



# Era Codesinger

## Class Type: Tech

Rarity: ☆☆☆☆☆☆

### Stats: (Based on R4 LVL55 champion)

Health- 41,283

Attack- 3,108

Armor Rating- 19.0%

Armor Penetration- 0.0%

Critical Rating(Chance)- 22.6%

Critical Damage Rating- 171.4%

Critical Resistance- 0.0%

Block Proficiency- 68.8%

Block Penetration- 0.0%

## Tags and Bio:

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Combat Style: #Offensive: Damage Over Time #Offensive: Raw Damage

Attributes: #Hero #Size: S

Organization: None

### Bio:

She was previously one of the best Doctors around, renowned for her ability to heal and help others. She was also one of the topmost tech people in the hospital. Most of the machines used there were made by her. However, she was unfortunately fired due to her health conditions. Now she struggles to keep a single job, and her money reserves are soon to run out. Era has no clue where she came from, nor how she got her powers. What she does know however, that her powers allow her code screens to alter reality and revert the changes she makes. She has come to rely on them more and more to provide food for herself and her son Silver. Era's health declines because of her Oneirophobia, The Fear of Dreams. She refuses to sleep, and when she does, it helps her little. This results in exhaustion and fatigue. She has good reason to fear her dreams however. In both good and bad dreams, she retains a weakened version of any wound she sustains in said dream. Simple sprains become a dull ache, and broken bones crack in reality. What's worse? The pain and wounds heal at one tenth of the pace her body would normally heal them. Not only that, but her powers cannot heal them. And any painkillers made by her powers don't work. Despite all this however, Era is very nice. She is reserved around others, and has a short temper thanks to her pain and lack of sleep, but she still tries her best to help others. Even if that means using a supernatural Blade given to her in a dream. There is a phantom chasing her through her dreams, however, that actively torments her. Not actually hurting her, but leading her into possible dangers by whispering little worries and fears to make her doubt. The Phantom that haunts Era is named Trepidation, the Spirit of Fear and Decay, and it feeds off her Fear and Suffering. Era's eyes or Codescreens will glow fuchsia the stronger Trepidation is. And if she, Trepidation, tries to possess Era while she is panicked or too stressed, she causes Era to become more violent and destructive.

## Signature Ability: Lingering Trepidation (Sig 1 - 200)

Trepidation whispers worries and doubts into Era's mind causing her to stumble and falter. Every second she isn't fighting the more the whispers close in on her Soul:

- Era starts the fight with a (10 - 5) second timer. Upon Expiration, she is passively Faltered for 4 seconds
- When landing a hit or striking into a block, the timer is paused (2 - 0.5) seconds
- Whenever a Falter expires, Era is inflicted with a (3-7) second Exhaustion debuff reducing crit damage by (20 - 5)%

## Abilities:

### Codescreen: Offensive

- When the Opponent Evades:
  - Reduce the chance of Future Evade abilities triggering by 20% for the rest of the fight (Max is 200%)
- When the opponent regenerates any amount of health:
  - Reduce Regen Potency by 10% (Max 130%)
- Whenever a Miss fails or one of the Opponent's abilities fail to trigger:
  - Inflict a Degeneration Passive dealing 35% of Modified Attack over 3 seconds

### Codescreen: Defensive

- When Struck by or Blocking a Critical Hit:
  - Regenerate 85% of damage taken over 5 seconds (-45% against Cosmic, +25% against mutant). Any Crit damage received while stunned cannot be healed
- While the Opponent is Unblockable:
  - Gain Immunity to having Block Broken. Additionally, Block Proficiency jumps up to 100%
- When Inflicted with a Falter effect:
  - Gain a Fury Buff for 7 seconds Increasing Base Attack rating by +50% (Max stack of 2)
- While under the effects of Fatigue or Exhaustion:
  - When Era is Stunned, or if the opponent throws a Special Attack, Purify all Fatigue and Exhaustion effects and gain +20% Bar of Power per effect Purified

### Codescreen: Passive

- Whenever a Codescreen Defensive or Offensive Ability is triggered, gain an Indefinite Armor buff increasing Armor rating by 1000 (Max Stack: 3)
- For every active Armor buff gain +40% Ability Accuracy and Nullify Resistance
- +45% Bleed Resistance while not Stunned
- Era's Codescreens cause critical hits to lose 65% of their bonus damage, but due to her physical weakness, allows them to happen twice as often (Doubles Attacker's Crit Rating) and trigger through her block.

