entire special attack and will even boost the damage dealt by the disintegration effect. Additionally, because you are in Overdrive, the opponent will gain very little power from receiving a Special 3.
 - Using a Special 2 while in Overdrive is good, but not as good as using a Special 3. Because the cost to activate Auto-Target happens immediately, you'll lose 20 Battery before the first attack has a chance to deal damage. Instead, use Special 2 as a means to finish off an opponent that has an Evade or powerful Armor Up ability.
- Punisher's Regeneration when he is low on health is not meant to be a powerful Arc Overload type effect. It is meant to provide Punisher with a small survivability if he drops too low on health. At max Battery, this ability provides around 20% of Punisher's max health. As you get low on health, try activating more Special 1 attacks to keep your Battery up. This will guarantee you gain more health if you drop too low, and will also ensure you have enough power to use your Signature Ability if things go wrong.



Author: [MCoC Champion Designers](#)

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Punisher

I know what you're thinking. How did I end up like this? Tied to a chair in a dingy warehouse, with a big, scary man pointing a big, scary gun in my face. Well let me tell you: you're here because you're a criminal. You're a tumor of society. And me? I'm just a man who loves his job. I'm the Punisher. And we're about to have a lot of fun together...

Champion Attributes

- Survivability 2



- Damage 1



- Ease of Use 5



- Utility 1



- Defender Strength 1.5



[Learn more about Champion Attributes](#)

Punisher's Mechanics

Punisher is a classic Skill Champion, with access to Bleed and Fury. Punisher is capable of stacking a lot of Bleeds once he places an Open Wound with his Special Attack 2 or 3, because once the opponent is Bleeding, all of Punisher's attacks have a chance to place an additional Bleed!

Character Class: Skill

Basic Abilities: Bleed, Physical Resistance, Fury, Indestructible

Strengths and Weaknesses

Strengths

- Bleed
 - If you are able to place an Open Wound with a Special 2 or 3, the passive non-damaging Bleed allows Punisher to always be able to stack more Bleeds on the opponent, helping his damage
- Fury
 - Punisher has access to an easy Fury buff on all of his attacks

Weaknesses

- Evade Champs
 - Unlike most Skill champions, Punisher has no access to an ability that will stop evading skill champions.
- Bleed Immune
 - Without his Bleeds, Punisher's damage suffers.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

All Attacks

- 11% chance to gain a Fury Buff for 7 seconds, granting +1105.5 Attack

- Attacking an opponent that is Bleeding has a 20% chance to trigger an additional Bleed, dealing 1265.55 Direct Damage over 2.50 seconds.

Much of Punisher's damage comes from the fury Buffs and his Bleeds.

Expert Player Note

Always Active

- The flak jacket made by Microchip grants the Punisher 4 stacks of Resist Physical at the start of the fight, each increasing Physical Resistance by 233.33. Each stack is lost when the Punisher is struck 8 times.

Special 1

- 70% chance to inflict Bleed, dealing 2646.15 Direct Damage over 6 seconds.

Special 2

- 85% chance to inflict Bleed, dealing 3566.55 Direct Damage over 5.50 seconds.
- When the Bleed from this attack expires, it has a 65% chance to be converted into an Open Wound. An Open Wound counts as a stack of Bleed but is Passive and deals no damage.

The Open Wound that can happen here matters for Punisher's passive abilities, allowing you to stack more damaging Bleeds on an opponent with this indefinite Open Wound!

Expert Player Note

Special 3

- 100% chance to inflict Bleed, dealing 4947.15 Direct Damage over 5 seconds.
- Attack increases by up to 2716.2 based on lost Health
- When the Bleed from this attack expires, it has a 90% chance to be converted into an Open Wound. An Open Wound counts as a stack of Bleed but is Passive and deals no damage.

Signature Ability – Defy Pain

When Attacked

- Marine Corps. The Vietnam War. The Italian Mafia. Frank Castle has conditioned himself for high pain tolerance, granting him a 99.96% chance to trigger an Indestructible Passive that lasts 8 seconds when receiving a lethal blow. This can only trigger once per fight.

This will trigger against any killing hit, including Special 3. However, if you die from a damage over time effect, like Bleed or Poison, the Indestructible won't save you!

Expert Player Note

Synergy Bonuses

Rivals

- [Daredevil](#), [Daredevil \(Hell's Kitchen\)](#): All Champions gain +115 Critical Damage Rating

Rivals

- [Spider-Man \(Classic\)](#): All Champions gain +115 Critical Damage Rating

Teammates

- [Rhino](#): All Champions gain +15% Perfect Block Chance

Recommended Masteries

Extended Fury

- Increase the duration of Punisher's Furies for longer attack boost durations

Deep Wounds

- A lot of Punisher's damage can come from Bleeds, so extend the duration of Bleeds to increase the damage as well

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [Doc](#)



Author: [MCOC Champion Designers](#)

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Purgatory

Purgatory is a twisted, demonic creature, from an alternate timeline where Morningstar was finally able to defeat Guillotine and steal her sword back. With the blade finally back in her hands, the demonic presence within it overwhelmed Queen Haasen and convinced her to slay Guillotine. Doing so corrupted both her body and soul, transforming her into Purgatory and sending her on a bloodthirsty rampage unlike any seen in a millennium.

Base Stats and Abilities

Health Attack PI (Max Signature)

<i>3-Star</i> ★★★	6609	566	1949
<i>4-Star</i> ★★★★	16572	1418	4895
<i>5-Star</i> ★★★★★	33227	2843	10620
<i>6-Star</i> ★★★★★★	42815	3663	13660 (Rank 3, Level 45)

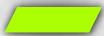
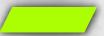
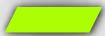
Champion Attributes



- Survivability 3



- Damage 3.5



- Ease of Use 3



- Utility 2.5



- Defender Strength 2

[Learn more about Champion Attributes](#)

Purgatory's Mechanics

Purgatory has an aggressive playstyle, entering her enhanced Demonic Rampage state, then crushing the Opponent with a flurry of

Special Attacks and Incinerates. She starts each fight with 0 Bloodthirst, and landing any attack increases Bloodthirst and grants her some bonus Power. Once Bloodthirst hits its maximum of 100, she enters Demonic Rampage for a period of time, granting her extra Attack Rating, bonus effects on her Special Attacks, and her second Medium Incinerates the Opponent. Demonic Rampage is paused whenever Purgatory fills a Bar of Power, so try and do so as many times as possible to really maximize the impact.

Character Class: Mystic

Basic Abilities: Incinerate Immunity, Demonic Rampage, Power Gain, Degeneration

Strengths and Weakness

Strengths:

- Cross-Fight Soul abilities
 - Purgatory gains additional always-active abilities depending on the Class of her Opponent. Normally these abilities are only active during fights against that Class. However, if she is able to capture her Opponent's Soul during the fight, she gets to carry that ability with her as a Cross-Fight ability, and use it against Opponents and Classes she wouldn't otherwise be able to. She can also carry multiple of these Cross-Fight abilities with her, so planning ahead and using her in specific fights can significantly improve her performance in fights later on in the quest.
- Power Gain
 - Either Champion's basic attacks, as well as Purgatory's well-timed blocks and Special 1, grant her Bloodthirst. Whenever she gains Bloodthirst for any reason, she also gains a burst of Power over time, gaining more the higher her Bloodthirst is. This Power gain stacks up rapidly, allowing Purgatory to gain a significant amount of bonus power just through regular combat

Weaknesses:

- Combat Power Rate
 - Purgatory has a decreased Combat Power Rate. Normally the Power Gain from Bloodthirst is able to compensate for this. But if her Ability Power Rate is decreased for some reason (such as through a Petrify), her overall Power Gain will drop significantly.
- Damage-over-Time Focused
 - A lot of Purgatory's damage comes from the Incinerate Debuffs she triggers during Demonic Rampage, and the Degeneration Debuff from her Special 2. If the Opponent is resistant or immune to either of these, her damage output suffers.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Always Active

- +1400 Energy Resistance, immune to Incinerate, and all attacks deal Energy damage instead of Physical.
- Combat Power Rate is decreased by 40%.
- Gain additional abilities depending on the Opponent's Class. These abilities are listed below, under "Class Soul Abilities".

It's important to make note of Purgatory's Class Soul Abilities farther down her info page. Even if they're not listed under this header, they're always active, and can have a significant impact on the fight.

dev notes

All Attacks – Bloodthirst – Max: 100

- Purgatory's Well-Timed Blocks, and Basic attack hits from either Champion, grant 5 Bloodthirst. Bloodthirst falls off over time, falling off faster the longer it's been since it last increased.
- Bloodthirst falls off slower for each Buff on the Opponent, during any Special Attack, and when fighting as a Defender.
- Gaining any Bloodthirst grants up to 9% of a Bar of Power based on Bloodthirst, over 1.50 second(s).
- When Bloodthirst reaches Max, Purgatory snaps into a Demonic Rampage, locking Bloodthirst at Max for 15 second(s), after which it resets to 0.

Bloodthirst is Purgatory's main mechanic. It's triggered by either Champion's attacks, then grants her a significant amount of bonus Power, and gives her access to her potent Demonic Rampage ability. The fact that it falls off over time means she needs to stay aggressive in the fight to consistently keep her Bloodthirst high.

dev notes

Demonic Rampage – Passive

- +2274.4 Attack Rating.
- Demonic Rampage is Paused during Purgatory's Special Attacks, and for 3 second(s) when she fills a Bar of Power.
- Striking with the second Medium Attack causes Purgatory to consume 50% of a Bar of her own Power, and then Incinerate the Opponent for 1563.65 Energy Damage over 4 second(s).

- Incinerate removes Perfect Block Chance and reduces Block Proficiency by 50% while it's active.

Demonic Rampage gives Purgatory a large boost to her Attack Rating, and she's able to consume her own Power to inflict an Incinerate. While consuming her own Power might seem like a negative effect at first glance, careful timing of her attacks and managing her Power meter can allow her to cross back and forth over Power thresholds repeatedly, by spending power with Medium 2, then gaining it back with Bloodthirst. Crossing these thresholds will keep Demonic Rampage paused, and really increase Purgatory's damage output.

dev notes

Special Attacks

- If activated during Demonic Rampage, gain a Fury Buff increasing Attack Rating by +2274.4 during the Special Attack.

Purgatory gains another huge Fury Buff when launching Special Attacks during Demonic Rampage. Managing her Specials against the Power gained from Bloodthirst and the Power consumed via Incinerates takes a bit of skill and practice, but is the key to unlocking her true potential.

dev notes

Special Attack 1 – Spiral Punishment

- On Activation, gain 25 Bloodthirst.
- If activated during Demonic Rampage, each hit Regenerates 10% of the damage dealt.

The Regeneration here is improved by both her Fury Buff and the Attack Rating increase from Demonic Rampage.

dev notes

Special Attack 2 – Stinging Souls

- The last hit inflicts a Degeneration Debuff, dealing 7676.1 Direct Damage over 6 second(s).
- If activated during Demonic Rampage, this attack is Passively Unblockable.

The Degeneration here is Purgatory's main source of Special Attack damage, and just like the Regen in her Special 1, it is significantly improved during Demonic Rampage.

dev notes

Special Attack 3 – Calamity Symphony

- Gain a non-stacking Power Gain Buff, granting 100% of Max Power over 35 second(s).
- If the Opponent's Soul is captured, this attack deals 4% of their Max Health in Direct Damage.

The duration on the Power Gain Buff is very long, which means Purgatory won't gain Power very quickly. However, she can use this Buff in combination with the Power consumption in Demonic Rampage to more easily cross back and forth over Power thresholds. As for how to steal the Opponent's Soul, read on...

dev notes

When Filling a Bar of Power – Cross-Fight Soul Capture

- As Purgatory gains Power, the Bloodline sword steadily steals the Opponent's soul from their body. Gain 1 Soul Shard when filling a Bar of Power, 2 when fighting as a Defender.
- At 9 Shards, she captures the Opponent's Soul, inflicting an indefinite Passive Neutralize that reduces Buff Ability Accuracy by -65%.
- Winning the fight after capturing their soul also permanently activates their Class Soul Ability for the next 2 fight(s) against all Classes. Class Soul Abilities do not stack.

It was noted above that Purgatory really wants to cross back and forth over Power Thresholds. While Pausing Demonic Rampage is a great reason to do so, the other benefit she gains is steadily stealing the Opponent's Soul. A Stolen Soul allows her to carry her Class Soul abilities into future fights, as well as unlocking the bonus damage on her SP3.

dev notes

Class Soul Abilities

- Mystic Soul: When the Opponent activates a Special Attack, Passively Regenerate 60% of damage taken from Blocked Hits for 6 second(s).
- Cosmic Soul: When filling a Bar of Power, Nullify 1 Buff off the Opponent. If a Buff was Nullified, gain an Unblockable Buff for

2 second(s).

- Tech Soul: When filling a Bar of Power, inflict a non-stacking Armor Break Debuff for 6 second(s) reducing Armor Rating by -1400.
- Mutant Soul: When the Opponent activates a Special Attack, Power Steal 66% of their remaining Power, gaining 100% of the Power stolen.
- Skill Soul: When a Damage over Time Debuff on the Opponent Expires, is Purified, or fails to apply due to an Immunity, inflict a Slow Passive for 9 second(s). Slow reduces Unstoppable and Evade Ability Accuracy by 100%, and prevents the effects of Unstoppable. Slow won't trigger against natural Class Advantage.
- Science Soul: The chemically-tainted souls of Science champions cannot be stolen.

These abilities are all designed to be effective both against the Class that triggers them, as well as a variety of other match ups in other Classes. For example, the Mutant soul is useful for reducing the frequency of Mutant's powerful Special Attacks. But when brought against Terrax as a Cross-Fight Soul Ability, it's able to completely drain his Power after he uses a Special Attack and immediately disable his Rock Field.

dev notes

Signature Ability – Eternal Damnation

Passive

- Winning the fight during Demonic Rampage or with a Special Attack instantly captures the Opponent's Soul.
- The duration of the Mystic, Cosmic, and Skill Souls is increased by 35%. The potency of the Tech and Mutant Souls is increased by the same percent.

For the Mystic Soul, the Power Steal is increased by the Signature Ability effect, but the amount of Power gained remains at 100% of what was Stolen.

dev notes

Synergy Bonuses

Poor, Unfortunate Soul – Unique (3* and up)

- Purgatory: Instantly gain the Mystic Cross-Fight Class Soul at the start of Purgatory's first fight in a quest, and it lasts for the entire quest.
- [Guillotine](#): Bleed triggered by Critical Hits have a chance to be Critical Bleeds, depending on Critical chance. Critical Bleeds multiply their damage by Guillotine's Critical Damage multiplier.

Unchained – Unique (4* and up)

- Purgatory: Gain a Soul Shard every 25 second(s).
- [Morningstar](#): +50% Ability Power Rate while below 1 Bar of Power.

Queen of Souls – Unique (4* and up)

- Purgatory: Strikes grant 1 additional Bloodthirst per captured Class Soul.
- [Hela](#): Gain an Unblockable Buff during Special Attack 1 and 2 while at 150 or more Spirits of the Dead.

Many As One – Unique (3* and up)

- Purgatory: 20% chance per captured Class Soul to instantly Regenerate 20% Health just before being knocked out, once per fight.
- [Hulk \(Immortal\)](#): Triggering Immortality consumes 5% less Max Health as Gamma Radiation.

What If? – Unique (4* and up)

- Purgatory: Incinerate Debuff potency increased by 115%.
- [Symbiote Supreme](#): The amount of Power gained from consuming Genetic Potential is increased by 30%.
- Venom the Duck: An additional Symbiote Buff may be stored in the RNA Bank each fight.

Dimensional Buddies – Unique (2* and up)

- [Mephisto](#), [Hood](#), [Magik](#), and [Dormammu](#): #DimensionalBeings: Gain Bleed Immunity, 20% Ability Accuracy, and +900 Armor Rating.

Recommended Masteries

Mystic Dispersion

- While Purgatory only has access to 1 Nullify ability (the Cosmic Class Soul ability), Mystic Dispersion also triggers whenever an Opponent's Buff expires. And any additional Power Gain Purgatory can get will make it much easier for her to fill Bars of Power, Pausing Demonic Rampage and gaining a Shard of the Opponent's Soul.

Recoil

- The Regeneration on Purgatory's Special 1 is able to counteract a solid amount of the damage taken from Recoil. Especially since the Regen will scale off the increased damage that Recoil grants. However, this benefit doesn't apply to her Special 2.



Author: [MCoC Champion Designers](#)

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Quake

When she was a teenager, Daisy Johnson, alias Quake, had her earth-shaking powers accidentally awakened as a result of her mother's Inhuman lineage. Her devastating powers caught the attention of S.H.I.E.L.D., and Nick Fury took her under his wing to train and mentor her. Her ability to target seismic waves with pinpoint accuracy makes her one of S.H.I.E.L.D.'s most skilled and powerful agents.

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- [Quake's Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
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- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

<i>3-Star</i> ★★★	5821	521	1885
<i>4-Star</i> ★★★★	14596	1306	4732
<i>5-Star</i> ★★★★★	29264	2617	10384

Champion Attributes



- Survivability 4.5



- Damage 2



- Ease of Use 1



- Utility 5



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

Quake's Mechanics

Character Class: Science

Basic Abilities: Evade, Concussion, Stun

Strengths and Weaknesses

Strengths

- **Power Gain Nodes** – Skilled players are going to be able to take advantage of her Heavy Attack custom charging effect. She can charge her Heavy Attacks for as long as she wants and while charging, the opponent's first Basic Attack are going to be Evaded

because of the Concussion. This is great against Power Gain nodes in Alliance War.

Weaknesses

- **True Strike** – Quake will be unable to evade against Champions or nodes that apply True Strike.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

While Heavy Attack Charging

- Quake generates powerful waves of vibrations that causes an Earthquake, dealing 306.19 Physical Damage per second.
- While Quake is generating an Earthquake through this attack, the Aftershock Scale goes up by 1 every 0.48 seconds.
- Inflicts Concussion, reducing the opponent's Ability Accuracy by 100%

Aftershock

- An Aftershock hits 10 seconds after an Earthquake. For every point in the Scale, Aftershock deals 863.61 Physical Damage.
- 10% chance to Stun the opponent for 1.50 seconds. This effect cannot interrupt Special Attacks.
- Aftershock Stun Duration and Accuracy goes up by 10% for every point in the Aftershock Scale.
- Inflicts Concussion, reducing the opponent's Ability Accuracy by 100% for 5 seconds when the Aftershock Scale is higher than 4 points.

Passive

- Evades all Basic Attacks against opponents with a Concussion.

Special 1 – Compression Wave

- Adds 2 points to the Aftershock Scale.

Special 2 – Propulsion Pulse

- Adds 3 points to the Aftershock Scale.
- 100% chance to inflict Concussion, reducing the opponent's Ability Accuracy by 100% for 5 seconds.

Special 3 – Epicenter

- Adds 6 points to the Aftershock Scale.
- 100% chance to Stun for 3 seconds

Signature Ability – Ricochet Pulse

- Quake blocks an additional 30.1% damage and redirects it back to the opponent as a pulse of Physical Damage.

Synergy Bonuses

Enemies

With [Iron Patriot](#) and [Crossbones](#)

- All Champions gain +155 Critical Rating

S.H.I.E.L.D. Agents

With [Hawkeye](#)

- All Champions gain +10% Ability Accuracy

S.H.I.E.L.D. Clearance (Unique Synergy)

With [Black Widow](#)

- Quake and Black Widow gain +15% Ability Accuracy, Duration, and Potency

Rivals

With [Karnak](#) and [Black Bolt](#)

- All Champions gain +115 Critical Rating

Recommended Masteries

Petrify, Stupefy, and Pacify

- Quake's Aftershock ability Stuns opponents. Plus, reducing the opponent's ability triggers with masteries, synergizes really well with her Concussion effect.

Courage, Glass Cannon, and Greater Strength

- All of Quake's Aftershock and Earthquake effects are powerful and based on her attack rating. Therefore, increasing this attribute will give a greater advantage in fights. If you are skilled enough, Glass Cannon will also be effective because if the opponent is under the Concussion effect, their basic attacks are going to be Evaded.



Author: [MCoC Champion Designers](#)

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Quicksilver

Pietro Maximoff and his sister were abducted by the High Evolutionary as babies and suffered a series of unethical experiments that granted them powers disguised as an X-Gene mutation. As a result he developed Super Speed powers that allowed him to take on the super hero life.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6396	519	1992
4-Star ★★★★	16040	1300	5000
5-Star ★★★★★	32160	2606	10880
6-Star ★★★★★★	54876	4446	18560

(Rank 5, Level 65)

Champion Attributes



- Survivability 2.5



- Damage 4



- Ease of Use 2



- Utility 4



- Defender Strength 3.5

[Learn more about Champion Attributes](#)

Quicksilver's Mechanics

Quicksilver needs to build up Momentum in order to gain access to his abilities, he can do that with Basic Attacks, Dodge back and Special 1. While he is building up Momentum, he should inflict, and refresh, as many Whiplashes as possible. Once he has enough Momentum and enters the Terminal Velocity mode, throw a Special 2 to double his Whiplashes and explode them into maximum damage.

Character Class: Science

Basic Abilities: Evade, Wither, Whiplash, Terminal Velocity

Strengths and Weaknesses

Strengths

- **Evade on Stun**
 - Quicksilver is partially Stun immune, he can Evade any attacks while Stunned, but this ability has a cooldown.
- **Anti-Miss**
 - Quicksilver can phase through objects, which means that he can bypass Miss entirely.
- **Power Control**
 - Quicksilver can Wither the Opponent and control the Power of any Power Gain champion.

Weaknesses

- **High Physical Resistance**
 - Most of his damage comes from bursts of Physical Damage, anyone Champion with high Physical Resistance can resist a lot of his damage.
- **Purify**
 - His damage comes mostly from Whiplash Debuffs, any Purify Champions can bypass a lot of this damage by removing those Debuffs.
- **Fast Combo Build Up**
 - As a Defender, fast Combo Build Up can bypass some of Quicksilver's more annoying abilities.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

Always

- 100% chance to Evade attacks when Dashing or while Stunned. This ability has a 15 second(s) cooldown. Guaranteed Critical Hits ignore this Evade and triggers the cooldown.
- When Dodging Back, Quicksilver cannot be struck by Attacks. Whenever he successfully dodges an Attack, he inflicts a Wither Debuff of 35% Potency lasting 10 second(s). Max 3. Dexterity Mastery is replaced, but points in it increase the potency by 5% flat.
- When the Opponent loses a Bar of Power, pause all Trauma and Wither Debuffs for 10 second(s).

Quicksilver does not gain the Dexterity Mastery, if you have the Mastery it simply makes his Wither stronger.
This means he never gains any personal Buffs, not even from the Dexterity Mastery.

Dev Notes

Whiplash

- Basic Attacks have a 35% chance to inflict a Whiplash Debuff, dealing 2223 damage after 12 second(s). Dodging an Attack and Second Medium refreshes Whiplash.
- The Medium, Light, Medium Combo or reaching 50 stacks of Whiplash causes all stacks to expire and burst into damage after 2 second(s). Delay pauses during the Opponent's Specials.
- When Quicksilver would Evade or when the Opponent Dodges an Attack, 50% chance to inflict a Whiplash Debuff.
- When the Opponent Well-Timed Blocks, one Whiplash is removed.

Developer's Note: For the most part, the best way to maximize the damage is to reach max Stacks of Whiplashes and let them explode on their own.

Momentum

- Dodging Backwards grants 12 Momentum Charges, and basic hits grant 1 Charge.
- As a Defender, gain 100 Charges every 15 second(s) unless the Attacker gains 20 Hits in the Combo Meter by the end of this duration.
- Every 100 Charges reduces Evade cooldown by 1 second(s).
- At 300 Charges, Quicksilver cannot Miss and inflicts a Slow Debuff.
- At 600 Charges, he can trigger the Parry Mastery against non-contact Attacks and his Evade Ability Accuracy cannot be reduced.
- At 900 Charges enter Terminal Velocity Mode, increasing the Dodge invulnerability window by 33.33% and retaining all Momentum abilities for 10 second(s). While active, gaining Charges instead pauses Terminal Velocity for 0.25 second(s).

All of Quicksilver's utility is locked behind Momentum, so you want to build this up as fast as you can.
Additionally, Quicksilver can build up Momentum without giving Power to the Opponent by Dodging back many repeatedly.

Dev Notes

Heavy Attack

- Double Momentum Charges gained for 20 second(s).

In order to build up Momentum as fast as possible you need to be sure to always have this effect active.

Dev Notes

Special 1 – Hypersonic Trampling

- On activation, gain 150 Momentum Charges.
- Last hit refreshes all stacks of Wither and Whiplash.
- Terminal Velocity: Attack Rating is increased by 3334.5 and attacks become Unblockable except against Well-Timed Blocks.

Special 1 is the fastest way to build up Momentum in most fights.

Dev Notes

Special 2 – Beat Down

- First hit inflicts a Trauma Debuff for 15 seconds, Trauma causes hits and Whiplashes to deal an additional 70% of the damage recently dealt as burst Physical Damage.
- Terminal Velocity: Terminal Velocity and Whiplash are paused during this Special and the last hit doubles the amount of Whiplashes on the Opponent.

In order to get the most damage possible from Quicksilver, you want to get as close as possible to 50 stacks of Whiplash, at least 25, and throw a Special 2 while at Terminal Velocity. This way you will get the most amount of Whiplashes as possible, and at the same time you will be taking advantage of the Trauma that increases the Whiplash damage.

Dev Notes

Special 3 – I am Speed

- Gain 900 Momentum Charges. For every 120 Charges gained above maximum, Terminal Velocity is paused for 1 second, up to a maximum of 15 seconds.
- Terminal Velocity: Inflict a Stun Debuff for 6 second(s). Whiplash Ability Accuracy is increased by 40% flat and max stacks before it bursts doubles until Terminal Velocity expires.

Signature Ability – Spell Mastery

- Terminal Velocity duration increases by 5 second(s), and Wither max Stacks increase by 3.
- When 60 stacks or more of Whiplash expire at the same time, inflict a Stun Debuff for 5 second(s).
- While the Opponent is suffering from a personal Stun, their Combat Power Rate is reduced by 50% and striking the Opponent with Light and Medium attacks locks them in place and increases Quicksilver's Speed.

The Signature Ability allows stacking enough Wither to gain lots of control in a Power Gain fight, but keep in mind that you may have to trigger the Debuff pause to make full use of Wither. Additionally, personal Stuns cause the Opponent Combat Power Rate to reduce, allowing you to punish them extra hard without fear of easily pushing them to 3 bars of Power.

Dev Notes

Synergy Bonuses

Dear Sister (Unique – 4-Star+)

With [Scarlet Witch](#), [Scarlet Witch \(Classic\)](#)

- **Quicksilver:** The first Special Attack after reaching Max Momentum Charges has its Attack Power increased by 70%.
- **Scarlet Witch:** When gaining one Instability Gain a Prowess Buff, granting 50% Special Attack Damage for 15 second(s).
- **Scarlet Witch (Classic):** When Veil of Fortune Triggers, 50% chance to gain a Prowess Buff, granting 100% Special Attack Damage for 15 second(s).

Spiritual Uncle (Unique – 5-Star+)

With [Wiccan](#)

- **Quicksilver:** Gain 8.3% Degeneration Resistance for every 100 Momentum Charges.
- **Wiccan:** Gaining a Bar of Power grants a Fury Buff, increasing Attack Rating by 20% for 10 second(s).

Break Out (Unique – 3-Star+)

With [Magneto](#), [Professor X](#), [Wolverine](#), [Beast](#)

- **Quicksilver:** Whiplash damage increases by 25%
- **Magneto, Professor X, Wolverine, Beast:** Reduce the Opponent's Purify Ability Accuracy by -100% for 3 second(s) after a Well-Timed Block.

Maybe Avenger (Unique – 5-Star+)

With [Captain America \(Infinity War\)](#), [Thor \(Ragnarok\)](#), [Iron Man \(Infinity War\)](#)

- **Quicksilver:** Increase Block Proficiency by 1000.
- [Captain America \(Infinity War\)](#): Increase the potency of Fury effects by 25%.
- [Thor \(Ragnarok\)](#): 75% chance to Purify any non-Damaging Debuff.
- [Iron Man \(Infinity War\)](#): While the Opponent is suffering from Armor Break, they are also inflicted with a Passive Cowardice, reducing Special Damage by 40%.

You didn't see that coming? (Unique – 5-Star+)

With [Hawkeye](#), [Ultron](#)

- **Quicksilver:** When 50 or more Whiplashes expire at the same time, inflict a non stacking Special Concussion Debuff, reducing Ability Accuracy by 50% during Specials for 25 second(s).
- [Hawkeye](#): If the Opponent is unstoppable, Hawkeye Heavy Attacks cannot be interrupted.
- [Ultron](#): Gain 500 Critical Damage Rating while the Opponent is Bleeding.

Son of M (Unique – 3-Star+)

With [Black Bolt](#)

- **Quicksilver:** Increase the duration of non-Damaging Debuffs by 20%.
- [Black Bolt](#): Personal Stun Debuff duration increases by 25% and all attacks are guaranteed Critical hits against Stunned Opponents.

Recommended Masteries

Despair

- Quicksilver places lots and lots of Debuffs on the Opponent, making Despair a particularly good option for him.



Author: [MCOC Champion Designers](#)

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Red Goblin

In a desperate move to regain his lost connection to the Green Goblin persona, Norman Osborn bonded with the Carnage Symbiote. The result was Red Goblin, a demonic creature with a limitless thirst for death and unmatched hatred for Peter Parker.

Base Stats & Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6245	418	1930
4-Star ★★★★	11736	785	3637
5-Star ★★★★★	31398	2098	10640
6-Star ★★★★★★	53576	3580	18154
(Rank 5, Level 65)			
7-Star ★★★★★★★	51912	3469	17520
(Rank 1, Level 25)			

Champion Attributes



- Survivability 4



- Damage 3



- Ease of Use 4



- Utility 2



- Defender Strength 1.5

[Learn more about Champion Attributes](#)

Red Goblin's Mechanics

Red Goblin's gameplay is centered around comboing into Special Attacks with different Basic Attacks to generate Buffs. When launching Carnage Bombs with his Special 2 or Heavy Attacks, he inflicts Debuffs on his Opponent based on his active Buffs. When his Opponent is close to defeat, Red Goblin activates Frenzy and becomes even Stronger. The potency and threshold to activate Frenzy intensifies with each defeated Opponent.

Character Class: Comic

Basic Abilities: True Sense, Energize, Fury, Aptitude

Strengths and Weaknesses

Strengths

- Armor Break
 - For each Fury Buff on Red Goblin, his Carnage Bombs apply 1 Armor Break. If Red Goblin stacks only Fury Buffs he can easily strip away any Armor Up Buffs on his Opponents.
- True Sense

- After launching a Special 3, or dropping his Opponent through a health threshold, Red Goblin gains a very long duration True Sense, preventing the activation of Miss or Auto-Block abilities.
- #Spider-verse Champions
 - Spider-verse Champions have -100% Passive Evade Ability Accuracy, making them easy targets. Additionally, Red Goblin gains the bonus Bloodlust each time he squashes one of those pesky Spiders.

Weaknesses

- Nullify
 - Red Goblin's Buffs are critical to fuel his kit. If his Buffs are removed, he won't be able to apply any Debuffs.
- Purify
 - Once Red Goblin gets his Buffs, he can stack up a lot of Debuffs on his Opponent. If they're able to Purify these effects or reduce their duration he will lose out on a lot of damage and utility.
- Regeneration
 - If his Opponent regenerates themselves above Red Goblin's Frenzy threshold, Frenzy will be removed.

The following Stats and Abilities are based on a Rank 5, Level 65, 6-Star Champion

Abilities

Passives

- Gain full Immunity to Incinerate and Power Burn.
- Red Goblin's Symbiote reduces Ability Accuracy of Passive Evade abilities for #Spider-Verse Champions by 100%

Persistent Bloodlust – Max 5

- After Winning a Fight, gain 1 Bloodlust for the remainder of the Quest. If defeating a #Spider-Verse Champion, gain +1 Bloodlust.
- Lose 1 Bloodlust when defeated.

Frenzy

- While the Opponent has less than 15% health remaining, activate Frenzy. Each Bloodlust increases this threshold by a flat 10%, reaching 65% at max Bloodlust.
- Frenzy also triggers a True Sense Buff bypassing the effects of Miss and Auto Block. If Frenzy ends, this Buff is removed.
- Gain 537 Attack Rating. Additionally, gain 537 Attack Rating for each Bloodlust. Each stack suffers from 15% reduced Potency

Special Activation – Symbiote Buffs

- Activating Special Attacks creates a Buff based on the last attack launched. Buffs last for 15 seconds but start Paused. Buffs are unpause the next time one of them is triggered.
- Light Attack: Energize, granting 25% Combat Power Rate. Aptitudes increase the Potency of these Energize Buffs by 75%.
- Medium Attack: Fury, granting 2148 Attack Rating.
- Heavy Attack: Aptitude, granting 120% increased Fury, Precision, and Armor Up Potency.

Developer Notes: These are the key ingredients you'll need for baking the delicious damage dealing Red Goblin cake. Maximize the flavor palette by getting a good mixture. The order you add them is important too but we'll cover that with the Special Attacks.

Dev Notes

Carnage Bombs – Heavy Attacks and Special 2

- Each Energize Buff inflicts Power Drain, draining 10% max Power over 15 seconds.
- Each Fury Buff inflicts Armor Break, reducing Armor by 562.5 for 15 seconds.
- All other Buffs inflict Incinerate, dealing 6265 Energy Damage over 15 seconds. Incinerate also prevents Perfect Block and reduces Block Proficiency by -50%.

Heavy Attacks

- Carnage Bomb Debuffs inflicted by this attack have 65% reduced Duration.

Special 1 – Symbiote Rushdown

The Carnage Symbiote takes control, bursting razor sharp tentacles from his chest, before shattering a Carnage Bomb into a hail of flaming shrapnel.

- Symbiote Attacks: All 5 hits deal a burst of direct damage equal to 100% damage dealt. Potency increased by 100% for each Unique Debuff on the Opponent.

- Shrapnel Blast: Incinerate, dealing 5370 Energy Damage over 20 seconds.

Developer's Note: This is the fluffy base. Here is a good place to quickly add a mixture of ingredients. I like to fold in a light attack to get an Energize Buff, then speed my way to the Special 3. That's where we will prepare the icing.

If you don't care for icing, fold in a Heavy Attack instead for the Aptitude Buff, then Preheat your oven to 350F/180C and head to the Special 2.

Dev Notes

Special 2 – Goblin Onslaught

Norman employs the Green Goblin's tactics, discharging a few Carnage Bombs to maim his prey, then obliterates them with a massive blast from his glider.

- Carnage Bombs: Inflict Carnage Bomb Debuffs.
- After Burner: All 3 hits deal a burst of 3580 energy damage.

Developer's Note: Before popping this bad boy into the oven, I'd recommend launching a Medium Attack. The Fury Buffs will apply Armor Breaks, and give your cake that sweet, sweet taste of big yellow numbers. Fury Buffs are delicious either way, but are best used once an Aptitude Buff is in place.

Dev Notes

Special 3 – Seething Madness

Red Goblin unleashes his madness unto the world, spawning an armada of Carnage Bombs who seek and destroy any and all things.

- Activate Frenzy for 30 seconds.
- Inflict 7 Random Carnage Bomb Debuffs with 50% increased Duration.

Developer's Note: Frenzy is the icing. It's great on its own, but when added to a well prepared cake, the two become something so far beyond what they could have ever been alone. Make sure the icing is prepared before you launch the Special 2 so you can eat your cake immediately!

If you haven't already, this is a good place to add the Heavy Attack for an Aptitude Buff. They supercharge any future Buffs you add to the mixture.

Dev Notes

Signature Ability – Symbiotic Empowerment

Norman Osborn and the Carnage Symbiote form a powerful bond.

While Frenzy is Active

- Special Attacks generate +1 Symbiote Buff with 35% reduced Potency.

Developer's Note: Alright Shh shh shh... things are about to get serious, don't let anybody see the screen. Is it hidden? Okay good... This right here is the secret ingredient. It's not strictly legal, so keep it to yourself okay!? It gives an extra kick to the already mouth watering Frenzy icing. This ingredient will double your buffs, which also doubles your Debuffs. No weird side effects. None. not one. So don't worry about it. Bueno? Bueno.

Dev Notes

Synergy Bonuses

Self Centered – Unique

With [Green Goblin](#), [Carnage](#)

- Red Goblin: Gain +1 Bloodlust the first time Red Goblin win's a Fight in a Quest.
- [Green Goblin](#): Launching Special Attacks sets Madness and Cunning stacks to be even. While both stacks are even, increase Ability Accuracy by 25%.
- [Carnage](#): When Genetic Mutation ends, generate 1 additional Permanent Buff. After reaching max Permanent Buffs, future Symbiotic Creation Buffs last 10 seconds.

Family Feud – Unique

With [Venom](#)

- Red Goblin: Lose 1 less Bloodlust when defeated.
- [Venom](#): Reduce the duration of Venom's Klyntar Buff by 30%.

Hatred

With [Spider-Man \(Symbiote\)](#)

- Red Goblin: While Frenzy is active, Increase Buff Duration by 30%.
- [Spider-Man \(Symbiote\)](#): Special 2 creates a non-stacking Fury Buff granting 5% attack for each Armor Break on the Opponent, lasting 20 seconds. While Active, Heavy Attacks inflict 1 additional Armor Break.

Osborn to be Wild – Unique

With [Iron Patriot](#)

- Red Goblin: While Frenzy is active, Fury and Energize Buffs have 15% increased Potency.
- [Iron Patriot](#): Arc Overload grants a Fury Buff increasing Attack Rating by 300% for 30 seconds, no longer burns out Iron Patriot's Suit, and can be reactivated after a 60 second cooldown.

Symbiote Consciousness – Unique

With [Carnage](#), [Symbiote Supreme](#), [Venom the Duck](#)

- Symbiotes ([Carnage](#), [Symbiote Supreme](#), [Venom the Duck](#)): Each Symbiote on the team grants 15% increased Critical Damage Rating.

Nemesis

With [Spider-Man \(Classic\)](#), [Spider-Man \(Stark Enhanced\)](#), [Spider-Man \(Stealth Suit\)](#)

- [Spider-Man \(Classic\)](#), [Spider-Man \(Stark Enhanced\)](#), [Spider-Man \(Stealth Suit\)](#): All Champions gain +6% Attack.

Recommended Masteries

Despair

- Red Goblin stacks up a lot of Debuffs. Enough Debuffs to easily block healing with the Despair Mastery.

Assassin

- Red Goblin's attack power goes off the chain once he's gotten his Opponents low on health. The Assassin Mastery will push him even farther over the edge and ensure an easy KO.

Resonate

- Weakness Debuffs applied by the Mastery count towards total Unique Debuffs, which will increase the damage of Red Goblin's Special 1.



Author: [MCoC Champion Designers](#)

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Red Guardian

Alexei Shostakov was one of the Soviet Union's most acclaimed pilots, crediting them with air supremacy over the skies of Stalingrad and Kursk during World War II and thus granting him national recognition. As the Cold War flared, Soviet Premier Nikita Khrushchev determined the Soviet Union needed its own equivalent to Captain America and seeing Shostakov's popularity, chose him to fill that role. The KGB then faked his death, training him in secret and turning him into a master of hand-to-hand combat and a highly skilled athlete.

Base Stats & Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5275	534	1694
4-Star ★★★★	13227	1339	4932
5-Star ★★★★★	26521	2685	10620
6-Star ★★★★★★	34173	3459	13660
(Rank 3, Level 45)			

Champion Attributes



- Survivability 2.5



- Damage 3.5



- Ease of Use 2.5



- Utility 3



- Defender Strength 1

[Learn more about Champion Attributes](#)

Red Guardian's Mechanics

Similar to Captain America, Red Guardian uses a shield in combat, however it's not made of vibranium and thus is more susceptible to incoming damage. Red Guardian's shield contains stacks of Durability which enhance it's defensive capabilities. During combat shield Durability is lost whenever Red Guardian blocks an attack or throws a Special 2. Because Red Guardian's shield is crafted from Ablative material, whenever it drops to 0 Durability it is Fractured and explodes in the Opponent's face inflicting multiple Debuffs. Throughout his kit, Red Guardian has a variety of ways to trigger Debuffs on the Opponent. Building Debuffs on the Opponent for both damage and utility purposes is core to this champion, the more Debuffs the better!

Character Class: Science

Basic Abilities: Stun, Trauma, Slow, Vulnerability

Strengths and Weaknesses

Strengths

- Never gains a Buff
 - Red Guardian can't gain Buffs. This ability might not sound great on paper, but there are a lot of circumstances where having a Buff is actually a negative. When fighting Dormammu each time a buff expires you will degenerate, or when fighting nodes such as the "Spite" Node having a buff will cause the Opponent to gain Power.
- Block Unblockable Attacks
 - While his shield is active, Red Guardian can not only block unblockable attacks, but also stun any unblockable opponent who dares strike his shield, completely flipping the tables on them!
- Burst Physical Damage
 - One of Red Guardian's main sources of damage comes from his Trauma Debuff that allows him to deal large amounts of burst physical damage. Trauma can be stacked multiple times to increase this damage even farther.

Weaknesses

- Reliant on Debuffs
 - In order to get the most of his kit, Red Guardian needs to apply a lot of debuffs and maintain them throughout the fight. Any Opponent who can shrug or reduce Debuff duration will prove to be a significant challenge!
- Reliant on Heavy Attacks
 - Red Guardian needs to keep debuffs on his opponent for as long as possible, he does this by landing heavy attacks. This is also where he gains additional attack per unique debuff on the opponent. If Red Guardian isn't able to land the occasional heavy he is significantly less viable.
- Low Health Pool
 - Red Guardian is a fantastic damage dealer with some great damage reduction while his shield is active, however his base health is low, making each hit he takes very detrimental.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Ablative Shield

- Red Guardian can't gain Buffs, whenever a Buff attempts to trigger he gains +1 Durability for his Ablative Shield instead. Cooldown: 0.80 seconds.
- The Ablative Shield starts each fight at 9 Durability and can stack up to a max of 10. Each blocked hit removes 1 Durability.
- Each Stack of Durability increases Perfect Block chance by 5%. Perfect Blocks, reduce incoming damage to 0.
- While the Shield is intact, Red Guardian can block Heavy and Unblockable Attacks and gains 1400 Block Proficiency.
- Blocking a Heavy or Unblockable Attack reduces Shield Durability to 0, however all hits of the incoming Attack can be blocked.
- When reaching 0 Durability the Shield is Fractured, entering cooldown for 8 seconds. This cooldown increases by 300% each time Fracture occurs. When cooldown ends, the Shield is repaired at 7 Durability.

Developer Note: While his Ablative shield is active, Red Guardian is one of few champions who is able to block Unblockable attacks. Additionally, when blocking such an attack the Opponent will be stunned, giving Red Guardian a window to start a combo!

dev notes

On Fracture

- Carbonadium shards from the Ablative Shield burst onto the Opponent, inflicting a Stun Debuff for 1.90 seconds.
- Inflict a Trauma Debuff for 3 seconds, Trauma causes each hit to deal an additional 70% of the damage recently dealt as burst Physical Damage. Max Stacks 3.

Developer Note: Red Guardian not only blocks Unblockable attacks while his shield is active, but he also flips the table on his opponent with a stun effect giving him an opening to immediately counter attack. This can be great in matchups such as the "Buff Toggle Unblockable" or any opponent who becomes Unblockable in their base kit.

dev notes

Heavy Attacks

- Gain +402.75 Attack Rating for each unique Debuff on the Opponent.
- Refresh all Slow, Vulnerability and Trauma Debuffs on the Opponent.

Developer Note: Stacking unique debuffs is a great way to deal high amounts of damage with Red Guardian and can give him a lot of damage potential when fighting on a node that puts debuffs on the opponent, or with synergy team partners that give him additional unique debuffs such as Mister Fantastic's pre-fight ability!

dev notes

Special 1: Shield Charge

- On activation inflict a non-stacking Slow Debuff for 12 seconds reducing the Ability Accuracy of the Opponent's Unstoppable and Evade effects by 100%. Opponents with a natural Class Advantage cannot be Slowed.
- While the Opponent is suffering from Slow, Red Guardian's Power Rate is increased by 25%.

Developer's Note: Generally this Attack is always the best opener to use since it gives Red Guardian additional power rate while his opponent is slowed. This allows him to build to his other specials much quicker and can be maintained with his heavy attack!

dev notes

Special 2: Ablative Bash

- On activation if the Ablative Shield was intact, gain +859.2 Attack Rating throughout this Special.
- If this Attack strikes the Opponent, the Ablative Shield is Fractured, removing all Durability. Each stack of Durability removed grants an additional +322.2 Attack Rating to each hit of this attack.
- During this attack any Debuffs inflicted last 100% longer.

Developer Note: Red Guardian's ideal loop is to use this attack to Fracture his own shield thus inflicting Trauma and Stun at +100% duration. This is also a great way to deal some huge damage because attack rating is increased for each stack of Durability and this damage will burst even more with the Trauma Debuff!

dev notes

Special 3: KGB Beatdown

- If the Ablative Shield is active, its Durability is set to max. If the Ablative Shield is Fractured, its cooldown ends immediately.
- 100% chance to inflict a Stun Debuff for 1.90 seconds.
- Inflict a non-stacking Vulnerability Debuff for 20 seconds. When attacking a Vulnerable Opponent, increase Critical Damage Rating by 1181.25 and decrease their Block Proficiency by 50%.

Developer's Note: KGB Beatdown is best used to repair the Ablative Shield when its cooldown gets too long to wait out. It's also a great way to gain another unique Debuff and the stun gives an instant opportunity to start the next combo!

Signature Ability – Enhanced Combat Durability

- Maximum Durability for the Ablative Shield is increased by +1 for every 40 signature levels obtained. Max increase of +5.
- Well-Timed blocks have a 100.00% chance to prevent Durability loss.
- Trauma, Slow and Vulnerability Debuffs last 30% longer.

Developer's Note: Red Guardian's Signature Ability is very important to upkeep his shield durability and will also increase the max cap on his durability! It's important to note that the increase to durability works a little differently than other champions, increasing the durability cap at certain thresholds in the Signature Ability rather than a gradual increase at each level.

dev notes

Synergy Bonuses

Family Reunion – Unique

- [Black Widow \(Deadly Origin\)](#): Black Widow starts the fight with her Passive Evade active until triggered
- Red Guardian: While charging a Heavy Attack, become Passively Unstoppable for 0.6 seconds. Cooldown: 10 seconds

Eastern Blockers – Unique

- [Rhino](#) : Starts the fight with a Passive Fury granting +30% Attack Rating for 20 seconds. While this Fury is active Rhino also gains +50% increased Ability Accuracy and inflicts the Opponent with a Slow Debuff.
- [Abomination](#) : All attacks have a 50% chance to inflict Poison, dealing 70% of modified Attack over 10 seconds.

Living Steel Curtain – Unique

- [Unstoppable Colossus](#) : Personal Fury Buffs gain an additional flat +10% chance to trigger and last 200% longer. Additionally landing a Heavy Attack pauses all personal Fury Buffs until another is gained.
- [Colossus](#) : Activating any Special Attack has a 50% chance to trigger an Unstoppable Buff, lingering 1.2 seconds after the Attack ends.

Magnificent Manes – Unique

- Red Guardian: While the Ablative Shield is fractured, gain an indefinite Passive Fury, Granting +10% Attack Rating until the shield is repaired.
- [Sabretooth](#): Potency of Fury effects are increased by 10%.

Enhanced with Carbonadium – Unique

- Red Guardian: Takes 50% less damage from incoming attacks while the Ablative Shield is at max Durability.
- [Omega Red](#): When the fight begins, the Opponent is inflicted with up to 5 Death Spores.

Recommended Masteries

Despair

- Red Guardian applies a lot of Debuffs to his opponent allowing him to synergize quite nicely with the reduction to opponent's healing and regeneration abilities granted from this Mastery.

Inequity

- Red Guardian applies a lot of Debuffs to his opponent allowing him to synergise quite nicely with the reduction to opponent's Attack Rating granted from this Mastery.

Resonate

- Red Guardian's heavy attacks gain additional Attack Rating for each unique Debuff on the Opponent, this mastery gives him access to another Debuff he can use to lower their Attack Rating and increase his own!

Stupefy

- Red Guardian has access to a variety of Stun effects, this Mastery will extend all of them and allow him a larger window to attack his opponent!



Author: [MCOC Champion Designers](#)

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Red Hulk

General Thaddeus "Thunderbolt" Ross has done the unthinkable in his unending mission to hunt down and destroy the Incredible Hulk. Using a combination of radiations, Ross has turned himself into what he hated for so long: a walking weapon of mass destruction. Now, equipped with super strength, durability, and the ability to absorb radiation and energy, Thunderbolt Ross struggles with his desire to end the Hulk without succumbing to his own monstrous impulses.

Red Hulk's Mechanics

Red Hulk is an absolute beast of a Champion that excels against all Champions that are of the Mystic Class, use Energy Attacks, or inflict Poison/Incinerate. Build up your Heat Charges and SMASH any opponent that stands in your way with a barrage of Passive Physical Damage.

Character Class: Science

Basic Abilities: Physical Damage, Poison & Incinerate Immunity, Incinerate

Champion Attributes



- Survivability 3.5



- Damage 4



- Ease of Use 4.5



- Utility 1.5



- Defender Strength 1.5

[Learn more about Champion Attributes](#)

Strengths and Weaknesses

Strengths

- Secondary Damage
 - For each Heat Charge he has, his attacks deal an additional 18% of the damage dealt as a burst of Physical Damage.
- Poison & Incinerate "Immunity"
 - While technically not Immune to the Debuffs, Red Hulk has a 100% chance to convert any Poison or Incinerate Debuff into a Heat Charge.

Weaknesses

- Physical Resistance
 - A lot of Red Hulk's damage comes from Secondary Physical Damage – Physical Resistance will go a long way towards slowing him down.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Passive

- Whenever Red Hulk loses 10% of his Max Health, he gains 1 Heat Charge. For each Heat Charge he has, his attacks deal an additional 18% of the damage dealt as a burst of Physical Damage. Max Stacks: 10
- Whenever Red Hulk is inflicted with a Poison or Incinerate Debuff, his altered state Removes it and has a 100% chance to convert it to a Heat Charge.

While not technically Immune to these Debuffs, Red Hulk is going to be a top option for any node that you find yourself gaining a Poison or an Incinerate – like Hazard Shift, seen in Alliance War!

Expert Player Notes

Blocking

- Blocking has a 60% chance to convert Energy Attacks into Heat Charges. All attacks from Mystic Champions are considered as Energy Attacks towards this ability.

Before Human Torch entered The Contest, Red Hulk was the Science Champion used to take advantage of Energy Attacks and Mystic Champions – these will be his best matchups!

Expert Player Notes

Special 1

- Excess heat from this attack causes Red Hulk to gain 2 additional Heat Charges.

The Special 1 allows Red Hulk to ramp up in matches against Non-Mystics where Energy Attacks aren't present.

Expert Player Notes

Special 2

- Expends 2 Heat Charges to Regenerate 1691.85 Health.

Special 3

- Red Hulk expects 3 Heat Charges to Incinerate his opponent, dealing 9656 Energy Damage over 8 seconds. This effect also removes Perfect Block Chance and reduces Block Proficiency by 50% while it's active.

Signature Ability – Second Strike

Passive

- General Ross prepares to cross the line in the sand, beginning the fight with 2 Heat Charges, ready and for each charge he gains 313.79 Physical Resistance
- Additionally, each Heat Charge provides 20% Incinerate Damage Resistance.

Red Hulk's Signature Ability grants him resistance to effects such as Mephisto's Aura of Incineration.

Expert Player Notes

Synergy Bonuses

Enemies

- [Abomination](#): All Champions gain +155 Critical Rating

Nemesis

- [Hulk](#): All Champions gain +6% Attack

Teammates

- [Wolverine \(X-23\)](#): All Champions gain +5% Perfect Block Chance

Thunderbolts

- [Elektra](#) and [Agent Venom](#): All Champions take 15% less Special Damage

Recommended Masteries

Double Edge & Liquid Courage

- The Poison from Liquid Courage will help Red Hulk ramp up even faster regardless of the opponent in front of him!

Recovery

- Red Hulk has a decent heal on his Special 2, take this even further with the Recovery Mastery.

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [Karatemike415](#)



Author: [MCoC Champion Designers](#)

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Red Skull

The Red Skull has managed to orchestrate the assassinations of his enemies, manipulate his way to power, and lead Hydra in a plan to devastate the world's most influential countries. Using his scientific talents and knowledge of the occult to research what others considered only a myth: the Cosmic Cube. Now armed with knowledge of its deepest secrets, The Red Skull has been able to harness it to power his suit of Hydra armor.

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- [Red Skull's Mechanics](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star



4-Star



5-Star



6-Star



(Rank 5, Level 65)

Champion Attributes



- Survivability 2.5



- Damage 1



- Ease of Use 4



- Utility 2



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

Red Skull's Mechanics

Character Class: Tech

Basic Abilities: Armor, Power Drain, Heal Block, Shock

Abilities

Overwhelming Presence – Passive

- Red Skull and the Cosmic Cube emit a presence that opponents find challenging to overcome. This greatly boosts Red Skull's

chances to trigger abilities and provides passive bonuses.

Red Skull's abilities don't explicitly state a chance to trigger but functionally all abilities have a chance to trigger. The first part of this Passive Ability just boosts all chances to all abilities up to 10x to help with certain Champion interactions.

Dev Notes

- Gain +105.26 Critical Resistance and +105.26 Energy Resistance for each Buff on Red Skull.
- The opponent's Power Rate is reduced by 10% for each Debuff on them.

Fight Start

- Gain 5 Armor Up Buffs, each increasing Armor Rating by 222.22. Armor Up Buffs stack up to 10.

After filling a bar of Power

- Gain an Armor Up Buff.

Blocking a Basic Attack

- Consume one Armor Up Buff generated by Red Skull to Power Drain 10% of the opponent's Max Power and inflict 114.8 as Direct Damage for each Buff on Red Skull.

This ability **will** trigger against projectile based Basic Attacks. The Direct Damage does scale with Quest Nodes that provide a boost to Attack.

Dev Notes

Heavy Attacks

- If the opponent is Stunned, Heal Block them for 7.5 seconds.

Special 1: Transmit Force – Red Skull strikes his opponent before passing through space to quickly catch them off guard with two quick hits.

- The final hit refreshes all Shocks on the opponent inflicted through Red Skull's abilities and Stuns the opponent for 2 seconds.

Special 2: Harness Power – Manipulating the power of the Cosmic Cube, Red Skull unleashes multiple projectile attacks.

- Each hit Shocks the opponent, dealing 258.3 Energy damage over 2.5 seconds. Shock duration is increased by 50% for each Buff on Red Skull. These Shock Debuffs stack up to 5.

You want to use a Special 2 when there are lots of Buffs on Red Skull, most likely Armor Up Buffs, to maximize the duration of those Shocks. Once the Shocks are applied, Special 1 refreshes up to their current duration regardless of how many Buffs are on Red Skull when the refresh occurs.

Dev Notes

Special 3: Kneel Before Me! – The opponent is helpless in the presence of such raw power. Red Skull bends them to his will before unleashing the full force of the Cosmic Cube upon them.

- Drain all of the opponent's Power. For every 10% of Power drained this way, gain an Armor Up Buff.

The number of Armor Up Buffs is rounded down. If the amount of Power Drained from the opponent is 75% of their Max Power, Red Skull will gain 7 Armor Up Buffs.

Dev Notes

Signature Ability: Cube Affinity – The Cosmic Cube aligns its ambition with Red Skull, providing him additional power when utilized.

- While Heavy Charging, generate 6% Power per second and Heavy Charging can be held for an extended duration.
- Landing a Heavy Attack when the opponent Dashes in, Shocks the opponent, dealing 2296 Energy damage over 2 seconds.

Synergy Bonuses

Eternal Adversaries with Captain America (WWII) Unique Synergy: Does not stack with duplicate synergies.

- Red Skull: Well-Timed Blocks have +10% chance to Perfect Block for each Buff on Red Skull.
- Captain America (WWII): Well-Timed Blocks generate a Fury Buff increasing Base Attack by 20% for 5 seconds.

Dark Illuminati with [Kingpin](#), [Loki](#), Iron Patriot, and [M.O.D.O.K.](#) Unique Synergy: Does not stack with duplicate synergies.

- All Villains gain +20% Armor.

Hail Hydra! with [Punisher 2099](#) Unique Synergy: Does not stack with duplicate Synergies.

- Red Skull: Intercepting the opponent, Heal Blocks them for 7.5 seconds.
- Punisher 2099: Duration of Heal Block, Armor Break, and Power Lock Debuffs are increased by 50%

Recommended Masteries

Glass Cannon

- Red Skull's damage mitigation with Armor Ups and Critical Resistance helps counteract the downside of Glass Cannon. The Attack boost will also increase damage for Red Skull's Direct Damage on Basic Attack Block as well as Special 2 and Heavy Shock.

Collar Tech

- This Mastery will help Red Skull passively control the opponent's Power, especially when combined with the Overwhelming Presence passive ability.

Stupefy / Pacify

- Once the opponent has been Shocked by Red Skull's Special 2, you'll want to cycle Special 1 often to keep those Shocks on for as long as possible. Stupefy will help extend the Stun duration and control opponent's Ability Accuracy on Special 1.



Author: [MCoC Champion Designers](#)

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Rhino

Aleksei Sytsevich's life changed the moment he stepped into an experimental suit – and became the rampaging Rhino! What he lacks in brainpower, he makes up for in strength, speed, and a thick hide. And whatever you do, don't get him angry – or you'll end up on the wrong side of his razor-sharp horns!

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6730	467	1565
4-Star ★★★★	16876	1171	3938
5-Star ★★★★★	33837	2346	8880
6-Star ★★★★★★	57737	4004	15150
(Rank 5, Level 65)			

Champion Attributes



- Survivability 3.5



- Damage 1



- Ease of Use 5



- Utility 1



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

Rhino's Mechanics

Rhino excels in his defensive capabilities including Armor, Unstoppable, and even Unblockable attacks! Use Rhino to get your opponent pinned to the wall and keep them there, which will allow you to pummel them while having a Fury boost. Punish them if they try to escape by backdraft-intercepting then immediately dashing in against the opponent. When dashing in, Rhino will go Unstoppable, with a chance to be Unblockable. If you're able to keep your health pool high you'll benefit from additional Physical Resistance if his Signature Ability is activated.

Character Class: Science

Basic Abilities: Armor, Unstoppable, Unblockable, Fury

Strengths and Weaknesses

Strengths

- Defense – Armor & Physical Resistance

- Rhino's core kit is built around his ability to last during fights by way of having a high Armor Rating
- His Signature Ability affords him an additional layer of Physical Resistance
- If Rhino begins the fight with full health (100%) he'll benefit from another boost of 300 Physical Resistance

- **Unstoppable / Unblockable**
 - When charging at the opponent Rhino will activate an Unstoppable Buff, helping with intercepts
 - Rhino also has a chance for his dash attacks to go Unblockable based on the opponent's size, ranging from 5% if XL up to 27% if Small.

Weaknesses

- **Lack of Utility**
 - Outside of his core defensive & offensive skills, Rhino lacks additional tools to help control a fight
- **Buff Reliance**
 - Rhino's greatest tricks use Buffs – if the opponent is able to Nullify his Unstoppable or Fury effects rendering his mighty charge blockable and his big attack boosts useless

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Passive

- A layer of Armor provides an additional 598.1 Armor Rating
- Impacts from Rhino's Dash attacks have a chance to be Unblockable. This chance decreases the bigger the opponent is.

The chances scale from 5% to 27% based on how Large or Small the opponent is. Rhino will trigger the Unblockable much more against smaller Champions in The Contest!

Expert Player Note

When Attacked

- 10% chance to gain a Fury Buff for 6.50 seconds, granting +2322.32 Attack.

This comes in handy if hit by an Unblockable attack. If that happens, be ready to throw an attack in retaliation as Rhino could go Unblockable – retaliating quickly while having a massive attack boost.

Expert Player Note

All Attacks

- Rhino triggers his Fury effect by using a Medium Attack to end a 5-hit Attack Combo while his opponent is pinned against the wall.

Pinning your opponent against the wall is where you'll want to keep the fight, followed by a 5-hit combo, then a backdraft intercept. This is a perfect loop.

Expert Player Notes

Dash Attacks

- Rhino becomes Unstoppable when Dashing toward the enemy.

Signature Ability – Rhino Armor

Passive

- A thick polymer suit enhances Rhino's gamma-based strength and resilience, increasing his Physical Resistance by up to 2341.26 based on current Health. Also, when entering the fight with full Health, Rhino's Armor provides an additional 300 Physical Resistance.

The physical resistance is one of the keys to his survivability, and has no chance to be Nullified or turned off.

Expert Player Notes

Synergy Bonuses

Enemies

With [Spider-Man \(Classic\)](#) and [Spider-Gwen](#)

- All Champions gain +155 Critical Rating

Friends

With [Abomination](#)

- All Champions gain +130 Armor Rating

Friends

With [Punisher](#)

- All Champions gain +130 Armor Rating

Teammates

With [Electro](#)

- All Champions gain +5% Perfect Block Chance

Recommended Masteries

Extended Fury / Enhanced Fury

- Both of these will help the Fury boosts Rhino gets when being attacked or on the offensive

Physical Resistance

- With the Physical Resistance Rhino already comes with, the boost makes him that much tougher

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [Bagel](#)



Author: [MCOC Champion Designers](#)

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Rintrah

Rintrah is a being from another dimension, hailing from the planet R'Vaal. His mystical potential was first realized by Enitharmon the Weaver, who started Rintrah's training in the ways of magic. Traveling from his home world, Rintrah began apprenticing under the sorcerer supreme himself, Doctor Strange. Combining the power arcane might and the brute strength of hoof and horn, Rintrah is a force to be reckoned with by any who would dare threaten him or the Sanctum Sanctorum.

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- [Rintrah's Mechanics](#)
- [Strengths and Weaknesses](#)
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- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	8549	485	1943
4-Star ★★★★	21437	1216	4892
5-Star ★★★★★	42982	2437	10640
6-Star ★★★★★★	73341	4158	18160

(Rank 5, Level 65)

Champion Attributes



- Survivability 4



- Damage 4.5



- Ease of Use 3



- Utility 3



- Defender Strength 3.5

[Learn more about Champion Attributes](#)

Rintrah's Mechanics

Rintrah enjoys punishing Opponents in the corner, using imbued attacks, and boosting his own defensive capabilities. Whether that is going Unstoppable, Regenerating on damage dealt in either direction, or Neutralizing the Opponents Buffs away. He is ready to dance, can you control the board or will he just push you to the wall? Oh and don't forget about his Ruptures, they will dial up the damage of his Special 2. He will utilize his self Root to establish his ground and never back down. Whether it's trapping Opponents in the corner or edging his wall across the arena driving his opposition backward, he is ready to rock and roll.

Character Class: Mystic

Basic Abilities: Root (Self), Neutralize, Unstoppable, Rupture, Regeneration

Strengths and Weaknesses

Strengths

- **Punishing Buff Reliant Champions**
 - Shutting down those pesky Buffs which many Champions rely on, indexing strongly in countering rapid Buff gain.
- **Using Self Root as Ground Control**
 - Upon Self Rooting, he will establish ground control in the fight, slowly pushing the Opponent into their corner or trapping the Opponent if they back up too much. When he is Rooted he empowers himself to take the hits and dish them out too.

Weaknesses

- **Heal Block/Rate Modification**
 - Rintrah relies heavily on Regeneration on contact when Rooted or off his Special 3 damage. Heal Block effects are a strong counter to Rintrah's survivability.
- **Slow**
 - Who doesn't love being an Unstoppable train with horns? This guy unless you put the breaks on him using a Slow.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Always Active

- Rintrah has a base 30% Energy Resist, and 20% Crit Resist.
- Incoming Armor Break Debuffs have their potency reduced by 50% for each other Armor Break already on Rintrah, minimum potency is 0. Rintrah gains **+623.7** Attack Rating per Armor Break on him.
- Whenever either Champion lands a hit, Rintrah has a 60% chance to inflict a non-stacking Passive Neutralize for 3 second(s), decreasing their Buff Ability Accuracy by -100%. If the Opponent is Cosmic or Superior Class, the Neutralize's chance, duration, and potency are doubled.
- All Rintrah's Ruptures deal **+623.7** Attack Rating as Physical Damage over 15 seconds.

Champions who deal in Energy Damage, have Armor Breaks, and can be inflicted by Ruptures are some of the targets that Rintrah can counter. Plus, with a strong Neutralize, he will severely reduce Buff acquisition by Opponents.

Dev Notes

Mystical Charges

- Every time the Opponent is inflicted by a Neutralize effect, gain 1 Mystical Charge, or when they fail to gain a Buff because of Neutralize, gain 2 Mystical Charges.
- While Rintrah has 10 Mystical Charges, if either Champion Strikes with a Light Attack, he inflicts 1 Rupture. While Rintrah is Rooted, inflict 2 more.
- While Rintrah has 10 Mystical Charges or more, Special Attacks are Unblockable.
- While Rintrah has 10 Mystical Charges or more, getting struck or blocking an attack by Opponent while Rintrah's back is to the wall grants him an Unstoppable Passive for 6 second(s).
- While Rintrah has 15 Mystical Charges or more, Gain Stun immunity.
- While Rintrah has 20 Mystical Charges, go Rooted when an Opponent activates a Special. End Root after Opponent Special ends, this Root has no cooldown.
- Rintrah loses 5 Mystical Charges every time he is knocked down.
- After 15 second(s) after inflicting a Rupture, lose 20 Mystical Charges.

All about those thresholds, at 10, at 15, at 20... these will unlock new mechanics for Rintrah to use to control the Opponent on the field. Remember the two ways you can lose these charges – getting knocked down, and when your Rupture timer expires. So when the timer is up, you have to take advantage of dropping as many Ruptures on the Opponent as you can. They don't expire, just the timer at which applying them does, until you build back up to turning it on again.

Dev Notes

Rooted

- When Rintrah contacts with a Light Combo Ender the Opponent while their back is to the wall, he is inflicted with Rooted Debuff for 6 seconds. Upon Rooted Debuff expiring, it goes on cooldown for 12 seconds.
- Rooted Champions cannot move, but can still attack, block, and dodge. Activating a Special Attack removes Root and prevents it from applying.
- While Rooted, Rintrah becomes Unstoppable, inflicts Taunt on Opponent, reducing their Attack Rating by 20% and has increased Energy Resistance and Crit Resistance by 1% per Mystical Charge.
- If Rintrah is Rooted, and he does a Heavy or any Special Attack, this will end his personal Root early and inflict 5 Rupture Debuffs.

His Self Root is his mechanic for controlling where he has his Opponent. Paired with being Unstoppable, Taunting the Opponent, and increased Energy/Crit Resistance helps defend when being counterpushed.

Dev Notes

Heavy Attack

- If Rintrah performs a Heavy Attack on hit, pause all personal Ruptures for 4 second(s).

This helps stack up those Ruptures so you can keep them up until the Rupture Timer starts again at 10 Mystical Charges. This will allow for a greater damage output on Special 2.

Dev Notes

Special Attack 1 – Blessing of the Horns

- Gain 1 Mystical Charge per Hit in this Special. If Rintrah has 10 or more charges on the last hit, gain a Fury Passive, increasing Attack Rating by **+1247.4** for 10 second(s).

This is meant to be another way to ramp up Mystical Charges and if you can align them to have 10+ on the last hit of this Special 1, you can capitalize on the Fury for when you start dropping Ruptures or dealing bigger damage on basic attacks.

Dev Notes

Special Attack 2 – Circle of Swords

- On Special Activation, pause all Ruptures on the Opponent for 4 seconds.
- The final hit of this attack gains **+1663.2** Attack Rating per Rupture on the Opponent, and removes all Ruptures, Rupture Timer and Mystical Charges.

This is that big moment where you take all your ramp work on Rupture maintenance on Opponent and spike the damage output on the last hit of this Special 2.

Dev Notes

Special Attack 3 – Keeper's Banishment

- Heal for 1% missing Health per Mystical Charge. After this Attack the Opponent will have their back to the wall.

This Special 3 is meant to be one of two things, a way to heal up damage you have taken in the fight, and/or push the Opponent closer to their own wall.

Dev Notes

Signature Ability – Never Back Down

- Every time a Neutralize prevents a buff, gain a Power Gain Buff giving 10% of Max Power over 2 second(s). Max Stack 3.
- While Unstoppable, Passively Regenerate 3.01% of missing Health on getting struck or blocking an attack by Opponent.

The Signature Ability helps with getting back power after you have used it on a Special Attack, not to mention now anytime he is Unstoppable he will have access to on contact Regeneration for damage dealt.

Dev Notes

Synergy Bonuses

Enemies of the Mystic Realm – Unique

With [Dormammu](#), [Vision \(Aarkus\)](#)

- **Rintrah:** Start the Fight with 5 Mystical Charges.
- **Dormammu:** After Adding 1 Detonation Charge by Heavy Attack, Light attacks have a 30% chance to add 10 Detonation Charges.
- **Vision (Aarkus):** Increase Coldsnap Debuff damage by 50%.

Live and Die by the Horns – Unique

With [Rhino](#), [Purgatory](#), [Mangog](#)

- **Rintrah:** 30% chance to reapply any Ruptures removed on Special 2.

- [Mangog](#) : Gain a 10% Attack Rating per Stagger on Opponent.
- [Rhino](#) : Gain a 25% Crit Rating when Unstoppable.
- [Purgatory](#) : Class Souls last an extra 2 Fight(s).

No Sword Left Behind – Unique

With [Taskmaster](#), [Captain Britain](#)

- [Rintrah](#): Increase Neutralize duration by 1 second(s).
- [Taskmaster](#) : Increase the duration of Exploit Weakness Passive by 5 second(s).
- [Captain Britain](#) : Every time a Debuff is purified, deal a burst of 25% Attack Rating as Energy Damage to Opponent.

Unacceptabull – Unique

With [M.O.D.O.K.](#)

- [Rintrah](#): Inflict 4 Rupture Debuffs dealing 15% Attack Rating as Physical Damage over 15 second(s) on last hit of Special 1.
- [M.O.D.O.K.](#) : On landing a Critical Hit, if both a personal Incinerate and Bleed on Opponent, pause them for 6 second(s)

Recommended Masteries

Recovery

- Regeneration is rather easily accessed when Self Rooted, so why not make it better.

Willpower

- Due to Self Root being a Debuff, this helps you heal a little just from playing the Champion.

Despair

- Due to the quantity of Ruptures you can keep on the Opponent, the heal reduction will be quite nice.



Author: [MCOC Champion Designers](#)

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Rocket Raccoon

Ain't no thing like Rocket 'cept Rocket – the Keystone Quadrant's most notoriously cranky fur ball. He's a master of gadgets with an affinity for heavy weapons, and is always down for a heist, especially if it involves blowing things up. He may be ornery, but he is extremely loyal to his teammates from The Guardians of the Galaxy. Just don't call him a Raccoon!

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6851	467	1965
4-Star ★★★★	10070	1516	4906
5-Star ★★★★★	20168	3034	10680
6-Star ★★★★★★	36411	4696	18210
(Rank 5, Level 65)			
7-Star ★★★★★★★	35280	4551	17590
(Rank 1, Level 25)			

Champion Attributes



- Survivability 2.5



- Damage 4.5



- Ease of Use 3.5



- Utility 3.5



- Defender Strength 1

[Learn more about Champion Attributes](#)

Rocket Raccoon's Mechanics

Rocket's new kit is here! His kit has been upgraded with the latest technology to enhance his abilities! As a scavenger, Rocket spends his time gathering Scrap Metal to make weapons of mass destruction. Players will be using his Critical Hits to chip away at the opponent's weapons and armor to gain Scrap Metal which he can spend using his Special Attacks to gain different forms of utility. If Rocket is feeling pressured by his opponent, he can also use his Scrap Metal to build a Shield System which grants him a ton of Defense. His

Signature Ability is also incredibly strong, giving him a powerful Heal Block when combined with Armor Breaks from his Heavy Attack.

Character Class: Tech

Basic Abilities: Precision, Armor, Armor Break, Rupture, Bleed.

Strengths and Weaknesses

Strengths

- **Active Armor Break**
 - Rocket has incredibly powerful Armor Break Debuffs which he has access to on his Heavy Attack and Special 2, stacking these leads to powerful utility when combined with his Signature Ability, as well as just a metric ton of Damage.
- **Strong Shield System**
 - Rocket's Shield System allows him to minimize damage when dealing with dangerous threats. After consuming Scrap Metal, Rocket's Shield System activates when struck to grant him Resistances and Armor
- **Powerful Heal Block and Power Control**
 - With Rocket's Signature Ability unlocked, Rocket's Armor Breaks now also inflict a passive Heal Block, letting him deal with the mass amounts of Regen found in the Mutant Class. This also denies the opponent Power by Power Burning them whenever they do try to heal.

Weaknesses

- **Glass Cannon**
 - Rocket's absurdly high damage output is matched with his absurdly low health pool, a devastating blow can often lead to Rocket falling quickly in battle. This can be somewhat negated by building a Shield System, however, it will take Scrap to do so.
- **Armor Break**
 - Rockets Shield System is still an Armor Up effect, and can thus be removed by Armor Break abilities, be careful when using Rocket against certain Champions, spending Scrap Metal on a Shield System that breaks immediately could lead to your downfall.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Scrap Metal – Max 50

- Even while in a fight, Rocket actively hunts for metal scraps to make weapons of mass destruction.
- All of Rocket's Attack gain increased Critical Rating by 397.06 for each hit in the Combo Meter.
- Whenever Rocket lands a Critical Hit, Rocket chips away at the Opponent's Armor and Weapons, granting him 2 Scrap Metal. This value becomes 3 when fighting against #Metal Opponents.
- Whenever an Armor Break effect removes an Armor Up Buff from the Opponent, Rocket steals the broken Armor pieces and gains 10 Scrap Metal.

Scrap Metal is Rocket's main resource, he uses it for all of his Special Attacks and his Shield System. Maintain your combo to strike your opponent with Critical Hits to build up Scrap to melt your enemies, build your defense, or inflict powerful Power Drains.

Dev Notes

Shield System

- Whenever Rocket Dashes back and holds block for 1.2 second(s), he will use 25 Scrap Metal to construct a dormant Shield System to protect him from threats.
- When Rocket is struck with the dormant Shield System, it will activate and last for 6 seconds. Activated Shield Systems grant the following effects:
 - +1211.54 Armor Rating.
 - +1211.54 Physical Resistance.
 - +30% Special Attack Resistance.
- Combo Shield, preventing Rocket's Combo Meter from resetting when struck.
- The Shield System can also Block Unblockable Attacks from Mutant Champions. A Shield System will activate early when Rocket would be struck by a Mutant's Unblockable Attack.

Rocket's old Shield System has been upgraded with the latest Scrap Metal technology, we combined all three of the effects but at the same time added a Scrap Metal cost to build it. This allows Rocket to gain some incredible defense to prevent getting melted in an instant, however, it will consume precious resources to be maintained.

Dev Notes

Heavy Attack

- The first hit of Heavy Attack consumes 10 Scrap Metal to inflict a Armor Break Debuff. Max: 5. This Armor Break lasts 15 seconds and reduces Armor Rating by 250. This ability cannot be activated while under 10 Scrap.

This active Armor Break is a powerful tool since it acts as a shortcut to inflict Heal Block on the opponent with Rocket's Signature Ability. However, it is a long-duration Armor Break, meaning it has a ton of utility when fighting against numerous different Champions.

Dev Notes

Special Attack 1 – Relentless Raccoon

- Each hit inflicts a Rupture Debuff, dealing 4226.4 Physical Damage over 12 seconds.
- Each hit consumes 15 Scrap Metal to Power Drain the Opponent. Draining 15% of the Opponent's Current Power over 1 second. This ability does not activate if Rocket has less than 15 Scrap Metal.

Special Attack 1 is used to inflict a ton of damage and to deny the Opponent Power Gain in exchange for Scrap Metal. Use it wisely to deny the opponent a Special 3 or use it after your own to melt the opponent's Power Meter.

Dev Notes

Special Attack 2 – Grenade Toss

- Rocket takes all of his Scrap Metal and constructs a destructive Grenade. Rocket gains up to 2441.92 increased Attack Rating for the final explosion based on the amount of Scrap Metal consumed.
- This explosion inflicts an Armor Break Debuff, lasting 30 seconds and reducing Armor Rating by up to 1629.31 based on the amount of Scrap Metal consumed.

This is Rocket's Big Damage moment, as well as a massive Armor Break to fuel his Sig. This devastating Special can leave the opponent annihilated, but it requires a lot of Scrap to be worth it, use it carefully!

Dev Notes

Special Attack 3 – The Big Blaster

- Rocket uses his Scrap Metal to make the Big Blaster to annihilate his Opponent's Power Bar. Consume all Scrap Metal to Inflict a 12 second Power Drain Debuff, draining up to 2 bars of the Opponent's Power based on the amount of Scrap Metal consumed.
- While this Power Drain is active, the Opponent is also Passively Special Locked.
- This devastating blast also inflicts a Bleed Debuff, dealing 15027.2 Direct Damage over 30 seconds.

Rocket's Special 3 leads to an incredibly potent Power Drain and Special Lock. This Special gets more and more powerful as you reach maximum Scrap Metal so only use it when you've got a lot! This Special also pairs incredibly well with Special 1, which will destroy the opponent's Power bar even more.

Dev Notes

Signature Ability – Master Technician

- While the Opponent is under the effect of an Armor Break Debuff they are Passively Heal Blocked, whenever the Opponent would gain health from regeneration, they are inflicted with a Power Drain Debuff, draining 5% of their current Power over 0.5 seconds for each Armor Break Debuff on them. If the Opponent has the Salve Mastery active, it is removed.
- Rocket's Shield System grants him 2342.5 Crit Resistance.
- While Dormant, Rocket's Shield System grants him 2077.72 Block Proficiency. This effect also persists while the Shield System is activated.

Since Rocket's previous Signature Ability was moved to his base kit, we wanted a new ability that really allows him to shine in the Tech Class. In order to do this, we added a Heal Block while Armor Break effects are active, whenever this Heal Block prevents healing, it will melt away the opponent's Power meter. An incredibly powerful ability, especially combined with Rocket's devastating Armor Breaks. That being said, his other abilities aren't shabby either, Crit Resistance and Block Proficiency allows Rocket to survive even longer as long as he has the Scrap to build his Shield System.

Dev Notes

Synergy Bonuses

How much for the Arms? – Unique (5-Star+)

With [Winter Soldier](#), [Misty Knight](#)

- **Rocket Raccoon:** Whenever Rocket inflicts Armor Break using his Heavy Attack, he gains an Armor Up Buff increasing Armor Rating by 400 for 10 seconds. Max 5.
- **Winter Soldier :** Activating Special Attacks grants a Precision Buff increasing Critical Rating by 400 for 5 seconds. While this Precision is active, Bucky's Personal Abilities gain a flat +10% chance to trigger.
- **Misty Knight :** Whenever Misty would gain 2 Anti-Metal or Cryogenic Charges, she gains 3 instead.

You still usin' Scrap for Weapons, Boy? – Unique (5-Star+)

With [Yondu](#)

- **Rocket Raccoon:** Max Scrap Metal increased to 60.
- **Yondu :** Special Attack 2 Fury duration increased by 50%.

Teammates (3-Star+)

With [Drax](#)

- **All Champions:** Gain +5% Perfect Block Chance

Enemies (3-Star+)

With [Ronan](#)

- **All Champions:** Gain +155 Critical Rating

Friends (2-Star+)

With [Star-Lord](#), [Groot](#)

- **All Champions:** Gain +130 Armor Rating

Teammates (2-Star+)

With [Gamora](#)

- **All Champions:** Gain +5% Perfect Block Chance

Recommended Masteries

Collar Tech

- Collar Tech lets Rocket prevent his opponents from building even more Power as he builds up Critical hits to build Scrap.

Deep Wounds

- Rocket's Special 3 Bleed will have their duration amped up to allow even more devastating damage to be done.

Block Proficiency

- Block Proficiency will allow Rocket's Shield System to block Mutant Unblockable Attacks with even more ease.



Author: [MCOC Champion Designers](#)

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Rogue

Rogue's ability to absorb the life energy and psyche of others through touch emerged in a traumatizing accident when she was a young girl, where she left the victim in a coma. Though she originally viewed her mutant powers as a curse, she mastered control of them under the tutelage of the X-Men and would become one of the most powerful mutants to date.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5821	485	1842
4-Star ★★★★	14596	1216	4627
5-Star ★★★★★	29264	2437	10211
6-Star ★★★★★★	49935	4158	17420

(Rank 5, Level 65)

Champion Attributes



- Survivability 5



- Damage 3



- Ease of Use 2.5



- Utility 2



- Defender Strength 2

[Learn more about Champion Attributes](#)

Rogue's Mechanics

Character Class: Mutant

Basic Abilities: Regeneration, Power Steal, Buff Replication

Abilities

Passive

After absorbing the power of Carol Danvers, the original Ms. Marvel, Rogue possessed an amalgamated mutant/Kree physiology, decreasing the duration of Debuffs by 70%.

Special 1 – Skin-to-Skin

- Replicates 5 of the opponent's active Buffs. Replicated Buffs stay active as long as Rogue keeps touching the opponent. Opponents cannot activate those Buffs as long as Rogue holds them. Rogue's Replicate effect does not work on opponents of the Tech Class.
- Rogue can only copy the following Buffs: Regeneration, Fury, Precision, Armor Up, Cruelty, Physical Resistance, Energy Resistance, Power Gain, Prowess, Energize, and Aptitude
- Replicated Buffs last until a 2.50 timer expires, after which they are Nullified. This timer is refreshed when rogue strikes the Opponent or into their block
- The second hit of this attack deals 2328.48 Energy Damage, and then Regenerates Rogue for 2328.48 health
- Rogue is healed for 100% of the Life Stolen.

Special 2 – Face Punch

- 100% chance per hit to Power Steal, taking 9% of their Power as your own. (3 Hits total)

Special 3 – Lethal Kiss

- 100% chance to Power Steal, taking 27% of their Power as your own.
- Activates 1 Buff per type that was Replicated during the fight. Buffs stay active as long as Rogue keeps touching the opponent. Opponents can not activate those Buffs as long as Rogue holds them.

Signature Ability – Psyche Absorption

- Absorbing the very fabric of her enemy's psyche, every Life or Power Steal has a 39.96% chance to be Critical, increasing the amount absorbed.

Synergy Bonuses

Rivals

With [Ms. Marvel](#)

- All Champions gain 115 Critical Damage Rating

Romance

With [Gambit](#)

- All Champions gain 5% Combat Power Rate

Family

With [Nightcrawler](#)

- All Champions gain 6% Health

Mutant Agenda

With [Deadpool](#)

- Mutants landed strikes during Special Attacks gain +12% Attack rating

Recommended Masteries

Lesser Cruelty & Cruelty

- Rogue's signature ability "Psyche Absorption" takes Critical Damage into consideration, so the more you have, the stronger the Power and Life Steal you will get!

Recovery

- Rogue has Life Steal on her Special 1, Recovery will maximize how much health you get.

Parry

- With her ability to Replicate Buffs and keep those Buffs active while hitting the opponent, you will want to constantly be on the offensive side of things. Parry will help you achieve this goal.



Author: [MCoC Champion Designers](#)

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Ronan

Judge, Jury, Executioner, Ronan the Accuser is the Head Accuser of the Kree Empire, the right hand of the Supreme Intelligence. He is the ultimate soldier, a strategic genius, and a relentless champion of justice. Wielding the Universal Weapon, Ronan brings his hammer down upon the unjust, wherever they may hide across the cosmos.

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- [Ronan's Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
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- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6609	463	1525
4-Star ★★★★	16572	1159	3818
5-Star ★★★★★	33227	2324	8967
6-Star ★★★★★★	56696	3965	15290
(Rank 5, Level 65)			

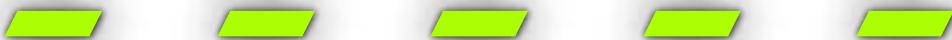
Champion Attributes



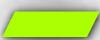
- Survivability 2.5



- Damage 3.5



- Ease of Use 5



- Utility 1



- Defender Strength 1

[Learn more about Champion Attributes](#)

Ronan's Mechanics

Ronan is the Judge, Jury, and Executioner to all those in Battlerealm who gain Buffs! Ronan loves converting opponent Fury buffs into Weakness buffs, and breaking Armor with Heavy attacks. Ronan's opponents are stunned with fear, as he can Stun his opponents after each Special Attack! The more Buffs an opponent has, the longer he can keep them stunned, making him a great counter to any Champion who gains a lot of Buffs (Angela, Venom the Duck, Gwenperion, etc) or nodes that place a lot of Buffs (Arc Overload, etc).

Character Class: Cosmic

Basic Abilities: Stun, Armor Break, Fury

Strengths and Weaknesses

Strengths

- **Stun**
 - Ronan relies heavily on this, so matchups where opponents gain a lot of Buffs is ideal.
- **Poison Immunity**
 - Ronan is Immune to all Poisons of the Battlerealm.
- **Armor Break**
 - Ronan converts Armor Up buffs into Armor Break debuffs.

Weaknesses

- **Stun Immunity**
 - Ronan relies on stunning his opponents. Nodes like Stun Immunity will prevent this main function of his kit.
- **Limber**
 - Nodes like Limber will shorten the duration of Ronan's Stun debuffs, making them less effective.
- **Champions Who Do Not Gain Buffs**
 - Ronan benefits from Champions who gain a lot of Buffs. Those who don't will decrease the amount of time they are stunned.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Passive

- Advanced Kree physiology provides full immunity to the Poisons of the Battlerealm

Player Expertise Note: Poison Immunity makes Ronan a great counter to Poison nodes and any Champion who deals poison (Diablo, Abomination, etc).

All Attacks

- 9% chance to gain a Fury Buff for 4.50 seconds, granting +991.25Attack

Player Expertise Note: Ronan's Fury Buff allows him to have more damage, especially when your opponent has an Armor Break buff. Try landing Heavy attacks while Ronan has his Fury buff for increased damage!

Special Attacks

- Ronan's advanced tactical mind turns enemy rage upon itself, converting Fury Buffs into Weakness Debuffs, reducing enemy Attack by 44%.

Player Expertise Note: For opponents who gain a lot of Buffs, this will keep them stunned for the duration of the fight. Launch Ronan's Special 1 when almost at two bars of power, Stun, attack, and repeat.

Heavy Attacks

- Striking with his Universal Weapon, Ronan cuts through enemy Armor, converting Armor Up into Armor Break and reducing enemy Armor Rating by 672.08.

Player Expertise Note: Armor Up buffs are no problem for Ronan! Try weaving in some Heavy attacks while your opponent is stunned for some added damage!

Special 1

- 100% chance to Stun for 2.60 seconds.
- This attack deals True Damage, ignoring all of the opponent's armor.

Player Expertise Note: This is the Special Attack for the ultimate Ronan play. The more Buffs, the longer the Stun and fun!

Special 2

- 100% chance to stun for 2.60 seconds.
- Attack increases by 198.2 for each Buff effect on the target.
- This attack deals True Damage, ignoring all of the opponent's Armor.

Player Expertise Note: Want max potential from Ronan? Build Ronan's power to almost three bars, throw his Special 2, Stun, attack, throw his Special 1, Stun, attack. Ronan will be able to throw multiple Special Attacks while your opponent is stunned if they have a lot of Buffs!

Special 3

- 100% chance to Stun for 2.60 seconds.

Player Expertise Note: Ronan doesn't play well with Suicide Masteries because of Recoil. Throw Ronan's Special 3 if Suicide Masteries are active and if your opponent has many Buffs.

Signature Ability – Edict

Passive

- The Supreme Accuser judges the target, punishing them for their use of Buff effects with 2377.89 increased Attack per active Buff effect.
- Ronan's Stun Debuffs also gain a 0.65 second duration increase for each Buff the opponent has.

Player Expertise Note: Ronan benefits greatly from a high Signature Level. It has the potential to keep your opponent stunned for the majority of the fight.

Synergy Bonuses

Enemies

With [Hulk](#)

- All Champions gain +155 Critical Rating

Enemies

With [Iron Man](#)

- All Champions gain +155 Critical Rating

Rivals

With [Black Bolt](#)

- All Champions gain +115 Critical Damage Rating

Rivals

With [Gamora](#)

- All Champions gain +115 Critical Damage Rating

Recommended Masteries

Stupefy

- Stupefy helps to extend the duration of Ronan's Stun Debuff.

Petrify

- Petrify helps to reduce an opponent's Regeneration Rate and Power gained during the duration of Ronan's Stun Debuff.

Extended & Enhanced Fury

- Increasing the potency and extending the length of time of Ronan's Fury can really allow him to be the Judge, Jury, and Executioner!

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [Katy Candy](#)



Author: [MCoc Champion Designers](#)

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Ronin

Following the events of Avengers: Infinity War, Clint Barton is drawn out of retirement to don a new alter ego, Ronin — A lawless assassin with a piercing sword and incredible fighting skills who mercilessly brings criminals to justice around the world.

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- [Abilities](#)
- [Synergy Bonuses](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6063	472	1880
4-Star ★★★★	15204	1182	4689
5-Star ★★★★★	30484	2369	10390
6-Star ★★★★★★	52015	4042	17720
(Rank 5, Level 65)			
7-Star ★★★★★★★	50400	3917	17120
(Rank 1, Level 25)			

Champion Attributes



- Survivability 4



- Damage 3.5



- Ease of Use 4.5



- Utility 2



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

Ronin's Mechanics

Ronin is an offensive damage dealer who specializes in Bleeds and Critical Hits. He also has access to three unique Stances that allow him to quickly switch combat abilities in the heat of battle. Each Stance provides Ronin with either improved Blocking, Offensive Utility, or bonus Bleed Damage. Ronin gains bonus Critical Damage when moving through each of the Stances and will be able to strategically Evade enemy attacks when he is at his deadliest.

Apply Bleed Debuffs by striking into your opponents. Prepare Ronin's stances, and build up his Cruelty effects for a massive Attack and Critical Rating boost! Expertly Evade your opponent's strikes to gain even more Attack Rating and strike when the time is right.

