BALANCE PLANS

This is the place where we are putting Pre-existing character's changes for balance purposes.

Please do not edit or delete these _without asking a developer first_, these are heavily debated and seriously considered changes tied directly to the balance of the game.
You are fully welcome to discuss and propose suggestions as comments here, or on discord.

Commando:
- *No significant changes needed at this time*

Comments: Commando is fine as he is currently, he serves his purpose as an introductory character and reliable fallback for newbies, as well as having great attack speed.

Enforcer:
- Shield Slam: Animation speed increased a bit.
  - This means there will be less of a delay between sending the attack and the effect happening.
- Protect and Serve: Cooldown reduced from 5 seconds to 2 seconds.
- Crowd Control: Changed the physics of the grenade to become a bounced based projectile that only explodes after 3 bounces on terrain (including walls) or upon hitting an enemy.
- Base armor increased from 0 to 6
- Armor gained per level increased from 2 to 3

Comments: Enforcer needs some tune ups, as he's a little underwhelming, but nothing major.

Bandit:
- Dynamite Toss:
  - Dynamite Toss damage increased from 230% to 300%.
  - Dynamite Toss now knocks enemies away from Bandit more.
  - Dynamite Toss cooldown increased from 3 seconds to 5 seconds.
- Blast: Base attack recovery time reduced from 40% longer to 25% longer.
  - This means holding to button instead of pressing it repeatedly has less of a penalty to the speed at which you can attack. Pressing repeatedly is unchanged.

Comments: Just some tweaks to his mediocre skill, making him feel a bit more safe but also increasing his combo potential with the longer cooldown. Blast is less punishing if you can't mash the button.

Huntress:
- Blink:
  - Distance increased by 50%.
- Cluster Bomb:
  - Scepter Upgrade, MK7 Rockeye: No longer adds additional 6 bomblets upon exploding.
  - Scepter Upgrade, MK7 Rockeye: *Now bounces after hitting an enemy and exploding, hitting and exploding on a second enemy.*
    - Explodes and drops normal amount of bomblets when ricocheting. Will explode the second time, but drops half the amount of bomblets at 3.

Comments: Minor blink buff, as it is somewhat outclassed by most other dashes. Scepter needed a change, as it's one of the most boring and nearly useless upgrades currently in the game.

HAN-D:
- OVERCLOCK:
  - Movement speed bonus lasts for the duration of the buff rather than being its own shorter independent buff.
  - No longer gives HAN-D a chance to bash and stun enemies for the duration.
  - *Now grants HAN-D 25% damage reduction for the duration.*
- DRONE:
  - Drones now heal HAN-D instantly upon casting rather than on return.
  - HAN-D no longer gains drones directly from kills
  - *HAN-D Now gains drones passively, one every 6 seconds.*
  - Killing enemies reduces the cooldown of a drone by 2 seconds per kill.
  - *Maximum number of drones reduced from 10 to 6*
  - Drone damage increased from 190% to 300%
  - Drone heal increased from 7% to 11% of maximum health.
  - Drones now properly increase the timer of OVERCLOCK when they deal damage.
- FORCED-REASSEMBLY:
  - Now causes hit enemies to fly inwards while midair, landing closer to HAN-D.
  - Scepter Upgrade, UNETHICAL-REASSEMBLY: Now also increases the radius of the attack.
- Base armor increased from 0 to 6

Comments: HAN-D has been very weak for the longest time. With this near complete rework and buffs hopefully he can finally be better suited for his tank/carry role. He will most likely need further changes, but we like the direction this sends him in.

Engineer:
- Auto-Turret Scepter Upgrade, Auto-Turret MK.2: Now additionally gains an attack damage increase from 100% to 120%

Comments: His turrets need to become a more worthwhile investment.

Miner:
- Crush:
  - Crush hitbox is now equal on both sides, and also reaches slightly lower.
  - *Crush can now be used while moving*
  - Crush damage decreased from 140% to 120%
- To the Stars!:
  - Scepter upgrade, Starbound: No longer adds 2x 180% damage explosions to the attack.
  - Scepter upgrade, : Miner now launches smaller 60% damage explosions directly beneath him as Starbound travels up, at a rate of 4 per second.

Comments: Crush as it is now is a strong attack, but since miner is a melee character that must be moving constantly to be effective, it's not justified to be forced to hold still and attack. It also means he is not able to do anything while waiting for his cooldowns short of leaping into an angry mob. Making Miner the melee equivalent of huntress helps alleviate both of these issues. His new scepter is more unique and interesting, and WAY more fun to use.

Sniper:
- Spotter - SCAN:
  - *100% crit chance changed to enemy taking 100% additional damage.*
  - Spotter - RETURN: Cooldown reduced from 10 seconds to 5 seconds.
  - Scepter Upgrade, Spotter - ISOLATE: Now roots the enemy (enemy can't move) instead of slowing it. Damage amplification increased from 100% to 200%
- Take Aim: Maximum damage increased from 2000% to 2500%

Comments: Improved Sniper's spotter skill to allow it to be used more, and increasing the reward for good positioning with take aim. Scepter upgrade is no longer hot garbage.

Acrid:
- Festering Wounds damage over time increased from 24% to 25%
- Base health regeneration increased from 0.6 to 0.8
- Health regeneration growth per level increased from 0.24 to 0.3
- Base armor decreased from 15 to 13

Comments: Making acrid a little less healing dependant, and some other tweaks.

Mercenary:
- ***Mercenary Skills overhaul:***
  - Laser Sword is removed and is no longer Mercenary's first skill.
  - Whirlwind is no longer Mercenary's second skill.
  - ***Whirlwind is now Mercenary's first skill, with no cooldown.***
  - Whirlwind does not make Mercenary jump higher if he is already airborne.
  - ***Mercenary has a new second skill: Riposte***
    - **Riposte:** When activated, block all damage for 0.75 seconds. If struck while blocking, you deal 200% damage to all nearby enemies and refresh a dash (more info below). Has no effect if no damage is blocked.
    - 2.5 second cooldown.
- Blinding Assault:
  - No longer allows for additional dashes if you strike an enemy.
  - ***Now functions on a charge based system, storing up to three dashes that you can use freely.***
    - Each dash has a refresh time of 5 seconds.
    - One dash is refreshed instantly if you use riposte successfully.
- Eviscerate:
  - ***Now lasts for a set duration. Attack speed will not decrease the duration, and will instead increase the number of attacks during the skill.***
  - Recovery time reduced.
    - This means that Mercenary can move and perform other actions more quickly after the skill ends.
- Scepter upgrade for Eviscerate Increases Massacre damage from 110% to 130% per hit.

Comments: A complete overhaul of Mercenary: Both differentiating him from his cousin Miner, making him more unique, but also giving him several much needed buffs overall.