## Oneirophobia:

Era is deeply afraid of dreaming, as any wound she takes there is applied to her real self. Because of this deep fear, she resists sleep as often as possible. And when she does fall asleep, it doesn't last long:

- At the start of the fight, gain 3 Dormant Evade charges. Additionally, gain 1 every 4 seconds (Max Stack: 5)
- When Struck while stunned, Immediately Purify the stun effect and activate 1 Evade charge allowing Era to evade the next attack. This charge lasts indefinitely and stacks up to 3 times
- When an attack is Evaded or Dodged, Era is inflicted with a 5 second Exhaustion debuff reducing Crit damage by 15%. (Max Stack of 5)

## Realties Edge:

Era wields a Blade of Crimson Crystal so sharp that it can cut through reality itself:

- All hits of a Heavy, both Medium attacks, and first light attack are R.E. attacks
- R.E. Attacks cannot Glance, Miss, or be Autoblocked. Additionally, they gain the following effects:
  - R.E. Attacks, instead of dealing normal damage, instead deal bursts of True Damage. This ignores all Resistances, Armor, and Block Proficiency
  - Unless otherwise stated, True Damage Bursts deal 100% of Base Attack
  - +35% Power Rate in Era and -20% Power rate in the opponent

## Special Attacks:

### Special One: Energy Bias

Era throws a codescreen at the opponent as she lifts her hand to another beside her. She presses something and three spears of light appear above the opponent and shoot down (4 hits):

- Regenerate 100% of a bar of power over 20 seconds. For ever personal armor buff however, the amount of time needed to gain the bar of power is reduced by 5 seconds

### Special Two: Shard Thrust

Era thrusts her sword forward and it shatters, flying into the opponent. Then the sword reforms in her hands and she dashes, running the opponent through (6 hits):

- Each hit registers as an R.E. Attack
- For the duration of this special, True damage is doubled

## Special Three: Decay of Mind

Era's eyes and codescreens glow fuchsia as Trepidation takes hold of her soul. The codescreens then begin to glitch, causing the area around them to glitch as well as they alter reality. Then, with sudden ferocity, she rushes forward and uppercuts the opponent, sending them high into the air. When they come back down, Era runs them through with her blade and throws them towards the wall (3 hits):

- Era is faltered passively for 15 seconds. While active, Falter debuffs are paused
- For the next 12 seconds after this Special Attack, any non-damaging debuff applied to Era is instead replaced by a 1.5 second Falter. These fall off one at a time if multiple are active at once

## Synergies:

### Evanescence: Knull

- Era: The evade ability in Era's Oneirophobia is rewritten to this:
  - When stunned, activate 1 Evade charge. This charge lasts indefinitely and stacks up to 3 times. Additionally, if attacked while stunned, purify the stun and evade the attack.
- Knull: Whenever a Living Abyss is purified, inflict a Personal Degeneration effect

### Swordswomen: Angela, Captain Britain, Gamora, Guillotine, Guillotine 2099, Magik, Medusa, Psylocke, Purgatory, Valkyrie

- All Synergy Members: Medium and Special 1 Attacks gain +35% Base Attack rating and +65% Ability Accuracy

### Fascination: Omega Sentinel

- Era: For every Personal Armor buff, gain +10% Regeneration potency. Additionally the Max stack limit for Armor buffs is raised to 5
- Omega Sentinel: While under the effects of regeneration, Gain a Passive Fury that increases attack by 5% per Armor buff

### The Reality of Misunderstanding: Thanos

- Era: Fury Buffs last +3 seconds longer
- Thanos: The first Three Fury and Armor buffs Triggered by Thanos become Indefinite with +100% potency.