

Paths, Champions, and Nodes

I'm not going to add nodes to everyone, mainly because I'm not really good at assigning nodes. But also that there are a ton of them. I added the Cav nodes because I absolutely love playing with them and I kinda built ERIC a bit around them. I'll probably give some to the boss and the Summoned Symbiote. Or at least some Ideas for nodes

Path 1: The Cosmic Path

Linked Node(s):

- Mystic Consumption

Champions in Order:

- Angela
- Venom
- Nova
- Venompool
- Knull

Path 2: The Tech Path

Linked Node(s):

- Cosmic Grit
- Pumping Iron

Champions in Order:

- Doctor Octopus
- Iron Man Infinity War
- Guillotine 2099
- Nimrod
- Peni Parker

Path 3: The Mutant Path

Linked Node(s):

- Power Technician

Champions in Order:

- Deadpool (X-Force)
- Storm (Pyramid X)
- Mister Sinister
- Wolverine (Weapon X)
- Magneto

Path 4: The Combined Path

Linked Node(s):

- None

Champions in Order:

- Science Deadpooloid
- Tech Ultron Drone
- Gold Symbioid
- Maestro
- Summoned Symbiote
 - The Power of Symbioses:
 - This Summoned symbiote activates all of its evolutions Abilities once every time it enters the fight. This does not apply to the Attacker
 - Immunity Counter:
 - Each time the attacker is immune to a debuff, the defender gains an Indestructible charge that is consumed after being struck. Upon reaching 10 charges, the defender consumes them and becomes indestructible for 5 seconds
 - Claws of the beast:
 - Each time the defender strikes the attackers block, they inflict a bleed debuff dealing 12% of modified attack over 3 seconds. The potency of these bleeds is increased by +6% of modified attack for every active bleed on the opponent

Path 5: The Skill Path

Linked Node(s):

- Healing Factor
- Relentless Mutation

Champions in Order:

- Agent Venom
- Korg
- Hit Monkey
- Black Widow (OG)
- Taskmaster

Path 6: The Science Path

Linked Node(s):

- Accident Prone
- Fighting Fit
- Martial Discipline
- Petrified
 - The attacker suffers from a permanent passive petrify that reduces power gain effects and Healing by 60%

Champions in Order:

- Mr. Fantastic
- Mr. Negative
- Spider-Man 2099
- Thing
- Immortal Abomination

Path 7: The Mystic Path

Linked Node(s):

- Science Exploit
- Whittle down

Champions in Order:

- Diablo
- Dr. Doom
- Mojo
- Mangog
- Dormammu

Final Boss:

- ERIC
 - Prismatic:
 - At the start of each fight, the defender gains a Prismatic charge that lasts throughout the quest (Max Stack: 4). Each charge counts as 1 of each class except Combined towards ERIC's abilities
 - Attuned Resonation
 - Broken Shard:
 - If either champion is Armor Broken, they are passively healblocked
 - Empowered Immunity
 - Brawl:

- If either champion is struck while unstoppable, they gain a non-stacking Unstoppable buff for 1.5 seconds