

### Civil Warrior:

- Increase base attack
- Same ability as Colossus (armor rating increases attack rating)
- Sp2 drains power on each hit, power locks
- Sp3 deals additional +40% special damage per armor up active, both buff and passive
  - Make his awakened ability base, replace it with this:
- Permanent armor ups persist from fight to fight, max 5 persistent armor ups
- Passive armor ups reduce enemy combat power rate by 10%, and increase armor buff proc chance by 10%

I don't have much for this poor fella, honestly

### Iron Man:

Increase his attack rating, first of all

### Ready for Anything (Pre-Fight):

- Iron Man starts with either an armor up, physical resist, energy resist, or emergency shield buff (in that order when cycling)
- Each buff can be cycled either with a combo-finishing light attack, or holding block for 0.7 seconds after an sp1.
- Specials cost 20% less power each time they've already been used, up to 60% less; effect persists throughout modes
- If Iron Man's buff is removed, all are replaced after 15 seconds with a passive buff granting the same effects as the buff would.

### A armor Up:

- +40% Armor
- -60% bleed+poison potency, and opponents suffer -20% Offensive Ability Accuracy per debuff on the opponent
- Special Attacks place stacking 15 second armor breaks, reducing opponent's armor rating by 1450
- Heavies and combo-ending medium attacks place heal block lasting 6 seconds per armor break

### Physical Resist:

- +3500 Physical Resistance
- +50% Combat Power rate, +10% attack, and +15% attack per shock
- Basic attacks have a 40% chance to place 10 second shocks on the opponent. Shocks are paused for 5 seconds on heavy attacks and 10 seconds on specials. Armor breaks increase the potency of shock by 75%.

### Energy Resist:

- +3500 Energy Resistance
- +7.5% power per second
- Medium attacks place 7-second passive power drains (drain 5% of max power) on the opponent, which can be detonated as power burns on heavy and special attacks. Power burns drain 100% more power and deal damage proportionate to power lost.

- Special attacks detonate power burn and shock with +250% potency. Power burn can be increased an additional +500% potency based on shocks on the opponent (max potency at 5 shocks)

Emergency Shield:

- +40% Special resistance
- +150% regen rate/potency (not sure which one) and immune to stagger and nullify
- Arc Overload (if awakened) activates immediately; if switched out of this mode, Overload goes on cooldown for up to 35 seconds (proportional to how long you stayed in Emergency Shield mode while Overload was active)
- Instantly gain one bar of power
- Special attacks power drain a bar of power, and power lock the opponent for 10 seconds

Sp2:

Unblockable with 10 or more total shocks and power drains

37.5% chance to stun the opponent for 1.75 seconds. +50% chance for every armor break on the opponent, and stun lasts 25% longer for each shock detonated.

Sp3:

Activates all buffs and effects for 15 seconds, paused for 3 seconds by charging heavy. After this, buff activation goes on cooldown for 4 seconds, and sp3 ability goes on cooldown for 35 seconds

Superior Iron Man (Work in progress):

Attack Rating, you know the drill

Passive:

- Buffs on the opponent count as buffs on Superior Iron Man (utility for buffed up)
- Each buff Superior Iron Man places on the opponent lasts 8 seconds and reduces the duration and potency of the opponent's other buffs by 20% for the rest of the fight.
- +10% Offensive power rate per buff on Superior Iron Man

Permanent armor up buff granting:

- +50% armor rating
- +2000 Energy and Physical Resistance
- +20% attack
- Regained after 10 seconds if lost

Light attacks:

- 85% chance to place 2 armor up buffs on the opponent, each increasing armor rating by 400.

- 60% chance to place a power gain buff on the opponent, granting 2% of max power per second.
- 45% chance to place a fury buff on the opponent, increasing attack by 1000.

Sp1:

- Steals all power gain and fury buffs on the opponent with +250% potency
- Power steals all power gained from power gain buffs
- Places a Toxic Armor buff on the opponent, increasing armor rating by twice current armor rating and dealing up to 75% additional direct damage based on how high the opponent's armor is

Sp2:

- Grants Superior Iron Man a precision buff, increasing crit rating by +450 per buff on himself or the opponent
- +150 Crit Damage per buff on the opponent

Sp3:

- Uhhhhhhhhhhh
- IDK lol

\*Honestly no clue what to do with SIM's and CW's awakened abilities\*