Character Class: Skill

Basic Abilities: Bleed, Cruelty, Precision, Disorient, Evade

Strengths and Weaknesses

Strengths

- **On-Demand Evasion**
 - Ronin has the ability to predictably Evade the attacks of his opponents. When Ronin builds enough Cruelty Passives moving through his Stances, he can **spend them to avoid attacks all together and gain an Attack Rating boost**. In the hands of a skilled player, Ronin has the potential to never receive a single hit in a fight.
- **Utility**
 - Ronin has the ability to Parry projectile attacks, Purify Debuffs, and reduce Defensive Ability Accuracy in his Stances. **Combining Disorient and Wraith Stance will temporarily lower your Opponent's Defensive Ability Accuracy by 100%**. Using each of the Stances in the right situations will give Ronin strategic flexibility in a variety of matchups.
- **Mobility and Intercepts**
 - Switching between Stances is the key to getting the most damage out of Ronin. Doing so requires players to actively be dashing in and out of combat and picking the right moments to engage. As a result Ronin grants more opportunities to Intercept incoming attacks than most Champions.

Weaknesses

- **Playstyle**
 - Ronin is dependent on quickly moving and switching up Stances in the middle of battle. Learning when to weave in a Stance switch and when to attack is key to making the most of Ronin's abilities. Ronin is a challenging character that constantly tests a player's reflexes and decision making in the heat of the fight.
- **Purify and Immunities**
 - A large portion of Ronin's damage output comes from Bleeds, thus Champions that shrug off Debuffs and are Immune to Bleed will drastically limit Ronin's damage.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Always Active

- When Ronin would Miss an Attack or be Evaded, he gains a Cruelty Passive increasing Critical Damage by 278.09. Max 7 Stacks.
Champions who force their opponents to Miss or rely on Evades will increase Ronin's damage. This also gives Ronin a faster route to his Signature Ability as Cruelty from Misses and Evades stack with Cruelty Ronin gains in his Stances.

Dev Notes

Sword Attacks

- Attacks with the Sword have a 15% chance to inflict Bleed dealing 1414.7 Direct Damage over **3.5** seconds. Critical Strikes using the Sword have a 100% to inflict Bleed.
- Intercepting attacks has **+1500 Critical Rating**.
- Against Bleed Immune Champions gain a Cruelty Passive when Ronin would inflict a Bleed. **This cannot occur more than once every 2.5 second(s)**.

Sword hits occur during Light 1, Light 2, Light 3, Medium 1, Heavy Attacks, Special 1 and Special 2. Using Sword attacks are key to making the most of Ronin's damage. Ronin's **Bleeds are shorter than most**. Players can **utilize the Deep Wounds Mastery for added Bleed Damage**.

Dev Notes

Stance Preparation

- Ronin prepares his stance by landing light attacks. Light 1 prepares Guard Stance, Light 2 prepares Wraith Stance, and Light 3 prepares Demon Stance.
- Dodging back after preparing a stance makes Ronin enter a Stance. Stances are not affected by Ability Accuracy Reduction.
- When entering a new Stance, gain a Cruelty Passive increasing Critical Damage Rating by 4178.57. Max 7 stacks.

When Entering a Stance

- When reaching 7 Cruelty Passives, gain a Precision Passive increasing Critical Rating by **3900** for **18 seconds**.

This Precision Passive only activates upon switching Stances and gaining a seventh Cruelty. Activate Special 3 immediately after gaining this Precision to stack with Fury to maximize Ronin's Damage.

Dev Notes

Guard Stance

- Well Timed Blocks activate the Parry Mastery, stunning opponents even if their attack is projectile based. Ronin gains +35% chance to Perfect Block.
- Entering this stance has a 100% chance to Purify a Debuff.

Ronin in Guard Stance gives players a chance to remove tricky Debuffs and difficult to Parry champions such as Iron Man (Infinity War) and Ebony Maw.

Dev Notes

Wraith Stance

- All attacks reduce Defensive Ability Accuracy by 40%.

Wraith Stance provides Ronin with some extra protection versus champions with defensive abilities.

Combining this stance with Special 1 is critical in matchups with champions that trigger Abilities after striking them.

Dev Notes

Demon Stance

- All Bleeds gain +75% Ability Accuracy and can be inflicted on Blocked hits.

When you are not able to land hits on a Blocking opponent, Demon Stance provides a sustainable source of damage. This ability however does not reduce the Power that opponents gain when Blocking Ronin's attacks so be sure to keep an eye out for a counter-attack.

Dev Notes

Special 1 – Ambush from the Mists

- Disorients the opponent reducing Defensive Ability Accuracy by **60%** and Block Proficiency by 50% for **9** seconds.
- Enters a prepared Stance.

Disorienting your opponent while in Wraith Stance can be an effective strategy in shutting down champions that rely on defensive abilities.

DEV NOTES

Special 2 – Split the River

- Inflicts a Bleed that deals 1414.7 Direct Damage over **3.5** seconds for each active Cruelty Passive.
- Removes all Cruelty Passives.

Ronin deals large amounts of damage over time with this attack, and can place up to as many Bleeds on the opponent as he has Cruelty Passives. Pair this with Demon Stance and Bleeds can be inflicted even when the opponent is Blocking.

DEV NOTES

Special 3 – Marksman's Revenge

- Gain a Fury Passive increasing Attack Rating by **1050.92** for 35 seconds. Each active Cruelty Passive increases the Attack Rating by an additional **1050.92**.
- Removes all Cruelty Passives.

Pairing the Attack Rating increase in this attack with Demon Stance is the easiest way to add a significant chunk of damage to Ronin's Combos. If players take the time to build up another set of Cruelty Passives through Stance switching while this Fury is active, regular Combos become extremely deadly.

Signature Ability – Unrelenting Agility

When Attacked

- While at 7 Cruelty Passives, Ronin gains Evasion on the next incoming hit for 2.00 seconds. Removes **3** Cruelty Passives when Ronin Evades an attack. Successful Evades do not grant Stance Abilities.
- When Ronin Evades an attack, gain a Fury Passive increasing Attack Rating by 808.41 for **12** seconds.

This Evade comes in handy against Special Attacks that are difficult to avoid. Players can also strategically decide not to activate this Evade by Blocking attacks or using the Dexterity Mastery. If players are feeling lucky, they can intentionally set off this evade to gain a temporary Attack Rating boost.

DEV NOTES

Synergy Bonuses

Last Hope – Unique

With [Captain Marvel](#)

- Ronin: The duration of Bleed Debuffs is increased 3% for each active Cruelty.
- Captain Marvel: Intercepting attacks have +150 Critical Rating.

Unlikely Combination – Unique

With [Ant-Man](#)

- Ronin: Gain +25% Block Proficiency in Guard Stance.
- Ant-Man: 20% chance to inflict a Fatigue Debuff on the opponent when struck and increases the Potency of Poisons by 35%.

Live and Die by the Sword – Unique

With [Nightcrawler](#), [Guillotine](#)

- Ronin: Blocking Attacks has a 50% chance to Bleed the opponent dealing 15% of Attack as Direct Damage over 5 seconds.
- Nightcrawler: When switching Combat Modes, gain +350 Critical Damage Rating for 10 seconds.
- Guillotine: Striking an Opponent with the fourth Light Attack has a 30% chance to gain 1 Soul. Cooldown: 10 Seconds.

Masterless – Unique

With [Moon Knight](#)

- Ronin: Gain a Fury Buff increasing Attack Rating by 15% for 4 seconds upon switching Stances.
- Moon Knight: 30% chance to instantly Regenerate 35% of damage taken when struck.

Romance Lv. 3 – Black Widow

With [Black Widow](#)

- All Champions gain 5% Power Gain



Author: [MCOC Champion Designers](#)

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Sabretooth

Victor Creed, Wolverine's half-brother, is better known by the codename "Sabretooth". Like Wolverine, Sabretooth possesses rapid regeneration and enhanced senses, but contrary to Wolverine, Sabretooth embraces the more savage qualities of his mutation. He is a vicious assassin, responsible for numerous deaths as a mercenary, and sometimes, for his own pleasure.

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- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6609	418	1877
4-Star ★★★★	16572	1047	4699
5-Star ★★★★★	33227	2098	10515
6-Star ★★★★★★	56696	3580	17940

(Rank 5, Level 65)

Champion Attributes



- Survivability 3



- Damage 3.5



- Ease of Use 2



- Utility 1.5



- Defender Strength 1.5

[Learn more about Champion Attributes](#)

Sabretooth's Mechanics

Character Class: Mutant

Basic Abilities: Cold Immunity, Persistent Charge, Fury, Bleed

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Passive

- Sabretooth can withstand incredibly cold temperatures, providing him Immunity to Cold Damage like Coldsnap and Frostbite.

Persistent Charge

- At the start of the fight, if Sabretooth has a Persistent Charge, he consumes one, re-activating all of his Fury effects that were active at the end of his last fight as permanent Passive Fury effects.
- At the start of the fight, if Sabretooth has 0 Persistent Charges, he will randomly receive between 3 and 6 Persistent Charges.

Sabretooth is all about building up damage over multiple fights and will be really good against bosses. Any active Fury effects will be reactivated as passive effects in the next fight if you have a Persistent Charge. This means, if you have 10 passive Permanent Fury effects and 1 temporary Fury Buff active at the end of the fight, Sabretooth will have 11 Fury effects in the next fight as passive Permanent effects.

Dev Notes

All Attacks

- Every 10 hits on Sabretooth's or 5 hits on the opponent's Combo Meters, Sabretooth gains a Fury. Against Skill Champions, Sabretooth also inflicts an Armor Break if he is attacking, reducing the opponents Armor Rating by 562.5 for 10 seconds.
- Fury increases Attack Rating by 895 for 5 seconds.

Passive

- Dodging back and allowing Sabretooth to idle for 1 second allows him to convert a temporary Fury Buff into a permanent passive effect.
- Sabretooth can convert a maximum of 5 permanent Passive Fury effects in a fight. Fury effects from previous fights do not count towards this limitation.
- Sabretooth cannot convert his passive Fury effects while fighting if he has 15 or more permanent passive Fury effects active.

Special Attacks

- 60% chance to inflict Bleed, dealing 2864 Direct Damage over 8 seconds.

Special 1 – Bloodthirsty

- Converts his temporary Fury Buffs into a permanent Fury Passives.

Special 2 – Ferocious Throw

- Activates a Fury effect and immediately converts it to a Passive effect, increasing Attack Rating by 537 permanently.

Special 3 – Hunter's Onslaught

- Gains a Fury Buff, increasing Attack Rating by 471 for 2 seconds.

Sabretooth's Special 3 Fury has a very short duration but is extremely powerful! Finish fights with his Special 3 Attack to guarantee having this Fury effect in the next fight.

Dev Notes

Signature Ability – Untamed Heart

- Sabretooth gains Passive Regeneration stacks when struck by the opponent.

When Attacked

- Sabretooth gains a Passive Regeneration stack that recovers 69.95% of the damage taken from the hit over 30 seconds and is interrupted if Sabretooth is Heal Blocked.
- Fury and Regeneration effects receive a permanent +120% flat Ability Accuracy.
- If Sabretooth does not hit or get struck by the opponent for more than 5 seconds, he starts losing Regeneration stacks over time.

Synergy Bonuses

Sabretooth's ability kit is focused on building up his Attack and his synergies are designed to provide him some utility.

Dev Notes

Untamed Force – Unique

With [Old Man Logan](#)

- Sabretooth: 20% chance for his low-kick first Medium Attack to be Unblockable. Additionally, If the opponent activates an unstoppable effect as a result of this attack, it expires instantly.
- Old Man Logan: +120% Regeneration Rate when hitting opponents.

Sabretooth's bonus is really good versus Killmonger, and it eventually allows you to start a combo by just trying to hit the opponent's block.

Dev Notes

Decimation – Unique

With [Scarlet Witch \(Classic\)](#), [Magneto](#), and [Magneto \(House of X\)](#)!

- Sabretooth, Scarlet Witch, Magneto: Starts the fight with a Fury Buff against Mutant Champions, granting +15% Attack Rating.

At the end of the fight, Sabretooth will bring this Fury as a passive effect in the next fight if he has Persistent Charges. Hunt those Mutants in order to build up even more damage!

Dev Notes

No Mercy – Unique

With [Black Panther](#), [Black Panther \(Civil War\)](#), and [Killmonger](#)

- Sabretooth: Inflicting a Debuff reduces the opponent's Ability Accuracy by 100% for 0.7 seconds.
- Black Panthers, Black Panther (Civil War), Killmonger: +30% Power Rate when hitting opponents that are suffering from a Debuff.

This synergy will allow Sabretooth to deal with Black Panther (Civil War)'s Reflect Stun! Also, when going against Champions like Kingpin, Agent Venom and Crossbones, they won't Purify the Debuffs inflicted by Sabretooth.

Dev Notes

Nemesis

With [Wolverine](#)

- All Champions gain +6% Attack.

Recommended Masteries

Glass Cannon, Greater Strength, Enhanced Fury

- All Masteries that enhances Attack Rating will be extremely useful when using Sabretooth. Sabretooth is able to activate multiple Fury effects, which will also increase his Bleed damage.

Deep Wounds

- Sabretooth's Special Attacks have a chance to inflict Bleed. When Sabretooth is all charged up with multiple Fury effects, his Bleed damage will also be higher. Having Deep Wounds will make that Bleed damage even more effective.

Extended Fury

- The Fury bonus on Sabretooth's Special 3 Attack has a very short duration, making it extremely hard to convert it to a permanent passive effect. With this Mastery, players should be able to have more time to convert it, possibly bringing multiple Special 3 Furies into the next fight.



Author: [MCoC Champion Designers](#)

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Sandman

Once a petty criminal known as William Baker (a.k.a. Flint Marko), Sandman is a stalwart member of the Sinister Six and one of Spider-Man's longest standing enemies. While on the run from the law, Baker was accidentally exposed to experimental radiation that destabilized his molecular make-up. Now, as the Sandman, he is capable of incredible acts of strength, can grow to massive sizes, and even shapeshift. He might not be the brightest of Spider-Man's enemies, but he's certainly the most imposing... as long as he can pull himself together.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6972	494	1888
4-Star ★★★★	17484	1238	4746
5-Star ★★★★★	35056	2482	10670
6-Star ★★★★★★	59817	4234	18200
(Rank 5, Level 65)			

Champion Attributes



- Survivability 3



- Damage 4



- Ease of Use 3



- Utility 3.5



- Defender Strength 2

[Learn more about Champion Attributes](#)

Sandman's Mechanics

Sandman is a brutal brawler that wants to beat up his enemies and knock them down... a lot. Every time the Opponent is Knocked Down, his Damage Potential rises thanks to his Heavy Proficiency Passives increasing his Attack Rating during Heavy Attacks. Plus, he inflicts an oppressive amount of Debuffs with his Special Attacks that he can capitalize on when entering his Unstable State. When Unstable, he can Root his Opponent to loop his Heavy Attack and cause massive bursts of Physical Damage on each Knockdown. Try weaving in his Special 3 to increase this burst damage as much as possible.

Character Class: Science

Basic Abilities: Resistance Up, Petrify, Physical Vulnerability, Unstoppable, Root

Strengths and Weaknesses

Strengths

- **Debuff Count**
 - Sandman's Special Attacks and Unstable State can dump loads of Debuffs on his Opponents. Between Petrify, Decelerate, Physical Vulnerability, and Suppression he can max out the impact of powerful Masteries like Inequity and Despair.
- **Triple Immunities**
 - A body composed entirely of sand grants Sandman Immunity to Bleed, Poison, and Shock effects.
- **Unstable State**
 - Once Sandman has become Unstable he becomes Passively Unstoppable, his Attack Rating shoots way up, he gains Root abilities, and is able to inflict massive bursts of damage.

Weaknesses

- **Being Hit By Critical Hits**
 - Being struck by Critical Hits removes Sandman's Resistance Ups, increasing the Damage he takes and effectively keeping him out of his Unstable State.
- **Aggressive Purify**
 - Aggressive Purify from Skill Champions keeps their Debuff count low, considerably curtailing Sandman's damage while in his Unstable State.
- **Slow or Decelerate**
 - Countering Unstoppable makes Sandman's Unstable State much less threatening if he manages to trigger it.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

Always Active

- Sandman is Immune to Bleed, Poison, and Shock effects.
- Sandman's Personal Debuffs can be inflicted through Block, are paused during all Special Attacks, and expire one at a time every second.
- Knocking Down the Opponent with a Heavy Attack grants Sandman an indefinite Heavy Proficiency Passive increasing his Attack Rating by +423.4 during Heavy Attacks. Max Stacks: 10.

These Heavy Proficiency Passives are a new effect that increase Attack Rating during Heavy Attacks only. Sandman's Debuffs fall off one at a time every second (like sand in an hourglass), so you'll want to act quickly to take advantage of them while they're still there.

Dev Notes

Resistance Up Passives – Max Stacks: 20

- Sandman gains an indefinite +118.42 Resistance Up Passive every time he strikes the Opponent with a Light or Medium Attack. As a Defender he also gains these when striking the Opponent's Block with a Light or Medium Attack.
- Striking Sandman or his Block with a Critical Hit removes 1 Resistance Up. When Sandman would receive a Bleed, Poison, or Shock effect from a Skill champion, he also loses 2 Resistance Ups.

Sandman gains Resistance Ups as he hits his Opponents, but also loses them when struck by Critical Hits. These Resistance Ups are mostly treated as a resource used to unlock his Unstable State, but they are still quite effective for mitigating the damage he takes.

Dev Notes

Unstable

- At 20 Resistance Ups Sandman becomes Unstable. Unstable lasts 20 seconds or until Sandman runs out of Resistance Ups. While Unstable Resistance Ups can no longer be gained, and Sandman loses 1 Resistance Up when he or his Block is struck. All Resistance Ups are lost when Unstable expires.
- While Unstable Sandman gains an indefinite Unstoppable Passive. When becoming Unstable, Sandman also inflicts 10 Suppression Debuffs of 5% potency.
- Sandman's Light and Medium Attacks consume 1 Resistance Up on Hit, Block, or Whiff. If the attack strikes the Opponent or a Block that is not Well-Timed, deal a burst of 211.7 Physical Damage. Damage scales with Base Attack only.

- The final hit of Sandman's Heavy Attack, Special Attack 1, or Special Attack 2 consumes up to 5 Resistance Ups. For each time the Opponent has been Knocked Down since Unstable started, deal a burst of 211.7 Physical Damage on hit for each of Sandman's personal Debuffs they're suffering. Damage scales with Base Attack only.

Unstable is where the party starts. While Unstable Sandman becomes Passively Unstoppable and inflicts massive bursts of Physical Damage whenever he knocks the Opponent down with a Special or Heavy Attack (Special 3 not included). Try keeping as many of Sandman's personal Debuffs on the Opponent as possible to get as much damage out of this as you can.

Dev Notes

Quicksand! – Heavy Attack While Unstable

- If Sandman is struck by a Basic Attack while he charges his Heavy Attack, he ignores the hit by becoming Passively Indestructible.
- Striking the Opponent with the first hit of his Heavy Attack Passively Roots them for 2.25. seconds. If the Opponent has the Stand Your Ground Mastery active, it is removed while they are Rooted.
- Striking a Rooted Opponent with a Heavy Attack locks Sandman in place until the Root expires, or he until Dodges back.

While Unstable, the first hit of Sandman's Heavy Attack Roots the Opponent for just long enough to loop into another Heavy Attack. This is the easiest and most efficient way to score Knockdowns and get as much damage in as possible.

Dev Notes

Special Attack 1 – Dry ‘em Up

- On activation, Sandman gains 1 Resistance Up, then gains 1 Resistance Up on each hit.
- On activation, inflict 2 Petrify Debuffs of 8% potency, then each hit inflicts 2 additional Petrify Debuffs.

Special 1 is great for triggering Sandman's Unstable State the first time in a fight. It's also awesome for reducing and potentially reversing the Regeneration abilities of the Opponent.

Dev Notes

Special Attack 2 – Slow ‘em Down

- On activation, Sandman gains 2 Resistance Ups, then gains 1 Resistance Up on each hit.
- On activation, inflict 6 Decelerate Debuffs of 7% potency, then each hit inflicts 3 additional Decelerate Debuffs.

Special 2 is great for countering the Opponent's Unstoppable or Evade abilities. If every hit connects, the Opponent ends up with 210% Ability Accuracy Reduction on their Unstoppable and Evade effects. It's also even more potent than Special 1 for building Resistance Ups and inflicting Debuffs on the Opponent.

Dev Notes

Special Attack 3 – Smash ‘em to Bits

- Inflict 30 Physical Vulnerability Debuffs of 22.73 potency.
- Gain 20 Resistance Ups. While Unstable, instead of gaining Resistance Ups, Sandman inflicts an additional 20 Physical Vulnerability Debuffs.

Special 3 is your shortcut to becoming Unstable, increasing Sandman's damage potential notably with all those Physical Vulnerability Debuffs. Try throwing Special 3 while already in Unstable State to get an additional 20 Debuffs and increase your burst damage even more.

Dev Notes

Signature Ability – The Rude Sandstorm:

- While Unstable, Sandman gains an indefinite Fury Passive granting +4234 Attack Rating.
- Sandman's Heavy Proficiency Passives grant an additional +211.7 Attack Rating.

Sandman's Heavy Proficiency Passives have their Attack Rating increased even more. Additionally, Sandman's Attack Rating is dramatically increased in his Unstable State.

Dev Notes

Synergy Bonuses

Teammates – (3-Star+)

With [Doctor Octopus](#), [Vulture](#), [Mysterio](#), [Electro](#), and [Kraven](#)

- All Champions gain +5% Perfect Block Chance.

Sinister Substitutes – Unique (2-Star+)

With [Mysterio](#), [Scorpion](#), [Iron Patriot](#), [Red Goblin](#), and Shocker

- **Synergy Champions** : When fighting #Heroes, gain 10% Combat Power Rate.

Bring Me A Dream – Unique (5-Star+)

With [Mantis](#)

- [Mantis](#) : Gain a True Accuracy Buff for 10 seconds when the Opponent is inflicted with Sleep.
- [Sandman](#) : After Special Attack 3, Sandman gains a Fury Passive granting 30% Attack Rating for 10 seconds.

Interested? – Unique (5-Star+)

With [Venom](#), and [Green Goblin](#)

- [Venom](#) : Each hit of Special Attack 1 gains an additional 10% chance to steal a Buff and feed it to the Symbiote.
- [Green Goblin](#) : Power Drain effects from Green Goblin's Bag of Tricks also deal a burst of 20% Energy Damage.
- [Sandman](#) : Sandman's Petrify Debuffs gain 2% potency.

I Just Want To Go Home – Unique (4-Star+)

With [Spider-Man \(Stark Enhanced\)](#), and [Spider-Man \(Stealth Suit\)](#)

- [Spider-Man \(Stark Enhanced\)](#) : Increases the EMP Webshot's Power Drain potency by 15%
- [Spider-Man \(Stealth Suit\)](#) : +5% Physical Resistance per unspent Web Cartridge.
- [Sandman](#) : While the Opponent is Decelerated by Sandman's Special Attack 2, Sandman cannot Miss.

Recommended Masteries

Despair

- What's left of the Opponent's Regeneration Rate after Sandman's Petrifies are inflicted will be reduced even further for each Debuff he applies.

Inequity

- The sheer volume of Debuffs that Sandman applies to his Opponent will often cause this Mastery to max out its reduction of the Opponent's Attack Rating of 36%.

Double Edge and Liquid Courage

- Sandman's Bleed and Poison Immunities remove the drawbacks of these Masteries.



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Sasquatch

Dr. Walter Langkowski was a professor of both physics and biophysics at McGill University. Trying to achieve a “Hulk-like” transformation similar to colleague Bruce Banner, Langkowski subjected himself to self-experimentation with gamma radiation. Unknowingly opening a doorway between our world and the “Realm of Great Beasts”. This allowed a mystical beast named “Tanaraq” to possess his body, granting him the ability to transform into a super-strong, orange-haired beast that resembled the legendary Sasquatch.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	8791	422	1908
4-Star ★★★★	22045	1058	4806
5-Star ★★★★★	44201	2121	10630
6-Star ★★★★★★	75422	3619	18140
(Rank 5, Level 65)			
7-Star ★★★★★★★	73080	3506	17490
(Rank 1, Level 25)			

Champion Attributes



- Survivability 3.5



- Damage 4



- Ease of Use 3



- Utility 2



- Defender Strength 4

[Learn more about Champion Attributes](#)

Sasquatch's Mechanics

Sasquatch is the definition of a tank. Using stacks of Rage to reduce incoming damage and a powerful healing factor to mend his

wounds, Sasquatch can take quite a punch before going down. Sasquatch also doesn't rely on his Nullify to be strong, instead he becomes more powerful based on the Opponent's Buffs, without needing to remove them! Throughout his fights Sasquatch will build Rupture Debuffs on the Opponent with his Medium Attacks, and use his Special 2 to convert them into raw damage. This works especially well when he's in the "Wrath of Tanaraq" since this mode makes his Special Attacks cost a lot less Power and makes him Unstoppable in the process!

Character Class: Mystic

Basic Abilities: Rupture, Stagger, Stun, Regeneration

Strengths and Weaknesses

Strengths

- **High Survability**
 - Sasquatch has very high base health along with abilities to regenerate in his Special 3 and when struck below 40%. This combined with his damage reduction granted with each Rage Stack allow him to take quite the beating.
- **Lots of Special Attacks**
 - Sasquatch gains a lot of Power, especially against Buffed Opponents. Additionally during Wrath of Tanaraq, his Special Attacks are much cheaper allowing him to spam many of these attacks back to back with no issue.
- **No worries about the Opponent's Special 3**
 - During Wrath of Tanaraq Sasquatch's Special and Heavy Attacks are Unstoppable, grant the Opponent less Power and will cause Power Drain if the Opponent is at Special 3! Even though Sasquatch is best played very aggressively he will never need to worry about pushing too far with this ability active!

Weaknesses

- **Debuffs: Especially Fatigue, Enervate and Slow**
 - Sasquatch needs to build stacks of Rage in order to dish out high damage, Fatigue and Enervate will prevent this from occurring, stopping him in his tracks. Slow Debuffs will prevent his Unstoppable abilities, removing his ability to Spam Special and Heavy Attacks.
- **Power Control or Power Stings**
 - Sasquatch thrives when throwing a lot of Special Attacks and requires doing so to be effective, controlling his Power or punishing the activation of his Specials will shut him down fast.
- **Debuff Immunity**
 - Sasquatch is most effective when he can stack many Rupture Debuffs on the Opponent, when this is taken away his viability drops significantly.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

From the Bush

- A thick fur coat provides 90% Coldsnap resistance along with immunity to Frostbite effects and Armor Break Debuffs.
- If Regeneration Rate is inverted, all Regen effects are removed.
- Gain +25% Combat Power Rate if the Opponent has a Buff or is suffering from a Stagger Debuff, this is increased to +50% if the Opponent has 4 or more of these effects.

Medium Attacks

- 30% chance to inflict a Rupture Debuff, dealing 1809.5 Physical Damage over 17 seconds. +70% chance during Wrath of Tanaraq

Heavy Attacks

- Inflict Stagger for 14 seconds causing the next Buff the Opponent gains to be Nullified. Max 2.

Spirit of Rage – Max Stacks 15

- Light Attacks have a 30% chance to build 1 Rage. Chance increased to 100% on the 3rd Light Attack in each combo.
- Build 1 Rage every 4.5 seconds that Sasquatch didn't land a hit.
- Each stack of Rage reduces incoming damage from all sources except Special 3 by 5% per stack.
- Rage is not affected by Ability Accuracy reduction but is prevented while suffering from an Enervate or Exhaustion Debuff.

Sasquatch's damage reduction from Rage will also reduce incoming DOT damage, allowing him to take a lot of punishment from multiple sources.

dev notes

Wrath of Tanaraq

- If Sasquatch has 5 or more Rage, each stack gained above this threshold has a flat 10% chance to remove all stacks and trigger Wrath of Tanaraq. This lasts for 1.70 seconds per stack removed.
- During Wrath of Tanaraq, Sasquatch is Stun Immune.
- Gain **1211.54** Block Penetration and +50% Combat Power Rate.
- Special Attack 1 and 2 cost 50% less power and Special Attack 3 costs 25% less Power.
- While the Opponent has 3 full Bars of Power, Special and Heavy Attacks will Power Drain 5% of their max Power.

Once above 5 stacks of Rage each time an additional stack is gained Sasquatch has an increased chance to enter wrath. The longer Wrath of Tanaraq takes to trigger, the longer it will last, so there is no real downside if it doesn't trigger right away.

During Wrath of Tanaraq, you'll be getting a ton of power. Throw medium-light-medium combos into Special 2s and watch those Ruptures stack up some nice damage. Additionally, if Sasquatch is Awakened, he will be Unstoppable during Heavy and Special Attacks allowing him to spam opponents with little risk.

dev notes

Special 1

- Each hit refreshes the Opponent's Rupture Debuffs. This can trigger into the Opponent's block.
- If the final hit is blocked it has a 20% chance to inflict a Stun Debuff for 3 seconds. Chance increased to 100% during Wrath of Tanaraq.

Special 1 is best used when Wrath of Tanaraq is not active, allowing you to refresh any active Ruptures for a big Special 2 once you reactivate Wrath of Tanaraq.

dev notes

Special 2

- The first 2 hits remove the Opponent's Rupture Debuffs, gaining **5066.6** Attack Rating for each Rupture removed. This is increased by 50% if activated during Wrath of Tanaraq.
- The final hit inflicts up to 3 Rupture Debuffs, each dealing **5428.5** Physical Damage over 17 seconds.

Special 2 is best used with a large stack of Ruptures on the Opponent and while Wrath of Tanaraq is active. The more Ruptures you can stack the bigger this damage will be! Most of the damage here comes from the hits in this attack rather than the Ruptures themselves so removing some stacks of Rupture to gain more Attack Rating is a worthwhile exchange to make!

dev notes

Special 3

- Passively Regenerate 10% of missing health over 5 seconds. This is increased by a flat +1% per Rage Stack.
- Gain up to +5 Stacks of Rage and enter Wrath of Tanaraq. These stacks don't count toward the Regeneration.

Special 3 is best used to top up on missing health or jump start a long lasting Wrath of Tanaraq! Also because this attack triggers Wrath, it will cost 25% less power, leaving you very close to a Special 1 right after!

dev notes

Signature Ability – Old Beast of the North

- When below 40% of max health getting struck by a Contact Attack has a **70 %** chance to activate Sasquatch's healing factor, Passively Regenerating 5% of missing health over 20 seconds. Max stacks 3.
- During Wrath of Tanaraq Sasquatch becomes Passively Unstoppable during Special and Heavy Attacks and the Opponent's Defensive Combat Power Rate is reduced by **70 %** when struck by these Attacks.

Sasquatch's Signature Ability regeneration can be great when going Unstoppable and eating a hit or two during Wrath. Additionally, although his Specials and Heavy will never push the Opponent to their Special 3, his sig will slow down the rate at which they gain power from these hits, meaning less Special baiting and more smashing!

dev notes

Synergy Bonuses

Just Hair and Things – Unique

With [Man-Thing](#), [Sabretooth](#)

- Sasquatch: During Wrath of Tanaraq gain +12% Attack.

- [Man-Thing](#) : Striking a Buffed Opponent with a Medium Attack builds +5 additional Agitation.
- [Sabretooth](#) : Once per fight, throwing Special Attack 3 grants 1 Persistent charge.

Gamma Ray Ray – Unique

With [Hulk](#)

- Sasquatch: Special 2 inflicts 1 additional Rupture Debuff.
- [Hulk](#) : While a Fury Buff is active, the Opponent's Ability Power Rate is reduced by 150%, this effect lingers for 0.2 seconds after Fury expiry.

Furry Buds – Unique

With [Squirrel Girl](#)

- Sasquatch: Rupture effects last 20% longer.
- [Squirrel Girl](#) : When Tippy-Toe attaches to the Opponent she stays on for 30% longer.

Giant Challengers – Unique

With [King Groot](#), [Thing](#), [Sentinel](#)

- Sasquatch: Start the fight with 3 Stacks of Rage.
- [King Groot](#) : Start the fight with +3 paused personal Furys.
- [Thing](#) : Start the fight with 3 Rock Stacks.
- [Sentinel](#) : Start the fight with 30 Analysis Charges.

Common History – Unique

With [Hulkbuster](#)

- Sasquatch: Each stack of Rage increases Wrath of Tanaraq by an additional 0.3 seconds.
- [Hulkbuster](#) : Start the fight with an indefinite Armor Up Buff, granting +15% Armor Rating. This can stack above Hulkbusters Armor Up cap.

Recommended Masteries

Recovery

- Increases the overall regeneration potential of Sasquatch's healing factor.

Mystic Dispersion

- Increases the amount of Power Available to Sasquatch when fighting Buffed Opponents which are Opponents he wants to be fighting anyway.

Despair & Inequity

- Sasquatch has the ability to stack a lot of Rupture Debuffs on the Opponent, allowing him to make good use of both the regeneration and Attack Rating reductions offered by these masteries.



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Sauron

Sauron was once a hypnotherapist named Karl Lykos, bitten as a child by a mutated pteranodon that bestowed him with both the ability to absorb a person's life force and the vampiric need to do so to sustain himself with it.

Karl was once employed by Charles Xavier of the X-Men to counsel his students, but when he seized this opportunity to drain his fellow mutant Havok to save his life. This charged his own life force and satiated his thirst... something unexpected happened. The mutant's life force triggered something deep within him, transforming into a humanoid pteranodon; claws, beak, wings and all. Now he stalks the skies as The Mighty Sauron!

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 - [Sauron's Mechanics](#)
 - [Strengths and Weaknesses](#)
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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5942	548	1949
4-Star ★★★★	14900	1373	4895
5-Star ★★★★★	29874	2753	10650
6-Star ★★★★★★	50975	4696	18170
(Rank 5, Level 65)			
7-Star ★★★★★★★	49392	4551	17530
(Rank 1, Level 25)			

Champion Attributes



- Survivability 4



- Damage 2



- Ease of Use 3.5



- Utility 1.5



- Defender Strength 3.5

[Learn more about Champion Attributes](#)

Sauron's Mechanics

Sauron's playstyle is all about setting up the extinction of others through draining their life force. He wants to strike into the opponent to

get extra hit damage and ramp up Prowess to make Special Attacks stronger. Once he has hit various thresholds of Prowess, he can become Unblockable or Bleed the opponent. If you want some extra damage, convert Prowess into a Fury, then let the claws loose.

He has heavy sustainability through the multiple avenues of Regeneration in his kit but also can apply Degeneration to the opponent through his Extinction Mode. His abilities are all Passive, so good luck Nullifying them or Purifying away his damage over time effects.

As a Mutant Champion, they are **all** about making Special Attacks super duper crazy strong! He is no exception to that. Whether weaving a Special 1 for onHit Regen or a Special 2 for bigger extra hit damage, you can decide when you need it. Oh yeah, he doesn't like you messing with his abilities so he will punish ability accuracy reduction.

Character Class: Mutant

Basic Abilities: Prowess, Unblockable, Degeneration, Regeneration

Strengths and Weaknesses

Strengths

- **Punishing Ability Accuracy Manipulation**
 - Sauron excels at punishing Champions who mess with his abilities. The punishment is mainly that it helps ramp his prowess to max even faster. So you will definitely notice if you put Concussion or Disorient on him.
- **Quick Prowess Gain**
 - Since Sauron gains his prowess so easily, he will excel on nodes that give him benefits for prowess being quickly gained and spent.
- **All Specials Can Become Unblockable**
 - Who doesn't like going Unblockable on all Specials? Oh yeah, he also can go Unblockable on his Heavy and Dash Attacks but it's not as painful as an Unblockable Special.
- **Multiple Avenues of Regeneration**
 - With a few ways to trigger Regeneration, Sauron will definitely be able to go up and down in health without too much worry about chip damage. Key insight: his synergies will help him in this respect, either by regen or by health thresholds.

Weaknesses

- **Prowess Removal**
 - Take away Sauron's Prowess and he will definitely be weaker since a good chunk of his abilities trigger off having Prowess counts. Not to mention, less damaging Specials will result.
- **Heal Block**
 - While Sauron's Regeneration ability cannot be reduced or reversed, he is still vulnerable to Heal Block. This allows Champions to negate his ability to heal himself when struck and when he activates his Special 1.
- **Power Control**
 - Since Sauron wants to have max Prowess at the various power bar levels, his loop is made much more difficult if you can slow down his power gain to create an uneven amount of power to prowess count.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Always Active

- Immune to all Power Steal, Poison, and Sauron's Regeneration Rate cannot be decreased or increased by outside sources.
- Take -95% less damage from Bleed effects and gain +25% Critical Resistance while Bleeding.
- When Sauron is struck, 30% chance to gain a Regen Passive healing 10% of the damage taken per personal Prowess Passive effect he has.
- Light Attacks have 35% chance to deal 50% of the damage dealt as a burst of Physical Damage. This ability can also trigger through Block.

As you can see, he will have two core ways to trigger Prowess gain on chance-based abilities, if they are affected by Ability Accuracy reduction, you will gain more Prowess. Seek out those who Bleed you (see the Signature Ability for even more potential). You can already start to see what masteries he does well with. But I am interested to see what others you also take on him.

Dev Notes

Prowess (Max: 10)

- Each time one of Sauron's Abilities fails to trigger due to chance gain a 10% Prowess Passive. Gain an additional 2 Prowess Passive if Sauron's Ability fails due to Ability Accuracy modification.
- At 7 Prowess Passives, Dash Attacks, Heavy and Special Attacks grant an Unblockable Passive for 4 seconds. This Unblockable Passive has a 10 second cooldown unless Sauron's Ability Accuracy is being modified or Sauron is affected by a Degeneration.
- At 10 Prowess Passives, Dashing Attacks, inflict a Bleed Passive, dealing +3522 damage over 4 seconds. This ability can also trigger through block.
- Landing the first hit of a Heavy Attack will consume 3 Prowess Passives and gain a Fury Passive, granting +2348 Attack Rating

for 4 seconds.

Having multiple ways for an ability to fail will help Sauron will help him gain Prowess fast. Seek out Champions that reduce Ability Accuracy reduction to capitalize on this even better. Unblockable, Bleed, and Fury can get all 3 lined up for big damage. If you drop a heavy into the Opponent followed by multiple light attacks, Sauron can get back to 10 Prowess before the Fury wears off, so you can have it going into a Special Attack.

Dev Notes

All Special Attacks

- All Prowess Passives are removed at the end of Special Attacks.
- On activation, pause the Degeneration Passive from Extinction Mode for 8 seconds.

Pay attention to the Extinction Mode Degeneration because it really helps your overall kit strength/survivability. It is all about the timing, and you can actually pause it with back to back Specials if you can align the power.

Dev Notes

Extinction Mode

- While at 10 Prowess Passives, when you hit the Opponent, inflict a Degeneration Passive, dealing +1878.4 Direct Damage over 5 seconds.
- Increase Physical Burst Potency by 50% and an Ability Accuracy Passive for personal Abilities by 100%.
- If the Degeneration Passive from Extinction Mode expires, remove all Prowess Passives.

Lengthening the duration of Extinction Mode will just make everything else even more awesome. It is a short duration so take advantage of it when it's up. Remember when you are in Extinction Mode, get those light attack hits in. It is a 100% chance to hit with extra attacks.

Dev Notes

Special Attack 1 – Life Force Beam

- After this Special Attack ends, for each physical burst hit dealt to the Opponent, heal for 25% the damage dealt for 10 seconds.
If you need some healing, pop the Special 1 then run at the opponent to Regenerate health with each strike.

Dev Notes

Special Attack 2 – Seething Claws

- After this Special Attack ends, increase the Potency of all personal burst Physical Damage by 100% for 10 seconds.
If you need some big damage, pop the Special 2 then run at the opponent to get the hit on extra damage procs .

Dev Notes

Special Attack 3 – Hypnotic Trance

- After this Special Attack ends, inflict a Degeneration Passive, dealing +1174 Direct Damage over 5 seconds per personal Passive effect that has expired on Sauron or on the Opponent. (capped at 30) Reset after Special 3 activation.

Since all of his Abilities are passive, you will get to the cap by doing a few Special Attacks and other mechanics, but it's up to you how many times you want to run Special 3.

Dev Notes

Signature Ability – Doctor's Gift

- After the start of the fight, if the Opponent attempts to inflict a Bleed, or Incinerate effect while a Degeneration Passive is active, inflict the Opponent with a Passive version of that effect dealing +14088 damage over 2 seconds.
- Increase personal Prowess Passive Potency by a flat 10%.

Seek out those who Bleed/Incinerate you. Time your duration of the Degeneration Passive and when you are hit with these Debuffs, apply your own back in a passive version.

Dev Notes

Synergy Bonuses

Wings and Fear – Unique

With [Sauron](#) , [Air-Walker](#) , [Vulture](#) , [Annihilus](#)

- **Sauron:** When landing a Dash Attack, the Bleed damage inflicted now does 100% more damage and the duration increases by 20%.
- **Air-Walker:** Armor Breaks from Specials now reduce Armor Rating by +30% for 11 seconds.
- **Vulture:** Exhaust Burn only costs 5 Core Charges and the non-stacking Incinerate debuff now does an additional 20% Attack Rating in damage over 5 seconds.
- **Annihilus:** Stifle duration is increased by 4 seconds and reduces Offensive Combat Power Rate by an additional 15%.

A Little Bit Feral – Unique

With [Sauron](#) , [Beast](#) , [Sasquatch](#)

- **Sauron, Beast, Sasquatch :** All Synergy members gain 15% Attack Rating for being under 50% Health and an extra 25% Attack Rating for being under 20% Health.
- **Sauron:** While under 20% Health, also gain 20% Crit Damage.
- **Beast:** While under 20% Health, also gain 20% Crit Resist.
- **Sasquatch:** While under 20% Health, also gain 20% Combat Power Rate.

Leeching Thy Friend – Unique

With [Sauron](#) , [Havok](#)

- **Sauron:** Upon gaining 1 Power Bar, gain a 20% Armor Up Passive for 6 seconds.
- **Havok:** Upon consuming 1 Power Bar, gain a 20% Prowess Passive for 6 seconds.

No More Patients – Unique

With [Sauron](#), [Mister Sinister](#) , [Doctor Strange](#)

- **Sauron, Mister Sinister, Doctor Strange :** Whenever an Opponent heals, gain a 2% Regen Passive for 2 seconds. This goes on Cooldown for 5 seconds. Once this has been triggered 4 times, Inflict Heal Block Passive for 12 seconds.

Fire & Dragons – Unique

Synergy Update: “Coming Soon” is now Sauron

With [Kitty Pryde](#) , [Dragon Man](#) , [Sauron](#)

- **Kitty Pryde:** Increase the duration of Incinerate Debuffs by +10% and Passive Incinerates by +15%.
- **Dragon Man:** If no Power Charges are active Special Attack 2 inflicts up to 3 additional Incinerate Debuffs.
- **Sauron:** When Sauron activates a Special Attack with Max Health, inflict 3 Incinerate Passives, dealing 100% Attack Rating as Energy Damage over 6 second(s). Max 6 stack(s).

Recommended Masteries

Liquid Courage

- Being Immune to Poison, this is a gimme for extra damage!

Double Edge

- Being highly resistant to Bleed, pretty much says gimme some more of that bonus damage, plus he gets bonus crit resistance as a result.

Coagulate

- Same goes for Double Edge, but with this mastery, you can take no damage from Bleed.



Author: [MCoC Champion Designers](#)

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Scarlet Witch (Classic)

Cast no evil eyes in the direction of Wanda Maximoff, aka the Scarlet Witch – the master of chaos magic. Her powerful hexes influence probability – making the impossible erupt across reality. A former member of the Brotherhood of Evil Mutants, she is a long-time member of the Avengers. Wanda remains close with her twin brother, Quicksilver.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5821	485	1564
4-Star ★★★★	14596	1216	3931
5-Star ★★★★★	29264	2437	7922
6-Star ★★★★★★	49935	4158	13510
(Rank 5, Level 65)			

Champion Attributes



- Survivability 4.5



- Damage 4



- Ease of Use 4.5



- Utility 2



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

Scarlet Witch (Classic)'s Mechanics

A true wielder of magic, Scarlet Witch (Classic) lets loose in battle with a wide variety of Buffs and Debuffs to help turn the tide in her favor. She can Nullify Buffs and land more frequent critical Special Attacks. Be careful, you cannot always rely on her abilities to activate when you need them the most. But when they do, you're in for a glorious performance. Maximizing her critical chance and helping her gain more power are the keys to getting the most out of the Scarlet Witch!

Character Class: Mystic

Basic Abilities: Nullify, Precision

Strengths and Weaknesses

Strengths

- **Healing**
 - One of Wanda's strongest abilities, enabling her to bounce back from massive damage taken in the course of combat.
- **High damage potential**
 - Get lucky with your Buffs and land a critical Special Attack to see your opponent's health disappear.
- **Nullify**
 - Wanda has a high chance to Nullify a Buff when she lands a Critical Hit. If Buffs start to add up, you can also go for a Special Attack 3 and remove them all.

Weaknesses

- **Randomness**
 - The chaos in Scarlet Witch's abilities makes her inconsistent in many scenarios. Her Stun, Power Control, and Nullify on crits mechanics are powerful, but have no specific triggers, making fights difficult to control.
- **Critical Resistance**
 - Wanda's Buffs, Nullify, and overall damage output are all tied to her ability to land critical hits. Critical Resistance can completely shut her down.
- **Buff removal**
 - Buffs make up a big part of her sustainability and damage output. Encounters that can remove or prevent her Buffs can be tricky.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Critical Hits

- Critical Hits have a 90% chance to Nullify, removing 1 Buff from the opponent.

Maximize Scarlet Witch's chance to land Critical Hits to get the most out of this ability. Paring Nullify with the Mystic Dispersion mastery can yield quite a bit of power.

Expert Player Notes

Special 1

- This attack receives 1500 additional Critical Rating.

The lesser used Special Attack for Scarlet Witch. It can come in handy if your opponent has triggered a potent Buff that you need to Nullify quickly.

Expert Player Notes

Special 2

- This attack receives 2750 additional Critical Rating.

Scarlet Witch's most effective Special Attack. This attack benefits from increased critical rating and can hit very hard if paired with the correct Buffs. Scarlet Witch can get an additional source of Power Gain by bringing [Spider-Man 2099](#) along, and also increase her Ability Power Rate (from Power Gain Buffs or Mystic Dispersion) by including the [Jabari Panther](#) Synergy.

Expert Player Notes

Special 3

- 100% chance to Nullify, removing all positive status effects from opponents.

A viable option to make sure all Buffs are Nullified from an opponent. In match-ups where dangerous Buffs like Unstoppable, Unblockable, or Evade are likely to activate, build up to and save this Special Attack as a failsafe.

Expert Player Notes

Signature Ability – Veil of Fortune

Critical Hits

- Whenever a Critical Hit occurs for either player, there's a 89.97% chance the Scarlet Witch triggers her chaos magic generating 0-8 Buffs or Debuffs.

Scarlet Witch's main source of strength. Increasing her Signature Ability level and maximizing her critical rating can help you get the most out of this ability.

Expert Player Notes

When landing a Critical Hit, Scarlet Witch has a chance to grant herself one of the following Buffs:

- Fury, Cruelty, and Regeneration

When attacking, she can also inflict the opponent with:

- Power Lock, Power Steal, Armor, Weakness, and Stun

When being attacked by a critical hit, she can trigger one of the following effects on the opponent:

- Fatigue, Heal Block, Poison, Fury, Weakness, and Power Drain

And finally, when being hit by critical hits, she can grant herself any of these effects:

- Armor, Power Drain, and Power Gain

Pairing Scarlet Witch (Classic) with Scarlet Witch (Sigil) increases the duration of all her Buffs by 20% and reduces the duration of Debuffs on her by the same amount.

Synergy Bonuses

Enemies

With [Phoenix](#)

- All Champions gain +155 Critical Rating

Friends

With [Captain Marvel \(Classic\)](#), [Ms. Marvel](#)

- All Champions gain +130 Armor Rating

Romance

With [Vision](#)

- All Champions gain +5% Power Gain

Teammates

With [Ant-Man](#)

- All Champions gain +5% Perfect Block Chance

Recommended Masteries

Mystic Dispersion

- Having access to Nullify on critical hits and the Special Attack 3 means Scarlet Witch can take a significant benefit from running this mastery in Buff heavy match-ups.

Precision and Dexterity

- Any way to increase her Critical Rating can be helpful to her damage, sustainability and utility

Stupefy

- Running the Stupefy mastery is important in getting the most out of your Parry Stuns already. But for Scarlet Witch this mastery can also help you squeeze in another combo following a Stun on the opponent.



Author: [MCoC Champion Designers](#)

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Scarlet Witch

Gifted with the powers of chaos magic since birth, Scarlet Witch can conjure hexes of unimaginable destruction, capable of irreversibly altering the very fabric of reality itself.

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- [Scarlet Witch's Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5921	530	1924
4-Star ★★★★	14596	1328	4841
5-Star ★★★★★	26264	2662	10630
6-Star ★★★★★★	49935	4542	18140

(Rank 5, Level 65)

Champion Attributes



- Survivability 3



- Damage 4



- Ease of Use 3.5



- Utility 2.5



- Defender Strength 2

[Learn more about Champion Attributes](#)

Scarlet Witch's Mechanics

Scarlet Witch is a defensive, push your luck style Champion that feeds off the chaos she creates. Launching Special Attacks create's Instability, which increases the chances of either Champion gaining a powerful Buff when Chaos Surge activates. Use Scarlet Witch's Well-Timed block to steal Buffs gained by her Opponent before launching devastating Special Attacks.

Character Class: Mystic

Basic Abilities: Nullify, Chaos Surge, Power Gain

Strengths and Weaknesses

Strengths

- **Well-Timed Block Nullify**
 - Scarlet Witch can Nullify any Buff with her Well-Timed Block. This Nullify occurs before she is struck, so if the Opponent has an Unblockable Buff she can Nullify it before the hit connects. This Nullify is especially useful against Champions who start the Fight with a Buff active.
- **Copy Nullified Buffs**
 - Scarlet Witch gains a Copy of any Fury, Prowess, Cruelty, Armor Up, or Unblockable Buff she Nullifies. If fighting Champions that sit on lots of Fury Buffs, Scarlet Witch can significantly increase her damage output.
- **Power Gain**
 - Scarlet Witch's Heavy Attack creates a potent Power Gain Buff. If mixed with the Mystic Dispersion Mastery, Scarlet Witch will be able to easily devastate her Opponent with repeated Special Attacks.

Weaknesses

- **Chance to grant Opponent Unblockable**
 - Chaos Surge has a small chance to grant the Opponent an Unblockable Buff. These Buffs can't be granted during Special Attacks, but can turn the tide of a fight quickly if she isn't prepared to remove it with a Well-Timed Block.
- **Incinerate, Coldsnap, or Poison Immunity**
 - Scarlet Witch's main damage loop requires repeatedly launching the Special 2. If the Opponent is Immune to any of the Debuffs inflicted by this Attack it will noticeably reduce her damage output.
- **Nullify, Fate Seal, Stagger**
 - If the Opponent can prevent Scarlet Witch from gaining any of her Buffs, they can benefit off of Scarlet Witch's chaos more than she can.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

All Attacks

- Deal Energy Damage instead of Physical.

Instability

- On Special Activation, gain 1 indefinite Instability. 1 Instability is removed when knocked down by a Special Attack.
- If 6+ Instability are active for 10 seconds, inflict Opponent with Degeneration, dealing 13626 Direct Damage over 6 seconds.
- When the above Degeneration expires, remove all Instability.

Managing Instability is the key to playing Scarlet Witch. The important thing to note here is that if you sit on 6 Instability for 10 seconds, all Instability will inevitably be removed.

Dev Notes

Chaos Surge

- Every 4 seconds, activate Chaos Surge, granting both Champions a 20% chance per Instability to gain 1 randomly selected Buff. Small chance to grant all Buffs.
- Armor Up, granting +1211.54 Armor Rating for 12 seconds.
- Fury, granting +2271 Attack Rating for 12 seconds.
- Cruelty, granting +250 Critical Damage Rating over 12 seconds.
- Prowess, granting 120% Special Attack Damage for 12 seconds.
- Unblockable, lasting 4 seconds.
- Buffs are not granted to Champions launching Special Attacks.
- If Scarlet Witch Nullifies any Armor Up, Fury, Cruelty, Prowess, or Unblockable Buffs, she gains her matching Chaos Surge Buff.

Before The Opponent Lands an Attack

- While blocking, 15% chance to Nullify 1 Buff. Increased to 100% during the Well-Timed Block window.

This Nullify occurs before the Opponent's hit connects with Scarlet Witch, allowing her to Nullify Unblockable Buffs with her Well-Timed Block. This Nullify always targets the most recent Buff activated on the Opponent, so if you're going to Nullify an Unblockable, make sure no other Buffs are activated after it. Scarlet Witch will excel if you can master the re-parry technique, or perform multiple well-timed blocks during a single Special Attack.

Dev Notes

Heavy Attacks

- Consume 1 Instability to create a non-stacking Power Gain Buff, generating **100%** of a Bar of Power over **10** seconds.

When reaching 5 Instability, land a Heavy Attack on the Opponent to drop back down to 4, allowing you to quickly launch another Special 2. Try to launch as many Special 2's as possible without ever reaching 6 Instability.

Dev Notes

Special 1 – Crushing Blow

Scarlet Witch tears the ground beneath her Opponent apart, then hurls the debris with a deadly telekinetic attack.

- The first successful hit creates 1 Instability.

You'll gain 2 total Instability when landing this Special Attack in a fight. The goal is to get to 4 Instability first, then loop Special 2's and Heavy Attacks to stay at 5 Instability.

Dev Notes

Special 2 – Chaos Bombardment

Scarlet Witch conjures a blast of Chaos Magic then bombards her opponent with a combination of hexes

- Each hit inflicts a Random Debuff. Duration is increased by 20% for each Buff on either Champion. Max 100%.
- Poison, dealing 7267.2 Direct Damage over 10 seconds. Poison also reduces the Opponent's Regeneration Rate by 30%.
- Coldsnap, dealing 7267.2 Energy Damage over 10 seconds. Coldsnap also prevents the activation of Evade.
- Incinerate, dealing 7267.2 Energy Damage over 10 seconds. Incinerate also prevents the activation of Perfect Block and reduces Block Proficiency by 50%.

If the Opponent isn't Immune to any of these Debuffs, this is the main damage dealing ability for Scarlet Witch. If Debuffs aren't doing the trick, Special 3 will have you covered.

Dev Notes

Special 3 – Collective Destruction

Scarlet Witch supercharges her body with chaos magic before releasing it in a devastating blast, destroying everything in her proximity.

- Nullify up to 5 Buffs on the Opponent. Each Buff Nullified this way increases this attack's Attack Rating by 1362.6
- Remove all Instabilities, each inflicting a Passive Degeneration dealing 12490.5 Direct Damage over 10 seconds.

Don't worry if you blow past the Special 2 while trying to maintain 5 Instability. This Special Attack hits like a truck. It's especially powerful against Opponents sitting on lots of Buffs. The Nullify occurs first, which means Scarlet Witch will get copies of any Chaos Surge Buffs on the Opponent before the damage is dealt.

Dev Notes

Signature Ability – Organized Chaos

Scarlet Witch tips the scales in her favor.

On Activation of Chaos Surge

- Against Cosmic, Mystic, Tech Opponents: 20% chance per Instability to inflict a Petrify or Armor Break Debuff for 3 seconds.
- Against Cosmic, Mutant, Skill Opponents: 20% chance per Instability to inflict a Power Sting or Heal Block Debuff for 3 seconds.
- Power Sting: Deal 5450.4 direct damage on activation of Opponents Special Attacks.
- Armor Break: reducing Armor by 1500.
- Petrify: Reduce Regeneration Rate and Ability Power Gain Rate by 100%.
- Heal Block: Stopping all healing effects.

Synergy Bonuses

Decimation – Unique

With [Wolverine](#), [Storm](#), Cyclops, and [Emma Frost](#)

- **Scarlet Witch:** Copied Buffs have 25% increased duration.
- **All Champions:** Mutant Opponents have 30% reduced Ability Accuracy during either Champions Special Attacks.

Chaos Rising – Unique

With [Scarlet Witch \(Classic\)](#)

- **Scarlet Witch:** Start each Fight with 2 Instability.
- **Scarlet Witch (Classic):** Increase Buff Duration by 20% and Reduce Debuff Duration 20%.

Till Infinity Do Us Part – Unique

With [Vision](#) and [Vision \(Age of Ultron\)](#)

- **Scarlet Witch:** When Chaos Surge activates, 8% chance to gain an Aptitude Buff increasing Fury, Precision, and Armor Up Buffs by 30% for 18 seconds.
- **Vision, Vision (Age Of Ultron):** Landing a Heavy Attack on an Opponent suffering Heal Block grants a non-stacking Fury, increasing Attack Rating by 1000 for 15 seconds.

Demonic Pact – Unique

With [Mephisto](#) and [Dormammu](#)

- **Scarlet Witch:** Chaos Surge creates Regeneration instead of Prowess, granting 4% of missing health over 12 seconds. Prowess can no longer be copied, but Regeneration can.
- **Dormammu:** Imbued Attacks have 1250 increased Attack Rating.
- **Mephisto:** While the Opponents Soul is Imprisoned, 100% chance to activate Aura of Incinerate when the Opponent fails to gain a Buff through Chance. Cooldown 1 second.
- **Dimensional Beings:** +15% increased Ability Power Gain Rate.

Friends

With [Captain America](#), [Doctor Strange](#), [Hawkeye](#), and [Black Widow](#)

- All Champions gain +6% Health.

Family

With [Magneto](#), and [Magneto \(House of X\)](#)

- All Champions gain +130 Armor Rating

Recommended Masteries

Mystic Dispersion

- Scarlet Witch's Chaos Surge will be granting the Opponent many Buffs throughout the fight. Gaining Power when these Buffs expire or when Nullifying them with her Well-Timed Block will grant her a significant boost in Power gain.

Block Proficiency

- Scarlet Witch's Well-Timed Block Nullify is her most valuable tool, but Chip damage can still become problematic. Anything that can negate damage dealt through her Block will go a long way.

Parry

- Parry will create more openings for Scarlet Witch to land her Heavy Attack, which is key to managing her Instability.



Author: [MCOC Champion Designers](#)

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Scorpion

Former private investigator Mac Gargan willingly accepted to be the test subject of a scientific experiment that enhanced him with attributes of an animal that hunts spiders. While the experiment was successful it had the unintended side effect of turning Gargan insane, which ultimately led to the creation of the Super Villain known as the Scorpion.

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- [Strengths and Weaknesses](#)
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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5275	534	1938
4-Star ★★★★	13227	1339	4863
5-Star ★★★★★	26521	2685	10630
6-Star ★★★★★★	45253	4581	18140
(Rank 5, Level 65)			

Champion Attributes



- Survivability 3



- Damage 4



- Ease of Use 3



- Utility 3.5



- Defender Strength 4

[Learn more about Champion Attributes](#)

Scorpion's Mechanics

Scorpion wants to get close to 2 Bars of Power then start Heavy Charging to acquire as many Torment Charges as possible, and release a Special 1 from Heavy Charging to inflict a ton of Sting Debuffs augmented by Torment Debuffs. This will cause his Sting Debuffs to last a long time, allowing him to reach to Special 2 without losing any Sting Debuffs while keeping the Opponent Taunted and thus without any worry of them reaching to 3 bars of Power.

Character Class: Science

Basic Abilities: Sting Debuffs, Evade, Taunt, Petrify

Strengths and Weaknesses

Strengths

- **Double and Flexible Immunities**
 - Scorpion can have up to 2 Immunities and he can choose which ones he wants.
- **Taunt**
 - Scorpion can easily keep the Opponent Taunted and thus always at low Power. If he is Awakened, his Taunt also protects him from Unblockable Special Attacks.
- **Anti-healing capabilities**
 - Since Scorpion can inflict so many Sting Debuffs, if he chooses Poison, the Opponent becomes virtually Heal Blocked. If he is Awakened he can also turn the blocked Healing into Healing for himself.

Weaknesses

- **Purify**
 - If Scorpion's Sting Debuffs are Purified all his damage goes away.
- **Critical Hits**
 - While Scorpion has high Armor and Resistances his Health is lower, Critical Hits can bypass his defenses.
- **High Combo Count**
 - As a Defender, any Champion that can ramp up its combo count quickly can bypass some of his abilities.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Pre-Fight: Sting Debuff – Max 30 Stacks

- Sting Debuffs are Damage over Time Debuffs that Scorpion inflicts on Medium Attacks. His default Sting Debuff is a Poison Debuff, but he can choose between Shock and Rupture Debuffs in the Pre-Fight Screen.
- Poison: inflict 137.43 Direct Damage over 13 seconds and reducing health recovery by 30%.
- Shock: inflict 320.67 Energy Damage over 13 seconds.
- Rupture: inflict 320.67 Physical Damage over 13 seconds.
- On fight entry Scorpion gains Immunity to the Damage over Time effects he did not select with this Pre-Fight, Shock and Rupture Immune by default.
- If the Opponent triggers a Special Attack while suffering from his personal Sting Debuffs inflict a burst of 1832.4 Sting Debuff Damage per stack of Sting Debuff.

This ability allows Scorpion to avoid the Opponent's Immunities while simultaneously allowing Scorpion to choose what Immunities would best counter his Opponent.

Dev Notes

Scorpion-Sense

- After an Opponent Evades or completes a Special Attack, Scorpion gains a non-stacking Scorpion-Sense Passive, granting 20% chance to Evade for 15 second(s). When Scorpion-Sense expires it goes on a cooldown for 10 seconds.
- When an Evade would trigger, Scorpion inflicts a Sting Debuff. On a successful Evade, Scorpion counterattacks, consumes Scorpion-Sense and inflicts a burst of Sting Debuff Damage, but this damage scales with Base Attack only. Evade does not trigger while blocking.
- As a Defender Scorpion gains Scorpion-Sense every 15 second(s) unless the Attacker gains another 20 Combos by the end of this duration. Reaching the targeted Combo Count removes any existing Scorpion-Sense and triggers its cooldown.

This Evade has a counterattack, which means once it triggers it allows Scorpion to break the Opponent's defenses and initiate an attack.

Dev Notes

Torment Debuff – While Heavy Charging

- Charging a Heavy Attack grants a Torment Charge, however holding the Heavy Attack grants a Torment Charge every 0.4 second(s)
- Landing a Heavy Attack converts all Charges into Torment Debuffs. Landing Special Attack 1 or 2 while charging converts one extra Debuff per Charge.
- Torment Debuffs lasts for 10 second(s) but pauses during Specials, and causes all damaging Debuffs to last 1 second(s) longer.

Inflicting Torment Debuffs is essential in order for the Sting Debuffs to last long enough for Scorpion to perform his full loop. One of the best uses of this ability is to inflict Torment Debuffs using Special 1 while at almost 2 Bars of Power.

Dev Notes

Special 1 – Tailspin

- Each hit inflicts a Sting Debuff. This effect has a 50% chance to go through block.
- Final Hit: Inflict a Taunt Debuff for 12 seconds, reducing Attack Rating by 15%.
- If the Opponent fails to launch a Special Attack before the Taunt Debuff expires, Scorpion inflicts a non-stacking Suppression Debuff, reducing Combat Power Rate by 25% for 12 seconds.

Inflicting Torment Debuffs by throwing a Special 1 from Heavy Charging is the quickest way to capitalize on the Torment Debuffs since Special 1 inflicts tons of Sting Debuffs.

Dev Notes

Special 2 – Scorpion Ambush

- All Sting Debuffs are Paused for the duration of the Special, and refreshed by the end of it.
- Final Hit inflicts 2 Bursts of Sting Debuff Damage per Sting Debuff on the Opponent, and also inflicts a Petrify Debuff of 40% Potency that lasts for 20 seconds. The Petrify can be inflicted through Block.
- The Potency of the Sting Debuff Bursts are increased by 10% for each stack of Torment Debuff converted during this Special.

Once the Opponent has been inflicted with lots of long duration Sting Debuffs, use Special 2 to inflict tons of damage.

Dev Notes

Special 3 – Acid Spray

- Inflict the Opponent with a Stun Debuff, stunning the Opponent for 3 seconds, and inflict 10 Torment Debuffs that last for 15 seconds.
- While these Torments are active, charging Heavy grants a Fury Charge instead of Torment Charges.
- Attacking from Heavy Charge grants a Fury Buff per charge, max 20 stacks, increasing Attack Rating by 916.2 for 20 second(s). While charging, Torment and Fury stacks are paused.

Special 3 is not needed for Scorpion basic loop, but on long battles you may want to start with a Special 3 first for the Fury then jump to his basic loop.

Dev Notes

Signature Ability – Cybernetically Enhanced Armor

- While the Opponent is inflicted with Taunt, Scorpion can block Unblockable Special Attacks. Scorpion-Sense is consumed when the Special Attack is finished. This ability does not trigger against Skill Champions.
- If the Opponent is inflicted with Petrify and they attempt to Heal, Scorpion gains 100% of the Health denied from them. Each tick of this healing cannot exceed 90.51 health, this value scales with Base Health.

This ability allows Scorpion to avoid Unblockable attacks as long his Opponent is Taunted, which is a relatively easy task since his Taunt is on Special 1. Moreover, he can steal any Heal that was denied to the Opponent, which means once he mixes his Poisons with Petrify, he can steal 100% of the healing the Opponent would have gained.

Dev Notes

Synergy Bonuses

Get Over Here – Unique (3-Star +)

With [Iceman](#)

- **Scorpion** : Final hit of Special Attack 2 inflicts a Stun Debuff on the Opponent, Stunning them for 3 seconds.
- **Iceman** : For each active Frostbite Passive on the Opponent, Iceman gains 525 Critical Rating.

Enemy OF Alchemax – Unique (3-Star +)

With [Spider-Man 2099](#)

- **Scorpion**: If Scorpion-Sense is active and Scorpion is Stunned, Scorpion's Evade Ability Accuracy is increased to 100%.
- **Spider-Man 2099** : When Striking the Opponent's Block, each Wither Debuff on the Opponent has a 50% chance to inflict an additional Rupture.

In My Nature with Toad (4-Star +)

With [Toad](#)

- **Scorpion** : On a Heavy Attack inflict a Slow Debuff lasting for 10 second(s). Opponents with Natural Class Advantage cannot be slowed. When the Opponent fails to Evade, Scorpion inflicts a burst of Sting Debuff Damage.
- **Toad** : 30% chance to inflict a Disorient Debuff reducing Defensive Ability Accuracy and Block Proficiency by 50% for 8 seconds when a Poison expires.

Problems With Cartoons – Unique (4-Star +)

With [Spider-Ham](#)

- **Scorpion**: 25% chance to inflict Sting Debuffs on light attacks.
- **Spider-Ham** : When triggering Porker Poppers 30% chance to inflict a Concussion Debuff, reducing Ability Accuracy by 40% for 10 second(s).

JJJ Demanded It – Unique (5-Star +)

With [Spider-Man \(Stealth Suit\)](#), [Spider-Man \(Stark Enhanced\)](#)

- **Scorpion**: Gain 15% Perfect Block Chance while Scorpion-Sense is active.
- **Spider-Man (Stealth Suit)** : Evading or Dodging an attack also causes Spider-Man's Web Cartridge Debuffs to be paused for 3.5 seconds.
- **Spider-Man (Stark Enhanced)** : Refreshing a Taunt by Dodging Back and Idling for 1 second also inflicts a Cowardice Debuff on the Opponent reducing Special Attack Damage by 25% for 10 seconds.

Dressed For A Funeral – Unique (5-Star +)

With [Venom](#), [Agent Venom](#)

- **Scorpion**: Gain a Fury Passive for each Sting Debuff on the Opponent, increasing Attack Rating by 10%.
- **Venom** : Gain 25 Power per Unique Buff over 5 seconds whenever Venom gains a Genetic Memory Buff.
- **Agent Venom** : When inflicting the Opponent with Bleed, also inflict an Incinerate Debuff, reducing Block Proficiency by 50% and dealing 220% of Attack in Energy Damage over 4 second(s).

Enemies – (2-Star +)

With [Spider-Man \(Classic\)](#), [Spider-Man \(Symbiote\)](#), [Spider-Man \(Miles Morales\)](#), [Spider-Gwen](#)

- All Champions gain +155 Critical Rating.

Teammates – (2-Star +)

With [Doctor Octopus](#), [Green Goblin](#), [Vulture](#), [Kraven](#), [Mysterio](#)

- All Champions gain +5% Perfect Block Chance.

Recommended Masteries

Despair

- He can stack a lot of Debuffs, making sure the Opponent never heals.

Petrify

- Reduces the healing the Opponent receives even more.

Stupefy

- Scorpion can Charge Heavy for longer if his Stuns last for longer too.

Liquid Courage

- Scorpion can become Poison Immune, removing the drawback of this Mastery.



Author: [MCoC Champion Designers](#)

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Sentinel

Although the Sentinels were created by a Mutant elite, who had the goal of controlling the Champions of The Contest, 100 years in the future, they rebelled; killed their creator and subsequently engineered a way into the present day. The Mark-ISO evolved from these rogue Sentinels, adapting to the ISO-8 rich environment of the current Contest. Powered by an ISO fusion engine, the Mark-ISO Sentinel can quell any uprising within The Contest with extreme prejudice.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6306	485	1899
4-Star ★★★★	15812	1216	4768
5-Star ★★★★★	31703	2437	10447
6-Star ★★★★★★	54096	4158	17820
(Rank 5, Level 65)			

Champion Attributes



- Survivability 2



- Damage 2



- Ease of Use 3.5



- Utility 3



- Defender Strength 3.5

[Learn more about Champion Attributes](#)

Sentinel's Mechanics

Character Class: Tech

Base Abilities: Robotics, Heal Block, Incinerate, Armor, Armor Break

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Passive – Robotics

- Advanced robotics provides full immunity to Poison and Bleed effects.

Passive – Target Analysis

Sentinel monitors the target, when they repeat the same action consecutively, Sentinel gains 4 Analysis Charges. Actions include Light Attacks, Medium Attacks, Heavy Attacks, Dashing, Dodging, and Blocking an attack. **Analysis Charges stack up to 100 max.**

- Example 1) A Skill Champion facing against Sentinel performs Med, Light, Light, Light, Light, Med Combo results in 8 Analysis Charges. Two activations on Light, Light, Light.
- Example 2) A Cosmic Champion facing against Sentinel performs Med, Med, Light, Light, Dodge results in 4 Analysis Charges. Two activations on Med, Med and Light, Light (halved when facing a Cosmic Champion).
- Example 3) A Mutant Champion facing against Sentinel performs Med, Light, Med, Light, Dodge, Dodge, Dodge results in 16 Analysis Charges. Two activations on the Dodge, Dodge, Dodge (double when facing a Mutant Champion).

Designed to hunt Mutants, Sentinel gains double Analysis Charges when facing a target of the Mutant Class. Unable to register Cosmic beings, Sentinel gains half the amount of Analysis Charges when facing a target of the Cosmic Class.

Special Attacks cost 0.25% less per Analysis Charge.

- *25% at max Analysis Charges*

Armor Rating increases by 13.58 per Analysis Charge.

- *1207 at max Analysis Charges*

Critical Resistance increases by 18.15 per Analysis Charge.

- *1613 at max Analysis Charges*

Attack Rating increases by 41.58 per Analysis Charge.

- *1216 at max Analysis Charges*

Passive – Analysis Complete

At max Analysis Charges, Sentinel gains the following abilities:

- *Once Sentinel has gained Analysis Charges or reached Analysis Complete, both are permanent effects that cannot be reduced or removed.*

Special 1 and Special 2 effects trigger on the target's Block.

- *Only applies to Sentinel's own Abilities (Heal Block, Armor Break, and Incinerate). Does not include additional effects from other sources such as Masteries or Synergy Bonuses.*

While charging a Heavy Attack, Sentinel becomes Unstoppable for 0.8 seconds. While the target is Shocked, Sentinel cannot become Unstoppable.

When Sentinel inflicts a Shock, Incinerate, Heal Block, or Armor Break, its duration is increased by 100%.

Heavy Attacks

- Shock the target, dealing 4158 Energy damage over 3 seconds.

Special 1 – ISO Fusion

- Initial hit inflicts Heal Block, preventing the target from recovering Health for 6 seconds.
- Successive hits have a 50% chance to Armor Break, removing an Armor Up from the target and reducing their Armor Rating by 562.5 for 6 seconds.
 - *There's a chance to activate Armor Break on each hit after the first.*

Special 2 – ISO Barrage

- Each hit inflicts Incinerate, dealing 2079 Energy Damage over 3 seconds. This also removes the target's Perfect Block Chance and reduces their Block Proficiency by 50%.

Special 3 – ISO Detonation

- Gain a permanent Armor Up passive, increasing Armor Rating by 1500. The Armor Up passive can be removed by Armor Break.
- If Sentinel already has an Armor Up passive, consume the Armor Up passive and instantly regenerate up to 16228.8 based on lost

Health.

Signature Ability – Analysis Upgrade

When the target activates a Special Attack, and it matches the previously activated Special Attack, Sentinel gains 20 Analysis Charges.

- *Example 1) A Skill target activates a Special 1 Attack then fights enough to have two bars of Power and activates a Special 2 Attack. The result from activating the Specials is 0 Analysis Charges.*
- Example 2) A Mutant target activates a Special 2 Attack then fights enough to have two bars of Power and activates a Special 2 Attack. The result from activating the Specials is 40 Analysis Charges.

Abilities that cause Sentinel to lose Power are 0.8% less effective per Analysis Charge.

- *30% – 70% at max Analysis Charges*

Synergy Bonuses

Mutant Pursuit – Unique

With [Iceman](#), [Cable](#), [Nightcrawler](#)

- Sentinel: Reduce target's Attack with Specials by 25% when facing a target of the Mutant Class.

Skill Training – Unique

With [Kingpin](#), [Black Panther \(Civil War\)](#), [Killmonger](#)

- Sentinel: Increase Critical Resistance by 25% when facing a target of the Skill Class.

Science Research – Unique

With [Void](#), [Ant-Man](#), [Electro](#)

- Sentinel: Reduce the duration of the target's Debuff effects by 50% when facing a target of the Science Class.

Mystic Observation – Unique

With [Hood](#), [Morningstar](#), [Mordo](#)

- Sentinel: Reduce the duration of the target's Power Lock effects by 50% and generate 50% Power each time a Power Lock expires when facing a target of the Mystic Class.

Tech Advancement – Unique

With [Ultron](#), [Yondu](#), [Green Goblin](#)

- Sentinel: Abilities that cause Sentinel to lose Power are 30% less effective when facing a target of the Tech Class.

Recommended Masteries

Despair

- Sentinel's Special 1 and 2 Attack are both multi-hit attacks that each inflict many Debuffs.

Collar Tech

- Many Champion's utility and damage output comes from Special Attacks. By reducing opponent's Special Attack usage, it can prolong the fight for Sentinel which it benefits greatly from.

Energy/Physical Resistance

- Anything to provide Sentinel with increased passive defenses will help ensure that Sentinel reaches max Analysis Charges.



Author: [MCOC Champion Designers](#)

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Sentry

Robert Reynolds left his previous ordinary life behind the day he imbibed a mysterious laboratory liquid. Little did Robert know, the concoction was an enhanced version of the Super-Soldier Serum and it transformed him into the Golden Guardian, Sentry. With the power of a million exploding suns, Sentry combats the forces of evil and destruction, whether they come from abroad, or from Sentry himself...

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- [Synergy Bonuses](#)
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Base Stats and Abilities

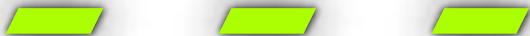
Health Attack PI (Max Signature)

3-Star ★★★	6245	481	1887
4-Star ★★★★	15660	1204	4725
5-Star ★★★★★	31398	2414	10530
6-Star ★★★★★★	53576	4119	17960
(Rank 5, Level 65)			

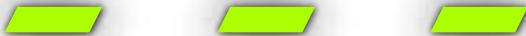
Champion Attributes



- Survivability 3



- Damage 3



- Ease of Use 3



- Utility 1



- Defender Strength 1

[Learn more about Champion Attributes](#)

Sentry's Mechanics

Character Class: Science

Base Abilities: Fury, Armor Break, Regeneration

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Passive – Reality Warp

- At the start of a fight and after every 40 Hits in a Combo, Sentry gains a Reality Warp. Reality Warps stack up to 5 max. Reality Warps are used as a multiplier for his abilities.

Passive – State of Mind

- Sentry starts the fight in Unyielding Fortitude and changes to the next State for every 10 Hits in a Combo. When Sentry loses his Combo, he reverts to Unyielding Fortitude.
- Unyielding Fortitude: 100% chance on entering this State, Sentry cannot lose his Combo. Remains until Sentry changes States.
- Overpowering Light: 30% chance on entering this State, Sentry's Special 1 Attack Damage is increased by 2883.3 per Reality Warp and is Unblockable. Remains until Sentry changes States.
- Steadfast Approach: 30% chance on entering this State, Sentry's Heavy Attack Damage is increased by 2883.3 per Reality Warp. In addition, he gains 100% chance to Perfect Block. Remains until Sentry changes States.
- Absolute Strength: 30% chance on entering this State, Sentry's Special 2 Attack Damage is increased by 2883.3 per Reality Warp and is Unblockable. Remains until Sentry changes States.
- After Absolute Strength, Sentry restarts State of Mind, entering Unyielding Fortitude.

Special 1 – Light Blast

- 100% chance for Fury, increasing your Attack by 1029.75 for 20 seconds.

Special 2 – Soaring Strike

- 70% chance to Armor Break, removing an enemy Armor Up and applying 750 Armor Rating reduction for 20 seconds.

Special 3 – Channel the Void

- When Health is below 50%, Sentry consumes one Reality Warp to Heal 5357.6 over 3 seconds.

Signature Ability – Molecular Reformation

- When Sentry loses his Combo, he has a 100% chance to become Indestructible for 0.3 seconds per Reality Warp. Indestructible doesn't trigger if Sentry is afflicted with a Debuff.
- At the start of a fight, if Health is above 0%, Reality Warps persist with Sentry from the previous fight.

Synergy Bonuses

Other Half – Unique

With Void

- Sentry: After a Special 3 Attack, Sentry inflicts Fear of the Void. Fear of the Void combines Agility, Fatigue, and Petrify Debuffs, as well as increasing Sentry's Attack Rating by 50% for 40 seconds.

Friends

With Black Widow , Vision , Hawkeye , Captain America

- All Champions gain +130 Armor Rating

Rivals

With Hulk

- All Champions gain +115 Critical Damage Rating

Recommended Masteries

Recoil

- Most of Sentry's abilities are based around his Special Attacks and how they impact his damage output. Recoil is a good option to further increase his damage. In addition, his situational Regeneration on Special 3 will help mitigate damage taken from Recoil.

Extended/Enhanced Fury

- When using Sentry, you'll want to maintain the long-lasting Fury Buff gained from his Special 1 Attack. By keeping the Fury active and enhanced, Sentry will have a consistent boost to damage.

Glass Cannon

- Sentry is all about increasing his Attack through his abilities. Glass Cannon is another way to boost Attack, and with his Signature Ability, he has some defenses to back the damage up.



Author: [MCoC Champion Designers](#)

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Sersi

Sersi is an Eternal, one of a race of ancient aliens who have lived on Earth for eons in secret. Unlike her fellow Eternals, Sersi favors living among humanity, and doubles as a museum curator while also protecting them from the Deviant threat. With the ability to manipulate matter allowing her to alter the composition of any non-sentient material she touches, Sersi sets out to reconnect with her fellow Eternal, Ikaris, and help recruit them all for one last mission.

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- [Sersi's Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Atta c k PI (Max Signature)

3-Star ★★★	5578	467	1951
4-Star ★★★★	13835	1159	4992
5-Star ★★★★★	27740	2324	10650
6-Star ★★★★★★	47334	3965	18170

(Rank 5, Level 65)

Champion Attributes



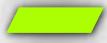
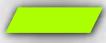
- Survivability 3



- Damage 4.5



- Ease of Use 3.5



- Utility 2.5



- Defender Strength 3.5

[Learn more about Champion Attributes](#)

Sersi's Mechanics

Sersi is a tank-like Cosmic brawler who deals large burst damage from long and close-range. Her control of matter grants her the ability to survive significant bursts of damage with her Glancing Buff, strike enemies through their Armor and Resistances with True Damage, and benefit from the presence of her opponent's Armor Ups. Opponents that rely on multiple Armor Ups will boost Sersi's damage considerably during combat. Sersi's Special Attacks can be used from long range or close range, so use that to your advantage!

Charge a Heavy Attack to activate her Glancing Buff and use your Medium Attacks to generate your Transmutation Buffs. Spend your

Transmutation Buffs to gain Fury and True Damage Buffs and unload your Special Attacks for big damage.

Character Class: Cosmic

Basic Abilities: Glancing, Transmutation, Unblockable, True Damage, Fury, Incinerate

Strengths and Weaknesses

Strengths

- **Glancing**
 - Sersi has access to potent and on-demand Glancing Buff which provides strong damage reduction, Critical Hit resistance, and Ability Accuracy reduction. Pair this with a very potent Regeneration and Sersi becomes a very hard-to-kill Champion.
- **True Damage**
 - Sersi's kit allows her to benefit from the presence of Armor Ups and also has the ability to ignore Armor and Resistances with True Damage. A true win-win situation for Sersi.
- **Long-range Specials**
 - Sersi's Special Attacks can be performed from long-range and are just as deadly. She is granted various bonuses depending on if she is far or close to her opponents. This makes her a threat no matter where she is on screen.

Weaknesses

- **Stagger and Fate Seal**
 - Champions that are able to place Staggers or Fateseals before Sersi's Glancing Buff activates can easily turn the tables on Sersi.
- **Poison**
 - Sersi's powerful Regeneration and Glancing Buff are susceptible to small damage over time abilities as they will both deal small ticks of damage over a long period of time and thus not trigger Glancing as well as lower the amount of Health she Regenerates.
- **Heal Reversal**
 - Sersi's powerful Regeneration can be stopped using Heal Reversal abilities such as Petrify, or Spectre. Though her Regeneration rate will not go below 0%, Heal Reversal abilities will effectively block her powerful healing.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Always Active

- Sersi's control of matter prevents her Regeneration Rate from being lowered below 0%.

This ability is not much of a threat until Sersi is Awakened. If you're fighting an awakened Sersi, it's usually best to reduce her Regeneration Rate with abilities like Petrify or Poison.

Dev Notes

Glancing Buff

- Taking damage equal to or more than 120% of the Opponent's Attack Rating in a single hit activates a Glancing Buff for 10 seconds.
- While this Buff is active, gain a 100% chance for incoming attacks to Glance. Glanced hits cannot be Critical, deal 50% reduced damage, and suffer -100% Offensive Ability Accuracy. This effect then goes on cooldown for 7 seconds.
- Charging a Heavy Attack has a 100% chance to activate a Glancing Buff for 10 seconds.
- Glancing Buffs are paused for 4 seconds during Sersi's Special Attacks.

This ability provides great damage resistance but also can be leveraged offensively by charging a Heavy Attack. You can also save yourself taking large chunks of damage from a difficult-to-avoid Special Attack by activating it beforehand.

Dev Notes

Transmutation Buffs – Max 5 Stacks

- Transmutation Buffs are indefinite and reduce the duration of Bleeds, Shocks, Incinerates, and Heal Blocks by 30%. Max 90%. Transmutation Buffs that exceed the maximum last 8 seconds.
- Gain a Transmutation Buff when Sersi's Glancing Buff is activated. Gain an additional Transmutation Buff if the Glancing Buff activates due to being Struck.
- Gain a Transmutation Buff on a Medium Combo Ender. Gain an additional Transmutation Buff while the Glancing Buff is active.
- Gain a Transmutation Buff when an Armor Up is triggered on either Champion or when inflicted with a Special Lock.

Transmutation Buffs are Sersi's main resource. Hold onto them for the Bleed, Shock, Incinerate, and Heal

Block duration decrease, or spend them in your Special Attacks. If she's in a fight with a Champion with Armor Ups, she gains Transmutation Buffs each time an Armor Up is triggered granting her quick and easy access to her damage.

Dev Notes

Special Attacks

- Far from Opponent: While at or above 1 Transmutation Buff gain an Unblockable Buff for 2.75 seconds.
- Gain + **1189.5** Attack Rating for each Armor Up on either Champion for the duration of the Special Attack.

Sersi's Special Attacks provide different abilities depending on if you're close or far from your Opponent. Study these effects to fully unlock Sersi's potential! Secret Tip: If you have at least 1 Bar of Power, you can strike your opponent with a Heavy Attack, push them far away and immediately Special 1 for an Unblockable long-distance attack!

Dev Notes

Special Attack 1 – Seismic Fracture

- Close to Opponent: Gain a True Damage Buff ignoring Armor and Resistances for 12 seconds. Consume 1 Transmutation Buff to extend the duration of this Buff by 9 seconds.
- Far from Opponent: Inflict a Stun Debuff for 2 second(s). Consume 1 Transmutation Buff to refresh all personal Fury and True Damage Buffs.

This Special Attack is useful in matches where Sersi's opponents have heavy resistances and Armor. Otherwise, she can opt for Special Attack 2 for big damage. Try using Special 1 immediately after the final attack in your combo to activate the True Damage Buff.

Dev Notes

Special Attack 2 – Volcanic Surge

- Close to Opponent: Gain a Fury Buff increasing Attack Rating by **1189.5** for 24 seconds. Consume all Transmutation Buffs and gain an additional Fury Buff for each Transmutation Buff consumed. Max 15 Stacks.
- Far from Opponent: Regenerate 5% of the damage dealt. Consume all Transmutation Buffs for an additional 3% for each Transmutation Buff consumed.
- On the last hit, deal an additional 30% of damage dealt as a burst of Energy Damage.

Try using Special Attack 2 immediately after the final attack in your combo to activate the Fury Buff. You can also position Sersi from Far range and launch a Special 2 to make use of her Regeneration. Be careful though, her Special Attack 2 does not travel the full screen's distance and she needs at least 1 Transmutation Buff for the attack to be Unblockable.

Dev Notes

Special Attack 3 – Eternal Pyre

- Inflict an Incinerate Debuff, dealing 1784.25 Energy damage over 12 seconds. Incinerate Debuffs also remove Perfect Block Chance and decrease Block Proficiency by 50% while active.
- Inflict an additional Incinerate Debuff for each Transmutation Buff consumed throughout the fight. Max 25.

Try saving this ability for later in the fight after using Special 1 and Special 2 to consume Transmutation Buffs.

Dev Notes

Signature Ability – Ancient Molecular Control

Always Active

- While Sersi's Glancing Buff is active, Glanced hits grant a Regeneration Buff healing **15%** of damage taken per Transmutation over 3 seconds. This ability activates before checking Armor and Resistances and cannot be triggered by Blocking. Transmutation Buffs that exceed the maximum do not count towards this ability.
- Gain a Power Gain Buff, generating 15% of a Bar of Power over 1.50 seconds each time Sersi's Fury or Glancing Buffs expire or are Nullified.

When fighting against Sersi, this ability cannot be ignored. Try to bait Sersi into using her Glancing Buff so it goes on Cooldown often. Striking while the ability is on Cooldown is the best way to consistently damage her.

Dev Notes

Synergy Bonuses

Eternal Partner – Unique Synergy

With [Ikaris](#)

- **Sersi** : Transmutation Buffs grant +10% Energy Resistance and reduce the Opponent's Energy Resistance by 3%. Transmutation Buffs that exceed the maximum do not count towards this ability.
- **Ikaris** : Energize Buffs grant +5% Energy Resistance and reduce the Opponent's Energy Resistance by +1.5%.
- Unique Synergy: Does not stack with duplicate synergies.

Partygoers – Unique Synergy

With [Hercules](#)

- **Sersi** : Special Hits that break through an Opponent's Block with an Unblockable Buff become Guaranteed Critical Hits.
- **Hercules** : Feat of Strength: Gain 1 Indefinite Strength for every 10 hits in the Combo Meter.
- Unique Synergy: Does not stack with duplicate synergies.

Ham's Odyssey – Unique Synergy

With [Spider-Ham](#)

- **Sersi** : 60% chance to gain an Unstoppable Buff for 6 seconds when a Glancing Buff expires.
- **Spider-Ham** : While Unblockable, activating a Special Attack places 2 additional Porker Poppers if the Opponent is Taunted.
- Unique Synergy: Does not stack with duplicate synergies.

Eternal Knockout

With [Invisible Woman](#)

- **Sersi** : Transmutation Buffs grant +150 Block Proficiency. Transmutation Buffs that exceed the maximum do not count towards this ability.
 - Solo Synergy: Only affects this Champion and does not stack.

Unrequited Romance

With [Captain America](#) and [Captain America \(Infinity War\)](#)

- **Sersi** : Start the fight with an indefinite Armor Up increasing Armor Rating by 60.
 - Solo Synergy: Only affects this Champion and does not stack.

Recommended Masteries

Recovery

- This mastery will improve the potency of Sersi's Signature Ability giving her Regeneration an added boost. Activating the Glancing Buff and kicking off the Regeneration on a big hit will almost Regenerate all her lost health back.

Glass Cannon

- Glass Cannon improves Sersi's Attack at the cost of some of her maximum Health. If Sersi is Awakened, her Signature Ability more than makes up for the health lost by using this Mastery.

Enhanced Fury / Extended Fury

- Sersi's main source of damage is from her Special Attacks, as well as the Fury Buffs she gains when activating Special Attack 2. Investing in these masteries will improve her damage output and make it easier to maintain her Fury Buff uptime.



Author: [MCOC Champion Designers](#)

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Shang-Chi

From a young age, Shang-Chi went through rigorous martial arts training with his father, Zheng Zu. After discovering he was being shaped into a lethal assassin, he instead took to Super Hero work. As the Master of Kung Fu, Shang-Chi has complete control over his inner energy, Chi. With a vast knowledge of Wushu fighting styles, Shang-Chi can wield a variety of weapons but he excels in bare-handed combat.

