

Comprehensive Champion Buff List

Created by Sungj

Hey everyone, this is a really long piece of writing so feel free to scroll through till you see a champion that catches your interest these changes would close the gap between the top champions and bottom champions from

She-Hulk _____ Average _____ Dr.Voodoo, to something along the lines of She-Hulk _ Average_Dr.Voodoo I hope someone from Kabam sees and likes these suggestions and keeps them in mind for further updates, enjoy :)

Abomination

- Signature ability causes poison to proc on opponent when striking and struck by Abomination instead of just struck
- He starts the fight with a strong fury buff that decreases in effectiveness for every poison placed on the opponent, fury goes back to full effectiveness when Abomination drops to 50% health

These buffs would make Abomination more effective as an attacker and defender. In the comics Abomination is twice as strong as the Hulk but his strength doesn't increase over time so the fury buff that doesn't increase but still makes his damage effective is a good representation of his comic powers

Luke Cage

- Signature ability has a 70% chance to proc his indestructible on all special attacks
- Instead of exhaust Cage's light attacks have a 15% chance of placing a daze debuff on the opponent, daze is a passive debuff and has no effect on the opponent
- When the opponent gets 3 daze debuffs they convert into a 3 second stun and deals 150% of Cage's damage as physical damage over the duration of the stun
- All attacks have a 12% chance to gain fury
- Special attacks have an increased chance to stun 65% on sp.1 75% on sp.2 and 85% on sp.3
- Bullet proof skin reduces damage from physical projectile attacks by 80%

Luke Cage at the moment hits like Seatin would say a wet noodle and on defense has very little value since he is very easy to fight the indestructible on specials would make him a much more annoying defender like a lesser version of juggernaut's unstoppable. The daze and fury would make him a more effective attacker he still wouldn't have great damage output put the stun on specials plus daze and the utility of his bullet proof skin would make him actually usable on offense

Ant-Man

- Instead of Fatigue Ant-Man's light attacks place a passive infected debuff on the opponent
- Each time an infected debuff is placed on the opponent there is a 10% chance they will all convert into a poison dealing 100% of Ant-Man's attack over 10 seconds
- All special attacks convert have a 25% chance to convert each poison debuffs to a greater poison debuff that deals 200% of Antman's attack over 18 seconds.
- Pym's greater body mass when at small sizes increases Sp.1 and Sp.3 damage by up to 250% based on the opponent's health
- Glancing places a small 5% weakness debuff on opponents that stacks up to 4 times

Antman is a very similar to Luke Cage where he has decent defensive skills but is very easy to fight and has no offensive potential what so ever. The increased poison and special damage would bring his damage output to average to sometimes above average damage output. The weakness when glancing would make him a more annoying defender

Joe Fixit

- Heart's regen on Gambler's ruin doubled from current level but only lasts 45 seconds once proced
- Spades reduces opponent ability accuracy by 50% that increases by 0.5% for up to a 70% decrease for every second since spade proced
- Clubs gives Fixit an increase to crit damage along with crit rate for every hit in his combo meter
- Diamonds gives Fixit a chance to proc a fury buff every 5 seconds that stacks up to 3 times along with a damage increase based on lost health
- Signature ability also gives Fixit a burst of Gambler's luck giving him an All Luck buff every 20 seconds that lasts 7 seconds and gives Fixit the abilities of all four suits but and doesn't interrupt the 2 suits he had before the All Luck buff

Joe Fixit lacks the damage output or utility that would make him a good champion. The reduced ability accuracy, regen, fury and crit aren't big enough to make him broken but would make him playable and the all luck buff would give him the burst of big damage like OG hulk

She-Hulk

- Special attacks give She-Hulk a burst of fury for 6 seconds and has an increased stun chance, SP.1 70%, Sp.2 80%, Sp.3 90 percent
- She-Hulk's passive gives her more attack based on opponent size and up to 100% stun chance on specials

