

## **Hulkbuster(Tech)**

The whole original idea of this character was to be a counter to Hulk so I want to keep that while also expanding on it to counter other character

### **Passive**

Hulkbuster's heavily layered armor gives him base 1000 Physical Resist and immunity to all Bleed Debuffs

### **Hulk-Busting**

Hulkbuster's AI Friday automatically adapts to different Hulks and counters each of them to Tony's needs

**Hulk-** Hitting Hulk as an 85% to nullify Fury Buffs

**Red Hulk-** Hitting Red Hulk as a 50% to nullify Heat Charges

**She-Hulk-** When She-Hulk would gain a Passive Fury she instead gains a Fury Buff of the same effect. Hitting She-Hulk as a 60% to nullify Fury Buffs

**G!Hulk-** Smash Attacks don't have unstoppable or unblockable effects. Special Attacks have a 30% to inflict a Crowd Displeaser debuff and Crowd Excitement is reduced by 30 and is locked for 10 seconds

### **Heavy Attacks**

75% chance to inflict a Armor Break reducing the opponents armor by {0} over 30 seconds

### **Special Attacks**

67% chance to Stun the Opponent for 4 seconds

### **Special 1**

Inflict a **Concussion** debuff decreasing ability accuracy by 14% over 10 seconds

### **Special 2**

Each hit of beam attack will guarantee Critical hits on XL or Hulk opponents

If the Special 2 Crits inflict a **Hulk-Busted** debuff reducing ability accuracy of XL or Hulk opponents by 1000% for 20 seconds

Critical Hits will inflict 1 **Armor Shattered** debuff for 30 seconds (Armor Shattered reduces armor by adding all current armor breaks and multiplying them by 1.2x and then Removing all Armor Breaks)

### **Special 3**

+200% damage against Hulk or XL champions

### **Signature Ability**

**Best Defense is Offense... wait....**

{0(75% Max)}% to Copy all Fury Buffs whenever one is activated

Armor Breaks are {1} more potent

### **Synergies**

#### **Veronica**

(All Iron Men)(Works Solo)- When Health Drops below 15% Heal 30% of Hulkbuster's Max HP over 10 seconds and gain a Fury Buff Increasing attack rating by 30% of Hulkbuster's attack rating for the rest of the fight once per fight

If 3+ Iron Men are on your team and all are alive- Fury carries over from fight to fight

#### **Hulk Takedown**

Hulkbuster- Hulk's Fury won't activate unless Hulkbuster is under 20% HP (Thor)Solo

#### **Red-Hulk Takedown**

HulkBuster- Heat Charges have -20% potency (Hulk)Solo

#### **She-Hulk Takedown**

HulkBuster- Gain a Bar of Power everytime She-Hulk gains a fury (Abomination)Solo

#### **Glat Hulk Takedown**

HulkBuster- Hitting G!Hulk has a 8% to inflict a Crowd Displeaser Buff

(Thor Rag) Solo