










Icon	Description	Effect	Example
	Sword on yellow	Immune to all damage	Thanos 5
	Flexing man (circled) on yellow	Invincibility	AO 4
	Shield (circled) on yellow	Guard X hits	Silk 3
	Head(s) on yellow	Invisibility	AO 4
	Shield on yellow	Max HP X% shield	BB 4
	Beam hitting black shield on yellow	Generate energy shield with X% max HP	Redskull
	Fist hitting black shield on yellow	Generate physical shield with X% max HP	
	White Shield being broken on yellow	Immune to guard break	Sing pass
	Black Shield being broken on yellow	Penetration / pierce (barrier, immune, etc)	Proxima t2 pass
	Flexing man with circle around, arrow deflected on yellow	Effect or CC immunity (burn, poison, web, stun, etc)	Spidergwen pass
	Bicep on yellow arrows	All damage received reduced by X%	Shulk t2 pass
	Flexing man and shield on yellow	Super Armor +X%	ShaRog pass
	Fist, spiked, crosses on yellow	Accumulate true damage dealt and bonus based on that	Spidergwen
	Sword pointing up on yellow	Accumulate true damage received and bonus based on that	ShaRog
	Man standing in circle on yellow	Summon an illusion...	Loki 5
	Feather on yellow	Remove debuff	AO 3
	Half-half man on yellow	Amplifies and strengthens all skills	Marv 5
	Hourglass on yellow	Set CD time of skill(s)	Strange 5
	Screaming man and lines on yellow	Increase damage by X% for Y times	Daisy 3

	Man with target mark on yellow	Ignore dodge X%	BB 5
	Man on yellow	Guaranteed dodge +X% increase	
	Shield shattering on yellow	Defense penetration bonus	Winter t2 pass
	Beam and arrow on yellow	+X% decrease to received energy damage	Destroyer pass
	Fist and arrow on yellow	+X% decrease to received physical damage	
	Beam (circled), arrow deflected on yellow	Reflect X% of Received Energy Dmg	Destroyer 6* pass
	Fist (circled), arrow deflected on yellow	Reflect X% of Received Physical Dmg	
	Flame (circled), arrow deflected on yellow	Reflect X% of Received Fire Dmg	
	Snowflake (circled), arrow deflected on yellow	Reflect X% of Received Cold Dmg	
	Zap (circled), arrow deflected on yellow	Reflect X% of Received Lightning Dmg	
	Poison (circled), arrow deflected on yellow	Reflect X% of Received Poison Dmg	
	Head and dot (circled), arrow deflected on yellow	Reflect X% of Received Mind Dmg	
	Small black man with larger shadow in back on yellow	Character size decrease	Antman
	Small white man with big black in back on yellow	Character size increase	Giantman
	Fist (circled) on yellow	Physical damage immune	
	Beam (circled) on yellow	Energy damage immune	
	Flame (circled) on yellow	Fire damage immune	
	Snowflake (circled) on yellow	Cold damage immune	
	Zap (circled) on yellow	Lightning damage immune	
	Poison (circled) on yellow	Poison damage immune	

	Head and dot (circled) on yellow	Mind damage immune	Jessica J pass
	Bicep on red	All Attack bonus	
	Fist facing right on red	Physical attack bonus	Card proc (Loki)
	Beam facing right on red	Energy attack bonus	Card proc
	Fist with spikes on red	Critical rate bonus	Card proc (Shaner)
	Fist hitting a shield on red	Physical defense bonus	
	Beam hitting a shield on red	Energy defense bonus	
	Shield on red	All defense bonus	Cap 3
	Running man (to the right) on red	All Speed bonus	
	Fist with blur on red	Attack speed bonus	
	Running man (to the left) on red	Movespeed bonus	
	Standing man (arms wide open) with blur on red	More complex bonus (Strange 5 or WW 5)	Strange 5 / WW 5
	Standing man (arms wide open) with arrows on red	More complex bonus (Marv 5)	Marv 5
	Floating man on red	Dodge bonus	PoL iso set proc
	Hourglass over shield symbol on red	Damage increase to heroes/villains	WB bonus / passive
	Sword pointing up on red	Damage boost against UNIVERSAL type (other types probably too)	SquirrelG pass
	Skull being stabbed by knife on red	Decrease coop skill cooldown	Starlord passive
	Hourglass in circling arrows on red	Skill cooldown decrease bonus	Wasp 3
	Slashes on red	Increase skill damage and bonus damage	Gweenpool t2 pass
	Spikes and man on red	Reduce chain hit damage when attacked	Shulk

	Flexing man and crosses on red	HP Recovery	AO 5
	Flexing man with heart on red	Max HP increase	Card proc
	Head with target mark on red	Range +X meters	Hawkeye pass
	Flame on red	Increase fire damage	Hellstorm t2 pass
	Snowflake on red	Increase cold damage	
	Zap on red	Increase lightning damage	
	Poison on red	Increase poison damage	
	Head and dot on red	Increase mind damage	