- Heavy attacks when against stunned opponents have guaranteed crits, increased crit damage and attack
- All attacks have 12% chance to gain stackable fury that increases to up to 30 percent based on how many specials both you and your opponent has used throughout the fight
- Signature ability gives She-Hulk positive effects instead to weakening opponents based on class
 - Against tech gains a chance to armor break opponents
 - Against science gains a chance to stun on medium attacks
 - Against skill gains 75% special damage
 - Against cosmic gains a permanent fury buff
 - Against mystic gains increased crit rate and crit damage
 - Against mutant gains increased power gain when hitting stunned opponents

She-Hulk is basically a worse version of Luke Cage which is saying a lot since Cage is a bad champion to begin with. Incentive to use special and increased stun chances along with the fury will give She-Hulk the extra damage output she needs to be closer on par to the other Hulk characters. Her signature ability currently is next to useless since she is never used for defense so gaining buffs instead to debuffing the opponent will make it more effective

Netflix Daredevil

- Gains a 15% chance to armor break on light attacks along with medium and heavy attacks
- Every time he armor breaks the opponent he gains an increased crit rate buff
- Signature ability changes to Murdoch's experience on streets honed his ferocity giving him stronger armor breaks and increased damage and fury on special attacks

Netflix Daredevil lacks the utility of OG Daredevil so increasing his damage output would make him more used than he is now

Karnak

- Karnak's focused state increases crit damage, crit rate and gives him true strike, his knowledge of pressure points also gives his light attacks a 20% chance to deal double damage
- Sp.1 gives Karnak a concentration buff instead of true strike that reduces opponent ability accuracy by 70%
- Signature ability changes to Karnak's intense training gives him complete control over his body, bleeds trigger a healing factor closing bleeds 80% faster and regening a small portion of health and poison is reducing damage by 80% pushing his body to its limits granting him a fury buff while the poison is on Karnak

Karnak was hit pretty hard by the diminishing returns change his base crit rate and damage were extremely low and now with diminishing returns his focus state is much less effective so increased crit damage and change for double damage would rebalance the champion. His true strike was also too short to keep up on his Sp.1 so by putting it into his focus state would give him a solid use against evade champions and would not make it an overpowered effect since you still need skill and avoid getting hit for it to be a viable option.

Deadpool X-Force

- Signature ability changes to a 33% chance to bleed that stacks up to 4 times
- Deadpool's knowledge of the fourth wall inspires him to throw more specials increasing his power gain everytime he uses a special attack up to 35%
- Dropping below 30% gives him a burst of regen along with his power gain

Deadpool has no utility and low damage output. Most of his damage comes from the bleed off his specials so increasing his power gain would significantly increase his damage. He is also missing the biggest part of his character his healing factor so giving him OG Deadpool's unawakened regen would give him more needed utility

Colossus

- Sp.1 has a 70% chance to stun
- Sp.2 has a chance to armor break opponents and has increased crit rate
- Sp.3 has an 85% chance to stun and places an armor break on opponents
- Colossus' enhanced armor works overtime making him take no damage from physical hits while stunned
- Colossus' mutant strength can break through opponent blocks, his light and medium attacks have a 10% chance and specials have 40% chance to be unblockable
- Signature ability gives him a chance to gain fury, armor and gives him an additional 15% chance to stun off specials

Colossus as a defender currently is on the same level of Luke Cage and Ant-Man a chance to be unblockable and taking no damage when parry stunned would make him a good defender but still fightable if you are good at intercepting and not overly reliant on blocking. Armor breaks and fury will make him a more effective attacker as well

Magneto and Magneto Marvel Now

- Both Magnetos takes no damage from metal based special, Gamora's swords, Winter Soldier's gunfire etc
- Both Magnetos have 90% to bleed and armor break on all specials

- Both Magnetos when fighting magnetized or fought with magnetized champions gain fury, crit rate, crit damage, unblockable special attacks and robots suffer decreased attack, armor and an additional 20% ability accuracy reduction
- Magneto OG takes advantage of metal in his surrounding piercing opponents armor giving him a 15% chance to armor break opponents on all attacks
- Magneto Marvel Now uses magnetic fields to pinpoint weaknesses in his opponent giving him a 15% chance to gain an increased crit damage buff and 10% chance to gain increased crit rate on all attacks

