

Blue Marvel .



Character Background

Adam Brashear became a living stable antimatter reactor after a failed experiment trying to create a bridge to the Negative Zone. When channeling his Antimatter energy, Blue Marvel can destroy anything made of matter. Adam is quite possibly Marvel's most powerful Superman analog, boasting high invulnerability, flight, energy absorption, manipulation, and projection, and incalculable strength. Adam is also among the most brilliant minds in the Marvel universe. His notable feats include sending Sentry into orbit with a single punch, knocking out the Ultimate Hulk with a single punch, defeating King Hyperion in three blows, and much much more. Adam has been a part of several super teams including: the Defenders - America Chavez, Captain Marvel, and Loki; The Mighty Avengers - Photon, Luke Cage, Blade, Sam Wilson, She-Hulk, The Ultimates - America Chavez, Captain Marvel, Black

Cage, Blade, Sam Wilson, She-Hulk; The Ultimates - America Chavez, Captain Marvel, Black Panther, Photon.

Links

Blue Marvel vs. Justice League (Eternity Mask) <https://youtu.be/6mLQ1sctTQA?si=kJU4KOBKrhqD51cc>

How Powerful is Blue Marvel (Marvel's most powerful hero) <https://youtu.be/L4tRfPjVPTA?si=XI9FmrOZkpi1kym1>

Blue Marvel Intro (Hyperion & Hulk)
<https://youtu.be/U3ZO4B-usPY?si=2Sh5S5LnkaPdelqz>

ABILITIES (based on Rank 5 6-Star)

Antimatter Reactor - Always Active

- Take 100% less damage from degeneration and disintegration effects
- Reduce duration and potency of bleed effects by 90%
- Buff immune
- Whenever Adam would gain a buff, or places an Exhaust or Weakness on the opponent, gain 10% of a bar of power
- Adam's ability accuracy cannot be reduced except by Skill champions
- If the opponent has the willpower mastery active, it is removed

Creator Note: Blue Marvel's antimatter power emanates from the Negative Zone, as such degeneration and disintegration have no effect on him. Blue Marvel uses debuffs to amplify his damage, and his antimatter powers prevent the opponent from using those debuffs as a source of healing.

Antimatter Charges (Persistent) - max 10

- increase attack by 20%
- Increase crit rate by 7%
- Increase physical resistance by 600
- Increase energy resistance by 2500

- At 10 charges, critical hits deal a burst of 285 direct damage per debuff on the opponent
- At 10 charges, 2nd medium into block places .80 second stun debuff. Cooldown 8 seconds
- Intercept opponent, interrupt heavy, punish special, gain 1 antimatter charge. Gain 1 charge each time buff fails to activate, cool down 3 seconds. As a defender, gain 1 antimatter charge when struck with energy damage.
- When knocked down with a special attack, lose 3 antimatter charges. When knocked down with a heavy attack, lose 1 antimatter charge. Lose 1 charge if the opponent shrugs a debuff or is immune.

Creator Note: Blue Marvel uses antimatter charges to scale both his damage and survivability. Blue Marvel has the highest energy resistance in the game, opponents will want to focus on physical damage and managing his charges in order to take him down quickly.

Destabilizing Debuffs

- Hitting into Adam's block has a 50% chance to **Exhaust** the opponent for 10 seconds. 100% chance for Mystics. Max stacks 4.
- When Adam strikes the opponents block, 35% chance to place a 15% **Weakness** debuff on the opponent for 7 seconds. 75% chance against Mystics. 100% chance as a defender, except on well-timed block. Max stacks 4.
- Charge heavy attack - place 1 **Concussion** debuff every 1 second reducing ability accuracy by 25% for 25 seconds. As a defender, reduce this time by 75%. Max 8

Creator Note: Adam has lots of ways to place debuffs on his opponents, and his Concussion debuffs allow him to completely destabilize his opponents.

