

## Anti-Venom Champion Concept

Anti-Venom's powers revolve largely around his healing powers, even being capable of stripping opponents down to their core. Thanks for reading!

The concept started off as taking what Venom does (gaining a bunch of buffs) and reversing it (placing a bunch of debuffs), then plastered on regen, then I went off the deep end from there.

Currently reworking it a tad

Class: Science

Tags: #XL, #Offensive: Raw Damage, #Hero, #Revenger (if they add another one, if not scrap it)

- Passive
  - Immune to Incinerate (*I didn't know he was immune to fire either, ok*)
  - Increasing attack rating increases regen potency, and vice versa.
  - Crits purify 1 debuff on the opponent. +200 crit rating per debuff on the opponent (crit increase does not apply vs. Skill champs).
  - Vs #Symbiote champions- Cleanse activates permanently and grants Anti-Venom a flat +50% Ability Accuracy and +20% crit chance. Striking or being struck by Anti-Venom deals 65% of damage dealt to #Symbiote champs, and Anti-Venom steals 5% of their current power per hit.
  - Vs #Spider-Verse champions- Being inflicted with Cleanse prevents Evasion, and Ability Accuracy is reduced by 10% per active debuff.
- Contamination- Opponent starts at 100 Contamination
  - If Anti-Venom strikes or is struck by the opponent, they lose 1 Contamination.
  - Opponents suffer -0.75% base stats (e.g. armor, attack, block proficiency, etc.) per Contamination lost. +10% effectiveness vs #Symbiote/#Spider-Verse champs
  - Each Contamination removed has a 75% chance to inflict- Petrify, Weakness, Fatigue, Disorient, Armor break, Enervate, Vulnerability, Exhaustion, Ineptitude, Slow, each lasting 10 seconds. (*Potency for each debuff undecided*)
    - Against Skill champions, debuffs only have a 45% chance to activate.
  - If the opponent is immune to a certain debuff, they regain 10 Contamination. If the opponent is entirely debuff immune, Anti-Venom will instead place empty Cure buffs on the opponent, lasting 4 seconds. Cure buffs are treated as debuffs towards Anti-Venom's abilities, including Contamination removal.
  - If 5 or more debuffs expire rather than purify, Anti-Venom regains 5% of max power and the opponent regains 30 Contamination.
- Mender- If the Opponent reaches 0 Contamination
  - Anti-Venom gains a Mender Cross-Fight for 5 fights, making his regeneration abilities 75% more potent and incapable of being reduced below 50% base regen

- *Also grants +75% attack, as mentioned previously*
- At the cost of **15%** Anti-Venom's max health, this Cross-Fight can be used 5 times as a Pre-Fight to grant teammates Debuff Immunity and **20%** their max health at the start of the fight, over **5** seconds. (*For item-stingy folk like me*)

---Note to Anti-Venom fans: I know Anti-Venom doesn't really contaminate opponents, but I wanted to somehow incorporate his curative abilities and I thought this did it best- Anti-Venom believing ISO-8 to be a contaminant and cleansing it from the opponent, with the Contamination mechanic representing this ISO-8 purification---

- Cleanse (Passive, applied to Anti-Venom)
  - Cleanse is triggered whenever Anti-Venom purifies debuffs off the opponent, lasting 5 seconds. Cleanse is refreshed and lasts +1 second whenever a debuff is purified or prevented, max 15 seconds.
  - While Cleanse is active, **65%** chance to purify buffs on crits.
  - While the opponent is Cleansed, Anti-Venom gains 1% max health per second, and 2 Contamination is removed per second.
  - 55% chance per basic hit to place a 5-second Neutralize on the opponent. Buffs prevented through Neutralize grant Anti-Venom 5% of max power.
- Specials
  - Add **10** Contamination to the opponent to pause Cleanse and Neutralize
  - While Cleanse is active, place Buff Immunity on the opponent for the duration of the special. Each buff prevented by Buff Immunity removes 5 Contamination.
  - While Neutralize is active, Anti-Venom gains debuff immunity for the duration of the special.

- Sp1

+**5%** chance for every buff removed or prevented to remove one beneficial passive off the opponent.

- If the opponent is also Neutralized, passive removal is guaranteed, with a 20% chance to transfer it to Anti-Venom for 5 seconds.

- Sp2

- While the opponent is Cleansed, each crit has a **50%** chance to remove 2 negative passives off Anti-Venom.
  - If the opponent is Neutralized, Anti-Venom reapplies all expired debuffs.

- Sp3

- Places a Debuff Immunity Passive and Buff Immunity Passive on the opponent, both lasting 7 seconds. *Synergizes well with White Magneto's Cross-Fight*

- Each Buff and Debuff removed and/or prevented this way grants Anti-Venom a stacking +15% attack fury buff for 10 seconds. Crits while the opponent is Cleansed pause these Furies for 0.7 seconds. Crits while the opponent is Neutralized refresh Anti-Venom's personal Fury effects.
- If Cleanse is active, remove all beneficial passives from the opponent.
- If Neutralize is active, remove all detrimental passives from Anti-Venom
  - If both are active, all beneficial passives are transferred to Anti-Venom, and all detrimental passives to the opponent, lasting 15 seconds.

Awakened Ability- I am the Cure (*Reworking this, One moment*)

- Any healing Anti-Venom receives deals [20-85]% of health gained as direct damage to the opponent. *Yeah, I just added this because it'd make him OP*
- While Mender and the Willpower mastery are active:
  - Anti-Venom can heal off the opponent's debuffs, up to 5% health per second.
  - Using the Cross-Fight on teammates places a permanent Petrify after the Debuff Immunity expires, reducing regen potency by [15-0]%
- If the opponent reaches 0 Contamination, they cannot regain Contamination, with Anti-Venom placing Cure Buffs at a [15-45]% chance.

Synergies:

Break-Up [Venom]-