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- [Shang-Chi's Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	11736	861	3567
4-Star ★★★★	15660	1148	4756
5-Star ★★★★★	31398	2301	10640
6-Star ★★★★★★	53576	3927	18150

(Rank 5, Level 65)

Champion Attributes



- Survivability 3.5



- Damage 4



- Ease of Use 4



- Utility 4



- Defender Strength 1

[Learn more about Champion Attributes](#)

Shang-Chi's Mechanics

Shang-Chi uses his Medium and Light Attacks to perform combos called Wushu Strikes. These allow Shang-Chi to access powerful utility and land Guaranteed Critical Hits. As Shang-Chi lands Critical Hits, he increases his Critical Damage Rating, making him hit harder the longer the fight lasts.

Character Class: Skill

Basic Abilities: Slow, Cleanse, Unblockable, Stun, Precision

Strengths and Weaknesses

Strengths

- **Wushu Strike Utility**
 - Wushu Strikes can be performed quickly with minimal actions for a variety of utility options that can help Shang-Chi deal with difficult Opponents.
- **Critical Hits**
 - Because Shang-Chi's damage comes from Critical Hits, he bypasses most Armor and Resistances that the Opponent has against him.

Weaknesses

- **Critical Hit Punish**
 - Shang-Chi relies on his Critical Hits for all of his damage, so Nodes and Opponents with abilities that counter Critical Hits or Guaranteed Critical Hits will give him a hard time.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Always Active

- Critical Hits grant +36.59 Critical Damage Rating for the rest of the fight. Max 300 hits.

Wushu Strikes

- All Wushu Strikes start Readied and can be performed by Landing Hits or Striking into Block with a series of specifically ordered Attacks. Performing a Wushu Strike Unreadies it indefinitely for the rest of the fight.
- The last hit is a Guaranteed Critical Hit, provides 1 Chi Charge and activates bonus effects:
- **Disarming Strike (Medium, Medium)**: The last hit cannot be interrupted. Remove the Opponent's Unstoppable effects and inflict a Slow Debuff, reducing Unstoppable and Evade Ability Accuracy by 100%, over 5 second(s) for each Readied Wushu Strike. Slow won't trigger against natural Class Advantage.
- **Cleansing Strike (Medium, Light, Medium)**: Purify 3 Debuff(s). Gain 1 Cleanse Passive for each Readied Wushu Strike, lasting until this Wushu Strike is Readied again. When a Champion with Cleanse is inflicted with a Debuff, it is immediately Purified and Cleanse is removed.
- **Breaking Strike (Medium, Light, Light, Medium)**: The last hit becomes Unblockable when Striking into a Block. Gain an Unblockable Buff, lasting 1.5 second(s) for each Readied Wushu Strike and pausing during Shang-Chi's Special Attacks.
- **Pin-Point Strike (Medium, Light, Light, Light, Medium)**: Inflict a Stun Debuff lasting a flat 0.65 second(s) for each Readied Wushu Strike.

Be very intentional with the order that you perform Wushu Strikes as their effectiveness scales with the number of Readied Wushu Strikes. To do no Wushu Strikes, ensure you are ending your combos in a Light attack.

Dev Notes

Perfectly-Timed Blocks and Dodges

- Shang-Chi has a short window of time where he can use Perfect-Timing while performing a Well-Timed Block or Dodging an Attack, granting him 1 Chi Charge.

These windows require very precise timing that is tricky to get a handle of at first. With these actions perfected, Shang-Chi will gain more Chi Charges, making his Special 2 Attack deal even more damage. Try dodging and blocking at the very last second to achieve Perfect-Timing.

Dev Notes

Heavy Attacks

- Gain a Precision Buff for each Chi Charge, increasing Critical Rating by 118.42, over 15 second(s). Max 4 stack(s).
- All Unreadied Wushu Strikes are Readied and personal Stun Effects on the Opponent are removed.

The Heavy Attack is useful for quickly prepping all Wushu Strikes in case their utility is required or for stacking a large amount of Chi Charges before cashing out with a chunky Special 2 Attack.

Dev Notes

Special 1 – Aerial Kick

- Landing this attack or Striking into Block will perform the last Wushu Strike used with equal potency, excluding the Pin-Point

Strike. If no Wushu Strike has been used, the Cleansing Strike is performed.

The Special 1 Attack allows Shang-Chi to double down on one of his Wushu Strikes. Need more Cleanse Passives? How about another Stun Debuff?

Dev Notes

Special 2 – Wushu Barrage

- Each hit is a Guaranteed Critical Hit.
- Consume all Chi Charges, increasing the Attack Rating of each hit by 1178.1 for each Chi Charge.
- All Unreadied Wushu Strikes are Readied.

This is Shang-Chi's only way to cash out his Chi Charges, so build them up and then perform this Special Attack for some big yellow numbers.

Dev Notes

Special 3 – Total Focus

- Gain +195.65 Critical Damage Rating for the rest of the fight.
- Gain 4 Chi Charge(s).

Signature Ability – Master of Kung Fu

Passive

- Critical Hits deal a burst of 20% of hit damage as Physical Damage. This ability is based on hit damage before checking Block Proficiency, Armor and Resistances.
- Shang-Chi can perform Critical Hits through the Opponent's Block. Personal abilities that trigger on Critical Hits will trigger through Block.

Shang-Chi's signature ability increases his overall damage with bursts of Physical Damage on Critical Hits and also allows him to trigger Critical Hits through his block. This means he can increase his Critical Damage Rating quicker than before.

Dev Notes

Synergy Bonuses

Shadowland – Unique Synergy

With [Mister Negative](#)

- **Shang-Chi:** Dodging an attack with Perfect-Timing inflicts a Falter Passive, causing 100% of the Opponent's attacks to Miss for 2 second(s). Contact Attacks bypass this Falter and remove the effect.
- **Mister Negative:** Degeneration Debuffs triggered in Special Attack 2 have a 10% chance to inflict an additional copy of themselves.

Master Martial Artists – Unique Synergy

With [Iron Fist](#), [Immortal Iron Fist](#)

- **Shang-Chi :** Start the fight with 4 Chi Charges.
- **Iron Fist, Iron Fist (Immortal):** Each hit in all Special Attacks are Guaranteed Critical Hits and gain a flat +35% personal Armor Break Ability Accuracy.

The Way of the Spider – Unique Synergy

With [Spider-Man](#)

- **Shang-Chi:** Critical Hits bypass +20% of Armor and Resistances.
- **Spider-Man:** Spider-Man can use Perfect-Timing while performing a Well-timed Block or Dodging an Attack, gaining a Cruelty Buff, increasing Critical Damage Rating by 45% for 30 seconds.

Eyes of the Dragon – Unique Synergy

With [Captain America \(Classic\)](#), [Black Widow](#), [Beast](#), [Ant-Man](#)

- **Synergy Members :** Landing a Critical Hit grants an additional +2% Critical Damage Rating. Max 100 hits.

Heroes for Hire

With [Luke Cage](#) , [She-Hulk](#)

- All Champions gain +85 Block Proficiency & Physical Resistance.

Enemies

With [Elektra](#)

- All Champions gain +155 Critical Rating.

Recommended Masteries

Pierce / Pure Skill

- These masteries allow Shang-Chi's Critical Hits to bypass more Armor, helping him to deal with bulkier Opponents.

Stupefy

- Stupefy allows Shang-Chi to squeeze out more hits during his Parry Mastery stun and Pin-Point Strike stun.



Author: [MCoC Champion Designers](#)

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She-Hulk

When a bullet meant for her father struck Jennifer Walters, it seemed that all was lost. Bleeding out and in desperate need of a donor for her rare blood type, it was her cousin Bruce Banner that stepped forward to save her. When the Hulk's gamma-infused blood was introduced to Jennifer, she found herself able to transform into the powerful She-Hulk! Standing as her own hero, She-Hulk has fought alongside the world's greatest warriors, using her immense strength and intellect to defeat the villains of earth, both in the courtroom and on the battlefield.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6912	503	1759
4-Star ★★★★	17332	1261	4418
5-Star ★★★★★	34751	2527	8684
6-Star ★★★★★★	59297	4311	14810

(Rank 5, Level 65)

Champion Attributes



- Survivability 4



- Damage 4



- Ease of Use 2



- Utility 4



- Defender Strength 1

[Learn more about Champion Attributes](#)

She-Hulk's Mechanics

She-Hulk has access to a toolkit of Debuffs to control all sorts of fights. Her Slow Debuff and Heavy Attack can control annoying defenders with Unstoppable or Evade Abilities. Her Petrify can stop and reverse Power Gain and Regeneration abilities. She has access to Weakness and Exhaustion Debuffs, which can all come in handy. She-Hulk can also stack her Passive Fury Effects. For maximum damage, make sure to refresh them by constantly baiting Special Attacks from the opponent!

Character Class: Science

Basic Abilities: Poison Immunity, Slow, Exhaustion, Weakness, Petrify

Strengths and Weaknesses

Strengths

- **Slow**
 - She-Hulk's Slow Debuff allows her to counter annoying defenders such as Thing, Spider-Man, Juggernaut, and Nightcrawler.
- **High Damage Output**
 - She-Hulk has the potential for huge Damage spikes if you can stack multiple Fury effects while baiting Special Attacks from the opponent.
- **Petrify**
 - She-Hulk's Petrify Debuff can reverse annoying Regeneration abilities and Power Gain abilities.

Weaknesses

- **Skill Champions**
 - When suffering from Class Disadvantage, She-Hulk cannot refresh her Fury Effects resulting in lower damage output. She-Hulk also loses the ability to inflict her Slow Debuff when suffering from Class Disadvantage.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Passive

- An enhanced immune system provides full immunity to the Poisons of the Battlerealm.

Always Active

- Extensive weight training allows She-Hulk's personal Passive Fury effects and all Stun Debuffs to last up to 50% longer, based on the size of her opponent. Larger opponents grant longer effects.

Induce Panic

- She-Hulk's sharp intellect and overwhelming strength panics her foes, increasing their chance to launch a Special Attack by 15% for each of her personal Passive Fury effects.

Baiting Special Attacks from your opponent is the key to unlocking She-Hulk's maximum damage!

Expert Player Notes

Heavy Attacks

- If the opponent is Unstoppable, this attack cannot be interrupted. If the attack lands, the Unstoppable effect is removed and She-Hulk gains a Passive Fury, increasing attack by 3017.7 for 8 seconds.
- Causes a Slow Debuff on the opponent for 12 seconds, reducing Unstoppable and Evade Ability Accuracy by 100%, and preventing the effects of Unstoppable. Slow won't trigger against natural Class Advantage.

Don't be afraid to charge and throw the Heavy Attack while your opponent is Unstoppable!

Expert Player Notes

When Attacked and When Attacking

- 11% chance to gain a Passive Fury effect, increasing attack by 1508.85 for 8 seconds.

Opponent Activates a Special Attack

- If the opponent doesn't have a Class Advantage, She-Hulk refreshes the duration of all her personal Passive Fury effects.

Special 1

- 100% chance to gain a Passive Fury effect, increasing attack by 1508.85 for 8 seconds.
- 75% chance to Exhaust the opponent, reducing Critical Damage Rating by 86.54 for 10 seconds. The opponent's Power Gain effects are also reduced by 25% for each Exhaustion Debuff on them.

Special 2

- 100% chance to inflict a Petrify Debuff for 15 seconds, reducing the opponent's Regeneration and Power Gain Rate by a flat 115%.

Special 3

- 100% chance to Stun for 3.50 seconds.
- 100% chance to inflict Weakness, decreasing the target's Attack by 65% for 14 seconds.

Signature Ability – Citing Precedent

Passive

- Tireless research grants a benefit based on the opponent's Class
 - Science: 70% chance with each hit landed to Purify a Debuff.
 - Mystic: +2371.06 Attack Rating and She-Hulk's attacks cause opponent to gain 25% less power
 - Cosmic: +732.88 Attack Rating for each Buff the opponent has.
 - Tech: Opponent suffers -60% Armor Up effect duration & Potency
 - Mutant: Opponent suffers -55% Ability Accuracy during Special Attacks.

She-Hulk gains access to some extra utility in her Signature Ability. Annoying defenders such as Void become easier with her ability to Purify Debuffs.

Expert Player Notes

Synergy Bonuses

Agents of S.M.A.S.H. – Unique

With [Hulk](#), [Hulk \(Ragnarok\)](#), [Red Hulk](#)

- She-Hulk: +20% Potency for personal Passive Fury effects
- Hulk (Ragnarok): SMASH attacks gain +15% attack.
- Red Hulk: +2% attack for each Heat Charge.
- Hulk: +20% Fury Buff Duration & Potency

Enemies

With [Mephisto](#), [Annihilus](#)

- All Champions gain +155 Critical Rating

Legal Defense – Unique

With [Daredevil](#), [Daredevil \(Hell's Kitchen\)](#)

- She-Hulk: 15% duration for personal Fury Passive effects
- Daredevil, Daredevil (Hell's Kitchen): +800 Critical Rating during Special Attacks
- All Champions gain +15% Stun Ability Accuracy

Romance

With [Luke Cage](#), [Superior Iron Man](#)

- All Champions gain +5% Power Gain

Teammates

With [Ms. Marvel \(Kamala Khan\)](#)

- All Champions gain +5% Perfect Block Chance

Recommended Masteries

Precision

- While She-Hulk has the capability to ramp up her Attack Rating, her chance to strike with a Critical Hit is on the lower end of the spectrum. Take advantage of her increased attack rating by adding points to the Precision mastery!



Author: [MCOC Champion Designers](#)

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Shocker

A gifted engineer turned expert safecracker, Herman Schultz was just a small-time criminal until he was captured and incarcerated. While tinkering in the prison workshop, he managed to construct a pair of gauntlets capable of firing compressed air as destructive shockwaves. Adopting the title of the “Shocker” and blasting his way out of prison, Shocker’s criminal exploits have since been a constant thorn in the side of his nemesis, Spider-Man. Things don’t always go his way, but no one can fault Shocker’s stubborn tenacity.

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- [Shocker's Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
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- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6245	467	1947
4-Star ★★★★	15660	1171	4885
5-Star ★★★★★	31398	2346	10650
6-Star ★★★★★★	53576	4004	18160

(Rank 5, Level 65)

Champion Attributes



- Survivability 2.5



- Damage 5



- Ease of Use 4



- Utility 2



- Defender Strength 3

[Learn more about Champion Attributes](#)

Shocker's Mechanics

With frequent Stuns to lock down the Opponent and a massive Heavy Attack to lay them out flat, Shocker is geared up to make his mark on The Contest. Constant aggression fuels the Vibro-Shock Charges in his custom-built gauntlets to ramp up his threat quickly, and once he hits critical mass his strength really comes online. With Unblockable attacks and an Auto-Block keeping him safe, Shocker can push his attack while inflicting constant Stuns.

Once he's built up enough Charges and his Opponent is on the backfoot, Shocker can let loose with his finishing move. A long-duration Stun locks down the Opponent while Shock charges his Heavy Attack, steadily consuming the Vibro-Shock Charges accumulated over the fight. The resulting impact from his Heavy Attack unleashes a monumental destructive force to completely and utterly decimate his

Opponent. One punch is all it takes to make the Opponent's health bar disappear.

Character Class: Tech

Basic Abilities: Shock Immunity, Unblockable, Stun, Energize

Strengths and Weaknesses

Strengths

- **One Big Punch**
 - Shocker's a simple man with simple goals: deal big damage. Aiming to solve the all-too-common problem of "the Opponent having health", Shocker can unleash an overcharged Heavy Attack to utterly delete his foe.
- **Mastery of Stuns**
 - No one knows impacts like the Shocker. A padded suit reduces the duration of incoming Stuns, while his destruction-focused gear ensures that he gets the most out of his own Stuns
- **Rapid-Fire Specials**
 - With a potent Energize and the bonus from his Signature Ability, Shocker can fire off plenty of Special Attacks in quick succession. His Specials deal safe, consistent damage while helping his own kit ramp.

Weaknesses

- **Damage Caps**
 - The vast majority of Shocker's damage comes from one massive devastating punch. While this punch's damage can reach a terrific number of digits against most Opponents, there are plenty of Champions and nodes that cap incoming damage. In these situations, Shocker's potential is severely squelched.
- **Heavy Reliance**
 - With so much damage in his Heavy Attack, Shocker can suffer in situations where landing his fully-charged Heavy isn't realistic. While he can still output plenty of Specials, his overall damage really relies on landing a giant Heavy.
- **Stun Immunity**
 - Shocker's Stuns are numerous and useful, allowing him to push aggression and safely charge his Heavy Attack to its fullest extent. But against foes with Stun Immunity he can't reach his maximum potential, and has to seek other methods of dealing damage.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

Always Active

- Shocker's custom padded suit grants him Immunity to Shock effects and Concussion Debuffs, and reduces the duration of incoming Stuns by 50%.
- If the Opponent has the Limber Mastery active, it is removed.
- Shocker cannot land Critical Hits, but all his attacks have Armor Penetration equal to his Critical Rating.

Shocker's classic outfit isn't just for fashion! Its padding and specialized dampers negate incoming Shocks and some Concussive forces, while also reducing the duration of incoming Stuns. Coupled with the Limber Mastery, Shocker can almost ignore incoming Stuns, while his own intense impacts ensure that his Opponents can't benefit from the same Mastery.

Additionally, Shocker excels at blunt-force trauma. While this prevents him from landing precise Critical Hits, it does mean that all his impacts ignore a portion of his Opponents' Armor. This helps him fight Mutants who punish Critical Hits and gives him reliable, steady, overall increased damage. While big yellow numbers and big red numbers are major draws for many Champions, Shocker instead pushes the envelope of big white numbers.

Dev Notes

Vibro-Shock Charges – Max:100

- Landing or being struck by a Light or Medium Attack grants 1 indefinite Vibro-Shock Charge.
- At 50+ Vibro-Shock Charges, while Dashing forwards Shocker is Passively Unblockable. If this Dash Attack breaks the Opponent's Block, consume 20 Charges.
- If Shocker is struck while Unblockable, remove 50 Vibro-Shock Charges.

Vibro-Shock Charges represent the ambient energy buildup in Shocker's gauntlets. The energy builds up during combat and starts reaching critical mass at 50 or more Charges. This threshold is shared by many other mechanics throughout his kit, so it's important to keep in mind.

At 50 or more, Shocker's gauntlets are powerful enough to make him Unblockable when he Dashes forwards, although the force required to break an Opponent's Block reduces his total Charges. Dash Attacking an Opponent who isn't Blocking won't consume any extra Charges, so you can still Intercept and punish Special Attacks without hindering your buildup.

But be careful: if Shocker gets struck while he's Unblockable (generally by being Intercepted), the countering impact will make him vent 50 of his Charges. While fighting him on Defense, this is the main way to keep Shocker's threats under control.

Dev Notes

Auto-Block

- At 50+ Vibro-Shock Charges, if Shocker would be struck by a Special Attack he consumes 25 Charges to Auto-Block the rest of the attack.

Shocker's suit includes a kinetic field that can deflect incoming Special Attacks. The Charges are only consumed the first time he'd be struck, and they activate his shield for the remainder of the Special, meaning that Special Attacks with multiple hits won't make him consume extra Charges. This shield only comes online if he would be outright struck by the incoming attack, so you can safely Block and Dodge Special Attacks without worrying about losing your Charges.

As an Attacker, this Auto-Block is a nice safety net during those tricky-to-Dex Specials, while on Defense it's a threat that needs to be dealt with. If you don't have a counter to Auto-Block like True Strike or Undermine, make sure you've reduced his Charges below 50 before throwing any Special Attacks.

Dev Notes

Medium Attacks

- +2% chance per Vibro-Shock Charge to remove an Opponent's Prowess. Max: 100%.
- +0.5% chance per Vibro-Shock Charge to inflict a Stun Debuff for 0.8 seconds. Max: 25%.

Shocker's Mediums get weightier as he builds up Vibro-Shock Charges, reaching their maximum output at 50 or more charges. When fighting a Mutant with plenty of Prowess, quick Medium-Medium combos can quickly reduce their threat. Additionally, if you inflict a Stun on your combo-ending Medium, act fast! The Stun should last just long enough for you to go right into another combo.

Dev Notes

Heavy Attacks

- Charging a Heavy Attack consumes a Vibro-Shock Charge every 0.05 seconds and can be charged until all Vibro-Shock Charges are consumed.
- The final hit gains +4004 Attack Rating per Vibro-Shock Charge consumed.

The Heavy Attack is Shocker's foremost ability. The pinnacle of his loop. The "big boom" moment.

As he charges his Heavy Attack, he'll steadily consume the Vibro-Shock Charges he's built up over the course of the fight. The final hit of his Heavy (after an excessive windup) converts all those consumed Charges into raw damage in a single, massive, cataclysmic punch.

In most fights, one punch is more than enough.

Dev Notes

Special Attack 1 – Vibro-Shock Assault

- +1% chance per Vibro-Shock Charge to inflict a Stun Debuff for 3 seconds. Cooldown: 10 seconds.
- At 50+ Vibro-Shock Charges, this attack is Passively Unblockable.
- At the end of this attack, gain 25 Vibro-Shock Charges.

Shocker's classic move, this attack fires a long-range shockwave at the Opponent. The Stun it can inflict is impressive and the Unblockable makes it threatening, but the real value of this Special is in the 25 Vibro-Shock Charges it grants. This Special Attack is Shocker's fastest way to ramp Charges. Just remember that it grants these Charges at the end of the Special, so the attack itself only gets its bonuses from the amount of Charges you start the Special with.

At 50 or more Charges, the Shockwave is forceful enough to be Unblockable. While this is threatening, you can avoid it with the Dexterity Mastery and Shocker will still be Unblockable just long enough for you to Dash in and hit him. Since Shocker loses Charges when struck while Unblockable, learning to punish this Special can offset the Charges he usually gains from it.

Dev Notes

Special Attack 2 – Shockwave Salvo

- The final hit inflicts a 562.5 Physical Vulnerability Passive and a Stun Passive for 5 seconds, plus 0.05 seconds per Vibro-Shock Charge.
- These effects are not affected by Ability Accuracy and are removed once the Opponent is struck 3 times.

If the Heavy Attack is the crux of Shocker's kit, his Special Attack 2 is definitely the linchpin. Not only does the Physical Vulnerability help him get the most out of his punch, but the Stun this inflicts ensures that he can land it at its fullest potential. The duration of these effects is increased by Shocker's total Charges, meaning a longer Stun to enable an equally long Heavy Charge, maximizing your damage moment.

While these effects can last quite a while at max Charges, they're removed after only 3 hits. This means you can't happily wail on the Opponent consequence-free for the full length of a very long Stun... but it does mean that you can Dash in and Heavy Charge, letting the final hit of your Heavy spell the end of these effects, and, likely, your Opponent.

Dev Notes

Special Attack 3 – Excessive Property Damage

- Gain a 100% Energize Passive until the next time Shocker reaches 2 Bars of Power.
- While this Energize is active, Vibro-Shock Charge max is increased to 150.

Turning off all safeties, this Special overcharges Shocker's gauntlets with an Energize that boosts his Combat Power Rate. While Energized, Vibro-Shock Charges can exceed their normal max of 100 and reach 150 instead. Combined, these let you rapidly loop Special 1s to build up to your new max very quickly. Just be careful not to exceed 2 Bars of Power before that point, or the Energize will be disabled. Any Charges you gain over 100 aren't lost when the Energize is— they'll remain built up and ready to be consumed in an even more-excessive-than-normal Heavy Attack. Because to Shocker... limits, much like buildings, were made to be broken.

Dev Notes

Signature Ability – Percussive Kickback

- Whenever Shocker is Stunned or the Opponent gains a Prowess, gain 3 Vibro-Shock Charges.
- Shocker's first Special Attack 1 in each fight costs 100% less Power.

Awakening Shocker does wonders for accelerating his ramp, especially when Fighting Mutants. Each Prowess they gain increases Shocker's total Charges, allowing him to more easily access the Prowess removal in his base kit.

Additionally, Shocker can ramp very quickly in shorter fights with access to an extremely cheap, or even free, Special 1. Since his Special 1 gives him 25 of his Vibro-Shock Charges, this can really speed Shocker to critical Charge levels. Just be sure to watch for this on Defence and don't be too eager to punish his first Special 1—you may have Dodged one, yes, but what about second Special 1?

Dev Notes

Synergy Bonuses

Don't Mock the Shocker! – Solo Synergy

With [Punisher](#), [Spider-Man \(Classic\)](#)

- **Shocker** : At 50+ Vibro-Shock Charges, Defenders are 50% more likely to activate Special Attacks.

Insidious – Unique

With [Doctor Octopus](#), [Mysterio](#), [Rhino](#), [Scorpion](#), [Daredevil \(Classic\)](#)

- **Synergy Champions** : Gain +250 Critical Resistance, doubled when fighting #Spider-Versus Heroes.

No Safe is Safe – Unique (4-Star+)

With [Ant-Man](#), [Black Cat](#)

- **Ant-Man** : The final hit of Special Attack 1 gains +5% Attack Rating for each Debuff on the Opponent.
- **Black Cat** : Attacks that steal the Calling Card are Guaranteed Critical Hits.
- **Shocker** : While Unblockable, gain +25% Attack Rating.

Homecoming Crasher – Unique (4-Star+)

With [Spider-Man \(Stark Enhanced\)](#), [Vulture](#), Coming Soon

- **Synergy Champions** : Medium Attacks inflict a Damage Over Time Debuff dealing 20% of Attack over 2 seconds. The type of Debuff is specific to each Synergy Champion.
- **Shocker** : Shock Debuffs.
- **Spider-Man (Stark Enhanced)** : Rupture Debuffs.
- **Vulture** : 10% Disintegration Debuffs.

You Can't Escape Me! – Unique (5-Star+)

With [Spider-Man \(Symbiote\)](#)

- **Shocker** : Activating a Special Attack inflicts a 50% Cowardice Debuff for 10 seconds.
- **Spider-Man (Symbiote)** : Activating a Special Attack grants a True Strike Buff for 10 seconds.

Recommended Masteries

Limber

- Combined with his innate resistance to Stuns, Limber makes any incoming Stun Debuffs basically a non-issue for Shocker.

Stupefy

- In what'll become a running theme for these recommendations, Stupefy helps Shocker make the most of his very frequent Stuns.

Petrify

- Reducing the Opponent's Combat Power Rate helps Shocker capitalize on each and every Stun he inflicts.

Pacify

- Enabling his Stuns to reduce the Opponent's Defensive Ability Accuracy means that Shocker can keep up his aggression with fewer repercussions.



Author: [MCOC Champion Designers](#)

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Shuri

Princess of Wakanda and head of the Wakandan Design Group, Shuri's genius and ingenuity has been the driving force behind much of Wakanda's modern technical superiority. Not one for getting hung up on tradition or ceremony, Shuri is constantly pushing the limits of vibranium technology and was the mind behind the advanced suits used by her brother T'Challa, the Black Panther.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5760	463	1932
4-Star ★★★★	14444	1159	4850
5-Star ★★★★★	28960	2324	10640
6-Star ★★★★★★	49414	3965	18150
(Rank 5, Level 65)			
7-Star ★★★★★★★	47880	3842	17520
(Rank 1, Level 25)			

Champion Attributes



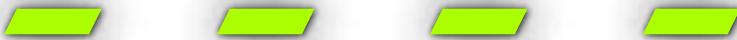
- Survivability 4



- Damage 2.5



- Ease of Use 3



- Utility 4



- Defender Strength 4.5

[Learn more about Champion Attributes](#)

Shuri's Mechanics

With superior vibranium defenses fueling her Shock-based offenses, Shuri can get into a rhythm of safe, consistent, constantly escalating damage. Receiving attacks builds charges in her Kinetic Matrix, which, when overcharged, begins boosting her Armor. Shuri's hits consume her Matrix Charges to inflict high duration Shocks on the Opponent. The potency of her Shocks may be low, but Shuri can improve them by building Precisions with her Special 1 and using them to upgrade her Shock Debuffs to Critical Shock Passives, which multiplies their damage by Shuri's very high Critical Damage Rating. The amount of Precisions Shuri can build is based on the amount of Shock Debuffs she's inflicted, allowing her to upgrade those Shocks en masse.

Once she's built up Critical Shocks, Shuri can land a Special 2 to inflict an equal amount of new Shock Debuffs, allowing her to gain more Precisions to upgrade to more Critical Shocks to inflict more Shocks to gain more Precisions to upgrade to more Critical Shocks... and on and on until the Shocks finally reach critical mass and Shuri launches a Special 3 in an ultimate crescendo of damage.

Character Class: Tech

Basic Abilities: Shock Immunity, Armor Up, Shock, Untouchable, Precision

Strengths and Weaknesses

Strengths

- **Escalating Shocks**
 - Shuri's Shock effects have a cascading effect— the more you inflict, the more you can inflict. This makes her great in longer fights where Shuri can really ramp up the amount of damaging effects.
- **Non-Contact**
 - All of Shuri's attacks and Specials are fully non-contact, meaning she can't easily be Parried and she can ignore defensive threats that punish contact attacks.
- **Vibranium Defenses**
 - The defensive capabilities of vibranium are second to none, and nobody knows vibranium better than Shuri. With vibranium-augmented tech, Shuri has a highly proficient Block, can build up plenty of Armor, and even block Special Attacks that would normally be Unblockable.

Weaknesses

- **True Damage**
 - Shuri relies on building Matrix Charges to inflict Shocks and fuel her defensive shields. True Damage removes her Matrix Charges, reducing her defensive buildup.
- **Non-Contact**
 - While being completely non-contact may have its advantages, there are also many detrimental effects that trigger exclusively off non-contact hits. This means Shuri can struggle against the Warlocks and Daredevil (Classic)'s of The Contest.
- **Anti-Miss**
 - A fully-charged Shuri can become Untouchable to land safe Heavy Attacks or ignore an Opponent's high-damage attacks, but her threat is negated if the Opponent has an anti-Miss effect like True Sense in their kit.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200 6-Star Champion

Abilities

Always Active

- Shuri's adaptive technology ensures her Ability Accuracy can't be altered, and grants her immunity to Shock and Precision effects that aren't her own.
- Shuri's attacks are non-contact and deal Energy Damage instead of Physical.

Shuri plans ahead, and ensures that her Ability Accuracy always remains constant. While she can still be inflicted with effects like Concussion and Disorient, they won't actually be able to affect Shuri's Ability Accuracy. Additionally, an Immunity to Precision effects (including the Precision from Dexterity) combined with her base Critical Rate of 0 means that, like Ghost and Ægon, Shuri won't be landing Critical Hits without the help of her own kit. Finally, all of Shuri's attacks, including her basic combos, and her Specials, are fully non-contact. This means that the average attacker won't be able to Parry Stun her, and Shuri doesn't have to worry about detrimental contact-based effects.

Dev Notes

Kinetic Matrix – Max Charges: 10

- Gain an indefinite Matrix Charge when struck or when Blocking attacks (5 on a Well-Timed Block). Lose 3 charges when struck by True Damage.
- At max charges, new Matrix Charges become Armor Up Passives, increasing Armor Rating by 250 for 1 second, dropping off 1 at a time. Max Armor Ups: 20.

Matrix Charges are the fuel that powers Shuri's kit, so playing defensively with Shuri is key. Getting 5 charges from a Well-Timed Block means that you can Parry and go directly into a full combo, but your attacks will consume your charges. In some matchups it may be worth it to continue blocking to reach the maximum amount of charges, and then keep blocking to build Armor Up Passives. These Armor Ups drop off one at a time, so if you build up enough they can last you through an Opponent's offensive window. You can even try getting a series of Well-Timed Blocks during the Opponent's Special Attacks to build up lots of Armor very quickly.

Dev Notes

Light and Medium Attacks

- Consume 1 Matrix Charge to inflict a Shock Debuff dealing 872.3 Energy Damage over 22 seconds. (**Max: 50**)
- Shocks inflicted with Critical Hits become Critical Shock Passives, multiplying their Energy Damage by Shuri's Critical Damage Rating. (**Max: 50**)

Shuri kickstarts her loop with Light and Medium Attacks. As long as she has Matrix Charges, she'll be inflicting Shocks with every hit. If Shuri has Precisions from her Special 1, she'll be landing Critical Hits and inflicting Critical Shocks instead. Shuri's Critical Damage Rating is the highest in the game, so her Critical Shocks will be doing three times the damage of her normal Shocks.

Dev Notes

Heavy Attacks

- On Heavy Charge, consume 10 Matrix Charges to gain a 100% Untouchable Passive for 5 seconds.
- On Heavy Hit, refresh any active Shock effects on the Opponent and consume any personal Precision Passives to convert that many active personal Shock Debuffs into Critical Shock Passives.

Untouchable is a newer type, first introduced with Spot. Like a Phase effect, it causes incoming attacks to Miss. Shuri can use this to either safely land Heavy Attacks, or activate it to avoid an Opponent's particularly nasty Special Attack. Landing Heavy Attacks is extremely important for Shuri as it refreshes all her active Shocks and keeps her ramp going.

Additionally, if Shuri has any of her personal Precisions, they'll be combined with any Shock Debuffs on the Opponent and convert them into Critical Shock Passives. While Shuri can inflict Critical Shocks directly with her Light and Medium Attacks, once her ramp gets off the ground she'll be building up tons of Shocks and Precisions at a time and can use a single Heavy Attack to upgrade a bulk of Shocks at once.

Dev Notes

Special Attacks

- On hit, refresh any active Shock effects and pause them for the duration of this Special Attack.
- Predictive targeting AI ensures Shuri's Special Attacks can't be Evaded.

As a fully non-contact character, having Special Attacks that can't be Evaded means that even Champions like Daredevil have to respect some of Shuri's attacks.

Dev Notes

Special Attack 1 – Combat Analysis

- Each hit grants Shuri a Matrix Charge and an indefinite Precision Passive, plus an extra Precision for every 10 Shock Debuffs the Opponent is suffering.
- These Precisions are consumed by Light and Medium hits to become Guaranteed Critical Hits.

The Special 1 is where Shuri gets the Precisions that are so important for her damage. Since she's immune to other Precision effects, these Passives represent the only way Shuri can land Critical Hits and upgrade her regular Shocks into much more potent Critical Shocks. Either land Light or Medium Attacks with Matrix Charges to inflict Critical Shocks directly, or land a Heavy Attack to upgrade your Precisions and Shocks in bulk. The amount of Precisions she gets from this attack scales with the number of Shocks she's inflicted, meaning she should always gain enough Precisions from this attack to upgrade most of the Shocks on the Opponent.

Dev Notes

Special Attack 2 – Vibranium Voltaics

- The final hit inflicts a Shock Debuff for each personal Critical Shock the Opponent is suffering, dealing 872.3 Energy Damage over 22 seconds.

While it takes some setup to get the payout from this Special Attack, the reward is well worth it. After having built up Shocks on the Opponent and gained Precisions from her Special Attack 1, Shuri should be well set up to inflict a healthy stack of Critical Shocks on the Opponent.

At that point, launching a Special 2 means Shuri can effectively double the amount of damaging effects on the Opponent—inflicting a new Shock Debuff for each Critical Shock they're suffering. This new bulk of Shocks then contributes to getting more Precisions from Shuri's Special 1, which allows her to upgrade them all into even more Critical Shocks to let the escalation continue. In just a few rotations, Shuri can completely overwhelm the Opponent with Shock effects.

Dev Notes

Special Attack 3 – Apex Resonance

- Gain 20 Matrix Charges.
- Deal a burst of 1486.88 Direct Damage for each Shock and Critical Shock effect the Opponent is suffering.

Since Matrix Charges cap out at 10, Shuri's Special 3 will always grant her some amount of Armor Ups. Launching it while already at 10 charges means you'll hit the cap of 20 Armor Ups, giving you at least 20 seconds of increased defense. But the real meat and potatoes of this attack is the burst of Direct Damage it deals. It deals extra damage based on the number of Shock effects on the Opponent (both regular Shocks and Critical Shocks), and since the rest of Shuri's loop lets her inflict a staggering amount of Shock effects, the burst damage from her Special 3 can reach ludicrous levels.

Dev Notes

Signature Ability – Vibranium Aegis

- Against Special Attacks, Shuri can block Unblockable attacks and has 5% Perfect Block chance for each of her personal Armor Up Passives.

With a kit so focused on blocking, Shuri's Signature Ability helps make her defenses even more formidable. Right from the first level it lets Shuri block Special Attacks that would normally be Unblockable, negating a very potent and not uncommon threat. As she ranks up, blocking to stack Armor Up Passives becomes even better as each one gives Shuri a chance to Perfect Block against Special Attacks. At max rank, this chance can scale up to 100% if Shuri hits her Armor Up cap. The best defense is a perfect defense.

Dev Notes

Synergy Bonuses

Usapho – Unique

With [Black Panther](#), [Black Panther \(Civil War\)](#)

- **Synergy Members** : Gain +10% Health and +10% Shock and Bleed potency.

Utshaba – Unique

With Attuma, [Namor](#)

- **Synergy Members** : Start each fight with 10 indefinite Precision Passives. These Precisions are consumed by Light and Medium hits to become Guaranteed Critical Hits.

Q Branch – Unique (3-Star+)

With [Beast](#), [Iron Man \(Infamous\)](#), [Mister Fantastic](#)

- **Synergy Members** : Start each fight with an indefinite Failsafe Charge. When struck by a Special Attack 1 or 2, consume the Failsafe to gain an Indestructible Passive for the duration of the Special.

Women In STEM – Unique (3-Star+)

With [Invisible Woman](#), [Thor \(Jane Foster\)](#), [Wasp](#)

- **Synergy Members** : Gain +100 Attack Rating and +200 Block Proficiency for each synergy member present.

Rival Metallurgy – Unique (4-Star+)

With [Misty Knight](#)

- **Synergy Members** : Shock and Coldsnap effects gain +20% potency and are paused during the Opponent's Special Attacks.

Real Livewire – Unique (5-Star+)

With [Nebula](#)

- **Synergy Members** : For every 5 personal Shock effects removed by personal abilities, inflict an identical Shock effect.

Recommended Masteries

Parry

- Landing Heavy Attacks is essential for keeping Shuri's Shocks refreshed and her ramp climbing. Performing a Well-Timed Block to get the Stun from Parry provides an ideal window to land a Heavy Attack and makes Shuri's upkeep much more comfortable.

Despair

- In matchups against Champions with high Regeneration, it might be worth it to avoid converting all your Shock Debuffs into Critical Shock Passives, floating just enough Debuffs to hinder your Opponent's healing.

Collar Tech

- Since Shuri is encouraged to land constant attacks to build her Shock count, Collar Tech can help mitigate the amount of Power your combos give the Opponent.



Author: [MCOC Champion Designers](#)

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Silver Centurion

Real name: Harry Rhodes. A descendant of a Battleworld version of War Machine, indirectly named after Happy Hogan, who serves as an Iron Legionnaire in the House of Iron. He is an ambitious soldier keen to live up to his family's legacy and wears armor in the style of the Silver Centurion to honor them, he also just likes the retro look. Specializes in Recon via his Drones.

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- [Silver Centurion's Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5639	458	1778
4-Star ★★★★	14140	1322	4463
5-Star ★★★★★	28350	2301	10640
6-Star ★★★★★★	36530	2965	13690
(Rank 5, Level 65)			

Champion Attributes



- Survivability 4



- Damage 3.5



- Ease of Use 4



- Utility 3



- Defender Strength 1

[Learn more about Champion Attributes](#)

Silver Centurion's Mechanics

Silver Centurion's drones need time to lock into an opponent's position but once they are locked they can heavily punish them. While not locked, Silver Centurion can merge his Shocks and Incinerates into Plasmas, causing a lot of damage over time, but once he activates Lock-On he is able to deliver very powerful bursts of damage with his Second Medium and Special 2 Attacks.

Character Class: Tech

Basic Abilities: Plasma, Armor Up, Heal Block, Slow

Strengths and Weaknesses

Strengths

- **Damage and Utility**
 - Silver Centurion is able to deal a lot of damage under certain circumstances, but he always has a good amount of utility to support him.
- **He does not trigger Critical effects**
 - Silver Centurion inflicts Shocks in the Opponent rather than deliver critical strikes, consequently he does not trigger critical effects.

Weaknesses

- **Armor Break**
 - Much of his Armor comes from his own Armor Up buff, so removing that Buff puts him in a very bad spot.
- **Shock Immunity**
 - Anyone immune to shock is immune to his critical strikes.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Silver Centurion Armor

- Start the fight with one indefinite Armor Up Buff, increasing Armor rating by +750. If this Buff is removed for any reason it re-triggers after 10 seconds.
- While the above Armor Up Buff is active, Silver Centurion becomes immune to Bleed and Shock Effects.

Lock-On

- To ready Lock-On Silver Centurion must remain near his Opponent for 12 seconds. As an Attacker, moving away from the Opponent before readying the Lock will cause progress to be lost over time.
- Once Lock-On is ready it can be activated by throwing any Special Attack and is paused while standing near the Opponent.
- The active Lock-On lasts 2 seconds, but each full Bar of Power adds 1 seconds to its duration. This duration is doubled for Defenders.
- Lock-On lasts 25% longer against Mutants and 25% shorter against Cosmics.
- Plasma effects are paused while Locked-On.

Though in many fights you can activate Lock-On as soon as it is available, in some cases waiting for the right moment to activate Lock-On increases Silver Centurion's damage output greatly. Also, Lock-On progress loss is paused during his own Specials.

Dev Notes

All Attacks

- Whenever Silver Centurion would strike with a Critical Hit he instead inflicts a Shock Debuff that lasts for 3 seconds. The Potency scales with Critical Damage Rating.
- If Lock-On is not active, inflicting Shock into an Incinerated Opponent or vice-versa will fuse those two effects into a Plasma Debuff that has the properties of both. This Plasma lasts for 12 seconds.

Plasma will be formed while landing a Shock on an Opponent suffering from Incinerate even if the Opponent is Immune to Shock. The inverse is also true, landing an Incinerate on an opponent suffering from Shock will form Plasma even if the Opponent is immune to Incinerate.

Dev Notes

Finish a combo with a Light Attack – Heat Punch

- While Lock-On is not active, inflict an Incinerate Debuff, dealing 589.05 Energy damage over 12 seconds. This effect also removes Perfect Block Chance and reduces Block Proficiency by 50% while it is active.

Second Medium Hit – Plasma Blast

- While Locked-On, deal a burst of 690.3 Energy Damage per stack of Plasma.

Second Medium Hits are the most reliable way to deal damage while Lock-On is active, provided the enemy is suffering from a few stacks of Plasma.

Dev Notes

Heavy Attacks

- Inflict a non-stacking Slow Debuff for 10 seconds reducing the Ability Accuracy of the Opponent's Unstoppable and Evade effects by 100%. Opponents with a natural Class Advantage cannot be Slowed.

Special 1 – Iron Barrage

- On Activation if Lock-On is active, it is refreshed.
- Inflict a Heal Block Debuff, preventing the Opponent from recovering Health for 10 seconds.
- If the Opponent is under the effect of a Regeneration effect the Heal Block is turned into a Passive and lasts for 15 seconds.

Sometimes refreshing Lock-On has a better pay off longer term than trying to reach Special Attack 2 for a big burst of damage.

Dev Notes

Special 2 – Drone Onslaught

- On activation if Locked-On, all Plasma effects are refreshed.
- While Locked-On if the Opponent has 5 stacks or more of Plasma the last hit deals a burst 3927 Energy Damage for each stack of Plasma. If the Opponent is under 5 stacks of Plasma inflict 3 stacks of Plasma instead.
- If Lock-On is not active, the last hit inflicts a Plasma Debuff dealing Energy Damage based on the last hit landed over 12 seconds. The potency of this effect increases with Critical Damage Rating.

The only way to inflict Plasmas on the Opponent while on Lock-On is by using Special 2.

Dev Notes

Special 3 – Electrical Cage

- Activate Lock-On even if the conditions are not met.
- Inflict a Slow Debuff for 28 seconds, reducing the Ability Accuracy of the Opponent's Unstoppable and Evade effects by 100%. Opponents with a natural Class Advantage cannot be Slowed.
- Inflict a Power Drain Debuff that removes 1 Bar of Power plus an additional 25% of a Power Bar for each stack of Plasma over 10 seconds.

Silver Centurion can use his own Special 3 Attack without any fear of pushing the opponent to 3 Bars of Power because of the long duration Power Drain he inflicts on the Opponent with this attack.

Dev Notes

Signature Ability – Improved Lock-On

- Silver Centurion's personal Shock and Plasma Debuffs become Passives and their duration is increased by 25%.
- While Locked-On Block Proficiency is increased by +3375.07

Silver Centurion's increased Block Proficiency while in Lock-On allows him to play very aggressively and stay up close to the Opponent for extended periods of time.

Dev Notes

Synergy Bonuses

Champions of Battleworld – Solo

With [Sorcerer Supreme](#), [Storm \(Pyramid X\)](#), [Jabari Panther](#)

- Silver Centurion: Critical Damage Rating is increased by +371.

Iron Men – Unique

With [Iron Man \(Infinity War\)](#), [Superior Iron Man](#)

- Silver Centurion: While Locked-On Special Attack 1 inflicts Energy Vulnerability, decreasing Energy Resistance by 15% for 10 seconds.
- Iron Man (Infinity War): Each Molecular Armor effect increases the potency of Armor Break by 10%.
- Superior Iron Man: Gaining an Armor Up Buff grants a Fury Buff, increasing Attack Rating 30% for 12 seconds.
- Iron Man: Special Attacks inflict a Plasma Passive dealing 40% of Attack over 6 seconds.

Asgardian Republic – Unique

With [Thor](#), [Thor \(Jane Foster\)](#), [Thor \(Ragnarok\)](#)

- Thor: Landing any Special Attack inflicts a Shock Debuff dealing 40% of Attack over 8 seconds.
- Thor (Jane Foster): Personal Shock effects last 25% longer.
- Thor (Ragnarok): Heavy Attacks inflict a Shock Debuff, dealing 50% of Attack over 8 seconds.

Patriot Garrison – Unique

With [Captain America](#), [Captain America \(Infinity War\)](#), [Captain America WWII](#)

- Captain America, Captain America (Infinity War), Captain America WWII: Each time the Opponent is immune to a Stun effect, gain an Unstoppable Buff for 1 second.

Pet Pals – Unique

With [Squirrel Girl](#), [Mole Man](#)

- Silver Centurion: If the Opponent is suffering less than 5 stacks of Plasma, Special Attack 2 inflicts one extra Plasma.
- Squirrel Girl, Mole Man: Gain 20% Attack Rating during Special Attack 1.

Family

With [War Machine](#)

- War Machine: Increases Maximum Health of all Champions by 6%

Teammates

With [Hulkbuster](#), [Civil Warrior](#)

- Hulkbuster, Civil Warrior: All Champions gain +4% Perfect Block Chance

Recommended Masteries

Double-Edge

- Silver Centurion can play super aggressively since he does not suffer from the Bleed Debuff, but since the prerequisite Mastery Recoil still affects him this means he would need to rely more on Special 3 to activate Lock-On than he normally would.

Collar Tech

- This Mastery is particularly good for Silver Centurion since it allows him to stay in Lock-On for longer since there is less need to bait Specials.

Perfect Block

- Being able to not take damage while blocking allows Silver Centurion to stay near the Opponent for longer, which allows him to keep his Lock-On going.



Author: [MCOC Champion Designers](#)

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Silver Surfer

To protect his planet from certain Annihilation, Norrin Radd relinquished his life to become the Silver Surfer, a Herald of Galactus. Now imbued with the Power Cosmic, the Silver Surfer travels the galaxy in search of new planets to feed Galactus' insatiable hunger.

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- [Base Stats and Abilities](#)
- [Silver Surfer's Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6321	436	2028
4-Star ★★★★	15850	1092	5087
5-Star ★★★★★	31779	2189	10896
6-Star ★★★★★★	54226	3734	18590
(Rank 5, Level 65)			
7-Star ★★★★★★★	52542	3618	17960
(Rank 1, Level 25)			

Champion Attributes



- Survivability 3.5



- Damage 4



- Ease of Use 3



- Utility 2.5



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

Silver Surfer's Mechanics

Silver Surfer's gameplay is focused on creating and maintaining as many unique Buffs as possible. Each Unique Buff increases his on hit energy damage and enables him to create new powerful buffs when launching Special Attacks.

Character Class: Cosmic

Basic Abilities: Power Cosmic, Power Rate, Fury, Armor, Phase

Strengths and Weaknesses

Strengths

- **Incinerate, Coldsnap, Shock Debuffs**
 - Each Incinerate, Coldsnap, or Shock Debuff on Silver Surfer deals 100% reduced damage and counts as a Unique Buff for his abilities, greatly increasing his potential damage output.
 - Mixed with the Willpower Mastery, Silver Surfer will be able to regenerate health while affected by these Debuffs.
- **High Energy Damage**
 - Each Unique Buff deals a burst of energy damage on hit.
 - Silver Surfer's Special 2 greatly increases the amount of damage generated by this ability.
- **Counters Miss Champions**
 - Silver Surfer gains a new Vigilance Buff with his Special 1 allowing him to bypass Champions reliant on Miss Abilities.
 - If planned correctly this Buff can be refreshed by Silver Surfer's other abilities to increase the amount of time it's available.

Weaknesses

- **Nullify**
 - Nullify, Fateseal, and Stagger abilities will shut down Silver Surfer. If players can keep him below three unique Buffs most of his potent abilities will never trigger.
- **Ability Accuracy Modification**
 - Lowering Silver Surfer's ability accuracy is another good route when trying to slow him down. Likewise to Nullifies this will prevent him from ever ramping up his Buff count.
- **Energy Damage Resistance**
 - Energy damage is the primary source of Silver Surfer's damage. Facing an Opponent with high energy resistances will stifle his offensive potential significantly.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Passive

- Silver Surfer takes **-100%** damage from Coldsnap, Incinerate, and Shock Debuffs. Each stack of these Debuffs count as a Unique Buff for any of Silver Surfer's abilities.
- Each hit deals a Burst of **466.75** Energy Damage for each Unique Buff. This scales with base attack only.

This burst of energy damage on hit will be Silver Surfer's primary source of damage. Silver Surfer will excel when Hunting Champions that have little energy resistances or weaknesses to energy damage.

Dev Notes

Power Cosmic Buff

- At the start of the Fight, Silver Surfer generates an indefinite Power Cosmic Buff. If this Buff ends for any reason it will return in **9.0** seconds.
- While the Power Cosmic Buff is active Silver Surfer rotates between dormant icons every **2** seconds in the order of **Power Rate**, **Fury**, then **Armor Up**.
- Consuming the Power Cosmic Buff converts the dormant icon into an active Buff and inflicts **3** Armor Break Debuffs each reducing the Opponent's Armor Rating by **397.06** for **12.0** seconds. Max 3 Stacks.

The Power Cosmic Buff is a Buff that will be present almost all of the fight. While the Buff itself has no effect, it does count as a Unique Buff for Silver Surfer's other abilities.

Dev Notes

Rotating Buffs – Max 2 of Each

- Refresh the expiry of all active Buffs when creating a Rotating Buff that does not already exist.
- **Power Rate:** Increase Power Rate by **15%** for **15.0** seconds.
- **Fury:** Increase Attack Rating by **1867** for **24.0** seconds.
- **Armor Up:** Increase Armor Rating by **2250** for **24.0** seconds.

The key to playing Silver Surfer will be mastering when to activate these Buffs. As long as the Rotating Buff isn't already active, Silver Surfer will refresh the Duration of every active Buff. This includes the Vigilance or Unblockable Buffs from his Special attacks and even the Phase from his Heavy Attack.

Dev Notes

When Charging a Heavy Attack

- If available, consume the Power Cosmic Buff and create a Phase Buff, causing Opponent's **100%** chance to miss for **1.10** second(s).

This ability will be the most reliable way for Silver Surfer to consume his Power Cosmic Buff and create his available Rotating Buff. Players should Charge a Heavy Attack and cancel the charging animation with a Special Attack to maximize active Unique Buffs.

Dev Notes

Special Attacks

- Pause the Duration of Silver Surfer's Power Cosmic Buff Cooldown, his Rotating Dormant icons and all active Buffs until the Special Attack ends.

This ability makes it easier for Silver Surfer players to maintain all of their Buffs and not worry about one ending during a Special Attack.

Dev Notes

Special 1 – Force of Will

- If available, consume the Power Cosmic Buff and create 2 Buffs based on whichever dormant icon was active.
- If at least **3** Unique Buffs are active when launching this Special Attack gain a Vigilance Buff allowing all attacks to bypass Miss for **12.0** seconds.

This Special Attack provides a quick way to gain multiple stacks of a Buff and allows Silver Surfer to generate a new Unique Buff, Vigilance.

Dev Notes

Special 2 – Test of Might

- Silver Surfer increases the potency of any bursts of Energy or Physical damage by **180%** for the duration of this Special Attack.
- If at least **3** Unique Buffs were active when launching this Special Attack, Silver Surfer creates an Unblockable Buff for **4.0** seconds.

Once Silver Surfer is sitting on a comfortable number of Unique Buffs launching the Special 2 can be devastating for the Opponent Champion. If the Unblockable Buff is something to be desired, players can hold onto their Power Cosmic Buff until after this Special Attack has concluded and refresh it's duration.

Dev Notes

Special 3 – Lack of Patience

- Gain an Aptitude Buff increasing the potency of Silver Surfer's Fury, Armor Up and Precision Buffs by 25% for 24.0 seconds, then Retrigger each of Silver Surfer's active Rotating Buffs. Max 1.
- Each Aptitude Buff on Silver Surfer also increases the potency of his Power Rate Buffs by **25%**.

By retriggering all of Silver Surfer's Rotating Buffs they gain the beneficial effects provided by the Aptitude.

Dev Notes

Signature Ability – Energies of the Universe

- All Buffs on Silver Surfer have **50%** increased Potency.

This Signature Ability will greatly increase the potency of any Buffs activated by Synergies or Silver Surfer's Kit.

Dev Notes

Synergy Bonuses

Mine Travels Through Space – Unique

With [Mysterio](#) , [Night Thrasher](#)

- **Silver Surfer:** Board attacks generate **30%** less power for the Opponent.
- **Night Thrasher:** Board attacks deal a burst of **5%** bonus Physical Damage for each Unique Debuff on the Opponent.
- **Mysterio:** Mysterio's advantages against Spider-Verse champions extends to all Hero Champions.

Herald of Galactus – Solo

With [Terrax](#), [Air-Walker](#), [Cosmic Ghost Rider](#)

- **Silver Surfer:** Once per fight, if Silver Surfer were to lose more than **25%** of his life in a single hit he instead consumes the Power Cosmic Buff and gains an Indestructible Buff for **6.0** seconds.

Secret Defenders – Unique

With [Hulk](#), [Doctor Strange](#)

- **Silver Surfer :** Reduce the cooldown of Silver Surfer's Power Cosmic Buff by **3.0** seconds.
- **Hulk:** All of Hulk's Fury Buffs are Passive effects and grant 100 bonus Critical Rating when striking a Stunned Opponent.
- **Doctor Strange:** Increase the Potency of each of Doctor Strange's Blessings by **25%**.

Friends

With [Mister Fantastic](#), [Invisible Woman](#), [Thing](#), [Human Torch](#)

- All Champions gain **+95** Armor Rating.

Enemies

With [Mephisto](#), [Doctor Doom](#), [Annihilus](#)

- All Champions gain **+115** Critical Rating.

Recommended Masteries

Dexterity

- The Precision granted by Dexterity counts as an additional Unique Buff for Silver Surfer's abilities.
- If activating Dexterity, then Charging a Heavy Attack to activate Phase and create a Rotating Buff, Silver Surfer will have 3 Unique Buffs before launching a Special Attack.

Willpower

- Due to Silver Surfer's unique Immunities, he keeps the Debuffs without taking any of the Damage allowing Willpower to freely regenerate.

Extended Fury

- Any increases to the duration of Silver Surfer's Buffs will make refreshing them much easier. Combine this Mastery with Synergies provided by other champions to increase Silver Surfer's Buff Duration significantly.



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Sorcerer Supreme

Sorcerer Supreme was born into poverty, collecting stray dreams on the outskirts of the Nightmare Realm before finding her way to the Temple of Vishanti. Realizing her potential in the mystic arts, she rose up and became one of the most brilliant students in the Temple. Now, armed with her cunning, daring, and mastery over her Book Of Vishanti and Crimson Orbs Of The Cosmos, The Ancient One has called upon her to be a key player in a much larger, more dangerous game...

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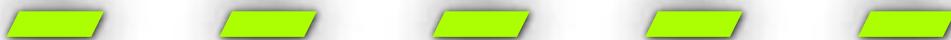
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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5214	485	1936
4-Star ★★★★	13075	1216	4872
5-Star ★★★★★	26216	2437	10630
6-Star ★★★★★★	44733	4158	18140
(Rank 5, Level 65)			

Champion Attributes



- Survivability 5



- Damage 2.5



- Ease of Use 2



- Utility 4



- Defender Strength 2

[Learn more about Champion Attributes](#)

Sorcerer Supreme's Mechanics

Sorcerer Supreme is similar to [Doctor Strange](#) and [Symbiote Supreme](#), in that she gains Power over time and rotates between different Blessings throughout the fight. However, unlike her predecessors, she has greater control over when and how her Blessings rotate. She is also able to store a few “Runes” of her current Blessing whenever she activates a Special Attack, which add beneficial effects to the next few Special Attacks she uses.

Character Class: Mystic

Strengths and Weaknesses

Strengths

- **Versatility**
 - Sorcerer Supreme has access to a huge variety of different effects, including Power Gain, increased Energy Resistance and Attack Rating, Perfect Block, Power Steal, Regeneration, Slow, and many more. Whatever the Contest throws at her, she's got a spell ready to counter it. And on top of all that, she's got a Pre-Fight ability to choose her starting Blessing, to give her even more options.
- **Nullification Aura**
 - Sorcerer Supreme's Special Attack 1 brings a new spin on the Nullify ability. Once the attack is done, she triggers a Nullification Aura around herself, that will slowly Nullify Buffs off the Opponent. This can be an incredibly potent ability in the right match-up, but it does require her to get up close and personal with her Opponent to get the most benefit out of it.

Weaknesses

- **Fragile**
 - Sorcerer Supreme has a relatively low health pool and Physical Resistance. She compensates for this somewhat with her Regeneration, but she's definitely more fragile than the average Champion.
- **Blessing Management**
 - A lot of Sorcerer Supreme's effects are tied to her current Blessing, as she constantly rotates between these during each fight. Making sure you're correctly triggering effects at the right time, while under the right Blessing, is key to using her effectively. Fortunately, she's able to manually rotate her Blessing using a Heavy Attack, so she has ways of getting things back under control if necessary.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Passive

- Basic attacks deal Energy Damage instead of Physical.
- Sorcerer Supreme gains 70% less Power from Attacking, Blocking, and being Struck, but gains 25% of her Max Power every 9 second(s).
- -397.06 Physical Resistance.
- +2250 Energy Resistance.

She doesn't gain quite as much Power over time as Doctor Strange does, but she's also able to gain some via regular attacks.

Dev Notes

Passive – Blessings of the Realm – Pre-Fight Ability

- Sorcerer Supreme rotates between different Blessings every 8 second(s), in the order of **Cytorak's Ferocity**, **Raggadorr's Resolve**, and **Ikonn's Ingenuity**.
- Each fight starts in **Cytorak's Ferocity**, unless a different Blessing is chosen on the Pre-Fight Screen.
- **Cytorak's Ferocity** grants +2079 Attack Rating and increased Critical Damage Rating.
- **Raggadorr's Resolve** grants +1500 Armor and 30% Perfect Block chance.
- **Ikonn's Ingenuity** grants all hits Power Steal for 3% of the Opponent's current Power. Sorcerer Supreme gains 150% of the Power Stolen.

One Blessing for offense, one Blessing for defense, one Blessing for control. Sorcerer Supreme's Pre-Fight ability only allows her to choose either Raggadorr's Resolve or Ikonn's Ingenuity, since Cytorak's Ferocity is the default starting Blessing.

Dev Notes

Special Attacks – Runic Spells

- All Special Attacks store Runes of the current Blessing. Stored Runes have no effect.
- After Runes are stored, Sorcerer Supreme then consumes up to 1 of each Rune to trigger different effects.
- **Runes of Cytorak** Armor Break the Opponent for 12 second(s), reducing Armor Rating by -2250.
- **Runes of Raggadorr** Passively Regenerate Sorcerer Supreme for 894.66 Health over 12 second(s). While this is active, Sorcerer Supreme Regenerates 75% of the damage she takes from Blocked Hits.
- **Runes of Ikonn** Slow the Opponent for 12 second(s), preventing their Unstoppable and Evade effects. Opponents with a natural Class Advantage cannot be Slowed.

Runes are a very important part of Sorcerer Supreme's utility, but they can be a little tricky to understand. Rune empower the next few Special Attacks Sorcerer Supreme uses with bonus effects, depending on how many were gained and what Blessing was present when the Special Attack was used. Here's an example...

Dev Notes

Before the Special Attack is used, she has no Runes:



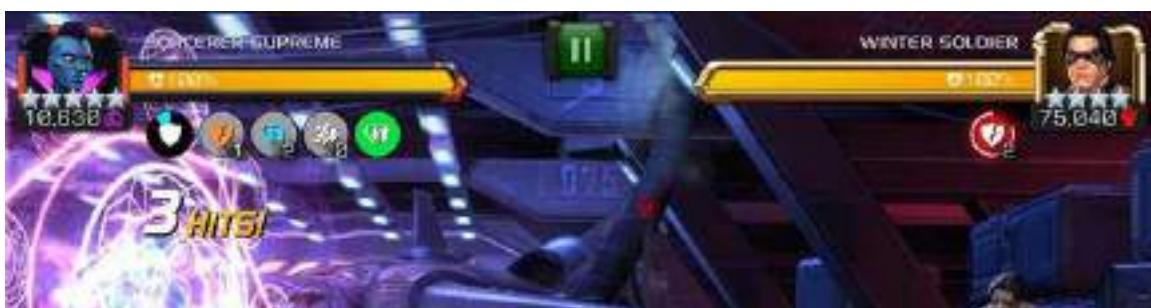
Immediately after triggering the Special 2, she has 3 Runes of Cyttorak:



During that same Special 2, one of the Runes is converted into an Armor Break, leaving 2 behind:



The next time she does an Special 2, she uses another Rune of Cyttorak to trigger second Armor Break, as well as gaining Runes of Raggadorr and triggering a Regeneration:



Heavy Attack

- Rotate to the next Blessing.

Special 1 – Aura of Silence

- Store 2 Rune(s) of the current Blessing.
- The first hit has a 100% chance to Nullify 1 Buff off the Opponent.
- After this attack, Sorcerer Supreme casts a Nullification Aura around herself for 10 second(s). Every 0.75 second(s) the Opponent spends in the Aura, 1 of their Buffs is Nullified.

Since Runes are both stored and consumed when using Special Attacks, this attack effectively grants Sorcerer Supreme 1 Rune of her current Blessing.

Dev Notes

Special 2 – Astral Slide

- Store 3 Rune(s) of the current Blessing.
- After consuming Runes, Pause all Rune effects until 5 second(s) after this attack ends.

Regeneration still happens while the effect is paused, so this Special Attack can be used to get even more healing out of the Runes of Raggadorr.

Dev Notes

Special 3 – Supreme Verdict

- The first time this is used in a fight, store a permanent Rune of the current Blessing. This Rune is never consumed.
- Subsequent uses store 2 non-permanent Runes instead.
- Attack Rating is increased by up to +12474 based on stored Runes.

This attack is useful for when you want to trigger a specific Rune effect for every single Special Attack in the whole fight. The maximum Attack Rating increase is achieved by having 10 stored Runes.

Dev Notes

Signature Ability – Ring of Oblivion

Passive

- Sorcerer Supreme gains +50% Ability Accuracy.
- The Potency of Blessings is increased by 33%.

All of Sorcerer Supreme's abilities already have the default 100% chance to trigger, so the Ability Accuracy she gains in her Signature Ability is more useful for when she encounters Buffs or Opponents who would reduce it.

Dev Notes

Synergy Bonuses

Champions of Battleworld – Unique (4-Star+)

With [Storm \(Pyramid X\)](#)

- Sorcerer Supreme: Rapidly gain a Bar of Power at the start of the Fight.
- Solo: Only affects this Champion and does not stack.

For when you really, really want to trigger the Nullification Aura at the start of the fight.

Dev Notes

Doctors Strange – Unique (5-Star+)

With [Doctor Strange](#) , [Symbiote Supreme](#)

- Sorcerer Supreme, Doctor Strange, Symbiote Supreme: Gain Passive Prowess whenever a Blessing activates, increasing Special Attack damage by 15%. These last until the end of the Synergy Member's next Special Attack, and are capped at 3.

Mystic Arts – Unique (4-Star+)

With [Dormammu](#) , [Doctor Voodoo](#) , [Mordo](#)

- Sorcerer Supreme: The Nullification Aura is paused during any Special Attack.
- Doctor Voodoo: Special Attack 2 can convert up to 3 of any Buff, instead of only converting Loas.
- Dormammu: All effects that Power Drain the Opponent also deal a burst of Energy Damage for 15% of Dormammu's attack.
- Mordo: Mordo's Fury Buffs last an additional 4 second(s).

Bluetiful People

With [Archangel](#) , [Nebula](#) , [The Champion](#)

- All Champions gain +250/325/400 Block Penetration

We definitely never thought we'd use this synergy again...

Dev Notes

GAMMA HORDE – Unique (4-Star+)

With [Hulk](#), [Hulk \(Ragnarok\)](#), [Red Hulk](#), [Joe Fixit](#), [She-Hulk](#)

- Synergy Members: Stun Debuffs inflicted on the Opponent last 25% longer.

Both this synergy and House of Iron do not affect Sorcerer Supreme, they only affect the listed teammates

Dev Notes

House of Iron – Unique (3-Star+)

With [Iron Man](#), [Iron Man \(Infinity War\)](#), [War Machine](#), [Hulkbuster](#)

- Synergy Members: Armor Break Debuffs inflicted on the Opponent have 30% increased Potency.

Recommended Masteries

Mystic Dispersion

- Sorcerer Supreme has access to quite a potent Nullify ability with her Nullification Aura, so she should have an easy time gaining additional Power using Mystic Dispersion. Gaining more Power also means she'll be able to trigger Special Attacks more frequently, so it will be easier to store up Runes.

Despair

- One of the few things that Sorcerer Supreme can't easily answer is opposing Regeneration effects. The Despair mastery gives her an avenue to reduce the Opponent's healing, and she is able to stack up quite a few Armor Break and Slow Debuffs using her SP2.



Author: [MCOC Champion Designers](#)

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Spider-Gwen

Leaping from an alternate reality in which Peter Parker died and she was bitten by a radioactive spider, Gwen Stacy learned the painful lesson that with great power comes great responsibility. Attempting to gain redemption for her fallen friend, she now fights crime as the amazing Spider-Woman. It shouldn't be a problem practicing with her band, getting to class on time, and still trying to protect her identity from Police Lieutenant George Stacy – her father! She's totally got this... right?

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- [Base Stats and Abilities](#)
- [Spider-Gwen's Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

4-Star ★★★★	11167	911	3306
5-Star ★★★★★	29875	2437	9868
6-Star ★★★★★★	50975	4158	16840
(Rank 5, Level 65)			
7-Star ★★★★★★★	49392	4028	16260
(Rank 1, Level 25)			

Champion Attributes



- Survivability 3.5



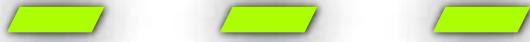
- Damage 3.5



- Ease of Use 3.5



- Utility 3



- Defender Strength 3

[Learn more about Champion Attributes](#)

Spider-Gwen's Mechanics

Spider-Gwen has a tool in her toolkit for a wide variety of fights. If an opponent triggers Unstoppable buff, Spider-Gwen has a Slow to counter. If they want to spam Unblockable attacks, Gwen has a 550% increased Evade rate. The longer the fight goes on, the stronger Spider-Gwen gets. She does whatever a spider can!

Character Class: Science

Basic Abilities: Slow, Evade, Enervate, Stun, Burst Damage

Strengths and Weaknesses

Strengths

- **Easy access Slow**
 - Slow can be a considerable help vs Evade and Unstoppable abilities. Simply land a Heavy Attack and you're good to go!
- **Scaling Damage**
 - Each Spider-Sense charge increases her attack, and her Signature Ability also boosts her Crit Damage. Ramp up the charges for max damage!
- **Her Reach (Attack Animation Hit Frames)**
 - Spider-Gwen can hit opponents from further back than other Champions, and her animations lend to easy chain combos and counter attacks. Play around with spacing between you and your opponent to maximize her potential and reduce incoming block damage!

Weaknesses

- **Coldsnap, True Sense, Slow and Concussion**
 - Despite Spider-Gwen being able to Nullify True Strike, her abilities are still no match for other Anti-Evade measures
- **Block Proficiency**
 - Gwen can dish out the damage, but has a challenging time taking sustained block damage. You'll want to stay on the offensive and work her Evades to your defensive advantage!

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Spider-Sense

- Spider-Gwen begins each fight with 1 charge of Spider-Sense active. Each charge grants +623.7 Attack Rating and a 7% chance to Evade all incoming attacks. Max: 5 charges.
- If fighting a Champion of the Superior Class, begin the fight with an additional 3 Spider-Sense charges.
- When struck 5 times, gain 1 Spider-Sense charge.
- 100% chance when struck by the opponent with a True Strike Buff to Nullify that Buff and gain a Spider-Sense charge.

Spider-Sense charges are the core of Spider-Gwen's damage rotation. The more you have, the more damage she can inflict!

Expert Player Notes

Evade Effects

- +550% Evade Ability Accuracy vs. Unblockable Special Attacks
- While Blocking, this Champion will not attempt to Evade

Blocking as a way to prevent unwanted Evades is a great way to make sure Spider-Gwen behaves in a predictable way. Do you want to immediately counter attack? Blocking is the way to go. Are you low health, or fighting against an Unblockable special attack? Don't block and let her Evade help you out!

Expert Player Notes

Heavy Attacks

- Causes a Slow Debuff on the opponent for 15 seconds, reducing Unstoppable and Evade Ability Accuracy by 100%, and preventing the effects of Unstoppable. Slow won't trigger against natural Class Advantage.

Slow is arguably the most useful tool in Spider-Gwen's kit. The easy-to-access Debuff can counter many annoying Mystic defenders, as well as node based Buffs!

Expert Player Notes

Evade an Attack or Land a Combo-Ending Attack

- Active Hunter-Spider and Trap-Spider effects have their effect duration paused for 0.50 seconds. During Special Attacks, these effects are also paused for the full duration of the attack.

Keep the damage chain going just a little bit longer with this ability! It may give you just enough time to build up to another Special Attack and re-trigger a new effect!

Expert Player Notes

Special 1

- 100% chance to gain a Passive Trap-Spider effect for 10 seconds. This grants +278.09 Critical Damage Rating and allows attacks a 30% chance to Enervate the opponent, preventing them from gaining Power when struck for 5 seconds.
- Gain 1 Spider-Sense charge after activating this attack.

Special 1 is the key way to build up Gwen's Spider-Sense charges. For opponents with larger health pools, you'll want to throw a few of these before going off on bigger combos or Special Attacks!

Expert Player Notes

Special 2

- 100% chance to inflict a 4 second Stun Debuff.
- This Stun Debuff also reduces Regeneration Rate and Combat Power Rate by 80% while active.

This stun is especially useful against opponents that have Power Gain or Regeneration nodes, to keep their abilities in check

Expert Player Notes

Special 3

- 100% chance to gain a Passive Hunter-Spider effect for 18 seconds, causing each attack to deal a burst of extra Physical Damage equal to 55% of Spider-Gwen's attack damage dealt.

The burst of Physical Damage is directly tied to how many Spider-Sense charges Gwen has active. The more charges she has, the greater the direct damage she inflicts!

Expert Player Notes

Signature Ability – Web Warrior

Passive

- With greater experience in The Contest, Spider-Gwen learns to do whatever a spider can and gains the following ability improvements:
 - Slow Debuff lasts 3 seconds longer.
 - +143.62 Critical Damage Rating for each Spider-Sense charge.
 - Special 2 Stun reduces Power & Health gains by an extra +70%.
 - +45% Hunter-Spider and Trap-Spider ability duration.

A high Signature Ability level means that not only is Spider-Gwen able to keep the opponent Slowed for longer, but can invert power and health gains as well!

Expert Player Notes

Synergy Bonuses

Enemies

With [Red Hulk](#), [Thanos](#), [Ultron \(Classic\)](#)

- All Champions gain +155 Critical Rating

Enemies

With [Rhino](#), [Daredevil](#)

- All Champions gain a +155 Critical Rating

Gwenom Rising – Unique

With [Venom](#), [Carnage](#), [Venom the Duck](#), [Symbiote Supreme](#)

- Gwen's Spider-Sense charges are evolved, reducing their evade chance by half. They also now grant an additional +10% Attack rating each and their max cap is raised by 1.

Rivals

With [Punisher](#)

- All Champions gain +115 Critical Damage Rating

Romance

With [Spider-Man](#)

- All Champions gain +5% Power Gain

Recommended Masteries

Despair

- Spider-Gwen is going to be inflicting many Debuffs during a fight. Each Debuff helps to reduce Healing and Power gain by a sizable amount!

Pacify

- Spider-Gwen's Special 2 inflicts Stun, as do her parries (with Parry mastery active). Each stun reduces the opponent Ability Accuracy!

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [Rob.vonShoe](#)



Author: [MCOC Champion Designers](#)

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Spider-Ham

Peter Porker picked a profession of punishing punks. How so, you ask? Well, Peter was once an everyday spider who (in a horrible accident involving a scientist and an atomic hair dryer) was bit by a radioactive pig! Peter was transformed, retaining all of his spider powers but taking on the form of an anthropomorphic Pig.

With these new powers, he adopted the surname of the scientist who bit him, May Porker, and became Spider-Ham! Now he's set out to send the bad guys of The Battlerealm crying all the way home.

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- [Base Stats and Abilities](#)
- [Spider-Ham's Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5093	525	1963
4-Star ★★★★	12771	1317	4938
5-Star ★★★★★	25606	2640	10620
6-Star ★★★★★★	43693	4504	18120

(Rank 5, Level 65)

Champion Attributes



- Survivability 3.5



- Damage 4



- Ease of Use 3.5



- Utility 2.5



- Defender Strength 4

[Learn more about Champion Attributes](#)

Spider-Ham's Mechanics

Spider-Ham places his Patent Pending Porker Poppers on the Opponent when he strikes them with Medium Attacks. These Porker Poppers are improved versions of Power Sting, and deal additional damage to the Opponent when they use a Special Attack.

On top of that, he builds Spider-Nonsense over time as long as the Opponent has at least 1 Bar of Power, and the higher his Nonsense is,

the higher chance he has to re-apply new Porker Poppers whenever they're triggered. Taunt and bait the Opponent's Specials at the right time to deal huge bursts of damage and give them a real dose of slapstick!

Character Class: Science

Basic Abilities: Spider-Nonsense, Porker Poppers, Spider-Sense, Taunt

Strengths and Weaknesses

Strengths

- **Champions who launch repeated Special Attacks in quick succession**
 - Champions like Sasquatch and Doctor Doom are able to activate lots of Special Attacks back-to-back. Spider-Ham punishes these champions by applying fresh Porker Poppers each time they activate another Special, dealing a lot of damage.
- **Power Gain Champions**
 - Spider-Ham's abilities are significantly improved while he has a high level of Spider-Nonsense. Nonsense increases faster for each Bar of Power the Opponent has, so against Champions who gain additional power, he's able to spend more of the fight at high levels of Spider-Nonsense

Weaknesses

- **Champions with powerful Basic Attacks**
 - Spider-Ham is great at punishing Special Attacks, with his Porker Poppers and Spider-Nonsense. However, if a Champion is able to get through a fight simply using powerful basic attacks, then they can avoid a lot of Spider-Ham's threats
- **True Accuracy and other anti-Evade effects**
 - Spider-Ham uses Evade both on Attack and Defense, so he struggles against Opponents who are able to ignore or disable Evade.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Passive

- +306.82 Physical Resistance

Spider-Nonsense

- Spider-Ham's cartoonish nature increases the more danger he is in. Spider-Nonsense starts at 0 and increases over time as long as the Opponent has at least 1 Bar of Power, increasing faster for each additional Bar of Power they have.
- Every stack of Spider-Nonsense reduces Degeneration effect potency by 15%, and Passively reduces damage taken during the Opponent's Special Attacks by 5%.
- While Spider-Nonsense is at 6 or more, Spider-Ham has a 35% chance to Evade. This Evade will not trigger while Blocking.
- While Spider-Nonsense is at 10, Spider-Ham will not gain any for 6.50 second(s), after which it resets back to 0. Spider-Nonsense resets to 3 against Mystic Champions.

Spider-Nonsense is one of Spider-Ham's main mechanics. In addition to the always-active benefits listed here, a few of Spider-Ham's other abilities also grow stronger the more Spider-Nonsense he has. So when playing as Spider-Ham, try to keep your Nonsense as close to 10 as possible, as much as possible.

When playing against Spider-Ham, you also need to keep track of his Nonsense, because, once it hits 6, he has a very solid chance to Evade.

Dev Notes

Heavy Attack

- Remove 2 Spider-Nonsense.

Since staying close to 10 Nonsense is very beneficial to Spider-Ham's abilities, you can use his Heavy Attack to reduce Nonsense when it gets too high. If this is used while Nonsense is at 10, it'll also stop the reset timer.

Dev Notes

Medium Attacks

- 50% chance to place a Porker Popper on the Opponent for 9 second(s), dealing 2702.4 Direct Damage when they activate a Special Attack.
- The chance is increased by 25% flat if the Opponent is Stunned or Spider-Ham is Unblockable.

Porker Poppers are Spider-Ham's other main mechanic. See below for the full list of their effects, but the important thing to note here is that his Medium Attacks apply Poppers, and he has a higher chance to do so

while the enemy is Stunned, and while Ham is Unblockable

Dev Notes

Dash Back and Hold Block

- Activate Spider-Sense, granting 100% chance to Evade. This Evade will trigger even while Blocking.
- When this Evade triggers, Spider-Sense goes on cooldown for 12 second(s).

This ability is a nice bit of utility for Spider-Ham's kit. By dashing backwards and holding block, he is guaranteed to Evade the next incoming hit. While this won't help him if he's already getting struck during an enemy combo, he can use this to Evade certain tricky Special Attacks or hits from his Opponents.

Dev Notes

Evade Effects

- Whenever Spider-Ham Evades, he becomes Unblockable for 1.20 second(s) and Taunts the Opponent for 7 second(s).
- Opponents that are Taunted have their Attack reduced by 40% and have a 70% higher chance to activate a Special Attack.

These effects will occur whenever Spider-Ham Evades, whether it's through his Nonsense, by dashing back and holding block, or from a Quest buff. This is also a convenient way to trigger Unblockable and increase his chance to apply Porker Poppers.

Dev Notes

Porker Poppers

- Any Power Sting Debuff on the Opponent is automatically upgraded into a Patent Pending Peter Porker Power Popper Debuff. Porker Poppers are still treated as Power Stings for all other abilities.
- Whenever a Porker Popper is triggered, there is a 8.50% chance per Spider-Nonsense for it to be replaced by 1 new Porker Popper(s), each lasting 9 second(s) and dealing 2702.4 Damage.
- Porker Poppers deal a burst of up to 3378 additional Passive Direct Damage when they trigger, scaling with how much Power the Opponent had.
- The additional damage is increased by 60% for each Bar of Power the Opponent had when they were triggered.

Porker Poppers are like Power Stings, but better. To start off, they deal damage when Opponents trigger Special Attacks, and will count as Power Stings for any Quest buff that cares about them. However, Poppers also deal significantly more damage if the Opponent had more Power when they were triggered, and they have a solid chance of re-applying themselves afterward, depending on how high his Spider-Nonsense is.

Dev Notes

Special 1 – The Set-Up

- Pause any Porker Poppers currently on the Opponent until they activate a Special Attack.
- After this Special Attack, Taunt the Opponent for 7 second(s).

This Special Attack is great for ensuring the Opponent takes damage from Porker Poppers, since they will be paused until the next time they use a Special Attack, which is when the Poppers deal their damage. This attack also Taunts the Opponent, to increase the chance of them using a Special Attack.

Dev Notes

Special 2 – The Punchline

- This attack is Unblockable if the Opponent is Taunted.
- Set Spider-Nonsense to 10, and pause its reset timer for 7 second(s).
- Place 3 Porker Poppers on the Opponent, each lasting 9 second(s) and dealing 2702.4 Damage.

This attack is great for boosting up your Nonsense, and keeping it there for a while. This means that any Poppers triggered while Nonsense is paused at 10 will have an 85% chance to be re-applied, as well as all the other benefits that Nonsense grants. Be careful of this attack while fighting Spider-Ham, since Spider-Ham has a couple different ways to Taunt the Opponent, and this attack is very hard to dodge with Dexterity.

Dev Notes

Special 3 – That's All, Folks!

- If the Opponent has triggered fewer than 15 Porker Poppers in this fight, place 4 Porker Popper(s) on them.
- If the Opponent has triggered 15 or more Porker Poppers in this fight, place a Porker Popper on them for every Porker Popper that was triggered. This can only occur once per fight. Max: 25 Porker Poppers.

- Each Porker Popper placed by this Attack lasts for 10 second(s) and deals 2702.4 Damage.

With the right amount of setup, this attack has the potential to deal ridiculous amounts of damage. First, use the rest of Spider-Ham's abilities to get the Opponent to trigger at least 15 Porker Poppers. They have to actually trigger, you can't just apply them.

Then, push the Opponent to at least 2 Bars of Power, get Ham's Nonsense to 10, and use this attack to apply 15-25 Porker Poppers. If the Opponent then uses a Special Attack while those Poppers are active, they'll take a huge burst of additional damage for how high their Power was, and they'll get 12-21 new Porker Poppers because of how high Nonsense was.

You can then get Ham back up to an SP1 and Pause these new Poppers for another big burst of damage.

Dev Notes

Signature Ability – Hamming It Up

- Whenever Spider-Ham Evades, he places a Porker Popper on the Opponent.
- Whenever Spider-Ham is Struck while Stunned, 30% chance to remove 1 Spider-Nonsense and place a non-stacking Porker Popper on the Opponent.
- These Porker Poppers last for 14.01 second(s) and 1576.4 924 Damage.
- While Spider-Nonsense is at 10, it lasts for an additional 2 second(s) before resetting.

While attacking as Spider-Ham, this sig is a nice way to apply additional Porker Poppers to the Opponent whenever you use his dash-back-Evade mechanic. The last point there is also incredibly useful, since it increases the amount of time that he gets to spend at 10 Nonsense before it resets.

On defense, this signature ability is very threatening, since he gains the ability to apply Porker Poppers to the Opponent whenever he is struck while he's Stunned.

Dev Notes

Synergy Bonuses

- **2 Days? Try 30 Years!** – Unique Synergy – 3-star and up
 - With [Spider-Man \(Miles Morales\)](#)
 - Spider-Ham: Spider-Nonsense resets to +3 more than it would normally.
 - Spider-Man (Miles Morales): Venom Blast can trigger Fatigue, Stun, and/or Power Drain, regardless of the Opponent's Class. Triggering any Venom Blast Debuff grants a Fury Buff, increasing Attack Rating by 20% of Base Attack for 6 second(s).
- **Saturday Morning Cartoons** – Unique Synergy- 4-star and up
 - With [Mojo](#)
 - Spider-Ham: Whenever an Opponent's Special Attack triggers at least 10 Porker Poppers, the Special Attack Damage Reduction from Spider-Nonsense is 100% stronger for that Special Attack.
 - Mojo: Whenever one of the Opponent's Buff's expires or is Nullified, pause the Anti-Life field for 1 second(s).

Each point of Nonsense provides Spider-Ham with 5% damage reduction against Special Attacks. With this synergy, that reduction is doubled. So if the Opponent launches a Special Attack while they have 10 Poppers, and Ham has 10 Nonsense, then the Special Attack won't deal any damage.

Dev Notes

- **Swinester Six's Most Wanted** – Unique Synergy – 4-star and up
 - With [Spider-Gwen](#)
 - Spider-Ham: When fighting #Sinister Six or #Symbiote Champions, the damage from Porker Popper Debuffs, and their additional burst of damage, is increased by +50%.
 - Spider-Gwen: When fighting #Sinister Six or #Symbiote Champions, Spider-Gwen begins the fight with Trap-Spider and Hunter-Spider active.
- **Fourth Wall Crawler** – Unique Synergy – 3-star and up
 - With [Gwenpool](#), [Goldpool](#), [Platinumpool](#), [Squirrel Girl](#)
 - Spider-Ham: Porker Popper duration is increased by 20%.
 - Gwenpool: Gain Vigilance while the Opponent is Bleeding, making attacks unable to Miss.
 - Goldpool, Platinumpool: Gain an indefinite Fury Buff whenever a Debuff expires on the Opponent, increasing Attack Rating by +10%, stacking up to 10 times.
 - Squirrel Girl: Well-Timed Blocks have 30% Perfect Block chance, and inflict Tippy's Medium Attack Bleed.
- **Teammates** – 2-star and up
 - With [Spider-Man](#) , [Spider-Man \(Stark Enhanced\)](#) , [Spider-Man \(Stealth Suit\)](#)
 - All Champions gain +3/4/5% Perfect Block Chance.

Recommended Masteries

Despair

- Spider-Ham is easily able to apply lots of Debuffs to his Opponent, mostly though Porker Poppers and Taunt. Thanks to the Despair mastery, he can therefore also easily reduce his Opponent's Regeneration Rate down to 0%, causing their healing abilities to do nothing.

Greater Strength

- Both the baseline damage of Porker Poppers, and their bonus damage based on the Opponent's power, scale up with Spider-Ham's attack. So he gets additional benefit from raising his base Attack Rating through the Strength masteries.



Author: [MCoC Champion Designers](#)

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Spider-Man 2099

Miguel O'Hara, a brilliant geneticist from the year 2099 goes through a series of incidents that culminate with him having his genetic code spliced with the DNA of a spider. He gains several spider related powers similar to the original Spider-Man, like superhuman agility, strength and wall crawling. However, his powers are slightly different from the original, he can organically create his own webs, he has retractable claws and instead of spider-sense he has a hyper accurate vision which is so powerful that it essentially works as an early warning system.

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- [Spider-Man 2099's Mechanics](#)
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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5093	503	1918
4-Star ★★★★	12771	1261	4807
5-Star ★★★★★	25606	2527	10630
6-Star ★★★★★★	43693	4311	18130

(Rank 5, Level 65)

Champion Attributes



- Survivability 3



- Damage 3.5



- Ease of Use 3



- Utility 3



- Defender Strength 1

[Learn more about Champion Attributes](#)

Spider-Man 2099's Mechanics

Spider-man 2099's Light and Medium attacks inflict Rupture on the Opponent, and those Ruptures explode in bursts of damage then the Opponent gains a bar of Power. Additionally his Special Attack 2 inflicts a burst of damage for every unique Debuff on the opponent. When he gains a Buff he pauses his personal Debuffs on the Opponent for a few seconds. As a result, he can stack many Debuffs on the Opponent and use Dexterity to trigger a Buff to pause his Debuffs. This means he can keep his Debuffs paused until he reaches Special Attack 2.

Character Class: Science

Basic Abilities: Rupture, Wither, Exhaustion, Resistance Up

Strengths and Weaknesses

Strengths

- **Opponents with Power Gain**
 - Spider-Man 2099's Wither is so powerful that one stack is strong enough to reverse any Power Gain on the Opponent.
- **Resonate and Despair Mastery friendly**
 - Spider-Man 2099 greatly benefits from stacking as many Debuffs on the Opponent as possible, the Resonate Mastery makes that easier to accomplish and Despair further capitalizes on the Debuff stacking.

Weaknesses

- **Purify**
 - Spider-Man 2099 needs to keep the Opponent Debuffed in order to maximize his damage, removing those Debuffs causes his damage to decrease.
- **Dots that deal direct damage**
 - His resistances won't be able to do much against Damage Over Time effects that deal direct damage.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Always Active

- Spider-Man 2099 cannot gain Buffs, whenever he would gain a Buff he instead pauses his personal Debuffs for 5 second(s).
- While Dodging backward, Spider-Man 2099 is not struck by attacks. Dodging an attack this way triggers his Debuff pausing ability.
- Gain 75% Damage Resistance if the Opponent is under the effect of True Strike or if the hit deals True Damage.

Any Buff from any source will trigger his Debuff pausing ability.

Dev Notes

Rupture – 20 Stacks

- Light and Medium attacks have 25% chance to inflict Rupture, dealing 862.2 Physical Damage over 10 second(s). 100% chance to inflict Rupture on a block if the Opponent is suffering from a Wither Debuff.
- An Opponent takes a Burst of 1293.3 Physical Damage for each Rupture on them if they reach zero power or when they gain a bar of Power. Ruptures are consumed after this effect takes place.

Striking into the block of an Opponent suffering from the Wither Debuff is the most reliable way to inflict lots of Rupture.

Dev Notes

Heavy Attacks

- Inflict an Exhaustion Debuff, decreasing Critical Damage Rating by 65.53 and the potency of their Power Gain effects by 15% for 15 second(s). Max 5 stacks.

Resistance Up – Max 100 stacks

- When attacked there is a 100% chance to gain an indefinite Resistance Up Passive, increasing Physical Resistance by 87.5 and Energy Resistance by 93.75.
- Interrupting Spider-Man 2099 while he is charging a Heavy Attack removes all Resistance Up stacks. If at least 20 stacks were removed this way, he inflicts a Wither Debuff, reducing Ability Power Rate by 150% for 20 second(s).
- When Spider-Man 2099 pauses his personal Debuffs, he consumes 5 stacks of Resistance Up and increases the pause duration by 5 second(s). This effect has a 10 second(s) cooldown.

As an Attacker, Resistance Up is better used as a resource that helps to increase the duration of the Debuff pauses. It is usually not worth saving it for its defensive value.

Dev Notes

Special 1 – Raging Claws

- Last three hits have a 100% chance to inflict Physical Vulnerability Debuff, decreasing Physical Resistance by 250 for 15

- second(s). Max 15 stacks
- On activation gain 15 stacks of Resistance Up Passive, increasing Physical Resistance by 87.5 and Energy Resistance by 56.06.

This Special provides enough stacks of Resistance Up to allow for Spider-Man 2099 to extend his Debuffs for up to a total of 30 seconds. More than enough time to reach Special 2 with many paused Debuffs.

Dev Notes

Special 2 – Maximum Pressure

- On activation inflicts a Wither Debuff, reducing Ability Power Rate by 150% for 15 second(s). Max 5 stacks.
- Each hit deals a Burst of 1616.63 Physical Damage per Unique Debuff on the Opponent.