Loader:
- M440 Conduit:
  - No longer deals double of its 80% damage in the first tick.
  - Now deals 20 total ticks of 80% damage over its duration instead of 19.
    - The total damage overall is the same.
  - Scepter Upgrade: M700X Discharge Conduit; No longer stuns enemies for the first tick of damage.
  - *Scepter Upgrade: M700X Discharge Conduit; Damage for the first tick increased to 180%, with a 5% reduction for each tick thereafter.*
    - Final tick's damage is 80%
  - New Animations and Particle effects to make the hitbox of the skill more clear.

Comments: Tweaks to his conduit, and new scepter that isn't trash.

CHEF:
- *No significant changes needed at this time*

Comments: We've tinkered with him a bit and he's pretty healthy now. Anything further is likely only going to be bug fixes and minor tweaks down the line.

Scientist:

- Nano Armor:
  - *Shield amount is now based on Scientists Current HP rather than the target's Maximum Health.*
  - *Shield will instantly heal all active PowerBots to full health. (See below)*
  - Shield gains a 25% bonus if applied to allies within a drone's AOE.
- G.H. PowerBot Prototype:
  - No longer grants bonus attack speed or movement speed
  - *Now functions on a charge based system, can carry and place up to three separate PowerBots at once*
  - PowerBots have a refresh time of 17 seconds and last forever, but only 3 can exist on the map at one time. Placing a fourth will remove the oldest.
  - *Powerbots now deal 60% damage per second to enemies in their AOE (80% with scepter)*
  - PowerBots have 100% of Scientist's Max HP and can be destroyed by enemies.
  - PowerBot's healing affects itself, but does not stack with other PowerBots.
  - Healing decreased to 3% Max HP per second (5% with scepter)
  - AOE radius increased to 100. Scepter no longer increases AOE
- Base health increased from 68 to 100

Comments: These are probably not the end for her changes; She is still on the boilerplate, but we like the direction we're taking. She is now more focused and allies have more incentive to protect her and her PowerBots instead of her only serving as a walking buff machine.

CLASS SUGGESTIONS
This is the place for posting your characters ideas.

Please use the following guidelines for all submitted characters:

- Characters _must_ be thematically fitting. We want to conform to risk of rain's original vision as closely as we can, with deviation at a minimum. Outlandish or unfitting character designs will most likely be rejected outright, if not retooled to become thematically appropriate.
    - For example: We are _never_ going to add a character like "Magic Wizard" or "Voodoo Doctor", but we will consider things that _can be appropriated_ for the lore, like "Psychopath", "Convict", "Arsonist", "Pirate", "General", etc.
- Character suggestions should strive to be as complete as possible before being submitted. Characters that are missing two or three abilities probably are not getting in, unless a very clever and interesting baseline is already there.
- Be clear with your descriptions. Keep vaguery to a minimum. For example, don't just put "A mobility skill" or "Shoot a grenade that explodes." and instead try to provide details on how the character and skills functions.
    - On the other hand, don't put a paragraph to describe what it is and all the teeny tiny details: The description should be concise, easy to read, and clearly describe what the skill does.
- Characters should try to fill a need, meaning each one should try to be unique and perform a different purpose or play in a different way. We are not going to accept characters that are eerily similar to pre-existing characters, or don't do anything that most other characters can't already do.
- Try to make the character balanced within reason. Skills should make thematic sense to the character and also have some form of synergy or utility to their kit. Numbers and values can be tweaked adamantly, meaning those are less important to specify. We might accept some OP shit, but expect it to be nerfed.
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NOTE: Characters are not guaranteed to remain as they are originally submitted. They may be altered mid or post creation. Once it is accepted, we will try our best to stick with what was submitted, but they most likely will change as we work them out. There is nothing that can be done about this without compromising the balance or the aesthetics of the base game.

Class name: -Name-

Role, Perks, and Concepts: -Description-

Appearance Description/Examples: -Description, and/or pictures and sprites if available-

Stats: -Values, mostly optional-

Basic attack: -Description, Values optional-

Skill 1: -Description, Values optional-

Skill 2: -Description, Values optional-

Skill 3: -Description, Values optional-

Story: -Description optional-

If you really don't have any idea about one or more of these, leave it blank. Try to add damage values to your character concepts. These can be lenient, and if you don't know how much they should be (or just don't really care), Fill it with **X**.

Please be advised that most characters are unlikely to be added. This is not due to laziness, lack of good ideas, or ill will, but simply because it takes a lot of effort to make them and make them right. There is no way around this without dropping our standards, which is not happening.

Basically what we're saying is that your character better be pretty stellar before they are getting in, so put some real effort into it! We want to see you get creative.

Now get to it!

tottalynotmadein5minutes class suggestion:

Class name:BEARMAN

Role/main perk:Tank, CQB

Looks: Guy covered with Full Bear-Fur Armor, leaning a bit forward

Basic attack: Quickly slashes in front of himself, doing two attacks in a quick succession, dealing 2x110% DMG. Something like Commando's basic attack, but melee

Skill 1: Chomps enemies in front of him, dealing 250% damage and healing 10%missing HP + 5% missing HP per every monster hit. 4 seconds cooldown

Skill 2: Jumps a bit forward, releasing shockwave on land, dealing 150% DMG in small AoE and stunning all enemies hit for 1.2 second. 7 seconds cooldown

Skill 3: Roars furiously, fearing enemies in medium AoE for 2 seconds, and giving himself 30% attack speed, 20 defence and 10% damage for 10 seconds. 25 seconds cooldown

Story: "You can become everything you want, Tim" - So said his mother. So he decided to become a bear. After years of living in wild, he finally became what he wanted to be. Returning to home, he found himself on this cursed ship.

