



Jubilee [X-Men '97]

Type:



Cost: 1,750 -> 1,050

Abilities:



Uniform Effect: *Changes effects of Afterimage, Changes effects of Sparkle, Applies to Mutant Allies: Increases All Attacks by 25%, Increases Damage Dealt to Non-Mutant Boss Types by 55%*

Skills Changed - 7

4-Star Passive - Jazz Hands - Applies to Self: Increases Guaranteed Dodge Rate by 45%, Increases Critical Damage by 30%, Increases Debuff Effects by 25% and Duration by 35%

Tier 2 Passive - Mutant and Proud - Applies to Mutant Allies: 100% Immune to Mind Damage, Increases Skill Damage by 40% and Bonus Damage by 30%

Active Skill 1 - Sparkler Shot - Energy Damage 80% of Energy Attack, add Energy Damage 370

Applies to Enemies: Silence (3 Sec), Fracture (3 Sec)

Cooldown Time (7 Sec)

Active Skill 2 - Glaring Blast - Energy Damage 100% of Energy Attack, add Energy Damage 219

Applies to Self: Invincible (3 Sec), Heals 15% of Max HP (1 Sec)

Applies to Enemies: 80% Chance of Missing Attack (4 Sec), Stun (4 Sec)

Cooldown Time (9 Sec)

Active Skill 3 - Sparks Fly - Energy Damage 90% of Energy Attack, add Energy Damage 390

***Enables targeting of enemies who have activated the “Ignore Targeting” effect
When using manual controls, your character will continuously attack nearby enemies***

Applies to Self: Increases All Attacks and Defenses by 30%, Increases All Speeds by 10%, and Crit Rate by 15%, Removes Incapacitation (9 Sec), 100% Immune to All Damage (9 Sec)

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

Cooldown Time (13 Sec)

Active Skill 4 - Glitz and Glamour - Energy Damage 180% of Energy Attack, add Energy Damage 910

Applies to Enemies: Deals 25% Burn Damage every 1 Sec (4 Sec), Silence (4 Sec), Decreases Damage Dealt by 35% (4 Sec)

Cooldown Time (11 Sec)

Active Skill 5 - Firecracker - Energy Damage 139% of Energy Attack, add Energy Damage 107

Applies to Self: Increases All Attacks by 35% (8 Sec), Increases All Damage Dealt by 65% for 1 Attack (8 Sec), Barrier (5 Times) (8 Sec)

Applies to Enemies: Silence (4 Sec), Deals 35% Burn Damage every 1 Sec (4 Sec), Paralyze (2 Sec, Ignores Immunity)

Cooldown Time (18 Sec)