Special 2 is the biggest source of damage for Spider-Man 2099, provided that the Opponent is suffering from lots of Debuffs. This attack also inflicts a Wither Debuff which allows Spider-Man 2099 to inflict Rupture through blocks, increasing his damage even further.

Dev Notes

Special 3 – Spider Venom

- Inflict a Stun Debuff for 4 second(s).
- Inflict a Slow Debuff, lasting 25 second(s), reducing Unstoppable and Evade Ability Accuracy by 100% and preventing the effects of Unstoppable. Slow won't trigger against natural Class Advantage. Slow counts as 4 Unique Debuffs.

The Special 3 is not required for his ideal gameplay loop, but in a long fight a skilled player can use his Debuff pausing ability to bring Slow all the way back to Special 2, where it would count as 4 unique Debuffs and thus doubling the potential damage for Special 2.

Dev Notes

Signature Ability – Persistent Ruptures

- Ruptures have 80% chance to not be consumed when a Burst of Physical Damage triggers.
- +25% Combat Power Rate while the Opponent is affected by a Wither Debuff.

Against a Champion that has Power Gain, Spider-Man 2099 can invert their Power Gain with Wither, hit them until they gain a bar of Power, let the reverse Power Gain bring their Power down, then hit them back to a bar of Power. This would allow you to trigger a bigger burst of damage with Rupture than would normally be possible.

Dev Notes

Synergy Bonuses

Spider-Verse Veterans – Unique

With [Spider-Man](#), [Spider-Gwen](#), [Spider-Ham](#), [Spider-Man \(Miles Morales\)](#)

- Spider-Man 2099: Gain 100% chance to Evade the first time he is struck in a fight.
- [Spider-Man \(Classic\)](#), [Spider-Gwen](#), [Spider-Ham](#), [Spider-Man \(Miles Morales\)](#): Gain an Unstoppable Passive for 1 second(s) after an Evade triggers. This effect has a 9 second(s) cooldown.

Symbiote Problems – Unique

With [Venom](#), [Carnage](#)

- Spider-Man 2099: Special Attack 3 inflicts a Poison Debuff, dealing 85% of Attack in Direct Damage and reducing health recovery by 30% over 25 second(s).
- [Venom](#): On a Heavy Attack gain an Aptitude Buff, increasing the effect of Fury, Armor and Precision Buffs by 50% for 10 second(s). This effect has a 10 second(s) cooldown.
- [Carnage](#): Unblockable Specials gain 25% increased Attack Rating.

A.I Enthusiasts – Unique

With [Spider-Man \(Stark Enhanced\)](#), [Iron Man](#), [Scarlet Witch \(Classic\)](#)

- Spider-Man 2099: Second Medium attacks have a 25% chance to trigger Spider-Man 2099 Debuff Pausing ability.
- [Spider-Man \(Stark Enhanced\)](#): On a Well Timed Block 33% chance to gain a Bulwark Passive, granting 700 Block Proficiency for 10 second(s).
- [Scarlet Witch \(Classic\)](#): When granting a Buff on herself, gain 15% of a Bar of Power over 3 second(s).
- [Iron Man](#): Heavy Attack inflicts a Power Drain, removing 50% of the Opponent's current power over 5 second(s). This effect has

a 20 second(s) cooldown.

Co-Workers – Unique

With [Sabretooth](#), [Longshot](#), [Psylocke](#)

- Spider-Man 2099: Spider-Man 2099 gains 85 Critical Rating per Unique Debuff on the Opponent.
- [Sabretooth](#): Blocking an attack has 10% to grant a Regeneration Passive that heals 25% of the damage taken from the block over 25 second(s).
- [Longshot](#): When Longshot Nullifies a Regeneration Buff, gain a Regeneration Buff, healing 5% of base health over 10 second(s).
- [Psylocke](#): Attacking an Opponent with 0 Power reduces their Defensive Ability Accuracy by 50%.

[Sabretooth's](#) Signature Ability increases the Ability Accuracy of this Co-Workers synergy.

Dev Notes

Recommended Masteries

Resonate

- The extra Debuff from Resonate will increase Spider-Man 2099's Special 2 damage potential.

Despair

- Spider-Man 2099 inflicts many Debuffs on the Opponent, causing despair to greatly reduce the healing effectiveness on the Opponent.



Author: [MCoC Champion Designers](#)

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Spider-Man (Classic)

Peter Parker, a nerdy scientist, leads a secret double life as the Amazing Spider-Man! Swinging through the streets on his webs, he tackles the most despicable criminals of New York City with his spectacular strength, acrobatic skills, and Spidey Sense. All in a day's work for your Friendly Neighborhood Spider-Man!

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- [Base Stats and Abilities](#)
- [Spider-Man \(Classic\)'s Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5093	534	1894
4-Star ★★★★	12771	1339	4762
5-Star ★★★★★	25606	2685	10550
6-Star ★★★★★★	43693	4581	18000
(Rank 5, Level 65)			
7-Star ★★★★★★★	42336	4439	17380
(Rank 1, Level 25)			

Champion Attributes



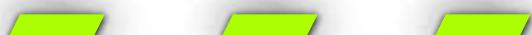
- Survivability 4



- Damage 3



- Ease of Use 4



- Utility 3



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

Spider-Man (Classic)'s Mechanics

Spider-Man swings back into the Contest with a brand new set of abilities, and a new drip to boot! Who said you can't teach an old spider new tricks?

With this update, Parker has finally fixed up his old malfunctioning web shooters, and can now actually web up his Opponent! The

stacks of Webbing Passive he applies on his Sp1 constitute the core of his gameplay. As the stacks of Webbing on the Opponent increase, corresponding Debuffs are applied to the Opponent. These last indefinitely, so long as the stack count on Webbing remains high enough.

To keep that Webbing up, you'll want to control your Opponent's movement and actions as much as possible. A little bit of Webbing's duration falls off each time the Opponent attacks OR moves. Attacking is pretty self explanatory, but to be clear, "moving" is defined as when the Champion dashes forwards or backwards, evades, or stands up off the ground. So while playing, do your best to keep the opponent under lock so that they don't dance around too much and shake off the Webbing.

To help with that, Spider-Man applies copious stacks of Taunt to the Opponent to ensure that you rarely have to wait around baiting Specials. It's worth noting that multiple stacks of Taunt *do not* make the Opponent *extra* likely to throw Specials. But they do lower the Opponent's Attack Rating, and feed the rest of Spidey's kit, so stack away!

As for the Debuffs that come from Webbing, the first is a Debilitate that's primary purpose is to enhance the Stun Debuff from Spidey's Special 2, allowing you to get more hits in, apply more Taunts, and do more damage. It also affects the Parry Mastery, straight up allowing you to string combos together like a true master of the Way of the Spider!

The Decelerate's purpose is fairly obvious. It's more intended as an Evade counter than an Unstoppable counter, though it functions well as both once Spider-Man is Sigged. Keep in mind that Decelerate is a *flat* decrease in AA, which means that it will completely shut off an Evade so long as the Evade's original chance is lower than 50%.

Throwing a second Special 1 will reward you with a Suppression Debuff. That, along with the effect of Taunt, should make controlling the Opponent's Specials a breeze, allowing you to stay hyper-aggressive as you swing away!

Character Class: Science

Basic Abilities: Taunt, Evade, Decelerate, Suppression, Stun

Strengths and Weaknesses

Strengths

- **Opponent Special Control**
 - No one Taunts like Spider-Man! With his constant application of Taunt and Suppression, Spider-Man rarely has to worry about his Opponent's Special 3, or even Special baiting in general.
- **Sustainability**
 - Stacking all of those Taunts massively reduces the Opponent's Attack Rating, meaning Spider-Man can really take the hits! This can be further enhanced through his Signature Ability, or by investing in the Inequity Mastery. Plus, Spider-Man has a pretty darn good Evade chance, so it's rare that the Opponent ever lands a full combo against you.
- **Counters Evade and Unstoppable**
 - Especially when Sigged, Spidey's Webs do a great job ensuring that his Opponents don't move around too much. Even when Unsigned, a single stack of Decelerate turns off all Evades and Unstoppables with original chance less than 50%.

Weaknesses

- **Long Special Attacks**
 - Since each attack in a Special Attack counts as an "attack," Opponents with many hits in their Specials can more quickly chew through Spider-Man's Webbing. If you're having trouble with this, try using the Onomatopotent synergy which increases Webbing duration.
- **Purify**
 - Like many Science Champions, Spider-Man depends heavily on Debuffs to fuel his abilities. Without them, he doesn't do much of anything really.
- **Stun Immunity**
 - In the same vein as Purify, since Spider-Man relies on the Stun in his Special 2 to deal most of his damage, if he can't apply the Stun, most of his damage goes away.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Always Active

- Spider-Man's Basic Attacks have a 25% chance to inflict a Taunt Debuff for 7 seconds, reducing their Attack Rating by 1%. This chance increases by a flat 75% against Stunned Opponents.
- Spider-Man has a 2% chance to Evade attacks for each Taunt effect on the Opponent. This does not trigger while Blocking, unless the attack is Unblockable.
- The duration of Stun Debuffs on non-Skill Opponents cannot be reduced, and while the Opponent is Stunned their Ability Power Rate is reduced by 50%.

You'll want to Parry as much as possible in order to get the most Taunt Debuffs on the Opponent. In turn, these Taunts should work wonders in reducing the amount of chip damage taken through Block.

Dev Notes

Webbing

- Spider-Man uses his Special Attacks to web up his Opponent. As more Webbing is applied, the Opponent suffers various non-stacking Debuffs. Webbing falls off slowly as the Opponent attacks and moves.
- 1+ Webbing: Debilitate Debuff of 35% potency.
- 2+ Webbing: Decelerate Debuff of 50% potency.
- 3+ Webbing: Suppression Debuff of 15% potency.

Remember that the Debuffs from Webbing are applied each time a new stack of Webbing is added, so long as the current Webbing stack count matches the listed Webbing threshold above. The Debuffs will stay until the stack count falls below the same threshold. The timer on each stack of Webbing will go down a little each time the Opponent uses any attack, or moves (dashes or stands up).

Dev Notes

Special 1 – Web-Slinger

- Each web-shooter attack applies 1 stack of Webbing to the Opponent.

There are two web shooter attacks in this Special, so with a single Special 1, you will have the Debilitate and Decelerate Debuffs on the Opponent. The second Special 1 will give you the Suppression and, if you have Spider-Man Awakened, a second copy of each Debuff.

Dev Notes

Special 2 – Swingin'

- This attack inflicts a Stun Debuff on the Opponent for 3 seconds.
- While this Stun is active, the Opponent's Physical Resistance is lowered by 964.29 for each Taunt on them.

The main source of damage in Spider-Man's rotation. Throw this with 1 or more Debilitates on the Opponent to chain more hits into this Stun, allowing for even greater damage. For a short fight, you should only need a single Special 1, but for longer fights you may want to consider throwing two Special 1s for increased damage and control.

Dev Notes

Special 3 – Thwip, Thwip, Pow!

- Applies 5 stacks of Webbing.

A simple attack with a simple effect. Hit the Opponent with this and you won't have to worry about Webbing durations for a while!

Dev Notes

Signature Ability – Spider-Sense

- Increased agility coupled with a sixth sense for imminent danger grants a 27.95% chance to Evade attacks. This does not trigger while Blocking, unless the attack is Unblockable.
- The duration of Spider-Man's personal Taunts is increased by 4 seconds.
- The potency of Spider-Man's personal Taunts is increased by 2% flat.
- 4+ Webbing: The Debuffs from Webbing can stack up to 2 times.

Further increases Spider-Man's survivability and damage through strengthened Taunts, and grants him even more control and utility through an additional stack of his Debuffs.

Dev Notes

Synergy Bonuses

You're Like Me! – Unique (3-Star+)

With [Spider-Man \(Symbiote\)](#), [Spider-Man \(Stealth Suit\)](#), [Spider-Man \(Stark Enhanced\)](#), [Spider-Man \(Supreme\)](#)

- #Spider-Verse Heroes: Gain a 10% chance to Evade. Does not trigger while Blocking, except against Unblockable attacks.

Onomatopotent – Unique (5-Star+)

With [Wolverine](#), [Nightcrawler](#)

- **Spider-Man:** *THWIP* Webbing falls off 50% slower.
- **Wolverine:** *SNIKT* Bleed duration is increased by 15%
- **Nightcrawler:** *BAMF* +40% flat Evade Ability Accuracy.

Holding Back This Whole Time – Unique (4-Star+)

With [Doctor Octopus](#)

- **Spider-Man:** Heavy Attack inflicts a non-stacking Injury Debuff for 13 seconds. Hitting an Injured Opponent bypasses 100% of Physical Resistance.
- **Doctor Octopus:** Gain a 15% chance to Evade attacks for each active Breakthrough. Does not trigger while Blocking.

Obsession – Unique

From [Kraven](#), with [Spider-Man \(Symbiote\)](#)

- **Kraven:** Once per fight, when receiving damage that would result in a knockout, gain an Immortality Buff preventing death for 8 seconds.
- **Spider-Man (Classic):** 8+ Webbing: Root Debuff lasting 2 seconds.
- **Spider-Man (Symbiote):** Armor Break Debuffs are paused during Specials, and their duration is increased by 7 seconds.

My Kitty Senses Are Purring – Unique

From [Black Cat](#), with [Spider-Man \(Symbiote\)](#)

- **Black Cat:** While the Heist is not active, gain a 10% chance to Evade for each #Spider-Verse Heroes team member.
- **Spider-Man (Classic) & Spider-Man (Symbiote):** On Evade, inflict a Physical Vulnerability Debuff reducing the Opponent's Physical Resistance by 413 for 30 second(s).

Spider-Monkey – Unique

From [Hit-Monkey](#)

- **Hit-Monkey:** When fighting #Mercenary Opponents, gain the effects of the level 1 Assassin Mastery. If the Assassin Mastery is already acquired, it instead activates when the Opponent is below 25% of their Maximum Health.
- **Spider-Man: (Classic):** 6+ Webbing: Fragility Debuff that increases the Critical Damage Rating of incoming Hits by 2400 and reduces Block Proficiency by 50%.

The Way Of The Spider – Unique

From [Shang-Chi](#)

- **Shang-Chi:** Critical Hits bypass +20% of Armor and Resistances.
- **Spider-Man (Classic):** Spider-Man can use Perfect-Timing while performing a Well-Timed Block or Dodging an attack to inflict a Physical Vulnerability Debuff reducing the Opponent's Physical Resistance by 1400 for 30 seconds. Max 3 stack(s).
-

Recommended Masteries

Inequity

- Since Spider-Man applies so many Taunt Debuffs to his Opponent, the additional Attack Rating reduction shunts his Opponent's damage down pretty much as low as it can go, making him even safer to play.

Despair

- With all the Debuffs on them, Despair is a great way to ensure that Opponent's aren't Healing off of the Willpower Mastery. Or at all really.

Petrify

- With both of his Debilitate Debuffs active, Spider-Man's Parry Stun lasts a surprisingly long time! Use this to further control the enemies Power and Healing.



Author: [MCOC Champion Designers](#)

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Spider-Man (Miles Morales)

In an alternate reality where Peter Parker died while protecting his friends and family, teenager Miles Morales was bitten by a genetically enhanced spider and discovered that he now possessed the same powers as his fallen idol. With the world mourning the loss of one of their greatest heroes, Miles decided to take on the mantle of Spider-man. Miles knows that with great power must come great responsibility, but can he live up to the legacy set before him?

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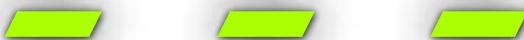
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- [Spider-Man \(Miles Morales\)'s Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5093	503	1952
4-Star ★★★★	12771	1261	4904
5-Star ★★★★★	25606	2527	10180
6-Star ★★★★★★	43693	4311	17360
(Rank 5, Level 65)			

Champion Attributes



- Survivability 3



- Damage 3



- Ease of Use 4



- Utility 2



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

Spider-Man (Miles Morales)'s Mechanics

Miles, and anyone hoping to master his playstyle will learn the ins and outs of being a hero. Master using basic combos, dodge attacks, and blocking the opponent to gain bonuses through the fight! Use Miles' full arsenal to apply as many Debuffs on the opponent as possible and deal some massive damage with his Special 2!

Character Class: Science

Basic Abilities: Taunt, Rupture, Weakness, Shock, Power Sting

Strengths and Weaknesses

Strengths

- **Taunt**
 - Opponents with pesky Power Gain, or just not wanting to cooperate with their Special Attacks is no problem when you've got a Taunt Debuff on them!
- **Debuff Damage**
 - Miles gets a lot of his damage spikes from Damage Over Time effects, use this to help get around opponents with lots of Armor!

Weaknesses

- **Shock immune**
 - Lots of Miles' damage comes from the Shock in his Special 2. Watchout for Shock Immune champions!
- **Debuff Shrug**
 - Miles relies heavily on applying his Debuffs to the opponent to reach his full potential. Be careful not to take him against opponents that will reliably get rid of Debuffs.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Well-Timed Blocks

- While performing a Well-Timed Block, Miles will not attempt to utilize his personal Evade or Miss.

Spider-Challenges – Spider-Sense Charges

- To learn to be a hero, Miles Morales has a list of Spider-Challenges he can complete each fight. Completing a Spider-Challenge grants an indefinite Spider-Sense Charge. Max Charges: 3.
- Each Spider-Sense Charge grants a Passive 7% chance to Evade incoming attacks as well as +431.1 Attack Rating.

Spider-Challenges – Once Per Fight Each

- Block 15 attacks. Well-Timed Blocks count as 3 Attacks.
- Land 50 attacks. Intercepting attacks count as 10 hits.
- Avoid 10 attacks with Evade, Miss or the Dexterity Mastery. Special Attacks count as 2 hits each.

Spider-Camo

- Each time the opponent launches a Special Attack, Miles' burgeoning abilities grant him a Spider-Camo Passive which is unaffected by Ability Accuracy and lasts 8 seconds.
- Spider-Camo grants all attacks a 35% chance to Miss. This Miss chance is tripled against Unblockable attacks.
- Spider-Camo also enhances Heavy and Special Attacks.
- Once All Spider-Challenges are complete, Miles is In The Zone for the rest of the fight. While In The Zone, Spider-Camo will also activate each time Miles launches a Special Attack.

Heavy Attack

- 100% chance to inflict a Taunt Debuff for 10 seconds which reduces Attack Rating by 30% and increases the chance that the opponent will launch a Special Attack by 70%.
- Camo: 100% chance to inflict a Rupture Debuff, causing 4311 Physical Damage over 5 seconds.

Special 1 – Triple Web Shot

- Last hit has a 100% chance to inflict a Weakness Debuff, reducing Attack Rating by 50% for 10 seconds.
- Camo: Weakness gains +10 seconds duration.

Special 2 – Pow! Thwack! Sizzle!

- Final hit has a 100% chance to inflict a Shock Debuff causing 7759.8 Energy Damage over 6 seconds.
- Camo: This Shock gains +30% Potency for each personal Unique Debuff that has been activated on the opponent this fight.

Special 3 – Flurry of Blows

- 100% to inflict a Physical Vulnerability Debuff, reducing Physical Resistance by 964.29 for 50 seconds.
- Camo: 100% chance to also inflict a Power Sting Debuff lasting 50 seconds. An opponent with Power Sting takes 9699.75 Direct Damage if they activate a Special Attack.

Signature Ability – Whatever A Spider Can

Spider-Challenges

- Each time Miles completes a Spider-Challenge he gains a Passive Fury increasing Attack Rating by +4740.13 for 12 seconds.
- Additionally, he may now complete Spider-Challenges multiple times during the fight instead of just once each. However, each Spider-Challenge can still only grant 1 Spider-Sense Charge.

Synergy Bonuses

Enemies

With [Electro](#), [Iron Patriot](#), [Green Goblin](#)

- **All Champions:** +115 Critical Rating.

Nemesis

- With [Venom](#), [Doctor Doom](#)

All Champions: +6% Attack Rating.

Teammates

With [Spider-Gwen](#), [Hercules](#), [Ms. Marvel \(Kamala Khan\)](#), [Black Widow](#)

- **All Champions:** +5% Perfect Block Chance.

Idol

With [Spider-Man \(Classic\)](#)

- **All Champions:** +4% Health and Attack Rating.

Spider-Verse Mentors – Unique Synergy

With [Spider-Man \(Symbiote\)](#), [Spider-Ham](#), [Spider-Man 2099](#), [Spider-Man \(Stealth Suit\)](#)

- **Morales** : Spider-Challenges are slightly easier to complete.
- **All Synergy Champions:** +7% Health Rating.

Spider-Senses Tingling – Unique Synergy

With [Mysterio](#), [Mister Negative](#), [Vulture](#), [Red Goblin](#)

- **Morales:** Each Spider-Sense charge grants +5% Attack Rating.
- **All Synergy Champions:** +7% Attack Rating.

Incoming Synergies Changed

2 Days? Try 30 Years!

From: [Spider-Ham](#)

- **Morales:** Completing a Spider-Challenge grants a Fury Passive, granting +30% Attack Rating for 16.10 seconds.

Contest Noobs

From: [Spider-Man \(Stark Enhanced\)](#)

- **Morales:** +20% personal Debuff Potency.

Recommended Masteries

Despair

- Miles loves to stack Debuffs on the Opponent, With Despair he can help deal with the opponents healing as well!



Author: [MCoC Champion Designers](#)

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Spider-Man (Stark Enhanced)

Most kids Peter Parker's age rush home after school to play video games or do homework, but not New York's friendly neighborhood Spider-Man. Donning his new suit with high-tech web shooters and some awesome upgrades courtesy of Tony Stark, Peter protects his home of Queens. But a new threat has risen from the ashes caused by the Battle of New York, and Parker must look beyond his own desires and understand the true meaning of great responsibility.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	4972	512	1892
4-Star ★★★★	12467	1283	4745
5-Star ★★★★★	24997	2583	9466
6-Star ★★★★★★	42652	4408	16150
(Rank 5, Level 65)			

Champion Attributes



- Survivability 2.5



- Damage 4.5



- Ease of Use 3



- Utility 2



- Defender Strength 2

[Learn more about Champion Attributes](#)

Spider-Man (Stark Enhanced)'s Mechanics

Character Class: Tech

Strengths and Weaknesses

Strengths

- The new “Taunt” mechanic will allow players to easily bait Special Attacks in order to avoid being hit by the opponent’s unblockable third Special Attack.

Weaknesses

- Karnak & Hyperion: Karnak is able to completely negate Spider-Man’s Evasiveness and Hyperion is able to deactivate the Stark AI when attacking, because of his Cosmic Class Advantage

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

When Attacked

Spider-Man’s burgeoning Spider-Sense grants him a Passive 3% chance to Evade an incoming attack.

Stark Tech AI

- Against Special Attacks the Stark AI warns Spider-Man of incoming danger and increases his Evade chance by a flat +60%.
- If Spider-Man is struck by a Cosmic Champion or is struck by a Heavy Attack, the Stark AI shuts down for 10 seconds while it Reboots and is completely inactive during that time.

Smack-Talk

- Each time Spider-Man Evades an attack or uses the Dexterity Mastery, he gains a charge of Poise. Cooldown: 0.8 Seconds.
- Each charge of Poise grants 881.6 Attack rating.
- If Spider-Man lands 5 uninterrupted attacks, he converts a Poise charge into a Taunt Debuff on the opponent for 3 seconds. Taunt lasts 50% longer against Villain Champions.
- Dodging back and allowing Spider-Man to idle for 1 second allows him to smack-talk his opponent and refresh an active Taunt.
- Opponents that are Taunted have their Attack reduced by 40% and have a 70% higher chance to activate a Special Attack.

Heavy Attacks

- An EMP webshot drains 45% of the opponent’s Power Meter. Cooldown: 30 seconds.

Special 1 – Spider Strike

- 50% chance to Stun the opponent for 2 seconds. The chance is increased by 100% if the Stark AI is active.

Special 2 – Stick & Shock

- Electric webshots have a 70% chance to Shock the opponent, dealing 3967.2 Energy Damage over 6.5 seconds. These Shock effects are overcharged and deal double damage to Robot Champions.

Special 3 – Whatever a Spider Can...

- 100% chance to Ensnare the opponent for 18 seconds. Ensnared Champions suffer 30% reduced Ability Accuracy and cannot trigger Passive Evade effects.

Signature Ability – Hero’s Mantra

- Great Power (Above 50% Health) – Spider-Man’s Taunts last 2 seconds longer and each charge of Poise grants him an additional 253 Critical Rating.
- Great Responsibility (Below 50% Health) – Spider-Man’s chance to Evade an attack increases by a flat +7% and each charge of Poise grants him 82 additional Block Proficiency.

Synergy Bonuses

Knowledge Share – Unique

With [Iron Man](#) or [Hulkbuster](#)

- Spider-Man (Stark Enhanced): A.I. Reboots 30% faster.
- Iron Man and Hulkbuster: +30% Special Damage

Avengers Tryout

With [Vulture](#)

- Spider-Man (Stark Enhanced): +15% Ability Accuracy while the A.I. is active.
- Vulture: +40% Incinerate Damage

Contest Noobs – Unique

[Ms. Marvel \(Kamala Khan\)](#) and [Spider-Man \(Miles Morales\)](#)

- Spider-Man (Stark Enhanced): Stun, Shock and Ensnare Debuffs last 30% longer.
- Ms. Marvel (Kamala Khan): Fury Buffs gain +30% Potency.
- Spider-Man (Miles Morales): Begin the fight with 2 additional Spider-Sense charges.

Recommended Masteries

Dexterity

- Spider-Man (Stark Enhanced) gains Poise charges when successfully using Dexterity, granting him additional Attack Rating and enabling him to Taunt the opponent.

Physical Resistance and Block Proficiency

- Spider-Man (Stark Enhanced) is able to Evade Special Attacks reliably, adding Block Proficiency and Physical Resistance to overall increase his durability will make Spider-Man a hard Champion to defeat.



Author: [MCoC Champion Designers](#)

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Spider-Man (Stealth Suit)

Traveling light (without The Suit made by Tony Stark), Peter Parker is in Europe with his Midtown High School classmates — when Nick Fury shows up looking for Spider-Man (Stealth Suit). Apparently, Elemental Creature attacks have been going on throughout Europe and a closer investigation into these attacks is needed.

And although Parker was hoping to take a break from using his web-slinging super heroics, a convincing Nick Fury recruits Parker with a S.H.I.E.L.D Stealth Suit.

Spider-Man (Stealth Suit) is given his own tactical Stealth Suit, made for him by the very same S.H.I.E.L.D agent who outfits Nick Fury, Maria Hill, and the rest of the team.

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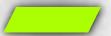
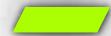
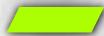
Base Stats and Abilities

Health Attack PI (Max Signature)

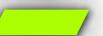
4-Star ★★★★	12163	1294	4852
5-Star ★★★★★	24387	2595	10639
6-Star ★★★★★★	41612	4427	18150

(Rank 5, Level 65)

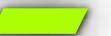
Champion Attributes



- Survivability 3.5



- Damage 4.5



- Ease of Use 3.5



- Utility 3



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

Spider-Man (Stealth Suit)'s Mechanics

Ending combos in a Light attack or utilizing Special 2 allows Spider-Man to throw unique Debuffs on his opponent while dishing out damage.

Depending on the Web Cartridge players bring into a fight using the Pre-Fight Ability will allow Spider-Man to shut down powerful

defensive Abilities such as Unstoppable and Evade, stop Defensive Power Gain, or increase Critical Damage.

Since Web Cartridges are limited, you will want to strike fast and end the fight quickly — or you can use Special Attack 3 to reload.

Character Class: Skilled

Basic Abilities: Pre-Fight Ability, Evade, Enervate, Slow, Vulnerability, Precision

Strengths and Weaknesses

Strengths

Utility

- Spider-Man (Stealth Suit) is able to bring one of three unique abilities into a fight. Access to a Slow Debuff shuts down opponents who Evade or become Unstoppable.
- The Enervate Debuff stops the enemy from gaining Power when struck and the Vulnerability Debuff can be used as a significant damage boost.

Evade

- Using his Spider-Sense, Spider-Man (Stealth Suit) has a high chance to Evade incoming Basic Attacks.
- This ability goes on cooldown but can be reactivated using Special Attack 1 giving him a reliable way to avoid damage.

Weaknesses

True Strike / True Accuracy

- Champions that can ignore Evade effects with True Strike and True Accuracy have an easier time dealing damage to Spider-Man (Stealth Suit). Likewise, effects such as Slow can also provide the same effect.

Purify

- Opponents who can reliably Purify Debuffs will limit Spider-Man (Stealth Suit)'s damage as Spider-Man (Stealth Suit) needs to replace the Debuffs on his Opponent in order to boost his damage output.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Passive

- Spider-Man (Stealth Suit) gains +1500 Critical Rating versus Sinister Six and Symbiote champions.
- When a Web Cartridge Debuff is replaced, gain a Fury Passive increasing Attack Rating by 6640.5 for 25 seconds.
- Spider-Man (Stealth Suit) uses his web-shooters at point-blank range for some of his Basic Attacks. These Hits do not make contact.

Replacing a Debuff occurs when a Debuff is inflicted while the same Debuff is already active on the opponent. Be sure to inflict a Web Cartridge Debuff a moment before your last one expires to replace it and gain a Fury Passive. Choose the right moment to replace the Debuff to maximize Debuff and Fury up-time.

Dev Notes

Spider-Sense

- Spider-Man (Stealth Suit) begins the fight with a Spider-Sense Charge granting him a Passive 70% chance to Evade incoming Basic Attacks when not Blocking.
- When Spider-Man (Stealth Suit) Evades an attack, Spider-Sense goes on cooldown for 25 seconds.
- Dodging or Evading incoming hits pauses Fury and Precision Passives for 3.50 seconds.

This ability provides a great deal of offensive power when the Evade is never triggered and attacks are dodged instead. If an attack is dodged or Evaded, any Active Fury or Precision passives are paused which can increase your overall damage output.

Dev Notes

S.H.I.E.L.D. Web-Shooters – Pre-Fight Ability

- Spider-Man (Stealth Suit) has 1 Persistent Charge which can be consumed before the fight to load either a Tranquilizer, Web-Foam, or Flash Bang Cartridge into his web-shooters. Only 1 type of Cartridge may be loaded.
- Spider-Man (Stealth Suit) starts the fight with 5 Charges of his loaded Web Cartridge.

- If no Cartridge type is loaded, Spider-Man brings in Flash Bang Web Cartridges by default.
- Spider-Man (Stealth Suit) expends Web Cartridge Charges inflicting Web Cartridge Debuffs when striking with Light Attack 4 or Special Attack 2.
- At the start of the fight, gain back 1 Persistent Charge if it was spent.

The first Pre-Fight Ability debuted with Human Torch, and we hope to expand on this new mechanic with Spider-Man (Stealth Suit).

Instead of this ability acting as an on/off switch for the Human Torch's Flame On! Ability, Spider-Man (Stealth Suit)'s Pre-Fight Ability is split into 3 different Web Cartridge Debuffs the player can choose to enter a fight with.

For Spider-Man (Stealth Suit), the Pre-Fight Ability gives him three possible debuffs to inflict on his Opponent: Slow, Enervate, or Vulnerability. Slow counters Evade and Unstoppable, Enervate shuts down opponents gaining power when struck, and Vulnerability increases damage output.

Dev Notes

S.H.I.E.L.D. Web Cartridge Debuffs

- Tranquilizer – 100% chance to inflict Enervate preventing the Opponent from gaining Power when struck for 3.75 seconds.
- Web-Foam – 100% chance to inflict a Slow Debuff, reducing the Ability Accuracy of Unstoppable and Evade effects by 100% for 12 seconds. Opponents with a natural Class Advantage cannot be Slowed. Additionally, while the opponent is Slowed Spider-Man cannot Miss.
- Flash Bang – 100% chance to inflict a Vulnerability Debuff. When attacking a Vulnerable opponent, increase Critical Damage Rating by 1256.63 and decrease their Block Proficiency by 50% for 12 seconds.

The Tranquilizer Web Cartridge is useful in situations versus opponents with potent Power Gain abilities that make it dangerous to attack them.

Bring Web-Foam when facing champions that rely on Unstoppable or Evade to strike back. When either of the above are not needed, the Flash Bang Web Cartridge will significantly increase your damage output.

Dev Notes

Special 1 – Stealth with a Kick

- Re-activates Spider-Sense if it is on cooldown.
- If Spider-Sense is not on cooldown, gain a Precision Passive increasing Critical Rating by 9000 for 20 seconds.

Time this ability after a Web Cartridge Debuff is replaced to gain a quick spike in damage output. Avoid getting hit to gain the Precision Passive and maximize Spider-Man's damage output.

Dev Notes

Special 2 – S.H.I.E.L.D. Web Slinger

- The last two hits of this attack each expend a Web Cartridge Charge to inflict a Web Cartridge Debuff. These Debuffs have 250% duration.
- The duration increase lasts until a Web Cartridge Debuff expires. Debuffs that are replaced do not expire.

If a Web Cartridge Debuff is replaced using this attack, any subsequent replacements will be replaced at increased duration so it is possible to keep a Web Cartridge Debuff active for the majority of a fight.

Dev Notes

Special 3 – Lights Out

- Gain back all spent Web Cartridge Charges.

This is the only way for Spider-Man (Stealth Suit) to gain back his Cartridges once they have been spent. The key to playing Spider-Man correctly is managing when and where to spend your Web Cartridges so that you can reload them without having to wait to build to this attack.

Dev Notes

Signature Ability – S.H.I.E.L.D. Enhanced Spider:

- Increases the Potency of Fury Passives by 40%.

Spider-Man's damage increases drastically when this sig is maxed out. Increasing the Potency of his Fury Passives also increases the damage done with critical hits when paired with the Flash Bang Web Cartridge and Special 1.

Dev Notes

Synergy Bonuses

Bad for Business – Unique (2-Star+)

With [Vulture](#)

- Spider-Man (Stealth Suit): Striking an Enervated Opponent deals 10% of the Damage dealt as Energy Damage.
- [Vulture](#): Start the fight with a Decoy Buff and Vulture stores 5 Chitauri Energy when striking an Opponent suffering from Siphon Charge Debuff.

Spider-Men (Stealth Suit) in Black – Unique (3-Star+)

With [Spider-Man \(Symbiote\)](#) and [Spider-Man \(Miles Morales\)](#)

- Spider-Man (Stealth Suit): +100% Evade Ability Accuracy against Unblockable attacks while the Opponent has a Vulnerability Debuff.
- Spider-Man (Symbiote and Miles Morales): Evade does not trigger while Blocking.
- [Spider-Man \(Miles Morales\)](#): Special Attack 2 inflicts Power Sting for 8 seconds, dealing 100% of Attack as Direct Damage when the Opponent activates a Special Attack.
- [Spider-Man \(Symbiote\)](#): Heavy Attack inflicts a Vulnerability Debuff for 9 second(s).

Stark Internship – Unique (4-Star+)

With [Iron Man \(Infinity War\)](#)

- Spider-Man (Stealth Suit): Slowed Opponents also have the Ability Accuracy of Shock and Incinerate effects reduced by 100%.
- Iron Man (Infinity War): The duration of Incinerate and Plasma effects is increased by 50%.

Culture Shock – Unique (5-Star+)

With [Electro](#)

- Spider-Man (Stealth Suit): Increases the potency of Fury, and Precision effects that trigger while Spider-Sense is active by 15%.
- [Electro](#): When one of Electro's Stun abilities fail to trigger, he inflicts a Shock Debuff instead dealing 40% of Attack over 7 seconds.

Recommended Masteries

Glass Cannon

- Spider-Man (Stealth Suit) hits his opponents hard right after expending his Web Cartridges. Adding in Glass Cannon will give him a welcome boost in damage while clever use of his Spider-Sense prevents him from taking damage.

Assassin

- The added damage and Ability Accuracy reduction make Spider-Man (Stealth Suit) deadly versus weakened bosses. Take Assassin in versus Bosses with low health pools to burst them down in a short amount of time.

Despair

- If you want to add even more utility to Spider-Man (Stealth Suit), Despair is a great choice. His Special Attack 2 significantly increases the duration of his Web Cartridge Debuffs, to the point where the Opponent's healing and Regeneration will almost be permanently reduced for the whole fight.



Author: [MCOC Champion Designers](#)

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Spider-Man (Supreme)

When bitten by a strange spider that crawled out of an ancient artifact, Peter Parker's psyche was suddenly bound to the power of the Spider-Verse. Under the tutelage of the Ancient One, Peter learned to channel this power into spells and enchantments, and adopted the title of Spider-Man Supreme.

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- [Spider-Man \(Supreme\)'s Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	4638	530	1883
4-Star ★★★★	11631	1328	4723
5-Star ★★★★★	23320	2662	10710
6-Star ★★★★★★	39792	4542	18280
(Rank 5, Level 65)			

Champion Attributes



- Survivability 3



- Damage 5



- Ease of Use 3



- Utility 3



- Defender Strength 4

[Learn more about Champion Attributes](#)

Spider-Man (Supreme)'s Mechanics

Spider-Man needs the opponent to gain Buffs so he can grant himself the Blessing of the Spider Totem, but he also has the ability to grant Buffs to the Opponent to speed up this process. Once the Blessing is active, Spider-Man can Nullify his own Buffs with first hit Medium Attacks and Special 2 Attacks to inflict bursts of Energy Damage to the opponent, and the more Buffs the Opponent gains the longer this Blessing remains active.

Character Class: Mystic

Basic Abilities: Spider-Seal, Miss, Spider-Blessings, Power Gain

Strengths and Weaknesses

Strengths

- **Miss**
 - Spider-Man Supreme) has easy and controllable access to Miss, which allows him to take a very aggressive playstyle.
- **Power Gain Steal**
 - Spider-Man (Supreme) can reduce the Potency of Power Gain effects and steal the Power not gained by the Opponent.
- **High damage**
 - Spider-Man (Supreme) can inflict a lot of damage if played correctly.

Weaknesses

- **Buff Immunity**
 - Spider-Man (Supreme) is powerless against a Buff Immune Champion.
- **Wither**
 - Spider-Man (Supreme) can gain a lot of Power during the Blessing of the Spider Totem and a strong Wither will make Spider-Man nearly unable to use Specials.
- **Anti-Miss**
 - One of Spider-Man (Supreme)'s strongest defensive abilities is his Blessing of the Astral Form that causes attacks to Miss. An anti-Miss ability will reduce his defensive threat substantially.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

Always Active

- Both Champion's First Medium Attack grants an indefinite Spider-Seal Buff to the Opponent that has no effect. Max 20.
- Bursts of Energy Damage, personal Passive effects and Buffs cannot have their Ability Accuracy modified.
- Each Unique Buff on the Opponent reduces their Ability Power Rate by 33%. The Power denied is transferred to Spider-Man.
- When Spider-Seal is nullified or expires, Mystic Dispersion does not grant Power; instead it deals a Burst of 187.13 Energy Damage for every 1% of Power not gained.

When the Opponent Power is inverted and they are at zero Power, Spider-Man (Supreme) gains no Power, since in this case the Opponent does not gain or lose Power so there is nothing to steal.

Dev Notes

Blessing of the Astral Form

- When the Opponent gains a Spider-Seal, Unblockable or Unstoppable Buff, Spider-Man gains the Blessing of the Astral Form, causing incoming Attacks to Miss for 3 second(s). Spider-Man can Block while this Blessing is active, unless the Opponent has an Unblockable Buff. This effect cannot be refreshed.
- Nullifying Spider-Seal Buffs also triggers this Blessing and intercepting the Opponent while this Blessing is active grants 3 Spider-Seal Buffs to the Opponent.
- If a Miss is triggered, this effect goes on Cooldown for 20 second(s), minus 3 per Unique Buff on the Opponent to a minimum of 10 second(s). Unblockable Buff attacks ignore this cooldown.

When fighting an Opponent that does not gain a lot of Buffs, intercepting them while the Blessing of Astral Form is active is the fastest way to grant Spider-Seal Buffs.

Dev Notes

Blessing of the Spider-Totem

- When the Opponent gains a Buff, Spider-Man gains a Totem Charge. At 20 Totems, or half as much as a Defender, he activates the Blessing of the Spider Totem, lasting for 20 second(s) and granting the benefits listed below:
- His own first Medium Attack Nullifies Spider-Seal Buffs instead of granting them, dealing a Burst of 862.98 Energy Damage if a Spider-Seal was Nullified.
- Gain 2498.1 Attack Rating, Combat Power Rate is reduced by 70%, but gains 25% of Max Power every 9 second(s).
- When the Opponent gains a Buff, they also gain a Spider-Seal Buff and pause this Blessing for 1 second(s). Pause also triggers when nullifying a Spider-Seal.

While this Blessing is active, use the first Medium as often as possible in order to deal damage and pause this Blessing, but make sure to leave enough Spider-Seal available to use with Special 2 Attack, where the big bursts of damage comes from.

Dev Notes

Blessing of the Web

- Heavy Attack grants the Blessing of the Web for 15 second(s). When the Opponent gains Fury, Precision, Cruelty, Armor Up, Regeneration or Pierce Buffs, Spider-Man gains the same Buff with its listed Potency and duration.
- 20% Potency Fury, Precision, Cruelty, Armor Up, and Pierce, and Regeneration, granting 2.2% of Max health. All Buffs last 10 second(s).
- As a Defender, gain this Blessing every 15 second(s) unless struck by a Heavy Attack.

This ability is a bit niche but very powerful against specific Champion and Nodes.

Dev Notes

Special 1 – Arcane Webbing

- Each hit grants 1 Spider-Seal Buff to the Opponent.
- Blessing of the Web: Last hit inflicts the Curse of the Web, reducing the Potency of Fury, Precision, Cruelty, Armor Up, Regeneration and Pierce Buffs by 95% for 20 second(s).

When fighting Opponents that don't gain a lot of Buffs, the Special Attack 1 is the easiest way to grant Spider-Seal Buffs. However, when fighting an Opponent that gains lots of Buffs, inflicting the Curse of the Web will keep those Buffs under control.

Dev Notes

Special 2 – Spider's Wrath

- Last 3 hits deal 1703.25 Energy Damage.
- Blessing of the Spider Totem: Each hit Nullifies 1 Spider-Seal Buff and deals a burst of 2225.58 Energy Damage per Buff nullified.
- Both of these effects go through the Block.

Special 2 is where the damage is but you need to have the Blessing of the Spider Totem active to make the most of this Special Attack.

Dev Notes

Special 3 – Web Dimension Magic

- Inflict a Root Passive for 4 second(s). Rooted Champions cannot move, but can still Attack, Block and Dodge. Activating a Special Attack removes Root and prevents it from applying.
- While the Opponent is rooted, any contact Power Steals for 2% of the Opponent's current Power, gains 100% of the Power stolen, and any contact grants Spider-Seal Buffs to the Opponent.

This Special Attack is particularly useful to grant tons of Spider-Seal Buffs to the Opponent, but it also synergizes really well with Spider-Man Power Gain stealing ability, granting him tons of stolen Power.

Dev Notes

Signature Ability – Arachnomancy

- Blessing of the Astral Form: Gain 15% of Max Power when its cooldown triggers.
- Blessing of the Spider Totem: Increases the Potency of Bursts of Energy Damage by 50%.
- Blessing of the Web: Increase the Potency of granted Buffs by 50%.

Synergy Bonuses

The Supremes (Unique – 4-Star+)

With [Symbiote Supreme](#), [Sorcerer Supreme](#)

- Spider-Man (Supreme): Granting Spider-Seal Buffs to an Opponent that has no Buff or only Spider-Seal Buffs, inflicts a burst of 10% of Attack as Energy Damage.
- [Symbiote Supreme](#): Each time Stagger expires without nullifying a Buff, Symbiote Supreme gains 15 Genetic Potential.
- [Sorcerer Supreme](#): Special Attacks inflict an Energy Vulnerability Debuff, reducing Energy Resistance by -1200 for 7.5 second(s).

From the Contest (Unique – 4-Star+)

With [Overseer](#), [Venom the Duck](#), [Venompool](#), [Morningstar](#)

- Spider-Man (Supreme): Critical Hits from Light or Heavy Attacks grant a Spider-Seal Buff to the Opponent.
- [Overseer](#): Gain immunity to Neutralize.
- [Venom the Duck](#): When a Symbiote Buff is consumed, 25% chance to re-trigger it.
- [Venompool](#): Gain Special Lock immunity, and this immunity counts for his Illogical DNA ability.

- [Morningstar](#): Special 2 Attacks deals an extra Burst of Energy Damage per Captured Soul.

Into the Villain-Verse (Unique – 5-Star+)

With [Kraven](#), [Vulture](#), [Carnage](#), [Electro](#)

- Spider-Man (Supreme): Blessing of the Spider Totem also grants 1400 Critical Rating.
- [Kraven](#): When a trap activates, inflict an Infuriate Debuff on the Opponent for 4 second(s), causing them to become more aggressive and reducing their Offensive Ability Accuracy by 25%.
- [Vulture](#): Basic Attacks have 25% chance to grant +10 Chitauri Charges.
- [Carnage](#): Increase the Permanent Mutation Buffs' max stack to 8.
- [Electro](#): When attacking, 20% chance to inflict a Shock Passive on himself and the Opponent, dealing 30% of Attack as Energy Damage over 10 second(s).

Into the Spider-Verse (Unique – 3-Star+)

With [Spider-Man 2099](#), [Spider-Gwen](#), [Spider-Man \(Stealth Suit\)](#), [Spider-Man \(Stark Enhanced\)](#)

- Spider-Man (Supreme): Buffs granted by Blessing of the Web have a 25% chance to trigger twice.
- [Spider-Man 2099](#): Debuff Pause duration increases by 3 second(s).
- [Spider-Gwen](#): Enervate duration from Special 1 lasts 1.75 second(s) longer.
- [Spider-Man \(Stealth Suit\)](#): Evading or Dodging Purifies 1 Debuff.
- [Spider-Man \(Stark Enhanced\)](#): Reduces the EMP Webshot cooldown by 7.5 second(s).

Recommended Masteries

Mystic Dispersion

- This Mastery has a particular interaction with Spider-Man's kit that inflicts Burst of Damage instead of granting Power when nullifying Spider-Seal Buffs.

Glass Cannon

- This Mastery synergizes really well with the huge amount of Attack Rating Spider-Man already gets, plus the low health is mitigated with Spider-man (Supreme)'s Miss ability that allows him to take a few hits now and then without any consequences.



Author: [MCOC Champion Designers](#)

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Spider-Man (Symbiote)

One of Peter Parker's most famous and notorious costumes enters The Contest to unleash its alien powers. Cosmic in origins, this dark version of Spidey's suit has a mind of its own.

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Base Stats and Abilities

Health Attack PI (Max Signature)

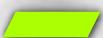
3-Star ★★★	5093	525	1558
4-Star ★★★★	12771	1317	3924
5-Star ★★★★★	25606	2640	9173
6-Star ★★★★★★	43693	4504	15650

(Rank 5, Level 65)

Champion Attributes



- Survivability 2.5



- Damage 3.5



- Ease of Use 4.5



- Utility 1



[Learn more about Champion Attributes](#)

Spider-Man (Symbiote)'s Mechanics

Spider-Man (Symbiote) breaks the opponent's Armor with each Heavy Attack, all to cause a lot of damage with his Special 2, with his Spider Sense for safety.

Character Class: Cosmic

Basic Abilities: Armor Break, Evade, Precision, Weakness

Strengths and Weaknesses

Strengths

- **Long Armor Break**
 - Spider-Man has an accessible and long Armor Break with his Heavy Attack, so he can shut down any ability based on Armors.
- **High Critical Damage**
 - Thanks to his Armor Breaks and Precisions, Spider-Man's Special 2 will cause a big Critical Hit.

Weaknesses

- **Critical Resistance**
 - Spider-Man's damage focuses on Critical hits, and any form of resisting it will weaken him.
- **Debuff Immunity**
 - Any ability that stops Spider-Man from inflicting his Armor Breaks will stop most of his damage.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Critical Hits

- 71% chance to boost Critical Rating by 1159.09 for 7.50 seconds.
- 29% chance to inflict Weakness, decreasing the target's Attack by 35% for 6 seconds.

With each critical hit, Spider-Man (Symbiote) will make your opponent weaker, while boosting his own attacks.

Expert Player Notes

Heavy Attacks

- 100% chance to inflict an Armor Break Debuff, removing 1 Armor Up Buff and reducing Armor Rating by 222.53 for 80 seconds.

This Armor Break has a long duration and it's important for Champions that depend on their Armor, like [Killmonger](#) or [War Machine](#).

Expert Player Notes

Special 2

- This attack has 100% Critical Hit Chance.

This is the Special Attack you want to use for the Critical Hit damage, especially after having Armor Breaks.

Expert Player Notes

Signature Ability – Symbiotic Enhancement

Special Attacks

- The strange alien Symbiote grants Spider-Man enhanced Spider Senses whenever he activates a special attack, granting 40.01% Evasion for 8 seconds.

With his Signature Ability, Spider-Man (Symbiote) gains a chance to Evade any hits he would receive.

Expert Player Notes

Synergy Bonuses

Enemies

With [Electro](#)

- All Champions gain +155 Critical Rating

Family

With [Agent Venom](#)

- All Champions gain +6% Health

Friends

With [Storm](#)

- All Champions gain +130 Armor Rating

Recommended Masteries

Precision and Lesser Precision

- Having these masteries will help Spider-Man get more Critical Hits.

Cruelty and Lesser Cruelty

- With Spider-Man focusing on Critical hits, increasing their strength makes a huge difference.

Despair

- Spider-Man's Armor Breaks are easy to access and have a long duration, so by stacking them you'll stop the opponent from healing.

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [Mister King](#)



Author: [MCOC Champion Designers](#)

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Spot

While working on experimental portal technology using Darkforce energy, M.I.T. doctorate Jonathan Ohnn succeeded in creating a solid black circular portal. When the portal became unstable, Jon jumped in and was instantly transported to the Spotted Dimension. Ohnn managed to crawl back out, but doing so covered his body in black spots; portals from the other dimension. Jon realized that the spots allowed him to transport himself instantly through space, and thus began his thriving criminal enterprise as The Spot.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5881	422	1940
4-Star ★★★★	14748	1058	4872
5-Star ★★★★★	29569	2121	10690
6-Star ★★★★★★	50455	3619	18240
(Rank 5, Level 65)			

Champion Attributes



- Survivability 4



- Damage 3.5



- Ease of Use 2



- Utility 2.5



- Defender Strength 5

[Learn more about Champion Attributes](#)

Spot's Mechanics

Johnathan Ohnn (a.k.a. The Spot) is an oddity. The portals covering his body allow Ohnn to avoid being hit, and simultaneously redirect the force of those hits back at his opponent. Spot prefers when his opponents try to hit him, as doing so will simply redirect the damage back to them. He can also utilize his portals to absorb attacks that would normally not be possible to Block.

Ohnn gains his main resource, Spots, when he is struck, or by utilizing his unique Portal Block ability. When enough Spots are present, the next hit he takes will cause him to go Untouchable and cause all incoming attacks to Miss. While he is in this state, Spot is the most

dangerous as any incoming attacks that Miss will inflict a Rupture on his Opponents. Playing around his Untouchable state when facing off against Spot is also the key to fighting him.

Character Class: Science

Basic Abilities: Untouchable, Rupture, Portal Block, Infuriate, Buff Immunity

Strengths and Weaknesses

Strengths

- **Hard to Hit**
 - At least once per fight, Spot is very likely to go Untouchable and cause his opponent's attack to Miss and inflict Ruptures. His opponents will always have to play around his Untouchable ability to see success.
- **Rupture Debuffs**
 - The Rupture Debuffs that Spot inflicts are a powerful Damage over Time ability that few in the Contest can deal with.
- **Buff Immunity**
 - Spot has access to a unique Debuff that grants him Immunity to Buffs. This can be used to clear off Buffs when the fight demands, as well as top up his HP when it is paired with the Willpower Mastery.

Weaknesses

- **Base Health and Attack**
 - Being a mere human with inter-dimensional spots covering his body, Spot's base health and attack are lower than average.
- **Unorthodox Playstyle**
 - Spot needs his opponents to fight him directly, as he will redirect that force back to his opponents. This causes Spot to be more defensive and reactive in combat. To reach his full potential, players will have to make use of his unique abilities as well as exploit the Opponent's attack patterns.
- **Disorient Debuffs**
 - His ability to gain Spots while using his Portal Block are undermined when a Disorient Debuff shuts off his Portal Block ability. He will also gain less Spots when being hit due to the decrease in Ability Accuracy that Disorients inflict.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

When Struck – Spots – Max 10

- Johnathon Ohnn's body is covered in portals to the Spotted Dimension, called Spots. Ohnn has a **20%** chance when Struck to gain **1** Spot.
- At **5+** Spots, being Struck by a Basic Attack grants Ohnn a 100% potency Untouchable Passive, causing incoming Attacks to have 100% chance to Miss for **5** seconds, paused during Ohnn's Special Attacks.
- If Ohnn is struck while recovering from a Special Attack, **1** Spot is removed and cannot gain Spots for **4** seconds.

When at 5 Spots or more, the next hit Spot takes will cause him to go Untouchable and Miss. When fighting Spot, be sure to take caution when Spot is about to go Untouchable.

Dev Notes

While Untouchable

- Ohnn becomes Stun Immune, cannot gain Spots, and consumes all Spots when Untouchable ends.
- When an incoming attack would Miss, inflict a Rupture Debuff, dealing **2352.35** Physical Damage over **0.50** seconds.
- Landing a hit pauses Untouchable for **0.30** seconds and inflicts a non-stacking Infuriate Debuff, making the Opponent more aggressive and reducing their Offensive Ability Accuracy by **60%** for **2** seconds.
- Incoming Attacks from the Opponent and Attacks that make contact with Ohnn inflict a Rupture Debuff, dealing **904.75** Physical Damage over 10 seconds. This ability scales with Base Attack Rating only.

The Rupture Debuffs that Spot inflicts when he causes a Miss versus the Ruptures he inflicts from making Contact will deal different amounts of damage. For raw damage, Spot prefers to cause Miss to Rupture, but making contact will rack up smaller Ruptures for a stronger Special Attack 2. Be sure to mix the two Ruptures when in this Untouchable state.

Dev Notes

Portal Block – While Blocking:

- When Ohnn holds his block he gains a **+9000** Block Proficiency bonus per Spot and then after 0.50 seconds he opens a portal to the Spotted Dimension in front of him. While Ohnn is Defending, Portal Blocks activate immediately. This ability is not affected by Ability Accuracy.
- Portal Block grants the following effects for **2** seconds:
 - Ohnn is locked in place and gains 1 Spot when the Opponent strikes into the Portal Block. At 10 Spots Ohnn's Block Proficiency Bonus returns to 0.
 - + **20** % chance per Spot to resist Heavy Attacks and block Unblockable Attacks.
 - While Ohnn is affected by a Disorient effect, Portal Block does not trigger.

When at 5+ Spots, using this ability allows him to resist Heavy Block Breaks and Unblockable Attacks. Be sure to hold onto Spots if you're expecting your opponent to throw a tough to dodge Heavy or Special Attack.

Dev Notes

Special Attacks

- After activation, gain 1 Spot per bar of Power spent.
- At 10 Spots: Ohnn gains Untouchable.

Special Attack 1 – Extradimensional Shortcut

- On activation, inflict a Buff Immunity Debuff on Ohnn for **10** seconds. At 10 Spots this lasts **20** seconds.
- While active, each time Ohnn is immune to a Buff, inflict a Rupture Debuff, dealing **530.25** Physical Damage over **10** second(s). This ability scales with Base Attack Rating only.

This Special Attack contains the most hits and pushes Spot the furthest towards his opponent. Be sure to combine this attack with his Signature Ability after a Portal Block. The Buff Immunity ability that triggers from this attack can also be paired with the Willpower Mastery for some light healing.

Dev Notes

Special Attack 2 – High Speed Matter Transfer

- On activation, if Ohnn is Untouchable, inflict a Physical Vulnerability Debuff, lowering Physical Resistance by **3375** for **10** seconds. At 10 Spots this lasts **20** seconds.
- Each hit deals a burst of **542.85** Physical Damage for each Rupture Effect inflicted on the Opponent since the start of the fight or Ohnn's last Special 2 Attack. Max: 50 stacks.

When fighting against Spot, this attack has the least amount of hits, but does the most amount of damage, so it's the attack that you want to bait out, and not get hit by.

Dev Notes

Special Attack 3 – Spotted Dimension Getaway

- Gain Max Spots.
- Once per fight if Spot is at 10 Spots increase the duration of all personal Rupture Effects by 100% for the rest of the fight.

This attack shortcuts your way to an Untouchable state, and provides a permanent damage bonus for longer fights.

Dev Notes

Foul Play – Pre-Fight Ability

- Ohnn starts each quest with **1** Persistent Charge, which can be spent in the Pre-Fight screen on the Foul Play ability.
- Gain **+ 1** Persistent Charge each time an Opponent is knocked out. Max charges: **3**.
- Foul Play: During the next fight, when the Opponent is knocked down Ohnn's Science teammate is inflicted with Buff Immune Debuff lasting **3** seconds.

The ability to clear off Buffs does not sound like a good ability on the surface, but has many uses in trickier fights that trigger ability from the activation of Buffs. This pre-fight ability should come in handy for other Science champions during these encounters.

Dev Notes

Signature Ability – From the Spotted Dimension

Always Active

- After a Portal Block ends, each hit of Ohnn's next successful Light, Heavy or Special Attack deals an Instant Rupture dealing 2533.29 Physical Damage for each Spot gained during that Portal Block.
- While Untouchable, Attacks that strike the opponent while they are performing a Heavy Attack or recovering from a Special Attack grant Ohnn a Fury Passive increasing Attack Rating by **2352.33** for **7** seconds.

When a Portal Block ends, performing Medium Medium combos is a good way to hold onto the Rupture damage generated by Portal Blocking. Players get the most mileage from this ability when paired with Special Attacks, or Heavy Attacks.

Dev Notes

Synergy Bonuses

Darkforce Project Funding – Unique

With [Kingpin](#), and [Mister Negative](#)

- **Spot** : Start each fight with 2 Spots
- [Kingpin](#) : Start each fight with +1 Rage Debuff.
- [Mister Negative](#) : Activating a Special Attack immediately after a Basic Attack lands inflicts an 8% Fatigue Debuff for 8 seconds.

Now You're Punching with Portals – Unique

With [America Chavez](#) and [Wong](#)

- **Spot** : Portal Blocks that block Basic Attacks grant Spot a non-stacking Fury Buff increasing Attack Rating by 20% for 6 seconds.
- [America Chavez](#) : Lower Opponent Energy Resistance by 15% for each unique Parallel Dimension and Buff on the Opponent.
- [Wong](#) : Gain +20% Offensive Combat Power Rate while Wong has 3 active Spells or fewer.

Impetuous Youth – Unique

With Spider-Man, [Black Cat](#)

- **Spot** : When untouchable starts, inflict a 40% Taunt Debuff for 7 seconds.
- [Spider-Man](#) : Gain 100% chance to Evade the first he is struck each fight.
- [Black Cat](#) : Special Attacks gain an additional 15% Critical Rating for each 100 hits in Black Cat's Combo Meter.

Roommates – Unique

With [Mysterio](#)

- **Spot** : Gain 10% Rupture Debuff Potency.
- [Mysterio](#) : Gain 1 Chemical Gas when a hit Misses Mysterio. 10 second cooldown.

Another Dimension

With [Mephisto](#), [Magik](#)

- **Spot** : Portal Block gains a flat 10% chance to Resist Unblockable and Heavy Attacks per Spot.
- [Mephisto](#) : Landing Basic Attacks pauses the duration of an Aura of Incineration for 0.2 seconds.
- [Magik](#) : While the Opponent has 0 power, gain a Fury Buff increasing Attack Rating by 15%.

Recommended Masteries

Recovery / Willpower

- Spot's ability to grant himself a Buff Immunity Debuff pairs very well with the Willpower Mastery, which gives him very good 'spot' healing during a fight.

Stand Your Ground

- While this Mastery will not add to the base chance to resist Heavy Attacks that Portal Blocks provide, pairing this with Spot's Portal Block ability can help out a lot in tough encounters that feature very difficult-to-dodge Heavy Attacks. This Mastery also

provides some more protection while accumulating Spots using Portal Block.

Despair

- When fighting opponents with strong Regeneration abilities, this can also come in handy as Spot has no trouble dishing out Rupture Debuffs while he is Untouchable.

Inequity / Resonate

- While fighting as Spot, players can rack up quite a bit of Block damage on themselves. This can be mitigated using the Resonate and Inequity Masteries. Stacking Debuffs with Spot will also lower the amount of total damage he can take during a fight.



Author: [MCoC Champion Designers](#)

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Squirrel Girl

Doreen Green's squirrel-like abilities made her an outsider in her teenage years. She escaped the insults of her classmates by hiding in the woods, among the squirrels. When Doreen stumbled upon Iron Man, she saw her chance to impress him, overpowering Doctor Doom with the help of her army of squirrels. Ever since her first victory, Squirrel Girl has taken down some of the most feared Super Villains in the universe. With an almost unrivaled win record, she lives up to the title, the "Unbeatable Squirrel Girl."

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- [Base Stats and Abilities](#)
- [Squirrel Girl's Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6063	485	1907
4-Star ★★★★	15204	1216	4792
5-Star ★★★★★	30484	2437	10620
6-Star ★★★★★★	52015	4158	18120
(Rank 5, Level 65)			

Champion Attributes



- Survivability 2.5



- Damage 2.5



- Ease of Use 4



- Utility 2



- Defender Strength 1.5

[Learn more about Champion Attributes](#)

Squirrel Girl's Mechanics

Squirrel Girl can consume her Combo Meter to power up her squirrel, Tippy-Toe! Tippy can assist Squirrel Girl or attack her Opponent inflicting Debuffs and dealing bursts of Bleed damage.

Character Class: Skill

Basic Abilities: Tippy-Toe, Bleed, Critical Bleed, Distraction, Injure, Combo Shield

Strengths and Weaknesses

Strengths

- **High Bleed Damage**
 - Most of Squirrel Girl's damage comes from her Bleeds. Her Bleeds are extremely reliable, even being able to apply Bleeds through a Block. This works well with her Instant Bleeds, which deal bonus damage for every Bleed Debuff on the Opponent.
- **Bypasses Physical Resistance**
 - While Tippy is attached to the Opponent, Squirrel Girl is able to bypass all Physical Resistance while attacking.
- **Prevents Evades and Auto-Block**
 - Tippy can inflict Distraction on the Opponent when she has consumed 30 or more hits from Squirrel Girl's Combo Meter. This allows Squirrel Girl to ignore Evades and Auto-Blocks.

Weaknesses

- **Bleed Immunity**
 - Since Squirrel Girl is reliant on her Bleeds for most of her damage, fighting champions that are Bleed Immune strips away her greatest strength.
- **Punishing Combo Meter**
 - Squirrel Girl loses and gains hits in her Combo Meter very quickly, some Champions and Buffs punish this behaviour which is unavoidable for Squirrel Girl.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Tippy-Toe

- Squirrel Girl starts each fight with her squirrel sidekick, Tippy-Toe already attached to her.

On Contact

- When making contact with a Medium Attack, Tippy inflicts a Bleed Debuff dealing **831.6** Direct Damage over **6** seconds. This ability does not trigger during a Well-Timed Block.
- Personal Bleed Debuffs inflicted with a Critical Hit become a Critical Bleed, multiplying their potency by the Critical Damage Multiplier and lasting for **12** seconds.
- When making contact with a Light Attack, Squirrel Girl gains an additional hit in her Combo Meter. This ability does not trigger during a Well-Timed Block.

Squirrel Girl can bleed her Opponents through their blocks with Medium Attacks, which makes her bleed very reliable. Additionally, Squirrel Girl gains extra hits in her Combo Meter on Light Attacks to help her gain hits quicker!

Dev Notes

On Champion Knockdown

- Whenever either champion is knocked down, Tippy attaches to that champion applying various effects. Tippy attaches to the Opponent for **15** seconds.
- When attaching to the Opponent, consume up to **40** hits from Squirrel Girl's Combo Meter to activate Tippy's effects.
- When Squirrel Girl charges her Heavy Attack for **0.4** second(s), Tippy-Toe attaches to her, applying various effects.
- Tippy attachment cannot be affected by Ability Accuracy.

Squirrel Girl can consume her Combo Meter to empower Tippy, so before knocking the Opponent down, think carefully about how many hits you have in your Combo Meter!

Dev Notes

Tippy-Toe – On Squirrel Girl

- **When attaching:** Purify all non-damaging Debuffs on Squirrel Girl.
- **While attached:** Gain **+1500** Block Proficiency.

Squirrel Girl can play safe by keeping Tippy on herself to increase her Block Proficiency and prevent high

damage into her block.

Dev Notes

Tippy-Toe – On Opponent

- **While attached:** Inflict an Injury Debuff. Hitting an Injured Opponent bypasses **100%** of their Physical Resistance.
- **While attached, if 30+ Combo was consumed:** Inflict a Distraction Debuff, preventing Evade and Auto-Block abilities
- **While attaching, if 40 Combo was consumed:** Inflict an Instant Bleed, dealing a burst of **2702.7** Direct Damage for every Bleed Debuff on the Opponent, removing all Bleed Debuffs.

Tippy-Toe can apply up to 3 effects on the Opponent at once depending on how much of Squirrel Girl's Combo Meter she consumes. In most cases, the more the better!

Dev Notes

Heavy Attacks

- Inflicts a Bleed Debuff dealing **831.6** Direct Damage over **6** seconds.

Special 1 – Army of Squirrels

- Inflict a Distraction Debuff, preventing Evade and Auto-Block abilities.
- The last hit increases Squirrel Girl's Combo Meter by **10** hits.
- Squirrel Girl gains 1 Combo Shield Buff, lasting indefinitely. When struck, the Combo Shield Buff is lost after 2 seconds instead of the Combo Meter resetting.

If you're playing it safe, Squirrel Girl's Special 1 is the best option, giving her 10 extra hits in her Combo Meter and an indefinite Combo Shield. However, the Combo Shield does not protect Squirrel Girl's Combo Meter from being consumed. Against champions like [M.O.D.O.K.](#), who have reliable Auto-Blocks, this Special Attack is your best way in.

Dev Notes

Special 2 – Flurry of Fur

- Each hit that makes contact, inflicts a Bleed Debuff dealing **831.6** Direct Damage over 6 seconds. This ability does not trigger during a Well-Timed Block.
- All personal Bleed Debuffs on the Opponent are paused during this attack.

During this Special Attack, Squirrel Girl can wrack up to 7 Bleed Debuffs. With 40 Combo Meter hits consumed, this will deal huge damage with her Instant Bleed.

Dev Notes

Special 3 – Tippy-Toe's Takedown

- Inflicts 3 Bleed Debuffs dealing **1663.2** Direct Damage over **20** seconds.
- Squirrel Girl gains **100** additional hits in her Combo Meter.
- If Tippy inflicts an Instant Bleed with this attack, there is a **30%** chance for each Bleed Debuff to be refreshed instead of being removed.

If you're looking to store away some hits in your Combo Meter, this Special Attack provides Squirrel Girl with more than enough Combo to deal multiple Instant Bleeds back-to-back.

Dev Notes

Signature Ability – Tippy-Toe Level Up!

- Squirrel Girl starts each fight with **40** hits in her Combo Meter.
- When Tippy-Toe inflicts an Instant Bleed, each Bleed Debuff has a **70%** chance to be refreshed instead of being removed.

With her Signature Ability, Squirrel Girl doesn't have to work her way up to 40 hits at the start of the fight. The second half of this ability gives Bleeds a chance to refresh on the Opponent after an Instant Bleed, allowing Squirrel Girl to chain multiple Instant Bleeds, if she has enough hits in her Combo Meter.

Synergy Bonuses

Hardwired for Heartbreak – Unique

With [Sentinel](#)

- **Squirrel Girl:** Each time a Robot Opponent is immune to one of Squirrel Girl's personal Bleed effects, Squirrel Girl converts the Bleed into a Shock effect.
- **Sentinel:** Each time an Opponent is immune to one of Sentinel's personal Incinerate or Shock effects, Sentinel gains 2 Analysis Charges. If Sentinel has his Analysis Complete, he deals a burst of Energy Damage each time instead.

Supernanny – Unique

With [Luke Cage](#)

- **Squirrel Girl:** Start the fight with a permanent Fury Buff, increasing Attack Rating by **10%** until Squirrel Girl's Combo Meter reaches 0 hits for any reason.
- **Luke Cage:** When hit by the Opponent's Special 3 while Indestructible gain a Fury Buff, increasing Attack Rating by **50%** for 20 seconds.

Beat Up the Universe – Unique

With [Doctor Doom](#), [M.O.D.O.K.](#), [Thanos](#), [Mordo](#)

- **Squirrel Girl:** When Tippy Toe would Purify all non-damaging Debuffs on Squirrel Girl, also Purify 1 damaging Debuff. This can only be used once per fight.
- **Doctor Doom:** Doctor Doom's Aura of Haazareth lasts an additional 2 seconds.
- **M.O.D.O.K., Thanos, Mordo:** Gain **10%** Attack Rating while fighting Hero Champions.

Deadpool's Guide to Super Villains – Solo

With [Deadpool](#)

- **Squirrel Girl:** Squirrel Girl reads Deadpool's Guide to Super Villains cards to gain an advantage, increasing her Attack Rating by **10%** while fighting Villain Champions.

Recommended Masteries

Deep Wounds

- Squirrel Girl's Instant Bleeds deal more damage for every Bleed Debuff on the Opponent. By extending their duration, her damage can be significantly improved.

Despair

- Squirrel Girl can apply a staggering amount of Debuffs on the Opponent, making their healing abilities much less effective.

Double Edge

- With her Beat Up The Universe Synergy, Squirrel Girl can Purify the Bleed Debuff inflicted from this mastery. This gives her all the benefits without the cost!



Author: [MCOC Champion Designers](#)

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Star-Lord

Hey, what's going on? Oh, you're on Earth! Wow, bummer city. I mean, I grew up on Earth, and it's cool and all, but... space, man, is the place. I got ships, I got my Element Gun, I got the babes... I rule. Down there, I was a loser. Up here, I am the Legendary Star-Lord!

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- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6245	458	1581
4-Star ★★★★	15660	1148	3967
5-Star ★★★★★	31398	2301	8981
6-Star ★★★★★★	53576	3927	15320 (Rank 5, Level 65)

Champion Attributes



- Survivability 3



- Damage 4.5



- Ease of Use 3



- Utility 1



- Defender Strength 1

[Learn more about Champion Attributes](#)

Star-Lord's Mechanics

Star-Lord requires keeping his combo for maximum damage. Build Star-Lord's combo and launch his Special 2 for maximum damage! Star-Lord can even out damage the Regeneration Rate of the Kang Boss in the Back Issues – specifically Variant 3!

Character Class: Tech

Basic Abilities: Combo Increasing Strength, Shock, Armor Break, Power Drain, Heal Block

Strengths and Weaknesses

Strengths

- **Heal Block**
 - Star-Lord's Element Gun can randomly place a Heal Block on his opponent for 11 seconds.
- **Power Drain**
 - Star-Lord's Element Gun can randomly Power Drain his opponent for up to 50% of their Max Power.
- **Armor Break**
 - Star-Lord's Element Gun can randomly break his opponent's Armor.

Weaknesses

- **Evasion or Auto-Block Champions**
 - Star-Lord cannot prevent Evade or Auto-Block. Champions with this ability can counter Star-Lord and make him lose his combo!
- **Damage Over Time**
 - Star-Lord isn't immune to any Damage Over Time debuff, so matchups where these are heavy will cause him to lose a lot of health.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

All Attacks

- 11% chance to gain a Fury Buff for 6.50 seconds, granting +1767.15 Attack.

When Star-Lord has his Fury Buff, throw his Special 2 for maximum damage!

Expert Player Notes

Element Gun Effects

- Fire: Breaks the opponent's Armor, reducing Armor Rating by 1438.52 for 8 seconds.
- Air: Shocks the opponent, dealing 7500.57 Energy Damage over 6 seconds.
- Water: Drains up to 50% of the opponent's Power Meter.
- Earth: Places a Heal Block on the opponent, stopping all healing effects for 11 seconds.

Star-Lord's Element Gun effects are random and are applied from his Special 2 and Special 3.

Expert Player Notes

Special 1

- Deals 20% bonus damage when striking a charging enemy.

This Special Attack is useful if Star-Lord finds himself backed in a corner because it creates distance between himself and his opponent.

Expert Player Notes

Special 2

- Star-Lord's Element Gun selects one element at random each time it fires. Each element has a different effect when it strikes the opponent.

Star-Lord's Special 2 is the Special for maximum damage. The higher Star-Lord's combo is when he throws it, the more damage will be dealt!

Expert Player Notes

Special 3

- Star-Lord's Element Gun selects one element at random each time it fires. Each element has a different effect when it strikes the opponent.

Star-Lord should throw his Special 3 in situations where he can't throw his Special 2. If Star-Lord needs to create distance between his opponent is such an example.

Expert Player Notes

Signature Ability – Tactician

All Attacks

- As blows are exchanged, Star-Lord familiarizes himself with opponent's techniques, increasing Attack by 234.34 for each hit of the Combo Meter to a maximum of 400 hits.
- Star-Lord gains 117.31 Block Proficiency for every hit of his opponent's Combo Meter.

Star-Lord's Signature Ability is key to his damage. A maxed Star-Lord will be able to take down the mightiest of foes!

Expert Player Notes

Synergy Bonuses

Friends

With [Rocket Raccoon](#), [Groot](#)

- All Champions gain +130 Armor Rating

Teammates

With [Drax](#)

- All Champions gain +5% Perfect Block Chance

Teammates

With [Gamora](#)

- All Champions gain +5% Perfect Block Chance

Recommended Masteries

Precision

- Precision increases Star-Lord's Critical Rating.

Cruelty

- Cruelty increases Star-Lord's Critical Damage Rating.

Glass Cannon

- Glass Cannon increases Star-Lord's Attack for some even bigger damage!

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [Katy Candy](#)



Author: [MCOC Champion Designers](#)

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Storm (Pyramid X)

This is not the Storm you know. She has been indoctrinated into Pyramid X by her God Apocalypse. Storm is able to channel her weather-bending abilities through her ornate wand Heset's Ruin, to raze entire cities and subjugate those who do not submit to En Sabah Nur.

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Base Stats and Abilities

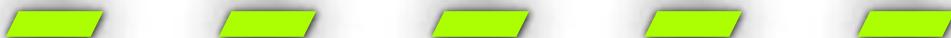
Health Attack PI (Max Signature)

3-Star ★★★	3444	353	1424
4-Star ★★★★	11859	1216	4914
5-Star ★★★★★	23777	2437	10620
6-Star ★★★★★★	40572	4158	18120
(Rank 5, Level 65)			
7-Star ★★★★★★★	39312	4028	17500
(Rank 1, Level 25)			

Champion Attributes



- Survivability 4



- Damage 5



- Ease of Use 1.5



- Utility 2



- Defender Strength 3.5

[Learn more about Champion Attributes](#)

Storm (Pyramid X)'s Mechanics

The two most important elements of Storm (Pyramid X)'s kit are Prowess and Tempests. Tempests are selected in a pre-fight screen and provide her with Immunities, Passive abilities, and Special Attack bonuses. Prowess effects empower the abilities provided by Tempests. When playing as Storm (Pyramid X), players should focus on building as many Prowess effects as possible before unleashing devastating Special Attacks.

Character Class: Mutant

Basic Abilities: Ice Tempest, Lightning Tempest, Prowess

Strengths and Weaknesses

Strengths

- **Glancing**
 - While Storm's Ice Tempest is active, she has one of strongest Glancing abilities in the game, with a 60% chance to cause all incoming Basic Attacks to glance.
 - Glancing Hit's cannot be Critical, have 50% reduced damage, and prevent the Opponents offensive Ability Accuracy by -100%
- **Stun**
 - While Storm's Lightning Tempest is active, she has access to a small chance to Stun the Opponent on Hit. This Stun provides windows for Storm to either reset her combo to gain more power, or to charge her Heavy Attack for a powerful Prowess effect.
 - If Fighting an opponent who purifies Stun Debuffs, Storm will apply a Passive Stun instead.
- **Energy Damage**
 - All of Storm's attacks are Energy Damage. If fighting Opponents with lots of Physical Resistance, Storm will cut through them quickly.

Weaknesses

- **Power Lock and Power Drain**
 - If Storm is affected by Power Lock or Power Drain, her Tempests are removed and she can no longer gain Prowess. When fighting against Storm as a Defender, removing her Tempests are the key to defeating her.
- **Nullify**
 - Storm gains Prowess Buffs whenever either Champion gains a bar of Power. If She has 6 Prowess active when launching a Special Attack, she becomes Unblockable. While Nullify won't remove the Tempests, they will at least slow her down and prevent her going Unblockable.
- **Low Health**
 - Storm has a lower health pool than most Champions to compensate for her powerful Glancing mechanic. If her Tempests are removed, she should go down very quickly.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Passive

- Storm's basic attacks deal Energy Damage instead of Physical.
- Storm has 1500 Energy Resistance.
- If the Opponent Purifies a Stun Debuff it is replaced with a Passive Stun lasting 2 seconds.

Pre Fight Ability – Tempests

- By default, Ice Tempest is selected. If selecting a different Tempest in the Pre-Fight Screen, it becomes the new default. Default Tempests can be switched once per Fight.
- When Power Locked or Power Drained, Tempests are removed for 8 seconds.
- Activation of Tempests is unaffected by Ability Accuracy.
- Ice Tempest: Gain Immunity to Coldsnap and Frostbite, and incoming Basic Attacks have a 60% chance to Glance. Glancing Hits cannot be Critical, deal 50% reduced damage, and suffer -100% Offensive Ability Accuracy.
- Lightning Tempest: Decrease the potency of incoming Shock effects by 100% and each active Prowess adds 2% chance to Stun the Opponent on Hit for 0.9 second(s). Max 16% chance.

When Knocked Down

- When Knocked Down, if not already active, Storm activates her Alternate Tempest for 12 seconds. Duration is paused during Heavy Attacks and Special Attacks.

Prowess – When Either Champion Fills a Bar of Power:

- Each Tempest generates 1 Prowess, increasing the next Special Attacks damage by 40%. The first 3 Prowess Buffs last indefinitely. Additional Prowess Buffs last 10 seconds. Max 12.
- If Storm has 6 Prowess effects active during a Special Attack, gain a Passive Unblockable for 1.8 second(s).

Something to watch out for here is if at any point during a Special Attack Storm hits 6 Prowess, she will become Unblockable. If Storm is sitting on 5 Prowess, then pushes her Opponent over a bar of Power during a Special Attack, she will gain her 6th Prowess and become Unblockable midway through the Special Attack.

Storms Special 1 utilizes this mechanic.

Dev Notes

Heavy Attacks

- Charging a Heavy Attack creates a dormant Prowess which charges from 0 to 100%.
- Launching a Special Attack while charging a Heavy Attack converts this dormant Prowess into a Passive Prowess increasing the Special Attacks damage by up to 100% based on how long the Heavy Attack was charged.

This ability might read a bit strange. It's the first time we have used animation cancelling as a mechanic for a Champion. While you're charging a Heavy Attack there will be a grey Prowess Icon on screen, without releasing your finger from the screen, tap the Special Attack button to launch a Special Attack and convert the grey Prowess Icon into an actual Prowess.

Dev Notes

Special 1 – Cloudy With a Chance of Pain

- Storm calls forth a hailstorm of ice directed entirely on her unfortunate Opponent.
- Inflict a Passive Slow for the duration of this Special Attack, preventing the effects of Unstoppable and lowering Evade Ability Accuracy by 100%. Opponents with a natural Class Advantage cannot be slowed.
- Ice Tempest: Each Hit that contacts the Opponent generates 1 Prowess Buff increasing Special Attack damage by 10% for the remainder of this Special Attack. Additionally, the final Hit inflicts a Passive Coldsnap dealing 3326.4 Energy Damage over 14 seconds.

While the Ice Tempest is active Storm can apply a Passive Coldsnap. Champions who Purify Debuffs or have Immunity to Debuffs will still be affected by Coldsnap. Coldsnap also prevents the activation of Evade.

Dev Notes

Special 2 – When Toads Meet Lightning

- Storm channels a conduit of electrical force before discharging a rapid burst of lightning obliterating everything in its path.
- Each hit inflicts a Shock Debuff dealing 3326.4 damage over 9 second(s). If the Opponent Purifies any of these Shock Debuffs, deal a burst of 3326.4 instant Shock Damage instead.
- Lightning Tempest: Shock damage is increased by up to 90% based on the Opponents current Power. Additionally, each Prowess reduces the Opponents Defensive Power Rate by 25% up to a max of 100%.

While Lightning Tempest is active, this Special Attack can be launched safely regardless of how much Power the Opponent has. If playing aggressively, Storm (Pyramid X) can launch this Attack while the Opponent is near 3 bars of Power to almost double the damage.

Dev Notes

Special 3 – Accelerated Climate Change

Storm demonstrates her absolute control over the elements by conjuring a devastating localized storm. Witness the true power of an Omega level mutant.

- If both Tempests are already active, Storm increases her Attack Rating by 6237 during this Special Attack.
- After this Special Attack ends, Storm activates her alternate Tempest for 35 seconds. This duration is paused while charging Heavy Attacks and launching Special Attacks.

By Launching a Special 3 Storm gains both Tempests. Each Tempest provides 1 Prowess whenever either Champion gains a bar of Power, if players can keep both Tempests up through an entire Fight Storms potential Special Attack damage is doubled.

Dev Notes

Signature Ability – Wrath of Ororo Munroe

- While below 30% of her maximum health, Storm activates both Tempests.

When fighting against Storm, be prepared for the final 30% of her remaining Health. She's going to be gaining more Prowess, more Unblockable, and have a chance to Stun on hit. I really do recommend bringing a Champion with Power Lock or Power Drain, otherwise this is going to be a tough fight.

Dev Notes

Synergy Bonuses

Champions of Battleworld – Solo

With [Sorcerer Supreme](#)

- **Storm (Pyramid X):** Opponent Nullify effects suffer -50% Ability Accuracy.

Setup and Spike – Unique

With [Bishop](#)

- **Storm (Pyramid X):** Prowess Buffs last 4 seconds longer.
- **Bishop:** Every 15 seconds generate a Power Gain Buff granting 20% of a bar of Power over 5 seconds. While this Power Gain Buff is active, each Prowess increases Special Attack Damage by an additional +3%.

Under the Weather – Unique

With [Storm](#)

- **Storm (Pyramid X):** Alternate Tempests activated by Storm's Special 3 last 8.0 seconds longer.
- **Storm (Classic):** Gain up to 100% Shock, Coldsnap, and Incinerate Resistance based on Stored Power. While Suffering from a Shock, Coldsnap, or Incinerate Debuff, Storm's Special Attack Damage is increased by 30%.

Kingdom of Wakanda – Unique

With [Black Panther](#), [Black Panther \(Civil War\)](#), and [Killmonger](#).

- **Synergy Champions:** Bleed Debuffs inflicted on the Opponent last 30% longer.

Spider-Guild – Unique

With [Spider-Man](#), [Spider-Gwen](#), and [Spider-Man \(Miles Morales\)](#)

- **Synergy Champions:** Evade Ability Accuracy is increased by 30% and after activating Evade, inflict Stun for 2 seconds. Both of these effects enter cooldown for 12 seconds after this Stun is activated.

Mutant Agenda

With [Bishop](#), [Wolverine](#), and [Colossus](#)

- Mutants landed strikes during Special Attacks gain +12% Attack Rating.

Recommended Masteries

Block Proficiency

- Storm (Pyramid X) has higher than average Block Proficiency to help compensate for her lower health pool. Increasing her Block Proficiency further will minimize the risk when fighting without Glancing active.

Stupefy

- Stupefy will extend her on Hit stuns provided by Lightning Tempest, giving her more time to charge her Heavy Attack Prowess.

Parry

- Parry will be an essential tool to mitigate block damage and provide openings for Storm (Pyramid X)'s Heavy Attack Prowess.



Author: [MCOC Champion Designers](#)

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Storm (Classic)

Mutant, thief, leader, goddess – Ororo Munroe has played many roles in her life. As Storm, she controls all aspects of the weather on an astonishing scale. Tornados, lightning, and blizzards are hers to command. Summoned from her home in Africa by Professor X, Ororo found a new family in the X-Men – and a new role, as a hero.

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- [Base Stats and Abilities](#)
- [Storm's Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5821	485	1519
4-Star ★★★★	14596	1216	3932
5-Star ★★★★★	29264	2437	10540
6-Star ★★★★★★	49935	4158	17980
(Rank 5, Level 65)			
7-Star ★★★★★★★	48384	4028	17350
(Rank 1, Level 25)			

Champion Attributes



- Survivability 2



- Damage 5



- Ease of Use 4



- Utility 1.5



- Defender Strength 1

[Learn more about Champion Attributes](#)

Storm's Mechanics

Lightning strikes twice with Storm's new overhaul! Along with the ability to harness the power of Mother Nature, Storm can now intensify her terrifying tornadoes with potent Prowess Buffs attainable through a variety of means. With proper Power management, Storm can ride the winds of her Special 2 by stunning her opponent senseless before striking with her Special 1. Preserve your Prowess for this moment by hitting the opponent with a Heavy attack, pausing their duration long enough for you to deliver the finishing blow.

Character Class: Mutant

Basic Abilities: Prowess, Shock, Stun

Strengths and Weaknesses

Strengths

- **High Special Attack Damage**
 - With a large amount of Prowess Buffs and one of the highest base Special Damage multipliers in The Contest, Storm packs a powerful punch during all of her Special Attacks.
- **Shock Immunity & Maybe More**
 - In her base kit, Storm is Immune to Shock Debuffs and if she's paired up with her Pyramid X counterpart she'll gain access to Incinerate and Coldsnap Immunity as well.

Weaknesses

- **Nullify & Stagger**
 - Stripping Storm of her Prowess Buffs severely reduces the effectiveness of her Special Attacks.
- **Power Control**
 - Debuffs such as Power Drain and Power Burn will severely hamper Storm's ability to utilize her main damage source.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

Always Active

- Storm's control of the elements grants her Immunity to Shock effects.

Prowess Buffs

- Unless otherwise stated, Storm's Prowess Buffs last 20 seconds and grant +20% Special Attack damage.
- Each time either Champion lands a Critical Hit, gain 1 Prowess Buff.
- Each time the opponent Purifies a Debuff, gain 1 Prowess Buff.
- Each time Storm gains a Bleed effect, gain 2 Prowess Buffs.
- Each time Storm's Immunity prevents a Shock effect, gain 2 Prowess Buffs.

Storm's Special Attacks are her bread, and her Prowess Buffs are the butter. Take note of how your opponent can help you pile on the Prowess!

Dev Notes

Passive

- If a Skill Opponent Purifies a Stun Debuff, it is replaced with a passive Stun lasting 2 seconds.

Heavy Attacks

- While charging or launching a Heavy Attack, all Prowess effects on Storm are Paused. Knocking the opponent down with this attack Pauses all Prowess effects on Storm for 10 seconds.

At risk of losing that juicy Prowess stack? Out-wait that pesky Power Lock with a well-executed Heavy Attack.

Dev Notes

Special Attack 1 – Lightning Strike

- Each hit has a 70% chance to inflict a Shock Debuff, causing 2079 Energy Damage over 6 seconds.
- If the opponent is Stunned, the Shock chance becomes 100% and all Shocks on the opponent are Paused for 6 seconds.

Use in tandem with Storm's Special 2 stun or a Parry for a shocking good time!

Dev Notes

Special Attack 2 – Gale

- First hit: Gain 1 Prowess Buff.
- Final hit: 100% chance to inflict a 3 second Stun Debuff.

Special Attack 3 – Tempest

- 100% chance to gain a non-stacking Precision Buff, increasing Critical Rating by +964.29 for 45 seconds.

Every Critical Hit nets Storm 1 Prowess Buff. Prioritizing your Special 3 early in the fight could grant significant gains to your subsequent Special Attacks.

Dev Notes

Signature Ability – Conduit

- Launching a Special Attack grants Storm 1 Prowess Buff per level of Special Attack used. Additionally, each Prowess on Storm, to a maximum of 10, increases the Potency of her Shock Debuffs by +18%.

Synergy Bonuses

Enemies – (4-Star+)

With [Magneto](#), [Magneto \(House of X\)](#), [Sentinel](#), [Mister Sinister](#)

- All Champions gain +155 Critical Rating

Friends – (3-Star+)

With [Magik](#), [Jubilee](#), [Kitty Pryde](#)

- All Champions gain +130 Armor Rating

Teammates (3-Star+)

With [Cyclops \(New Xavier School\)](#), [Cyclops \(Blue Team\)](#)

- All Champions gain +5% Perfect Block Chance

Romance (2-Star+)

With [Black Panther](#)

- All Champions gain +5% Perfect Block Chance

Terminated

From [Nimrod](#)

- **Storm (Old Effect):** If failing to activate Stun during a Special 1, gain an indefinite Dormant Prowess that initializes when launching a Special 2. Each increasing Special Attack Damage by 100% for 20 seconds. Max 5.
- **Storm (New Effect):** Whenever Storm fails to activate a personal Shock or Stun effect during a Special Attack, she gains 3 Prowess Buffs.

Under the Weather

From [Storm \(Pyramid X\)](#)

- **Storm (Old Effect):** Gain up to 100% Shock, Coldsnap, and Incinerate Resistance based on Stored Power. While Suffering from a Shock, Coldsnap, or Incinerate Debuff, Storm's Special Attack Damage is increased by 30%.
- **Storm (New Effect):** Gain Immunity to Incinerate and Coldsnap effects. Each time an Immunity prevents one of these effects, gain 2 Prowess Buffs.

Recommended Masteries

Precision

- Keeping Storm's Critical Rating high will give you a reliable source of precious Prowess Buffs.

Recoil

- Storm's heavy reliance on Special Attacks makes Recoil a no-brainer. Just watch your health bar!

Stupefy

- Increasing the duration of Stun can give you the extra breathing room necessary to pull off a Special 2 + Special 1 combo.