Class Name: Half-imp
Role, Perks, Concept: A shadowy and nimble melee character, based heavily on harassment, with potential for devastating AoE ability. A glass cannon, if you will.
Appearance: Humanoid in shape, but with features of an imp, such as the large red eyes, lack of joints, hovering feet, and claws.
Stats:
HP Base: 75
Upon level: +15%
Damage Base: 9
Upon level: **X**
Armor Base: 0
Upon level: +0.5
Crit Chance Base: 2%
Speed: Nimble
Basic Attack: **Mutilate**
Lunges forward a moderate distance with its claws, **piercing** every enemy for **80%** damage. Can be done **repeatedly**, alternating claws, at about the same speed of the Huntress's basic attack. (There is a period after the initial attack where the ability is on "cooldown" so to speak, to prevent from being impossible to hit with higher attack speed.) *Attack speed buffs only increase the speed at which the half-imp finishes his lunge.*
Skill 1: Sublimate
Charge up the red eye, creating a runway in front of the character, that increases in length the longer it's charged. Upon full charge, or letting go of the button, **fire a laser** that goes from the

character to the runway's endpoint, for up to 450%. **Movement is not restricted** while charging this ability. *(Mechanically, the half-imp is firing a projectile (**like the Scavenger's electric orb he sends out**) that deals damage once per enemy, and despawns at the end of the runway)*
Cooldown: 8 seconds

Skill 2: Torment

Explode yourself, dealing **120% AoE** damage in a very small radius, and inflicting **fear** upon the enemies that were damaged. No damage is dealt to the character, but movement **speed is decreased** for a short time. (skill 3 is not usable for the duration of the debuff.)
Cooldown: 6 seconds

Skill 3: Dematerialize

Become **immune** to all damage for a few seconds, causing an extreme debuff to **movement speed** for the duration. Just like the Bandit's invisibility, or the Mercenary's eviscerate, no other attacks can be used for the duration, except to cancel the ability.
Cooldown: 12 seconds

Sceptre effect:

Become immune to all damage for a few seconds, causing a debuff to movement speed, and inflicting damage over time to all enemies touched. If an enemy is killed this way, heal.

Story: *Its origins are unknown, but if it was a passenger, something… horrible must have happened on its way to the planet.*

To unlock: Have 5 imp overlord's tentacles, or kill an Imp Overlord without taking damage.

Ending Text: *And so it left, with two halves that cannot make a whole.*

dolphinflav

Class name: Cyborg

Role/main perk: /Ranged

Looks:

Basic attack: Dashes forward, deals 70% damage to all enemies in his way. Adds 4% to the Overheat Gauge.

Skill 1: Absorbs first 3 damage instances and add 60% of absorbed damage to next Basic Attack. Character moves 50% faster after absorbing 3rd one for 6 seconds. MS slowly decays over time and does not disappear after using a Basic Attack. Lasts 5 seconds. Adds 20% to the Overheat Gauge if doesn't get hit in time.

Skill 2: Shoots an array of rockets to the enemies in front of Cyborg, dealing 200% damage to them, stunning them for 2 seconds. Character moves 75% slower while using this skill. Adds 10% to the Overheat Gauge.

Skill 3: Send two waves of fire to the sides, dealing X damage, based on current Overheat Gauge level. If OG hits 100%, hit a character for 70% of his current HP, and stun targets nearby for 1.5 seconds. After using this skill, set OG to 0%

(Ancient Scepter): Send three waves of fire to the sides, dealing X damage, based on current OG level. If OG hits 100%, start dealing 70% currentHP DoT to the character till the moment he will use the skill. When used - stun enemies nearby for 2 seconds and increase your damage for next Basic Attack based on the amount of enemies nearby.

Class name: Warlord

Role/main perk: Ranged/Tank

Looks: One handed bearded guy with gunblade.

Basic attack: Step forward and deal 60% damage at a close range, and then, shoot after small delay for 90%.

Skill 1: Taunt all enemies on the screen, doubling their attack damage, movement speed, but reducing their armor/maxHP for the buff duration. Killing taunted enemies permanently increases allies movement speed and damage.

Skill 2: After activation, if character is lethally damaged in 4 seconds, turn yourself invulnerable for 4 more seconds, restore HP to the allies nearby and heal yourself for 33% of HP restored.

Skill 3: In a medium AoE around the character 60% of the damage that is received by the allies nearby(including yourself) will be absorbed and if the amount of damage is more than maxHP of Warlord, enrage him. While Enraged, double the damage for next 6 Basic Attacks and ignore the damage being dealt to you for 5 seconds. After the skill ends, deal the remaining damage as DoT. Can kill the character.

(Ancient Scepter): In a Huge AoE around the character 75% of the damage will *blablabla*. While Enraged, all allies and drones in the area will receive double damage for 3 seconds. The rest is still the same.

Skill 3: Deal 33% of currentHP damage to the closest ally, creating a shield for 60% of the damage done for 10 seconds. During this time, you can't regenerate your health. After being depleted or expired, Warlord's next 4 Basic Attacks will deal double damage. (scrapped)

Kakapa and Max9999 class suggestion:

Class name: Medic.

Role/main perk: Support, healer.

Looks: Has a white hat with a red plus sign on it (+), wears a white suit, and has a nail gun as main weapon.

Basic attack: Fires his nail gun, dealing 90% damage. Firing speed could be close to Enforcer's basic attack.

Skill 1: Heals himself with a medkit, healing 25% of his hp. 5 second cooldown.

Skill 2: Throws down a potion that shatters and emits a gas that gives any living being energy. Any living character in the gas will get a movement speed buff while they're inside the gas' radius. Once the character/s leave the gas, the buff lasts for 5 seconds. The gas lasts for 5 seconds. 10 second cooldown.

Skill 3: Places down a healing station. The station has 50% of the Medic's total hp and lasts for 10 seconds. Any players in the radius of the station will gain 4% of their total hp per second. 30 second cooldown. Ancient scepter: the station's radius increase by 50% and heal the players for 6% of their total hp per second instead of 4%.

Story: *He was one of the professionals designated to the space train, primarily focused on the Sick Bay… Until the crash. Now he has to find his way back home, with nothing but his medicine chest - and a nail gun.*

(no need to implement this) **How to unlock:** regenerate 300 hp in 1 second/reach 5000 hp.

The-D-Man-Is-Awesome class suggestion:

Class Name: Rogue

Role: Assassin

Move Speed: 1.6

Attack Speed: 185

Jump Height: 4

Health: 100 (+30 lvl)

Damage: 9 (+2.5 lvl)

Armor: 0 (+1 lvl)

Crit Chance: 1%

Looks: Looks like the thief in Thief but with a Sash with Smoke bombs.

Basic Attack: Can stab a single monster at 375% damage

Skill 1: Makes enemies around him blind for 4 seconds. 8 second cool down.

Skill 2: Teleport to the closest location with no enemies looking at you. 20 second cool down

Skill 3: Pickpocket Steal a large random amount of gold from a nearby enemy. Elite monsters give more. 50 second cooldown.

  Bonus skill 3: Mugging: Steal a large random amount of gold and deal 75% damage.

Story: *A stowaway on a crashed ship. Now he needs to see another day… and getting some gold while doing it wouldn't be bad either.*

Strategy: Very good at collecting money. Go item heavy.