Antimatter Aura

- While near the opponent, consume 1 debuff every 2 seconds to prolong the aura by 1 second. Each time a debuff is consumed, place a passive **Disintegration** effect dealing 2200 damage over 2 seconds. Reflect 120% of energy damage received while the aura is active. As a defender, activate Antimatter Aura at 10 charges or once 20 debuffs have been placed on the opponent. Debuffs are paused during either champion's special attacks. While the Aura is active, Adam's ability accuracy increases by a flat 50%. Aura is increased by 1.5 seconds per Antimatter charge.

Creator Note: Striking the opponent's block, or blocking attacks will allow Adam to keep adding debuffs or remain at his stack limit during the Aura. Disintegration lowers combat

power rate, which allows Adam to be very aggressive during the Aura. This is further increased if Adam is awakened. Maximize uptime on the Aura while at max Antimatter charges for insane damage.

Additional Note: the damage from the passive disintegration effects are targeted to be less than Omega Red's Death Spores but stronger than Bishop's Sp1 incinerates.

- Special 1 - On activation place a **Petrify** debuff of 40% potency for 25 seconds, gain 3 Antimatter charges. Each subsequent petrify debuff has its potency reduced by 50%. Max stacks 3. If Antimatter Aura is active, refresh Disintegration debuffs

- Special 2 - 1100 burst damage per hit for each Antimatter charge and spend them all. Burst triggers through block. If Antimatter Aura is active, place 2 Disintegration debuffs each dealing 13400 direct damage over 4 seconds (5 hits on special)

Creator Note: Adam's Sp2 at max Antimatter charges will be incredibly powerful. In addition to the burst damage, the Disintegration debuffs are targeted to be stronger than Dr. Doom's Sp2 incinerates, and can be refreshed with the Sp1.

- Special 3 - refresh all active debuffs and activate Antimatter Aura for 5 seconds. Deal instant burst of 3500 energy damage per debuff on opponent. On first activation, bank 2 persistent Antimatter charges.

Creator Note: If Adam is unawakened, the Sp3 is the only way for him to access the Antimatter Aura as an attacker. If at max Antimatter charges, stack as many debuffs as you can then complete a full 5 hit combo into the opponent's block to get a stun debuff just before triggering the Sp3. The Sp3 also allows him to ramp up during quests via persistent Antimatter Charges.

Eternity Mask - At the start of the fight, Adam dons the Eternity Mask for 30 seconds, increasing his base attack rating to equal up to 40-100% of his opponent's attack rating. No effect if the opponent attack is equal or lesser than Adam's. Cool down 30 seconds. Adam can reactivate the mask by dashing back and holding block for 1.2 seconds. Scales with rarity. 40% 3*, 60% 4*, 80% 5*, 100% 6 & 7*.

Creator Note: Ok, I realize this might be too busted, but this is just one of the coolest things about Blue Marvel in the comics. The Eternity Mask is essentially a stats equalizing hack that allows Blue Marvel to fight at the level of any opponent he faces. Access to the mask is synergy-based, so he cannot use it in Battlegrounds or Arena, but it would make him an incredible champ for questing, boss rushes, AW/AQ and other high tier content. The scaling by rarity ensures that 3* Blue Marvel isn't punching way too far above his weight class. And the synergy would be limited to 5* America Chavez and above.

SIGNATURE ABILITY

- Critical hits from either champion place an enervate debuff on the opponent for 3 seconds
- Enter Antimatter Aura after 30-10 debuffs trigger on the opponent

- Enter Antimatter Aura after 50-75 debuffs trigger on the opponent
- If synergy with America Chavez is active, Adam can give the Eternity Mask to any teammate, 1 fight per quest.