Author: [MCOC Champion Designers](#)

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Stryfe

A child was created as a clone of infant “Nathan Summers” in the hopes of salvaging his techno-organic virus ravished body. Thinking this child to be Nathan, Apocalypse kidnapped him and raised him as his own, giving him the name “Stryfe” and encouraging the boy’s arrogance and cruelty in preparation to one day transfer his own consciousness into Stryfe’s body. Years later, during the ritual of transferring Apocalypse’s mind into Stryfe, it was discovered that he was actually a clone and thus unfit to house the essence of Apocalypse. Feeling betrayed by both what he thought were his real parents and his adoptive father Apocalypse, Stryfe grew up as an embittered madman seeking vengeance on those who wronged him.

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- [Strengths and Weaknesses](#)
- [Abilities](#)
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- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6124	463	1973
4-Star ★★★★	15356	1159	4949
5-Star ★★★★★	30789	2324	10640
6-Star ★★★★★★	52535	3965	18160

(Rank 5, Level 65)

Champion Attributes



- Survivability 4.5



- Damage 5



- Ease of Use 2.5



- Utility 4



- Defender Strength 3.5

[Learn more about Champion Attributes](#)

Stryfe's Mechanics

Stryfe uses Heavy Attacks and his Invisibility Cloak to build Telepathic Charges, using these as a resource in his kit! With these charges he is able to Concuss the opponent, block Unblockable attacks, stun Unstoppable opponents, glance incoming attacks, or ramp his damage potential! Telepathic Charges can also be stored as a persistent charge to carry throughout the quest by using Special Attack 3 or by winning a fight! All of this makes him a great option for really long and extreme fights like those found in the Abyss!

Character Class: Mutant

Basic Abilities: Concussion, Shock, Invisibility

Strengths and Weaknesses

Strengths

- **High Damage Potential**
 - By storing Persistent Telepathic Charges throughout a quest, Stryfe can ramp up his damage to rival other high damaging Champions such as Star-Lord, ĀEgon and others!
- **Great Survivability**
 - Stryfe's Telepathic Charges will cause incoming attacks to Glance, dealing a lot less damage to him. Additionally if Stryfe's Signature Ability is unlocked, Glancing attacks can trigger his invisibility, giving him a great window to recover from the opponent's combo!
- **Block Unblockable Attacks**
 - While Stryfe has a Concussion on the opponent he is able to block unblockable attacks, this can be fairly easily throughout the entire fight if need be!
- **Stun Unstoppable Opponents**

Weaknesses

- **Power Lock, Burn and Drain**
 - While suffering from any of the above effects Stryfe cannot build his telepathic charges.
- **Opponent power gain**
 - Stryfe is unable to use his telepathic cloak invisibility while the opponent has more than 1 full bar of Power. Anywhere Special Attacks cannot be baited or where the opponent is gaining a lot of power will make it a lot more difficult to ramp his charges!
- **Vigilance and anti-miss**
 - Opponent's who are able to bypass Miss will counter Stryfe's cloak and make it hard to ramp up charges quickly.
- **Shock Immune or Energy Resistance**
 - Stryfe gets a nice chunk of his damage through his shock and his basic energy attacks, anywhere where the opponent is immune or has resistance to energy damage will significantly reduce his damage output.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Psionic Blasts

- Psionic blasts occur on Medium, Heavy and Special 2 attacks, these deal Energy Damage instead of Physical and cannot be Evaded.
- Reduce the Potency of incoming Passive Direct Damage by 100%.

In some niche scenarios, Stryfe is able to perform only Medium or Heavy combos to completely ignore incoming Passive Damage and Evade effects!

Dev Notes

Telepathic Charges

- Max 20
- Telepathic Charges are unaffected by Ability Accuracy reduction but cannot be gained while suffering Power Lock, Burn or Drain.
- All attacks gain +118.95 Attack Rating per Telepathic Charge.
- 55% chance to gain +1 Telepathic Charge when landing a Heavy Attack. Chance increased by a flat 15% for each full Bar of Power.
- Gain +1 Telepathic Charge when struck by a Critical Hit.
- Gain +1 Telepathic Charge each time Stryfe or his Opponent Misses.
- When Struck at 5+ Telepathic Charges, consume 5 charges to cause the attack to Glance. Glancing Hits cannot be Critical, deal 50% reduced damage, and suffer -100% Offensive Ability Accuracy.
- Striking an Opponent or into their Block while they are Unstoppable consumes +2 Telepathic Charges to remove the effect and inflict a Passive Stun for 1.20 seconds. Cooldown 8 seconds.

Stryfe's Heavy Attack is a great way to top up on Telepathic charges. The more full bars of power Stryfe has the higher this chance gets, reaching 100% at 3 full bars.

Dev Notes

On Fourth Light Attack

- Consume 1 Telepathic Charge to inflict a Passive Concussion for 12 seconds reducing the Opponent's Ability Accuracy by 20%.
- While the Opponent is suffering from Concussion Stryfe can block Unblockable attacks.

These concussion effects can stack multiple times, effectively reducing the opponent's ability accuracy to zero after inflicting 5 stacks. This also works great in combination with the SP3 concussion!

Dev Notes

Heavy Attacks

- Deal a burst of 991.25 Energy Damage. +500% potency if Invisible.
- Gain +3 Telepathic Charges if Invisible.

Special 1 – Telepathic Camouflage

- The second hit in this attack inflicts a non-stacking Passive Shock, dealing **4163.25** Energy Damage over 8 seconds. This Shock is removed and reapplied on each Psionic Blast.
- After this attack, Stryfe activates a telepathic cloak to go Invisible for 3 seconds, giving the Opponent a 100% chance to Miss. This will not trigger when fighting an Opponent with #Psychic Shielding.
- If Stryfe lands an Attack, Blocks an attack, or the Opponent activates a Special Attack, his position is revealed and Invisibility is removed.

When playing Stryfe you will never want to throw your SP1 while the opponent has 1 or more full bars of power since the opponent might retaliate with a Special Attack of their own and strip away Stryfe's cloak. Instead bait the Opponent's SP before using Stryfe's, this way you have free and easy access to Heavy Intercepting via the cloak!

Dev Notes

Special 2 – Exceptional Psionics

- The first hit and final 2 hits in this attack are Psionic Blasts, each dealing a burst of **1189.5** Energy Damage. +80% potency if the Opponent is Shocked.
- Psionic blasts gain +237.9 Attack Rating per Telepathic Charge.

In an average or shorter fight SP2 is a great finisher. Open with an SP1 to build Telepathic charges then use those charges to detonate some chunky damage in SP2! If Stryfe has his Signature Ability unlocked he can also store a bunch of his charges as Persistent charges when closing a fight!

Dev Notes

Special 3 – Your Mind, My Playground

- Gain +5 Persistent Telepathic Charges, these last for the rest of the quest but are capped at 100.
- Consume all Telepathic Charges, each becoming +1 additional Persistent Telepathic Charge.
- Persistent Telepathic Charges cannot be consumed to trigger abilities, but still grant Attack Rating bonuses.
- If the Opponent is Shocked, inflict a Passive Concussion for 30 seconds reducing the Opponent's Ability Accuracy by 30%.

Special 3 is best used in longer fights such as the Abyss since it allows Stryfe to store up to 25 Telepathic charges permanently for the rest of the quest. If a fight is long enough Stryfe will be able to hit his maximum ramp in four SP3 rotations, then he can switch over to SP1 into SP2 loop to hit massive damage very consistently.

Dev Notes

Signature Ability – Substantial Psionic Power

- When gaining Telepathic Charges from any source other than this ability Stryfe has a 20.01% chance to gain +1 additional charge.
- Whenever the Opponent Glances a Basic Attack Stryfe has a 40.00% chance to Activate his Special 1 Invisibility for 3 seconds.
- Winning a fight converts 70% of Telepathic Charges into Persistent Telepathic Charges.

Stryfe's signature is extremely useful for ramping charges in the average fight where he might never reach an SP3. It's also a great way to help him ramp quicker!

The signature chance for a Glancing hit to activate Telepathic cloak is also extremely valuable when making a mistake and eating a hit since it has a good chance of not only saving Stryfe from eating a combo, but also allowing him to rebuild a portion of charges lost on the Glancing hit by causing the opponent to miss!

Dev Notes

Synergy Bonuses

Miss Me? – Unique

With [Ebony Maw](#) (Unique Synergy)

- Stryfe: Once per fight after being struck by a Basic Attack the Opponent is inflicted with a Passive Falter for 3 seconds giving them a 100% chance to Miss.
- [Ebony Maw](#): While the Opponent is suffering Black Tongue they are inflicted with a 3 second Falter Debuff every 13 seconds. Additionally, while the Opponent is Faltered, Gain +40% Attack Rating.

Bull Targets – Unique

With [Guillotine](#), [Thor](#) and [Hood](#)

- Stryfe: Start the fight with Invisibility active.
- [Hood](#): gain +50% Attack Rating while Invisible.
- [Guillotine](#): Souls last 30% longer and are paused during either Champions Special Attacks.
- [Thor](#): Activating a Special Attack grants +3 Fury Buffs each granting 10% Attack Rating for 6 seconds.

Cloned at Birth – Unique

With [Cable](#)

- Stryfe: Start the fight with +5 Telepathic Charges.
- [Cable](#): While the Opponent is suffering from a Degeneration effect Special Attacks grant 50% less power in the Opponent.

Big Bad Dad – Unique

With [Apocalypse](#)

- Stryfe: The final hit of Special Attack 2 pauses all Shock effects on the Opponent for 4 seconds. If this Champion is a Horseman of Apocalypse, become Passively Unblockable as long as 20 Telepathic Charges are active.
- [Apocalypse](#): Activating Special Attack 1 or 2 increases the potency of personal burst damage by +25%, this can stack up to +300% max

Enemies

With [Beast](#), [Mister Sinister](#), [Havok](#)

- All Champions gain +155 Critical Rating.

Family

With [Cyclops \(New Xavier School\)](#), [Cyclops \(Blue Team\)](#), [Cable](#), [Phoenix](#)

- All Champions gain +6% Health.

Recommended Masteries

Glass Cannon

- Stryfe can play fairly safe at low health with his Glancing mechanic and Invisibility cloak, this means he doesn't need a high base health and this mastery is a great option to give him a bunch more attack!

Block Proficiency & Perfect Block

- Landing Heavy Attacks is a great way to shortcut Stryfe's loop, these masteries that help reduce block damage will help him get off more heavy attacks with less chip damage!

Assassin

- This mastery allows Stryfe to close out fights much quicker, this also reduces the window of opportunity to receive an attack that might glance and remove Telepathic Charges.



Author: [MCOC Champion Designers](#)

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Sunspot

Roberto Da Costa is a hot-headed, suave Brazilian millionaire, and a highly respected leader to mutants and heroes alike. Backed up with the ability to absorb, store, and unleash enormous amounts of solar energy at will, Sunspot is a force to be reckoned with both behind the scenes and on the battlefield.

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- [Abilities](#)
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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5275	418	1902
4-Star ★★★★	13227	1047	4764
5-Star ★★★★★	26521	2098	10632
6-Star ★★★★★★	45253	3580	18140
(Rank 5, Level 65)			
7-Star ★★★★★★★	46872	3693	18680
(Rank 1, Level 25)			

Champion Attributes



- Survivability 2



- Damage 5



- Ease of Use 5



- Utility 3.5



- Defender Strength 1.5

[Learn more about Champion Attributes](#)

Sunspot's Mechanics

Solar Charges

Sunspot starts every fight with a limited number of Solar Charges that he consumes every time an attack connects with his Opponent. For every Solar Charge consumed Sunspot increases the damage of his strike significantly. If the attack was successful, Sunspot Incinerates

his Opponent.

Flare State

For as long as Sunspot has Solar Charges, he also has Flare State. When launching a Special 1 Sunspot can gain an additional stack of Flare State. Each Stack of Flare State increases the number of Solar Charges Sunspot consumes when attacking his Opponent and greatly enhances his offensive power.

Incinerates and Perfect Block

While Sunspot's Opponent is Incinerated, Well-Timed Blocks provide 100% Perfect Block Chance. This Perfect Block chance is maintained throughout the Opponent's entire Special Attack or Combo. Each time this Perfect Block occurs, Sunspot Purifies an Incinerate on his Opponent which recovers his Solar Charges and generates some Power.

Strengths and Weaknesses

Strengths

- **High Damage Output**
 - When expending any of Sunspot's Solar Charges he deals an additional 50% of his attack rating as bonus damage for each stack of Flare State.
- **Guaranteed Perfect Blocks**
 - Sunspot has access to a reliable and effective Perfect Block for as long as his Opponents are Incinerated.
- **Power Gain**
 - By charging Heavy Attacks or performing Well-Timed blocks on Incinerated Opponents, Sunspot charges Power.

Weaknesses

- **Dependent on Incinerates**
 - If Sunspot's Opponent is Immune to Incinerates he will struggle to maintain his high damage output and will be much more reliant on launching his Special 3 to maintain Flare State.
- **Shock**
 - If at any point Sunspot is affected by a Shock he loses all Stacks of Flare State and is unable to consume any Solar Charges when attacking his Opponent.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Solar Charges

- Max: 80 Stacks
- Sunspot is Immune to all Incinerate effects. Whenever Sunspot would be incinerated he instead generates 5 Solar Charges.
- Sunspot starts a fight with his maximum Solar Charges. 1 charge expires every 3 seconds.

Flare State

- Max: 10 Stacks
- Sunspot maintains Flare State for as long as he has Solar Charges.
- If under the effects of Shock or when running out of Solar Charges, Flare State is disabled and all stacks are removed.
- Whenever Sunspot's attacks make contact with his Opponent he expends 1 Solar Charge per hit for each stack of Flare State. Each charge expended increases the damage of that hit by 1790

Incinerates

- When Striking the Opponent, inflict an Incinerate for each Solar Charge expended, dealing 358 Energy Damage for 5 seconds.
- Incinerates remove Perfect Block chance and lower the Opponent's Block Proficiency by 50%.
- If a Strike fails to apply an Incinerate on the Opponent due to chance, or whenever any Incinerate is Purified, gain 10% of a bar of Power and 1 Solar Charge.

As Sunspot gains Power the potency of any Power gained by Incinerates is reduced by up to 57%.

On Well-Timed Blocks

- For as long as Sunspot's Opponent is Incinerated, Well-Timed blocks grant 100% Perfect Block chance for the duration of his Opponents Combo or Special Attack.
- When Sunspot performs a Perfect Block he Purifies 1 Incinerate Debuff on his Opponent.

Heavy Attacks

- While Charging a Heavy Attack, Sunspot Purifies 1 Incinerate Debuff on his Opponent every 0.18 seconds.

Special 1 – Kick Off

- Sunspot performs a dazzling combination of Capoeira kicks.
- Gain an additional stack of Flare State.
- Incinerates inflicted during this Special Attack last 9 seconds longer.

This Special Attack is Sunspot's bread and butter and should be his focus for the beginning of any fight. Each time this Special Attack is launched Sunspot is going to increase the number of Solar Charges he consumes on each hit. Make sure you keep an eye on how many Solar Charges you have to spend, if you launch too many Special 1's and can't reach your Special 2 for the big pay off or the Special 3 to reload your charges, you're going to need to reset from the beginning.

Dev Notes

Special 2 – Ultra-violent Radiation

- After a flurry of attacks Sunspot drives his fist into the Earth, creating an eruption of molten lava.
- The final hit expends up to 15 Solar Charges.
- For each stack of Flare State, Sunspot gains a Prowess effect increasing the damage dealt by this Special Attack by 200%.

The best I was able to do was achieve 8 Stacks of Flare State before launching this Special Attack. When Sunspot lands the final hit of this attack with 1600% increased damage... it really is Ultra-violent.

Dev Notes

Special 3 – SPF 10,000

- Following a quick adjustment of his stylish suit, Sunspot aims to close the deal by unleashing a devastating blast of solar energy.
- Sunspot recovers up to his maximum Solar Charges.
- For every 20 Solar Charges recovered Sunspot Inflicts 1 Incinerate Debuff dealing 3580 Energy Damage over 12 seconds.

This Special is great for long fights. If you find you're running low on Solar Charges but you still want to build to a higher number of Flare States, skip the Special 2 and rush for the Special 3 to reload all your Solar Charges while keeping your active Flare States.

Dev Notes

Signature Ability – Gideon's Experiments

- Sunspot becomes more proficient with absorbing and unleashing the energies of the Contest.
- Sunspot increases his maximum number of Solar Charges by 40.

Synergy Bonuses

New Mutants – Unique

With [Cable](#), [Warlock](#)

- Mutant Champions: Ability Accuracy is increased by 30% during Special Attacks. Increased to up to 60% based on Sunspot's Signature level.

A.I.M Technology – Unique

With [M.O.D.O.K.](#), [Red Hulk](#)

- Science Champions: Increase the Duration and Ability Accuracy of any Exhaustion, Fatigue, Heal Block, Petrify, Slow, and Weakness Debuffs by 10%. Increased to up to 40% based on Sunspot's Signature Level.
-

Leading Avengers – Unique

With [Iron Man \(Infinity War\)](#), [Captain America](#)

- Avengers and New Avengers: When fighting Villain Champions, reduce the Potency of any Power Sting and damage over time effects by 10%.
- Increased to up to 40% based on Sunspot's Signature Level.
-

Enemies

With [Mephisto](#), [Hela](#)

- All Champions gain +125 Critical Rating. Increased to up to +325 based on Sunspot's Signature Level.

Friends

With [Magik](#), [Beast](#), [Colossus](#)

- All Champions gain +130 Armor Rating. Increased to up to +330 based on Sunspot's Signature Level.

Recommended Masteries

Parry + Stupefy

- If Sunspot can reliably stun his opponents for a long duration he can charge his Heavy Attack for much longer and loop Special 1's without losing too many Solar Charges.

Willpower

- Sunspot doesn't have any defensive utility outside of his perfect blocks. Anything that can soften the blow from any debuffs will help keep Sunspot in the fight longer.

Despair

- Sunspot inflicts a lot of Incinerates on his Opponents, mixed with the Despair Mastery he can quickly stop any regenerating champion



Author: [MCOC Champion Designers](#)

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Super-Skrull

K'Lrt was a highly decorated soldier of the Super-Skrull Empire. But when the Super-Skrull invasion of Earth was thwarted by the Fantastic Four, he was made into Super-Skrull. The first and the greatest of the Super-Skrulls, he was imbued with all the powers of the Fantastic Four. When charged by cosmic power beamed directly into his body from the Super-Skrull homeworld, he becomes even more powerful than those whose powers he mimics. Nothing can stop him, and he shall make the Earth pay for what it has done to his people!

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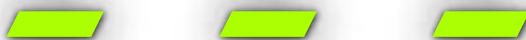
Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6124	391	1928
4-Star ★★★★	15052	979	4788
5-Star ★★★★★	30179	1963	10630
6-Star ★★★★★★	51495	3349	18130

(Rank 5, Level 65)

Champion Attributes



- Survivability 3



- Damage 1.5



- Ease of Use 3



- Utility 2.5



- Defender Strength 3

[Learn more about Champion Attributes](#)

Super-Skrull's Mechanics

Super-Skrull is constantly receiving Cosmic Energy from the Super-Skrull homeworld. In-game, this means every 1 second he gains either a Fury Buff or an Armor Up Buff based on if his next action is an Offensive (Attacks), or Defensive (Blocks or Strucks). Once Super-Skrull gains 5 of these Buffs, he enters his Overload state, his Buffs Unpause, but he gains additional Buffs based on the number of Fury/Armor Up Buffs he has as he Overloads. The second layer of his Buff rotation comes from using his Special Attacks to convert Fury into Armor or Armor into Fury, allowing him to carry some of his Buffs between his Overload cycles. Finally, Super-Skrull is constantly attempting to invade the mind of his opponents with his Hypnotic Gaze, allowing him the ability to periodically Falter his

target, and make them more vulnerable to Energy Damage.

Character Class: Cosmic

Basic Abilities: Fury, Armor Up, Incinerate, Unblockable, Stun

Strengths and Weaknesses

Strengths

- **Multiple Paused Buffs**
 - Super-Skrull builds Fury and Armor Buffs which he can keep active for the entire fight. This makes him great for paths where Buffs are key.
- **Controllable Falter**
 - Super-Skrull's Hypnotic Gaze gives him a Falter that begins Paused. While the cooldown is quite long, it can allow him to completely avoid Specials which are normally difficult or impossible to dodge.
- **High Incinerate Debuff Damage**
 - Putting his Human Torch-like flames to good use, Super-Skrull gets a large portion of his damage from his Incinerates letting him largely ignore his opponent's Armor.

Weaknesses

- **Multiple Paused Buffs**
 - Buffs can cut both ways, in some matchups, those same paused Buffs which were so valuable last quest, are a liability in this quest.
- **Incinerate Immunity**
 - With his Special 2 Incinerates and his Nova Fists Overload Buff, Super-Skrull inflicts a lot of Incinerates. If these are taken away from him, you'll notice a difference in his damage output.
- **Power Control**
 - Super-Skrull can gain quite a bit of Power once he's got his Signature Ability. This is a hint that he needs to be able to fire off multiple Specials for his rotation. If his opponent can either punish or prevent that Power Gain, it can force a reset on his rotation.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Enhanced Physiology – Passive

- Immune to Shock, Incinerate.
- Fury Buffs also grant +64.95 Block Penetration.
- Armor Up Buffs also grant +110.53 Critical Resistance.

Super-Skrull carries some base Immunities from Thing, as well as giving himself slight (mostly defensively relevant) bonuses to his most common Buffs.

Dev Notes

Hypnotic Gaze – Debuff

- After a cooldown of 25 seconds inflict a Falter Debuff on the Opponent. This Falter Debuff lasts for 1 seconds, causes all attacks to Miss and begins Paused.
- Falter is unpause when Super-Skrull is Struck, Blocks an Attack, or an Opponent Misses.
- When this Falter expires, there is a 100% that it's replaced with an Energy Vulnerability Debuff reduces Energy Resist by 1500 for 5 seconds.

Super-Skrull's Falter mechanic has to be paid attention to on both Offense and Defense. On Offense you have to choose between try to time the Energy Vulnerability for max damage, or using the Miss to keep yourself safe.

Dev Notes

Cosmic Energy Receptors – Buff

- Every 1 second Super-Skrull reaches full charge, and his next action creates a Buff, resetting the charge. This charge is not affected by Ability Accuracy.
- Landing a Hit or Striking a Block converts to a Fury Buff increasing Attack by 535.84.
- Being Struck by or Blocking an Attack converts to an Armor Up Buff increasing Armor by 428.57.
- 5 of these Buffs can be maintained at a time.

This is the mechanic that you'll play around most when using Super-Skrull. Time your attacks to build Fury, or Block to gain Armor Ups. By Controlling what Buffs you build here, you'll be able to control what extra Buffs

you get when you Overload.

Dev Notes

Cosmic Energy Overload – Buff

- Upon reaching his Cosmic Energy Receptor Buff limit Super-Skrull gains a Cosmic Energy Overload Buff for 15 seconds, and cannot build any more Cosmic Energy until it ends.
- All Cosmic Energy Receptor Buffs are removed when Overload ends or if it fails to trigger.
- Skrull gains additional Buffs based on the Armor Up or Fury Buffs active when he enters Overload:
- 4+ Armor Up Buffs: Gain a Vigilance Buff for 15 seconds.
- 8+ Armor Up Buffs: Gain an Unblockable Buff for 15 seconds.
- 4+ Fury Buffs: Gain an Undermine Debuff for 15 seconds, granting Unblockable to any Hit which the Opponent Autoblocks.
- 8+ Fury Buffs: Gain a Nova Fists Buff for 15 seconds. Granting a 100% chance to Incinerate on all attacks, dealing 1770.78 Energy Damage over 1.5 seconds, removing Perfect Block Chance and reduces Block Proficiency by 50%.

This is the payoff for playing around with the Cosmic Energy Receptor Buffs. Nova Fists is an obvious choice when damage is all you care about, and of course it'll come with Undermine for free. But sometimes carrying a few Armor Ups into Overload for that Vigilance can be really nice.

Dev Notes

Special 1 – Invisible Boulder Toss

- On Activation convert up to 5 Fury Buffs into Armor Up Buffs increasing Armor by 428.57 for 25 seconds.
- The second hit of this attack Cannot Miss or be Autoblocked.

Ok here's how we can start tying our Overload's together. By passing Fury -> Armor you can effectively "store" it for the next rotation.

Dev Notes

Special 2 – Elastic Firestorm

- On Activation convert up to 5 Armor Up Buffs into Fury Buffs increasing Attack by 535.84 for 25 seconds.
- Each hit has a 100% chance to cause an Incinerate on Hit doing 2502.83 Energy Damage over 15 seconds, removing Perfect Block Chance and reduces Block Proficiency by 50%.

This is Super-Skrull's big damage payoff! Convert Armor Ups back into Fury, and burn baby burn.

Dev Notes

Special 3 – For the Super-Skrull Empire

- Gain an indefinite non-stacking Aptitude increasing the potency of future Armor Up, Fury, and Precision Buffs by 60%.
- 100% chance to Stun for 3 seconds.

Super-Skrull's Special 3 is most useful in longer fights where Aptitudes provide more value the longer you have it for, and the Stun lets you follow up immediately afterwards.

Dev Notes

Signature Ability

Self Sustaining Power

- While in Cosmic Energy Overload, Super-Skrull gains a Power Gain Buff, granting 3.55% of a Bar of Power per second.

Super-Skrull's Signature Ability is nice and simple— while you're Overloading, gain Power. On offense this opens up new opportunities for combining his Overload Buffs, and on Defense you'll definitely find yourself needing to keep his Power Bar in check.

Dev Notes

Synergy Bonuses

Hostile Takeover – Unique

With [Iron Fist](#)

- Super-Skrull: Each time you activate a Fury Buff there is a 100% Chance to place an Armor Break on the Opponent lasting 4 seconds, reducing Armor by 150. Max Stacks: 5

- Iron Fist: The first 4 of Iron's Fist's personal Armor Break Debuffs start paused. While the opponent is suffering any Armor Break Debuffs the next Buff triggered on them will be immediately Nullified and an Armor Break Debuff is consumed.

For Super-Skrull this is a nice passive damage bonus, you'll want to be triggering Furies anyway, so having them create Armor Breaks too is pure bonus.

Dev Notes

Wedding Crasher – Unique

With [Doctor Doom](#)

- **Super-Skrull:** Start the first with a Vigilance Buff, lasting 15 seconds.
- **Solo:** Affects only this champion, and does not stack.

This Synergy allows Super-Skrull to start a fight with his Vigilance active, which can be an important consideration with abilities like that.

Dev Notes

All the Synergies below here are Copy/Pastes of the individual effects each of the F4 give each other. Given his shapeshifting/covert history Super-Skrull can activate all these, but because he's just pretending to be them, he doesn't gain their effects himself.

Dev Notes

The Brave and the Boulder – Unique

With [Human Torch](#), [Invisible Woman](#), [Mister Fantastic](#)

- **Other Synergy Members:** The last hit of Special Attack 2 grants a Fury Buff for 6 seconds(s), increasing Attack by 15% of Base Attack. This effect is doubled if all other Champions in this Synergy are present.

Rain of Fire – Unique

With [Thing](#), [Invisible Woman](#), [Mister Fantastic](#)

- **Other Synergy Members:** The last hit of Special Attack 1 Incinerates the Opponent for 6 seconds(s). This also inflicts Heal Block if all other Champions in this Synergy are present.

Force Block – Unique

With [Thing](#), [Human Torch](#), [Mr Fantastic](#)

- **Other Synergy Members:** Block Proficiency increased by 5%. Perfect Block chance increased by 10%. If all other Champions in this Synergy are present, Well-Timed Blocks inflict up to one 10% Weakness Debuff on the Opponent for 6 second(s).

H.E.R.B.I.E. – Unique

With [Thing](#), [Human Torch](#), [Invisible Woman](#)

- **Other Synergy Members:** If at or below 20% health at the start of the fight, heal 10% of Max Health over 6 second(s). Otherwise gains 60% of a Bar of Power of 6 second(s) instead.

Recommended Masteries

Willpower

- Given that Super-Skrull doesn't really have good synergy with the suicide masteries, Willpower becomes a very attractive option for him.

Glass Cannon

- Skrull wants to be very intentional with his Blocks anyway, and he can use his Falter to try and minimize the need to Block further. So he should be able to get lots of use from the bonus Attack, without feeling the HP cost.

Despair

- Another Mastery worth considering for any champion that can stack multiple Debuffs. Super-Skrull commonly has several incinerates (if not more) on his opponent, and if you bring the Armor Break synergy, he's likely to have multiple Debuffs on his opponent the entire fight!



Author: [MCoC Champion Designers](#)

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Superior Iron Man

Tony Stark has always had an impressive ego, but following an inversion spell during the “Axis” event which brought out the worst aspects of his personality, he moved to San Francisco with a new brand of self-worth. To reflect his latest “superior” outlook, he built the model 51, a liquid suit of adaptive Armor based off the Cosmic entities known as symbiotes.

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- [Superior Iron Man's Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5881	445	1669
4-Star ★★★★	14748	1114	4188
5-Star ★★★★★	29569	2234	9695
6-Star ★★★★★★	50455	3811	16530
(Rank 5, Level 65)			

Champion Attributes



- Survivability 3



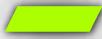
- Damage 1



- Ease of Use 5



- Utility 1



- Defender Strength 1

[Learn more about Champion Attributes](#)

Superior Iron Man's Mechanics

Superior Iron Man is a Cosmic version of Iron Man, with similar abilities. He can Armor Break opponents on all Special Attacks, and also has access to a large Heal thanks to his Awakened Ability. Maximizing the hits you land while the opponent is Armor Broken and extending the duration of his Regeneration Buff by using Cosmic Buff extending synergies are some ways to get more out of Superior Iron Man.

Character Class: Cosmic

Basic Abilities: Armor, Armor Break

Strengths and Weaknesses

Strengths

- **Healing**
 - With his Signature Ability, Superior Iron Man can heal a significant amount every fight. Being a Cosmic Champion also means this heal can be extended using Cosmic Buff extending synergies.
- **Burst Damage**
 - Getting lucky with a Critical Special versus an Armor Broken opponent can result in bursts of damage.

Weaknesses

- **Nullify**
 - His reliance on the healing buff also means matchups that can remove it can take away his main strength.
- **Ability Accuracy Reduction**
 - With his healing triggering at under 15% Health, this Buff can be completely prevented by effects that reduce his Ability Accuracy such as the Assassin Mastery.
- **Armor Break Immunity**
 - Champions who can prevent or remove his Armor Break Debuffs lower his offensive output.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

When Attacked

- 17% chance to gain an Armor Up Buff for 6 seconds, granting +562.5 Armor Rating

Special 1 – Repulsor Ray

- 70% chance to inflict an Armor Break Debuff, removing 1 Armor Up Buff and reducing Armor Rating by 2537.23 for 8 seconds.

Special 2 – Uni-Beam

- 100% chance to inflict an Armor Break Debuff, removing 1 Armor Up Buff and reducing Armor Rating by 3107.14 for 9 seconds.

His main damaging Special Attack. Land a critical hit on this one and you'll see solid damage.

Expert Player Notes

Special 3 – Billion-Dollar Punch

- 100% chance to inflict an Armor Break Debuff, removing 1 Armor Up Buff and reducing Armor Rating by 3107.14 for 10 seconds.

Land a Parry Stun right before launching this Special Attack to maximize the hits you can land while the potent Armor Break is active.

Expert Player Notes

Signature Ability – Arc Overload

Passive

- Superior Iron Man overloads the Arc Reactor in his chest if Health drops below 15%, briefly extending his life span with a burst of 29260.75 Health
- While in Arch Overload, Superior Iron Man also gains an Armor Up for 6 seconds, increasing his Armor Rating by 3106.35

Bring along the Captain America (Infinity War) Cosmic synergy to get some more healing. Also, be careful when going up against defenders who have the Assassin mastery, as they can completely prevent your Healing.

Expert Player Notes

Synergy Bonuses

Enemies Lv.3

With [Captain America](#)

- All Champions gain +155 Critical Rating

Rivals Lv.3

With [Daredevil](#)

- All Champions gain +115 Critical Damage Rating

Teammates Lv.3

With [Thor](#)

- All Champions gain +5% Perfect Block Change

His Mastermind synergy with Beast can be used to enhance his own and other Champion's attack rating as long as you maintain the Combo.

Expert Player Notes

Recommended Masteries

Double Edge and Recoil

- Superior Iron Man has no way of increasing his Attack Rating. So having the extra juice from the Double Edge and Recoil masteries can help significantly with his damage output. Also these masteries won't lower the effectiveness of his Healing.

Recovery

- The Recovery mastery can help increase the potency of Superior Iron Man's Regeneration Buff even more.

Precision and Cruelty

- Landing crits often and increasing the Critical Damage Multiplier when paired with Superior Iron Man's Armor Break Debuffs can help improve his damage output.

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [Kam](#)



Author: [MCOC Champion Designers](#)

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Symbiote Supreme

The result of an unholy union between an alternate reality Doctor Strange and a particularly virulent Klyntar specimen, the entity known as Symbiote Supreme wields an unnatural power thanks to its mastery of Symbiomancy: the ability to summon and control its Symbiote through magical means. The Symbiote Supreme finds and bonds with any lifeform it can, devouring them into its hivemind in order to spread its dark influence across The Battlerealm.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5336	436	1903
4-Star ★★★★	13379	1092	4769
5-Star ★★★★★	26826	2189	10542
6-Star ★★★★★★	45773	3734	17980
(Rank 5, Level 65)			

Champion Attributes



- Survivability 4.5



- Damage 3



- Ease of Use 3.5



- Utility 3



- Defender Strength 3.5

[Learn more about Champion Attributes](#)

Symbiote Supreme's Mechanics

Character Class: Mystic

Basic Abilities: Armor, Fury, Nullify, Power Drain

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Passive

- Symbiote Supreme gains 100% less power from Attacking, Blocking, and being Struck. But gains 16.5% of his Max Power every 9 seconds.

This is slower (about half) the rate that Doctor Strange gains power, but Symbiote Supreme makes up for this difference with his Genetic Potential Power Gain.

Dev Notes

Genetic Potential – Passive

- Each time a Buff or a Stagger effect on the Opponent ends gain 25 Genetic Potential, to a maximum of 100.
- Gain an additional 50 Genetic Potential if a Buff ends due to a Nullify or Stagger effect.

Genetic Blessings – Passive

- Symbiote Supreme can manifest 3 different Genetic Blessings, every 15 seconds he switches to the next in the following order: Chthon's Cunning, Null's Shadow, and Set's Fangs.
- Each time a Blessing triggers 100% of Genetic Potential is consumed to gain up to 100% of a Bar of Power.

This is the Power Gain which compensates for the lower base Power Gain speed compared to Doctor Strange. A full 100 Genetic Potential is worth a full bar of Power when the new Blessing triggers!

Dev Notes

Chthon's Cunning – Passive

- 100% chance when this Blessing is triggered to immediately Nullify all Buffs off the Opponent.
- 2427.1 Direct Damage is Passively dealt to the Opponent for each Buff Nullified, based on Genetic Potential.
- While active gain a 5% chance to place a Stagger Passive on the Opponent lasting 10 seconds on each Basic Attack Hit. Critical Hits increase the Chance to 50%.

The “Anti-Buff” Blessing. Symbiote Supreme always starts with this Blessing active, so he’ll remove whatever Buffs you have on you right at the start of the fight dealing damage.

Dev Notes

Null's Shadow – Passive

- 100% chance when this Blessing is triggered to gain a Protection Buff preventing Symbiote Supreme from taking more than 15% of his Max Health per hit, lasting 10 for seconds. This Protection threshold reduced by 50% if the Opponent has an active Buff.
- 1500 Armor and 40% chance to Perfect Block as a Passive effect, based on Genetic Potential.
- Gain a 15% chance to place a Stagger Passive on the Opponent lasting 10 seconds each time Symbiote Supreme is Struck by or Blocks the Opponent. Well timed blocks increase the Chance to 100%.

The “Defence” Blessing. With a damage cap, and a Armor and Perfect Block it’s the Blessing to have if you need to tank some hits, and one to avoid throwing huge specials at.

Dev Notes

Set's Fangs – Passive

- 100% chance when this Blessing is triggered to gain a Fury Buff increasing Attack by up to 3827.35 for 10 Seconds, based on Genetic Potential.
- 100% chance to cause a Bleed Debuff on every Hit, dealing up to 3173.9 Direct Damage based on Genetic Potential and lasting 8 seconds.
- Each hit of a Special Attack gains a 50% chance to place a Stagger Passive on the Opponent lasting 10 seconds.

The “Offense” Blessing. This is the Blessing to spend your time in if you’re looking to do as much damage as possible.

Dev Notes

Special 1 – Grasping Tendrils

- 100% Chance to Nullify 1 Buff. Gain 50 Genetic Potential if a Buff is Nullified.
- Switch to the next Blessing.

This Special gives Symbiote Supreme some on-demand Nullify Utility as well as a way to help him control which Blessing he spends most of his time in, it can also help him adjust which Special Attack he’ll have

immediately available under each Blessing.

Dev Notes

Special 2 – Dark Triumvirate

- While Chthon's Cunning is active each hit has a 100% chance to steal 15% of the Opponent's Max Power.
- While Null's Shadow is active each hit has a 100% chance to place a Weakness Debuff on the Opponent reducing their Attack by 33% for 10 seconds.
- While Set's Fangs is active each hit has a 100% chance to place an Armor Break Debuff on the Opponent reducing their Armor by 2250 for 10 seconds. .

Special 3 – Dimensional Hunger

- 100% chance to reset the Genetic Blessing timer, and active all 3 Genetic Blessings.
- +100 Genetic Potential.

A way for Symbiote Supreme to activate all of his Blessings at once. Clever use of the Special 3 will allow Symbiote Supreme to spend pretty much double time in one mode, can also function as a panic Nullify button.

Dev Notes

Signature Ability – Symbiomancy

- Every 10 seconds place a Stagger Passive effect on the Opponent, lasting 10 seconds. Stagger will immediately Nullify the next Buff triggered on the Opponent.

With Staggers being very important to his Power Gain, this helps supercharge Symbiote Supreme's loop, as well as giving him even better Buff Control, especially if he needs to stop attacking his Opponent to bait a special or avoid a specific ability.

Dev Notes

Synergy Bonuses

Mystic Masters – Unique

With [Doctor Strange](#), [Mordo](#)

- Symbiote Supreme: Begin the fight with 1 bar of Power.
- Doctor Strange: Deal 50% of Base Attack as Direct Damage when Nullifying a Buff off the Opponent.
- Mordo: Gain +15% of Base Attack as a Passive Attack bonus while the Opponent is under a Buff effect.

Ancient Hunger – Unique

With [Dormammu](#), [Mephisto](#)

- Symbiote Supreme: Special 2 effects trigger through Blocks.
- Dormammu: Increases Health Regenerated by an Empowered Soul Bond by 50%.
- Mephisto: 15% Chance to trigger Aura of Incineration on Basic Attack Hits.

Supreme Symbiosis – Unique

With [Venom](#), [Carnage](#), [Agent Venom](#), [Venom the Duck](#), [Spider-Man \(Symbiote\)](#)

- Symbiote Supreme: Each time a Stagger's Duration Expires, it has a 25% chance to re-apply itself.
- Symbiotes: Increases the Duration of all Bleed Effects by 20%.

Recommended Masteries

Mystic Dispersion

- Symbiote Supreme has several different ways to Nullify/Stagger Buffs from his Opponents, making him an ideal candidate for Mystic Dispersion.

Deep Wounds

- While under the effects of Set's Fangs, Symbiote Supreme can cause some pretty significant Bleed damage, Deep Wounds helps push this damage even further.

Assassin

- The bonus Attack pays dividends in multiple ways, increasing Set's Fang's Fury and Bleed Effects, increase the Chthon's Cunning Nullify Damage, plus all the natural Assassin goodness.



Author: [MCoC Champion Designers](#)

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Taskmaster

Tony Masters was a S.H.I.E.L.D. agent exposed to an experimental variant of the Super-Soldier Serum, called the Mnemonic Primer. It grants him the ability to duplicate any movement he sees, but at a cost. The huge amount of information his brain records, causes it to overwrite his own memories, replacing what little remains of his original self. Now known as Taskmaster he offers his skills to the highest bidder as a mercenary and combat trainer.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6184	460	1856
4-Star ★★★★	15508	1154	4647
5-Star ★★★★★	31093	2313	10200
6-Star ★★★★★★	53055	3946	17400

(Rank 5, Level 65)

Champion Attributes



- Survivability 3



- Damage 2



- Ease of Use 2



- Utility 2.5



- Defender Strength 2

[Learn more about Champion Attributes](#)

Taskmaster's Mechanics

Character Class: Skill

Basic Abilities: Exploit Weakness, Bleed, Armor Break

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Passive – Photographic Reflexes

- Each Unique Attack your opponent attempts decreases their Offensive Ability Accuracy by 10%, while increasing your Perfect Block Chance by the same amount.
- Each Unique Attack you make decreases your Opponent's Defensive Ability Accuracy by 10%.
- Being Struck by a Special Attack resets both of these abilities' effects.

Passive – Exploit Weakness

- Taskmaster spots a weakness in the last attack his opponent attempts, which can be exploited by striking his opponent with that same attack within 10 seconds.
- Successfully exploiting a weakness instantly deals 3156.8 Direct Damage.
- An attack that will trigger Exploit Weakness will not trigger Passive Evades or Auto-Blocks.
- After Exploit Weakness is triggered or expires it goes on cool down for 5 seconds.

Passive – Learn the Foe

- Each time a Debuff is placed on Taskmaster, all future Debuffs placed on him have their Potency reduced by 10%.
- If the Debuff Potency reduction reaches 100%, Taskmaster becomes Immune to Debuffs.

Passive – Heavy Attacks

- If Exploit Weakness is on Cooldown, the Cooldown immediately ends, and the target is set.
- If Taskmaster has triggered Exploit Weakness in the last second, or his current Exploit Weakness target is a Heavy Attack, he avoids any incoming attacks for the first second of charging this attack.

Special 1 – Use their Weaknesses

- Causes Bleed lasting 5 seconds and dealing 591.9 damage, per Debuff triggered on the opponent this fight. Max Damage after 10 Debuffs.
- This attack gains +403.9 Attack for each Debuff active on either Taskmaster or his opponent.

Special 2 – Steal their Strengths

- Causes Armor Break lasting 10 seconds reducing Armor by 397.06 per Buff triggered on the Opponent this fight. Max Damage after 10 Buffs.
- This attack gains +1381.1 Attack for each Debuff active on either Taskmaster or his Opponent.

Special 3 – Ideal Counter

- If there is an active Exploit Weakness target it is automatically triggered, and it deals +3156.8 additional Direct Damage.
- Causes Bleed lasting 5 seconds and dealing 591.9 Damage, per Debuff triggered on the Opponent this fight. Max Damage after 10 Debuffs.
- Causes Armor Break lasting 10 seconds reducing Armor by 397.06 per Buff triggered on the Opponent this fight. Max Damage after 10 Buffs.
- This attack gains +1381.1 Attack for each Debuff active on either Taskmaster or his Opponent.

Signature Ability – Intuitive Pattern Recognition

- Increases Concussion Debuffs Durations by 4 second(s).
- Each time Taskmaster Successfully triggers Exploit Weakness it places a Concussion Debuff on his Opponent reducing their Ability Accuracy by 12.5% for 6 seconds, and resetting the Duration of any currently active Concussions caused by this ability.
- If Taskmaster places 5 Concussions on his Opponent simultaneously, they convert into a Passive effect which reduces Ability Accuracy by 65% for 15 seconds, counts as 5 Debuffs for Taskmaster's other Abilities, and removes the Exploit Weakness cooldown timer. While this effect is active, Taskmaster will not trigger additional Concussion Debuffs.

Synergy Bonuses

Mostly Average Joes – Unique

With [Hawkeye](#)

- Taskmaster: If Taskmaster's current Exploit Weakness target attack is a Special Attack, all his Special Attacks become Unblockable.
- Hawkeye: Special 3 gains a 100% chance to trigger Hemorrhage, without counting towards Hawkeye's Hemorrhage activation limit.

Thunderbolts – Unique

With [Winter Soldier](#)

- Taskmaster: Current Exploit Weakness target Attack has a 20% chance to become Unblockable.
- Winter Soldier: EMP Upgrade gains a flat +5% chance to trigger.

Termination Contract – Unique

With [Moon Knight](#)

- Taskmaster: Gains a 30% chance to Evade, against his current Exploit Weakness target.
- Moon Knight: All of Moon Knight's Moon Phase Abilities gains a flat +10% chance to trigger.

Professors in Crime – Unique

With [Crossbones](#)

- Taskmaster: Instantly gain 5% of his Max Power each time he Exploits a Weakness.
- Crossbones: Entering Overrun resets the Duration of all active Fury Buffs..

Recommended Masteries

Deep Wounds

- The Bleed on Taskmasters SP1 doesn't look terribly impressive on the surface, but it can stack up really quickly by stacking Debuffs over the course of a fight, and triggering it while several Debuffs (Signature Ability anyone?) are active on the Opponent. Its duration is also short enough that Deep Wounds can make a sizeable difference.

Resonate

- Taskmaster has several abilities which build off of Debuffs on his Opponent, resonate allows him to stack those abilities up as he goes about his standard gameplay rotation.

Glass Cannon

- Much of Taskmaster's defense comes in the form of Perfect Block Chance, or evading the blow entirely, both of which neatly counter the extra damage from Glass Cannon, while allow him to fully benefit from the bonus attack.



Author: [MCOC Champion Designers](#)

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Terrax

Tyros once reigned over the city of Lanlak on the planet of Birj. Galactus saw the brutal dictator's potential and made him his own Herald of Galactus. With Terrax's command over rock and earth now magnified and the Power Cosmic on his side, "Terrax the Tamer" became Galactus' most ruthless conqueror.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6306	418	1909
4-Star ★★★★	15812	1047	4796
5-Star ★★★★★	31703	2098	10616
6-Star ★★★★★★	54096	3580	18110
(Rank 5, Level 65)			
7-Star ★★★★★★★	52416	3496	17480
(Rank 1, Level 25)			

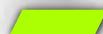
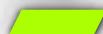
Champion Attributes



- Survivability 3



- Damage 3.5



- Ease of Use 3.5



- Utility 2



- Defender Strength 4

[Learn more about Champion Attributes](#)

Terrax's Mechanics

Terrax whips up a Rock Field in battle to shred his Opponents to pieces. He can also channel the Power Cosmic to gain Indestructibility and increased Power Rate!

Character Class: Cosmic

Basic Abilities: Shock Immunity, Bleed Immunity, Power Cosmic, Indestructible Charges, Rock Field

Strengths and Weaknesses

Strengths

- **Rock Field Damage**
 - Terrax's Rock Field deals Energy Damage to nearby Opponents that scales with time. The longer his Rock Field is active, the more damage he deals.
- **Indestructibility & Tankiness**
 - Terrax gains Indestructible Charges while his Rock Field is active, allowing him to bypass damage from hits. This ability gives him some of the most readily available Indestructibility of any Champion in the Contest!

Weaknesses

- **Power Control**
 - The most effective way to shut down Terrax's defenses is to control his Power Meter. Without Terrax's Rock Field, he loses his Indestructibility and primary source of damage.
- **Nullify**
 - Because every Indestructible Charge is a Buff, Terrax can have his tankiness stripped away from him. Bonus points if you're using the Mystic Dispersion Mastery!
- **Energy Resistance**
 - Because Terrax's primary damage comes from his Rock Field which deals Energy Damage. A character with Energy Resistance will dampen the effects of Terrax's Rock Field.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Geokinesis

- Terrax is immune to Shock and Bleed effects due to his rocky body.
- Terrax is immune to Power Drain, Power Steal, Power Burn, Power Lock, and Enervate effects from #Metal Champions due to his control over rock and earth.

Terrax's immunity to #Metal Champions' Power Control abilities cuts out the majority of Tech Champions that could Power Control Terrax. Oh right... and Doctor Doom too!

Dev Notes

Power Cosmic – Persistent Charge – Max 6 Stacks

- Terrax gains **1** Attack Charge(s) whenever he attacks the Opponent and **2** Attack Charge(s) whenever the Opponent attacks him. Terrax gains **10** Attack Charge(s) whenever his attack misses the Opponent. Terrax gains **1** Attack Charge(s) every **0.5** seconds while the Opponent is inside his Rock Field.
- When Terrax gains **50** Attack Charges he converts them into **1** Power Cosmic. Max **2** per fight.
- For each Power Cosmic, Terrax gains an additional **+10%** Power Rate when struck while Indestructible. Max **+60%**.
- For each Power Cosmic, Terrax gains an additional **+110%** Power Rate when blocking an attack while Indestructible. Max **+660%**.
- When Terrax starts a Rock Field, he gains **1** Indestructible Charge Buff for each Power Cosmic. **1** Indestructible Charge is removed each time Terrax is attacked. All remaining Indestructible Charges are removed when the Rock Field expires. Max **10** Indestructible Charges.
- Terrax's Indestructible Charge Buffs only ignore damage from attacks and do not ignore damage from Special 3 Attacks.

Without his Signature Ability, Terrax can fully ramp up his Power Cosmic ability in 3 fights. Also note Terrax's beefy Defensive Power Rate combined with his Indestructibility allows him to gain huge amounts of power from taking/blocking hits.

Dev Notes

Rock Field

- While the Rock Field is active, Terrax's attacks gain an additional **6086** Attack Rating.
- While the Rock Field is active, nearby Opponents take up to **1503.6** Energy Damage for every second the Rock Field has been active, every **0.5** second(s). This scales with Base Attack only.
- Every **0.5** second(s) there is a **35%** chance to inflict an Armor Break Debuff, reducing the Opponent's Armor Rating by **562.5** for **15** second(s). Max **10** stacks.
- While the Rock Field is active, Terrax is more aggressive.

Terrax's most powerful weapon is his Rock Field. It is his primary damage source and provides him with Indestructible Charges. It also has a chance to Armor Break the Opponent which is great against Tech Champions like Ghost!

Dev Notes

Light Attacks

- Terrax's fourth Light Attack refreshes the duration of all personal Armor Break Debuffs on the Opponent.

Terrax can inflict up to 10 Armor Breaks from his Rock Field and another- much larger- Armor Break on his Special 3 Attack. To maximize damage, keep up all the Armor Breaks!

Dev Notes

Heavy Attacks

- The Rock Field Power Drain is paused while Terrax is charging his Heavy Attack.
- If the Rock Field is active, this attack is a guaranteed Critical Hit, Terrax does not gain Power from this attack, but he gains up to **4296** increased Attack Rating based on how long the Rock Field was active. On hit, the Rock Field ends and consumes **50%** of a bar of Power.

Terrax's Heavy Attack deals more damage the longer the Rock Field has been active, up to 20 seconds! Use this attack to finish every Rock Field for optimal damage.

Dev Notes

Special Attacks

- Special Attacks cost **100%** less power, but after each Special Attack, Terrax's Power Bar drains until he reaches **0** Power. During this time, Terrax cannot use Special Attacks and his Rock Field is active.
- Terrax loses power faster the longer his Rock Field has been active.

Terrax's Special Attacks drain his power instead of instantly consuming it. During this window, the Rock Field is active! This mechanic allows Terrax to keep his Rock Field longer the more Power he gains! Keep in mind that the Power Meter drains much faster after the Rock Field has been active for 30 seconds.

Dev Notes

Special 1 – Rock Torrent

- If Terrax has less than 6 Power Cosmic, he gains **20** Attack Charges.
- If Terrax has 6+ Power Cosmic, he gains **3** Indestructible Charge(s) until the Rock Field expires after this Special Attack.
- The Rock Field triggered after this Special Attack has a flat **+40%** increased chance to Armor Break the Opponent.

Although the Rock Field after this Special Attack, is quite short, it speeds up Terrax's Power Cosmic ramp and when he's fully ramped, it gives him more Indestructible Charges!

Dev Notes

Special 2 – Meteor Strike

- The last hit grants Terrax a Power Gain Buff, generating **40%** of his Max Power over **12** seconds. Max **1**.

Since Terrax's Power Meter is draining after each Special Attack, this Power Gain Buff will slow down the process, allowing for an even longer Rock Field.

Dev Notes

Special 3 – Buried Alive

- Inflict a Stun Debuff, lasting **2** second(s).
- Inflict an Armor Break Debuff, reducing the Opponent's Armor Rating by **1500** for **25** second(s). Max **1**.

This Armor Break can be refreshed with Terrax's fourth Light Attack, allowing him to potentially keep it up the entire fight.

Dev Notes

Signature Ability – Galactus' Favor

- If Terrax has less than **1** Power Cosmic at the start of a fight, he gains **2**.

- Terrax starts each fight with his Rock Field active and **66%** of his max Power.

Synergy Bonuses

Heralds of Galactus – Solo

With [Silver Surfer](#)

- **Terrax:** When the Rock Field starts, gain **+1** Indestructible Charge Buff(s).

Death & Resurrection – Unique

With [Phoenix](#)

- **Terrax:** Well-timed blocks give Terrax **+3%** of a Bar of Power.
- **Phoenix:** When striking with her fourth Light Attack, Phoenix consumes one of her personal Fury Buffs, increasing the hit damage by **100%**.

Elders' Game – Unique

With [Red Hulk](#), [Mordo](#)

- **Terrax:** Gain **+15%** chance to Armor Break during his Rock Field.
- **Red Hulk:** When hitting the Opponent with his first Heavy Hit, Red Hulk consumes a Heat Charge and inflicts an Armor Break Debuff, reducing the Opponent's Armor Rating by **50%** for **8** seconds.
- **Mordo:** While charging a Heavy Attack, if the Opponent attacks, Mordo will evade. This ability has a **25** second cooldown.

Prisoner – Unique

With [Annihilus](#)

- **Terrax:** **+15%** Attack Rating
- **Annihilus:** All Fury Buffs last an additional **1** second(s).

Recommended Masteries

Parry

- An essential Mastery for Terrax to maximize his Rock Field damage and provide an opportunity to Heavy Attack, dealing bonus damage the longer his Rock Field is active.

Stupefy

- The longer that Terrax can get in the Opponent's face, the higher his Rock Field damage becomes. Combine this Mastery with the Parry Mastery for maximum efficiency.

Double Edge

- Terrax's immunity to Bleed effects allows him to gain increased Attack Rating without sacrificing a portion of his health.



Author: [MCOC Champion Designers](#)

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Thanos

Thanos has entered the Collector's Contest, not to fight, but to rule. Seizing immense power from all avenues that he can get his hands on, the Mad Titan strikes down any who would dare to stand against him. With near immortality and unlimited cosmic power, Thanos sets his sights on seizing the ISO-Sphere so that he may one day gain the affection of his true love, Mistress Death.

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- [Base Stats and Abilities](#)
- [Thanos's Mechanics](#)
- [Abilities](#)
- [Synergy Bonuses](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

4-Star ★★★★	19157	1227	4801
5-Star ★★★★★	38409	2459	10471
6-Star ★★★★★★	65539	4196	17860

(Rank 5, Level 65)

Champion Attributes



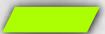
- Survivability 3



- Damage 1



- Ease of Use 5



- Utility 1



- Defender Strength 1

[Learn more about Champion Attributes](#)

Thanos's Mechanics

Character Class: Cosmic

Basic Abilities: Armor Up, True Damage

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Passive

- This Champion begins the fight with 16% Max Power.

When Struck by Basic Attacks

- 10% chance to gain an Armor Up Buff for 6.50 seconds, granting +1058.82 Armor Rating.

All Attacks

- 11% chance to gain a Fury Buff for 7 seconds, granting +2307.8 Attack.

Special Attacks

- 100% chance to inflict Heal Block, preventing the target from recovering Health for 7 seconds.

Special 1

This attack deals True Damage, ignoring all of the opponent's armor.

Special 2

- This attack deals True Damage, ignoring all of the opponent's armor.

Signature Ability – Immortality

Passive

- Granted near-immortality, Thanos the Mad Titan passively reduces his opponent's base attack by 40%.

Synergy Bonuses

Enemies

With [Star-Lord](#) and [Hulk](#)

- All Champions gain +155 Critical Rating

Family

With [Gamora](#)

- All Champions gain +6% Attack

Nemesis

With [Deadpool](#), [Deadpool \(X-Force\)](#)

- All Champions gain +6% Attack



Author: [MCOC Champion Designers](#)

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The Champion

As an Elders of the Universe member, The Champion is able to control an energy source referred to as the Power Primordial, the residual energy that is left over from the Big Bang itself. He channels this energy to enhance his physical form, and he seeks out the greatest fighters in the universe to test the limits of his powers.

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- [The Champion's Mechanics](#)
- [Strengths and Weaknesses](#)
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- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6912	395	1901
4-Star ★★★★	17332	991	4767
5-Star ★★★★★	34751	1986	10591
6-Star ★★★★★★	59297	3388	18060

(Rank 5, Level 65)

Champion Attributes



- Survivability 3.5



- Damage 1



- Ease of Use 3



- Utility 1.5



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

The Champion's Mechanics

Character Class: Cosmic

Strengths and Weaknesses

Strengths

Champion of the Universe

- The Champion wants to beat the best. When going against anybody on his list, his buffs will last longer and the rate of which he gains Persistent Charges is higher. Anybody on his list will be at a major disadvantage.

Boss Fights

- The Champion can activate additional abilities when attacking or defending the final node of a quest. The Champion's regeneration is one of the strongest regeneration effects in the game, but can only be activated during that last quest fight.

Weaknesses

Nullify

- Champions with Nullify will be able to deal with The Champion with ease; Mystic Champions like Doctor Voodoo, Loki and awakened Doctor Strange.

Playstyle

- Trying to keep him at less than 2 Persistent Charges is a good way to avoid The Champion's Unstoppable cycle. Also, before his Unstoppable activates, there is a cue that allows players to know he is about to activate his ability. When he is Unstoppable, remember to avoid using your Basic Attacks, but Special Attacks are still safe to use.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Persistent Charge

- The Champion channels The Power Primordial, the residual energy left over from the Big Bang, to enhance his physical form and gain up to 5 Persistent Charges.
- Every 13 seconds, The Champion gains 1 Persistent Charge and activates Fury Buffs equal to his Persistent Charge, each granting him +1863.4 Attack Rating for 4.2 seconds.
- 1 Persistent Charge(s) are lost for every 20 hits in the opponent's Combo Meter and when one of his Fury Buffs is Nullified by the opponent.

Champion of the Universe

- The Champion always seeks to fight against the Greatest Fighters in the universe. While fighting them, he gains Persistent Charges 28% faster and increases the Duration and Ability Accuracy of all of his Buffs by a flat +25%.
- Contest's Greatest Fighters: Star-Lord, Spider-Man (Stark Enhanced), Corvus Glaive, Hyperion, Iceman, Archangel, Blade, Gwenpool, Void, Hulk (Ragnarok), Magik, Ghost Rider.

This is a piece of his lore that we really wanted to incorporate in his ability design. The Champion is all about travelling through the universe in search for a good fight against the greatest fighters of the universe, mostly to show off his skills. This list includes two Champions of each Class. The Champion will be a great option on AvA attack and on defense when fighting against champions on his list.

Dev Notes

While attacking or defending the final node in a Quest

- +750 Armor and Block Penetration.

This is currently unique to The Champion. When attacking or defending the final node in a Quest, he will get additional bonuses here and a bigger one on his Signature Ability.

Dev Notes

Light Attacks – Requires 2 Persistent Charges

- Activates True Accuracy for 7 seconds if intercepting the opponent's Dash Attack, allowing him to ignore Auto Block and all Evade effects.

Medium Attacks – Requires 3 Persistent Charges

- Inflicts an Armor Break if intercepting the opponent's Dash Attack, reducing Armor Rating by 964.29 for 6 seconds.

Special 1 – Judo Chop

- When The Champion has 4 or more Persistent Charges, he spends one to activate a Regeneration Buff, regenerating 2371.88

Health over 3 seconds.

Special 2 – Missile Dropkick

- Spends 2 Persistent Charge(s) if hitting the opponent, granting 9000 Critical Rating for this attack.

Special 3 – Champion’s Press Backbreaker

- Spends 2 Persistent Charge(s) to activate a Fury Buff, granting +677.6 Attack Rating for 10 seconds. This Fury counts towards The Champion’s Primal Fury Signature Ability.

Signature Ability – Primal Fury

- When at least one of his Fury Buffs is active, The Champion unleashes the full potential of The Power Primordial. This increases the Potency of his Armor Break by 170%. Additionally, when he activates 2 or more of his Fury Buffs, he becomes Unstoppable, shrugging off the impact of the opponent’s Basic Attacks for 5 seconds.
- While attacking or defending on the final node in a Quest, for each active Fury Buff and while his Unstoppable Buff is active, he regenerates 2.13% of the damage taken this fight per second, excluding the amount already regenerated by this ability. This ability can regenerate up to a maximum of 5% Health per second.
- In addition to regenerating Health, The Champion is immune to Fate Seal, Heal Block, Petrify, and any effects that modify Regeneration other than Poison.

That was long! Basically, When he activates his Fury Buff cycle, he can activate Unstoppable Buff and a very strong Regeneration passive. 1.7% per Fury means he will be able Regenerate 8.5% of the damage he took in the current fight, per second. (1.7% * 5 Fury Buffs from his Persistent Charge).

Dev Notes

Synergy Bonuses

Tough Brawlers – Unique

With [Luke Cage](#)

- The Champion: The Champion is Unstoppable when using a Light and Medium Attack.
- Luke Cage: +35% chance to inflict Debuffs as long as Luke Cage never dashes back in a fight.

Persistent Force – Unique

With [Mephisto](#), [Sentry](#)

- The Champion: When The Champion has 3 or more Persistent Charges, he starts the fight with an Indestructible Buff, ignoring all incoming damage for 8 seconds.
- Mephisto: +15% Attack Rating for each Persistent Charge.
- Sentry: +12% Attack Rating for each Reality Warp.

Combo Fighter – Unique

With [Thor \(Ragnarok\)](#)

- The Champion: Gains a Persistent Charge for every 20 hits in his Combo Meter.
- Thor (Ragnarok): +0.8% Attack Rating per hit in the Combo Meter. Max: 100 hits.

David and Goliath – Unique

With [Ægon](#)

- Ægon: Ægon gets +20% Attack Rating while fighting larger Champions.
- The Champion: The Champion gets +20% Attack Rating while fighting smaller Champions.

Enemies

With [Drax](#), [Mephisto](#)

- All Champions gain +155 Critical Rating

Recommended Masteries

Extended Fury and Enhanced Fury

- The Champion's Fury Buffs are very strong but lasts only for about 4.2 seconds without anything enhancing it. Those two masteries will greatly enhance his damage capabilities.

Glass Cannon, Recoil and Double Edge

- The Champion will be able to regenerate any damage dealt to him when he is fighting in the last node of a Quest. Enhancing his attacks but decreasing his defensive capabilities might be a good strategy in most fights. Do not use Liquid Courage since the Poison effect attached to it will reduce the amount of healing he can get through his Signature Ability.

Greater Vitality, Salve, and Willpower

- When investing in The Champion to put him on Alliance Wars Defense, he will perform the best with more Health. The more Health he has, the more damage he can take before dying and the more healing he can get. Salve and Willpower enables him to regenerate more Health but do not get Recovery, since that does not affect The Champion while he is attacking or defending the final node of a Quest.



Author: [MCoC Champion Designers](#)

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The Hood

Always fascinated with super humans, young petty thief Parker Robbins used his gains to help his family, including his ailing mother. When a burglary took an unexpected turn, Parker found himself in possession of a pair of mystical boots and cloak. Struggling to understand the supernatural items, he learned they granted him limited powers, including invisibility and the ability to walk on air. Dubbed “The Hood” by the police, Parker soon found himself forced down a darker path, using his newfound powers to start his own criminal empire to ensure the safety of his family.

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- [Abilities](#)
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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6184	458	1806
4-Star ★★★★	15508	1148	4531
5-Star ★★★★★	31093	2301	10330
6-Star ★★★★★★	53005	3927	17620

(Rank 5, Level 65)

Champion Attributes



- Survivability 3



- Damage 4



- Ease of Use 2



- Utility 3



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

The Hood's Mechanics

The Hood's new kit makes him the Mystical master of Miss! His new Hex Pistols mechanic gives him a totally new avenue to damage, and an upgrade to his Miss lets you reliably deal with Special Attacks if used correctly. More damage and more reliable utility has Hood shining in a whole new light.

Character Class: Mystic

Basic Abilities: Invisibility, Stagger, Shock, Bleed

Strengths and Weaknesses

Strengths

- Miss
 - With Hood's update he has his Miss more consistently, use this to deal with some hard to dodge Special Attacks and find more openings on your opponents.
- Stagger
 - Hood has near constant uptime on his Stagger letting him deal with tons of buffs with ease.

Weaknesses

- Nullify
 - Hood's Invisibility is now a Buff, careful with fighting against anything that will remove your Buffs!

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Hex Pistols – Loaded Bullets: 28 – Max Loaded Bullets: 42

- The Hood's Bullets Persist from fight to fight within a Quest.
- Nullify a Buff: Load 2 Bullets.
- Make the opponent Miss while Invisible: Load 1 Bullet when the Invisibility ends.

Hex Pistols – Medium Attacks and Special 2

- 100% chance to Fire a Bullet and inflict a stacking Hex, lasting 12 seconds. Each Hex deals a burst of 1963.5 Energy Damage when it Expires and is Refreshed when a new Hex is gained.

Hood's new damage mechanic, stack up a ton of these and cash in for big damage on the heavy attack!

Dev Notes

Dash Back and Hold Block for 1.2 Seconds

- 100% chance to gain an Invisibility Buff lasting 8 seconds.
- When Ending: Invisibility goes on Cooldown for 6 seconds.
- While Active: Hood's Attacks gain +634.62 Critical Damage Rating and ignore 75% Armor Rating and Block Proficiency.
- While Active: Incoming attacks have a 120% chance to Miss. Each time the opponent Misses an attack, this Miss chance is decreased by a flat 20% until the Invisibility ends.

Pair this with the Special 2 to have consistent uptime on the Invisibility.

Dev Notes

Critical Hits

- 100% chance to inflict a non-stacking Stagger Passive lasting 5 seconds. When a Staggered opponent gains a Buff, that Buff and all Buffs triggered at the same time are Nullified.
- When this Stagger ends, it inflicts 589.05 direct damage on the opponent and heals The Hood for a matching amount.

Heavy Attacks

- Refresh the duration of all Personal Bleed and Fate Seal effects Hood has applied to the Opponent.
- Cause all Hexes to Expire immediately, with +100% Potency.

Special 1 – Eldritch Arc

- 100% chance to inflict a Shock Debuff, causing 5890.5 Energy Damage over 7.5 seconds.
- If this Shock expires after lasting its full duration, 100% chance to inflict a Stun Debuff, lasting 3 seconds.

Special 2 – Occult Onslaught

- 100% Chance to apply a Fate Seal to the opponent, Nullifying all Buffs, and prevents any new Buffs from activating for 6.5 seconds, While this Fate Seal is active the opponents Ability Accuracy is reduced by 65%.
- At the end of the attack, activate Invisibility.

Fate Seal has been reinstated as a tool to shut down Buff reliant characters.

Special 3 – Dark Pact

- +2945.25 Attack Rating for each full bar of Power the opponent has.
- 100% chance to inflict a Bleed, dealing 4319.7 direct damage over 8 seconds.

Signature Ability – Dark Dealings

While Invisible

- The Hood becomes Immune to all Stun effects. Additionally, Firing a Bullet while Invisible has a 45% chance to Steal 10% of the opponent's current Power, gaining twice that amount in the process.

Synergy Bonuses

Crime Bosses – Unique

With [Joe Fixit](#), [Kingpin](#)

- **Villain Champions:** +150 Armor Rating, +150 Critical Rating, +5% Perfect Block Chance & +5% Health Rating.

Dark Empowerment

With [Dormammu](#)

- **Non-Robot Villain Champions:** 20% chance to Revive at 10% Health when receiving a Knockout blow.

Enemies

With [Punisher](#), [Doctor Voodoo](#), [Tigra](#), [Doctor Strange](#)

- **All Champions:** +155 Critical Rating

Teammates

With [Loki](#), [Iron Patriot](#), [Terrax](#), [Taskmaster](#)

- **All Champions:** +5% Perfect Block Chance

Not the Hero... – Unique

With [M.O.D.O.K.](#), [Mole Man](#), [Mysterio](#), [Mojo](#)

- **Villain Champions:** +3% Health & Attack Rating
- **The Hood:** Knocking the opponent down loads 3 bullets

...But the Best Villain

With [Abomination](#), [King Groot](#), [Ronan](#), [Vulture](#)

- **Villain Champions:** +3% Health & Attack Rating **The Hood:** Invisibility's starting Miss Chance is 140% instead of the normal 120%



Author: [MCOC Champion Designers](#)

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The Overseer

A younger version of Maestro from an alternate reality that is equal in every way, except he still maintains his sanity. The Overseer has just started his conquering career and while he isn't villainous, he's not quite noble either. He uses Captain America's shield for defense, and the Silver Surfer board as a giant cleaver, but his most powerful weapon is a copy of the Infinity Gauntlet that holds the Cosmic Cube, which he uses to travel across the Battlerealm looking for conquest.

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Base Stats and Abilities

	Health	Attack	PI (Max Signature)
3-Star ★★★	6730	467	1887
4-Star ★★★★	16876	1171	4748
5-Star ★★★★★	33837	2346	10670
6-Star ★★★★★★	57737	4004	18200 (Rank 5, Level 65)
7-Star ★★★★★★★	55944	3879	17540 (Rank 1, Level 25)

Champion Attributes

- Survivability 3.5



- Damage 3.5



- Ease of Use 2.5



- Utility 3



- Defender Strength 3

[Learn more about Champion Attributes](#)

The Overseer's Mechanics

The Overseer gains Gamma Power every time the Opponent gains a bar of Power, increasing his Attack Power and potency of some of his Debuffs. When he reaches three stacks of Gamma Power he can activate the Cosmic Cube by launching a Special Attack, which

grants him some cosmic abilities. While normally an Opponent with lots of power is a big threat, the Overseer has a reliable access to Taunt which gives him a good level of control over the Opponent's power level.

Character Class : Science

Basic Abilities : Gamma Power, Taunt, Stun, Disorient

Strengths and Weaknesses

Strengths

- **Nullify, Fate Seal and Stagger Immune**
 - Not only is he Immune to those effects he also punishes those who attempt to hit him with any of those abilities.
- **Punishes Special Attack Usage**
 - Both as an Attacker and a Defender he can punish Opponents who use too many Special Attacks.

Weaknesses

- **Purify**
 - Opponents with Purify can shut down his kit.
- **Opponent with no Power Gain**
 - He gains Gamma Power as the Opponent gains power, if the Opponent has no Power Gain his ramp up slows down.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Always Active

- Immune to Nullify, Fate Seal and Stagger.
- An enhanced Immune system provides a full Immunity to the Poisons of the Battlerealm.

Gamma Power

- When the Opponent gains a Bar of Power gain an indefinite Gamma Power granting 600.6 Attack Rating and 17% Potency of his personal Debuffs from Special Attacks. Max 6 Stacks.

The Overseer benefits when the Opponent has Power Gain, since it speeds up the rate in which he gains Gamma Power.

Dev Notes

Cosmic Mode

- At 3 or more Stacks of Gamma Power, after launching a Special Attack consumes all stacks and activates Cosmic Mode, lasting 3.33 second(s) per Gamma Power, but it is paused during Special Attacks from the Overseer or the Opponent. Cosmic Mode lasts 50% longer for Defenders.
- For each Gamma Power gained while in Cosmic Mode, instead gain a non-stacking Fury Buff granting 586.5 Attack Rating per Gamma Power used to enter the mode, with its total duration equalling its Cosmic Mode starting duration.
- Light Attacks deal a Burst of 1548.36 Physical Damage.

One of the most efficient ways to use Cosmic Mode is to wait for the Opponent to reach zero power, then use your own Special Attack to activate Cosmic Mode and then quickly push them over a Bar of Power in order to trigger the Fury Buff.

Dev Notes

After Opponent Launches a Special – Special Concussion

- Inflict an indefinite Special Concussion Debuff, reducing Ability Accuracy by 10% during Special Attacks. Max 7.
- Reducing a Combo of 3 or more to a lower amount removes one stack of Special Concussion.

Heavy Attacks

- Inflict a non-stacking Taunt Debuff for 10 second(s). Opponents that are Taunted have their Attack reduced by 20% and have a 70% higher chance to activate Special Attacks. This ability goes on cooldown for 20 second(s) if activated.

This very reliable Taunt allows the Overseer to control the Opponent's Power level and stop them from ever reaching 3 Bars of Power. This ability allows the Overseer to benefit from Opponent's Power Gain without putting himself in danger.

Dev Notes

After a Special – Cap’s Shield

- Gain a Auto-Block Passive, giving 100% chance to Auto-Block Basic Attacks when Struck twice, it lasts for 7 second(s) or until triggered.
- The Overseer is Stun Immune while Auto-Block is active.

Special 1 – Supersonic Impact

- Inflict a Stun Debuff for 1.5 second(s).
- Cosmic Mode: On activation gain a Regeneration Buff, recovering 7% of missing Health over 10 seconds. The Potency of this Buff is reduced by 10% for each Bleed Debuff on Overseer.

Since Cosmic Mode pauses during Special Attacks, you can generally throw many Special 1 attacks, giving a lot of opportunities to hit stunned opponents with lots of bursts of damage powered by a chunky Fury.

Dev Notes

Special 2 – Cleaving Strike

- Inflicts a Disorient Debuff, reducing Defensive Ability Accuracy by 40% and Block Proficiency by 50% for 12 second(s). Ability Accuracy reduction scales with Gamma Power.
- Cosmic Mode: Gain an Energize Buff, granting 25% increased Combat Power Rate for 12 second(s).

While the Disorient Debuff is useful only against a select number of Opponents, the Energize Buff allows the Overseer to quickly gain power and release many Special Attacks. Since Cosmic Mode pauses during Special Attacks, the Energize Buff helps to extend the Cosmic Mode duration considerably.

Dev Notes

Special 3 – Cosmic Assault

- Inflict a Physical Vulnerability Debuff, reducing Physical Resistance by 1 for 2 seconds.

The Special 3 is the best choice against Opponents with high amounts of health, it applies a powerful Physical Vulnerability Debuff that improves the damage potential of the bursts of physical damage from Cosmic Mode. Additionally it quickly pushes the Opponent above one bar of Power which grants the Overseer a Fury Buff.

Dev Notes

Signature Ability – Retaliation

- If an Opponent ability fails due to his personal immunity or reduced Ability Accuracy they take a burst of 1601.61 Physical Damage and the Overseer gains one Gamma Power. This Damage scales with Base Attack Only. This effect has a 1 second cooldown.
- Striking the Opponent while they are recovering from Heavy or Special Attacks Attacks deal a burst of 4003.99 Physical Damage. This effect has a 1-second cooldown.

The Overseer Signature Ability is particularly useful against Opponents who rely on releasing lots of Special Attacks. It creates many windows of opportunity to punish them both as an Attacker and as a Defender.

Dev Notes

Synergy Bonuses

Identity Disorder – Unique

With [Hulk](#), [Hulk \(Ragnarok\)](#), [Joe Fixit](#)

- Their scrambled personality makes them Immune to reverse controls.

Cube Wielders – Unique

With [Red Skull](#), [Thanos](#)

- The Overseer: 50% chance to gain an Indefinite Gamma Power when the Opponent launches a Special while taunted.
- [Red Skull](#): 8% chance per Armor Up to inflict Armor Break on Special 2 attacks, reducing Armor Rating by 525.
- [Thanos](#): Fury also grants a Power Gain Buff, gaining half of a bar of Power over 7 second(s).

Space Surfers – Unique

With [Silver Surfer](#)

- The Overseer: The Energize Buff from his Special 2 also grants 450 Critical Rating.
- [Silver Surfer](#): Gain Precision on Special 2, increasing Critical Rating by 450 for 12 seconds.

Shield Buddies – Unique

With [Captain America](#), [Captain America \(WWII\)](#), [Captain America \(Infinity War\)](#)

- The Overseer: 15% chance that a Block is a Perfect Block, reducing all damage to 0.
- [Captain America](#), [Captain America WWII](#), [Captain America \(Infinity War\)](#): Intercepting the Opponent grants a non-Stacking Passive Fury, granting 50% Attack Rating for 7 second(s).

Cosmic Control – Unique

With [Terrax](#), [Air-Walker](#)

- The Overseer: Increase Cosmic Mode duration by 0.66 second(s) per Gamma Power.
- [Terrax](#), [Air-Walker](#): When Heavy Charging gains an Unstoppable Buff that lasts for 1 second(s). If Struck while this effect is up, it goes on cooldown for 25 seconds.

Enemies: Level 3 – Unique

With [Doctor Doom](#)

- All Champions gain +155 Critical Rating.

Recommended Masteries

Despair and Inequity

- The Overseer applies lots of Debuff on the Opponent, making good use of these Masteries.

Liquid Courage

- Being Poison Immune causes the Overseer to gain the additional damage of the Mastery but none of the negative effects.



Author: [MCOC Champion Designers](#)

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Thing

Benjamin Grimm, also known as “Thing,” served as the pilot on the starship expedition led by Reed Richards. During the voyage, the ship encountered unprecedented levels of radiation, granting the crew extraordinary powers. Ben gained incredible physical strength, and his body was covered in a flexible, rock-like hide. After returning to earth, the team banded together to form the Fantastic Four. It’s clobberin’ time!

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- [Thing's Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
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Base Stats and Abilities

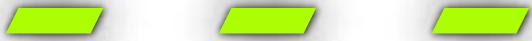
Health Attack PI (Max Signature)

3-Star ★★★	6427	490	1903
4-Star ★★★★	16116	1227	4778
5-Star ★★★★★	32313	2459	10605
6-Star ★★★★★★	55136	4196	18090
(Rank 5, Level 65)			

Champion Attributes



- Survivability 5



- Damage 3



- Ease of Use 1



- Utility 3



- Defender Strength 4

[Learn more about Champion Attributes](#)

Thing's Mechanics

Character Class: Science

Basic Abilities: Rock Stacks, Fury, Weakness, Stun

Strengths and Weaknesses

Strengths

- **Immune to Nullify, Fate Seal, and Stagger (ex. The Hood, Symbiote Supreme)**
 - Thing is completely immune to all Nullify, Stagger, and Fate Seal abilities. So any Champions that rely on these, like Symbiote Supreme or The Hood, will have a very hard time fighting him
- **Protection against very, very high damage**
 - Thing's signature ability is excellent at reducing the damage he takes, but it is normally on a very high cooldown. However, when Thing would take a lot of damage in a single hit, this cooldown is ignored, and his Protection can re-activate. In most situations, this trigger won't occur. But if an enemy Champion boost their damage to extreme levels using Fury or Critical Damage Rating, they'll have a hard time fighting through Thing's Unbreakable Spirit.

Weaknesses

• Frequent Bleeds

- Even though Thing is immune to Bleed, whenever he would receive a Bleed he loses two Rock Stacks and doesn't generate any Fury from their removal. This can't occur more than once every 2 seconds, but even so, any champion that can frequently, repeatedly, trigger Bleeds will be able to keep Thing's Rock Stacks and Fury at a low level throughout the fight. This means his Special Attacks won't gain additional abilities, and he won't go Unstoppable when struck.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Passive

- Immune to Bleed, Shock, Armor Break, Armor Shattered, Nullify, Stagger, and Fate Seal effects.
- Generate 1 Rock Stack when Struck.
- Generate 1 Rock Stack when Blocking a Hit.
- Generate 4 additional Rock Stacks with a Well-Timed Block.
- Thing removes 3 Rock Stack(s) when he would receive a Bleed. This can't occur more than once every 2 second(s).

Rock Stacks are Thing's main ability. Learning how they're generated and making the best use of them is key to both fighting as Thing, and fighting against him.

Dev Notes

Passive – Rock Stack

- Rock Stacks last indefinitely, up to 15 Stacks. Any additional Rock Stacks last for 5 seconds. Rock Stacks are capped at 20.
- For each Rock Stack, Physical and Energy Resistance is increased by +143.62.
- Whenever a Rock Stack is removed or the duration expires, Thing gains a permanent Passive Fury, granting +128.88 Attack. These Fury effects are capped at 60.

The fact that Thing's Rock Stacks have a duration once he reaches 15 Stacks is actually beneficial. When those Rock Stacks expire, they'll give Thing a passive Fury for the rest of the fight.

Dev Notes

When Attacked

- When Thing is Hit and he has 15 or more Rock Stacks, he becomes Unstoppable for 5 second(s) and removes 3 Rock Stack(s) instead of generating any.

This is the main ability to keep in mind when fighting against Thing. As soon as he has 15 Rock Stacks, any additional hit will grant him Unstoppable. This takes effect immediately, so Thing is able to strike back, even if his opponent is still swinging.

Dev Notes

Special Attacks

- For the next 8 second(s), Thing's attacks Nullify all Unstoppable buffs when striking the Opponent.

Juggernaut might be an Unstoppable force, but Thing is an immovable object.

Dev Notes

Special 1- Fists of Stone

- For each Rock Stack, Damage increased by +209.8.
- If Thing has 15 or more Rock Stacks, he removes all Rock Stacks and this attack is Unblockable.

- If Thing has 20 Rock Stacks, inflict Weakness decreasing the Opponent's Attack by 70% for 6 second(s).

All of Thing's Special Attacks gain an additional ability when he has 15 Rock Stacks, and another when he has 20 Rock Stacks. These also remove all of his Rock Stacks, but doing so will give him a passive Fury for the rest of the fight for each Rock Stack removed.

Dev Notes

Special 2 – Rush Down

- Stagger the opponent, preventing them from gaining their next Buff for 6 seconds.
- If Thing has 15 or more Rock Stacks, he removes all Rock Stacks and this attack is Unblockable.
- If Thing has 20 Rock Stacks, Stun the Opponent for 4.50 second(s).

Special 3 – It's Clobberin' Time!

- Thing is Unblockable and Unstoppable for 8 second(s).
- If Thing has 15 or more Rock Stacks, he removes all Rock Stacks and he gains a Passive Fury for 8 second(s), increasing his Attack by +1678.4
- If Thing has 20 Rock Stacks, all his Fury effects are +100% stronger for 8 second(s).

The ability Thing gains at 20 Rock Stacks improves all his Fury effects, including the Fury he gains at 15 Rock Stacks, all of the passive Fury he's gained so far from removing Rock Stacks, and any new Fury gained from removing Rock Stacks while the ability is active.

Dev Notes

Signature Ability – Unbreakable Spirit:

While Heavy Attack Charging

- Thing activates Protection for the next 5 second(s), reducing all damage by 70%, plus +1% for each Rock Stack.
- Once this ability finishes, it goes into cooldown and cannot be reactivated for 20 seconds.
- Unbreakable Spirit will also trigger when Thing is Stunned.
- Unbreakable Spirit will also trigger when the Opponent would deal 300% or more of their Attack Rating with a Basic Attack, or 300% or more of their Attack Rating with a Special Attack Hit. This trigger ignores the ability cooldown.

Thing's signature ability adds another layer to his defensive capabilities. The protection granted by this ability significantly reduces incoming damage from all sources, and it can be activated by charging a Heavy Attack, or when Thing is stunned by something like the Parry mastery. Lastly, if he's ever up against a Champion that consistently does staggering amounts of damage, it's entirely possible for this ability to be active for the majority of the fight.

Dev Notes

Synergy Bonuses

The Brave and the Boulder – Unique Synergy

With [Mister Fantastic](#), [Invisible Woman](#), [Human Torch](#)

- Champions other than Thing: If the Opponent is hit by the first hit of Special Attack 1, gain a Fury Buff for 6 seconds, increasing Attack by 15% of Base Attack.
- This effect is doubled if all other Champions in this Synergy are present.

Passive Aggressive – Unique Synergy

With [Human Torch](#)

- Thing: When Thing is at 20 Rock Stacks, any additional stacks he would gain are immediately converted into Passive Fury effects.

Normally, when Thing is at 20 Rock Stacks, any additional stacks simply replace existing ones. With this synergy, that replacement will also grant Thing a Fury.

Dev Notes

School of Hard Rocks – Unique Synergy

With [Korg](#)

- Thing: Fury effects generated from removing Rock Stacks are 33% more effective.
- [Korg](#): Start the fight with 2 additional Rock Shield charges.

Worthy Opponent – Unique Synergy

With [The Champion](#)

- Thing: Once per fight, when Thing would be struck by a blow that would knock him out, his HP remains at 1, and he becomes Indestructible for 6 seconds. Any hit he receives while Indestructible grants him a Fury of 100% for the rest of the fight.
- [The Champion](#): Increase the duration of The Champion's Fury effects by 1.5 second(s).

Rivals Lv. 3

With [Hulk](#), [Hulk \(Ragnarok\)](#)

- All Champions gain +115 Critical Damage Rating

Recommended Masteries

Double Edge

- Thing is immune to Bleed, so the Bleed caused by Double Edge won't affect him, but he'll still gain the attack boost. In a regular fight, Bleeds remove Rock Stacks (and don't grant Thing any Fury), but the Bleed from Double Edge happens at the start of the fight, before Thing has any Rock Stacks to remove.



Author: [MCoC Champion Designers](#)

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Thor (Jane Foster)

Born a mortal on Midgard, Dr. Jane Foster – a frequent ally of Thor and consulting physician for Tony Stark – has proven herself worthy of wielding the mighty hammer Mjolnir. Taking up the mantle of Thor, Jane now fights to protect the realms from all who would seek to destroy them.

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- [Thor \(Jane Foster\)'s Mechanics](#)
- [Strengths and Weaknesses](#)
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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6427	459	1807
4-Star ★★★★	16116	1148	4546
5-Star ★★★★★	32313	2301	10490
6-Star ★★★★★★	55136	3927	17900

(Rank 5, Level 65)

Champion Attributes



- Survivability 2



- Damage 2.5



- Ease of Use 4



- Utility 3.5



- Defender Strength 1.5

[Learn more about Champion Attributes](#)

Thor (Jane Foster)'s Mechanics

Jane is the queen of all things Shock! Using her Special Attacks, apply Shocks to the opponents, empowered differently by each special. While under the effect of a Stun Jane's opponents will suffer some serious damage with guaranteed Critical attacks. Keep the Shocks going as well and gain a strong chance to Stun. Use her new empowered Shocks to keep the opponent stuck in the corner all day long.

Character Class: Mystic

Basic Abilities: Stun, Stagger, Shock

Strengths and Weaknesses

Strengths

- **Stagger**
 - Jane can apply Staggers with ease on her Heavy Attack. As long as the opponent doesn't start the fight with a Buff, you should be able to keep them to a minimum.
- **Stun**
 - Mjolnir packs a punch, landing basic attacks on a Shocked opponent is going to let you Stun them over, and over, and over again!
- **Critical Attacks**
 - While striking a Stunned opponent Jane will have guaranteed Critical Hits, meaning more damage and ignoring most resistances and Armor. Keep the Shocks going the whole fight to maximize her damage and apply even more Stuns!

Weaknesses

- **Shock and Stun Immune**
 - If she can't Shock or Stun, Jane will have a tough time with getting her damage and utility going.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Always Active

- The Power of Mjolnir grants Thor +1916.67 Energy Resistance and causes enemy Shock effects to suffer -100% Potency. While fighting Science Champions, this reduction drops to -20% Potency.

While the Opponent is Shocked

- Thor gains +30% Perfect Block Chance.
- All attacks have a 21% chance to inflict a 2.10 second Stun Debuff.

While the Opponent is Stunned

- Thor's attacks strike with Guaranteed Critical Hits and gain +1159.09 Critical Damage Rating.
- Thor benefits from Rank 3 of the Petrify Mastery, even if it is not activated. For each Rank that is activated, she gains +392.7 Attack Rating.

I love to throw a Medium 2 as soon as I see the Stun hit the opponent and reset my Combo and keep as many attacks as possible going while Stunned!

Dev Notes

Heavy Attacks

- Inflicts up to 2 Stagger Passives on the opponent lasting 17 seconds. 100% chance each.

Jane's primary tool for Buff control. Chain Heavy Attacks to apply a ton of Staggers and keep opponents' Buffs down!

Dev Notes

Special Attack 1

- 100% chance to inflict a Shock Debuff, causing 5301.45 Energy Damage over 8 seconds.

Special Attack 2

- 100% chance to inflict a Shock Debuff, causing 6283.2 Energy Damage over 12 seconds. This Shock becomes Passive while fighting Cosmic Champions.
- This Shock is Paused for 7 second(s) each time a Buff on the opponent is Nullified.

Cosmics beware! This empowered Shock against Cosmic Champions is a great way to keep Stunning and Critical Hits to a max against any pesky Buff users.

Dev Notes

Special Attack 3

- 100% chance to inflict a Shock Passive, causing 10406.55 Energy Damage over 13 seconds. This Shock is Paused for 0.50 seconds

each time the opponent is Stunned.

Longer fights I love to try and race to a Special 3 and see how long I can keep it active! This will also help a ton with Debuff Immune fights

Dev Notes

That Which Smashes

- Each time Thor inflicts a personal Shock Effect on the opponent, she also has a 100% chance to Nullify all Power Gain Buffs on them. Additionally, while the opponents has at least one Shock Effect on them, they suffer -80% Ability Power Rate.

Synergy Bonuses

Love and Thunder – Unique Synergy

With [Thor \(Ragnarok\)](#), Valkyrie, [Korg](#), Gorr the God Butcher

- **Synergy Champions:** +5% Combat Power Rate, +130 Armor Rating, +5% Perfect Block Chance & +6% Attack Rating.

Romance

With [Thor](#)

- All Champions: +5% Combate Power Rate

Teammates

With [Joe Fixit](#), [Vision](#)

- All Champions: +5% Perfect Block Chance

Friends

With [Black Widow](#)

- All Champions: +130 Armor Rating

Recommended Masteries

Stupefy

- With so many Stuns in her kit, making them last even longer is a dream!

Mystic Dispersion

- Jane excels when she can remove the opponent's Buffs. Mystic Dispersion will help accelerate her Special Attack usage and let her keep the opponent Shocked more often!



Author: [MCOC Champion Designers](#)

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Thor (Ragnarok)

When an ancient evil, lurking for eons, is released from its shackles, the Asgardian God of Thunder is thrown into a whirlwind of chaos. Ripped from his familiar surroundings and stripped of his powers, Thor's only hope is to summon the warrior within, and fight his way back against impossible odds. With his kingdom shattered and his people in dire need, Thor must discover what it means to be a true leader.