Unlock: Collect 1.5 million gold

FrozenEdge class suggestion

Class name: (Friendly) Scavenger

Role/main perk: Semi-DPS Tank, all of its attacks are based off on items in the game, and is able to devour mobs in-order regen hp and grow into its boss form

Looks: Character Select: a bunch of chests/crates stacked together, but when highlighted with a mouse, a small black blob with 2 yellow beady eyes will poke out behind the chests

> Form 1: a small round black round blob with tiny legs and wears a small brown backpack with "Bundle of Fireworks" sticking out of it (just like in the Scavenger monster log), and wields a crowbar

> From 2: scavenger boss form, in this form all of its attacks will get enhanced after getting certain amount of "Devour stacks" and gains extra max HP

Basic attack: Form 1: bashes enemies with a Crowbar, Form 2: bashes enemies with a Ukulele and it will have a small AOE effect from the Ukelele sparks

Skill 1: Form 1: Mortar Tube Shot: aims the Mortar Tube then shoots out a Rusty Knife, which   can pierce through enemies and pushes them back slightly

> **Form 2: Brilliant Behemoth Shot:** same as the boss form, you shoot out a straight red laser coming out from Brilliant Behemoth, pierces and does a higher knockback

Skill 2 - Devour: exposes its wide mouth and does a cartoonish chomp which instant kills 1 mob, then a full gauge bar will appear above the scavenger, this gauge bar will slowly drain down and during this you slowly regen a small amount of hp. If becomes empty you gain 1 devour stack which gives out extra Maximum HP, and collect 6~7 devour stacks (stack cap is 10) and you turn into your boss form which upgrades your skill set

> Note: if your gauge still draining and you use devour, you only do damage and NOT instant kill another mob during that time, also if you use devour on a boss you just deal damage

> Note 2: if you die, you get revived with [*5% max HP* x *Devour stacks*], but you lose all your devour stacks, and turn back into a small scavenger

> Note 3: inspired from Cho'Gath's Devour from League of Legends

Skill 3: Form 1: Bundle of Fireworks: like the item, you shoot out a bunch of homing fireworks to enemies, but you shoot more than the regular item

> **Form 2: Disposable Missile Launcher:** same as the active item, but you slightly shoot more missiles

> **Ancient Scepter Bonus:** doubles the fireworks/missiles

Story: *a friendly Scavenger who sneaks on board from ship to ship before the events of the crash. It understands that scavengers and humans can co-exist (so they can constantly get their junk without killing them) and despises its own kind for being savages by killing humans in sight.*

So after the crash, it tags along with the survivors in-order to escape its violent home planet so that it can travel to other worlds to discover new junk

How-to-Unlock: Kill 30 Scavengers

Class name: Psychic

Role/main perk: DPS, Crowd Control

Looks: a tall man wearing a visor helmet and a long trench coat with straight jacket sleeves, and mostly floats/hovers when walking

Basic attack: swipes his arm that sends a slash wave that hits multiple enemies in medium range, deals slight knockback

Skill 1- Psychic Bolt: fires a small energy blast from his palm, this energy blast will home-in to the closest target and it will bounce to nearby enemies with a 3 second duration. During inside those 3 seconds, if theres no available nearby target to bounce off to, the energy blast will explode dealing bigger damage (or just make it a generic Chain Lightning type attack if its hard to code)

Skill 2 - Magnetic Field: creates an energy ball in front of the Psychic that generates a wide aura, enemies will get sucked to the center if they step inside the aura, lasts for 7 seconds and has a long cooldown

Skill 3 - Neurotic Pressure: instantly hits a nearby target by exploding with psychic energy, then the target will get a debuff that gives it a mark that lasts for 6 seconds, (cooldown of this skill id 3 secs) and if the target was hit by this skill again, the debuff mark's duration will refresh and gains 1 Mark stack. If the marked target got hit again with this skill 6 times (a.k.a gaining 6 stacks), the next explosion will deal huge damage and has a wider AOE, then the stacks will reset

       Ancient Scepter Bonus: reduces the amount of stacks to pull off the huge explosion by 2 (4 hits for the huge explosion)

Story: *an esper with unstable psychic powers, and was sending off to an isolated research facility to get better restraints*

Class name: Conjurer/Illusionist/Researcher

Role/main perk: Summon based character

Looks: probably a female scientist-like character, wears a white lab coat that wields a laser pistol

Basic attack: shoots a small piercing beam shot from her laser pistol, its range lasts till the edge of the screen

Skill 1 - "Buster - Type:C": Summons a holographic bulky robot bodyguard with a huge cannon arm from behind the user, then it shoots a cannon blast, when this blast hits a target it will leave a big ball of energy that deals a good amount of damage over time [sample]. After the skill attack, the holographic robot will stay as an ally mob that will follow you, it can do normal attack shots from its cannon arm but doesn't deal much damage, but mostly for knockback mobs away from the user as protection

Skill 2 - "Bouncer - Type:S": Summons a holographic bulky robot bodyguard with a huge shield from behind the user, then it tackles forward, dealing damage with a huge knockback. Same as the 1st skill, the hologram will stay as an ally mob, it's more durable than the 1st summon and more aggressive with its normal attacks (which BARELY deals damage) by pushing enemies away with its shield

Skill 3 - Discharge Field: Creates an slightly wide electric barrier around the user that lasts for 3 seconds that deals decent constant damage over time to enemies that are touching the barrier. Unique thing about this skill is if you use this skill while you got an active bodyguard, they too get the same electric barrier buff which you can overlap the barrier damage with each other and they become invincible during the duration of the barrier (only to the bodyguards)

> **Ancient Scepter:** increases the barrier duration

Arsonist

Class name: Arsonist

Role/main perk: Tough bruiser, focuses on damage and tanking. Unique heat mechanic that lends skill indexing to the character.

Description: Take and deal lots of damage! Arsonist has Heat, which generates when attacking. The more Heat you have, the more powerful your skills are! But get too much, and you will have to wait to cool down. Use his fourth skill to heal and let off Heat immediately.

Sprite(s):

Appearance/Themes: A mysterious, threatening, heavily armored, gas mask wearing psychotic with a dangerous flamethrower. Has a large frame and hobbles around slowly. He breathes heavily, and seems to shoot what looks like smoke from his gas mask.

He can barely fit in the normal seats due to His large frame. Sits with His arms crossed, looking downward. When selected, gives a short and heavy breath, shooting a puff of smoke from the filter on his mask.

Fire and fire shooting weapons is the main motif. Inspiration from several places, including but not limited to:

TF2's Pyro, Battle Nation's Salamander unit, Starcraft's Firebat, FEAR 2's Black Ops Napalm Unit, etc.

Speed: 1.3

Health: 115 + 35 per level

Health Regen/sec: 0.4 + 0.2 per level

Damage: 12 + 4 per level

Armor: 4 + 2 per level

Arsonist has a unique resource called heat. Heat is generated every time he deals damage to enemies. With more heat, his skills will be more powerful. If he reaches 100% heat, he will become disarmed and be forced to wait for his heat to dissipate.

