



Magneto [X-Men '97]

Type:



Cost: 1,750 -> 1,050

Abilities:



Uniform Effect: *Enhances effects of Mutant Savior*, Increases Critical Damage by 20%, Increases Chain Hit Damage by 25% when Attacking, Increases Guaranteed Crit Rate by 30%

Skills Changed - 6

Leadership - A Different Perspective - Applies to Mutant Allies: Increases All Attacks by 75%

Active Skill 1 - Iron Restraint - Energy Damage 105% of Energy Attack, add Energy Damage 290

Applies to Enemies: Snare (2 Sec), Silence (2 Sec)

Cooldown Time (7 Sec)

Active Skill 2 - Metallic Maestro - Energy Damage 99% of Energy Attack, add Energy Damage 562

Applies to Enemies: Paralyze (2 Sec, Ignores Immunity), Fracture (2 Sec)

Cooldown Time (8 Sec)

Active Skill 3 - Disks of Dismay - Energy Damage 70% of Energy Attack, add Energy Damage 219

Applies to Self: Increases All Attacks by 35% (6 Sec), Increases Damage Dealt by 55% for 3 Attacks (6 Sec)

Applies to Enemies: Paralyze (3 Sec, Ignores Immunity), Deals 30% Burn Damage every 1 Sec (3 Sec)

Cooldown Time (13 Sec)

Active Skill 4 - Reign of Rifles - Energy Damage 130% of Energy Attack, add Energy Damage 240

Applies to Self: Invincible (3 Sec)

Applies to Enemies: Deals 30% Bleed Damage every 1 Sec (4 Sec), Deals 30% Burn Damage every 1 Sec (4 Sec)

Cooldown Time (15 Sec)

Active Skill 5 - Magnetic Chain Reaction - Energy Damage 55% of Energy Attack, add Energy Damage 510

Applies to Self: Heals 30% of Max HP (1 Sec)

Accumulates 10% of True Damage Dealt, regardless to Defense and Dodge Rate stats

Increases All Attacks by 1.5% for every 1% Damage Dealt, proportional to Max Accumulated Damage (10 Sec)

Applies to Enemies: Silence (3 Sec), Stun (3 Sec), Deals 35% Shock Damage every 1 Sec (4 Sec)

Cooldown Time (20 Sec)