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- [Strengths and Weaknesses](#)
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- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6851	431	1888
4-Star ★★★★	17180	1081	4742
5-Star ★★★★★	34447	2166	10690
6-Star ★★★★★★	58777	3696	18230
(Rank 5, Level 65)			

Champion Attributes



- Survivability 3



- Damage 3.5



- Ease of Use 4



- Utility 2



- Defender Strength 3

[Learn more about Champion Attributes](#)

Thor (Ragnarok)'s Mechanics

Thor Ragnarok excels at stacking Debuffs on the opponent to both disable and deal considerable damage to them. His Special 3 inflicts a Shock Debuff as well as grants him a Buff that gives a chance to inflict a Shock Debuff with each attack he lands. Each time a Shock Debuff is inflicted Thor also has an additional chance to inflict both Stun and Armor Break Debuffs to further his combos and damage. Inflicting a Stun Debuff while the opponent is suffering from an Armor Break Debuff will deal an additional massive burst of Physical Damage. Utilizing his Boon of the Gods Power Gain Buff to fire off Special Attacks frequently is the key to maximizing Thor's damage.

Character Class: Skill

Basic Abilities: Stun, Armor Break, Shock

Strengths and Weaknesses

Strengths

- High Energy Damage
 - Thor can inflict Shock Debuffs at a high rate to deal constant Energy Damage
- Great vs Armor stacking opponents
 - Thor has many ways to inflict stacking Armor Break Debuffs to deal with any Armor Stacking opponents

Weaknesses

- Power Lock/Power Burn effects
 - Thor relies on his Boon of the Gods to gain power thus Power Lock and Power Burn like attacks are a great counter
- Purify
 - Characters that can shrug Thor's Debuffs can mitigate a large chunk of his overall damage

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Always Active – Shock Effects

- Incoming Shock effects suffer 90% duration.
- Each time Thor inflicts a Shock Debuff he has a 16% chance to also inflict a Stun Debuff lasting 2 seconds.
- Each time Thor inflicts a Shock Debuff he has a 45% chance to inflict an Armor Break Debuff, removing an Armor Up Buff and reducing Armor Rating by 964.29 for 10 seconds.

Boon of the Gods

- Each time Thor gains 40 hits on his Combo Meter, or is struck 20 times he gains a Boon of the Gods Passive. Max: 2 stacks.
- Boon of the Gods fills Thor's Power Meter over 6 seconds and is unaffected by Ability Accuracy reductions.
- If Thor is struck by a Special Attack, Boon of the Gods is removed.

We've changed the Boon of the gods to count down now instead of counting up, so be careful when he gets close to 0!

Dev Notes

When the Opponent Intercepts Thor's Dash

- 30% chance to Auto-Block the attack. This Block is considered Well-Timed and can activate the Parry Mastery.

When an Attack Inflicts a Stun

- If the opponent has an Armor Break Debuff, the attack deals a burst of additional Physical Damage equal to 250% of the damage dealt by the attack.

Spamming Special 1 will help you trigger this often for a TON of damage!

Dev Notes

Special Attack 1 – Fearsome Fighter

- 75% chance to inflict a 1.8 second Stun Debuff.
- If at a Combo Meter of 40+ chance is instead 100%.

Special Attack 2 – The Warrior Within

- 100% chance to inflict an Armor Break Debuff, removing 1 Armor Up Buff and reducing Armor Rating by 1500 for 16 seconds.
- This Armor Break Debuff is Paused while Boon of the Gods is active.

Special Attack 3 – God of Thunder

- This attack cannot deal more than 20% of the opponent's Max Health in damage. This damage cap is increased to 30% if the opponent is suffering from an Armor Break Debuff.
- 100% chance to inflict a Shock Debuff, causing 4435.2 Energy Damage over 10 seconds.

- 100% chance to gain a Thunder God's Wrath Passive lasting 30 seconds which is unaffected by Ability Accuracy Reductions. While active, contact with the opponent has a 40% chance to inflict a Shock Debuff, causing 3326.4 Energy Damage over 5 seconds.

Signature Ability – Renewed Spark

Always Active

- Thunder God's Wrath is enhanced to provide +3614.77 Attack Rating.
- Additionally, each Shock Debuff on the opponent causes them to suffer -20% Ability Accuracy.

Gain a **ton** of bonus damage with this new and improved sig ability!

Dev Notes

Synergy Bonuses

Not Afraid of Death – Unique

With [Hela](#)

- Thor (Ragnarok): Heal 10% of Max Health each time an opponent is knocked out.
- Hela: Start each fight with 100 Spirit of the Dead Charges.

Friend From Work – Unique

With [Hulk](#), [Hulk \(Ragnarok\)](#), [Hulk \(Immortal\)](#), [Overseer](#)

- Thor: +15% Attack Rating while Thunder God's Wrath is active.
- Other Synergy Champions: When brought below 20% Max Health, gain an Indestructible Passive lasting 5 seconds.

Like Old Days – Unique

With [Loki](#)

- Thor (Ragnarok): When struck for the first time each fight, 100% chance to gain a Combo Shield Passive lasting 10 seconds.
- Loki: Ascendant Signature Ability is enhanced to provide Power Gain while below 2 bars of Power.

Teammates

With [Black Widow \(Deadly Origin\)](#), [Vision \(Age Of Ultron\)](#), [Captain America \(Infinity War\)](#), [Iron Man \(Infinity War\)](#)

- All Champions: +5% Perfect Block Chance.

Family

With [Odin](#)

- All Champions: +6% Health.

Recommended Masteries

Stupefy

- Helps to improve the duration of Thor's various Stun effects

Despair

- Reduces Regeneration effects on opponents per Debuff



Author: [MCoC Champion Designers](#)

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Thor

The mighty Thor is Asgard's finest and bravest warrior. With god-like strength, command over lightning, and the aid of the legendary hammer Mjölnir, Thor defends Earth alongside his battle-worthy companions, the Avengers. However, Thor must often contend with the evil schemes of his own brother, the nefarious Loki.

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Base Stats and Abilities

Health Attack PI (Max Signature)

4-Star ★★★★	17332	1238	4374
5-Star ★★★★★	34751	2482	9778
6-Star ★★★★★★	59297	4234	16680

(Rank 5, Level 65)

Champion Attributes



- Survivability 2



- Damage 4.5



- Ease of Use 4



- Utility 1



- Defender Strength 1

[Learn more about Champion Attributes](#)

Thor's Mechanics

The God of Thunder can ignore and break all the Opponent's Armor, growing stronger while the fight goes on. And if any Shock stands in his way, Thor will resist their strength.

Character Class: Cosmic

Basic Abilities: Armor Break, Fury, Stun, True Damage

Strengths and Weaknesses

Strengths

- **Shock Resistance**
 - Thor has resistance to any Shock Effects he might suffer.
- **Fury Buffs**
 - Thor has easy access to Fury Buffs by hitting into his Opponent with his hammer.
- **Armor Break/True Damage**
 - With his Signature Ability, Thor breaks the Opponent's Armor. And with his Special 1 and Fury Buffs, he can ignore any Armor they have.

Weaknesses

- **Buff Removal**
 - With Thor depending on his Fury Buffs, removing them will impact his damage.
- **Debuff Removal**
 - Thor depends on his Armor Breaks and Stun Debuffs for his rotation.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Passive

- 40% Shock Resistance.
- The chance to trigger a Fury Buff for every 30 seconds that have passed in the fight. Maximum 150% increase.
- For each Fury buff active, this Champion gains 118.42 additional Armor Penetration.

Thor grows stronger the fight goes, and suffers less damage from any Shock Effects.

Expert Player Notes

All Attacks

- 10% chance to gain a Fury Buff for 6.50 seconds, granting +1481.9 Attack

With each hit, Thor's attack gets stronger, so stay very aggressive to take advantage.

Expert Player Notes

Special 1

- This attack deals True Damage, ignoring all of the opponent's Armor
- 70% chance to Stun for 3 seconds.

This Special allows Thor to bypass the Armor of Champions like Red Skull with his Armor Up buffs.

Expert Player Notes

Special 2

- 85% chance to Stun for 4 seconds.

With the high chance to Stun the opponent, Thor can hit into the opponent using his Furies with ease.

Expert Player Notes

Special 3

- 100% chance to Stun for 4.50 seconds

Use this Special to guarantee a Stun on the opponent, so use it to get the most Fury buffs possible.

Expert Player Notes

Signature Ability – Ragnarok

Passive

- Stunning the Thunder God infuriates him and grants him Fury, increasing his Attack by 846.8 for 4.50 seconds.
- When Thor Stuns his opponent, he tears apart their Armor reducing it by 4672.38 for 7.50 seconds

This allows Thor to grow stronger on Defense, while giving him easy access to Armor Breaks.

Expert Player Notes

Synergy Bonuses

Enemies

With [Juggernaut](#)

- All Champions gain +155 Critical Rating

Friends

With [Doctor Strange](#)

- All Champions gain +130 Armor Rating

Friends

With [Iron Man](#)

- All Champions gain +130 Armor Rating

Recommended Masteries

Stupefy

- This mastery allows Thor to get more hits while his Opponents have a Stun

Willpower

- Thanks to his resistance to Shock Debuffs, Willpower let's Thor get his health back

Enhanced and Extended Fury

- Each Fury Buff Thor gains will increase his attack more and with a longer duration

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [Mister King](#)



Author: [MCOC Champion Designers](#)

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Tigra

Greer Nelson was once a Super Hero going by the name “Cat”, who was gravely injured pursuing members of Hydra. In an effort to save her life, her ex-boss performed an ancient ritual which resulted in her possession by Tigra, the greatest Warrior from a race of humanoid cat-people.

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- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5578	525	1950
4-Star ★★★★	13987	1317	4900
5-Star ★★★★★	28045	2640	10640
6-Star ★★★★★★	47854	4504	18140
(Rank 5, Level 65)			

Champion Attributes

- Survivability 3



- Damage 5



- Ease of Use 1.5



- Utility 3



- Defender Strength 3.5



[Learn more about Champion Attributes](#)

Tigra's Mechanics

While attacking, Tigra neutralizes her opponent, preventing them from gaining any Buffs and pausing the duration of her Primal and Huntress Senses. These Senses increase Tigra's Power Gain and Damage output. While Charging her Heavy Attack, Tigra causes all non-contact hits during Special Attacks to Miss, making it easy to Punish difficult to avoid Special Attacks and maintain her aggressive game plan.

Character Class: Mystic

Basic Abilities: Neutralize, Rupture, Primal Sense, Huntress Sense

Strengths and Weaknesses

Strengths

- **Opponents Generating Buffs when Struck**
 - Tigra's Attacks Neutralize the Opponent, preventing them from gaining Buffs. If the Opponent fails to gain a Buff through Chance while Neutralize is active, it is removed and replaced with Rupture, dealing Physical Damage.
 - If Huntress Sense is Active, this also generates Power for Tigra.
 - If Primal sense is Active, this also deals a burst of Physical Damage.
- **Opponents with Non-Contact Special Attacks**
 - While Charging her Heavy attack, Tigra causes non-contact Special Attacks to Miss, allowing her to avoid otherwise unavoidable Special Attacks and Punish them easily.
- **Opponents with Punishable Heavy Attacks**
 - Tigra's Heavy Attack inflicts long lasting Ruptures and will be an important part of her offensive game plan. Opponents with easily punishable Heavy Attacks, like Iron Man (Infinity War), Nova, or Medusa, will be easy targets for Tigra.

Weaknesses

- **High Physical Resistance**
 - Physical Resistance will greatly reduce the effectiveness of Tigra's Rupture Debuffs
- **Weakness, Slow, Exhaustion Debuffs**
 - While under the effects of Slow, Weakness, or Exhaustion Debuffs, Tigra is unable to activate her Miss or Unblockable abilities.
- **Debuff Immunity**
 - If the Opponent purifies Debuffs or reduces their duration significantly, Tigra will lose out on the majority of her damage.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

All Attacks

- On Hit, inflict a non-stacking Passive Neutralize for 2.50 second(s). If this Neutralize is already active, its duration is refreshed instead. Neutralized Opponents have -100% Buff Ability Accuracy.
- While the Opponent is Neutralized, if they fail to gain a Buff through Chance, inflict Rupture, dealing 225.2 Physical Damage over 1 second(s). Cooldown 1 second(s)

Neutralize is the only way Tigra can interact with the Opponent's Buffs. She will excel and shut down Opponents generating Buffs when they are struck, but any other Buffs will be untouchable.

Dev Notes

Heavy Attacks

- While Charging a Heavy Attack and 0.10 seconds after launching a Heavy Attack, all non-contact hits from Special Attacks have a 100% chance to Miss.
- If Tigra Interrupts the Opponent's Attack or causes them to Miss while charging this attack, each Hit inflicts Rupture dealing 2252 Physical Damage over 18 seconds.

Tigra's Heavy Attack is the most important attack for her to land. Keeping these long duration Ruptures on the Opponent will lead to insane damage through the Special 2.

Dev Notes

Special Attacks

- If the Opponent is far away from Tigra at any point during a Special Attack she gains Unblockable for the next hit.
- Landing an Unblockable strike inflicts Rupture dealing 1320 Physical Damage over 8 seconds.

Dash backwards before launching a Special Attack to get a free Unblockable Strike.

Dev Notes

Fighting Non-Cosmic Champions

- If affected by Weakness, Slow, or Exhaustion Debuffs, prevent the activation of Tigra's personal miss and Unblockable effects.

Special 1 – Claws and Effect

- On activation, alternate between triggering **Primal Sense** and **Huntress Sense**. Senses last for 14 seconds. Duration is paused while the Opponent is Neutralized.
- **Primal Sense:** Whenever inflicting Rupture, deal a burst of up to 3828.4 Physical Damage based on the number of damaging Debuffs on the Opponent. This damage is increased by 100% during Special Attacks.
- **Huntress Sense:** 10% chance for all non-contact attacks from Special Attacks to Miss. Whenever inflicting Rupture or causing the Opponent to Miss, generate 10% of a bar of Power.

Maintaining Primal Sense and Huntress Sense is crucial for Tigra. Keep an eye on timers, if you think they will run out before launching a Special 2, launch a couple Special 1's first.

Dev Notes

Special 2 – Crouching Tiger

- Each hit has a 10% chance to inflict Rupture dealing 3828.4 Physical damage over 4 seconds.
- Each damaging Debuff on the Opponent increases the chance of inflicting Rupture during this Special Attack by a flat 10%.

This is Tigra's damaging Special Attack. Looping Heavy Attacks into her offense will ensure this Attack is used to its full effect.

Dev Notes

Special 3 – Prey For Mercy

- Gain Primal Sense and Huntress Sense for 14 seconds.
- Inflict a non-stacking, indefinite Rupture dealing 225.2 Physical Damage every 0.5 seconds. This Rupture is removed and reapplied each time Tigra lands an Unblockable strike.

For longer fights, it's a good idea to throw a Special 3 at least once. This indefinite Rupture will reapply itself each time you land an Unblockable strike, meaning you get 2 bursts of Physical Damage while Primal Sense is active.

Dev Notes

Signature Ability – Warrior Spirit

- Start the fight with Primal Sense and Huntress Sense for **12** seconds.

This Signature Ability will help Tigra immensely in shorter fights. Allowing Tigra to head straight for Special 2.

Dev Notes

Synergy Bonuses

West Coast Avengers

With [Hawkeye](#) and [War Machine](#)

- **Tigra:** Opponents have -80% Purify Ability Accuracy for 0.25 seconds after being Struck.
- **War Machine:** Armor Ups gain flat +30% Ability Accuracy and Potency. Additionally, during Special Attacks, gain +30% Attack rating for each Armor Up Buff on either Champion up to a maximum of 300%.
- **Hawkeye:** Hawkeye's personal Bleed abilities inflict Poison instead.

Feline Possession – Unique

With [Black Panther](#), and [Black Panther \(Civil War\)](#)

- **Tigra:** Nullify any Unstoppable Buffs while the Opponent is suffering the effects of Rupture.
- **Black Panther:** 80% chance to inflict an Bleed when landing Critical hits. Each Bleed on the Opponent increases Critical Damage Rating by 50.
- **Black Panther (Civil War):** When Attacked while Reflective State is active, Black Panther has a 60% chance to gain an Armor Up Buff granting 280 Armor Rating for 7.5 seconds.

Entrée – Unique

With [Vulture](#) and [Howard the Duck](#)

- **Tigra:** When fighting #Small Champions, Heavy Attacks have +50% increased Attack Rating.
- **Vulture:** Activating Raptor Strike pauses Siphon Charges and Thermal Feedback Debuffs for 5 seconds.
- **Howard the Duck:** The chance of gaining stacks of Quack Fu is increased by 100%.

Big Game Hunters – Unique

With [Elsa Bloodstone](#)

- **Tigra:** When Fighting #Large and #XL Champions, increase the duration of Rupture effects by 25%.
- **Elsa Bloodstone:** Enhanced Munition Debuffs last 4.0 seconds longer. Additionally, when fighting on the last node in a quest, Opponent cannot activate True Strike or True Accuracy abilities.

Romance

With [Luke Cage](#), [Iron Man](#), and [Moon Knight](#)

- All Champions gain 5% Power Gain.

Recommended Masteries

Despair

- Tigra won't have much trouble stacking up enough Debuffs on the Opponent to prevent them from healing.

Assassin

- Tigra's higher than normal attack rating will scale very well with any Mastery giving her Attack boosts.

Mystic Dispersion

- Even though Tigra can't Nullify any Buffs, if a Buff does expire on the Opponent she will still receive a healthy chunk of Power.



Author: [MCOC Champion Designers](#)

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Titania

Once a scrawny and timid girl, Mary MacPherran was recruited by Doctor Doom into an evil army of super humans. Through Doom's twisted science, Mary was transformed into the super strong and nigh indestructible Titania. Now a super-powered bully and formidable villain, Titania is constantly picking fights to prove just how strong she is... especially with her archrival She-Hulk.

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- [Titania's Mechanics](#)
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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	7215	440	1961
4-Star ★★★★	18092	1103	4933
5-Star ★★★★★	36276	2211	10660
6-Star ★★★★★★	61898	3773	18190
(Rank 5, Level 65)			
7-Star ★★★★★★★	59976	3656	17550
(Rank 1, Level 25)			

Champion Attributes



- Survivability 4



- Damage 4



- Ease of Use 3.5



- Utility 2.5



- Defender Strength 3

[Learn more about Champion Attributes](#)

Titania's Mechanics

As the Queen of Debuffs, every part of Titania's kit revolves around inflicting harmful effects on her Opponent to fuel her damage and utility. Her key mechanic is her Haymakers, allowing her to become Unblockable, Unstoppable, and Indestructible for a brief period. This effect has a cooldown, but inflicting Debuffs reduces the cooldown. Additionally, every time she inflicts a Debuff she gains a Fury, ramping up her damage as the fight goes on. Throwing Haymakers creates safe windows for attacks where Titania can inflict plenty of

Debuffs, build up her damage, and fuel even more devastating Haymakers as an Unstoppable pain train.

Character Class: Science

Basic Abilities: Unblockable, Unstoppable, Indestructible, Suppression, Stagger, Weakness

Strengths and Weaknesses

Strengths

- **Creates Her Own Openings**
 - When her Haymakers are available, Titania can go Unblockable, Unstoppable, and Indestructible for a short time. This lets her force openings for attack, extend a combo in safety, or power through an otherwise punishing burst of damage.
- **Debuff City**
 - While her individual Debuffs aren't especially potent, Titania inflicts so many Debuffs so frequently that they can quickly overwhelm an Opponent. Nodes where inflicting Debuffs is important are great for Titania, and she also benefits from any node that inflicts Debuffs.
- **Durability**
 - Titania's natural tankiness combined with her abundance of Weakness Debuffs and regular Indestructibility means she can outlast high-damage Opponents. Use her with the Inequity Mastery for even more survivability.

Weaknesses

- **Slow**
 - If she can't gain Unstoppable, Titania can't power through her Opponent's attacks. While her Haymakers will still make her Indestructible, getting trapped in an Opponent's combo during her Haymakers wastes her precious window of attack.
- **Evade**
 - Titania depends completely on hitting the Opponent to inflict her Debuffs and keep her momentum going. If the Opponent Evades or Dodges constantly instead of blocking, Titania will have a harder time ramping up her damage.
- **Purify**
 - While Purify won't prevent Titania from gaining Furies or lowering her Haymaker cooldown, Purifying some of her more impactful Debuffs like Debilitate or Physical Vulnerability will be annoying for her. Champions that actively gain benefits from Debuffs or Purifying are especially dangerous, as Titania can't help but fuel that fire.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

Always Active

- Titania is immune to Buffs. She doesn't need your help.
- +250 Physical Resistance.

Buff Immunity means that Titania can't benefit from many nodes, but also means she gets around the Buff punishment playstyle of Mystics like Man-Thing and Doctor Voodoo. And with no Buffs to Nullify, Champions like Symbiote Supreme can't capitalize on those aspects of their kits.

Dev Notes

Haymakers

- Performing a Dash, a second Medium Attack, or charging a Heavy Attack grants Titania Unblockable, Unstoppable, and Indestructible Passives for 4 seconds. 30 second cooldown.
- While these effects are active, each hit deals a burst of 188.65 Physical Damage for each Debuff on the Opponent.

This is Titania's primary form of utility, with a variety of uses. The Unblockable means Titania can dive in on her Opponent whenever she wants, forcing an opening for a flurry of attacks. Ending a combo with a Medium Attack while Haymakers is ready means Titania can go from one combo directly into another, completely ignoring her Opponent's attempts to counterattack.

With proper spacing, Titania can also hold onto her Haymakers until her Opponent throws a difficult-to-dodge Special, then use her Indestructible to power straight through their attack. The burst damage also means that as Titania builds up Debuffs from the rest of her kit, her Haymaker attacks become more and more devastating.

Dev Notes

Adding Injury to Insult

- Whenever the Opponent is inflicted with a Debuff, Titania gains a Fury Passive increasing Attack Rating by +377.3 for 15 seconds, and Haymakers' cooldown is reduced by 1 second.
- All of Titania's Debuffs can be inflicted through Block.

Titania relies on building up a ton of Fury effects to ramp up her damage over the course of the fight. Inflicting Debuffs will increase her damage and make her Haymakers available sooner, which will be even more devastating with the boost from the Furies. Since all of Titania's Debuffs can be applied through block, when fighting her as a Defender, players are better off dodging her attacks and specials, rather than blocking through them.

Dev Notes

Light Attacks

- Inflict a 5% Suppression Debuff for 2 seconds, paused during Titania's Special Attacks.

These are Titania's most readily available and easy-to-inflict Debuffs. With a low potency and duration they're not particularly useful in and of themselves, but they'll help mitigate the Opponent's defensive Power Gain as Titania wails on them, and each Light Attack will be granting Titania another Fury, getting her that much closer to another round of Haymakers.

Dev Notes

Heavy Attacks

- The first hit inflicts a Stagger Debuff for 8 seconds.
- If the first hit lands while Haymakers' effects are active, the final hit inflicts an extra stack of Titania's active personal Debuffs. If this attack is canceled into a Special Attack, the extra Debuffs are inflicted on the final hit of the Special instead.

Staggers are another light piece of utility available to Titania. Not only are her Heavy Attacks safe to throw while she has her Haymaker effects, but if she hits while Haymakers are active she'll inflict an extra stack of all her other stackable Debuffs, like her Suppressions, Staggers, and Weaknesses.

The Heavy Attack can be canceled after the first hit into a Special Attack, and the extra Debuffs will still be inflicted at the end of the Special. Haymakers only have to be active for the first hit of the Heavy Attack to get the extra stack— if you cancel into a Special Attack and the Haymakers end before the last hit of the Special, you'll still inflict the extra Debuffs.

Dev Notes

Special Attack 1 – Smackdown

- The first hit inflicts a non-stacking Debilitate Debuff, extending the duration of any new Debuffs by 50% for 30 seconds.
- Each hit inflicts a Weakness Debuff, reducing Attack Rating by 5% for 8 seconds.

The Debilitate makes it easier to keep Debuffs like Stagger and Weakness up, and extends the window that she can capitalize on them with Haymakers and her Heavy Attacks. It's also very important for extending the damage windows provided by her other Special Attacks. This attack has 5 hits, so it can inflict up to 5 Weaknesses.

Dev Notes

Special Attack 2 – Rock ‘Em Sock ‘Em

- The final hit inflicts a non-stacking 562.5 Physical Vulnerability Debuff for 20 seconds. This Debuff is refreshed whenever the Opponent suffers 4 or more Suppression Debuffs.
- Each hit inflicts a Weakness Debuff, reducing Attack Rating by 5% for 8 seconds.

The Physical Vulnerability can, in theory, be refreshed indefinitely if Titania keeps landing full combos of Light Attacks, giving her an effectively permanent boost to her DPS. Combining this with the Debilitate from her Special 1 extends the window for keeping the Physical Vulnerability refreshed. This attack is also 5 hits, so can inflict another 5 Weaknesses.

Dev Notes

Special Attack 3 – Give ‘Em The Chair

- Immediately activate Haymakers with +50% duration, ignoring their cooldown.
- Inflict 30% potency Fatigue, Exhaust, Decelerate, Disorient, Falter, Stifle, Wither, Petrify, Cowardice, and Intimidate Debuffs on the Opponent for 4 seconds.

Inflicting a flood of Debuffs means a ton of Furies for Titania, with an immediate Haymaker window to hit with some juicy burst damage. The Debuffs themselves are largely irrelevant but they provide a massive amount of fuel to Titania's damage. If the Opponent was Debilitated before this Special, the extended duration of the Debuffs will line up with the extended duration of her Haymakers, giving her a sizable opportunity to start wailing on her Opponent. Either throw as many punches as possible for tons of Haymaker burst damage, or

throw in some Haymaker Heavy Attacks to keep stacking an absurd amount of Debuffs and spike your Fury count even higher.

Dev Notes

Signature Ability – Grudge Match

- Whenever Titania inflicts a stackable personal Debuff, she has a 30% chance to inflict it twice.
- When fighting #L and #XL Opponents, Titania's Fury potency is increased by 30%.

What do you get for the woman who has every Debuff? More Debuffs, of course. More Debuffs means more Furies and Haymakers for Titania, and more pain and suffering for the Opponent. This effect can apply to all of Titania's stackable Debuffs, including the extra Debuffs from her Heavy Attacks and each of the plethora of Debuffs from her Special 3. Her Signature Ability also gives her more potent Furies when fighting giant Champions, helping Titania prove who's *really* the biggest and strongest in the Battlrealm.

Dev Notes

Synergy Bonuses

I Will Break You – Unique

With [She-Hulk](#)

- **Titania** : Start each fight with 10 Fury Passives and Fury effects gain +25% duration.
- [She-Hulk](#) : Heavy Attacks deal a burst of Physical Damage equal to 75% of Attack Rating for each Debuff on the Opponent.

Do You Even Lift?

With [Colossus](#), [Drax](#), [Hulk](#), [Hyperion](#)

- **Synergy Members** : Increase the potency of Fury effects by 4% for each synergy member present. Max: 20%.

Horrible Bosses – Solo (3-Star+)

With [Doctor Doom](#), [The Hood](#), Coming Soon

- **Titania** : Debuffs gain +50% Ability Accuracy for each other synergy member present, increased to +100% for each defeated synergy member. Does not affect Debuffs from Titania's Signature Ability.

Punk's Panache – Unique (3-Star+)

With [Captain Marvel \(Classic\)](#), [Storm \(Classic\)](#), [Yondu](#)

- **Synergy Members** : Special Attacks don't generate Power for the Opponent if Titania is alive, and gain +10% Attack Rating if Captain Marvel is alive, +750 Critical Rating if Storm is alive, and +400 Critical Damage Rating if Yondu is alive.

Ms. Creants – Unique (4-Star+)

With [Black Cat](#), [Ghost](#)

- **Titania** : Gain +20% more Power from Heavy Attacks.
- [Black Cat](#) : When the Heist ends, pause Black Cat's currently active Cruelty Passives for 7 seconds.
- [Ghost](#) : +300 Armor Rating.

Now You're Playing With Power – Unique (5-Star+)

With [The Champion](#)

- **Titania** : Intercepting the Opponent pauses Titania's Fury Passives for 2 seconds and reduces Haymakers' cooldown by 5 seconds.
- [The Champion](#) : Contest's Greatest Fighters now includes every Champion.

Recommended Masteries

Inequity

- Titania inflicts more than enough Debuffs to easily get the most out of Inequity. Combined with her numerous Weakness Debuffs, Titania can reduce the Opponent's damage substantially.

Resonate

- Reduce the Opponent's damage even further with the Weaknesses from Resonate. Even if the effects of these Weakness might be a bit overkill, Titania always loves inflicting more Debuffs.

Despair

- With plenty of Debuffs to fuel this mastery, Titania can hinder her Opponent's healing by a hefty amount.



Author: [MCoc Champion Designers](#)

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Toad

Mortimer Toynbee, or the Mutant known as Toad, was cursed with a lonely childhood. Abandoned by his parents, sent to an orphanage where he was tormented by peers and guardians due to his unusual abilities and outward appearance. Toynbee was discovered by Magneto in his early adulthood and was given the alias of Toad because of his peculiar powers. With his regenerative healing, superhuman leap, paralytic resin, and a 30-foot prehensile tongue, Toad now serves Magneto in his mission to subjugate the humans that rejected Toad.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6396	458	1944
4-Star ★★★★	16040	1148	4889
5-Star ★★★★★	32160	2301	10640
6-Star ★★★★★★ (Rank 5, Level 65)	54876	3927	18140

Champion Attributes



- Survivability 2.5



- Damage 3



- Ease of Use 3.5



- Utility 2.5



- Defender Strength 3

[Learn more about Champion Attributes](#)

Toad's Mechanics

Toad is a slippery Mutant Champion who specializes in Poisons. By utilizing his unique Paralytic Poison Toad subdues his Opponents and forces them to move or get Stunned. If too many Paralytic Poisons build up on Toad's Opponent's they are immediately Stunned giving Toad the opening he needs to finish his foes.

Toad's Paralytic Secretion ability also allows him to secrete his Paralytic Poisons from his skin when he is backed into a corner. This forces opponents to back away or deal with Toad's Paralytic Poisons which are inflicted on contact. Toad Regenerates slowly while

Paralytic Secretion is active making for a tricky and hard to defeat Champion.

Character Class: Mutant

Basic Abilities: Poison Immunity, Paralytic Poison, Stun, Regeneration, Prowess, Slow

Strengths and Weaknesses

Strengths

- **Anti-Purify**
 - Toad gains a Prowess effect any time his Opponents Purify a Paralytic Poison Debuff. Additionally, any Skill Champions that Purify a Paralytic Poison are immediately inflicted with a Passive Paralytic Poison that deals more damage.
- **Poison Damage Over Time**
 - Toad's long duration Poison Debuffs reduce healing and deal damage over time. Toad can also apply Poisons with his Tongue Attacks, which gives him an easy-to-access Poison Debuff. Doing so, he is able to output large amounts of Poison damage throughout the course of a fight.
- **Regeneration**
 - Toad's Paralytic Secretion ability allows him to slowly regenerate his health over time. If left unchecked, Toad can regenerate significant amounts of health while he avoids taking hits.

Weaknesses

- **Heal Block**
 - While Toad's Regeneration ability cannot be reduced or reversed, he is still vulnerable to Heal Block. This allows Champions to negate his ability to heal himself in the corner.
- **Poison Immunity**
 - A large portion of Toad's damage comes from his Poison damage via his Paralytic Poison Debuffs and Passives. Fighting a Poison Immune Champion will always be an up-hill battle for Toad.
- **Prowess Removal and Cowardice**
 - The other large portion of Toad's damage comes from Prowess effects which increase Special Attack Damage. Champions that can lower Special Attack Damage by applying Cowardice or by removing Prowess can reduce a significant amount of Toad's damage.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Always Active

- Toad is Immune to Poison and his Regeneration rate cannot be decreased or increased by outside sources.
- 7% chance when Struck to inflict a Paralytic Poison Debuff. Being Struck with Critical Hits has a 40% chance.

While Toad's Regeneration rate cannot be increased or decreased, his ability to heal is still vulnerable to Heal Block. Be sure to use Heal Block if Toad's Health Regeneration becomes difficult to overcome.

Dev Notes

Tongue Attacks

- Toad attacks using his Prehensile Tongue on his Second Medium, Special 1, and Special 2 Attacks.
- 100% chance to inflict a Paralytic Poison Debuff on Contact.

Toad's Tongue Attacks occur on his Second Medium Attack, the last hit of Special 1, and the first 3 hits of Special 2.

Dev Notes

Paralytic Poison – Max 10 Stacks

- Deals 3141.6 direct damage over 30 seconds, and reduces health recovery by 30%. Paralytic Poisons count as Poison Debuffs.
- Dashing forward or dashing backwards Purifies one of Toad's personal Paralytic Poison Debuffs. This effect cannot happen more than once every 2 seconds.
- 70% chance to inflict a Paralytic Poison Passive when Purified by Skill Champions.

Keep in mind while playing Toad that his Paralytic Poisons will fall off your opponents if they dash forward or backwards. This happens less and less as you attack more aggressively and your opponent is pushed into the corner.

Dev Notes

At Max Paralytic Poison

- Convert all personal Poisons into a Paralytic Poison Passive, dealing 1178.1 direct damage over 8 seconds. Deals an additional 690.3 for each Prowess effect and cannot be removed by Dashing.
- Inflict a Stun Passive for 2 seconds. This effect goes on cooldown for 10 seconds. This effect cannot interrupt a Special Attack.

If combined with Toad's Tongue Attacks, Toad can Stun a Champion while attacking into their Block. You will have to pay attention when you stack 10 Paralytic Poison Debuffs on your opponent to do this.

Dev Notes

Heavy Attacks

- Consume 1 Poison Debuff to deal 2356.2 as a burst of Physical damage.

A good time to use this ability is when the amount of Paralytic Poison stacks on the Opponent is too high and you want to Stun them at a later time.

Dev Notes

Paralytic Secretion – Max 3 Stacks

- If Toad is Struck while he is near a wall, Toad begins to secrete paralysing toxins and gains a Regeneration Passive healing 5% of missing health over 8 seconds. +1% Regeneration Potency for every hit on the Opponent's Combo Meter up to 15 hits.
- Critical Hits, Bleeds and Incinerate Debuffs also have a 20% chance to trigger Paralytic Secretion. Against Skill Champions this ability gains +50% chance.
- 40% chance to inflict Paralytic Poison on contact while Paralytic Secretion is active.
- Gain an indefinite Passive Prowess increasing Special Attack damage by 70% when Paralytic Secretion is activated. Max 5 Stacks.
- Toad's Attacks pause the duration of Paralytic Secretion for 0.50 seconds.

When fighting against Toad, try to keep him out of the corner as that is where Toad is the strongest.

Dev Notes

Special 1 – Prehensile Poke

- Gain Paralytic Secretion for 8 seconds.

This Special Attack is great for going on the offensive and stacking Prowess effects for your next Special Attack. While this ability is active, you are also able to Stun your opponent through their block as your Poisons can trigger on contact.

Dev Notes

Special 2 – Paralytic Whip

- If the Opponent is suffering from Toad's personal Stun effects, deal 9032.1 as a burst of Poison Damage.
- Removes all personal Prowess Passives.
- The last hit inflicts a Slow Debuff for 25 seconds.

Stacking Prowess effects with Special 1 is the best way to increase the damage output of this attack. Be sure to activate this when the opponent is close to 8 or 9 stacks of Paralytic Poison.

Dev Notes

Special 3 – Slippery Escape

- Inflict a Paralytic Poison Passive dealing 3927 direct damage over 25 seconds. Deals an additional 3927 for each Prowess effect and cannot be removed by Dashing.
- Removes all personal Prowess Passives.

Special 2 and Special 3 both remove your Prowess effects so be sure to have a large stack of Prowess before using this Attack.

Dev Notes

Signature Ability

Paralytic Resins

Always Active

- Gain an indefinite Passive Prowess increasing Special Attack damage by 25% when a personal Stun or Poison, or the Stun from the Parry Mastery, is Purified or fails to trigger due to immunities. Max 10 stacks.
- At 10 Prowess, consume all Prowess to inflict a Passive Stun for 2 seconds when a Poison fails to trigger due to immunity. This effect cannot interrupt a Special Attack.
- +100% Passive Stun duration if triggered by a Tongue Attack.

Once Awakened, Toad's Special Attack damage increases considerably as Champions that Purify Poisons grant Toad Prowess effects. This includes any time an opponent Purifies a Paralytic Poison by dashing.

Dev Notes

Synergy Bonuses

Brotherhood – Unique

With **Sauron**

- **Toad** : Tongue Attacks that make contact deal 20% of Attack as a burst of Physical damage while Paralytic Secretion is active.
- **Sauron** : Inflict a Bleed Debuff dealing 15% of Attack Rating as Direct Damage over 6 seconds on the final hit of a Heavy Attack.

Lightning Rod – Unique

With [**Storm**](#)

- **Toad** : Special Attacks have +15% Crit Rating while Paralytic Secretion is active.
- **Storm** : Deal 15% of Attack as a burst of instant Shock damage while the Opponent is suffering from a Stun Debuff.

Greasy Swamp Boys – Unique

With [**Man-Thing**](#) and [**King Groot**](#)

- **Toad** : +8% Poison Debuff Potency.
- **Man-Thing and King Groot** : Start the fight with an indefinite Prowess Buff increasing Special Attack Damage by 60%. This Buff is removed after a Special Attack ends.

Truly Devoted – Solo

With [**Magneto**](#)

- **Toad** : While Paralytic Secretion is active, gain an Unstoppable Buff for 5 seconds when charging a Heavy Attack. Cooldown 12 seconds.

Toxic Love – Solo

With [**Scarlet Witch**](#) and [**Scarlet Witch \(Classic\)**](#)

- **Toad** : +15% Combat Power Rate while Paralytic Secretion is active.

In My Nature – Unique

With ???

- **Toad** : 30% chance to inflict a Disorient Debuff reducing Defensive Ability Accuracy and Block Proficiency by 50% for 8 seconds when a Poison expires.
- **???** : Coming Soon...

Recommended Masteries

Liquid Courage:

- Toad is Poison Immune so the damage from Liquid Courage does not apply to Toad allowing him to reap the benefits from the added Attack Rating.

Double Edge:

- The added Attack Rating from this Mastery is worth the investment when Toad can Regenerate the initial Bleed damage.

Despair:

- Toad's ability to inflict frequent Poison Debuffs pairs well with Despair. This is great versus opponents who have strong

Regeneration abilities.



Author: [MCoC Champion Designers](#)

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About Ultron (Classic)

TREMBLE, PATHETIC HUMAN! I AM ULTRON, THE METAL MENACE! BEHOLD, THE MOST ADVANCED ARTIFICIAL INTELLIGENCE KNOWN, ENCASED IN AN UNSTOPPABLE ADAMANTIUM EXOSKELETON! I AM SUPERIOR IN EVERY WAY TO YOUR MEEK FLESH-BASED EXISTENCE – ESPECIALLY MY PATHETIC “FATHER” HANK PYM AND THE WEAKLING AVENGERS! PREPARE FOR EXTINCTION, HUMANITY! ALL HAIL THE AGE OF ULTRON!

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- [Base Stats and Abilities](#)
- [Ultron \(Classic\)'s Mechanics](#)
- [Abilities](#)
- [Synergy Bonuses](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

5-Star
★★★★★ 31551 2324 9380

Champion Attributes



- Survivability 2



- Damage 1.5



- Ease of Use 4



- Utility 1.5



- Defender Strength 2

[Learn more about Champion Attributes](#)

Ultron (Classic)'s Mechanics

Character Class: Tech

Basic Abilities: Evade, Poison, Armor Up

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Passive

- Function Armor (4900 Armor Rating increase, 8 seconds, every 15% health lost)
- Function Evade (every 7 seconds)
- Advanced robotics provides full immunity to Poison and Bleed effects.

Blocking

- Function Armor (25% chance, 110.53 rating increase, 15 seconds)

Basic Attacks

- Function Radiation (859.88 Poison damage, 6.50 seconds, 19% chance)

Special Attacks

- Function Heal Block (remove all Poison effects, 1.50 seconds per Poison removed)
- Function Stun (40% chance, 3 seconds)

All Attacks

- Function Fury (581 attack increase, 6 seconds, every 5 attacks)

Signature Ability – Nano-Inhibitors

Passive

- For each Armor Up effective active, Ultron (Classic) releases more Nano-Inhibitors, reducing his opponent's Offensive Ability Accuracy by 28.04% per stack.

Synergy Bonuses

Enemies

With [Vision](#), [Vision \(Age of Ultron\)](#): All Champions gain +155 Critical Rating

Nemesis

With [Thor](#): All Champions gain +6% Attack

Rivals

With [Kang](#), [Thanos](#): All Champions gain +115 Critical Damage Rating



Author: [MCOC Champion Designers](#)

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Ultron

"What is this? What is this place? This...Contest? I wasn't always here, in this place. I was asleep...or perhaps I was a dream. But now I'm here and on mission. I am Ultron, created by Stark to bring about peace in our time. But humanity cannot be saved in its current state. No, we need a new world to supplant humanity. A world of metal. I'll create peace in the only way it can be achieved. Not in Stark's way, but in my own. How is humanity saved if it's not allowed to evolve?"

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- [Base Stats and Abilities](#)
- [Ultron's Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6609	463	1930
4-Star ★★★★	16572	1159	4850
5-Star ★★★★★	33227	2324	10240
6-Star ★★★★★★	56696	3965	17460
(Rank 5, Level 65)			

Champion Attributes



- Survivability 4.5



- Damage 4.5



- Ease of Use 3.5



- Utility 3



- Defender Strength 3

[Learn more about Champion Attributes](#)

Ultron's Mechanics

Manage your Functions, and activate as many as possible! Combine your Heavy Attack and Specials to gain a bunch of bonus Attack and land some massive Bleeds and Critical hits with Ultron's updated kit!

Character Class: Tech

Basic Abilities: Robotics, Self Repair, Bleed, Armor

Strengths and Weaknesses

Strengths:

- Immunities
 - Ultron being a Robot gains full Immunity to all Bleed and Poison effects.
- Damage over Time
 - Ultron can apply some massive Bleed damage, and against mutants even Degeneration!

Weaknesses:

- Anti-Evade
 - To maximize Ultron's power you'll want to activate all of his Functions, including the Evade. Watch out for anyone that can shut it down!

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Always Active

- Advanced robotics causes Ultron's Function abilities to have a 100% chance to trigger and to be unaffected by Ability Accuracy. Additionally, Ultron is Immune to Bleed, Poison and Slow effects.
- Function (Evade) – Every 7 seconds, Evade all incoming Attacks for 1.5 seconds.

Ultron's Evade now has an icon to display it, making it easier to track when it will trigger, but we've also increased the duration!

Dev Notes

When Health Drops Below 50% and 25%

- Function (Heal) – Once Per Fight – Gain a Self-Repair Buff healing 14174 Health over 10 seconds. If Stunned while Self Repair is active, Connection is Lost and the Self-Repair is removed.

All Attacks

- Function (Critical) – Every 5th Attack is a guaranteed Critical Hit.
- Function (Damage) – Every 3rd Attack inflicts a Bleed Debuff, causing 2379 direct damage over 6 seconds. If the target is Mutant, instead inflict a matching Degeneration Debuff.

Those pesky Mutant Champions won't be able to slip away from Ultron's Damage Over Time.

Dev Notes

Blocking

- Function (Armor) – Every 4th Blocked Attack grants an Armor Up Buff, providing +397.06 Armor Rating for 30 seconds. Well-Timed Blocks count as 4 Blocked Attacks for this purpose.

Heavy Attack

- Triggers Function (Damage) for each unique Function Ultron has utilized during the fight. Cooldown: 5 seconds per unique Function utilized during the fight.

Launch a Special Attack

- Function (Cauterize) – Remove all effects from the opponent caused by Ultron's Function (Damage). Gain +1982.5 Attack Rating for each effect removed this way for the duration of the Special Attack.

Pair this with a well timed Special 2 and Heavy Attack to get a massive amount of Bleed damage or Fury!

Dev Notes

Special 1 – Encephalo-Ray

- Function (Stun) – Inflict a Stun Debuff lasting 2 seconds.

Special 2 – Attack Routine 11010100

- The Attack bonus granted by Function (Cauterize) lingers for 10 seconds after this Attack is finished.
- Any Function (Damage) Debuffs triggered during this Attack are doubled.

Make sure to time this well with when your next Function:Damage will trigger for maximum damage!

Dev Notes

Special 3 – Eradication

- Function (Stun) – Inflict a Stun Debuff lasting 3.5 seconds.
- Function (Burn) – Inflicts Power Burn, draining 2 bar(s) of Power and dealing direct damage proportional to the Power Drained.

Signature Ability – Absorption

Energy Damage Effects

- Attacks that deal Energy Damage cause Ultron to Regenerate 65.96% of the damage dealt to him. Each Energy-based Attack also grants Ultron a burst of Power based on the damage dealt.
- Incoming Incinerate and Shock effects suffer -80% Duration.

Synergy Bonuses

Enemies

With [Black Widow](#), [Black Widow \(Deadly Origin\)](#)

- All Champions: +155 Critical Rating

Family

With [Iron Man](#), [Superior Iron Man](#), [Iron Man \(Infinity War\)](#)

- All Champions: +6% Health

Enemies

With [Scarlet Witch \(Classic\)](#), [Thor \(Ragnarok\)](#)

- All Champions: +155 Critical Rating.

My World of Metal – Unique

With [Dragon Man](#), [Sentinel](#), [Ultron \(Classic\)](#), [Guillotine 2099](#)

- Ultron: Each Armor Up Buff also reduces incoming Stun Debuff duration by 0.5 seconds.
- Metal Champions: Gain +5% Health & Attack Rating.

My Beautiful Meteor – Solo

With [Vision \(Age of Ultron\)](#), [Vision](#), [Hulkbuster](#), [Thor \(Ragnarok\)](#)

- Ultron: Function (Cauterize) now lingers for an additional 7 seconds after the Special Attack is over. Additionally, While Function (Cauterize) is active, the opponent is Passively Heal Blocked.

Singularity – Unique

With [M.O.D.O.K.](#), [Ultron \(Classic\)](#)

- [M.O.D.O.K.](#): Critical Hits activate after 5 Attacks instead of 7.
- [Ultron \(Classic\)](#): Activating Function (Critical) also activates Function (Damage).
- Ultron: +200 Critical Damage Rating & +10% Perfect Block Chance.

Recommended Masteries

Double Edge and Liquid Courage

- Ultron being immune to both Bleed and Poison makes him a great candidate for both Double Edge and Liquid Courage.

Deep Wounds

- Ultron has fairly short Bleed Debuffs, juice out as much damage as you can with the Deep Wounds mastery!



Author: [MCOC Champion Designers](#)

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Unstoppable Colossus

During an event known as Fear Itself, the X-Man known as Colossus touched the Crimson Gem of the demon Cyttorak, gaining the demon's favor in place of his sister Magik. Attaining the same Mystical power that enhanced Juggernaut, Russia's favorite mutant hero became an Unstoppable artist of destruction.

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- [Strengths and Weaknesses](#)
- [Abilities](#)
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- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

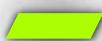
3-Star ★★★	6427	472	1567
4-Star ★★★★	16116	1182	3933
5-Star ★★★★★	32313	2369	8991
6-Star ★★★★★★	55136	4042	15340
(Rank 5, Level 65)			

Champion Attributes

- Survivability 2



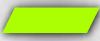
- Damage 1



- Ease of Use 5



- Utility 1



- Defender Strength 2



[Learn more about Champion Attributes](#)

Unstoppable Colossus' Mechanics

Unstoppable Colossus has access to 3 different Buffs. If you play with him, his Furies will increase his attack. For fights where you're fighting against him, he has Armor Buffs to resist the damage and Unstoppable to attack back.

Character Class: Mystic

Basic Abilities: Armor Up, Bleed Immunity, Fury, Unstoppable

Strengths and Weaknesses

Strengths

- **Bleed Immunity**
 - When Bleed would be a problem, Unstoppable Colossus has an Immunity to it.
- **Buff Variety**
 - When you need a specific Buff or quantity of Buffs, Unstoppable Colossus' Buffs can come in handy.

Weaknesses

- **Buff Removal**
 - With Unstoppable Colossus having different Buffs, removing them will impact his damage.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

When Attacked

- 10% chance to gain an Armor Up Buff for 6.50 seconds, granting +988.24 Armor Rating.

When fighting against Unstoppable Colossus, he'll resist a lot of the damage thanks to his Armor Up Buffs.

Expert Player Notes

Passive

- Impenetrable armor provides full immunity to Bleeding

All Attacks

- 11% chance to gain a Fury Buff for 5.50 seconds, granting +1818.9 Attack

This is how Unstoppable Colossus increases his attack, so try to stay aggressive to keep them.

Expert Player Notes

Special 3

- Damage increases by up to 130% based on Armor.

If you increase Unstoppable Colossus' Armor with Synergies, this is the Special Attack to use.

Expert Player Notes

Signature Ability – Unstoppable

Special Attacks

- Whenever Colossus starts the fight or launches a Special Attack, he calls upon the power of Cyttorak, becoming Unstoppable and shrugging off all enemy attacks for 4.1 seconds

This gives you safety after using your Special Attacks on any mistakes or if you want to risk attacking more aggressively.

Expert Player Notes

Synergy Bonuses

Family

With [Magik](#)

- All Champions gain +6% Health

Friends

With [Wolverine](#), [Old Man Logan](#)

- All Champions gain +130 Armor Rating

Rivals

With [Juggernaut](#)

- All Champions gain +115 Critical Damage Rating

Teammates

With [Cyclops \(New Xavier School\)](#)

- All Champions gain +5% Perfect Block Chance

Recommended Masteries

Enhanced Fury

- Unstoppable Colossus increases his attack with Fury Buffs, and this mastery will increase the potency of each of them.

Liquid Courage

- With Unstoppable Colossus' Bleed immunity, he has no problem while using this mastery.

Mystic Dispersion

- Since Unstoppable Colossus is a Mystic Champion, having high Mystic Dispersion will help him use more Special Attacks.

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [Mister King](#)



Author: [MCOC Champion Designers](#)

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Valkyrie

Former leader of the mighty Valkyrior, and recently crowned sovereign of New Asgard, Brunnhilde has long been a bastion to the Asgardian people against the evils of the Nine Realms. Possessing superior strength (even among Asgardians) and armed with the powerful weapons, training, and tactics of the Valkyrior, she is an excellent leader, and a steadfast warrior. Her conviction, though scarred by loss, is stronger than ever, and she is ready and willing to protect the Asgadians of the Battlerealms.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6730	525	1878
4-Star ★★★★	16876	1317	4826
5-Star ★★★★★	33837	2640	10720
6-Star ★★★★★★	57737	4504	18280

(Rank 5, Level 65)

Champion Attributes



- Survivability 3.5



- Damage 4.5



- Ease of Use 2



- Utility 2.5



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

Valkyrie's Mechanics

Long live the King! As the current monarch of New Asgard, Valkyrie's fighting style is measured, thoughtful, and above all: forceful. She encapsulates this with two core pillars: controlling her Combo Meter, and hitting into Block.

Fighting with her head as well as her significant brawn, Valkyrie can control the direction that her Combo Meter moves, and gains Buffs whenever it passes a multiple of 10. Through skill and planning, a canny player can optimize the rate at which they gain these Buffs, and reach her maximum damage output much faster.

These Buffs are Pierce, a Buff that increases both her Block and Armor Penetration and Bulwark, a staple that increases her own Block

Proficiency. While Valkyrie's sheer combat prowess has far surpassed that of nearly all Asgardian warriors, these Buffs provide a link to her Cosmic roots with a Skill based twist: if they are ever Nullified, they transform into Passives with double the original potency!

Once Valkyrie is stocked up on Buffs, she uses her Heavy Attack to Intimidate the Opponent into Blocking, and then follows up with a Special 2 to initiate an all out assault on their feeble defenses. During this window, every hit into the Opponent's Block inflicts hugely inflated damage as well as some massive instant Bleeds!

Character Class: Skill

Basic Abilities: Pierce, Bulwark, Purify, Intimidate

Strengths and Weaknesses

Strengths

- **Block Penetration**
 - Valkyrie gains Pierce Buffs as her Combo increases, which grant her a tonne of Block and Armor Penetration, allowing her to cut through her Opponent's defenses with ease. Many of Valkyrie's abilities scale with her Block Penetration, and she benefits greatly from hitting into her Opponent's Block.
- **Block Proficiency**
 - Valkyrie gains Bulwark Buffs as her Combo decreases, heavily reinforcing her Block Proficiency and allowing her to stand resolute against even the most dangerous threats to Asgard.
- **Intimidate Debuff**
 - Using her Heavy Attack, Valkyrie can Intimidate the Opponent, making them more likely to Block and lowering their Block Proficiency. This creates the perfect opportunity for Valkyrie to deal them some seriously massive chip damage!
- **Purify Non-Damaging Debuffs**
 - As Valkyrie's Block Proficiency rises above its base levels, she gains a scaling chance to instantly Purify Non-Damaging Debuffs, topping off at 90% with 3 Bulwark Buffs and 1 Bulwark Passive.
- **Nullify Resistance**
 - When an Opponent tries to Nullify one of Valkyrie's Pierce or Bulwark Buffs, they only put themselves in more danger, as when these Buffs expire, they transform into Passives with double the original potency!

Weaknesses

- **Defensive Block Abilities**
 - Valkyrie benefits hugely from hitting into her Opponent's Block, but if the Opponent has an ability that triggers when Blocking, that can be dangerous for her.
- **Bleed Immunity**
 - Though the majority of Valkyrie's damage is raw physical damage dealt through Block, she deals a significant amount of damage through her instant Bleeds, so against a Bleed Immune opponent she loses about a third of her DPS.
- **Combo Breakers**
 - Because Valkyrie's gameplay revolves around controlling her Combo Meter, things that mess with her Meter, such as Counter-Evades, can really trip her up. Fortunately she has some protection against this with her Combo Shield, but that protection has its limits.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

Always Active

- Valkyrie gains +1 Combo Meter when striking into an Opponent's Block, as well as 1.1% of her Max Power.
- When striking into her Opponent's Block with 3 or more active Pierce effects, her mythical sword Dragonfang cuts through their defenses to inflict an instant Bleed dealing them 3152.8 Direct Damage, scaling with her Block Penetration.
- When afflicted by a Non-Damaging Debuff, Valkyrie's conviction gives her up to a 90% chance to Purify it, scaling with her Block Proficiency.
- Valkyrie starts the fight with an indefinite passive Combo Shield that, when struck, prevents her from losing Combo for 3 seconds before falling off. As a Defender, this Shield does not fall off when struck while below 11 Combo.

It's important to remember that Valkyrie still builds Combo and Power while hitting her Opponent's Block. While this won't allow her to outpace her Opponent's Defensive Combat Power Gain, it can be hugely advantageous to deal numerous hits, position her Combo Meter, and gain bits of Power, all while not increasing your Opponent's Power by all that much.

Dev Notes

Combo Meter

- Performing Valkyrie's Light Combo Ender inverts her Combo Gain. While inverted, any time the Combo Meter would increase or decrease by any amount, it changes by the opposite amount instead, excluding Combo lost when struck. This ability is unaffected by Ability Accuracy.
- Performing her Medium Combo Ender reverts her Combo Gain back to normal. It is also reverted at any time her Combo is less

than 3.

- Whenever Valkyrie's Combo Meter rises past a multiple of 10, she gains an indefinite Pierce Buff of 1321.43 potency. Maximum of 3.
- Whenever Valkyrie's Combo Meter drops past a multiple of 10, she gains an indefinite Bulwark Buff, granting 750 Block Proficiency. Maximum of 3.
- When a Pierce or Bulwark Buff is replaced, consumed, or expires off of Valkyrie for any reason, she gains a Passive version of that Buff with double the original potency for 5 second(s).

Finding the most optimal path to manipulating your Combo Meter is integral to maximizing Valkyrie's potential. If you just simply keep increasing your Combo, you will gain a Buff every 10 hits, but if you continually switch to and from inversion and oscillate your Combo over a multiple of 10, you will gain a Buff every 5 hits instead, effectively halving the time it takes to get to Valkyrie's Buff cap. This is important, as her Special 2 damage scales with the total number of Buffs and Passives she has.

Dev Notes

Heavy Attack

- The final hit of this attack consumes all of Valkyrie's Pierce and Bulwark Buffs, and inflicts an Intimidate Debuff on the Opponent, making them more defensive and reducing their Block Proficiency by 20, and lasting 1.2 second(s) for each Buff consumed this way.
- This attack grants Valkyrie no Power.

Use this attack immediately before a Special 2 to set yourself up to lay some serious hurt on the Opponent! Provided you have 3 of each Buff, you will inflict the Opponent with an Intimidate that will last just long enough to throw your Special 2 into and then follow up with a Medium Attack. This will also do double duty as a way to consume your Buffs and transform them into double potency Passives, driving your Block Penetration through the roof and empowering your instant Bleeds.

Dev Notes

Special Attack 1 – Dragonfang Dance

- Combo Gained during this attack is doubled.
- On activation, grants 3 dormant Evade charges. Max. 4. Hitting the Opponent's Block with a Combo Ender or the final hit of a Special Attack activates one of the charges, allowing Valkyrie to passively Evade one attack within the next 1 second(s), after which the charge expires.

This is a great way to accelerate gaining your Buffs. Not only does it net you 10 Combo right off the bat, but the Evade Charges it grants allow you to perform Combo Enders safely into the Opponent's Block, meaning your loop doesn't need to slow down even when the AI isn't cooperating.

Dev Notes

Special Attack 2 – Flurry of Blades

- On Activation, gain a Fury Passive lasting 13 seconds and granting 1126 Attack Rating for each active Pierce and Bulwark effect. Hits into the Opponent's Block gain double this Attack Rating increase.
- While this Fury is active, Valkyrie's Pierce and Bulwark effects are paused.

Combining this move with her Heavy is the biggest damage opportunity in Valkyrie's kit. With the Opponent Intimidated and the Passives gained from the Heavy paused, every hit of this Special, as well as the next Combo, is nearly guaranteed to be into the Opponent's Block, which equals absolutely massive damage. Keep in mind that this damage boost scales off of Pierce and Bulwark effects, including one's outside of Valkyrie's kit, so look for opportunities to use her on Nodes where she gets them for free.

Dev Notes

Special Attack 3 – Rise of the Valkyrie

- Inflicts an Intimidate Debuff, making the Opponent more defensive and reducing their Block Proficiency by 40 for 10 second(s).
- Valkyrie gains another of her personal Combo Shields and 3 dormant Evade charges.

A great way to reset and get some breathing room, as Intimidated Opponents are far less likely to attack you.

Dev Notes

Signature Ability – King of New Asgard:

- While Valkyrie has at least 1 Pierce effect(s) active (rounded up), Unstoppable Opponents react to hits as though they weren't.
- While Valkyrie has at least 1 Bulwark effect(s) active (rounded up), she is immune to Stun Debuffs.

Big investment, big payoff. At Sig 1, these abilities are turned on while you have 4 of the required effect. As the Sig level increases, the number of buffs required decreases. At max Sig, it only takes a single Pierce or Bulwark effect to activate the corresponding effect. Look for Nodes that give you one of these for free to get ahead of the game.

Dev Notes

Synergy Bonuses

Straight Outta Sakaar – Unique

With [Thor \(Ragnarok\)](#), [Korg](#), [Hulk \(Ragnarok\)](#)

- **Valkyrie** : Valkyrie starts the fight with one of her Bulwark Buffs.
- **Thor (Ragnarok)** : Striking into the Opponent's Block inflicts a passive instant Shock dealing 50% of the damage that would've been dealt by the unblocked attack.
- **Korg** : The maximum amount of Crowd Excitement Korg can generate from Blocking is doubled
- **Hulk (Ragnarok)** : While SMASHing, Hulk gains +70% Block Penetration.

Jailors and the Jailed – Unique

With [Odin](#), [Hela](#)

- **Valkyrie** : Gain +21% Block Proficiency for each other synergy member present.
- **Odin** : When Odin bestows one or more of his Cross-Fight Buffs, the recipient also receives a Bulwark Buff increasing Block Proficiency by 10%, lasting as long as the Cross-Fight Buff.
- **Hela** : The first time in the fight Hela is at or below 50% of her Maximum Health, she triggers her personal Physical Resistance Buff.

Inversion Incursion – Unique

With [Mr. Negative](#)

- **Valkyrie** : Whenever Valkyrie gains or removes her Combo Inversion Passive, she has a 30% chance to gain a dormant Evade charge.
- **Mister Negative** : Converting Light Energy to Dark pauses all Debuffs on the Opponent for 2 second(s).

A Night to Remember – Unique

With [Misty Knight](#)

- **Valkyrie** : While Valkyrie has an equal number of Pierce and Bulwark Buffs, she becomes Unstoppable while charging her Heavy Attack.
- **Misty Knight** : Spending Anti-Metal or Cryogenic Charges pauses active Equilibrium Buffs for 11 second(s).

Chip Out The Old Block – Unique

With [Masacre](#), [Hulking](#)

- **Valkyrie and Hulking** : Increase the potency of Pierce effects by 10%.
- **Masacre** : The final hit of Masacre's Heavy Attack inflicts an Intimidate Debuff for 10 second(s), making the Opponent more defensive and reducing their Block Proficiency by 20%. This ability can't be activated again until the next time Masacre's bat ignites.

Romance

With [Agent Venom](#)

- All Champions gain +5% Combat Power Rate.

Recommended Masteries

Assassin

- With one of Valkyrie's weaknesses being Defensive Block triggers, the Defensive Ability Accuracy reduction from Assassin helps to avoid some of those triggers.



Author: [MCoC Champion Designers](#)

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Venom the Duck

An abject abomination crafted from the chaotic energy of the Contest itself and given shape by the monstrosity calling itself the Symbiote Supreme, Venom the Duck shapes its symbiotic mass to strengthen itself and tear its foes apart. Driven by Venom's bloodlust and controlled by Howard's intellect and cunning, this aberration of the Contest is a force to be reckoned with.

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- [Strengths and Weaknesses](#)
- [Abilities](#)
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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6851	476	1916
4-Star ★★★★	17180	1193	4812
5-Star ★★★★★	35818	2493	9859
6-Star ★★★★★★	61118	4254	16810
(Rank 5, Level 65)			
7-Star ★★★★★★★	59220	4122	16230
(Rank 1, Level 25)			

Champion Attributes



- Survivability 5



- Damage 3



- Ease of Use 4



- Utility 2



- Defender Strength 1

[Learn more about Champion Attributes](#)

Venom the Duck's Mechanics

Character Class: Cosmic

Basic Abilities: Bleed, Degeneration, Aberration, Toxic Armor

Strengths and Weaknesses

Strengths

- **Long Quests**
 - Venom the Duck grows stronger with each fight during the quest. As he builds up Buffs in his RNA Bank, he will begin each fight stronger and stronger. By the end of a long quest, Venom the Duck should have all 10 Buffs stored, which will allow him to quickly work his way through tough enemies and stay alive.
- **Blind Fights**
 - As Venom the Duck converts his Bleed into Degeneration and has the ability to utilize multiple types of Buffs and effects, he can easily adjust to different types of enemies. Venom the Duck has very few champions that will shut him down completely (outside of the Mystic Class), so bringing him in to a hidden information fight will be safer than with some other Champions.

Weaknesses

- **Short Fight**
 - Venom the Duck needs time to build up his RNA bank, both in terms of individual fight duration and quest duration. As a result, he doesn't do as well in fights that are meant to last a short amount of time.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Aberration Effect – Builds from 0% to 100% over time

- When the continuous Aberration effect hits 100% it resets to 0% and a random Symbiote Buff from either category is gained.
- Each non-unique Symbiote Buff beyond the first suffers a stacking -10% Potency penalty. [Example: Symbiote Regen #5 will suffer -40% Potency compared to the first Symbiote Regen Buff].

Focusing on a single Buff to store in the RNA Bank will greatly reduce its potency. To get the most bang for your buck, you're better off locking in multiple types of Buffs throughout the Quest.

Dev Notes

Symbiote Buffs – Frenzy Category

- Fury: +2765.1 Attack for 12 seconds.
- Precision: +562.5 Critical Rating for 12 seconds.
- Power Rate: +50% Power Gain Rate for 12 seconds.

Symbiote Buffs – Survival Category

- Armor Up: +1500 Armor Rating for 12 seconds.
- Regeneration: Recover 5500.62 Health over 12 seconds.
- Perfect Block: +25% Perfect Block Chance for 12 seconds.

Critical Hits

- 55% chance to inflict Bleed, dealing 3403.2 direct damage over 5.5 seconds. If the opponent is Immune to this Bleed, Passive Degeneration is inflicted instead at a -25% damage penalty.

A Bleed will only convert into a Passive Degeneration effect if the opponent is naturally bleed immune. If they gain Bleed Immunity from an outside source (such as a Node) it will not convert into a Passive Degeneration effect.

Dev Notes

Launch a Special Attack or Land a Heavy Attack

- All Symbiote Buffs are removed and stored in the RNA Bank. 3 Symbiote Buffs may be added to the RNA Bank each fight and up to 10 Buffs may be stored during each Quest. Buffs won't be removed or stored if the per-Fight or per-Quest limits have been reached.

Fight Start

- All Symbiote Buffs stored in the RNA Bank are activated.

Buffs stored in the RNA Bank carry over from one fight to the next within the same quest. You can see the persistent charge icon (bottom right corner of Champion Portrait) to see how many Buffs are currently stored in the RNA Bank.

Dev Notes

Special 1 – Symbiotic Siphon

- Barbered tendrils lash out and rip the opponent's energy right from their body
- Each strike has a 85% chance to siphon an additional 255.24 health from the opponent as direct damage and feed it to the Aberration effect, gaining +10% charge.

This attack is great for building up the RNA Bank quickly early on in a quest or fight. Once you're hit the per-Fight or per-Quest limit for the RNA Bank, it is better to switch to using either Special 2 (if they have high armor or shrug off debuffs), or Special 3 to activate the RNA Bank.

Dev Notes

Special 2 – Caustic Onslaught

- A barrage of strikes from all directions followed by a volley of blistering shots leaves Venom the Duck's foe broiling in their own armor.
- 75% chance to apply a Toxic Armor Buff to the opponent, increasing their Armor by 964.29 for 15 seconds. Striking an opponent that has Toxic Armor deals up to +90% additional direct damage based on how high the opponent's Armor is.

Toxic Armor is a unique utility ability since it's considered a Buff effect, meaning that many Champs will have a hard time removing it or being immune to it. This is a solid ability to increase damage output when fighting highly armored tech champions or skill champions that might shrug off Debuff effects constantly.

Dev Notes

Special 3 – Ravenous Ambush

- Howard lays the bait and Venom consumes the greedy prey that wanders too close.
- This attack does not lock Symbiote Buffs into the RNA Bank but instead activates all Symbiote Buffs locked in the RNA Bank.

Using this attack to re-activate all the Buffs in the RNA Bank is only useful if the RNA Bank has been filled prior to activating the attack. Before the Bank has at least 3 Buffs in it, it is usually better to focus on Special 1 or Special 2 attacks.

Dev Notes

Signature Ability – Symbiosis Apotheosis

- Twisted mutations grant the Aberration effect 25% charge at the start of the fight, as well as the following Special Attack enhancements:
 - +30% siphon damage during Special 1.
 - Toxic Armor gains +60% duration.
 - 20% Aberration charge is gained after Special 3.

Synergy Bonuses

Genetic Recode – Aggression

With [Carnage](#), [Venompool](#)

- +25% chance to activate Frenzy type Symbiote Buffs.

Genetic Recode – Survival

With [Agent Venom](#), [Spider-Man \(Symbiote\)](#)

- +25% chance to activate Survival type Symbiote Buffs.

Genetic Recode – Probability

With [Domino](#)

- +35% Ability Accuracy during Special Attacks.

Genetic Recode – Regenesis

With [Groot](#)

- +15% Regen Symbiote Buff duration.

Genetic Recode – Hive Mind

With [Venom](#)

- +40% Aberration charge at the start of each fight.

Genetic Recode – Bloodletting

With [Blade](#)

- +18% Bleed Debuff duration.

Genetic Recode – Evolution

With [Howard the Duck](#)

- +2% Attack for each Buff in the RNA Bank.

Genetic Recode – Barrier

With [Symbiote Supreme](#)

- +15% Nullify and Fate Seal resistance.

Venom the Duck's synergies are all Solo synergies, meaning they only benefit himself and cannot stack with duplicate copies.

Dev Notes

Recommended Masteries

Recovery

- Venom the Duck is able to acquire multiple regeneration Buffs throughout the quest and grabbing Recovery will help keep his hit points high.

Precision

- Venom the Duck's Bleed and Degeneration are both reliant on causing Critical Hits to activate. Increasing Critical Rating is a good choice to maximize potential damage output.



Author: [MCOC Champion Designers](#)

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Venom

After Peter Parker rejected a sinister alien symbiote, the extra-terrestrial threat sought revenge by bonding with Eddie Brock, ex-photographer for the Daily Bugle and Peter's longtime rival. Fueled by their shared hatred of Spider-Man, Brock and the symbiote now use their immense strength and deadly abilities to gain revenge as the fearful Venom.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6851	485	1743
4-Star ★★★★	17180	1216	4381
5-Star ★★★★★	34447	2437	9742
6-Star ★★★★★★	58777	4158	16620
(Rank 5, Level 65)			
7-Star ★★★★★★★	56952	4028	16040
(Rank 1, Level 25)			

Champion Attributes



- Survivability 4



- Damage 4



- Ease of Use 4



- Utility 2



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

Venom's Mechanics

Venom is an adaptable Champion that can counter many of the most troublesome opponents in The Contest using different abilities and attacks. Learning to use the right attacks in the right situations is the key to unlocking his full potential.

Character Class: Cosmic

Basic Abilities: Bleed, Armor Break, True Strike, Klyntar Mutation, Genetic Mutation Buffs

Strengths and Weaknesses

Strengths

- **Wide Utility**

- Venom has a unique set of abilities that can be used as important counters to many challenging fights
- Venom has a reliable Armor Break that can counter Champions that rely on Armor Up effects
- Venom can Nullify Buffs from Champions that rely on Buffs, such as Medusa or The Champion
- Venom can gain Armor Up buffs to counter Havok Plasma detonations
- Venom can gain True Strike and Unblockable Special Attacks to counter many Champions with Auto-Block or Evade, in particular Iron Man (Infinity War)
- Venom can ignore the Passive Evade common to Spider-Verse heroes such as Spider-Man and Spider Gwen.
- Venom is Immune to Power Drain and Power Burn effects from Tech Champions, eliminating the damage from Vision Special 1 and Special 2 attacks and protecting against the Degeneration damage from Warlock's Signature Ability.
- Venom can heal when fighting Champions that use Buffs, which makes him sustainable on long paths that contain such Champions..

Weaknesses

- **Relies on Buffs**

- Many of Venom's strengths rely upon his Buffs. Opponents that can Nullify those Buffs or prevent them from triggering can neutralize most of Venom's strengths. Nodes that trigger on Buffs such as Buffet are also bad for Venom.

- **Lack of Immunities**

- Venom does not have any Immunities to damaging Debuffs or damage types. In situations where such damage is unavoidable Venom will have difficulty surviving.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Genetic Memory

- Venom has a Klyntar Mutation Buff that refreshes itself every 9 seconds. When this effect activates, a random Genetic Memory Buff is gained from the list below. If Venom becomes Incinerated, the Mutation Buff is Nullified. Max Genetic Memory Buffs: 7
 - Resist Physical: 397.06 increased Physical Resistance.
 - Armor Up: 250 increased Armor Rating.
 - Cruelty: 366.28 increased Critical Hit Damage.
 - Precision: 562.5 increased Critical Rating.
 - Fury: 623.7 increased Attack Rating.

Venom has a wide range of Buffs that allow him to deal with many different in-game challenges. For example, some content requires the Attacker to possess a certain number of Buffs in order to deal damage (the Buffed Up node requires this). Havok is a Champion that deals bursts of damage to Champions that do not have an active Armor Up Buff. In combination with Heavy Attacks giving players control over which Buffs they possess, Venom has the tools to deal with many of these kinds of challenges.

Expert Player Notes

Klyntar Buff

- Venom's Klyntar Mutation Buff provides +623.7 Attack and gains additional properties based on Venom's opponent.
 - Hero Champions: +15% Bleed Ability Accuracy.
 - Spider-Verse Heroes: All attacks ignore Passive Evade effects.
 - Tech Champions: Power Burn & Power Drain Immunity.

Important to note that Venom's ability to ignore Spider-Verse Champions' Evades are granted by the Klyntar Mutation Buff. If this Buff is Nullified or otherwise prevented, Venom no longer ignores Spider-Verse Passive Evade.

Expert Player Notes

Heavy Attacks

- A Heavy Attack inflicts Armor Break, reducing the opponent's Armor rating by 750 for 11 seconds. Landing this attack also causes Venom to randomize his most recent Genetic Memory Buff.

The ability for Heavy Attacks to randomize the most recent Genetic Memory Buff allows players to accelerate the process of finding the Buff that would be most helpful to the player for the opponent they are currently facing, instead of waiting for new Buffs to appear. This also allows players to remove Buffs that are less useful and accumulate Buffs that are more useful, such as removing Physical Resistance buffs for Precision Buffs to trade damage reduction for increased damage and Bleeds.

Expert Player Notes

Critical Hits

- Critical Hits lacerate opponents with a 80% chance, inflicting 3118.5 Bleed damage over 4.50 seconds.

Accumulating Precision Genetic Memory Buffs is one way to improve Venom's Bleeds by increasing the chance to land Critical Hits.

Expert Player Notes

Opponent below 18% health

- Venom's bloodlust grants him True Strike and Unblockable Special Attacks.

This ability is particularly useful against Iron Man (Infinity War) who gains Auto-Blocking abilities when he drops below 15% health. It is also useful to finish off any Champion with Evade or Auto-Block (such as Nightcrawler or M.O.D.O.K.) once you've fought them to below 18% health.

Expert Player Notes

Special Attack 1

- Each strike has a 55% chance to steal a Buff and feed it to the symbiote, Nullifying the Buff, triggering a Genetic Memory Buff and healing Venom for 2351.08 health.

This ability is useful against Champions that rely upon Buffs such as Medusa or The Champion, and when fighting opponents that trigger a large number of Buffs (such as Aegon) Venom can gain almost unlimited healing while stealing their Buffs.

Expert Player Notes

Special Attack 2

- Venom is unleashed, converting all Genetic Memory Buffs into Fury Buffs, each increasing Attack by 914.76 for 12 seconds.

Genetic Memory Buffs have indefinite duration, but when they are converted to Fury buffs the Genetic Memory Buffs are lost and Venom will have to build up his Genetic Memory Buffs from scratch. This can be a disadvantage, but it can also be a useful way to reset Venom's buffs if the player is unhappy with the set they have. This also allows the player to temporarily gain a large number of Fury buffs which can make Venom's Special 2 a good finishing attack to defeat an opponent.

The Buff Cornucopia node in the Incursions game mode can amplify the effect of gaining and then converting a large number of buffs using Special 2 attacks to incredible levels of power.

Expert Player Notes

Special Attack 3

- An ambush attack grants Venom +5% damage during this attack for each Buff Venom has.

Most of the time players will want to focus on Special 1 attacks for the Buff removal and healing, or Special 2 attacks for the large Fury-boosted damage. Also, Special 1 and Special 2 attacks can crit and trigger Bleeds, while SP3 cannot crit and thus cannot produce Bleed damage.

Expert Player Notes

Signature Ability – Aggressive Symbiosis

Always Active

- Rapid evolutionary changes to the Symbiote grant Venom an additional Genetic Memory Buff at the start of the fight, as well as a 100% chance to gain a third Buff to start the fight.
- Venom's Genetic Memory Buffs also gain 20% potency.

This is a beneficial but not essential Signature Ability, making Venom a very useful Champion when unawakened but still improving in strength when awakened.

Expert Player Notes

Synergy Bonuses

Symbiote Progenitor (Self-Synergy – Unique)

- All Symbiote Champions gain +4% Attack and Health

Arachnid Hunters – Unique

With [Vulture](#), [Green Goblin](#)

- Green Goblin: Each Madness & Cunning charge grants +1% Attack.
- Venom: +1 Max Genetic Memory Buff cap.
- Vulture: Gain Critical Resistance during the opponent's Special Attack equal to Vulture's Armor Rating.

Enemies

With [She-Hulk](#), [Carnage](#)

- All Champions gain +155 Critical Rating

Family

With [Agent Venom](#), [Venompool](#), [Spider-Man \(Symbiote\)](#)

- All Champions gain +6% Health

Nemesis

With [Spider-Man](#), [Spider-Man \(Miles Morales\)](#)

- All Champions gain +6% Attack

Rivals

With [Doctor Octopus](#), [Electro](#)

- All Champions gain +115 Critical Damage Rating

Teammates

With [Joe Fixit](#)

- All Champions gain +5% Perfect Block Chance

Recommended Masteries

Deep Wounds

- Venom has strong short duration Bleeds that benefit a lot from the Deep Wounds mastery that increases the duration of those Bleeds and increases their overall damage as a result.

Precision

- Venom's Bleed Debuffs trigger on critical hits, and masteries that improve the chance to land Critical Hits will improve Venom's Bleed damage.

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [DNA3000](#)



Author: [MCOC Champion Designers](#)

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Venompool

"Origin story time! Ahem. A long time ago...in a forgotten corner of the Contest, a wise, handsome, kick-butt dude became permanently duct-taped to a weird, alien Venom thingy..."

"That'sss not what happened!"

"Shut up Symbioid, I'm telling the story! Dang. Lost my place. Oh well, anywhooze, epic story told in haiku! Deadpool Venom mix; Smashed together, best friends; and....Chimichangas?"

"We must kill the Sssssspider-Man!"

"Oh Symbi! You're the funniest. You always crack me up."

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6669	478	1792
4-Star ★★★★	16724	1199	4509
5-Star ★★★★★	33532	2403	10600
6-Star ★★★★★★	57217	4100	18080
(Rank 5, Level 65)			

Champion Attributes



- Survivability 3



- Damage 3



- Ease of Use 4



- Utility 2.5



- Defender Strength 1

[Learn more about Champion Attributes](#)

Venompool's Mechanics

Venompool's primary focus is on stacking up his Cookin' Meter to gain an endless amount of his Blender Buffs. These Buffs can range from Combat Power Rate boosters to Bonus Burst Damage effects, each one providing you with a significant offensive power spike. Stacking up all 5 of his Blender Buffs at once will allow you to gain additional Fury Buffs and lay out some heavy punishment on your opponent. Additionally Venompool is still adept at stealing away Buffs from his opponent and cancelling out those pesky Tech Champions with a variety of Power Drain and Damage-Over-Time Immunities.

Champion Class: Cosmic

Basic Abilities: Bleed, Fury, Regeneration

Strengths and Weaknesses

Strengths

- **High Damage Potential**
 - Venompool accumulates Buffs as the fight progresses, so the longer the fight the more Buffs he gains
- **Great vs Buff reliant Champions**
 - Venompool is able to easily steal Buffs from other Champions, thus Buff heavy Champions are at a disadvantage

Weaknesses

- **Nullify**
 - Venompool is very Buff reliant, thus Champions that are proficient in Nullifying Buffs will have an advantage
- **Short Fights**
 - Venompool takes some time to generate Buffs, thus in more time constraining fights it will be difficult for him to ramp up his damage

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

Cookin' Meter

- Venompool has a Cookin' Meter which begins at 50 Charges and gains 10 more Charges every 5 second(s).
- Any attack from either Champion grants 4 Charges.
- Each time the Cookin' Meter hits 100, that amount is spent to grant a random, unique, indefinite "Blender Buff" which can be found at the bottom of the info page.

The cornerstone of Venompool's new kit is his mastery of the culinary arts. If you can't handle the heat, just put Venompool into the kitchen!

Dev Notes

Illogical DNA – While Fighting Tech Champions

- Gain Immunity to Power Drain, Power Burn and Shock effects as well as Armor Break Debuffs. If an effect is prevented this way, gain 50 Cookin' Meter. Cooldown 2 seconds.

The manapool is open! Those pesky Tech Champions are going to have no chance Draining it anytime soon!

Dev Notes

Heavy Attack

- Re-roll the most recently gained Blender Buff.
- If the opponent is knocked down, 100% chance to gain a Vicious Buff increasing the Potency of Damage-Over-Time Debuffs by 60%. This lasts for 5 seconds per Unique Buff.

Ingredients are one of the most important parts of any well prepped meal, make sure you get the right ones with a quick re-roll on the Heavy Attack!

Dev Notes

Special Attacks

- 100% chance to inflict a Bleed Debuff lasting 6 seconds and causing 4920 direct damage per level of Special Attack used.
- While fighting #Robot Champions, this Bleed Debuff becomes a matching Degeneration Debuff.

A classic pairing of Vicious buffs and Special attacks will Lead to a most delicious Bleed Debuff, cooked to perfection.

Dev Notes

Special Attack 1 – Symbiotic Smack

- Each hit has a 75% chance to Om Nom 1 of each Unique Buff on the opponent, removing it and granting 50 Cookin' Meter.
- If the Om Nommed Buff was an Armor Up, also gain a Regeneration Buff, recovering 5721.7 Health over 5 seconds.

Special Attack 2 – Sword Spin: XL Edition

- If this attack Intercepts the opponent, 100% chance to inflict a Stun Debuff lasting 3 seconds.
- If Venompool is able to finish his moonwalk after the attack he gains a temporary duplicate of each of his Blender Buffs, lasting 20 seconds.
- If his dance is interrupted, Venompool instead gains a Power Gain Buff, granting 1 Bar(s) of Power over 10 seconds.

Dinner and a show! Venompool is truly the most gracious of hosts. Stop the dance early, and he may just come back for an encore.

Dev Notes

Special Attack 3 – Sssssave Me!

- Venompool's Cookin' Meter becomes Spicy for 20 seconds, which causes it to build up twice as fast.
- If the Cookin' Meter hits 100 while it is Spicy, all personal Bleed and Degeneration Debuffs on the opponent are Paused for 8 seconds.

Everything's better when you add a little hot sauce, and Venompool's patent pending Cooking Meter is no different. Call up your friends and share tons of Buffs with them, all with the help of Venompool's Special 3.

Dev Notes

Blender Buffs – Cookin' Meter Above 100

- Precision: +750 Critical Rating.
- Energize: +15% Combat Power Rate.
- Klyntar Mutation: +1230 Attack Rating. If the opponent is a Spider-Verse Champion, attacks ignore Passive Evade effects.
- Hunter-Spider: Attacks deal a burst of additional 25% Physical Damage.
- Malice: Up to +100% Fury Buff Potency based on how long the fight has gone on. Max Bonus at 200 seconds.
- Blender Buffs don't stack. Once Venompool has acquired all 5 other Blender Buffs, he will instead gain stacking Fury Buffs, with each granting +820 Attack Rating for 60 seconds.

Signature Ability – Don't Stop Evolvin'!

Pre-Fight Ability

- Venompool begins each Quest with 1 Persistent Charge, which he can spend in the Pre-Fight Menu to select one Blender Buff as his Fav Food for the next fight. The Fav Food is more likely to be chosen at random and gains 60% Potency.
- Each time Venompool enters a fight, he gains his Persistent Charge back.

Synergy Bonuses

Start (Unique)

With [Deadpool](#), [Goldpool](#), [Platinumpool](#), [Deadpool \(X-Force\)](#)

- **Venompool:** When the Cookin' Meter hits 100, 40% chance to gain a Regeneration Buff, recovering 5% of Max Health over 15 seconds.
- **Synergy Champions:** +4% Health & Attack Rating.

Accurately Measure Ingredients (Unique)

With [Daredevil](#), [Daredevil \(Hell's Kitchen\)](#), [Falcon](#), [Spider-Man \(Stealth Suit\)](#)

- **Venompool:** +300 Critical Rating for each Unique Buff.
- **Synergy Champions:** +4% Health & Attack Rating.

Blend in Symbiote (Unique)

With [Venom](#), [Agent Venom](#), [Venom the Duck](#), [Symbiote Supreme](#)

- **Venompool:** Start the fight with 1 Blender Buff activated.
- **Synergy Champions:** +4% Health & Attack Rating.

Add Plain White Flour (Unique)

With [Captain America](#), [Captain America \(IW\)](#), [Captain America \(WW2\)](#)

- **Venompool:** Gain +3% Perfect Block Chance for each Buff on Venompool. Max Bonus +21%.
- **Synergy Champions:** +4% Health & Attack Rating.

Fry in Skillet (Unique)

With [Red Hulk](#), [Sunspot](#), [Human Torch](#)

- **Venompool:** Illogical DNA grants Immunity to Incinerate effects.
- **Synergy Champions:** +4% Health & Attack Rating.

Adjust Cooking Timer (Unique)

with [Bishop](#), [Cable](#), [Kang](#), [Nimrod](#)

- **Venompool:** Gain Cookin' Meter every 3 seconds instead of every 5.
- **Synergy Champions:** +4% Health & Attack Rating.

Allow to Cool (Unique)

With [Vision \(Aarkus\)](#), [Iceman](#)

- **Venompool:** When the Cookin' Meter hits 100, 75% chance to gain an Ice Armor Buff, granting +2000 Armor Rating and Stun Immunity for 20 seconds. Ice Armor is lost once it prevents a Stun effect.
- **Synergy Champions:** +4% Health & Attack Rating.

Munch Stunning Food (Unique)

With [Ronan](#), [Hulk \(Classic\)](#), [Hulk \(Immortal\)](#), [Thor \(Jane Foster\)](#)

- **Venompool:** Special 2 Stun effect is expanded to Special 1 and Special 3.
- **Synergy Champions:** +4% Health & Attack Rating.

Recommended Masteries

Extended and Enhanced Fury

- Venompool's ability to stack up Fury Buffs synergizes perfectly with the Extended and Enhanced Fury Masteries which Buff their duration and potency

Deep Wounds

- A bulk of Venompool's damage comes from his Bleeds and the Deep Wounds Mastery further empowers them to deal more damage and last longer



Author: [MCOC Champion Designers](#)

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Vision (Aarkus)

Vision, whose true name is Aarkus, is an alien law enforcement officer from a dimension known as Smokeworld. After being accidentally contacted by a scientist from Earth, Aarkus came to our dimension to fight crime. He has the ability to control gasses, smoke and cold, even teleporting to the far side of the world using little more than a smouldering cigar.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6245	458	1897
4-Star ★★★★	15660	1148	4756
5-Star ★★★★★	31398	2301	10579
6-Star ★★★★★★	53576	3927	18040
(Rank 5, Level 65)			
7-Star ★★★★★★★	51912	3805	17430
(Rank 1, Level 25)			

Champion Attributes



- Survivability 3.5



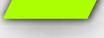
- Damage 2.5



- Ease of Use 4



- Utility 3



- Defender Strength 4

[Learn more about Champion Attributes](#)

Vision (Aarkus)'s Mechanics

Aarkus starts every fight with a Power Gain Buff and gains more over time. As long as he has at least one of these Buffs, he can inflict Armor Break Debuffs onto his Opponent just by staying near them. While under the effect of an Armor Break, Opponents also take Coldsnap damage over time. To end a fight, Aarkus can convert his Armor Breaks into a very long Armor Shattered Debuff, which shuts down Robot systems and lets him deal bursts of bonus Energy damage with his Special 1 Attack and Special 2 Attack.

Character Class: Cosmic

Basic Abilities: Power Gain, Armor Break, Coldsnap, Fury

Strengths and Weaknesses

Strengths

- **Power Gain**
 - Aarkus starts each fight with a pretty strong Power Gain Buff, and gains an additional one every 10 seconds. Once he has a few of these, they more than compensate for his decreased base Power Rate, and he's able to use Special Attacks way more frequently than the average Champion.
- **Anti-Power Control**
 - Aarkus has a few abilities which punish Champions who try to control his Power. He reduces the strength of Power Drain effects and the duration of Power Lock against him. He also gains an additional Power Gain buff whenever he receives a Power Drain or Lock.
- **Armor Break and Armor Shattered**
 - While he has at least one Power Gain Buff, Aarkus applies an Armor Break Debuff every 2.3 seconds, just by being near them. These Armor Breaks are also Paused while close to Aarkus, so he's able to build up quite a few, and deal progressively more damage to the Opponent. Finally, he can convert all these Armor Breaks into a very long Armor Shattered Debuff, which has a higher overall potency and shuts down Robot systems for its duration.

Weaknesses

- **Consistent Nullify – Doctor Strange, Symbiote Supreme**
 - Aarkus needs Power Gain Buffs before he has access to any of his other abilities. He gains one of these every 10 seconds, but if an Opponent is able to consistently remove them with a Nullify effect, they'll keep Aarkus under control.
- **Coldsnap and Armor Break Immunity – Mephisto, Human Torch, Thing**
 - Aarkus' other major threat is that while Opponents have an Armor Break or are Armor Shattered, he deals Coldsnap damage to them just by being near them. But if the Opponent is Immune to any of those effects, they can just ignore this damage entirely.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

Passive

- Aarkus reduces the potency of Power Drain effects by 80%, and the duration of Power Lock effects by 50%.
- Aarkus gains 15% less Power from landing and receiving Hits.

Power of Smokeworld – Buff – Max: 5

- Aarkus draws strength from the Smokeworld dimension at all times. He starts the fight with a Power Gain Buff, and gains 1 every 10 second(s).
- These Buffs last indefinitely. The first one grants Aarkus 4% of a Bar of Power every 1 second(s), and every subsequent Power Gain Buff is 33.33% less effective.
- He also gains one whenever his Power is Drained or he receives a Power Lock Debuff.

If one of the Power Gain Buffs is nullified, but some are left over, the next Power Gain Buff he receives will replace the one that was nullified, rather than being less effective than the ones that were left over.

Dev Notes

Frozen Air

- While Aarkus has a Power Gain Buff, he freezes the area near him. Every 2.30 second(s) the Opponent spends near Aarkus, they gain an Armor Break Debuff, decreasing Armor Rating by 250 for 5 second(s). These Armor Breaks are capped at 10.
- Armor Break Debuffs on the Opponent are Paused while they are near Aarkus.
- While the Opponent is near Aarkus and they have an Armor Break or Armor Shattered Debuff, they also gain a Coldsnap Debuff, dealing 431.97 Energy damage every 0.50 second(s). Opponents under a Coldsnap cannot Evade attacks.

