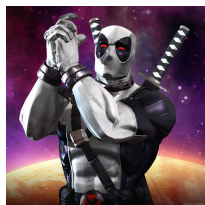


Of the recent buffs extending from the middle of 2022 to the start of 2023, these three champions have stuck out as buffs that weren't well received by the community and rightfully so. Be it changing aspects of the champions kit that weren't enough to fix why they warranted a buff to begin with or not changing where exactly they fit in the current contest. The goal of this suggestion is to give a few small number adjustments or change the clauses to their abilities to make them less restrictive in how they are played offensively.

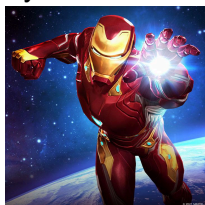
**Stats are based on a 3/45 6 star Champion**



**Deadpool:**

- The cooldown for Duodenum Poke is removed.
- Super Slap can now trigger at any point and will now apply 2 Bleed stacks per charge consumed.
- Special Attack 1 will have current abilities changed:
  - If the opponent has a Taunt Debuff during this attack, each hit will apply an additional Duodenum Poke.

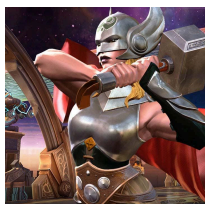
The issues with Deadpool currently is that despite being a Bleed centric champion, he has too many limits on how he can apply his weak and short bleeds. The change simply makes him able to apply way more bleeds than he does currently and makes his damage consistent. Yes, this means every attack inflicts a bleed.



**Iron Man:**

- Molecular Armor will now grant +30% Offensive Combat Power Rate while at least one is active and no Plasma effects are on the opponent.
- Special Attack 2 will now have a 85% chance to apply an Armor Break, increased from 65%.
- Special Attack 2 will have the potency of its Armor Break increased from 716.67 to 1433.33.

Iron Man never struggled with his damage and the buff he did get was great for patching the stressful nature of keeping his Plasma active. The issue that remained is that it still took the same amount of time to get a Plasma up and running before anything could really happen, and that get an opening with his Special Attack was still risky. The changes make it so that he can get his initial Plasma up earlier and he can get more frequent openings following a 2nd Special.



**Thor:**

- The chance to stun a Shocked Opponent is replaced with the following effects:
  - Attacks Pause personal Stun Debuffs for 0.20 seconds while the opponent is Shocked.
  - Inflicting a Personal Shock Effect will Stun the Opponent for 2.5 seconds.

Thor got a some noticeable changes to her kit that made her more reliable as a buff control champ. Despite the changes, the flaw in her kit that remained was the incredibly risky nature of her stun abilities. The changes replace the RNG aspect of a stun chain with a consistent stun elongation that gives Thor an much needed burst down option for fights she is close to finishing.