Basic attack - Rusty: Piercing flamethrower attack, Deals **180% damage** in a short range. Sets enemies **on fire** for up to **200% damage a second** based on your **Heat**.

- **Lance boosted - Trusty: Piercing** flamethrower attack, Deals **200% damage** in a short range. Sets enemies **on fire** for up to **200% damage a second** based on your **Heat**. **Lasts 3 times as long.**

Skill 1 - Impact Grenade: Explodes a grenade for **400% damage**, propelling Arsonist backwards. You **cannot be hit while flying**.

 4 second cooldown

Skill 2 - Scorched Armor: Gain **75% damage reduction**. Duration is increased based on current **Heat**, up to 4 seconds.

5 second cooldown.

Skill 3 - Release: Lose **100%** of current **Heat** instantly. **Heals you** based on how much **Heat** was released. Must be over **50% Heat** to use.

- **Scepter boosted - Heat Drop:** Lose **50%** of your current **Heat** instantly. **Heals you** based on how much **Heat** was released. Must be over **25% Heat** to use.

Story: *Nobody knows who he is, he doesn't ever speak. Someone tipped you off that he not only escaped one of the most locked down prisons in the galaxy, but in fact burned it to to the ground. What he's doing on this ship we might never know, but landing on this deadly rock might just be enough to stop him. Probably not, though…*

… and so he left, now no longer living in fear.

Created by Chum

Gunslinger

Class name: Gunslinger

Role/Main Perk: Versatility and baiting. A cross between the roles of bandit and huntress.

Description: Gunslinger's multiple weapons suit different play styles and different situations, master when and how to use them! Switch between weapons using Quick Draw. Lead a trail of black powder and light it to fear enemies! Evade often with the Small cooldown Backstep! Gunslinger is best when leading a crowd, but can finish enemies quickly with his long range weapons.
Sprite(s): None yet
Basic attack: fire your equipped weapon, revolver for 100% damage, Repeater for 160%, and Smg for 50%. Reload repeater on every second activation, hit sweet spot for extra 40% dmg.

Skill 1 - *Quick Draw:* switch to next weapon. Revolver > Repeater > Smg.
Skill 2 - *Back Step:* Quickly move back, out of the way of an incoming melee attack.
Skill 3 - *Powder Keg:* Leave a trail of black powder wherever you go. Activate skill again to Light the powder from the end you're at; it burns to the other end, fearing and burning enemies.
Skill 3 Ancient Sceptre: Leave a trail of Nitro, which explodes violently like a trail of dynamite. Blows enemies into the air, stun locking them.


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Scientist [IMPLEMENTED]

Class name: Scientist

Role/Main Perk: Support and buff type character. Works best with teammates, but fine solo.

Description: Scientist is a **support** character. Her PDR can hit multiple enemies and she can snare them with Bio Bomb. Buff up with Nano-Armor and create safe zones with her powerbots! She can hold her own, but **she works best with allies helping her**.

Sprite(s):
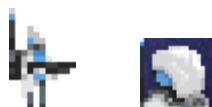
Speed: 1.4

Health: 100 + 14 per level

Health Regen/sec: 0.35 + 0.08 per level

Damage: 12 + 3 per level

Armor: 0 + 2 per level

Basic attack - *PDR*: Ranged rifle attack that deals **120% damage**. **Pierces 1 enemy**, dealing **80% damage** to the second target.

Skill 1 - *Bio Bomb*: Toss a bomb that **can be stuck to enemies**. After a one second delay, **explode for 400% damage**. Creates sticky goop on the ground that **snares enemies** for 4 seconds.

5 Second cooldown

Skill 2 - *Nano-Armor*: Grant self and nearby allies a **shield** equal to **Scientist's current HP**, but decays slowly.

10 Second cooldown

Skill 3 - *G.H. PowerBot Prototype*: Place a drone that **heals allies** for **3% of their maximum hp** and deals **60% damage** to enemies per second in their radius. Shares scientist's max health, but only 3 can exist on the map at once. Can hold up to 3 at a time.

17 Second cooldown

Scepter boosted - *G.H. PowerBot Version 2*: Place a drone that **heals allies** for **5% of their maximum hp** and deals **80% damage** to enemies per second in their radius. Shares scientist's max health, but only 3 can exist on the map at once. Can hold up to 3 at a time.

Story: *Saved by the player protecting the "core" in arena mode, the scientist is ready and willing to help the survivors against the horrors of this planet in whatever way she can.*

… and so she left, with all her hope now drained away.

Created by Chum, with a ton of help from the rest of the team

Exterminators

Class name: Exterminators

Role/Main Perk: Summon character, takes some skill to use well, but is very powerful in the right hands and with the right items

Description: A pair of scrappy exterminators hired on board the Contact Light. One is a short, hazmat wearing thug, the other is his large robot pal. Together, they make quite the team. (In the setting of the game, "exterminator" means being able to deal specifically with mechanical spiders)

Sprite(s):

Speed: 1.3

Health: 110 + 25 per level

Health Regen/sec: 0.45 + 0.1 per level

Damage: 12 + 3 per level

Armor: 2 + 2 per level

Basic attack - *Lightning Coil*: Fires your lightning gun, dealing **140% damage** to up to 5 enemies in a short range in front of you.

Lance boosted - *Thunderclap*: Fires your lightning gun, dealing **160% damage** to up to **10** enemies in a moderate range in front of you.

Skill 1 - *Volt Charger*: Deal **220% damage** and stun enemies in a radius around **both you and Chides**

3 Second cooldown

Skill 2 - *Electroshock Therapy*: Toss a grenade out which, after a delay, will explode and continuously zap nearby enemies for **70% damage** while also pulling them towards the center of the cloud. Lasts for 4 seconds.

12 Second cooldown

Skill 3 - *Chides*: **Chides** follows you around, and will melee attack enemies automatically, dealing **200% damage** in a small area around him. Chides has **100% of your HP**, and **heals for any amount you do**. Activating will teleport Chides to you immediately with no cooldown. If **Chides** is killed, skill will go on cooldown. **Activating** the skill with **Chides dead** will **re-summon him**.

25 Second cooldown

Scepter boosted - *Raid Buddy*: **Chides** follows you around, and will melee attack enemies automatically, dealing **300% damage** in a small area around him. Chides has **100% of your HP**, and **heals for any amount you do**. Activating will teleport Chides to you immediately and deal an **explosive burst** for **150% damage** with a short cooldown. If **Chides** is killed, skill will go on cooldown. **Activating** the skill with **Chides dead** will **re-summon him**.