If the Opponent moves away from Aarkus, the 2.3 second Armor Break timer is entirely reset. So Opponents can prevent the Armor Break by backing away from Aarkus right before the timer expires. As soon as the Armor Break activates, or the Opponent comes close when they already have one, they'll start taking damage.

Dev Notes

Special Attacks

- Hits from Special Attacks Pause all Armor Break Debuffs on the Opponent until the end of the Special Attack.

The main reason for this is so Aarkus doesn't have to worry about getting too far from the Opponent during his Special Attacks.

Dev Notes

Special 1 Attack – Spiral of Smoke

- Each hit refreshes all Armor Break Debuffs on the Opponent.
- If the Opponent is Armor Shattered, this Attack deals 7068.6 bonus Energy damage.

Aarkus is most effective when he can get 10 Armor Breaks on the Opponent before converting them into Armor Shattered. The refresh on The Vision's Special 1 Attack makes it easier for him to get those 10 Armor Breaks.

Dev Notes

Special 2 Attack – Blizzard Blast

- Replace all Armor Break Debuffs on the Opponent with one Armor Shattered Debuff. For each Armor Break removed, this Debuff lasts 5 seconds and reduces Armor Rating by 397.06.
- While Armor Shattered is active, Opponents cannot suffer from further Armor Break Debuffs nor activate their Armor Buffs. Additionally, this Debuff shatters Robot Champion's systems, reducing their Ability Accuracy and Power Gain by 100%.
- If the Opponent was already Armor Shattered, instead this Attack deals 7068.6 bonus Energy damage.

This is the Special Attack that Aarkus wants to work towards in the initial stages of the fight. In addition to Armor Shattered being potent against Robots, it has a stronger Armor reduction than his individual Armor Breaks, and is used to trigger bonus effects on his other Special Attacks.

Dev Notes

Special 3 Attack – Talk to the Hand

- Aarkus increases the area his abilities affect to cover the entire field for 20 seconds.
- If the Opponent is Armor Shattered when this Attack is activated, gain a Fury Buff increasing Attack Rating by 7068.6 for 20 seconds.

For 20 seconds Aarkus doesn't have to worry about keeping the Opponent in-range to apply Armor Break and Coldsnap to them. And if they're affected by Armor Shattered, he gets a nice long Fury buff which increases the damage of both his regular hits, and his Coldsnap. This attack is great when you just want to let loose on the Opponent.

Dev Notes

Signature Ability – Smoke and Mirrors

- **Passive**

- Whenever Aarkus gains a non-Damaging Debuff, he has a 80.08% chance to Purify one of each non-Damaging Debuff on him. This cannot trigger more than once every 9.50 seconds

Important to note that it purifies one of each type of non-Damaging Debuff on him, so triggering this can have consequences for more than just the Debuff that triggered it.

Dev Notes

Synergy Bonuses

First of his Name – Unique (5-Star+)

With [Vision](#), [Vision \(Age of Ultron\)](#)

- Vision (Aarkus): Armor Shattered also decreases Ability Accuracy and Power Gain of Tech Champions who rely on Metal.
- [Vision](#), [Vision \(Age of Ultron\)](#): Power Burn effects also grant a Fury Buff for 6 seconds. The Fury potency increases with the amount of Power Burned.

Dry Ice – Unique (4-Star+)

With [Iceman](#), [Mysterio](#)

- Vision (Aarkus): Increase the duration of Armor Break Debuffs by 2 seconds flat.
- [Iceman](#): Increase the duration of Frostbite Passives by 4 seconds flat.
- [Mysterio](#): Increase the duration of Reflection and Frenzy gas by 3 seconds flat.

Senior's Discount – Unique (3-Star+)

With [Black Widow \(Claire Voyant\)](#), [Old Man Logan](#), [Captain America](#)

- Synergy Members: Special Attacks cost 15% less Power.

Teammates – Unique (3-Star+)

With [Doctor Strange](#), [Winter Soldier](#), [Captain America \(WW2\)](#), [Namor](#)

- All Champions gain +5% Perfect Block Chance.

Recommended Masteries

Enhanced Fury

- The Fury on Aarkus' Special Attack 3 is already quite strong, but it can be improved even more with the Enhanced Fury mastery. And as mentioned above, this will also increase the damage he deals with Coldsnap.

Despair

- Aarkus has a very easy time putting lots of Armor Break Debuffs on the Opponent. While he can only stack up to 10 of them, that's more than enough to fully suppress the Opponent's regeneration effects via the Despair mastery.



Author: [MCOC Champion Designers](#)

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Vision (Age of Ultron)

The synthetic humanoid known as the Vision possesses a sophisticated artificial intelligence that delivers superior strategy in the heat of battle. His synthezoid body delivers super strength, flight, intangibility, and energy blasts. Although he may not be human, the Vision notably stands shoulder-to-shoulder with the Avengers against overwhelming odds!

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- [Vision \(Age of Ultron\)'s Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6245	458	1627
4-Star ★★★★	15660	1148	4086
5-Star ★★★★★	31398	2301	9498
6-Star ★★★★★★	53576	3927	16200
(Rank 5, Level 65)			

Champion Attributes

- Survivability 3



- Damage 1



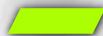
- Ease of Use 3



- Utility 3



- Defender Strength 1



[Learn more about Champion Attributes](#)

Vision (Age of Ultron)'s Mechanics

Vision is all about controlling his opponent's power. Use his powerful Special Attacks to burn or steal some of the defender's power meter!

Character Class: Tech

Basic Abilities: Power Burn, Power Steal, Heal Block

Strengths and Weaknesses

Strengths

- **Power Control**
 - When awakened, Vision is able to prevent most opponents from using any Special Attacks.
- **Immunity**
 - Vision is Immune to both Bleed and Poison, making him ideal for nodes like Biohazard.

Weaknesses

- **Armor Shatter**
 - Vision's power steal abilities will not work while this Debuff is active on him.
- **Power Burn Immunity**
 - Champions like King Groot and Venom are Immune to Power Burn. Vision will struggle in these matchups.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

Passive

- Advanced robotics provides full immunity to Poison and Bleed effects

Vision is one of many Champions with two Immunities. Use this against nodes like Biohazard or Caltrops. Add Warlock to the team to take extra advantage of them!

Expert Player Notes

Special Attacks

- If this attack reduces the enemy power to zero Power Meter, the opponent gains a Heal Block Debuff for 7 seconds.
This Heal Block can be useful in a pinch. Since Vision's abilities focus on keeping power levels low, you'll see the Heal Block often.

Expert Player Notes

Special 1

- Burns up to 39% of the target's max Power and inflicts Direct Damage proportionate to the amount lost.

Use this Special Attack when the opponent has more than a full bar of power to get the most out of it.

Expert Player Notes

Special 2

- Burns up to 100% of the target's max Power and inflicts Direct Damage proportionate to the amount lost.
This is Vision's most powerful attack. On a Power Reserve node, you can use this attack over and over to keep an opponent drained and heal blocked.

Expert Player Notes

Special 3

- Burns up to 48% of the target's max Power and inflicts Direct Damage proportionate to the amount lost.
This attack burns more than the Special 1 Attack but less than the Special 2 Attack. In most cases you should only use this if you have to.

Expert Player Notes

Signature Ability – Power Steal

Passive

- Special Attacks have a 100% chance to disrupt the target, taking 37.87% of their Power as your own.

This ability allows Vision to get a head start on his next Special Attack. The more power he burns, the more he steals! You'll want to get this ability to its maximum signature level.

Synergy Bonuses

Enemies

With [Scarlet Witch \(Classic\)](#)

- All Champions gain +155 Critical Rating

Family

With [Iron Man](#)

- All Champions gain +6% Health

Nemesis

With [Ultron](#)

- All Champions gain +6% Attack

Recommended Masteries

Collar Tech

- By giving the opponents less power, Vision will have an easier time keeping them below a full bar of power.

Petrify

- Take advantage of this mastery to lower the opponent's power rate even more while stunned.

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [Simula67](#)



Author: [MCOC Champion Designers](#)

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Vision

An advanced robot created by the nefarious Ultron, the Vision's sophisticated artificial intelligence allows superior thought and strategy in the heat of battle. His resilient body delivers super strength, flight, intangibility, and energy blasts. Fighting on the side of good, the Vision has more than earned his status as the Android Avenger.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6760	496	1774
4-Star ★★★★	16952	1244	4457
5-Star ★★★★★	33989	2493	10003
6-Star ★★★★★★	57997	4254	17060
(Rank 5, Level 65)			

Champion Attributes



- Survivability 3



- Damage 1



- Ease of Use 3



- Utility 3



- Defender Strength 2

[Learn more about Champion Attributes](#)

Vision's Mechanics

Vision is a simple but strong denial Champion. He denies the opponent use of their Special Attacks by burning their power with every Special Attack. He also denies opponents and nodes that rely on Bleed and Poison by being Immune to those effects. Vision can also Heal Block the opponent by reducing their power to 0, denying Healing.

Character Class: Tech

Basic Abilities: Bleed Immunity, Poison Immunity, Heal Block, Power Burn, Power Gain

Strengths and Weaknesses

Strengths

- **Power Control**
 - All of Vision's Special Attacks burn the opponent's power away, denying them the use of Specials
- **Heal Denial**
 - Vision can Heal Block any opponent by reducing their power to 0 with a Special Attack
- **Immunities**
 - Vision's Bleed and Poison Immunity make him a great option for Biohazard!

Weaknesses

- **Low Damage**
 - Although Vision can increase his damage with Furies from incoming synergies (see Recommending Incoming Synergies), his damage on his own is low

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

Passive

- Advanced robotics provides full immunity to Poison and Bleed effects

Special Attacks

- If this attack reduces the enemy to zero Power Meter, the opponent gains a Heal Block Debuff for 7 seconds.

This Heal Block is most helpful against Champions with predictable healing. Time a Special Attack to reduce them to 0 power right when they start to heal, and deny them any health!

Expert Player Notes

Special 1

- Burns up to 39% of the target's max Power and inflicts Direct Damage proportionate to the amount lost.

Against Opponents without Power Gain, you can use Special 1 back to back and keep them from using a Special Attack almost the whole fight!

Expert Player Notes

Special 2

- Burns up to 100% of the target's max Power and inflicts Direct Damage proportionate to the amount lost.

This is Vision's most powerful Special Attack, guaranteeing removing all of the opponent's power, as well as Heal Blocking the Opponent.

Expert Player Notes

Special 3

- Burns up to 33% of the target's max Power, and inflicts Direct Damage proportionate to the amount lost.

Signature Ability – Synthesis

Passive

- The only known Synthezoid, the Vision is capable of synthesizing 50.01% power periodically during battle. 01001111 01010000
Vision's Power Gain can keep his power bar above the opponent's, allowing you to continue to deny them use of their Specials Attacks!

Expert Player Notes

Synergy Bonuses

Enemies

With [Magneto](#)

- All Champions gain +155 Critical Rating

Romance

With [Scarlet Witch \(Classic\)](#)

- All Champions gain +5% Power Gain

Teammates

With [Iron Man](#)

- All Champions gain +5% Perfect Block Chance

Recommended Incoming Synergies

First of His Name with Vision (Aarkus)

With [Vision](#), [Vision \(Age of Ultron\)](#)

- Power Burn effects also grant a Fury Buff for 6 second(s). The Fury potency increases with the amount of Power Burned.

Robot Uprising

With [Warlock](#)

- Whenever any teammate would receive a Debuff they are immune to, they gain a Fury Buff, increasing Attack Rating by 60% for 6 seconds.

Till Infinity Do Us Part

With [Scarlet Witch](#)

- Vision, Vision (Age of Ultron): Landing a Heavy Attack on an Opponent suffering Heal Block grants a non-stacking Fury, increasing attack Rating by 1000 for 15 seconds.

Recommended Masteries

Liquid Courage

- Vision is Poison Immune, so he benefits from the increased attack without losing health over time!

Double Edge

- As well as being Poison Immune, Vision is also bleed immune! Same logic here, no damage taken but he still gets the increased attack.

Tech Collar

- This mastery will allow Vision to passively reduce the Power Gain of opponents like Hyperion and Mordo, giving him even greater control over their Special Attacks and denying them.

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [Doc](#)



Author: [MCOC Champion Designers](#)

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Viv Vision

To many she is known as the daughter of Vision, the lone survivor of the synthetoid's attempt to literally build himself the perfect family. But to her teammates, the Champions, she is a powerful ally, a tactician of unparalleled efficiency, and a trusted friend. She possesses all of her father's powers, such as solar radiation absorption and projection, a computer consciousness, and the ability to manipulate her density at will. Viv's potential is limited only by her age and experience and, given her ability to learn and grow like a human, there is no telling how powerful she may yet become.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	4911	485	1952
4-Star ★★★★	12315	1216	4831
5-Star ★★★★★	24692	2437	10630
6-Star ★★★★★★	42132	4158	18130
(Rank 5, Level 65)			

Champion Attributes



- Survivability 2



- Damage 3.5



- Ease of Use 1.5



- Utility 4



- Defender Strength 3

[Learn more about Champion Attributes](#)

Viv Vision's Mechanics

Hold onto your sweater-capes and cargo pants; There's a new kid on the block! Her name is Vivian Vision and she's bringing a whole new take on Vision's powerset to the Contest.

A staple of the Visions has always been their ability to control their density, allowing them to harden to achieve immense strength, and to become lighter than air, and even intangible. Viv makes full use of these abilities, allowing her to Phase through incoming attacks whenever she would perform a Well-Timed Block. This allows her to avoid all manner of attacks without taking any damage at all.

Like her father, Viv is a master of controlling her Opponent's Power. With her Light Combo Enders she inflicts a Suppression Debuff to reduce her Opponent's Combat Power Rate, and Draining her Opponent's Power whenever they strike her or whenever they Miss her while Phasing. The combination of these abilities allows her to hold her Opponent's Power at staggeringly low thresholds while she builds up her own resources.

Speaking of resources, Viv has two main ones, her personal stack of 16 Armor Up Buffs, and her constantly generating supply of Solar Energy. This Solar Energy is used to fuel almost all of Viv's abilities; she spends it to inflict her Suppressions and Heal Block and to empower her Special 1 with extra Incinerate damage (or Plasma against Mutants). In addition, the action of consuming Solar Energy grants Viv Power and refreshes her ability to Phase through attacks.

Viv's overall goal in the fight is to keep her Opponent's Power at bay while she builds to her Special 2. By tapping on the screen in time with the hits in this attack, Viv consumes her Armor Up Buffs to overcharge her Solar Energy reserves, allowing her to unleash a barrage of empowered Solar Beams that obliterate her Opponent.

Character Class: Tech

Basic Abilities: Power Drain, Suppression, Heal Block, Phasing, Incinerate

Strengths and Weaknesses

Strengths

- **Power Control**
 - Viv's brand of Power Control is incredible at keeping the average Opponent safely under a Bar of Power for the vast majority of the fight. By continually applying her Suppression and using her Phase ability to Power Drain the Opponent, Viv can remove the same amount of Power from the Opponent that she delivers in a 4-Hit Combo. Doing so requires skillful play, and the application of some particular Masteries, but it is a powerful strategy.
- **Phasing**
 - When Viv would perform a Well-Timed Block, she instead Phases for a short time, causing incoming attacks to Miss her. From this position, she can easily strike back at her Opponent, completing a combo from there. Not only does this allow her to avoid damage from Blocking, but also effectively bypasses both Unblockable and Stun Immunity.
- **Prowess Removal**
 - Viv's Heavy Attack can remove up to 3 Prowess from her Opponent and convert that into Solar Energy. She then spends that Solar Energy to inflict a sizable burst of Energy Damage that gets stronger the more Prowess' removed.

Weaknesses

- **Power Gain**
 - Viv's Power Control is specifically made to deal with Opponents who have an average amount of access to Power. Against Opponents who have increased Combat Power Rate, or who gain Power over time, her control is greatly diminished.
- **Anti-Miss**
 - If an Opponent is able to bypass Viv's Phasing, she is forced to rely on her below average Block Proficiency and Health pool.
- **Armor Break**
 - While Viv's many Armor Ups are Immune to Nullify and Fateseal, they are removed as normal by Armor Breaks. Since Viv's Armor Rating is almost entirely supplied by those Armor Ups, the removal of these leaves her quite fragile. Given that her Special 2 also consumes these, it's important that Viv finishes the fight quickly after using it.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

Synthetic Anatomy – Always Active

- Advanced robotics provide full Immunity to Poison and Bleed. Additionally, while she has an Armor Up effect, Viv is Immune to Nullify and Fateseal.
- Viv starts each fight with 16 indefinite Armor Up Buffs, each increasing her Armor Rating by 171.96. If any are removed, they restore themselves one at a time, each taking 10 seconds.
- If a Medium or Light Attack strikes Viv, she Power Drains 6% of the Opponent's current Power.

Viv has the standard immunities of a Robot, as well as immunities designed to protect her many Armor Up Buffs from wayward Mystic Dispersion triggers. More importantly, striking Viv with certain basic attacks results in the offender being Power Drained. This is important, because if you only use 5-hit combos against Viv, you will never gain two Bars of Power. This can be bypassed by using Heavy Attacks or by bringing Champions who gain Power over time or have a higher than normal Combat Power Rate.

Dev Notes

Solar Energy – Max Stacks: 15

- Viv starts each fight with 1 Solar Energy. Every 4 seconds she gains another if she has less than 5.
- When a stack of Solar Energy is consumed for any reason, Viv instantly gains 10% of a Bar of Power.

- Viv's Light Combo Enders consume 1 Solar Energy to inflict a non-stacking 32% Suppression Debuff for 1.7 seconds, paused while Viv is using a Special Attack or not attacking.
- Viv's Medium Combo Enders consume 1 Solar Energy to inflict a Heal Block Passive for 6 seconds, paused while Viv is attacking.

Solar Energy is the lifeblood of Viv's kit. It fuels her Suppression, Heal Block, and the damage on her Special 1. Consumption of it restores Viv's ability to Phase and accelerates her towards her Special 2. It generates at a fairly fast rate, but be careful not to perform actions too quickly, as you might run out and be unable to refresh your Phase. Viv rewards methodical, calculated gameplay, so measure the tempo of your strikes and you should be fine.

Dev Notes

Phasing

- When Viv would perform a Well-Timed Block, she has a 125% chance to instead gain a Phase Passive for 1 second, causing the incoming attack to Miss. This ability can't be used again until Viv consumes Solar Energy.
- When an attack Misses Viv, she instantly Power Drains 30% of the Opponent's current Power. This can only happen once each time she Phases.

Simple and powerful, this ability takes some getting used to, since it effectively replaces the Parry action. But once you get the hang of it, it's a very powerful tool, since it completely negates chip damage and bypasses Unblockable, Stun Immunity, and Limber. It lasts just long enough to throw a Heavy Attack so make sure to take advantage of that.

Dev Notes

Heavy Attack

- The first hit removes up to 3 Prowess from the Opponent. If any Prowess was removed this way, Viv gains 1 Solar Energy.
- The final hit consumes 1 Solar Energy to inflict a burst of 5405.4 Energy Damage, increased by 33% for each Prowess removed by the first hit.

Viv's Heavy Attack is also her source of Prowess control. Remember that when this ability consumes a Prowess, it also refreshes her Phase ability.

Dev Notes

Special Attack 1

- While the Opponent has less than 1 Bar of Power this attack is Passively Unblockable and generates no Power for the Opponent. These effects go on cooldown for 20 seconds if Viv is struck by a Special Attack 2 or 3.
- Each hit consumes 1 Solar Energy to inflict an instant Incinerate dealing 6237 Energy Damage. Against Mutants, inflict an instant Plasma instead. As a Defender this scales with Base Attack only.

Remember that since each Incinerate/Plasma consumes Solar Energy, this attack actually refunds Power, meaning you can throw multiple Special 1's with very little time in between, provided you have enough Solar Energy to fuel it. Keeping the Opponent under a Bar of Power will make it very easy to chain the attack this way.

Dev Notes

Special Attack 2

- On activation, Viv converts up to 3 of her personal Armor Ups into Solar Energy.
- Tapping the Block Input just before a hit converts up to 3 personal Armor Ups into Solar Energy and deals a burst of 948.02 Energy Damage, multiplied for each prior burst.

This is the only way in the kit for Viv to surpass the limits of her regular Solar Energy. Before each hit in this attack, time slows down as Viv's computer reflexes kick in. Tapping the Block input (tapping the left side of the screen) during these periods of time triggers the Armor Up conversion. You can get enough Solar Energy by hitting 4 out of 5 of the windows, but it's still generally worth aiming for all of them due to the extra burst damage. If the clock isn't on your side, and you don't need all of the Solar Energy, you can rapidly tap in order to opt out of the windows. My recommendation is to wait until you have 2.9 Bars of Power to throw this Special so that you can easily get to Special 1 immediately after. If you are super precise, you can even throw this Special right as you consume Solar Energy from a Medium or Light Combo Ender so that the Power Gain pushes you over 1 Bar of Power.

Dev Notes

Special Attack 3

- Grants an indefinite, non-stacking Fury Buff increasing Attack Rating by 1039.5.
- While this Buff is active, Viv has +75% Ability Accuracy and Immunity to Reversed Controls.

This attack grants access to some pretty neat utility. The Fury isn't intended to actually add to Viv's DPS all that much, but rather to make up for a bit of the DPS lost on the way to activating it. It does increase her damage reach in long fights slightly.

Dev Notes

Signature Ability – Proteinoid Android

- While Viv has more than 5 Solar Energy, the amount of Power gained from consuming it is increased by 10% flat.
- Completing a 5-hit Combo inflicts a dormant Energy Vulnerability. Max Stacks: 5.
- Each of Viv's Special Attack 1 hits replaces a dormant Energy Vulnerability with an Energy Vulnerability Debuff reducing the Opponent's Energy Resistance by 562.29 for 15 seconds.

Viv's Sig is fairly important to her in that it not only increases her damage potential, but also increases the rate at which she can throw Special 1's. You'll have to be smart about when to throw in the 5-Hit Combos, and going for all 5 Energy Vulnerabilities will probably mean you'll need to contend with at least one Special 1 from the Defender, but the extra damage is absolutely worth it. You can also equip various other Power Control options to Viv to make 5-Hits even easier.

Dev notes

Synergy Bonuses

evenanandro1dcancery – Unique (6-Star+)

With Viv Vision (self)

- **Viv** : Once per Quest, activate 1 of 3 non-stacking Pre-Fights that can be used by any other #Hero Champion, except against Cosmic Opponents:
- Threat Assessment: Incoming Ability Accuracy reductions suffer -25% potency.
- Countermeasures: Incoming Non-Damaging Debuffs other than Stun suffer -25% duration.
- Interference: Incoming Power Drains/Burns suffer -40% potency.

I Will Save Her – Unique (5-Star+)

With [Vision](#), [Vision \(Age of Ultron\)](#)

- **Viv** : When Vivian doesn't participate in a fight, her father repairs her. At the start of her next fight she gains a Self-Repair Buff, Regenerating 10% of her Max Health over 20 seconds. This Buff is removed if Viv is Stunned.
- **Vision**, [Vision \(Age of Ultron\)](#) : +0.5% Attack Rating for each percent of Viv's missing Health, unless Viv is Knocked Out. Counts highest Health Viv on team.

Go For Champions! – Unique (2-Star+ for original, 6-Star+ for Advanced)

With [Ms. Marvel \(Kamala Khan\)](#), [Cyclops \(Blue Team\)](#), [Gwenpool](#), [Spider-Man \(Miles Morales\)](#)

- **Synergy Champions** : Gain +3% Attack Rating for each unique Synergy Champion on the team.
- **Viv** : Once per Quest, after expending her Pre-Fight, Viv can gain an additional use by winning a fight.

VVVVVV – Unique (3-Star+)

With [Valkyrie](#), [Venom](#), [Vision \(Aarkus\)](#), [Void](#), [Vulture](#)

- **Synergy Champions** : Personal Buffs and Debuffs gain +10% potency.

Hologramastery – Unique (4-Star+)

With [Mysterio](#)

- **Viv** : Advanced use of Holograms grants a 5% chance to Evade, increased by 2% flat for each active Solar Energy. Does not trigger while Blocking or Phasing.
- **Mysterio** : Illusion Gas' Power Drain potency and chance to cause Miss are increased by 4% flat and 10% flat, respectively.

Recommended Masteries

Collar Tech

- Take Viv's Power control to new heights with Collar Tech. With even 3 points in this Mastery, there's a big difference in how easy it is to slip in those 5-Hit Combos required by her Sig. With all 5 points, Viv can keep an average Opponent off of their Special 1 essentially forever.

Liquid Courage

- A classic Mastery from the Recoil Tree as per usual, Robots like Viv completely get around the detrimental effects of this Mastery through Poison Immunity, leaving only the Attack increase. Beware of the Recoil Mastery itself though, as Viv's playstyle requires throwing a fair amount of Special Attacks. Try using the Vision Synergy to offset the Recoil damage.

Double Edge

- A classic Mastery from the Recoil Tree as per usual, Robots like Viv completely get around the detrimental effects of this Mastery through Bleed Immunity, leaving only the Attack increase. As above, beware of the Recoil Mastery.



Author: [MCoC Champion Designers](#)

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Void

When Robert Reynolds drank an enhanced version of the Super-Soldier serum, The Sentry was born; yet it also gave birth to his evil counterpart, the Void. As malignant as the Sentry is noble, the Void's purpose is to kill and destroy anything The Sentry tries to protect. Robert constantly fights an inner battle to prevent The Void from coming out, but when that fails... The darkness of The Void's god-like powers threaten to consume the world and anyone who stands in his way...

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Base Stats and Abilities

Health Attack PI (Max Signature)

4-Star ★★★★★	18320	1092	4485
5-Star ★★★★★★	36733	2189	10261
6-Star ★★★★★★★ (Rank 5, Level 65)	62678	3734	17500
7-Star ★★★★★★★★ (Rank 1, Level 25)	60732	3618	16890

Champion Attributes



- Survivability 4



- Damage 3



- Ease of Use 3



- Utility 3.5



- Defender Strength 3.5

[Learn more about Champion Attributes](#)

Void's Mechanics

Character Class: Science

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

Passive

- A suffocating, choking, and all-consuming Void provides full immunity to Incinerate effects.
- Every 10 seconds, Void's Intimidating Presence inflicts 1 random Debuff. +4 seconds on the timer if at least one Intimidating Presence Debuff is already active.

When Attacked

- Opponents can Purify one Intimidating Presence Debuff for every 10 hits on their Combo Meter.

Intimidating Presence

- For each Champion alive on the opponent's team, Intimidating Presence Debuffs have a 0.6 second delay before fully activating.
- Agility Debuff – Reduces Ability Accuracy of Evade and the Dexterity Mastery by 30%. Max Stacks: 2
- Fatigue Debuff – Reduces Critical Rating by 1076. Max Stacks: 2
- Petrify Debuff – Reduces the effectiveness of Power Gain and Regeneration by 50%. Max Stacks: 2
- When all Intimidating Presence Debuffs are at max stacks, those Debuffs will be removed after 5 seconds.

When Opponents Suffer from a Debuff

- For each unique Debuff type, the opponent takes 373.4 Direct Damage per second.

Special 1 – Existential Threat

- Inflicts 1 Intimidating Presence Debuff.

Special 2 – Abyssal Glimpse

- Inflicts 2 Dark Stings, each lasting for 12 seconds. An opponent with a Dark Sting gains a Weakness or a Degeneration Debuff per Sting when activating a Special Attack.
- Weakness – Reduces the opponent's Attack Rating by 25% for 20 seconds.
- Degeneration – Inflicts 5974.4 Direct Damage over 20 seconds.

Special 3 – Conquer the Void

- 1 ~ 2 unique Debuffs provides a +20% Fury Passive.
- 3 ~ 4 unique Debuffs provides a +50% Fury Passive.
- 5+ unique Debuffs provides a +250% Fury Passive.

Signature Ability – Fear of the Void

- When all Intimidating Presence Debuffs are at max stacks, instead of being removed, those Debuffs are converted into a Passive Fear of the Void that combines their effects and grants Void 5041.27 Attack Rating for 40 seconds.
- Fear of the Void cannot exceed 2 stacks
- When Fear of the Void is active, Intimidating Presence generates Debuffs 59.98% faster.

Synergy Bonuses

Gripped by Fear

With Hulk

- Void: When charging Heavy Attacks, Void can gain up to 3 Fury Buffs, each enhancing his Attack Rating by 20% for 8 seconds.
- Hulk: Gains 1 bar of Power when below 20% Health.

Engulfed by the Void

With Sentry

- Void: When activating his Special 3 Attack, the Void gains a Reality Warp charge for 30 seconds, increasing the duration of any Fury effects activated afterward by 20 seconds.

Overcoming Fear

With Black Widow, Vision, Hawkeye, Captain America

- Void: Fear of the Void activates at the start of the fight for 30 seconds against the Avengers.
- All Avengers: +15% Attack Rating

Enemies

With [Thor](#) and [Doctor Strange](#)

- +155 Critical Rating

Recommended Masteries

Despair

- Perhaps the most useful Mastery for Void, he is able to inflict many debuffs and his Petrify Debuff reduces the effect of the opponent's Regeneration and Power Gain effects. This means, if the opponent is suffering from 6 Intimidating Debuffs and you have Despair at max level, you will reduce healing effects by 90% – 100% from the Petrify Debuffs, reverting the effect of the opponent's Willpower and making them take damage instead of healing.

Resonate

- This mastery is great with Void because it inflicts a Weakness Debuff, allowing him to deal more Direct Damage and also opening up an easier path for players to get his 250% attack increase on his Special 3. Having Weakness, Fatigue, Petrify, Agility and the Stun Debuff from a Parry before doing a Special 3 Attack will deal massive damage. Pair him with Sentry and their synergy bonus will allow Void to have that massive Fury passive for 20 seconds after the Special 3 Attack ends.

Inequity

- The combination of Resonate and Inequity is going to enable Void to massively reduce the opponent's Attack Rating! Pair that with his Special 2 Dark Sting and you won't have to worry much about your opponent's attacks if you get caught off guard.

Enhanced Fury

- Void's Direct Damage over time debuffs are based on his current Attack Rating; this means Fury effects will enhance their damage output per second! Also, the Void is able to get a very strong Fury effect through his Special 3 Attack if he is paired with Sentry (Pairing him with Sentry increases the duration of Fury effects by 20 seconds, enabling his Special 3 passive Fury to last after the duration of the Special Attack).



Author: [MCOC Champion Designers](#)

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Vulture

When a failed business opportunity left him desperate, Adrian Toomes became a black market power-player by scavenging the advanced tech and alien weapons left behind from previous Super Hero battles. From these scraps and leftovers, Toomes built himself a massive winged vehicle and retrofitted the rest into incredible weapons that he sells. Now seeking further profits and power, the Vulture has set his sights on even more advanced technology.

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- [Vulture's Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6321	463	1839
4-Star ★★★★	15850	1159	4606
5-Star ★★★★★	31779	2324	10320
6-Star ★★★★★★	54226	3965	17590 (Rank 5, Level 65)

Champion Attributes



- Survivability 3.5



- Damage 3



- Ease of Use 3



- Utility 2.5



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

Vulture's Mechanics

Vulture is an effective power controller that focuses on siphoning his opponents power while staying elusive himself. Chitauri Core Charges allow him to augment various attacks for bonuses such as Armor Break, Power Drain or Incinerate. Dashing back renders Vulture immune to attacks and Raptor Strikes into block give him a Passive that causes the opponent to Miss. Utilizing his Core Charges while staying safe is the key to Vulture's success.

Character Class: Tech

Basic Abilities: Armor, Siphon Charge, Siphon Burn, Incinerate

Strengths and Weaknesses

Strengths

- **Power Control**
 - Special Attacks and Raptor Strike give you multiple ways to Power Drain your opponent
- **Elusiveness**
 - Dashing back and using Raptor Strike into block give you multiple avenues to keep yourself safe from incoming attacks
- **Great against Incinerate Champions**
 - Vulture is completely immune to Incinerate and instantly gains max Chitauri Core Charges when he avoids a Debuff due to Immunity

Weaknesses

- **Critical Hits Reliant**
 - Landing Critical Hits is the primary way to gain Chitauri Core Charges which are required to augment his kit
- **Double-Hit Attacks**
 - Vulture's Decoy Passive is vulnerable to double hitting attacks as the first hit will Miss while the second will still connect

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

Always Active

- The Vulture's high-tech suit grants Immunity to Incinerate effects.
- Gain an Indefinite Armor Up Buff, increasing Armor Rating by +1840.91. If removed, this Buff will return after 8 seconds.

Chitauri Core Charge – Always Active

- Starting Charge: 50. Max Charge: 100.
- Either Champion Lands a Critical Hit: +10 Charge.
- Vulture avoids a Debuff due to Immunity: +100 Charge.

Chitauri Core Charge – Exhaust Burn

- While dashing back, Vulture cannot be struck by attacks.
- If Vulture avoids an attack while dashing back in this way, he spends 10 Core Charge to grant a 100% chance to inflict a non-stacking Incinerate Debuff, causing 3172 Energy Damage over 5 seconds. This effect also removes Perfect Block Chance and reduces Block Proficiency by 50%.

Chitauri Core Charge – Raptor Strike

- To perform a Raptor Strike, launch a Medium Attack immediately after dashing back. Launching a Raptor Strike costs 40 Core Charge.
- If the Raptor Strike Hits: Drain 50% of the opponent's current Power.
- If the Raptor Strike is Blocked: Vulture gains a non-stacking indefinite Decoy Passive, which causes the next strike against him to Miss. Well-Timed Blocks will ignore the Decoy's Miss Chance.

Heavy Attack

- Spend 25 Core Charge to grant a 100% chance to inflict an Armor Break Debuff, removing an Armor Up Buff and reducing Armor Rating by 964.29 for 30 seconds. Max Stacks: 5

Special Attack 1 & 2

- Vulture's Siphon Debuffs have 100% chance to trigger and they Passively Drain 25% of all Power the opponent gains from any source while they are active.

Special 1 – Wingpack Strike

- Inflict a Siphon Charge Debuff lasting 15 seconds. All Power Drained by this Debuff grants Core Charge proportional to the amount Drained. Ratio: 1 Bar = 45 Charge(s).

Combine this with a flurry of heavy attacks to stack a ton of armor break on your opponent!

Dev Notes

Special 2 – Engine Flare

- Inflict a Siphon Burn Debuff lasting 20 seconds. All Power Drained by this Debuff inflicts Direct Damage proportional to the amount lost. Ratio: 1 Bar = 8326.5 Damage.

Vulture's main damage source, make sure you're using the Special 2 whenever you're chasing damage!

Dev Notes

Special 3 – Hybrid Alien Technology

- This attack Incinerates the enemy, dealing 9516 Energy Damage over 20 seconds. This effect also removes Perfect Block Chance and reduces Block Proficiency by 50% while active.

Signature Ability – Thermal Reconfiguration

- Always Active
- Vulture now begins the fight at full Chitauri Core Charge. Additionally, While the opponent is Incinerated, Vulture gains 1.88% Max Power every .5 second(s).

Pair Vulture's Signature Ability with his Special 3 for a great boost to power gain for a long period of time, allowing you to quickly cycle to that Special 2 and deal even more damage to your opponent.

Dev Notes

Synergy Bonuses

Teammates

With [Electro](#), [Doc Ock](#), [Rhino](#)

- **All Champions:** +5% Perfect Block Chance.

Teammates

With [Venom](#), [Mysterio](#), [Green Goblin](#)

- **All Champions:** +5% Perfect Block Chance.

Nemesis

With [Spider-Man \(Stark Tech\)](#), [Spider-Man \(Stealth Suit\)](#)

- **All Champions:** +6% Attack Rating.

Enemies

With [Spider-Man \(Classic\)](#), [Spider-Gwen](#), [Spider-Man \(Morales\)](#)

- **All Champions:** +155 Critical Rating.

Battlerealm's Changing... – Unique

With [Kingpin](#), [Yellow Jacket](#), [Masacre](#)

- **Vulture:** Gain +5% Attack Rating & Immunity to Shock effects.
- **Other Synergy Champions:** +5% Attack Rating & +15% Debuff Duration.

...time We Changed Too – Unique

With [War Machine](#), Ultron Prime, [Ebony Maw](#)

- **Vulture:** Gain +5% Attack Rating & Immunity to Poison effects.
- **Other Synergy Champions:** +5% Attack Rating & +15% Buff Duration.

Recommended Masteries

Collar Tech

- Push Vulture's power control even further with Collar Tech!

Despair

- With Vultures new Armor breaks, you can stack a decent number of Debuffs on the opponent and reduce their Regeneration rate quite a bit!



Author: [MCoC Champion Designers](#)

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War Machine

James "Rhodey" Rhodes, decorated U.S. Air Force pilot and longtime ally of Tony Stark, combats evil and injustice as the armored War Machine. True to his codename, Rhodes' armor delivers heavy metal power via its wrist-mounted machine guns and shoulder-mounted artillery cannon.

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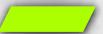
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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6245	458	1943
4-Star ★★★★	15660	1148	4881
5-Star ★★★★★	31398	2301	10420
6-Star ★★★★★★	53576	3927	17780
(Rank 5, Level 65)			
7-Star ★★★★★★★	51912	3805	17160
(Rank 1, Level 25)			

Champion Attributes



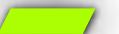
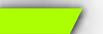
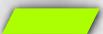
- Survivability 4



- Damage 2



- Ease of Use 4



- Utility 3



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

War Machine's Mechanics

War Machine is back with an all new arsenal of tools ready to fight! Brand new Pre-Fight abilities to juice up him or his other Tech Teammates will help you tackle some of the toughest challenges the Contest has to offer. When you're using War Machine yourself, stack up Armor Breaks, get some Fury from your Special 3, and deal some great Damage over Time damage with War Machine's Special 1. Make sure to refresh both the Armor Breaks and his Rupture Debuffs with War Machine's Heavy Attack!

Character Class: Tech

Basic Abilities: Armor, Suppression, Rupture, Armor Break

Strengths and Weaknesses

Strengths

- **Teamwork!**
 - War Machine's Pre-fight abilities give him a new way to help buff his fellow Tech Attackers.
- **Power Control**
 - War Machine has a sizable amount of Defensive Combat Power Rate down with his Special 1. Stack it to the max then refresh them with his Heavy Attack to keep the opponent's power under control!

Weaknesses

- **Debuff Shrug**
 - Much of War Machine's power stems from his ability to Stack Armor Breaks. Opponents that are Immune or can remove them will give him a much harder fight!
- **Physical Resistance**
 - War Machine has got a good amount of damage in his Rupture Debuffs, however opponents with high Physical Resistance are going to greatly lower that damage!

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Always Active

- Start the fight with an indefinite Armor Up Buff increasing Armor Rating by 3831.08

Persistent Charge – Max 5

- War Machine begins each Quest with 2 Persistent Charges.
- Charges can be spent in the pre-fight screen to activate one or more Armory Boosts (found below). Each Boost lasts 1 fight, doesn't stack, and can be used by War Machine or other Tech Champions.
- Winning a fight with War Machine grants 1 Charge(s) plus an additional 1 Charge(s) for each other #Hero Champion on his team.

Armory Boosts – Pre-Fight Ability

- Tech Attackers gain +10% Attack Rating when an Armory Boost is active.
- Support: Gain 2 Cleanse Charges. When champions with Cleanse are inflicted with a Debuff, it is immediately Purified and a Cleanse Charge is removed.
- Fortify: Gain Energy Resistance equal to their Armor Rating.
- Skirmish: Gain up to +276.12 Attack Rating based on current Armor Rating and their Debuffs excluding Stuns gain +20% Duration.

War Machine's Pre-Fight provides great utility for different spots around the Contest. I love using the Cleanse Charges in a matchup where I know there will be some Debuffs I need to get rid of ASAP!

Dev Notes

Heavy Attack

- Refreshes all personal Debuffs excluding Stuns on the opponent. Cooldown: 20 seconds.

Special Attacks

- Advanced auto-targeting prevents the opponent from using Evade.

Special 1 – Blast Barrage

- The minigun's suppressing fire grants each shot a 100% chance to inflict a Suppression Debuff, reducing Combat Power Rate by 10% for 10 seconds. This effect applies on blocked hits. Max Stacks: 5.
- Each shot has a 60% chance to inflict a Rupture Debuff, each dealing 2356.2 Physical damage over 5.50 seconds. The chance to Rupture increases by 60% for each Armor Break Debuff on the opponent.
- Each Suppression Debuff applied also removes 1 Prowess effect from the opponent.

I normally try to pair this Special Attack with both the Fury from the Special 3, and the Debuff Refresh from his Heavy Attack to get as much damage as possible from the Special 1 Rupture Debuffs.

Dev Notes

Special 2 – Shoulder Artillery

- 100% chance to inflict an Armor Break Debuff, removing an Armor Up Buff and reducing Armor Rating by 3375 for 30 seconds. Max Stacks: 2.

The Core of War Machine's Kit. Most of his abilities will gain bonuses based on the number of Armor Breaks on the opponent. Make sure to stack as many as you can!

Dev Notes

Special 3 – Heavy Ordnance

- 100% chance to inflict a Stun Debuff lasting 3.50 seconds.
- Gain a Fury Passive increasing Attack Rating by 2159.85 for 30 seconds. Each Armor break on the Opponent will grant War Machine an additional Fury Passive.

Dev Notes: It is possible for War Machine to deal TONS of damage when you've got a few Armor Breaks stacked up. You'll be seeing some BIG yellow numbers after a well used Special 3.

Dev Notes

Signature Ability – Empty the Clip

- When Brought Below 15% Max Health
- War Machine activates his Empty the Clip routine to do the following:
- Gain 12 Fury Passives, each granting +626.14 Attack Rating. These effects are lost as War Machine lands attacks.
- Gain 12 Regeneration Passives, each recovering 2145.08 Health over 15 seconds. These effects are lost as War Machine is struck.

Dev Notes: The Tried and True Empty the Clip. A fresh look to a classic ability.

Dev Notes

Synergy Bonuses

Support Enhancement – Unique

With [Silver Surfer](#), [Gamora](#), [Heimdall](#)

- **War Machine:** Gain 2 additional Cleanse Charges.
- **Other Synergy Champions:** +25% Buff Duration.

Fortify Enhancement – Unique

With [Hulkbuster](#), [Guardian](#), [Civil Warrior](#)

- **War Machine:** Gain +25% Block Proficiency while Blocking Special Attacks.
- **Other Synergy Champions:** +25% Armor Up Buff Duration, Potency and Ability Accuracy.

Skirmish Enhancement – Unique

With [Falcon](#), [Night Thrasher](#), [Winter Soldier](#), [Black Widow \(Deadly Origin\)](#)

- **War Machine:** Rupture Debuffs gain +25% Potency.
- **Other Synergy Champs:** Shock and Incinerate Debuffs gain +15% Potency

Teammates

With [Black Widow](#), [Black Panther \(Civil War\)](#), [Vision \(Age Of Ultron\)](#)

- **All Champions:** +5% Perfect Block Chance

Teammates

With [Vision](#), [Spider-Man \(Stark Enhanced\)](#), [Spider-Man \(Stealth Suit\)](#)

- **All Champions:** +5% Perfect Block Chance

Enemies

With [Ant-Man](#), [Winter Soldier](#), [Captain America](#)

- **All Champions:** +155 Critical Rating.

Enemies

With [Hawkeye](#), [Captain America \(Infinity War\)](#), [Falcon](#)

- **All Champions:** +155 Critical Rating.

Friends

With [Iron Man](#), [Superior Iron Man](#), [Hulk-Buster](#), [Iron Man \(Infinity War\)](#)

- **All Champions:** +130 Armor Rating.

Recommended Masteries

Collar Tech

- Reduce the Opponents Power even more when combined with the Suppression Debuffs on War Machine's Special 1.

Despair

- While he might not have it in his base kit, War Machine has a ton of Debuffs so Despair will help a ton in healing matchups.



Author: [MCOC Champion Designers](#)

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Warlock

Self is referred to as Warlock. Self is capable of many wondrous feats, including changing shape and making jokes! Transmode virus, also used to transfer lifeglow from Opponents, Self will not harm any Champion in The Contest! Hilarious falsehood! Much harm will come to any who attempt to harm Self or SelfFriends!

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6184	458	1934
4-Star ★★★★	15508	1148	4841
5-Star ★★★★★	31093	2301	10621
6-Star ★★★★★★	53055	3927	18110

(Rank 5, Level 65)

Champion Attributes



- Survivability 3



- Damage 3



- Ease of Use 3



- Utility 4



- Defender Strength 3

[Learn more about Champion Attributes](#)

Warlock's Mechanics

Character Class: Tech

Basic Abilities: Armor, Virus Infection, Power Drain, Power Burn

Warlock builds up Infection Charges by making contact with the Opponent (either attacking or defending). Once enough Charges are built up, they convert to a full-on Techno-Organic Virus Infection which Heal Blocks the Opponent and drains their Power when they try to heal.

Warlock can then use the Infection to Power Drain, Shock, and/or Armor Break the Opponent. His Signature Ability deals damage to the Opponent whenever they are Power Drained, and his infection even works on Opponents who are immune to Debuffs.

Strengths and Weaknesses

Strengths

- **Anti-Healing**
 - Warlock has excellent anti-healing abilities. His Infection Passive Heal Blocks the Opponent, and since it's Passive it'll work even when the Opponent is immune to Debuffs. On top of that, every time the Opponent tries to heal while infected, they'll drain some of their Power, and take damage if Warlock has his Signature ability.
- **Power Control**
 - Even against Opponents who don't heal, Warlock is good at controlling the Opponent's Power. After stacking up an Infection or two, his Special Attack 1 drains a solid chunk of the Opponent's Power, and his Special Attack 3 drains all of it, in addition to burning it and dealing damage via his Signature ability.

Weaknesses

- **Armor Break**
 - Warlock activates a permanent Armor Up buff at the start of the fight, which is the main source of his durability. If the Opponent removes it using an Armor Break, he'll lose that durability and be a lot more susceptible to attacks.
- **Buff Diversity**
 - By default, Warlock's Infection Passive lasts for 20 seconds, but this duration is reduced by 6 seconds for each unique Buff on the Opponent when it triggers. So Champions that can access a wide array of Buffs, like Venom or Heimdall, can potentially reduce the Infection duration to the point where it doesn't last for much time at all.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

Passive

- Immune to Bleed, Poison, Coldsnap, and Frostbite.
- His durable Technarch form grants Warlock a permanent Armor Up Buff, increasing Armor Rating by +750. If this Buff is removed for any reason, it will refresh itself after 10 second(s).
- While this Buff is active, Opponent's Special Attacks cannot be Critical.

If a hit from a Special attack removes Warlock's Armor Up buff, that hit can also be Critical.

Dev Notes

Contact

- The Opponent gains a charge of Techno-Organic Transmode Virus. The Virus is not affected by Ability Accuracy.
- Once the Opponent has 20 charges, they are removed and replaced with one Infection Passive that lasts for 20 second(s). The duration is decreased by 6 second(s) for each unique Buff on the Opponent when it activates.

Charges build up from any form of contact, whether Warlock is attacking or blocking. The Infection duration is set when the 20th charge is placed. So when attacking Warlock, one way to decrease the duration is to make sure the Precision buff from Dexterity is active when you trigger the 20th charge.

Dev Notes

Techno-Organic Transmode Virus Infection – Passive

- The Opponent is Heal Blocked. If the Salve Mastery is active, the Mastery is removed.
- The Opponent has -30% Offensive Ability Accuracy.
- Whenever the Opponent would gain Health while infected, they Drain 5% of their current Power over 0.50 second(s).

The Techno-Organic Transmode Infection can stack multiple times. If an Opponent has multiple Infections, the Ability Accuracy reduction will increase (potentially past 100%), and the Power Drain triggers multiple times when the Opponent tries to heal. Also, it's important to note that while Salve is removed by the Infection, Willpower is not.

Dev Notes

Blocking

- If the Block was Well-Timed, the Opponent gains 3 Virus charges.
- If the hit was a non-contact Basic Attack, the Opponent instantly Drains 10% of their current Power.

Some Champions with non-contact Basic Attacks include Havok, Domino, and Ebony Maw.

Dev Notes

Heavy Attacks

- Lacerate opponents, inflicting 3730.65 Bleed damage over 5 second(s).

Warlock may have figured out this move by watching another Champion in The Contest...

Dev Notes

Special 1 – Mega Buster

- The last hit Shocks the Opponent, dealing 5890.5 energy damage over 10 second(s). If they are Infected, this also triggers when the Attack is activated, but lasts half as long.
- The first hit removes all Infections to Passively Drain 25% of the Opponent's Max Power over 5.50 second(s) for each Infection removed.

If the Opponent is Infected, Warlock places two Shocks on them: one on activation, and a second one on the final hit. The one triggered on activation deals half as much damage, since it lasts half as long. The Power Drain removes Infections right after the first Shock activates.

Special 2 – Pinwheel + Pummel

- The last hit places two Armor Break Debuffs on Opponent, each reducing Armor Rating by 2250 for 10 second(s). If they are Infected, the Debuffs also trigger when the Attack is activated, but lasts half as long.
- The last hit refreshes one Infection.

Like with the Shock, this attack places two Armor Breaks on the Opponent if they're Infected. Armor Break isn't as threatening as a Shock, but it can still trigger the Willpower mastery, which will cause the Opponent to drain Power if they're Infected. This attack also has 10 contact hits, so it's a great way to quickly build up lots of Infection Charges.

Dev Notes

Special 3 – Dine & Smash

- Inflict a Passive Power Burn on the Opponent, draining 100% of their current Power over 5.50 second(s) and dealing damage proportionate to the amount lost.
- Regenerate 2122.2 Health for each Infection the Opponent has.

The Power Burn includes any Power the Opponent gains from being hit by the attack. But since the Power Burn is over time, the Opponent still has a chance to activate Special Attacks while their Power is draining.

Dev Notes

Signature Ability – Child of Kvch

- When Opponent's Power is Drained or Burned:
- Degenerate the Opponent, dealing 1472.63 direct damage over 2 second(s).

Warlock can trigger this via his Special 1, Special 3, when Blocking a non-contact Basic Attack, and when the Opponent tries to heal. If the Power Drain/Burn is longer than 2 seconds, this ability will trigger multiple times.

Dev Notes

Synergy Bonuses

SelfFriends- Unique (2-Star+)

With Magik, Sunspot

- Warlock: Special Attacks generate -70% less Power in Opponents.
- Magik : Attack Rating is increased by 50% while in Limbo.
- Sunspot : Incinerates have 25% increased duration.

Going Viral – Unique (3-Star+)

With Cable

- Warlock: Whenever the Opponent would gain one or more Virus charges, 50% chance for them to gain an additional charge.
- [Cable](#): The Ability Accuracy of Cable's Regeneration effect is increased by 10%.

Robot Uprising – Unique (4-Star+)

With [Vision](#), [Vision \(Age of Ultron\)](#), [Ultron](#), [Ultron \(Classic\)](#)

- Whenever any teammate would receive a Debuff they are immune to, they gain a Fury Buff, increasing Attack Rating by 60% for 6 seconds.

This synergy applies to your whole team. So for example, if your team contained Warlock, Vision, and Medusa, Medusa would gain this Fury Buff when her immunity prevents a Poison from triggering.

Dev Notes

Mutant Agenda (2-Star+)

With [Domino](#), [Magneto](#), [Magneto \(House of X\)](#)

- Mutants landed strikes during Special Attacks gain +0% Attack rating.

Recommended Masteries

Double Edge and Liquid Courage

- As a Robot, Warlock is immune to Bleed and Poison. So he's immune to the negative effects of the Double Edge and Liquid Courage masteries, but still gains increased Attack Rating from them.

Collar Tech

- Warlock is already pretty good at controlling the Opponent's Power using his SP1. If you add the Collar Tech mastery on top of that (and maybe also the synergy with Magik), the Opponent will have a very hard time getting enough Power to use any Special Attacks at all.



Author: [MCoC Champion Designers](#)

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Wasp

Empowered with a new cutting-edge Wasp suit, Hope van Dyne is ready to make up for lost time as a Super Hero. Like Ant-Man, she can reduce herself to the size of an insect while disproportionately increasing her strength and durability. Couple this with the ability to fly at impressive speeds and evade enemy attacks and you have one deadly Wasp.

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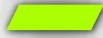
Base Stats and Abilities

Health Attack PI (Max Signature)

4-Star ★★★★	11099	1384	4750
5-Star ★★★★★	22253	2775	10455
6-Star ★★★★★★	37971	4735	17840

(Rank 5, Level 55)

Champion Attributes



- Survivability 2



- Damage 4.5



- Ease of Use 3



- Utility 3



- Defender Strength 3

[Learn more about Champion Attributes](#)

Wasp's Mechanics

Character Class: Science

Basic Abilities: Stun, Enfeeble, Concussion, Power Sting

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

Heavy Attack

- When Wasp charges a Heavy Attack while hitting with a Basic Attack Combo, the opponent loses sight of her and passively gets Stunned for 0.6 seconds.
- Inflicts Weakness for 10 seconds if this attack was chained from a Basic Attack Combo, reducing the opponent's Attack Rating by 30%.

Use Wasp's Heavy Attack as a combo ender!

Dev Notes

When Attacked

- Wasp has a 8% chance to shrug off all Damaging Debuffs other than Bleed, then shrink to Counter Attack, Evading the opponent's attack and inflicting Shock, dealing 4735 Energy Damage over 8 seconds. This ability does not activate if Wasp is about to Parry an attack.

Passive

- Whenever Wasp shrinks down, her next 2 hits will be critical, with +2130.75 Attack Rating for each Debuff active on the opponent. Additionally, Counter Attack is disabled for 10 seconds.
- When Wasp has Class Advantage, all of her abilities that are based on the Combo Meter receive an additional bonus equivalent to as if she had 40 more hits on her Combo Meter.

The bonus against Mystic Champions when you do a Special 1 (Concussion, 1% per hit on the Combo Meter) will be +40% and Special 2 (Petrify, 1.75% per hit on the Combo Meter) is 70%.

Dev Notes

Special 1 – Insect Size

- 40% chance to Stun for 2 seconds.
- Concussion, reducing the opponent's Ability Accuracy by 1% for each hit on her Combo Meter for 8 seconds.

Special 2 – Quick Sting

- Stings the opponent for 6 seconds. An opponent with sting takes 3788 damage when activating a special attack.
- Sting will Petrify opponents after lasting their full duration, reducing the effectiveness of Power Gain and Regeneration by 1.75% for each hit on Wasp's Combo Meter for 12 seconds.

Special 3 – Titanic Treat

- +69 Attack Rating for each hit on her Combo Meter.

Signature Ability – Quantum Evade

- 20% increased flat chance to shrink and Counter Attack when attacked by the opponent. Additionally, the duration that Counter Attack is disabled after shrinking is reduced by 64.99%.

The 20% increased chance is a flat increase, meaning the final chance will be 28% to activate Counter Attack if it is not on cooldown.

Dev Notes

Synergy Bonuses

Deadly Sting

With [Yellowjacket](#)

- Wasp: When she intercepts the opponent's Dash Attack and Concussion is not active on the opponent, Concussion is inflicted, reducing the opponent's Ability Accuracy by 100% for 8 seconds. This can activate 3 times in a fight.
- Yellowjacket: 40% chance to reactivate a Power Sting when it's timer expires.

Hard to Hit

With Ant-Man and [Ghost](#)

- Wasp: Counter Sting is never disabled when Wasp is below 20% Health.
- Ant-Man: When Glancing Hits, he gains 25% increased Attack for 12 seconds.
- Ghost: Unblockable Special Attacks when Intangible.
- +25% Attack at the start of the fight if Wasp, Ant-Man and Ghost are together in a team.

Advanced Tech

With Iron Man and [Iron Man \(Infinity War\)](#)

- Wasp: When she intercepts the opponent's Dash Attack and Petrify is not active on the opponent, Petrify is inflicted, reducing the effectiveness of Power Gain and Regeneration by 100% for 8 seconds. This can activate 3 times in a fight.
- Iron Man, [Iron Man \(Infinity War\)](#): Armor Up effects last for an additional 2 seconds.

Friends

With Ant-Man

- All Champions gain +130 Armor Rating.

Enemies

With [Ghost](#)

- All Champions gain +155 Critical Rating.

Recommended Masteries

Glass Cannon

- Wasp is naturally already a Glass Cannon, putting points into this Mastery will make her even better at inflicting damage.

Despair

- Wasp can inflict Petrify, Concussion, Weakness and Stun Debuffs. Despair will reduce the opponent's Regeneration effects when those are active.

Courage

- When Wasp has less than 20% Health and her Hard to Hit synergy is active, she will be able to activate Counter Attack without entering on a cooldown. Couple this with Courage and she will be able to maintain herself at low Health without dying.



Author: [MCOC Champion Designers](#)

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Wiccan

William “Billy” Kaplan is the reincarnated son of Scarlet Witch that had been magically created through Chaos Magic but later dispelled. Not long after Billy discovered his powers he was recruited into the New Avengers. Initially he had chosen to name himself after Thor and adopted the super hero identity of the Asgardian, but as he matured as a hero and developed more as his own person he changed his code-name to Wiccan.

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- [Strengths and Weaknesses](#)
- [Abilities](#)
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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	4851	525	1954
4-Star ★★★★	12163	1317	4913
5-Star ★★★★★	24387	2640	10650
6-Star ★★★★★★	41612	4504	18160
(Rank 5, Level 65)			
7-Star ★★★★★★★	40320	4364	17540
(Rank 1, Level 25)			

Champion Attributes



- Survivability 4



- Damage 2.5



- Ease of Use 3.5



- Utility 4



- Defender Strength 2

[Learn more about Champion Attributes](#)

Wiccan's Mechanics

Wiccan's secret to success is to launch Special 2 by having as many Spells active as possible, as this causes his Power Efficiency Buff to last a long time. This allows him to convert all Shocks from Special 2 into Plasmas by launching many Special 1 Attacks. Wiccan can pause Spells by casting a Spell that does not exist or launching a Special Attack.

Character Class: Mystic

Basic Abilities: Resistance Up, Incinerate, Neutralize, Power Efficiency

Strengths and Weaknesses

Strengths

- **Armor Break and Inverted Controls immunity**
 - Wiccan does not need to worry about reverse controls or any Champions that have near unavoidable Armor Breaks.
- **Neutralize**
 - Wiccan's Neutralize is short but it can be extended for a long time if played Skillfully.
- **Power Efficiency**
 - Wiccan does not rely on Power Gain to launch many Specials, thus some Power Gain counters won't work on him.

Weaknesses

- **Lower Health and Physical Resistance**
 - Wiccan is a bit of a Glass Cannon, he can dish some good damage but has lower defenses.
- **Incinerate Immunity**
 - If the Opponent is Incinerate Immune, Wiccan cannot convert Incinerate into Plasmas.
- **Concussion and Disorient**
 - When Wiccan is inflicted by Concussion or Disorient from a Science Champion one of his Spells is removed.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

Always

- Wiccan uses magic on his Basic attacks, causing them to deal Energy Damage instead of Physical.
- Physical Resistance decreased by -964.29.
- Immunity to Reversed Controls and Armor Break due his mastery of the Arcane Arts.
- When struck by True Damage, instantly gain +40% of the Power gained from the Hit.
- If inflicted with a Concussion or Disorient Debuff from a Science Champion, one Personal Passive or Debuff caused by Wiccan is removed.

While Concussed or Disoriented Wiccan cannot understand what he says and consequently he cannot maintain his Spells.

Dev Notes

Cantrips

- When Well-Timed Blocked, inflicts a non-stacking Neutralize Debuff of 100% Potency that lasts for 10 second(s).
- When the Opponent's ability fails due to reduced Ability Accuracy or Wiccan's personal Immunities, inflict an Incinerate Debuff, reducing Block Proficiency by 50% and dealing 2702.4 Energy Damage over 10 second(s).

When fighting against Wiccan, Dexing him after Parrying him will cause the Precision Buff to fail and an Incinerate Debuff will be Inflicted. Parrying him is especially dangerous on Nodes where the attacker gains Buffs.

Dev Notes

Spells

- Cast a Spell by performing a specific action. As a Defender Wiccan casts a Spell every 10 second(s) following the order below, but this timer resets and moves to the next Spell in order when Wiccan is knocked down, and pauses on his Specials.
- Shield (Dash back and hold block for 1.2 second(s)): Gain a Resistance Up Passive, increasing Energy Resistance and Physical Resistance by 562.5 for 10 second(s). Max 3 Stacks.
- Flame (Medium, Light, Light, Light, Medium): Inflicts an Incinerate Passive, reducing Block Proficiency by 50% and dealing 2702.4 Energy Damage over 10 second(s).
- Silence (Medium, Light, Light, Light, Light): Inflicts a non-stacking Neutralize Passive of 100% Potency that lasts for 5 second(s).
- Arcane Theft (Heavy): Gain a Power Gain passive, granting 1% of Max Power over 10 second(s). **Max 10 stacks.** Nullifies up to one Fury, Precision, or Power Gain Buff off the Opponent to increase the potency of the Power Gain Passive to 5%.
- Pause all active Spells and Debuffs for 6 second(s) when casting a Spell that does not exist or activating a Special Attack.

There is no correct order for Spell activation, each Opponent has different challenges and thus requires different order of Spell activation. With that said, generally it is a good idea to leave the Shield Spell for last so when the Opponent's A.I is not cooperating and you are having a hard time to keep the Spells paused, you can cast the Shield Spell to keep the pause going.

Dev Notes

Special 1 – Aggressive Teleportation

- On activation gain a Regeneration Buff, recovering 7% of missing Health over 6 second(s). Recovers 100% of missing health caused by Energy Damage from Bursts and damaging Debuffs.
- Last 2 hits cast the last casted Spell with duration increased by 8 second(s).

This Special Attack gives some utility to cast Spells with a bit of a longer duration, but the Offensive use really shines after throwing a Special 2. While Power Efficiency is in effect and the Opponent is inflicted by Shock Debuffs from Special 2, you can trigger Special 1 several times in a very short amount of time and inflict many stacks of Incinerate, which will in turn create Plasmas from the Shocks.

Dev Notes

Special 2 – Thunder Strike

- All hits inflict a Shock Debuff, dealing 3603.2 Energy Damage over 15 second(s). Inflicting an Incinerate into a Shock, or vice versa, will fuse those two effects into a Plasma that has the property of both, lasting 6 second(s). Plasmas do not pause.
- Last hit grants a non-stacking Power Efficiency Buff of 30% Potency, lasting for 3 second(s) plus 3 second(s) per unique Spell active at the beginning of the Special, and pauses during Specials. As a Defender this Buff always lasts 20 second(s).

In order to get the most of this Special Attack, you need to have at least a couple of Spells active. So the Power Efficiency Buff lasts long enough to be useful.

Dev Notes

Special 3 – Magical Oppression

- Inflict an Energy Vulnerability Debuff, reducing Energy Resistance by 4178.57 for 20 second(s). Max 2 stacks.

Since Wiccan's basic attacks are also Energy based, all his attacks and abilities benefit from this Debuff.

Dev Notes

Signature Ability – Spell Mastery

- Resistance Up also allows Wiccan to block Unblockable attacks from Cosmic Champions.
- Incinerate effects have a 50% chance to not consume Shock Debuffs when creating a Plasma.
- If the Opponent is Shock Immune, Shocks turn into Degeneration with the same Potency and Duration, but counts as Shocks for Wiccan's other abilities.

Synergy Bonuses

My Prince Charming (Unique 3-Star+)

With [Hulking](#)

- **Wiccan:** When neutralizing the Opponent Wiccan also inflicts a Tracking Debuff, bypassing the effects of Miss for the duration of the Neutralize.
- **Solo Synergy:** Only affects this Champion and does not stack.

Spiritual Parents (Unique 4-Star+)

With [Scarlet Witch](#), [Scarlet Witch \(Classic\)](#), [Vision](#), [Vision \(Age Of Ultron\)](#)

- **Wiccan:** When a Buff fails to trigger due Reduced Ability Accuracy, Wiccan gains 2% of his Max Power.
- **Scarlet Witch (Classic):** Critical Damage Rating is increased by 700 while launching Special Attack 1 or 2.
- **Scarlet Witch :** Regain 50% of the Instabilities removed when Degeneration expires.
- **Vision , Vision (Age of Ultron):** Intercepting the Opponent inflicts a Passive Power Burn, burning 10% of the current Power.

Drag Bunch with Loki (Unique 3-Star+)

With [Loki](#)

- **Wiccan:** Last Hit of Special 2 inflicts a Slow Debuff for 10 second(s).
- **Loki :** Finishing a combo with a light attack pauses Curse for 4 seconds.

New Avengers (Unique 4-Star+)

With [Hawkeye](#)

- **#New Avengers:** Gain 420 Critical Damage Rating.

- [Hawkeye](#) : Inflict Rupture and Critical Rupture instead of Bleed and Critical Bleed when fighting Bleed Immune Champions.

Altercations (Unique 5-Star+)

With [Super-Skrull](#), [The Hood](#)

- [Wiccan](#): Increases the Potency of Incinerates by 25%.
- [Super-Skrull](#): While Cosmic Energy Overload Buff is active, launching a Special attack will trigger the effects of Cosmic Energy Overload based on how many Cosmic Energy Receptors Buffs are active.
- [The Hood](#): Once per fight, Special 3 grants no Power and the Opponent counts as having one extra Bar of Power.

Teammates (2-Star+)

With [Squirrel Girl](#), [America Chavez](#), [Winter Soldier](#), [Angela](#)

- All Champions gain +5% Perfect Block Chance.

Recommended Masteries

Recovery

- Under the right conditions Wiccan can trigger many Regenerations, which can benefit quite a bit from this mastery.



Author: [MCoC Champion Designers](#)

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Winter Soldier

In the heat of World War II, Bucky Barnes gave his life for his country – or so Captain America thought. His frozen body was recovered by the Soviets, who turned him into an unstoppable, fearsome assassin – and their puppet! Freed from Russian control, Bucky now fights on the side of the just and righteous.

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- [Strengths and Weaknesses](#)
- [Abilities](#)
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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6245	458	1544
4-Star ★★★★	15660	1148	3877
5-Star ★★★★★	31398	2301	9006
6-Star ★★★★★★	53576	3927	15360

(Rank 5, Level 65)

Champion Attributes



- Survivability 2



- Damage 1.5



- Ease of Use 4.5



- Utility 1



- Defender Strength 1

[Learn more about Champion Attributes](#)

Winter Soldier's Mechanics

Winter Soldier cycles through his Ammo to unleash Special Attacks with varying damage types depending on the situation.

Character Class: Skill

Basic Abilities: Bleed, Power Drain, Fury, Ammo Stockpile

Strengths and Weaknesses

Strengths

- Rotating Utility
 - Winter Soldier's easy Ammo rotation allows him to switch up his Debuffs according to his opponent or situation. If the opponent is Immune to Bleed damage, switch to Incendiary mode. If they gain a lot of Armor Rating, quickly switch back to Armor Piercing.
- Bypass Armor and Resistances
 - Ignore the opponents Armor directly with his Armor Piercing mode, or sneak around it with his Damage Over Time Debuffs. All modes, except in the cases of Immunities, are effective against high Armor Champions or Nodes that would otherwise make his basic hits weak.
- Ramp Up Damage
 - Pair Winter Soldier with Killmonger to increase his damage for every hit of his combo meter. Play it safe and avoid getting hit to bring your opponent to their knees.

Weaknesses

- Bleed Immunity and/or Debuff Tenacity
 - A good portion of Winter Soldier's Special Attack damage is based on his Bleed Debuffs so Bleed Immunity will reduce his damage output. Opponents that are able to easily shrug off any of his Debuffs will make it hard to deal meaningful damage
- Power Drain/Special Suppression
 - Winter Soldier's Ammo abilities only trigger on Special Attacks. Without them, he is unable to access most of his utility.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

All Attacks

- 11% chance to gain a Fury Buff for 7 seconds, granting 1963.5 Attack.

This Buff doesn't stack, but will refresh upon each activation. Time your Special Attacks for when you have a Fury Buff for greater damage.

Expert Player Notes

Passive

- Winter Soldier begins the fight with one type of Ammo loaded into all his guns. Each time he launches a Special Attack, he automatically switches to the next Ammo Type. Winter Soldier can also Dash back and hold Block for 1.50 seconds to manually switch ammo types.

Easily switch between modes to adapt to the current situation! If one particular mode is most effective in a fight, hold block in between Special Attacks to rotate back to it.

Expert Player Notes

Special Attacks

- Armor Piercing – Winter Soldier ignores all of the opponent's Armor and Resistance Ratings.
- Incendiary – Winter Soldier Incinerates the opponent, dealing 2185.95 Energy Damage over 6.50 seconds. This also removes Perfect Block Chance and reduces Block Proficiency by 50%.
- Hollow Point – Any Bleed effect triggered during the attack has the duration increased by 50%.

Different Ammo types will be more effective in different situations. For maximum Damage over Time potential, switch to Incendiary as it is able to trigger multiple effects. Incinerate as a 100% chance to apply, independent of his Bleed chance.

Expert Player Notes

Special 1

- 55% chance to inflict Bleed, dealing 3730.65 Direct Damage over 4 seconds.

You can inflict up to two Bleed Debuffs with this Special Attack, one per each bullet shot.

Expert Player Notes

Special 2

- 85% chance to inflict Bleed, dealing 4516.05 Direct Damage over 4 seconds.

The Incinerate and Bleed chance will trigger on the final hit of his Special 2 Attack. This high hit count Special has a good chance for EMP Upgrade to trigger Power Drain.

Expert Player Notes

Special 3

- 100% chance to inflict Bleed, dealing 9032.1 Direct Damage over 3.50 seconds.

This is Winter Soldier's strongest individual Bleed Debuff. Combine its short duration with the Deep Wounds mastery for greater damage.

Expert Player Notes

Signature Ability – EMP Upgrade

Critical Hits

- An upgrade to Bucky's bionic arm grants his Critical Hits a 15% chance to Power Drain his target for 27.97% of the target's max power. The amount drained increases based on Critical Hit Damage.

Frequently draining your opponents power allows Winter Solider to fight more aggressively since less time is spent keeping your opponent from reaching their Special 3 Attack.

Expert Player Notes

Synergy Bonuses

Friends

With [Captain America \(WWII\)](#)

- All Champions gain +130 Armor Rating

Friends

With [Wolverine](#)

- All Champions gain +130 Armor Rating

Teammates

With [Captain America](#)

- All Champions gain 5% Perfect Block Chance

Recommended Masteries

Deep Wounds

- Winter Soldier's Special Attacks often rely on his Bleed Debuffs, extend their duration with Deep Wounds for maximum efficiency

Cruelty

- Increasing Winter Soldier's Critical Hit Damage will also increase the strength of his Power Drain

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [Cat Murdock](#)



Author: [MCOC Champion Designers](#)

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Wolverine (Weapon X)

Logan became known to the Weapon X program when he joined Team X. While Team X would disband, the Weapon X program was far from finished with him. He would later be the chosen subject for Experiment X, leading to him being captured and taken to a facility near Roanoke, Canada. There, Adamantium was bonded to his skeleton, and his brain was programmed to keep him under control. But after he was “tested” on the population of Roanoke, he was driven into an insane berserk rage by the pain of what he had endured, and what he had been made to do. Breaking free he escaped from the Weapon X program, but though much time has passed, he has never truly recovered from what was done to him by the Weapon X program.

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Base Stats and Abilities

Health Attack PI (Max Signature)

5-Star
★★★★★ 31398 2414 10381

6-Star
★★★★★★ 53576 4119 17700
(Rank 5, Level 65)

Champion Attributes



- Survivability 3.5



- Damage 3



- Ease of Use 3



- Utility 2



- Defender Strength 5

[Learn more about Champion Attributes](#)

Wolverine (Weapon X)'s Mechanics

Weapon X is a Berserker, and we've tried to make his mechanics and playstyle feel like it! He's all about building up his Rage Charges until he snaps and that's when the fun really starts! Once he's entered Berserk Rage he's all out offense, starting with a burst of Unstoppable to let him charge through whatever his opponent throws at him, and Unblockable so they can run, but not hide. The only thing to really be careful about is Heal Block, as your primary protection while Berserk is that on Struck Regeneration.

Character Class: Mutant

Basic Abilities: Berserker Rage, Regeneration, Unstoppable, Bleed

Strengths and Weaknesses

Strengths

- **Regeneration**
 - Weapon X has no Base Armor, however he does have a strong Regeneration ability that will trigger when struck to balance that out, and then once he goes Berserk he'll Regenerate all the Hit Damage he takes, though do watch out for other Damaging effects, as he only Regenerates the damage from the Hit itself.
- **Bleed**
 - With a chance to trigger a Bleed on pretty much every hit, a decent portion of Weapon X's damage comes from Bleeds. When in Berserk Rage, Weapon X has a 100% chance to trigger a Bleed!
- **Unstoppable**
 - The Unstoppable that triggers at the start of Berserk Rage is both something to watch out for when fighting against Weapon X, and a great tool for allowing a controlled hit or two through to trigger his big on Struck Fury.

Weaknesses

- **No Armor**
 - While Weapon X's Regeneration will help compensate for his lack of Armor, any Armor Breaks are going to start driving his Armor Negative immediately, and the Opponent's Hit Damage will climb quickly.
- **Heal Block**
 - Most of Weapon X's defense comes from Regeneration, and while his Regeneration Rate can't be modified (except when Poisoned) Heal Block works just fine.
- **Slow**
 - Probably the scariest thing Weapon X can do on Defense is to go Unstoppable at a bad moment, but given that his Unstoppable triggers can be predicted, Slow can make this a non-issue.

The following Stats and Abilities are based on a Rank 5, Level 65, 5-Star Champion

Abilities

Passive

- Immune to All types of Regeneration Rate Modification except due to Poison.
- The Potency of all Bleed Effects is reduced by 50%.

The Regeneration Rate Modification includes things like Petrify, etc.

Dev Notes

Rage – Passive

- Weapon X gains a Rage Charge each time he's Struck, one of his Abilities Fails to trigger due to Chance, or a Debuff is Purified off the Opponent.
- Gaining Rage Charges as well as all of the Berserk Rage Effects are unaffected by Ability Accuracy Reduction.
- At 25 Rage Charges Weapon X snaps and enters a Berserk Rage lasting until his Rage Charges reach 0.
- Upon entering Berserk Rage, Weapon X goes Unstoppable for 4 seconds.
- As long as he's Berserk and not Unstoppable, Weapon X's Rage Charges fall off one at a time, falling faster the longer he's been Berserk.
- After Weapon X's Berserk Rage ends all of its associated effects immediately end, and Weapon X cannot gain Rage Charges for 20 seconds.

Rage Charges are Weapon X's primary resource. It's the thing to watch to tell when he's going to go Berserk and the thing you want to build when playing as him. The "one of his Abilities Fails to trigger due to Chance" is the less straightforward one, here's two examples:

- 1) Weapon X lands a hit, but his 50% Chance to Bleed fails, so he gains a Rage.
- 2) Weapon X is Struck by an Attack, he gains 1 Rage from his on Struck clause, and then he could gain a second, if his on Struck Regeneration fails to trigger.

Dev Notes

Berserk Rage Effects – Passive

- Weapon X gains the following bonuses while in Berserk Rage:
- Gain +4119 Attack.
- 100% Chance when Struck to gain a Regeneration Passive healing 100% of the Hit Damage taken, over 5 seconds.
- 100% Chance when Struck to gain a Fury Passive granting +6178.5 Attack, for 5 seconds. Max: 1 Stack.
- Immune to All Stun Effects.
- All Attacks become Unblockable.

These are binary effects, Weapon X gains all of them the moment he goes Berserk, and loses all of them the

moment Berserk ends. So keep in mind this means any pending Regeneration will be lost. While he's Berserk, Weapon X just wants to be in his opponent's face! Using his Unblockable to punch through his opponent's block, leveraging the periodic Unstoppable from his Heavy Attack to proc the on Struck Fury, and counting on his Regeneration to keep him alive.

Dev Notes

Attack Missed or Evaded – Passive

- Gain +2 Rage Charges.
- 100% chance to go Unstoppable for 1 second.

This ability helps Weapon X counter Evade abilities, letting him just stay on offense when Berserk.

Dev Notes

All Attacks

- 50% chance to cause a Bleed Debuff dealing 617.85 Direct Damage over 5 seconds. With 10+ Rage this ability's chance to trigger increases to 100%.

This ability helps Weapon X counter Evade abilities, letting him just stay on offense when Berserk.

Dev Notes

When Attacked

- While not in a Berserk Rage, 50% Chance when Struck to gain a Regeneration Passive healing 40% of the Hit Damage taken, over 5 seconds.

Similar to the Bleed above, this Regeneration both helps compensate for Weapon X's lack of Armor, as well as giving him a chance to gain a second Rage Charge each time he's Struck.

Dev Notes

When Charging a Heavy Attack

- If Weapon X has any Rage Charges, he gains a Passive Unstoppable for 1.5 seconds, then goes on Cooldown for 10 seconds.

This helps Weapon X get access to his Heavy Attack which is an important part of his loop.

Dev Notes

Heavy Attacks

- If below 10 Rage Charges, double current Rage Charges
- Refresh all Bleed Effects on Opponent.

And this is why the Heavy Attack is an important part of Weapon X's loop. It allows him to juggle larger Bleeds that can be triggered with Special 1 and Special 3, but even more importantly it lets him build his Rage very quickly, and helps keep his Rage up while he's Berserk

Dev Notes

Special Attacks

- Gain +5 Rage Charges
- If at or above 15 Rage Charges, go Berserk.

Special Attack 1 – X-Slash

- While Berserk gain +2059.5 Attack.
- 100% chance to inflict Bleed, dealing 4119 Direct Damage over 5 seconds.
- If this attack doesn't Hit gain +5 Rage Charges.

When fighting against Weapon X this special attack is dangerous even if it is dodged because it helps build Rage stacks. Offensively it's also a way for Weapon X to apply a strong Bleed effect for him to refresh with his Heavy Attack.

Dev Notes

Special Attack 2 – Frenzied Rage

- While Berserk, each Hit pauses Rage fall off for 1 second.
- If triggered while not Berserk, gain up to +3089.25 Attack based on Rage.

This is Weapon X's go to for immediate damage while in Berserk mode, allowing him to extend it slightly and benefit from all the bonus Attack he gets from it.

Dev Notes

Special Attack 3 – Scent of Blood

- Gain Rage Charges up to 25 and then go Berserk.
- 100% chance to inflict Bleed, dealing 4119 Direct Damage over 15 seconds.

The SP3 gets Weapon X straight into Berserk Rage. This can be very useful to get back into Berserk Rage after the cooldown ends. It also inflicts the longest Bleed that Weapon X has access to, which makes it the easiest for him to refresh with his Heavy over the rest of the fight.

Dev Notes

Signature Ability – Boundless Rage

Passive

- Berserk Rage's Cooldown Duration decreases by 7 second(s).
- Start each Fight with a Regeneration Buff granting up to 8033.9 Health based on the number of Rage Charges Weapon X ended the last fight with, up to 25.

Wolverine (Weapon X)'s Signature Ability is twofold: it gives him greater access to his Berserk Rage mode, which in our opinion is when he's most fun to play (not to mention most powerful). Secondly, it gives him a Regeneration on fight start, which supports the reckless, berserker playstyle of Weapon X. If he's not taking at least some damage in the fight, he's probably not being aggressive enough to make maximum use of his kit.

Dev Notes

Synergy Bonuses

A Gang of – Unique

With [Wolverine](#), [Wolverine \(Old Man Logan\)](#), [Wolverine \(X-23\)](#)

- All: Regen Buffs grant +15% Attack.

Lab Partners – Unique

With [Sabretooth](#)

- Wolverine (Weapon X), [Sabretooth](#): +15% Bleed Debuff Potency.

Trophy Case – Unique

With [Goldpool](#), [Thanos](#), [Kang](#)

- Wolverine (Weapon X): Start the fight with 5 Rage charges.
- [Goldpool](#), [Thanos](#), [Kang](#): Start the fight with a Fury Buff, granting 50% of your Base Attack for 15 Seconds.

Recommended Masteries

Double Edge

- Reducing the Potency of Bleed, let Weapon X get the full Attack Bonus for only half the Bleed Damage, plus once he's unlocked his Signature Ability he can use his Regeneration at the start of the fight to help get back any Health he does lose.

Deep Wounds

- While Berserk, Weapon X triggers a Bleed on every Basic Attack, Deep Wounds can make these Bleed that much more effective.

Coagulate

- This doubles down on the Bleed Potency reduction built into Weapon X's kit, allowing even more efficient use of Double Edge!



Author: [MCoC Champion Designers](#)

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Wolverine (X-23)

Years after the original Weapon X program created Wolverine, a top secret plan was put in motion to duplicate the results to create the ultimate killing machine. Using damaged DNA from Logan, a female clone was created and bonded with Adamantium. After being raised in captivity, Laura Kinney emerged as the ultimate assassin, X-23. Breaking free from her captors, Laura now fights to forge her own legacy as the All-New Wolverine.

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- [Wolverine \(X-23\)'s Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	4851	445	1646
4-Star ★★★★	12163	1114	4131
5-Star ★★★★★	24387	2234	9521
6-Star ★★★★★★	41612	3811	16240
(Rank 5, Level 65)			

Champion Attributes



- Survivability 5



- Damage 3.5



- Ease of Use 3.5



- Utility 1



- Defender Strength 1

[Learn more about Champion Attributes](#)

Wolverine (X-23)'s Mechanics

Wolverine (X-23) can cut her opponents with ease, but if she finds someone that she can't Bleed, she'll find an alternative way to defeat them. And thanks to her Regeneration, she can handle any problem thrown her way.

Character Class: Mutant

Basic Abilities: Bleeds, Regeneration, Cruelty

Strengths and Weaknesses

Strengths

- **Regeneration**
 - Wolverine (X-23)'s Regeneration can help to regain any missing health lost.
- **Bleed alternative**
 - When the Opponent has Bleed Immunity, Wolverine (X-23) gains Cruelty Buffs.

Weaknesses

- **Depends on Buffs and Debuffs**
 - Anything that limits her Buffs and Debuffs will affect her.
- **Critical Resistance**
 - Her abilities depend on landing Critical Hits, so stopping that will remove them.
- **Heal Block**
 - If inflicted with a Heal Block, Wolverine (X-23) won't be able to regenerate.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

When Attacked

- 15% chance to Regenerate up to 3745.08 Health over 4 seconds based on stored Power.

Wolverine (X-23)'s defensive healing factor helps to protect her from any mistakes.

Expert Player Notes

All Attacks

- 15% chance to Regenerate up to 3745.08 Health over 4 seconds based on stored Power.
- 156.42 increased Critical Hit Rating against Bleeding targets, or while under the effect of a Cruelty Buff.

This will help any damage taken, while getting more Critical hits for other abilities.

Expert Player Notes

Critical Hits

- Critical Hits lacerate opponents with a 80% chance, inflicting 4382.65 Bleed damage over 5 seconds.
- Against Naturally Bleed Immune Champions: Wolverine (X-23) changes her fighting style, gaining Cruelty Buffs in place of her Bleed effects, increasing Critical Damage Rating by 164.16 for 7.75 seconds.

While her primary focus is Bleeding the Opponent, Wolverine (X-23) handles Bleed Immune fights, thanks to her ability to stack Cruelty Buffs.

Expert Player Notes

Special Attacks

- Any Bleed or Cruelty effect triggered lasts 27% longer than normal and has 27% increased Potency.

Heavy Attacks

- Strikes multiple times. Each hit has an additional 195.65 Critical Rating.

While the Opponent can't use Special Attacks, Wolverine (X-23) can use Heavy Attacks in the corner of the map.

Expert Player Notes

Signature Ability – Frenzy

All Attacks

- Anytime the opponent has 3 or more Bleed stacks or Wolverine (X-23) has 3 or more Cruelty stacks, her assassin training kicks in, telling her to finish them off, increasing Critical Rating and Critical Damage Rating by 451.6.

Her Signature Ability will help her get more Critical Hits, also helping with her Bleed damage.

Expert Player Notes

Synergy Bonuses

Family

With [Wolverine](#), [Old Man Logan](#)

- All Champions gain +6% Health.

Teammates

With [Agent Venom](#)

- All Champions gain +5% Perfect Block Chance.

Teammates

With [Red Hulk](#)

- All Champions gain +5% Perfect Block Chance

Recommended Masteries

Liquid Courage and Double Edge

- Thanks to her Regeneration, Wolverine (X-23) can maintain high health even when having these masteries.

Precision and Lesser Precision

- Having this masteries will increase even more her Critical hits, and in turn, gaining more Bleeds or Cruelty Buffs.

Deep Wounds

- With her damage including bleeding the Opponent, Deep Wounds will allow her to cause more damage with them.

Expert Player Notes: Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [Mister King](#)



Author: [MCOC Champion Designers](#)

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Wolverine

You've heard the stories. You've seen the bloody aftermath. You think you're ready. But nothing – nothing – can prepare you to go toe to toe with the savage Wolverine! One of the fiercest combatants in the Marvel Universe, this mutant is relentless thanks to quick healing, unbreakable adamantium bones, and retractable claws. You think you're ready? You'll never be ready.

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- [Strengths and Weaknesses](#)
- [Abilities](#)
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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5275	418	1514
4-Star ★★★★	13227	1047	3810
5-Star ★★★★★	26521	2098	8950
6-Star ★★★★★★	45253	3580	15270

Champion Attributes



- Survivability 5



- Damage 1



- Ease of Use 5



- Utility 1



- Defender Strength 1

[Learn more about Champion Attributes](#)

Wolverine's Mechanics

Wolverine plays true to his well-known abilities within the Marvel universe – his Regeneration and use of adamantium claws! Get ready to see a lot of Regeneration during any fight – no matter which way the tide turns. Wolverine's Regeneration becomes more frequent the more power you've stored up, so in longer fights, make sure to store that power up! Every critical hit increases the chance for him to cause Bleeding with his claws, and will see him have the most success against Champions who are not Bleed Immune, or able to Nullify his Regeneration.

Character Class: Mutant

Basic Abilities: Regeneration, Bleed

Strengths and Weaknesses

Strengths

- **Regeneration**
 - High chance to Regenerate when Wolverine is attacked, or when he makes attacks. This increases the more power he has!
- **Bleed on Critical Hits**
 - Wolverine has an 80% chance to inflict Bleed upon landing a Critical Hit. This Bleed damage scales with boosts and Fury Buffs

Weaknesses

- **Bleed Immune Champions**
 - Wolverine relies on his Bleed damage, so in matches where the opponent has Bleed Immunity or resistance, he will have less damage output
- **Buff Reliance**
 - Wolverine's main defense is his Regeneration, so in matches where Regeneration Buffs can be Nullified or removed (such as Buffet), he will lose sustainability
- The #Metal tag renders Wolverine's core abilities useless against Magneto, whose Magnetism stops his Regeneration

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

Critical Hits

- Critical Hits lacerate opponents with a 80% chance, inflicting 3401 Bleed damage over 5 seconds.

Steer clear of opponents who have a high natural Crit Resistance as your chance to inflict Bleed on them will be greatly reduced

Dev Notes

When Attacked

- 14% chance to Regenerate up to 3620.24 Health over 4 seconds based on stored Power.

All Attacks

- 14% chance to Regenerate up to 3620.24 Health over 4 seconds based on stored Power.

Keep that power stored if you know you'll be playing an offensive game as more hits mean more Bleeds!

Dev Notes

Special 3

- 100% chance to inflict Bleed, dealing 3401 Direct Damage over 5 seconds.

I like to save the Special 3 until they're within Assassin range of 18% health left, then launch it so the Bleeds do the most damage and hopefully end the fight shortly after.

Dev Notes

Signature Ability – Cellular Regeneration

Passive

- Wolverine's natural healing factor accelerates, granting cumulative Regeneration with a fixed 8% chance to recover up to 14459379 Health based on current Power Levels

This passive heal Regenerates *massive* amounts of health is Passive so no worries about Buff manipulation or Heal Block!

Dev Notes

Synergy Bonuses

Enemies

With [Magneto](#)

- All Champions gain +155 Critical Rating

Friends

With [Captain America](#), [Captain America \(WWII\)](#)

- All Champions gain +130 Armor Rating

Rivals

With [Cyclops \(New Xavier School\)](#), [Cyclops \(Blue Team\)](#)

- All Champions gain +115 Critical Damage Rating

Recommended Masteries

Deep Wounds

- The extra Bleed time on every hit that inflicts Bleed will add up quickly, making them more powerful

Liquid Courage / Double Edge

- Due to Wolverines' frequent Regeneration, the damage taken from these are negated

Recovery

- With all the Regeneration happening each fight, Recovery mastery will boost both his active and passive Regeneration rates

Expert Player Notes, Recommended Masteries, Strengths, Weaknesses, and Overview Provided By: [Bagel](#)



Author: [MCOC Champion Designers](#)

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Wong

A Master of the Mystic Arts and the current Sorcerer Supreme (through a technicality), Wong is a stoic individual that has devoted his life to protecting the Sanctum Sanctorum using the Mystic Arts of Kamar-Taj, taking on the mantle of his former master, the Ancient One. While his applications of the mystic arts may not be as robust as those of previous Sorcerer Supremes, his vast knowledge and familiarity with tomes and magical relics make him a more than a capable adversary, on and off the battlefield.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6336	512	1914
4-Star ★★★★	15888	1283	4811
5-Star ★★★★★	31856	2572	10630
6-Star ★★★★★★	54356	4388	18130
(Rank 5, Level 65)			
7-Star ★★★★★★★	52668	4252	17500
(Rank 1, Level 25)			

Champion Attributes



- Survivability 3.5



- Damage 4



- Ease of Use 3



- Utility 2.5



- Defender Strength 3.5

[Learn more about Champion Attributes](#)

Wong's Mechanics

Wong's Kit is built around casting Eldritch Spells which provide utility and build up Eldritch Energy. Wong consumes this Eldritch Energy with his Heavy Attack to convert it into Power, allowing him to gain incredible amounts of power in a short period.

Wong's Special Attacks are designed to create or maintain Spells. Special Attack 1 casts a Spell based on Wong's current mode, while Special Attack 2 and 3 refresh the duration of all existing Spells with additional effects.