Magneto like a lot of the older champions suffer from a lack of complexity and utility most modern champions have these buffs would in no way make them overpowered. It would punish the use of metal champions greater when on defense and since he has complete control over metal there should be a bigger disadvantage when using metal champions but can still easily be countered with non metal champions. The utility from taking no damage from metal projectiles and the increased damage from armor breaks and crit buffs would make them offensively useful but not all purpose offensive champion

Gambit

- Kinetic charges are instead of being gained by holding block gained from basic attacks with a 35% chance to gain
- Prowess buffs lasts 20 seconds and gives gambit a 30% chance to deal 70% of his attack as energy damage off basic attacks and increases special attack damage
- All special attacks deal additional energy damage based on how many prowess buffs he has at point of activation
- Signature ability gives Gambit 80% resistance to bleed and poison effects and increases crit rate and damage on specials.

Gambit was a very underwhelming champion he has bits of utility but lacks anything that makes him special or useable. Like Storm these buffs will give Gambit very strong damage output because of his specials and prowess buffs will be more effective. The most annoying thing about gambit is the dash back and hold mechanic to gain kinetic charges so putting them into his base attacks would make him more fun to use as well

Superior Iron Man, Iron Man, Iron Patriot and War Machine

- All 3 Iron Men characters have their arc overload as part of their base abilities
- War Machine signature ability changes to gaining 6 fury and 6 armor charges at the start of the fight then the charges are replaced with 12 fury and 12 armor charges at 75% health then replaced with 24 fury and 24 armor charges at 50% health.
- War Machine gains a lesser version of the Iron Men's arc overload at 25% health

- Iron Man signature ability changes to Tony's suit recalibrates the longer it studies the opponent reducing ability accuracy starting at 40% going to up 80% based on hits given and taken during the fight and the duration of the fight
- Iron patriot loses the burnout after his arc overload
- Iron Patriots signature ability changes to Osborn's villainous nature paired with his suit's technology makes him cunning giving him a 15% chance to evade incoming attacks and every time an evade triggers the suit finds weaknesses in his opponents giving him a scanned buff for 7 seconds that gives him a chance to armor break and a 25% chance to stun off basic attacks
- Superior Iron Man's Signature ability changes to the advanced symbiotic armor integrates with Tony's biology periodically granting him bursts of 4 new abilities and stats every 6 seconds then goes into cool down for 6 seconds these abilities are random from a pool of 12 abilities which are
 - Increased damage
 - Increased crit rate
 - Increased crit damage
 - Power steal on basic attacks
 - Chance to armor break
 - Increased armor
 - Increased energy resistance
 - Increased crit and damage on special attacks
 - Energy damage on basic attacks
 - Opponent buff steal on basic attacks
 - Nullify on basic attacks
 - Chance to stun on basic attacks

All four Iron Men character are not great champions and are basically carbon copies of each other. They are terrible for defense and mediocre for offense even when duped. Since all 3 are in the five star crystals it would be incredibly if one pulled all 3 of them since they are basically the same. These buffs would make the characters more effective and give each one a completely different use. Iron patriot would be good for defense now, Iron man would have the ability accuracy reduction making him good for AW and certain questing fights ,Superior Iron man would be similar to Scarlet Witch as a sort of swiss army knife for fights and War Machine would be a strong heavy hitter on offense.

Nebula

- Change her shock charge gain system from holding block to a 30% chance to gain a charge every basic hit on the opponent

Nebula has a lot of great utility but suffers from the dash back and hold mechanic that makes her very unsatisfying to play and take massive amounts of block damage. This change would make her a much better character and more like the shock version of Gwenpool

Venom

- Make buffs stack up to 8 times and trigger every 6 seconds
- Increase chance to bleed to 15% and increase bleed damage
- Increase buff copy to Sp.1 70% to replicate 2 buffs, Sp.2 80% to replicate 3 buffs, Sp.3 100% to replicate all buffs
- Signature ability increases chance to bleed to 30% when hitting a bleeding opponent and adds a regen to his hive mind that can be called upon that regens 12% of his health over 6 seconds
- Brock's symbiote closes bleeds and resists poison damage by 50%

Venom is a very fun champion to use but lacks any utility and damage output takes too long to ramp up to make him useful. These changes will ramp up his damage and regen and resistances will give him much needed utility

Black Bolt

- Remove his damage back on the special 2 attack
- Signature ability changes to a chance to gain a fury, crit damage or crit rate buff that last 40 seconds every time he strikes or is struck with a critical attack.