45 Second cooldown

Story: *(TBA)*

… and so they left, the two of them now only having each other.
Created by The dev team

--

Ironheart's Suggestion

Class name: Vampire Hunter

Role/main perk: Variable fighter/Utility/giving people nostalgia

Looks: Like a direct homage to Castlevania

Base Stats: in progress

Basic attack: Vampire Killer (whip). In progress. Does a mini-stun like the Bandit and pulls enemies in very slightly

Skill 1: Subweapon. This skill looks the same as Han-D's drones at the start of the game.

Killing an enemy has a **15% chance** of a subweapon drop. Killing an enemy with the whip has a **45% chance** of a drop. Opening a container of any kind has a **70% chance** of a drop.

Each of these drops, no matter how they were procced, has a **30% chance** to be either Axe, Cross, or Holy Water, and **10% chance** to be Wall Chicken, which causes **ALL** friendly characters to refill **20% of their health bar** (like a mini Fruit) when picked up but can only be picked up by the Vampire Hunter.

For the subweapons, each drop is **3 charges** of that weapon. Picking up a drop of the same weapon currently held adds **3 charges**. Picking up a different weapon starts a new stack with **3 charges** (the charges of the old weapon are lost.) Each weapon can hold up to **12 max charges** and can be spent on an **very short cooldown**, just like Han-D's drones. Unlike Han-D (and more like Engineer, I suppose) there is no visual to show what subweapon the Vampire Hunter is currently holding other than the skill bar.

Each subweapon in detail:

Axe: Throw a silver battle axe in a steep upward parabolic curve which peaks at **XX feet**, dealing **400% damage** as it passes through enemies and terrain. The axe originates slightly in front of the Vampire Hunter (such that enemies pulled in by whip or are otherwise in immediate melee range are hit) and doesn't stop until it goes off the bottom of the screen.

Cross: Throw a wooden cross straight ahead, dealing **XXX%** damage and stopping at a range of **XX feet** (just slightly more than Greater Wisp) then slowly curving to return like a boomerang and disappearing upon making contact with the Vampire Hunter. However (unlike the CHEF's basic cleaver) the cross travels through terrain and can even miss the Vampire Hunter, continuing behind him and disappearing off the opposite side of the screen instead.

Holy Water: Drop a flask of holy water just in front of you, releasing a slow-moving wave of holy fire that deals **XXX%** damage. The wave is affected by terrain (walls stop it but it can move down sloped terrain just like a Child) and will die down after being on the screen for **6 seconds**, regardless of how far it traveled, or if it leaves the screen.

Skill 2: Pocketwatch: Stops time for **2.5 seconds**. **25 second cooldown.** Allows for safety and repositioning, and sometimes extra damage if you use the skill to guarantee an enemy gets hit in the apex of an Axe or Cross's trajectory.

Skill 3: Triple Shot: Kind of like CHEF (okay, exactly like CHEF) the next subweapon use is augmented, but also uses 3 charges instead of one. **15 second cooldown.** If there are 2 or 1 charges remaining on the weapon, you still get the full effect because otherwise would be a pain. Call it an exploit.

Triple Axe throws three axes simultaneously in slightly different angles.

Triple Cross throws three crosses in rapid succession that go further and faster than normal but return at the same speed.

Triple Holy Water still creates one flame wave that moves at the same speed but with twice the width and three times the height as normal.

Scepter: **Weapon Break** Unlike CHEF, having Scepter doesn't change the cooldown or frequency of Triple Shot, but rather gives each weapon used in the Triple Shot an added effect:

Each Axe of Triple Axe also give one stack of **armor shred** for **X seconds**.

Each Cross of Triple Cross **frightens** the enemy for **X seconds** (potentially keeping them in the cross's hitbox for longer or running them into another one if you're lucky)

Enemies hit by the huge Triple Holy Water wave continue to burn for **XXX% damage** for **X seconds** afterward.

(I'm not sold on ANY of the above. A CHEF ultimate is pretty uninspired, but it's was all I could think of to fit the source material, except maybe working in having his ult be the Rosario which hits every enemy on screen.

Castlevania is a huge part of my gaming childhood and the idea of the three interchangeable weapons that each is good at one job (Axe against air, Cross against ranged, and Holy Water against mobs) and then having to find them for the time when they're good is a really great concept I think, especially for Risk of Rain where enemies come at you from everywhere. Also the retro art style would fit right in I bet.)

Story: In progress

Class name: Wizard

Role/main perk: Glass cannon with tricky controls. For tryhards, basically ;P

Looks: Like an old wizard with big robe, long white beard, pointy hat, and all. Carries a long staff, moves slowly and with a slight limp

Base Stats: In progress

Basic attack: **Magic Missile**. The Wizard thrusts his staff upwards and **spirit bolts** fly out of

the end for **2x90% damage**, functionally identical to those of the Sac Dagger (they home in on the closest enemy and can waver on the screen for a few seconds with no targets before dissipating) but white to differentiate them. Has a long delay, similar to Engineer's Tri-Nades

Skill 1: Orb of Power: A charge-up skill, similar to the Miner's dash, which can be charged while using other abilities. Releasing the charge fires a large pulsing orb of magic (I'm thinking of something similar to Scavenger's thunderball) which travels further and faster and of course deals more damage the longer it was charged.

Skill 2: Levitation The Wizard becomes immune, and can

Skill 3: Arcane Torrent: The Wizard raises his hands and shouts, causing a flash. This causes every Magic Missile on the screen to split into three, and every Orb of Power on the screen to explode and deal damage in a radius relative to the size of the orb.

(optional)Story:

Class name: Gladiator/Barbarian

Role: Melee DPS /Crowd Control (feel free to change and numbers you want)

Looks: Large, muscular man with two giant swords, has a long, grey beard and shaggy hair. Like this but with another sword.

Basic Attack: Charge. Run at a nearby enemy and deal 2x65% damage at melee range.

Skill 1: Run them through. Travel forward a medium distance at 50% increased speed (stopping early at the edge of a platform) then return to your starting location, deal 75% damage to enemies you dash through on the forward charge and 125% damage on the return charge. You are immune to damage for the duration of the ability. 5 second cooldown

Skill 2: Spear Throw. Throw a spear in a straight line in front of you which pierces smaller enemies (things like lemurians and clay men) dealing 200% damage to all enemies hit and bleeding them for 75% damage over 5 seconds. 3 second cooldown

Skill 3: War Cry. Deal 45% damage to all enemies in a medium AOE around you, all enemies hit are blinded for 4 seconds. 6 second cooldown

Skill 3 Ancient Sceptre: Battle Rage. Deal 45% damage to all enemies in large AOE around you, all enemies hit are stunned for 3 seconds. The ground in a medium AOE around you is set on fire.

Story: And so he left, blood on his blades and on his hands.