Creator Note: Blue Marvel's signature ability gives him an easy way to place debuffs as an attacker or a defender. Additionally, he can access his Antimatter Aura without using the Sp3. Adam's debuffs include Weakness, Exhaustion, Concussion, Petrify, Disintegration, Enervate, Stun (parry and through block at 10 Antimatter Charges, and Armor Break

Design Goals & Theme

As arguably Marvel's most powerful Superman analog, Blue Marvel is intended to be a great two-way champion. His immunities and high resistances, plus debuffs like weakness and fatigue make him quite tanky. His signature ability can make him particularly frustrating to deal with as it will be more difficult to prevent him from entering his Aura without careful play or a proper Skill counter. Additionally, when fighting against Blue Marvel, be careful not to let him charge his heavy attack, or you will quickly find your abilities failing. On offense, he has several ways to do damage and they can all be quite punishing. He is also not limited to one specific rotation in order to quickly access some serious damage. Blue Marvel is a versatile attacker who can deal with a variety of tricky nodes and opponents.

Synergy Bonuses

Supercharged - Unique (2-Star+)

with Blue Marvel

- #Hero champions who only use energy damage increase attack by 10%

One of Us - Unique (4-Star+)

with Luke Cage

- Blue Marvel - Once per fight, go passively indestructible for 2 seconds the first time he would take damage
- Luke Cage - Convert up to 2 exhaustions into permanent exhaustions on Sp1

Antimatter Battery - Unique (2-Star+)

with Captain Marvel

- Blue Marvel - during Antimatter Aura, critical hits inflict armor break reducing armor rating by 250, max 4
- Captain Marvel - increase energy burst damage by 10-20%

Level Playing Field - Unique (5-Star+)

with America Chavez

- Blue Marvel - gain access to the Eternity Mask
- America Chavez - gain 5000 energy resistance

Ultimate Genius - Unique (3-Star+)

with Black Panther

- Blue Marvel - Disintegration debuffs gain a flat 2 second duration
- Black Panther - cruelty passives gain 5-15% potency

Marvelous Chemistry - Unique (4-Star+)

with Photon

- Blue Marvel - Disintegration effects gain 15% potency

- Blue Marvel - Disintegration effects gain 15% potency
- Photon - regeneration gains 15% potency

One-Punch Man - Unique (5-Star+)

with Hulk, Sentry

- Blue Marvel - 75% Additional damage on first Sp3 for each synergy member present
- Hulk - Increase energy resistance by 800
- Sentry - critical hits place an armor break on the opponent, reducing armor rating by 750 for 20 seconds

Supermen - Unique (4-Star+)

with Ikaris, Hyperion, Gladiator, Adam Warlock, Sentry

- All Synergy Champions - beam attacks are guaranteed critical hits

STRENGTHS

Blue Marvel has unique immunities and greatly reduces bleed damage, while also having high physical and energy resistance. He ramps up very quickly against Mystic and energy-based opponents. He has very strong power control and can completely reduce ability accuracy.

Creator Note: strong matchups include Rintrah, Ebony Maw, Sasquatch, Mojo, Kindred, Mephisto, Dormammu, and America Chavez. Blue Marvel's immunity to degeneration and buffs along with his ability to quickly ramp up against energy damage allows him to make quick work of many pesky Mystic defenders.

WEAKNESSES

Champions that can easily shrug off debuffs or reduce ability accuracy will keep Blue Marvel from ramping up his damage. Also, if Blue Marvel is awakened, champions that do not land critical hits can bypass a portion of his signature ability.

Creator Note: weak matchups include Kingpin, Crossbones, Elsa Bloodstone, Falcon, Moleman, Shang Chi, Black Panther etc. Any skill champion that can shrug debuffs or reduce ability accuracy should be effective against Blue Marvel.

Debuff Descriptions

- 1 - Weakness - reduces attack rating - 4 stacks
- 2 - Exhaust - reduces critical damage rating and ability power rate - 4 stacks
- 3 - Concussion - reduces ability accuracy - 8 stacks
- 4 - Petrify - reduces ability power rate and regeneration rate - 3 stacks
- 5 - Enervate - prevents power from being gained when struck - 1 non-stacking
- 6 - Disintegration - deals direct damage and reduces combat power rate by 90%
- 7 - Armor Break (synergy) - remove one armor up buff and reduce armor rating - 4 stacks
- 8 - Stun