Black Bolt is not necessarily a bad champion but the damage back on his Sp.2 made him very unsatisfying to play and had a next to worthless signature ability. These changes along with his current abilities and very powerful cosmic supremacy mastery would make him a much more used champion

Venompool

- Chance to steal buffs on all specials
- Change his signature ability to a 60% chance to gain a buff every 3 seconds and a 40% chance to a debuff on the opponent every 4 seconds. The chance to gain a buff or debuff increases by 10% for every 3 and 4 seconds respectively where he hasn't gained a buff or debuff . The buffs he has are very unknown not not very well explained so in addition to his current buffs he has
 - Increased attack
 - Increased crit rate
 - Increased crit damage
 - Thunderquack
 - Poison
 - Bleed
 - Weakness
 - Fatigue

- Exhaust
- Powerlock
- Power drain
- Heal block

Venompool has a good bit of utility but still subpar and his signature is so unreliable and the buffs are so weak that it is basically useless. The change to his signature ability will make a better attacker, more reliable and make him a possible option for defense since he has a chance to thunderquack, bleed or poison the opponent. This wouldn't make him an overpowered defender since it still is only a chance to put a debuff and there are 9 debuffs that could proc 6 of them not damaging to the opponent health wise.

Carnage

- Change his increased power gain as a lesser version of Hyperion's power flood mechanic
- Critical hits have a 40% chance to bleed the opponent over 5 seconds
- Basic attacks have a 75% chance to bleed the opponent over 0.5 seconds
- The Carnage symbiote can pierce enemy block allowing him to bleed blocking opponents
- Gains the buff he has at the point of using a special attack instead of the buff he has at the end of the mutation time.
- Change his signature ability to the Carnage symbiote heals wounds at an accelerated rate, When he is mutating he regens 3% of his health and the amount of regen increases by 1% for every buff Carnage has

Carnage is by far the most disappointing champion Kabam has ever put in game. He has super low damage output, his power gain is barely noticeable and his bleed damage is laughable. These buffs would increase his damage and make his power gain effective, the bleed through block would also make him an effective defender

Loki

- Loki's shapeshifting abilities allow him to passively steal all buffs from opponents after they are active after 3 seconds for 7 seconds
- Change Sp.1 from steal opponent buffs to curse the opponent for 5 seconds
- Sp.2 steals health from the opponent
- Sp.3 curses the opponent for 13 seconds
- While cursed opponents receive 150% of Loki's attack as energy damage, basic attacks have a chance to power steal, 10% chance to stun, increases attack and crit damage.

Loki is more of a novelty champion and has no uses outside of a few select scenarios where the opponent gains a massive amount of buffs. By changing the buff steal to a passive it would

make it more effective against champions with very selective buffs. Changing the special attacks would increase Loki's damage output and give him a good bit of utility. Making curse more powerful would also give him the damage and utility he needs.

Iron fist

- Activation of special attacks unleash the power of the Iron Fist granting him an molten heart buff for 15 seconds. The buff grants Danny increased crit rate, crit damage, attack, nullify on basic attacks and chance for attacks to deal double damage and stuns opponents on heavy attacks. After the buff expires it goes into cool down and can't be activated for 25 seconds. By dashing back and holding block for 1.5 seconds during the buff Danny focuses his chi into his own body allowing him to regen 20% health. This puts more strain on his chi increasing the cool down duration from 25 seconds to 50 seconds
- Heavy attacks inflict a powerful armor break that lasts 25 seconds
- Signature ability also gives Danny the ability to reduce the cool down for his molten heart buff by 1 second every time he inflicts an armor break while in cooldown

Iron Fist had strong damage output but was hit hard by diminishing returns and being a very early champion he lacks the complexity many new champions have. His molten heart buff would bring back the damage he had plus some and would give him a bit of regen to offset his low base health.