4cqker's Character Suggestion

Class name: Native

Role/main perk: Support/Ranged DPS

Looks: a hitchhiking member of the crew that knows the planet. Is as tall as HAN-D. Doesn't need a suit, much like acrid. Pale yellow skin, wears rags, and a satchel on each hip. He has a vial belt that holds his concoctions, and no holster for his tribal shiv, which he holds in his off hand.

Basic attack: TRIBE SHIV - Native throws a throwing knife for 100% damage (plus Red stack damage) half a second cooldown. When held, knives are thrown at progressively higher speeds. Projectile speed is increased this way: 50%, 40%, 30%, 20%, 10%, instant. This means the first throw is fairly slow, the next gets 150% the speed of the last, and building. After the 6th throw, all knives move instantly, like enforcer's shotgun.

Skill 1: HERBAL LORE - drinks the selected Concoction. See skill 2 to change concoction. Every 6 seconds, 1 of 3 concoction types is granted. Each stock of concoctions can go up to 5, for a total of 15. If a concoction stack is maxed out, there will be no chance of it being supplied, therefore no wasted 6 second concoction timers. First concoction is Green, and gives 6% of health back. All effects stack and can be used as fast as possibly activated. A full stack of Green concoctions used at once will take a minimum of 36 seconds to resupply fully, and will restore 36% of the Native's health. Second Concoction is Red, increasing attack damage by 30% for 10 seconds. When Red is used concurrently, the stack effect is applied to the damage, not the time. Maximum effect would be 250% damage (100+(30 x 5)) for 10 seconds. 3rd Concoction is Yellow, and increases speed by 20% for 8 seconds. Maximum is doubled speed for 8 seconds.

Skill 2: VIAL BELT - toggles which Concoction is going to be drunk, Green, Red, or yellow. Use skill 1 to drink.

Skill 3: BRIAR WEED - The Native's speed is halved for 5 seconds, but does 200% (plus Red stack damage) retaliation damage to any enemy hit. Speed penalty can be inversed by Yellow. At the moment of Activation, Briar forms around the Native 5 metres to both sides and supplies any allies who are touching it with the effects of whatever Concoctions are active.

Skill 3 Ancient Sceptre: BRIAR TUSKS - The Native's speed is not penalized, and the briar appears everywhere he steps for 5 seconds.

(optional)Story: An exiled witch doctor of an extinct tribe that learnt to blend in with the human race and is now working odd jobs with interstellar companies. He wasn't supposed to be embroiled in this business, but he's found himself on his home planet regardless.

Class Name: Quartermaster

Appearance: [This](#) but done by a good artist.

Role: Hybrid ranged/melee sustain DPS with high base damage

Basic Attack: Rifled Flintlock: While in ranged mode fire at medium range (about halfway between commando and enforcer) in front of you dealing 100% with a slow rate of fire, hits only the first enemy.

Battle Scarred Sword: While in melee mode slash in front of you, dealing 100% damage to an enemy with a moderate attack speed.

Ability 1: Engage: While in ranged mode dash forward (in the same way as merc), knock up and deal 150% damage to all enemies at the end of the dash, switch to melee mode. You are immune for the dash's duration. 6 second cooldown

Disengage: While in melee mode roll backward (in the same way as sniper), then immediately fire a shot dealing 150% damage in the direction you came from, switch to ranged mode. You are immune for the roll's duration. 6 second cooldown

Ability 2: Antique Blunderbuss: While in ranged mode fire a shot dealing 120% damage to the first enemy hit (with the same range as rifled flintlock) and 150% damage to all enemies in a short range behind it. 3 second cooldown

Hunting Axe: While in melee mode strike a nearby enemy for 125% damage and bleed it for 75% damage over 5 seconds. 4 second cooldown

Ability 3: Hand Cannon: While in ranged mode prepare for 0.75 seconds (falling with attack speed increases) then fire a slowish projectile (similar to the scavengers orb) that pierces enemies. It explodes when it hits a wall or can be re-activated to detonate early. Deals 300% damage to all nearby enemies when it explodes. 10 second cooldown

Enchanted sword: While in melee mode prepare for 0.75 seconds (falling with attack speed increases) then strike all enemies in a long (for melee) range for 500% damage.

Ancient Sceptre: The Lion: (story behind the name) **:** While in ranged mode prepare for 0.75 seconds then fire a slowish projectile that pierces enemies, sets the ground on fire and chains lightning to enemies it passes through. It explodes when it hits a wall or can be re-activated to detonate early. Deals 300% damage to all nearby enemies and chains lightning to them when it explodes. 10 second cooldown

Excalibur: While in melee mode prepare for 0.75 seconds then strike all enemies in a very long (for melee) range for 450% damage, chaining lightning to them and detonating any enemies killed.

Story: And so he left… A changed man.

Evol37's Suggestion:

Class name: Piratemancer

Role/main perk: Melee Damage DPS (Miner ranxge) With summonable Pirate warriors that increase in damage as the piratemancer levels up but have dumb ai and have 30% of piratemancers health

Looks: something like this but as a sprite

Basic attack: Undead Slash: move forward at each attack, doing x% melee damage, and marking enemies for death for x seconds, causing more damage. Mark of death time does not reset per slash. Mark of death does not stack

Skill 1: Shadow Touch:Turn into a shadow, being invincible for 3 seconds and marking any enemies you touch or attack for x more second. Any enemies near you when shadow touch ends gains a DoT:on top of the marked for death. Shadow touch lasts 3 seconds. Mark of death time DOES reset per touch or attack. Cooldown: 8 seconds

Skill 2: All hands on deck!: Summon 2 Skeleton Pirates, costing 30% of your max health and lasting for 5 minutes. These pirates cannot double jump. They follow you when you teleport to the next level. There damage is based off x% of your damage. Pirates have their own health bar but siphon 2% health off of enemies.for every attack they do. Cannot use this skill again till both pirates die or disappear. Pirates teleport to you after being offscreen for 1 minute.

Cooldown: 5 minutes

Skill 3: Jolly Rogers Revenge: Any enemies mark for death explode, doing 400% damage and knocking them away from the piratemancer. Any enemies killed are instantly turned into undead pirates that disappear after 2 minutes.They do not follow you if you goto the next area. Cooldown: x minutes

Ancient Scepter: Jolly Roger's Hell: Any enemies mark for death explode, doing 600% damage and leaving a DoT while being marked again and knocking them away from the piratemancer. Any enemies killed by the explosion are instantly turned into undead pirates that disappear after 2.5 minutes.They follow you if you goto the next area.

Story: and so he left…...With his bounty still high

Sir Anon0mos's Suggestion

Class Name: Berzerker

Role/Main Perk: Melee DPS, Pseudo-Tank.

Looks: Thin man. Bad posture, leaning forward. Messy black hair. No shirt with bandages wrapped around his abdomen and torso. Arms are unusually large, bloodied, and sports claws. Has a limp when walking.