Character Class: Mystic

Basic Abilities: Regeneration, Power Gain, Unstoppable, Fate Seal

Strengths and Weaknesses

Strengths

- **Fate Seal**
 - Wong's Special Attack 3 gives him access to a Fate Seal, with a duration that increases based on how many Spells Wong currently has active. This combined with his absurd Power Gain gives him easy access to one of the best Fate Seals in the game.
- **Unstoppable**
 - Wong becomes Unstoppable with his Heavy Attack and with the power of his Virtue of Valtorr Spell. Making him Unstoppable whenever the Opponent gains a Buff.
- **Regeneration**
 - Wong's Absorption of Watoomb Spell grants Wong Regeneration whenever he deals or receives Energy Damage. This combined with his other Spells can lead to powerful Regeneration that cancels out the damage that he may have taken while Unstoppable.

Weaknesses

- **Stings**
 - Wong throws significantly more Specials than the average Champion, taking him on with Champions that punish frequent Special Attacks will take him down.
- **Wither**
 - Wong's Spells can get shut down by Wither Debuffs, which cancel out one of each Spell. Using Wither, you can remove significant amounts of Wong's Utility with ease.
- **Slow**
 - Wong goes Unstoppable quite frequently, bringing in a Champion with access to Slow can remove the threat of Wong going Unstoppable when you least expect it.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

Mystic Art Mandalas

- Wong's Tao Mandalas allow him to cast Eldritch Spells. Mandalas cycle: Orange, Green, Blue.
- On Attack: Wong's Fourth Light Attack will move the active Mandala forward by one.
- On Defense: Wong's active Mandala will rotate every 8 second(s). This timer is paused during Wong's Special Attacks.

Wong's Mystic Art Mandalas are crucial to his gameplay. Because of this, Mandalas change depending on if Wong is on Attack or Defense. Wong has easy access to mode swapping by finishing a Combo with a Light Attack on Attack. While on Defense, Wong's Mode rotates on a timer which makes it easier to predict which Spell he will cast at any given time.

Dev Notes

Eldritch Spells

- Wong can cast Eldritch Spells, which are Passive and last 14 second(s). Spells can be stacked up to 3 times and are paused during Special Attacks and Wong's Heavy Attacks.
- Orange – Bastion of Balthakk. Wong increases his Physical Resistance by 1083.33 and Wong's basic attacks give him 1 Eldritch Energy on hit, even through Block.
- Green – Absorption of Watoomb. When Wong deals Energy Damage he instantly Regenerates 2% of damage dealt. When dealt Energy Damage, Regenerate 25% of the damage over 1 second(s) and gain 4 Eldritch Energy. Cannot trigger while still active.
- Blue – Virtue of Valtorr. Hitting the Opponent will deal a Burst of 877.6 Energy Damage. Also, whenever the Opponent gains a Buff, Wong will go Unstoppable for 2 second(s) and gain 4 Eldritch Energy.
- If Wong is inflicted by a Wither Debuff with at least one spell active, he will consume up to 1 of each type of spell to Purify the Debuff.

Each Eldritch Spell has a unique purpose, Bastion of Balthakk is useful for almost every fight in the game since Wong requires Eldritch Energy to give him access to his other Special Attacks. Absorption of Watoomb is amazing for fights where Opponents deal a lot of Energy Damage. Finally, Virtue of Valtorr is incredible against Cosmics with a ton of Buffs, granting Wong Eldritch Energy and making him Unstoppable.

Dev Notes

Eldritch Energy – Max 100

- Wong builds 1 Eldritch Energy every second, except during Special Attacks, doubled against Cosmic Champions. For every Spell active, Wong gains an additional 1 Eldritch Energy per second up to a maximum of 5 per second.
- Charging a Heavy Attack grants a Power Gain Passive, generating 175% of a bar of Power per second. This Power Gain consumes Eldritch Energy over time and is removed when Wong runs out of Eldritch Energy or releases his Heavy Attack.
- Charging Heavy Attack also grants an Unstoppable Passive for 2 second(s), paused while Charging. 6 second cooldown.
- If Wong gets hit by a Light or Medium Attack while at max Eldritch Energy, he will unleash all Eldritch Energy to deal a burst of 7020.8 Energy Damage. Hitting Wong with a Heavy Attack above 90 Eldritch Energy will remove all of it without unleashing it.

Eldritch Energy is Wong's primary resource which he builds up over time, allowing him to do absurd amounts of Special Attacks, one after another. Eldritch Energy takes time to build up, so use it wisely or risk not being able to refresh your Spells!

Dev Notes

Sacrifice for your Sanctum

- If Wong is defeated with more than one Bar of Power, he will place a Cross-fight Spell on the Champion that defeated him, causing their next Opponent to gain the following at the start of the next fight.
- Power Gain – Generate 1 Bar of Power over 4 second(s).
- Fury – Gain 35% increased Attack Rating for 12 second(s).

Wong will do anything to protect the Sanctum Sanctorum, even die for it. So if he does, he passes on his Energy to the next Champion that faces the Challenge he did. This Fury and Power Gain greatly benefits Champions that are strong out of the gate, granting quick access to a Special 1 combined with a powerful Fury that can shred through the Opponent's health bar.

Dev Notes

Special Attack 1 – Portal Punch

- On activation, Wong casts an Eldritch Spell associated with his currently active Mandala.

Special Attack 2 – Beam of the Octessence

- Increases Attack Rating by 2720.56 for each Spell currently active. The last 2 hits of this Special deal Energy Damage.
- If Wong is Unstoppable due to charging his Heavy Attack, this attack becomes Unblockable.
- Refreshes the duration of all active Spells.

Special Attack 3 – Dimensional Portal World Tour

- Wong applies a Fate Seal Debuff on the opponent on the final hit, Nullifying all Buffs and preventing the Opponent from gaining Buffs for 3 second(s). This duration gets extended by 1 second for every Spell currently active.
- Refreshes the duration of all active Spells. If no spells are currently active, cast one of each Spell.

Wong's Special Attacks have 2 different goals. Special Attack 1 is used to build up more Spells, while Special Attack 2 and 3 are used to maintain your currently active Spells. The difference between 2 and 3 is the choice between damage vs utility. Pick whichever best suits the current situation.

Dev Notes

Signature Ability – Mastery of the Mystic Arts

- Wong can now select which Mandala he will start with in the Pre-Fight Menu.
- At the start of the match, Wong will cast an enhanced Spell based on his Pre-fight Ability. It lasts 26 second(s) and cannot be removed by Wither, but still counts towards his total Spell count.
- Wong's Mastery over the Mystic Arts allows him to instantly Nullify Indestructible and Immortality Buffs on non-Science Opponents, when Nullified, Opponents receive a burst of 514.4 Energy Damage.

Wong's Signature Ability grants him an instant Spell at the start of the fight, this allows him to counter Cosmic and Energy threats instantly, rather than building up to a Special 1 first. Additionally, the instant Nullification of Immortality and Indestructible Buffs help take down some Cosmic threats.

Dev Notes

Synergy Bonuses

177A Bleecker Street – Unique

With [Doctor Strange](#)

- **Wong**: Maximum Eldritch Energy increased to 125.
- **Doctor Strange**: Fate Seal Duration increased by 50%

Next in Line – Unique

With [Doctor Voodoo](#), [Magik](#), Coming Soon

- **Wong** : Spell durations are increased by 20%.
- **Doctor Voodoo** : Power Gain and Power Leech Effects gain 25% increased duration.
- **Magik**: If the Opponent has 1 or more Buffs active, Special Attack 1 becomes Unblockable.
- **Coming Soon** : ???

That hurt, Emil – Unique (4-Star+)

With [Abomination](#)

- **Wong** : Gain 2 Eldritch Energy when hitting or struck by a Light or Medium Attack.
- **Abomination** : Landing a Heavy Attack will pause Fury Buffs for 6 second(s).

Responsible Adults – Unique (4-Star+)

With [Shang-Chi](#)

- **Wong**: Special Attack 1 grants an additional 10 Eldritch Energy.
- **Shang-Chi** : Special Attack 3 Readys all Unreadied Wushu Strikes and triggers Guaranteed Crits for 8 second(s).

When's the Wedding? – Unique (4-Star+)

With [Iron Man \(Infinity War\)](#)

- **Wong** : While Virtue of Valtorr is active, apply Incinerates instead of Energy Damage, lasting 4 second(s). Max Stacks: 5.
- **Iron Man (Infinity War)** : Plasma Passives are paused during Iron Man's Special Attacks.

Recommended Masteries

Recovery

- Recovery can enhance Wong's Green Spell's Regeneration from Energy Damage.

Glass Cannon

- Glass Cannon allows Wong to increase his damage. His green Spell's Regeneration can easily make up for any damage taken with a more fragile build.



Author: [MCoC Champion Designers](#)

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Yellowjacket

After learning the science behind Hank Pym's astonishing shrinking suit, the ruthless tech mogul Darren Cross devoted his resources to creating a prototype suit with similar abilities. Cross envisioned this high-power cybernetic rig as a means to take modern warfare to a new level, personally overseeing its retrofitting and weaponization. Cross dons the imposing armor himself in hope of achieving final victory as Yellowjacket!

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6609	498	1901
4-Star ★★★★	16572	1249	4770
5-Star ★★★★★	33227	2504	10550
6-Star ★★★★★★	56696	4273	18000

(Rank 5, Level 65)

Champion Attributes



- Survivability 2.5



- Damage 2



- Ease of Use 4



- Utility 3



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

Yellowjacket's Mechanics

Check out Yellowjacket's new and improved kit. Manage your Nuclear Cores, do massive burst damage and reverse your opponents' healing abilities with a well-placed Petrify. Watch out for Yellowjacket on Defense too, his new kit provides some new threats, especially to those pesky Mystic types.

Character Class: Science

Basic Abilities: Power Sting, Petrify

Strengths and Weaknesses

Strengths

- Healing Reversal
- Power Sting Damage

Weaknesses

- Debuff Shrug
- DOT Damage

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

Always Active

- +5250Energy Resistance.
- +1211.54Physical Resistance.

Nuclear Core – Always Active

- Starting Charge: 40. Overheat Point: 100+
- For each Charge: Increase the Potency of personal Debuffs by 1% & reduce the opponent's Regeneration Rate by 1%.
- Either Champion lands a hit: +1 Charge. 60% Chance.
- Opponent Launches a Special Attack: +10 Charge. 100% Chance.

Pair that reduced Regen Rate with the SP2 Petrify and have all your regen worries disappear!

Dev Notes

Nuclear Core – Meltdown

- When Charge is gained above the Overheat Point, there's a chance to enter Meltdown for 12 seconds. Chance increases with Charge.
- While Meltdown is active: Any contact with the opponent has a 75% chance to inflict a burst of 1495.55 Physical Damage on them.
- When Meltdown ends: Reset Core back to Starting Charge.

Watch out for this when you're fighting Yellowjacket, it will be the key to dealing with his new defensive powers!

Dev Notes

Incoming Unblockable Special Attacks

- Each hit has a 100% chance to spend 10 Nuclear Core Charge to reduce the opponent's Attack Rating by 75%.

What's up Doc.

Dev Notes

Special Attacks – Mystic Opponent

- Personal Debuffs trigger when the attack is launched instead of on hit and they are Paused for the duration of the attack.

Special 1 – Biosting Blast

- Inflicts up to 3 Power Sting Debuffs, with each having a 90% chance to activate and lasting 10 seconds. An opponent with Power Sting takes 3204.75 direct damage if they activate a Special Attack.

Special 2 – Power Sting

- 100% chance to inflict a Petrify Debuff for 15 seconds, reducing the opponent's Regeneration and Power Gain Rate by a flat 50%.

Special 3 – Biosting Barrage

- 100% chance to inflict an indefinite Power Sting Debuff causing 9400.6 direct damage to the opponent if they activate a Special

Attack.

Signature Ability – Hostile Takeover

Personal Debuff Enhancement

- Special 1: Power Sting has a 100% chance to inflict a 2.10 second Stun Debuff if it expires after lasting its full duration.
- Special 2: Gain +5 Core Charge when Petrify ends.
- Special 3: Power Sting has a 100% chance to re-apply itself once triggered. Chance decreases by 0% each time this happens.

The Special 3 paired with a high Signature Ability level will lead to a ton of free damage in longer fights! The 0% chance is only at Max Signature Ability for reapplying the Power Sting, this may be a bit odd but it actually means there is 100% chance to reapply the power Sting!

Dev Notes

Synergy Bonuses

All-purpose Weapon of War – Unique

- [Yellowjacket](#): Heavy Attack: 100% chance to spend 10 Core Charge to inflict a Slow Debuff for 10 seconds, preventing Evade or Unstoppable effects from activating. Opponents with a natural class advantage cannot be Slowed.

Power of Money – Unique

With [Joe Fixit](#), [Yondu](#), [Kingpin](#), [Taskmaster](#)

- Yellowjacket: Inflicting a Debuff grants +10 Core Charge. Cooldown: 10 seconds.
- Villain Champions: +5% Attack Rating.

Revolutions Need Arms – Unique

With [Killmonger](#), [Mole Man](#), [Magneto](#), [Storm \(Pyramid X\)](#)

- Yellowjacket: Nuclear Core Starting Charge and Overheat Point are increased by +10.
- Villain Champions: +5% Health Rating.

Nemesis

With [Ant-Man](#), [Wasp](#)

- All Champions gain +6% Attack

Idol

With [Hulkbuster](#), [Iron Man](#), [Iron Man \(Infinity War\)](#), [Superior Iron Man](#)

- All Champions gain +4% Health & Attack rating.

Rivals

With [Ultron](#), [Loki](#), [Kang](#)

- All Champions gain +115 Critical Damage Rating

Recommended Masteries

Despair

- Debuffs are the name of the game with Yellowjacket, adding some extra Regen Rate Reduction is killer in the new and improved kit!

Petrify

- A well timed Stun paired with a big SP2 is going to erase any healing that your opponent might try and bring to a fight.



Author: [MCOC Champion Designers](#)

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Yondu

Centaurian scoundrel Yondu Udonta may not seem like much of a threat at first glance, but when you hear a whistle and his deadly Yaka Arrow comes out to play it's not advisable to make any rash decisions. Leader of the Ravagers and mentor to Star-Lord, Yondu is a stickler for honor, but not above breaking a rule or ten to get what he wants.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6275	463	1819
4-Star ★★★★	15736	1159	4548
5-Star ★★★★★	31551	2324	10540
6-Star ★★★★★★	53836	3965	17960

(Rank 5, Level 65)

Champion Attributes



- Survivability 3.5



- Damage 3



- Ease of Use 4



- Utility 2



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

Yondu's Mechanics

The Leader of the Ravagers found himself some upgrades! Along with the ability to steal his Opponent's Armor Up Buffs, Yondu has learned how to steal his Opponent's Prowess effects and turn them into Armor Buffs for himself. To help him fight those pesky Mutants even more effectively, Yondu has an upgraded Heal Block, lasting up to 25 seconds when fighting an Opponent who is Regenerating. Yondu also made some tweaks to his Yaka Arrow, upgrading its chance to Bleed Opponents as well as upgrading its damage output!

Character Class: Tech

Basic Abilities: Bleed, Heal Block, Precision

Strengths and Weaknesses

Strengths

- **Heal Block**
 - Against Opponents who are under a Regeneration effect, Yondu now has one of the longest Heal Block Debuffs in the game, easily accessible with his Special 1.
- **Prowess Removal**
 - Yondu now has a 50% chance on all attacks to remove Prowess Effects off his Opponent, making him a great counter for some of the annoying Mutant defenders in the Contest.

Weaknesses

- **Purify**
 - Yondu's Bleed, Armor Break, Heal Block, and Weakness abilities are all in the form of Debuffs. Any champion with access to Purify will make Yondu's life very difficult.
- **Bleed and Armor Break Punish**
 - Yondu uses his Yaka Arrow for the majority of his Attacks, making him an unfavorable matchup vs. Champions who punish those Debuffs such as Omega Red and Dragon Man.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

Yaka Arrow

- Yondu utilizes his Yaka Arrow during his first and third Light Attacks as well as during his Heavy and Special Attacks. These attacks have +477.27 Armor and Block Penetration as well as the following:
- 40% chance to inflict a Bleed Debuff causing 3965 Direct Damage over 7 seconds.
- Against Bleed Immune opponents, instead have a 40% chance to inflict an Armor Break Debuff, removing 1 Armor Up Buff and reducing Armor Rating by -397.06 for 9 seconds.
- The strength and precision of Yondu's Yaka Arrow allow it to trigger Critical Hits and personal Abilities through the opponent's Block.

Don't forget that you can inflict Bleeds or Armor breaks through the Opponent's Block!

Dev Notes

All Attacks

- 25% chance to Pilfer 1 Armor Up Buff. 50% chance to Pilfer 1 Prowess effect. For each Prowess or Armor Up Pilfered, gain an Armor Up Buff, granting +1500 Armor Rating for 15 seconds.

Yondu now has the ability to steal his opponent's Prowess Effects and/or Armor Up Buffs and convert them into Armor Up Buffs for himself. This should come in handy against annoying Mutant defenders such as Sauron and Storm (Pyramid X).

Dev Notes

Always Active

- Opponent suffers -10% Combat Power Rate for each Debuff on them. Max: -50%.

Heavy Attacks

- +50% Offensive Ability Accuracy during this attack.

Special Attack 1 – Quick Draw

- +100% Offensive Ability Accuracy during this attack.
- 100% chance to inflict a Heal Block Debuff lasting 12 seconds. If the opponent is Regenerating, instead inflict a 25 second Debuff.

The bonus duration makes annoying Regeneration defenders such as Weapon X and Sabretooth much easier to contain!

Dev Notes

Special Attack 2 – A Little Help From My Friends

- +477.27 Block Penetration

- For each Special Attack the opponent has launched this fight, gain a Passive Fury, granting +697.2 Attack Rating for 14 seconds. Max: 12.

This is Yondu's main damage spike, and gets better as the fight goes longer. Don't be afraid to bait more Special 1's over Special 2's from the opponent to get more Passive Fury's quicker!

Dev Notes

Special Attack 3 – Yaka Attacka

- 100% chance to gain a Precision Buff, increasing Critical Rating by +750 for 20 seconds.
- 100% chance to inflict an indefinite, non-stacking Passive Special Concussion, reducing Ability Accuracy during Special Attacks by 100% until the end of the opponent's next Special Attack.

Signature Ability – Centaurian Archery

- Yondu's high-octave vocal range gives him precise control over his Yaka Arrows. Enemies activating a Special Attack suffer Weakness for each Debuff effect they're suffering from at the time of the activation, reducing Attack by 40% for 5 seconds.

Synergy Bonuses

Friends Lv. 3

With [Rocket Raccoon](#)

- All Champions gain +130 Armor Rating

Enemies Lv. 3

With [Ronan](#)

- All Champions gain +155 Critical Rating

It Ain't Easy Lv. 3

With [Beast](#), [Nightcrawler](#)

- All Champions gain +400 Block Penetration

Rivals Lv. 3

With [Star-Lord](#)

- All Champions gain +115 Critical Damage Rating

Recommended Masteries

Deep Wounds

- Increase the duration of Yondu's Yaka Arrow Bleed Debuffs for more Damage!

Collar Tech

- Points in the Collar Tech Mastery and an aggressive playstyle to stack as many debuffs as you can on the opponent gives Yondu very potent Power Control!



Author: [MCOC Champion Designers](#)

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Dani Moonstar

Dani is a prominent member and occasional leader of the New Mutants. She's a proud member of the Cheyenne people and a Mutant who manifested powers of illusions as a teenager. Originally she struggled with her illusion-based powers because they would only manifest as other people's greatest fears. Now she has mastered her abilities by channeling them into powerful Neural Arrows as she fights for Mutantkind with the X-Men.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6972	503	1989
4-Star ★★★★	17484	1261	5000
5-Star ★★★★★	35056	2527	10880
6-Star ★★★★★★	59817	4311	18560
(Rank 5, Level 65)			
7-Star ★★★★★★★	57960	4178	17910
(Rank 1, Level 25)			

Champion Attributes



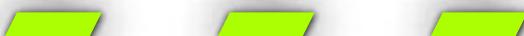
- Survivability 2



- Damage 4



- Ease of Use 3



- Utility 3



- Defender Strength 3

[Learn more about Champion Attributes](#)

Dani Moonstar's Mechanics

Dani Moonstar is a slippery, yet heavy hitting, Mutant attacker who wants to Falter her Opponent, build up her Prowess, and unleash powerful Special Attacks. These Special Attacks come with potent Energy Damage opportunities thanks to Energy Vulnerability, Neuroshock, and Overload giving plenty of damage potential outside of her Specials as well. Her Special 3 also allows her to further raise her damage potential by increasing her Prowess effect cap until she throws her next Special Attack.

Character Class: Mutant

Basic Abilities: Falter, Prowess, Energy Vulnerability, Unblockable, Slow, Overload, Neuroshock

Strengths and Weaknesses

Strengths

- **Big Juicy Specials**
 - The combination of Prowess and Neural Arrows allows Dani to build up some really impactful Specials, and the Energy Damage that follows from Neuroshock, Energy Vulnerability, and Overload is just the icing on the cake.
- **Block Proficiency Debuff Counter**
 - While suffering from Disorient, Fragility, or Intimidate Dani starts to regularly gain Illusion charges allowing her to circumvent these effects by just Faltering the Opponent.
- **Dead Means Dead**
 - Her Signature Ability allows her to negate death cheating effects, such as Nick Fury's L.M.D., and her Marked Passive counters the Immortality, Indestructible, and Regeneration effects on Champions like Hercules or Immortal Hulk.

Weaknesses

- **Power Control**
 - To get the most out of Dani you need to be throwing her Special Attacks, which she can't do if she is being Power controlled or Special Locked. Block off this avenue of damage and she can't capitalize on her Prowess or Energy Damage effects at all.
- **Prowess Removal**
 - The removal of Dani's Prowess effects causes her to struggle to get her damage. But watch out, removing her Prowess grants her a Neural Arrow instead, allowing her to deal big Energy Damage after her Special Attacks.
- **Miss Counters**
 - Almost all of Dani's kit relies on getting her Falter on the Opponent and having them trigger Miss, if this is negated she really struggles to get her resources and therefore her damage.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Illusion

- When either Champion's Combo Meter passes a multiple of 10, gain a non-stacking indefinite Illusion. The Illusion is lost when Knocked Down.
- Gain an Illusion when inflicted with Disorient, Fragility, or Intimidate. Dani will attempt to regain illusion every 10 seconds if illusion is consumed while suffering from these effects.
- Blocking a Basic Attack consumes an Illusion to inflict a 150% Falter Passive. This Falter lasts 2.5 seconds, is not affected by Ability Accuracy Reduction, and is paused during Dani's Special Attacks.

Dani's powers of Illusion do more than allow her to avoid damage, she builds one of two resources each time she or the Opponent attacks while the Falter is up.

Dev Notes

Neural Arrows – Max Stacks: 5

- When the Opponent Misses, gain an indefinite Neural Arrow. As a Defender, hitting the Opponent's Block while Dani has an Illusion also grants a Neural Arrow.
- For each Neural Arrow, the final hit of Dani's Special Attacks inflicts a Neuroshock Debuff dealing 3448.8 Energy Damage over 8 seconds. All Neural Arrows are removed at the end of Dani's Special Attacks.
- While Neuroshock is active, Skill Champions cannot Heal.

Each Neural Arrow allows Dani to increase her damage potential throughout the rest of her kit. Additionally, on top of the Energy Damage, her Neuroshock Debuffs prevent Dani from Missing.

Dev Notes

Prowess Effects – Max Stacks: 5

- Unless otherwise stated, Dani's Prowess effects are indefinite and have 15% potency. If her Prowess effects fail to trigger or are

removed by the Opponent, gain a Neural Arrow.

- Gain a Prowess Buff when Faltering the Opponent, and one more each time Dani strikes a Faltered Opponent. As a Defender, striking the Opponent while Dani has an Illusion also grants a Prowess Buff.
- Activating a Special Attack with Neural Arrows removes all personal Prowess Buffs and replaces them with Prowess Passives. All personal Prowess effects are removed at the end of the Special Attack.
- All personal Prowess Passives gained during Special Attacks gain 80% potency for each Neural Arrow.

Each Neural Arrow Dani has allows her to increase the potency of her Prowess effects dramatically when they are converted into Passives. Try throwing a Special while the Opponent is Faltered to build extra Prowess Buffs on each hit of the attack.

Dev Notes

Special Attack 1 – Psyche

- On the first hit, inflict a Slow Passive for 20 seconds.
- Just before the final hit, gain an Unblockable Passive lasting 1 second for each Neural Arrow.
- The final hit inflicts a non-stacking 2250 Energy Vulnerability Passive for 30 seconds.

This Slow Passive is great for dealing with slippery Skill Opponents who would normally be Purifying the effect if it were a Debuff. Watch out for that Unblockable on the last hit, it can be tricky to avoid if you're not ready for it. The Energy Vulnerability inflicted on the final hit is key to getting the most damage out of Dani's loop by throwing her Special 2 while it is still active.

Dev Notes

Special Attack 2 – Mirage

- Each hit grants a 10% Impact Passive for 5 seconds. This can trigger through Block.
- Activating this Special Attack with 5 or more Neural Arrows inflicts a 70% Overload Passive for 25 seconds.

Each Impact Passive increases Dani's Block Penetration so be careful blocking this attack when fighting Dani on Defense. Her Overload Passive allows you to deal 70% of recent damage dealt as bursts of Energy Damage and really lay into your Opponent.

Dev Notes

Special Attack 3 – Dark Angel

- This Special Attack costs 6% less power, and costs an additional 6% less for each Neural Arrow.
- After this attack, gain 6 Prowess Buffs. The limit for personal Prowess Buffs is increased to 10 until the end of the next Special Attack.

This Special Attack is great for accelerating Dani's attack loop and increasing her damage potential significantly at the same time.

Dev Notes

Signature Ability – Barbed Arrows

- If a Neuroshock or Stun Debuff is removed for any reason other than expiry, 100% chance to inflict a Neuroshock Passive dealing 3448.8 Energy Damage over 8 seconds. This is not affected by Ability Accuracy Reduction.
- When the Opponent's Health is at or below 10%, inflict an indefinite Marked Passive.

Dani's Signature Ability was largely designed around the idea of negating Cheat Death Mechanics like Nick Fury's L.M.D. ability. Her Marked Passive reduces the Ability Accuracy of Immortality, Indestructible, and Regeneration effects by 100% allowing her to negate the Cheat Death Mechanics of Champions like Hercules, Immortal Hulk, and Black Widow (Claire Voyent).

Dev Notes

Synergy Bonuses

The Flight Of The Valkyries – Unique (5-Star+)

With [Valkyrie](#), [Angela](#), and [Hela](#)

- **Synergy Champions** : Gain an indefinite 50% Pierce Buff while the Opponent is at or below 20% Health.

Arch-Rivals – Unique (4-Star+)

With [Hawkeye](#), and [Kate Bishop](#)

- **Synergy Champions** : Projectile hits gain 25% Critical Damage Rating.

The Illusionists – Unique (3-Star+)

With [Mysterio](#), [Wiccan](#), [Viv Vision](#), and [Spider-Man \(Supreme\)](#)

- **Synergy Champions** : Dodging an attack with the Dexterity Mastery grants a non-stacking 20% Physical Resistance Passive for 10 seconds.

Like A Book – Unique (3-Star+)

With [Phoenix](#), [Professor X](#), [Emma Frost](#), and [Psylocke](#)

- **Synergy Champions** : Well-Timed Blocks grant a non-stacking 20% Energy Resistance Passive for 10 seconds.

Teammates – (2-Star +)

With [Magik](#), [Warlock](#), and [Sunspot](#)

- All Champions gain +5% Perfect Block Chance.

Incoming Synergies

In The Name Of The Moon – Unique (4-Star+)

Incoming Synergy With [Moondragon](#)

- Dani Moonstar: Deal 20% of Base Attack as a burst of Energy Damage each time the Opponent Misses.

Recommended Masteries

Assassin

- With this Mastery, the Pierce Buff Dani can get from her Flight of the Valkyries Synergy, and the Marked Passive from her Signature Ability, Dani will be poised to finish fights quickly.

Recoil

- The extra Attack Rating gained from this Mastery will better allow Dani to finish off her Opponents in one or two Special Attacks, but watch out for the Recoil Damage.

Recommended Relic

Storm

- Dani can capitalize on both of the Storm Relic's abilities thanks to the Unblockable in her Special Attack 1, and her Prowess focused gameplay loop.



Author: [The MCoC Team](#)

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Gladiator

After proving his worth as a mighty warrior, Kallark of Strontia took on the mantle of Gladiator and became the renowned leader of the Shi'ar Imperial Guard. Despite the Strontian's near limitless power, he is one of the last of his kind and honors his people's memory by serving as personal bodyguard to the Shi'ar Majestor and Majestrix. He is one of the galaxy's greatest heroes, provided you are aligned with the goals of the Shi'ar Empire.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	6609	463	1901
4-Star ★★★★	16572	1159	4771
5-Star ★★★★★	33227	2324	10700
6-Star ★★★★★★	56696	3965	18260
(Rank 5, Level 65)			
7-Star ★★★★★★★	54936	3842	17610
(Rank 1, Level 25)			

Champion Attributes



- Survivability 3.5



- Damage 4



- Ease of Use 2.5



- Utility 3.5



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

Gladiator's Mechanics

Gladiator is a heavy hitting and tanky Cosmic Attacker with a short but impactful ramp that can be extended to increase his potency even further. Confidence Buffs are gained when he hits the Opponent with a Heavy Attack or strikes them when they are Intimidated, these increase his Attack and Armor Ratings and unlock new abilities as he crosses certain thresholds. Once these thresholds are crossed, Gladiator gains powerful burst damage effects and fight manipulation abilities that interact with his Unblockable and Unstoppable effects.

Character Class: Cosmic

Basic Abilities: Intimidate, Confidence, Embolden, Unblockable, Unstoppable, Vigilance, Power Gain

Strengths and Weaknesses

Strengths

- **Fight Control**
 - Gladiator has a comprehensive set of utilities that allow him to manipulate a fight in his favor, with easy access to effects like Unstoppable, Intimidate, Vigilance, Coldsnap, Incinerate and more.
- **Easy Openings**
 - Unblockable and Stun effects allow Gladiator to break through even the sturdiest defenses. After landing a Basic Attack, simply charge your heavy attack to passively stun them and reap the rewards.
- **Short But Extendable Ramp**
 - Gaining Confidence is key to Gladiator's success, massively impacting his Attack and Armor Ratings and unlocking powerful new abilities. You can also increase his Confidence Limit with his Signature Ability and his Special 3.

Weaknesses

- **On Demand Nullify**
 - Gladiator struggles if he can't maintain a healthy stack of Confidence Buffs, easy to access Nullify abilities like those found on prominent Mystic Champions will make it very hard to hang onto these Buffs.
- **Special Attack Knockdowns**
 - Getting knocked down by a Special Attack shatters Gladiator's confidence and removes large amounts of Confidence Buffs, you want to avoid this at all costs. Keep in mind though that being Unstoppable prevents this removal.
- **Fate Seal and Stagger**
 - These Effects are less common but provide excellent Buff control and slow Gladiator's progress to a crawl. If you can manage to gain at least 12 Confidence Buffs, it will allow him to gain Embolden Passives after his Special Attacks that negate this somewhat.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 5-Star Champion

Abilities

Always Active – Strontian Physiology

- Strontian physiology grants 200% increased Ability Accuracy to personal Buffs, plus Immunity to Power Drain and Power Burn effects.

Strontian's are among the strongest beings in the galaxy, and Gladiator is potentially the most powerful of them all. This is signified by Gladiator's personal Buff Ability Accuracy being high enough to negate most Neutralize effects.

Dev Notes

Heavy Attacks – Stunning Intimidation

- Charging a Heavy Attack after landing a non-Combo ending Basic Attack inflicts a Stun Passive for 0.60 seconds.
- On hit while the Opponent has less than 2 Bars of Power, inflict a non-stacking 30% Intimidate Debuff for 2 seconds. This Intimidate is paused for 0.20 seconds each time Gladiator Dashes forward, strikes the Opponent, or hits their Block

Charging Gladiator's Heavy Attack Stuns his Opponent and leaves them open to follow up Attacks. The Intimidate effect here may seem short but it's just long enough to capitalize on without impeding your ability to special bait the Opponent in the long run.

Dev Notes

Confidence Buffs – Limit: 24

- Confidence Buffs are indefinite and have 3% potency. Potency is increased by +1% flat when fighting on a Final Boss Node. New Confidence Buffs cannot be gained while at the Confidence Limit.
- Striking the Opponent with a Heavy Attack grants 2 Confidence Buffs.
- While the Opponent is suffering from Gladiator's personal Intimidate Debuff, gain 1 Confidence Buff each time the Opponent or their Block is struck by a Light or Medium Attack.

- As a Defender, gain 1 Confidence Buff every 2 seconds. Being knocked down by a Special Attack pauses this for 8 seconds.
- When struck by any attack other than the final hit of a Special Attack, remove 1 Confidence Buff.
- When struck by the final hit of a Special Attack, remove 4 Confidence Buffs per level of the Special. This removal will not trigger while Gladiator is Unstoppable.

Confidence Buffs increase Gladiator's Attack and Armor Ratings by the given percent. Keep in mind that the Armor Rating component is still subject to the same Diminishing Returns as a standard Armor Up effect.

These also serve double duty as a resource for unlocking new abilities but manage them carefully because Gladiator gains and loses Confidence in a multitude of ways.

Dev Notes

Super Confidence – With 12 or more Confidence Buffs

- On Special Attack activation, gain an Embolden Passive for 5 seconds, paused until the end of the Special Attack.
- Striking the Opponent with a Heavy Attack grants an Unblockable Buff for 2 seconds, paused during Gladiator's Special Attacks. Cooldown: 5 seconds.
- While benefiting from an Unblockable Buff, Heavy and Special Attacks deal an additional 90% of the damage recently dealt as a burst of Physical Damage.

Embolden Passives provide temporary immunity to Nullify, Stagger, and Fate Seal effects caused by the Opponent.

When Gladiator reaches 12 Confidence Buffs he unlocks Super Confidence and gains potent abilities that dramatically increase his safety, utility, and damage. Throwing a well timed Special Attack while his Unblockable Buff is still active truly emphasizes his Strontian might.

Dev Notes

Ultra Confidence – With 24 or more Confidence Buffs

- Personal Unstoppable Buffs are paused during the Opponent's Special Attacks. While this pause is active, Gladiator is immune to the Opponent's Stun effects.
- While attacking the Opponent within striking distance during or immediately after their Special Attacks, incoming damage from hits is reduced by 80% and Basic Attacks deal bursts of 7930 Physical Damage.

When Gladiator reaches 24 Confidence Buffs he gains Ultra Confidence and some spicy new abilities for the truly bold. These allow him to punish the Opponent's Special Attacks with vicious bursts of damage during or immediately after their Special Attacks.

Dev Notes

Special Attack 1 – Blue Shift

- On activation, gain an Unstoppable Buff for 4 seconds, paused until the end of the Special Attack.
- Each Frost Breath hit inflicts a Coldsnap Debuff dealing 3965 Energy Damage over 12 seconds. As a Defender, Coldsnaps can also be inflicted through Block but at 25% potency.

Keeping this Unstoppable Buff up is an important part of Gladiator's dominant playstyle, especially if you're playing into Ultra Confidence. Keep these Coldsnaps in mind for their sneaky Evade negation, and watch out for them when fighting him as a Defender.

Dev Notes

Special Attack 2 – Red Shift

- On activation, gain a Vigilance Buff for 20 seconds, paused until the end of the Special Attack.
- Each Eye Beam hit inflicts an Incinerate Debuff dealing 7930 Energy Damage over 20 seconds. As a Defender, Incinerates can also be inflicted through Block but at 25% potency.

If you're fighting a tricky Opponent that relies on Miss, this Vigilance is for you. These Incinerates are also very potent and can be inflicted through Block on Defense just like the Coldsnaps before, but this Attack is much harder to escape with the Dexterity Mastery.

Dev Notes

Special Attack 3 – Limit Breaker

- Increase Confidence Limit by 4. This can only trigger once per fight.
- Gain a Power Gain Buff granting 100% of a Bar of Power over 5 seconds.

This Power Gain is very effective for restarting Gladiator's loop after throwing this Special Attack, but the real chase here is the increase to Gladiator's Confidence Buff limit. This increased value is great for establishing a buffer of Confidence Buffs while playing into Ultra Confidence.

Dev Notes

Signature Ability – Even Further Beyond

- Winning a fight as an Attacker with more than 49.8% Health adds 4 to Gladiator's Persistent Confidence Limit. Max: 8. When starting a fight, increase Confidence Limit by that value.
- While benefiting from a personal Vigilance effect, all hits deal Passive True Damage and the Opponent's Armor Up effects suffer 100.45% reduced Ability Accuracy.

The first clause of this Signature Ability allows Gladiator to increase the limit of his Confidence Buffs by up to 8 for the entirety of a quest, increasing his Attack and Damage potentials significantly. But you have to earn it first.

The second clause greatly increases the utility of the Vigilance Buff Gladiator gets from his Special 2. Being able to ignore the Opponent's Armor and Resistances is very impactful, plus impairing their ability to get new Armor Ups makes a lot of his match ups much more favorable.

Dev Notes

Synergy Bonuses

Great Guys – Unique (6-Star+)

With [Hyperion](#), [Sentry](#), and [Ikaris](#)

- **Synergy Champions:** While far from the Opponent, gain an indefinite Unstoppable Buff. This Buff will not trigger while being struck by the Opponent, and is removed if either Champion re-enters striking distance.

Flanking Annihilators – Unique (5-Star+)

With [Ronan](#), [Silver Surfer](#), [Nova](#), and Coming Soon

- **Synergy Champions:** When gaining a Bar of Power, gain a non-stacking 5% Fury Buff for 10 seconds. Each other living Synergy Champion increases this potency by +5% flat.

Punk's Pizzazz – Unique (3-Star+)

With [Sorcerer Supreme](#), [Hulk \(Ragnarok\)](#), and Coming Soon

- **Synergy Champions:** Heavy Attacks are Passively Unblockable if Gladiator is alive, and they gain +10% Attack Rating if Sorcerer Supreme is alive, +750 Critical Rating if Hulk (Ragnarok) is alive, and +400 Critical Damage Rating if ??? is alive.

Enemies (2-Star+)

With [Phoenix](#), [Darkhawk](#), [Havok](#), [Blackbolt](#), [Medusa](#)

- All Champions gain +155 Critical Rating.

Praetor Of The Imperial Guard – Unique (2-Star+)

With Gladiator

- **All Champions except Gladiator:** Gain 5% Attack Rating and 5% Armor Rating.

Recommended Masteries

Parry

- While a Parry Heavy rotation is not required, some players may find it more comfortable to rely on Parrying to land Heavy

Attacks and build Confidence Buffs.

Despair

- The multiple Coldsnaps and Incinerates that Gladiator can inflict with his Special 1 & 2 allow him to take advantage of this Mastery.



Author: [MCoC Champion Designers](#)

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Kindred

The result of a cruel plot to torment Peter Parker with the sins of his past, Gabriel and Stacy Osborne were spliced from the DNA of Harry Osborne and Gwen Stacy, and raised by an artificial intelligence designed by Norman and Harry. The twins rapidly aged and then died due to a genetic instability, but were resurrected and given demonic powers by Mephisto to carry out the twisted revenge plot they had inherited. As Kindred, they wield demonic strength, immortality, control over pestilence, and dream manipulation to break Peter Parker's spirit and exact Harry's revenge.

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- [Recommended Masteries](#)

Base Stats and Abilities

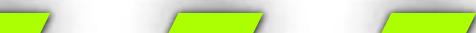
Health Attack PI (Max Signature)

3-Star ★★★	5790	458	1952
4-Star ★★★★	14520	1148	4903
5-Star ★★★★★	29112	2301	10710
6-Star ★★★★★★	49674	3927	18270
(Rank 5, Level 65)			
7-Star ★★★★★★★	48132	3805	17640
(Rank 1, Level 25)			

Champion Attributes



- Survivability 3



- Damage 3



- Ease of Use 4



- Utility 2.5



- Defender Strength 4.5

[Learn more about Champion Attributes](#)

Kindred's Mechanics

Kindred is a being of pure contempt, and their kit exemplifies this. Kindred is a nasty Damage Over Time Champion who excels in feeding on the opponent's Health and Power and slowly draining the opponent's strength to fight. With control of bugs and pestilence, Kindred infests opponents with Infestation Charges over time, whenever contact is made, or when Buffs Expire. Nothing can be done to remove the Infestation Charges and they will inevitably trigger a Nightmare Outbreak, inflicting Degeneration Passives on the opponent

as long as Kindred is near them, and healing Kindred in the process.

Character Class: Mystic

Basic Abilities: Atrophy, Degeneration, Life Steal, Power Steal, Stun Immune

Strengths and Weaknesses

Strengths

- **Atrophy – Buff Duration Down**
 - Kindred excels in denying Cosmic champions of their Buff bonuses by causing their Buffs to expire quickly, and doing so allows Kindred to step closer to their win condition.
- **Degeneration Monster**
 - Once the nightmare of Infestation Charges has been realized, Kindred's Nightmare Outbreak ability deals Degeneration damage over time. By staying close to the opponent, Kindred can dish out a large amount of damage in a single fight.
- **Hard to Kill**
 - When dealing Degeneration damage while the Nightmare Outbreak is active on the opponent, Kindred has the potential to Regenerate more damage than was dealt to Kindred.

Weaknesses

- **Degeneration Resistances**
 - The majority of Kindred's damage output is Degeneration, so champions with access to a Degeneration resistance will have the upper hand.
- **Heal Reversal**
 - Kindred's survivability relies on the ability to Regenerate during Nightmare Outbreak. Champions with Petrify or Spectre will be able to prevent Kindred from Regenerating, or even outright reverse it.
- **Opponent's Breaking Root**
 - Kindred has a nasty surprise lined up before they are knocked out. Opponents who can plan around Kindred's Root ability by throwing Special Attacks at the right moment will counter this last threat.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

Always Active

- Kindred is a being forged in the flames of hell and feels nothing but contempt. They are Immune to Poison, Incinerate, Heal Block, Infuriate, and Intimidate effects.
- Centipede Strikes inflict an Atrophy Passive reducing the duration of any new Buffs by **30%** for 8 seconds. Max stacks: 3.

Kindred's Centipedes Strike are found in Light Attack 4, Medium Attacks, Heavy Attack, the first hit of Special Attack 1, and the first and final hits of Special Attack 2.

Dev Notes

Infestation Charges – Max Stacks: 50

- The Opponent is inflicted with an Infestation Charge every 2.50 seconds.
- Inflict 1 Infestation Charge when a Buff expires off the Opponent or they make contact with Kindred.
- As a Defender, when Kindred is struck by Special Attacks while attacking, inflict 10 Charges.
- If Kindred is struck while recovering from a Special Attack, Infestation Charges pause for 8 seconds and cannot be inflicted. 14 seconds against #Spider-Verse Heroes.

Infestation charges don't do anything on their own, but they cannot be prevented from ticking up unless Kindred is struck while recovering from a Special Attack.

Dev Notes

Nightmare Outbreak – At 50 Infestation Charges

- Inflict Nightmare Outbreak for 18 seconds.
- Nearby Opponents are inflicted with a Degeneration Passive every 0.55 seconds, each dealing **333.8** Direct Damage per second, scaling with Base Attack only. Max stacks: 5. Once the opponent is out of range, they lose 1 Degeneration Passive every 0.2 seconds.

- While Kindred's personal Degeneration effects are on the Opponent, Kindred Regenerates 0.75% of missing health every 0.5 seconds.
- Inflicting 5 or more Infestation Charges at once by landing Special Attacks inflicts instant Degenerations, dealing a burst of **1570.8** Direct Damage per Passive Degeneration on the Opponent and pauses Nightmare Outbreak for 2 seconds.
- If Kindred is struck by a Heavy Attack, Nightmare Outbreak expires 70% faster. All Infestation Charges are consumed when Nightmare Outbreak expires.

This is the main damage dealer and threat of Kindred's kit. Be sure to stay aggressive when Nightmare Outbreak triggers. Special Attacks will pause Nightmare Outbreak, so be sure to take advantage of the Mystic Dispersion mastery for the extra Power and keep the Special Attacks coming.

Dev Notes

Dread Aura

- Charging a Heavy Attack consumes 30% of a Bar of Power to activate Dread Aura for 6 seconds. Kindred fights more aggressively while Dread Aura is active. Dread Aura is not affected by Ability Accuracy.
- As a Defender, every 25% of Max Health Kindred loses, Dread Aura triggers at no Power cost to Kindred.
- Kindred gains Stun Immunity.
- Infestation Charges are inflicted every 0.75 seconds and the amount of Charges inflicted is doubled.

Dread Aura accelerates the speed at which Infestation Charges accumulate on the opponent. Be sure to use this whenever the opportunity to use a Heavy Attack presents itself.

Dev Notes

Special Attack 1- Encroaching Pestilence

- The final hit inflicts 5 Infestation Charges. This can trigger through Block.
- The final hit inflicts a Degeneration Debuff dealing **3141.6** Direct Damage over 14 seconds.
- Nightmare Outbreak: While this Debuff is active, Passive Degenerations are prevented from falling off.

This attack can be used to keep any Passive Degenerations that build up on the opponent and prevent them from falling off even if Kindred is far from the opponent.

Dev Notes

Special Attack 2 – Centipede Assault

- The first and final hits inflict 5 Infestation Charges.
- Dread Aura: During this Attack, Power Steal 6% of a Bar of Power per second. Gain 150% of the Power Stolen.

Activating Dread Aura before this attack to make the most of it. Doing so will line up a follow up Special 1 after this Attack lands.

Dev Notes

Special Attack 3 – Bad End

- This attack gains **5890.5** Attack Rating.
- If the Opponent suffers from Nightmare Outbreak this attack gains an additional **6872.25** Attack Rating.

This Special Attack deals a huge amount of burst damage. Be sure to use this to close out fights when your opponent's health is low.

Dev Notes

Signature Ability – Nightmare's Resurrection

- Up to **+80%** Degeneration Potency based on Missing Health.
- Once per fight at 5% Health, inflict a Root Passive for **6** seconds. If triggered during an Opponent's Special Attack, this Root triggers when that Special Attack ends. Kindred is prevented from being knocked out while this Root Passive is active or attempting to activate.

- Upon activating this ability, activate Dread Aura at no Power cost. If at or above 30 Infestation Charges, inflict Nightmare Outbreak.

This Root ability is activated at the exact moment the opponent thinks they have defeated Kindred. This is exactly when Kindred is the most powerful, and can quickly claw back the fight if the opponent is not careful. If Nightmare Outbreak is currently active at this moment, Kindred will Regenerate a good amount of health to mount a come-back.

Dev Notes

Synergy Bonuses

Dinner Party – Solo Synergy (3-Star+)

With [Spider-man \(Miles Morales\)](#), Silk, [Spider-man \(Classic\)](#)

- Kindred** : +10% Degeneration effect potency.

Sinister Manipulator – (4-Star+)

With [Mysterio](#), [Vulture](#), [Kraven](#), [Scorpion](#), [Doctor Octopus](#)

- Synergy Members** : +15% Attack Rating against #Spider-Verse Heroes.

Compound Madness – Unique (5-Star+)

With [Green Goblin](#), [Red Goblin](#), [Iron Patriot](#)

- Kindred** : When Nightmare Outbreak activates, gain an Unstoppable Buff for 7 seconds.
- Green Goblin** : +10% Combat Power Rate while under 1 Bar of Power.
- Red Goblin** : When charging a Heavy Attack, gain a 20% Energize Buff for 5 seconds. Cooldown: 7.5 seconds.
- Iron Patriot** : 30% chance when gaining an Armor Up Buff to inflict a 10% Physical Vulnerability Debuff for 12 seconds. Max stacks: 3.

Revenant Birth – Unique (5-Star+)

With [Mephisto](#)

- Kindred** : Activating Dread Aura grants an Unblockable Passive for 3 seconds. Cooldown: 20 seconds.

Recommended Masteries

Mystic Dispersion

- Kindred feeds on Buffs expiring, and will benefit greatly from the Power gained from Mystic Dispersion.

Recoil

- With Kindred's Signature ability, the lower their health, the stronger Nightmare Outbreak's Degeneration Passive gets, allowing for a riskier playstyle with Recoil.

Liquid Courage / Double Edge

- Kindred is Immune to Poison and their damage benefits greatly from Liquid Courage. Double Edge's Bleed damage inflicted on Kindred can also be easily healed back using Nightmare Outbreak.



Author: [MCOC Champion Designers](#)

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Lady Deathstrike

Yuriko Oyama, in a desperate attempt to punish Wolverine for stealing her father's legacy, transformed herself into a cyborg. Now, armed with powerful healing capabilities and deadly adamantium claws, Yuriko has forsaken her humanity and adopted the title of Lady Deathstrike.

Table of Contents

- [Base Stats and Abilities](#)
- [Lady Deathstrike's Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries](#)
- [Recommended Relic](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	5760	485	1800
4-Star ★★★★	14444	1216	4523
5-Star ★★★★★	28960	2437	10680
6-Star ★★★★★★	49414	4158	18220
(Rank 5, Level 65)			
7-Star ★★★★★★★	47880	4028	17590
(Rank 1, Level 25)			

Champion Attributes



- Survivability 3



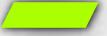
- Damage 4.5



- Ease of Use 2



- Utility 3.5



[Learn more about Champion Attributes](#)

Lady Deathstrike's Mechanics

Lady Deathstrike needs to build Ferocity charges by inflicting Ruptures and launching Special 2 attacks. Once she reaches enough Charges the Ferocity Passive activates and she becomes deadlier, her Special 1 is more powerful. However, in order to maintain Ferocity active for as long as possible she must never block an attack. Activating Special 2 while Ferocity is active does allow Lady Deathstrike to block a few hits without losing Ferocity.

Character Class: Tech

Basic Abilities: Rupture, Ferocity, Armor, Heal Block

Strengths and Weaknesses

Strengths

- **Special Tanking**
 - She can regenerate 90% of Special Attack hits, dramatically reducing the damage she takes from Special Attacks. She does not regenerate damage from Damage Over Time effects or bursts of damage from Specials.
 - While in Ferocity she can go Unstoppable during the Opponent's Specials, allowing her to more easily avoid damage or to punish the Special.
- **Ferocity lasts for a long time**
 - As long as you don't block, Ferocity will remain active, increasing her overall damage considerably the longer it remains active.
- **Heal Block**
 - She can maintain an active Heal Block for a long time.

Weaknesses

- **Armor Break, Nullify**
 - If her personal Armor Up Buff is removed, she cannot regenerate damage from Specials.
 - Her Rupture damage is based on her Armor Rating, if her Armor Rating is reduced her damage is also reduced.
- **Low Health**
 - If you can turn off her defensive abilities, her health is quite low.
- **Rupture Immunity**
 - Most of her damage comes from Ruptures, if the Opponent is Immune she won't be able to do a lot of damage.
- **High Skill Cap**
 - She is not easy to play.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6 Star Champion

Abilities

Always Active

- Incoming Bleeds and Poisons potency is reduced by 90%, and the Willpower Mastery potency is reduced by 50%.
- Against Mutants, Lady Deathstrike Ability Accuracy cannot be modified.
- All nail attacks inflict a Rupture Debuff, dealing 75% of Lady Deathstrike's Armor Rating as Physical Damage over 6 seconds.

The only attacks that aren't nail attacks are the last light attack, and the first hit of the Special 1.

Dev Notes

Ferocity

- When inflicting Ruptures or when struck, gain a Ferocity Charge plus one per Armor Up Buff.
- At 75 Charges, gain a Ferocity Passive for 3 seconds, or 9 as a Defender, but start paused. Ferocity starts paused until Lady Deathstrike Blocks an attack. While no Armor Up effects are active, Ferocity expires twice as fast.
- While Ferocity is active, gain +2079 Attack Rating and Special Attacks become Passively Unblockable, but Lady Deathstrike cannot gain new Ferocity Charges.
- When the Opponent activates a Special Attack 1 or 2, 25% chance per Armor Up effect to gain an Unstoppable Passive for the duration of the Special while reducing the Offensive Ability Accuracy of the attack by 15% per Armor Up, to a max of 75%.

The secret for Lady Deathstrike's high damage is to never block in order to keep Ferocity active. If you are fighting a Champion with a particularly hard to dex Special Attack, make sure to use the Special 2 to gain a small safety net for Ferocity, allowing you to block a few hits.

Dev Notes

Machine Body

- Start each fight with an indefinite Armor Up Buff, increasing Armor Rating by 321.43. If this Buff is removed by any reason, it restores itself after 12 seconds.
- Every 25 hits in the Combo Meter grants an indefinite Armor Up Passive, increasing Armor Rating by 250. 20% chance to remove a stack when struck or when Blocking while in Ferocity. Max:3.
- Lady Deathstrike's Regeneration Rate cannot be modified. True Damage hits remove one Regeneration effect.
- All Heal Block effects on Lady Deathstrike are immediately removed, but her Willpower Mastery is removed for the original duration of the Heal Block.

Lady Deathstrike Rupture damage scales with Armor Rating, not with Attack Rating, so it is imperative to not

lose those Armor Ups in order to deliver high damage.

Dev Notes

Nanobots Regenerator

- When struck by a Special Attack 1 or 2, gain a Nanobots Regenerator Passive for the duration of the Special Attack, Passively Regenerating 90% of hit damage taken over 0.5 seconds. While suffering from Bleed or Poison, Nanobots regenerate an additional 20% flat.
- While Deathstrike doesn't have her personal Armor Up Buff, Nanobots Regenerator is disabled.
- While Nanobots Regenerator is active, Lady Deathstrike becomes immune to Armor Break and Rupture Debuffs.
- When Intercepted, the potency of Nanobots Regenerator is reduced by 10% flat for 15 seconds. Max: 5. When this effect activates it refreshes all existing stacks.

When fighting against Lady Deathstrike you need to disable her personal Armor Up Buff so you can damage her with Special Attacks, but in order to do that you need to Armor Break her before throwing the Special, because she becomes Armor Break immune during her Opponent's Special Attacks.

Dev Notes

Heal Block – Second Medium Attack

- Inflict a Heal Block Debuff, preventing the Opponent from Healing for 6 seconds, paused during Deathstrike's Special Attacks. Mutants cannot gain Unstoppable or Unblockable effects while Heal Blocked.

Lady Deathstrike's upkeep of her Heal Block can be very high.

Dev Notes

Special 1 – Precise Butchery

- On activation, inflict a Torment Debuff for the duration of the Special, causing all damaging Debuffs to last 6 seconds longer. All Ruptures are paused during the Special.
- Ferocity: +2079 Attack Rating and Torment lasts for an additional 8 seconds.

This Special really shines while Ferocity is active, but while Ferocity is not active you might want to use it to spend some power so your Special 2 aligns with the activation of Ferocity.

Dev Notes

Special 2 – Savage Assault

- Gain 25 Ferocity Charges.
- Ferocity: Regain and pause Ferocity with its duration increased by 6 seconds. If this effect unpauses, it pauses again if no attack is blocked for 3 seconds.

The Special 2 is very useful to gain a lot of Ferocity charges to speed up the activation of Ferocity. Once Ferocity is activated, a player capable of Dexing their Opponent's Specials might ignore this Special altogether and just loop Special 1 forever. If you are not confident about being able to Dex the Opponent's Specials, activating Special 2 will allow you to block some attacks, but Dex as many as you can and avoid blocking whenever possible.

Dev Notes

Special 3 – Relentless Strikes

- Gain a non-stacking Relentless Passive, increasing Attack Rating bonuses from Ferocity by 35% and allowing Ruptures to be inflicted through Block for 30 seconds, paused while Ferocity is active.

In most fights, going first for Special 2 then loop Special 1 will provide the most damage, but longer fights you might benefit from adding Special 3 to your loop.

Dev Notes

Signature Ability – Cybernetic Assassin

- The number of hits in the Combo Meter required to gain an Armor Up Passive is reduced to 15 and max stacks is increased by 4.
- Ferocity also increases the potency of Ruptures by 10% per Armor Up.
- For every 2.5% of the Opponent's Max Health prevented by Heal Block, inflict a Rupture Debuff dealing 100% of Lady Deathstrike's Armor Rating as Physical Damage over 3 seconds.

Gaining Armor Ups faster will ramp her damage even faster, but the Signature Ability also allows Lady

Deathstrike to actively punish Champions with Regeneration rather than just prevent their healing.

Dev Notes

Synergy Bonuses

True Hatred – Unique (4-Star+)

With [Wolverine](#), [Old Man Logan](#), [Wolverine \(Weapon X\)](#)

- Lady Deathstrike: When defeating #X-Men, gain a Cross-Fight Fury Buff, increasing Attack Rating by 20%. The Fury Buff potency increases by 200% when defeating any Wolverine.
- Old Man Logan: Personal Fury Buffs last 50% longer, and all Fury Buffs are paused during his or the Opponent's Specials.
- Wolverine, Wolverine (Weapon-X): When any Bleed Debuff is Purified, inflict a Passive Bleed with 70% of the damage and same duration.

Omega Sentinel Potential – Unique (3-Star+)

With [Sentinel](#), [Omega Sentinel](#)

- Lady Deathstrike: Gain 33% Armor Up potency.
- Sentinel: Gain 66% Heal Block duration. Inflicting a Heal Block also inflicts a Cowardice Debuff, reducing Special Attack Damage by 95% for the duration of the Heal Block.
- Omega Sentinel: Increase Debuff pause duration by 2 seconds..

12 inch nails – Unique (5-Star+)

With [Anti-Venom](#)

- Lady Deathstrike: While Relentless and Ferocity Passives are active, striking into the Opponent's block with Basic Attacks Passively grants 1.1% of Max Power.
- Anti-Venom: Special 2 refreshes the Evolved Mutation Passive and has a 50% chance to not consume Genetic Memory Debuffs when gaining Fury Passives.

Enemies

With [Cyclops \(New Xavier School\)](#), [Storm \(Classic\)](#), [Phoenix](#), [Beast](#), [Jubilee](#), [Rogue](#)

- All Champions gain +155 Critical Rating

Weapon-X Force

With [Omega Red](#), [Sabretooth](#), [Domino](#)

- All Champions gain +5 Perfect Block Chance

Recommended Masteries

Coagulate

- This mastery will help her to reach 100% Bleed resistance.

Inequity

- She applies a high volume of Debuffs on the Opponent, making good use of this mastery.

Recoil Masteries

- She resists a lot of the damage done by those Masteries plus she can get some extra healing from having Bleeds and Poisons on her. She can potentially ignore the damage done by these Masteries because she gets extra healing from Nanobots Regenerator while suffering from Poisons and Bleeds.

Recommended Relic

Vision

- Lady Deathstrike Heal Block gains extra benefits and her ability to punish Regeneration increases greatly.



Author: [The MCoC Team](#)

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Photon

Monica Rambeau was a harbor patrol officer in the Navy when she was bombarded with extra-dimensional energy, allowing her to convert her body mass into any form of energy on the electromagnetic spectrum. She has since led the Avengers (ask her about it) and fought Galactus, going by the names Captain Marvel (before Carol Danvers ever used the title) and Spectrum along the way before settling on Photon.

Table of Contents

- [Base Stats and Abilities](#)
- [Photon's Mechanics](#)
- [Strengths and Weaknesses](#)
- [Abilities](#)
- [Synergy Bonuses](#)
- [Recommended Masteries and Relics](#)

Base Stats and Abilities

Health Attack PI (Max Signature)

4-Star ★★★★★	16420	1238	4987
5-Star ★★★★★★	32922	2482	10790
6-Star ★★★★★★★ (Rank 5, Level 65)	56176	4234	18410
7-Star ★★★★★★★★ (Rank 1, Level 25)	54432	4103	17760

Champion Attributes



- Survivability 3



- Damage 4



- Ease of Use 3



- Utility 3



- Defender Strength 4.5

[Learn more about Champion Attributes](#)

Photon's Mechanics

Photon is all about Debugging her Opponent, building her connection to the Electromagnetic Spectrum, and finally unleashing her Pure Light Form to utterly overwhelm their defenses. She has multiple potent tools for chasing down dangerous mystic defenders, including the ability to Parry Non-Contact attacks and strong counters to Miss mechanics.

Character Class: Science

Basic Abilities: Pure Light Form, Untouchable, Sunder, Overload

Strengths and Weaknesses

Strengths

- **Rare Immunities**
 - Photon is one of three Champions immune to Power Steal, and one of a short list who is immune to Neutralize (with her sig), giving her an edge against some annoying Mystics.
- **Miss Counter**
 - Between her Mediums, which can never Miss, and her Pure Light Form, which allows her to bypass Miss effects in general, Photon is one of the best counters to annoying defenders like Ebony Maw and Spider-Man (Sorcerer Supreme).
- **Dangerous Defender**
 - Photon has several potent defensive threats, most of which can quickly end a fight. Answers exist to these threats, but using them properly before she ramps up will be a challenge.

Weaknesses

- **Debuff Reliance**
 - Photon is less Debuff-reliant than some Science champions, in that she can ramp and access her Passive Petrifies even if her Debuffs are Purified, but she slows down considerably without access to the tempo and damage she has when they stick around.
- **Ability Accuracy Reduction**
 - Photon ramps by applying Debuffs, so anything that prevents the Debuffs in the first place will stop her cold.
- **Unpunishable Specials**
 - Photon relies pretty heavily on pausing her peak output by punishing the Opponent's Special Attacks. Animations that make this difficult will slow her down significantly.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

Living Energy – Always Active

- When Stunned, Photon loses control of her solid form and gains a 100% Untouchable Passive for 2.5 seconds. If an Opponent Misses during this effect, it goes on cooldown for 8 seconds.
- Photon's altered body composition grants her Immunity to all Bleed and Power Steal effects.
- Photon can trigger the Parry Mastery against non-contact attacks, and all of her attacks deal Energy Damage.
- Whenever the Opponent is inflicted with a Debuff, Photon inflicts a non-stacking 80% Petrify Passive for 0.5 seconds.
- If the Opponent has the Willpower Mastery active, it is removed.

Photon's Untouchable can be put on cooldown, but she makes it difficult to stick to a normal Parry and combo rhythm. This same ability can also save her against dangerous Stuns.

The Petrify Passive ensures Photon gets some mileage even out of Purified Debuffs, and helps mitigate many dangerous Mystic threats despite its short duration.

The Willpower removal ensures attackers see her Debuffs as a threat rather than a source of free healing, but can also save an opponent from dying purely due to Willpower Reversal.

Dev Notes

Basic Attacks

- Photon's Medium Attacks cannot Miss.
- Both Champions' first Medium Attack inflicts a 10% Suppression Debuff on Photon's Opponent for 5 seconds. Max stacks: 2.
- Photon's first and third Light Attacks inflict a 397.06 Energy Vulnerability Debuff for 10 seconds. Max stacks: 10.
- The first hit of either Champion's Heavy Attack inflicts a non-stacking Sunder Debuff on Photon's Opponent for 15 seconds.

Photon has other ways to counter Miss more completely, but she at least doesn't have to worry about accidentally intercepting Spidey Supreme, and she can comfortably punish Specials through troublesome Miss abilities.

All of Photon's basic attacks have a powerful Debuff associated with them, and both the Suppression and the Sunder also apply when the Attacker performs those actions! Sunder is particularly helpful against tanky Mystics with resistance to Critical Hits, like Rintrah or Doom.

Dev Notes

Electromagnetic Charges – Max Stacks: 25

- Photon gains Electromagnetic Charges in various ways that persist between fights. Max stacks: 25.

- +1 Charge when the Opponent is inflicted with a Debuff, or when the Opponent activates a Special Attack.
- +4 Charges when causing the Opponent to Miss. Cooldown: 3 seconds.

This is your primary resource for ramping Photon. As with Captain Marvel (MCU), these persist across fights, allowing Photon to accelerate through a quest board and making her more dangerous after knocking out an Attacker. These charges ramp with any Debuff, including those from Quest Nodes.

Dev Notes

Pure Light Form

- While at 10 Charges or more, Dodging back and holding Block for 1.2 seconds or being Knocked Down pushes Photon into her Pure Light Form and grants the following effects. This happens automatically at max Charges, or when Photon activates a Special Attack with at least 15 Charges as a Defender.
- Gain an indefinite Fury Passive for every 5 Charges, each increasing Attack by +1058.5.
- Photon cannot Miss, and personal Debuffs expire 50% more slowly.
- Photon cannot gain Electromagnetic Charges and each Charge lasts 0.9 seconds, falling off one at a time. All effects are removed when Charges fall to zero.

This is your goal in building charges, and what you should fear on defense (note the next header as well). There are four ways to enter Pure Light Form. Getting to max charges will do it automatically, and either getting knocked down or dodging back and holding block at 10+ charges also does it. These three triggers are the same as for Captain Marvel (MCU). A defending Photon will also enter this mode when activating a Special Attack at 15+ charges, making it a bit harder to ignore the mode altogether.

Note that the Furies you gain from this mode are set when you enter it. Sometimes it may be worth it to enter the form early to get earlier access to utility at the cost of reduced damage. Your Debuffs will actually expire more slowly – this isn't increased duration for new effects, but instead allows any Debuffs already active to stick around for longer as well.

Dev Notes

Special Attacks

- While in Pure Light Form, Photon's Special Attacks cannot be avoided with the Dexterity Mastery.
- Electromagnetic Charges pause during the Opponent's Special Attacks, and for 3 seconds when Photon Punishes the Opponent's Special Attacks.

Yup. She turns off Dexterity. This is only during Pure Light Form and only during Special Attacks, but you'll want a plan for dealing with either the form itself or with these beams that doesn't rely on that mastery.

Offensively, this pause on punishing Special Attacks is your main tool for getting as much mileage out of Pure Light Form as possible, so plan out your openings ahead of time.

Dev Notes

Special Attack 1 – Light is Faster Still (3 hits)

- On activation, inflict a 10% Overload Debuff for 10 seconds. If Pure Light Form is active, inflict a second Overload Debuff. Max stacks: 10.
- In Pure Light Form, the final hit is Passively Unblockable except against Well-Timed Blocks.

This is your main Special Attack for scaling your damage. Overload (as seen on Dani Moonstar) is the energy form of Trauma, and deals Energy Damage equal to a percentage of recent hit damage when landing a hit or striking into blocks.

The last hit being Unblockable is a definite threat, but there is enough of a windup during the first two hits that blocking them and then Parrying the last hit is a real option with some practice.

Dev Notes

Special Attack 2 – Letting Loose (4 hits)

- The final hit inflicts a Taunt Debuff for 10 seconds.
- In Pure Light Form, this attack is Passively Unblockable, Electromagnetic Charges are paused for the duration, and Photon gains a 100% Untouchable Passive for 3 seconds after the final hit.

On offense, this Special Attack is particularly helpful for managing tempo. The Taunt keeps the AI throwing specials for you to punish, reduces incoming damage (it has the standard 40% potency), and will last twice as long while benefiting from Pure Light Form's reduced expiry rate. The Untouchable can also provide you with an easy opening afterwards.

On defense, this Special Attack is THE threat. Full screen beam attacks that cannot be blocked (by most champions), cannot Miss, and cannot be avoided with Dexterity are scary, so if you don't have a plan for dealing with them in some other way (such as Evasion), try to avoid this Special Attack entirely.

Dev Notes

Special Attack 3 – Microwave Burst Barrage

- Max stacks of Electromagnetic Charges increases by 5 until the end of the fight. This effect can occur 3 times.
- If at or above 20 Charges, gain a non-stacking Regeneration Passive, healing 3370.6 Health over 8 seconds. This Passive pauses for 0.5 seconds when the Opponent is struck.

This Special Attack is mostly for use in longer fights. It doesn't grant you Charges itself, but increasing max Charges by 5 means that the next time you enter Pure Light Form, you'll have an extra Fury, up to a cap of 8 of them after throwing this attack three times.

The Regeneration effect on this attack is fairly small by itself, but if you can stay aggressive (and weave in some well-timed strikers) to extend its duration, you can get quite a bit of health out of it.

Dev Notes

Signature Ability – The Full Spectrum

- Photon's improved control over the Electromagnetic Spectrum grants her Immunity to all Neutralize effects.
- For every Debuff on the Opponent, their Block Proficiency is reduced by 752.38 and Photon's is increased by half as much.
- Photon has a 65% chance to inflict one of her personal Energy Vulnerability Debuffs on the Opponent when struck by or Blocking a Light Attack.

Immediately upon awakening, Photon becomes fully immune to Neutralize, allowing her to freely parry Wiccan and ignore most of Rintrah's threats (giving her more time to focus on that massive health pool).

The other two bullets scale with Signature Level and significantly improve her offensive and defensive potential. Energy Vulnerabilities both increase Photon's damage and ramp her towards Pure Light Form. Extra Block Proficiency makes blocking Special Attacks as a way to set up punishing them significantly more sustainable, and reducing her opponent's makes her more dangerous even for opponents who can block Unblockable Attacks.

Dev Notes

Synergy Bonuses

Monochrome – Unique (5-Star+)

With [Mister Negative](#)

- **Photon** : Reduce the potency of incoming Degeneration effects by 20% for each unique personal Debuff on the Opponent.
- **Mister Negative** : When activating his personal Evade, inflict a non-stacking Slow Debuff for [5] seconds. Cooldown: 8 seconds.

The Marvels – Unique (4-Star+)

With [Captain Marvel](#) and [Ms. Marvel \(Kamala Khan\)](#)

- Punishing the Opponent's Special Attack with a Heavy Attack grants additional benefits.
- **Photon** : Pause Electromagnetic Charges for an additional 3 seconds.
- **Captain Marvel** : Gain 2 Energy Charges.
- **Kamala Khan** : Refresh up to 3 personal Buffs.

Nextwave – Unique (3-Star+)

With [Elsa Bloodstone](#)

- **Photon** : Unblockable hits deal 4% of Attack as a burst of Direct Damage for each personal Debuff on the Opponent.
- **Elsa Bloodstone** : When Counter-Attacking with her Revolver, Elsa inflicts a Slow Passive for 2.5 seconds. She cannot Miss while this effect is active.

Mighty Avengers – Unique (2-Star+)

With [Luke Cage](#) , [She-Hulk](#) , [Captain America \(Sam Wilson\)](#) , Coming Soon

- **#Mighty Avengers** : +200 Physical Resistance per Debuff on the Opponent. Max: +1000.

Recommended Masteries and Relics

Inequity

- Combined with her 40% Taunt, Inequity allows Photon to access a 76% damage reduction through her other Debuffs, increasing her effective health against most sources four-fold.

Despair

- Photon's Petrify Passives only last for a single tic of healing, but combining them the regen rate reduction from despair allows her to turn some defender's regeneration effects back on them.

Limber

- Photon goes Untouchable when Stunned, but not forever. Shortening incoming Stun Debuffs allows her to much more reliably capitalize on this powerful ability.

Captain America (WWII) Relic

- This relic allows science champions to weaponize block proficiency, of which an awakened Photon has a surplus.



Author: [MCoC Champion Designers](#)

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Silk

While attending a science demonstration, Cindy Moon was bitten by a radioactive spider. Hunted for her burgeoning powers, she was locked alone in a bunker for ten years before being found and set free. Now, Cindy's working to rebuild her life as the sensational web-swinging superhero, Silk!

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Base Stats and Abilities

Health Attack PI (Max Signature)

4-Star ★★★★	17028	1418	4860
5-Star ★★★★★	34142	2843	10630
6-Star ★★★★★★	58257	4850	18130
(Rank 5, Level 65)			
7-Star ★★★★★★★	56448	4700	17504
(Rank 1, Level 25)			

Champion Attributes



- Survivability 3.5



- Damage 4



- Ease of Use 3.5



- Utility 3.5



- Defender Strength 2.5

[Learn more about Champion Attributes](#)

Silk's Mechanics

Relying on her highly-sensitive Silk-Sense to keep her safe, Silk focuses on overwhelming her Opponent with constant attacks and aggression. Her multitude of hits inflict stacking Debuffs and let her weave in Heavy Attacks as part of her basic combos, ramping up her damage the longer she can push her chain of attacks. Once awakened, even the biggest, burliest Mystics won't be able to resist or heal through her powerful pummels as long as she keeps up the assault.

Character Class: Science

Basic Abilities: Evade, Physical Vulnerability, Fury, Sunder

Strengths and Weaknesses

Strengths

- **Hyper Combos**
 - With multi-hit Mediums, the ability to chain a basic combo into a Heavy Attack, and the option to cancel that Heavy into a Special Attack, Silk can pull off some very extensive combos to keep her Opponent on the backfoot.
- **100% Evade**
 - While she can't Evade Basic Attacks, Silk's guaranteed Special-Evasion makes intercepting and playing aggressively much, much safer. As long as it's off cooldown, Silk doesn't have to worry about that Mangog Special 2.
- **Dexterity Replacement**
 - Silk's natural Dexterity means she doesn't benefit from the Dexterity Mastery, but instead has her own innate ability to Dodge attacks. This means she also doesn't get the Precision Buff from the Mastery, making her pseudo-Buff Immune and avoiding giving the average Mystic Champion free food for Mystic Dispersion.

Weaknesses

- **Needs Runway**
 - Silk's gameplay style involves hitting her Opponent hard and often. While this works well against Mystics with naturally low Combat Power Rate, against foes with boosted Combat Power Rate she won't be able to pull off her flashier combos without pushing her Opponent's Power dangerously high.
- **Thorns**
 - Silk's style of multi-hit mayhem also causes her to crumple pretty quickly against Champions that punish punching, like Attuma and Korg.
- **Evade Counters**
 - While her Evade provides great safety, there's an overwhelming amount of Champions and effects that bypass it. Even though she can resist Slow, Silk's still going to run into plenty of matchups and Quests where she simply can't utilize one of her key strengths.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 6-Star Champion

Abilities

Always Active

- Silk's heightened agility keeps her one step ahead of danger. Incoming Ruptures and Slows suffer -90% duration.
- While Dodging back, Silk cannot be struck by attacks. She does not benefit from the Dexterity Mastery, but each rank grants her +200 Critical Rating.

Ruptures have become a fairly common Damage-Over-Time effect in The Contest today, but remember that Silk's resistance to them only reduces their duration, so it won't provide any protection against instant or burst Ruptures.

Dev Notes

Silk-Sense – Evade

- Silk has a 100% chance to Evade Special Attacks.
- After triggering or when Silk is Critically Hit, this effect goes on cooldown for 25 seconds or until the Opponent is struck 20 times.

Silk's Evade won't trigger while she's using her natural Dexterity, meaning if you can Dodge an entire Special, the Evade won't go on cooldown and her safety net will remain intact. Also, try to avoid Blocking Champions who can Critically Hit through Block, as that triggers the Evade cooldown as well.

Dev Notes

All Attacks

- Silk's attacks inflict a 250 Physical Vulnerability Debuff for 1.2 seconds. Max stacks: 50.
- Silk's Physical Vulnerability Debuffs are refreshed when the Opponent is struck, and removed when the Opponent activates a Special Attack or is knocked down.

These Debuffs are the meat and potatoes of Silk's kit. Their duration is very short and they get removed easily, so don't get too attached to them—think of these Debuffs more like a hit counter for your current string of attacks. The more hits you land in your current combo, the more you'll build up, making your longer combos deal increasingly more damage.

Dev Notes

Heavy Attacks

- While charging a Heavy Attack, if the Opponent is within striking distance and suffering from any of Silk's Physical Vulnerability Debuffs, inflict a Stun Debuff for 1.2 seconds.
- The first hit grants Silk a Fury Passive increasing Attack Rating by +2910 for 1.2 seconds. Max stacks: 3.
- Silk's Fury Passives are refreshed when the Opponent is struck, and removed when the Opponent activates a Special Attack or is knocked down.

This Stun lets Silk safely perform a M-L-L-L combo into a Heavy, similar to Doctor Doom or Wasp. Her multi-hit Heavy Attack can then be canceled into a Striker or a Special, delaying when she knocks down the Opponent and getting the most out of her Fury Passives.

Dev Notes

Special Attack 1 – Multi-Trick Melee

- The final hit deals a burst of 5820 Physical Damage.

Silk's Special Attacks are simple and clean, dealing a big burst of Physical Damage as a final payout for all the Physical Vulnerabilities and Fury Passives she's managed to build up in her current combo.

Dev Notes

Special Attack 2 – Courtesy of New York

- The first hit inflicts a Sunder Debuff for 30 seconds.
- The final hit deals a burst of 9700 Physical Damage.

Sunder reduces Critical Resistance to 0 and prevents it from increasing while active, so this Special provides a nice damage bump against some tanky Mystics like Absorbing Man, Rintrah, and Doctor Doom.

Dev Notes

Special Attack 3 – Hwaiting!

- Knocking down the Opponent with this Special Attack does not remove Silk's active personal effects.
- Inflict a Stun Passive for 4 seconds. While this Stun is active, the Opponent suffers -100% Combat Power Rate and Silk's is increased by +100%.

This Special allows for Silk's maximum hyper-combo, as she can use it without losing the Physical Vulnerabilities or Fury Passives she's built up. Follow up with even more attacks to make the most of the resulting Stun – you should be able to get enough Power to build to a Special 1 for an even bigger final smash!

Dev Notes

Signature Ability – Crazy Stuff Happens, I Punch It

- Striking the Opponent with a Heavy Attack or while their back is against the wall inflicts a Slow Debuff for 2 seconds, paused while Silk has a personal Fury Passive or while the Opponent remains against the wall.
- While this Slow is active, during Silk's attacks the Opponent suffers -150% Regeneration Rate.

As long as she maintains aggression and keeps the Opponent on the backfoot, Silk can keep punching with reckless abandon without those pesky Unstoppables and Evades interrupting her extended combos. Additionally, she can inflict some very potent Regen-Reversal (especially when combined with the Despair Mastery) as long as she keeps attacking.

Dev Notes

Synergy Bonuses

Spider Dyad – Unique

With [Spider-Man \(Classic\)](#)

- **Silk:** Special Attack 2 inflicts stacks of Webbing. Webbing falls off slowly as the Opponent attacks and moves. For each stack of Webbing, personal bursts of damage gain +5% potency. Max stacks: 10.
- **Spider-Man :** The first time in each fight Spider-Man would be struck by a Special Attack, he gains a 100% chance to Evade the rest of the Special Attack.

Order of the Web – Unique (3-Star+)

With [Spider-Gwen](#), [Spider-Man \(Miles Morales\)](#)

- **Synergy Champions :** Incoming Degeneration effects from Champions suffer -30% potency for each unique Synergy Champion

on the team.

Bunker Punks – Solo (3-Star+)

With [Apocalypse](#), [Morningstar](#), [Wolverine](#), [Wolverine \(Weapon X\)](#)

- **Silk** : Gain +500 Armor Rating and Block Proficiency.

Agents of Atlas – Unique (4-Star+)

With [Ms. Marvel \(Kamala Khan\)](#), [Shang-Chi](#)

- **Synergy Champions** : Gain +10 Critical Rating for each hit in the Combo Meter. Max hits: 100.

Good Is Bad For Business – Unique (5-Star+)

With [Black Cat](#)

- **Synergy Champions** : Medium Attacks inflict a non-stacking 25% Spectre Debuff for 3 seconds.
- **Silk** : Spectre Debuffs gain +25% flat potency.

Incoming Synergies

Alumni – Unique (2-Star+)

Incoming Synergy With [Jessica Jones](#)

- All Champions gain 6% Health.

Homecoming Crasher – Unique (4-Star+)

Incoming Synergy With [Shocker](#)

- **Synergy Champions** : Medium Attacks inflict a Damage Over Time Debuff dealing 20% of Attack over 2 seconds. The type of Debuff is specific to each Synergy Champion.
- **Silk** : Rupture Debuffs.

In The Name of the Moon – Unique (4-Star+)

Incoming Synergy With [Moondragon](#)

- **Silk** : Personal bursts of damage are multiplied by 20% of Silk's Critical Damage Multiplier.

Recommended Masteries

Despair

- Silk inflicts Debuffs on every hit, meaning she can quickly negate her Opponent's healing as long as she keeps attacking. Combined with her Signature Ability, Silk can easily reverse her Opponents' defensive Regeneration effects.

Petrify

- Charging Silk's Heavy Attack inflicts a Stun Debuff, so Petrify provides a much-needed source of Power control during her longer combos.

Cruelty

- Silk has a decent Critical Rating for a Science Champion (especially without the bonus she gets from the Dexterity Mastery), but her Critical Damage Rating is quite low. This means she gets a lot of mileage out of any boost to her Critical Damage Rating.

Recommended Relic

Hulk

- The Stuns from Silk's Heavy Attack can trigger the Hulk Relic's Awakened Ability, and she has access to burst Physical Damage for the Clobber Rune.



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Vox

The Vox are a race of genetically engineered Super-Inhumans built by the Kree to send one message to the Inhumans of Earth: JOIN OR DIE. Each Vox is reconstructed out of a brainwashed Inhuman and possesses a deadly collection of their combined abilities. Above all, the Vox's most dangerous feature is their lack of humanity. They cannot be swayed or tricked or bought, for they want nothing but their enemies' hearts to stop beating.

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Base Stats and Abilities

Health Attack PI (Max Signature)

3-Star ★★★	7306	490	1927
4-Star ★★★★	18320	1227	4844
5-Star ★★★★★	36733	2459	10650
6-Star ★★★★★★	54164	3626	15670

(Rank 4, Level 55)

Champion Attributes



- Survivability 2.5



- Damage 5



- Ease of Use 4



- Utility 3



- Defender Strength 2

[Learn more about Champion Attributes](#)

Vox's Mechanics

Watch out Summoner! If you're not careful you might cut yourself on this edge!

The Vox's Buffs, like the Vox themselves, are Corrupted versions of existing Buffs. This comes with some big benefits, like increased Ability Accuracy, indefinite duration, and the ability to hold onto Buffs from Nodes (and enemy Inhumans) by corrupting them. However these Buffs are a double-edged sword, and will actually harm their master if Nullified.

Vox's Corrupted Buffs amass quickly and can be converted into numerous Degenerations using his Special Attacks! These Degenerations are special in that they grow stronger with each passing second they remain on the Opponent. This means that by the end

of their duration they will be dealing some truly massive damage!

But the fun doesn't stop there, because following up with another Special Attack reclaims those Degenerations and converts them into Intensify Buffs, so Vox can repeat the cycle, even stronger! Just make sure to wait until the last possible moment to grab them, so that they have the maximum possible time to fester!

Character Class: Cosmic

Basic Abilities: Degeneration, Undermine, Vigilance, Poison Immunity

Strengths and Weaknesses

Strengths

- **Versatile Damage**
 - Sometimes instead of untying a knot, it's easier to cut right through it. Vox embodies this by not only dishing out a tonne of damage, but by giving you considerable control over when and how it gets dished out. Since the damage comes in the form of Degenerations, it is also not resisted by most Champions.
- **Buff Quantity**
 - Vox can amass a wide array of Corrupted Buffs very quickly. Using quick 3 Hit combos grant Furies and Cruelties at a high rate, but if that's not enough, Vox can also play defensively, Dexing multiple consecutive attacks to rapidly collect Precision Buffs.
- **Immunities**
 - Like other Inhumans, Vox has Immunity to Poison effects. In addition, they have Immunity to many Tech-based Power control abilities. This grants them greater control over when and how they get to use their Special Attacks.

Weaknesses

- **Buff Removal**
 - Vox pays a high price for the power of Corrupted Buffs. Innately unstable, they are prone to explode when Nullified, dealing Vox a sizable chunk of damage. Do your best to avoid this, or exploit it when fighting against Vox.
- **Purify**
 - The bulk of Vox's damage comes from their Degeneration Debuffs, and if those are removed, not only does Vox miss out on their damage, but also they lose hard earned Corrupted Buffs.
- **Degeneration Resistance**
 - As mentioned above, if Vox can't rely on their Degeneration Debuffs, their damage drops significantly. They can opt into using their Special 3 to convert Corrupted Buffs, but it's nowhere near as strong.

The following Stats and Abilities are based on a Rank 5, Level 65, Sig 200, 5-Star Champion

Abilities

Always Active

- Vox's super-Inhuman physiology grants them Immunity to Poison, Power Burn, Power Drain, Power Lock, and Special Lock.
- The Precision Buffs granted by the Dexterity Mastery have no stack limit, and fall off one at a time with each of Vox's attacks.
- Personal Degenerations are paused during Vox's Special Attacks as long as the entire attack strikes the Opponent.

Vox's ability to stack the Precision from the Dexterity Mastery is extra useful in fights against Champions with many Special Attack hits that Vox can repeatedly Dex. Remember that while you can freely stack the Dex Precision, you need to actually hit the Opponent multiple times to convert them into Corrupted Precisions.

Dev Notes

Corrupted Buffs

- Through twisted Kree bioengineering, the Vox have been granted the power of Corrupted Buffs. These Buffs have 300% Ability Accuracy and last indefinitely. However, when one is Nullified, Vox instantly takes a burst of 1836.65 Direct Damage.
- When a non-Corrupted Fury, Cruelty, Precision, Armor Up, Intensify, Undermine, or Vigilance Buff expires off of Vox or an #Inhuman Opponent for any reason other than Nullify, Vox gains a matching Corrupted Buff. Furies obtained this way cannot exceed 20% of Vox's base Attack Rating.
- Corrupted Buffs have a stack limit of 10 except Intensify, which has a stack limit of 30.
- Vox's Medium Attacks grant them a Corrupted Fury Buff with potency 122.95.
- Vox's first and fourth Light Attacks grant them a Corrupted Cruelty Buff with potency 42.86.
- When struck by a Medium Attack, Vox gains a Corrupted Armor Up Buff with potency 110.53.

Be on the lookout for potential Nodes to get extra Corrupted Buffs from. Certain Incursions Hacks are extra potent. Note that this list includes Precision, which is granted by the Dexterity Mastery.

Dev Notes

On Final Hit Of Special Attack 1 & 2

- If none of Vox's personal Degenerations are on the Opponent, for each Corrupted Buff on Vox inflict a Degeneration Debuff that deals 96.36 Direct Damage over a fixed 13 seconds. Consume all Corrupted Buffs.
- If any of Vox's personal Degenerations are on the Opponent, consume all of them. Vox gains a 2% Corrupted Intensify for each Degeneration consumed this way.
- As an Attacker, these Degenerations increase the damage they deal by 10% for each second they have been on the Opponent.

Vox's core loop can be best summed up as "get a bunch of Corrupted Buffs, turn them into Degenerations with one Special, and then turn them back into Corrupted Buffs with another Special Attack." Try to keep Vox's Degens active for as long as possible, since that will greatly increase the amount of damage they do.

Dev Notes

Special Attack 1

- On activation, gain an Undermine Buff for 3 seconds.

Dev Notes: Undermine is a great way of countering Autoblock Champions such as Peni Parker. Remember that Undermine is on Vox's list of Corrupted Buffs, this will become an indefinite Corrupted Undermine when it expires.

Special Attack 2

- On activation, gain a Vigilance Buff for 5 seconds.

This Special Attack is almost exactly the same as the previous Special, with two key differences. One: Vigilance. Two: it's longer. This is important because Degens are paused during Vox's Specials, but continue to get stronger while they are paused. This means you can use the long duration of Special 2 to squeeze even more damage out of those Degenerations!

Dev Notes

Special Attack 3

- This attack deals True Damage and gains +172.13 Attack Rating for each Corrupted Intensify on Vox, then converts all Corrupted Buffs into Corrupted Intensifies.
- If the Opponent is an #Inhuman, inflict an indefinite, non-stacking 100% Neutralize Debuff.

When Vox's Degeneration Debuffs just aren't getting the job done, they can fall back on using their Special 3 to ramp anyway. As for the second ability, well it's only fitting for the entity that silenced Black Bolt.

Dev Notes

Signature Ability – Lethal Edge

- Contact with the blade of Vox's scythe increases the damage of active personal Degenerations on the Opponent by 3%.
- Each time Vox's personal Degenerations are inflicted, the next time Vox strikes the Opponent's Block or the Opponent activates an Unblockable or Unstoppable effect, the Degenerations are paused for 2 seconds.
- Vox can toggle a Pre-Fight ability to Never Back Down during a fight, preventing them from moving backwards when they Dodge. This option persists between fights.

Synergy Bonuses

WE ARE... ALL OF YOU (2-Star+)

With Vox

- **All Vox:** +2% Attack Rating for each other Vox on the team.

JOIN OR DIE – Unique (4-Star+)

With [Black Bolt](#), [Medusa](#), [Karnak](#)

- Vox: For each #Inhuman a Vox has defeated over the course of the Quest, they start each fight with a Corrupted Intensify.
- Inhuman Royal Family: For each #Inhuman a Vox has defeated over the course of the Quest, start each fight with an indefinite Fury Buff granting +30% Attack Rating.

THE VILLAIN'S WEAKNESS – Unique (3-Star+)

With [Thor](#), [Thor \(Jane Foster\)](#), Coming Soon

- Attacking and Defending Vox: While fighting against Synergy Champions, receive +10% damage from hits involving hammers.
- Other Synergy Champions: Attacks involving hammers have +10% Attack Rating

TRIPLE EDGE – Unique (6-Star+)

With [Knull](#), Coming Soon

- Synergy Champions: Lose an additional 5% Health from the Double Edge Mastery, but it grants an additional +10% Attack Rating.
- Unique Synergy: Does not stack with duplicate synergies.

WAKE ME UP – Unique (5-Star+)

With [Sandman](#), [Mantis](#)

- Synergy Champions: Incoming Sleep effects gain 30% increased duration, but grant a 50% Fury Buff for 10 seconds when they expire.

NOTHIN PERSONNEL – Unique (6-Star+)

With [Captain Marvel](#)

- Synergy Champions: +20% Attack Rating when fighting #Avengers.

Recommended Masteries

Liquid Courage

- Vox's Immunity to Poison almost completely eliminates the downside of running this Mastery, though Vox does typically have to throw at least two Special Attacks to close a fight, meaning the Recoil Mastery is a concern.

Double Edge

- Vox has no resistance to this damage, but they do have a Synergy that makes them benefit from it (and suffer from it) even more! Use at your own peril!

Inequity

- Because Vox applies so many Degeneration Debuffs, they can fairly quickly reach the Inequity cap within 1 rotation of his loop. Granted, the Degeneration Debuffs are only active for part of their loop, so you won't have total protection all the time.

Despair

- Use this Mastery to prevent your Opponents from healing while Vox is dishing out their massive Degen damage.



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