Health: 90 + 28/Lv

Regen: 3.2 + 0.19/Lv

Damage: 12 + 3/Lv

Armor: 0 + 1/Lv

Movement Speed: 1.2

Jump Height: 3

(Low HP and growth, Armor and growth, and MS. High Regen and growth)

Basic Attack: Swipe - Slashes his arms forward, dealing 110% DMG per swing. Similar to the Miner's basic attack, but less damage, slightly faster swings, and he moves forward farther per swing.

Skill 1: Deep Cut (6s) - Swings his claws around himself, attacking nearby enemies in a large arc for 120% DMG, applying a slight knockback, and inflicting a bleed to all enemies hit, dealing 4x30% bleed damage.

Skill 2: Enrage (12s) - Berzerker becomes enraged for 4 seconds, negating a percentage of damage taken and receiving an attack speed buff based on his missing health. Starts at 0% damage reduction and +20% attack speed at max HP, scaling to 50% damage reduction and +45% attack speed near death. Additionally, all health received when enraged is doubled.

Skill 3: Maim (16s) - Leaps forward a medium distance and debuffs the first enemy hit for 4 seconds. The enemy is dealt an initial 150% DMG, is inflicted with a heavy bleed dealing 4x60% bleed DMG, and is slowed by 60%. Allies that attack the enemy are healed for 5% of the damage they deal.

Ancient Scepter: Hemorrhage - Debuff duration increased to 8 seconds. Bleed increased to

8x60% bleed DMG.

Story: And so he left… His gaping wounds and condemned hands still numb.

6000j and Max9999's suggestion:

Master of Arms

Basic: Disc shot: Fires out a disc similar to chefs cleaver for 100% damage. Axe Swing: Does a melee attack for 150% damage

Skill 1: Disc boost: Gives 30% projectile speed and 5% lifesteal to the disc for 3 seconds. 6 sec cd that only starts when the buff is over. Axe boost: Gives 50% extra damage and 30% extra movement speed for 3 seconds. 6 sec cd that only starts after the buff.

Skill 2: Changes weapons between Disc shooter and Axe. 1 second cd.

Skill 3: Disc mega boost: Destroys your basic, dealing 200% damage to all enemies near it. Your Axe form cooldowns are reduced by .5 seconds per enemy hit. 6 second cd. Scepter upgrade: no longer destroys your disc, and disc will now get increased damage after the explosion. Axe mega boost: next axe swing is now a spin attack, which will last 3 seconds and does 150% damage per second. Any enemies caught in the spin attack will get knocked around. Any enemies caught in the spin attack at the end of the spin attack will get knocked back. Your disc form cooldowns are reduced by .5 seconds per enemy caught. 6 second cd. Scepter upgrade: The player can now move while using the attack and enemies will also get stunned if they are caught, as well as knocking back and doing 50% damage to any enemies the stunned enemies hit while being knocked back.

Hyper's suggestion:

Class name: Detective

Appearance: Wears a brown Leather cap and coat

Role: Fortification/Boss killer

Basic attack: Shoot, Does a little more Damage (about 40% more) than Commando's Basic, But has to reload after 6 Shots,

Skill 1: Red Herring Mine, Throw a Mine that explodes if 3 or more enemies are inside its radius Does about 300% (or more then that idk) Damage

Skill 2: Defensive Shielding, Throw a device that Summons a shield wall that Aims in the direction it was Thrown at, Enemies can go in the back side, But not in the front

Skill 3: Athame, Stab an enemy Doing 25% of its Max health, If this kills an enemy, Go invisible, Cooldown is 11 secs

AC Skill 3 upgrade: Soul rend, Stab an enemy Doing 50% Of its Max health (25% still on bosses) If this kills an enemy Go invisible, Cooldown is shortened to 6 secs

Story: And so he left… His mind still Ripping itself apart from the inside.

BrandsMixtape/BeepBeepImAJeep's suggestion

Class Name: Wight

Appearance: Wears a purple-grey hooded cloak, rather tattered. Can only see glowing eyes through the hood. A dark, tentacle-like appendage can be seen protruding from the front of the cloak. Three dark spectres float around him.

Speed: 1.0

Health: 70 + 20 p/lvl

Health Regen: 0 + 0 p/lvl

Damage: 20 + 5 p/lvl

Armor: 6 + 0.5 p/lvl

Crit Chance: 20% Spectre crit chance. Only Spectres can crit. Further crit chance increases Ravenous damage rather than the chance to crit..

Role/Main Perk: DPS

Basic Attack - Lash: Wight extends a noodly appendage towards foes, dealing 25% damage and Marking enemies for 2 seconds. Marked enemies take additional damage from spectres.

Skill 1 - Spectral Procession: Three Spectres constantly float around Wight and attack enemies within leash range of Wight, dealing 25% damage and becoming Ravenous for 2 seconds after critting, increasing their attack speed, damage, and giving them a lifesteal effect. Pressing the skill 1 button will call Wight's Spectres back to him momentarily. Enemies can only be targeted by one spectre at a time. (Leash range scales with level).

7 second cooldown (recall)

Skill 2 - Assimilation: Tentacles reach out of Wight's cloak, latching onto the first contacted enemy and absorbing it into Wight. Wight is locked in place for 3 seconds during this process and gains 50% damage reduction. Once completed, Wight steals the stats of the creature for 20 seconds, and Wight's Spectres gain special effects if the enemy was an elite. (Ability does not work on bosses).

20 second cooldown

Skill 3 - Haunting: Wight summons 2 additional Spectres. For 5 seconds, Wight's Spectres gain 15% crit chance and the one Spectre per enemy rule is negated. After the 5 second duration, the additional Spectres will explode for 200% aoe damage.

15 second cooldown

- Sceptre boosted - Culling: Wight summons 4 additional Spectres. For 7 seconds, Wight's Spectres gain 15% crit chance and the one Spectre per enemy rule is negated. After the 7 second duration, the additional Spectres will explode for aoe damage and Wight will deal aoe damage around himself as well.

Notes: Leash range is very small early on (Probably around Acrid Skill 1 range) and will likely take long to double. This means you need to be near the enemies your Spectres are attacking. Also, most stat items and on-hit effects buff Wight's Spectres and not him (including movement speed, as being able to move quickly would give him no downside). This might be impossible to code with the current game limitation, however. I'm not much of an expert in that area.

During Haunting/Culling, Wight's tentacles are released and writhing. (visual effect). The visual effect of the exploding Spectres is tentacles releasing in a circular aoe, then imploding (so not an actual explosion).

Elite buffs to Spectres -

Blazing: Spectre attacks will inflict additional burn damage over time.

Frenzied: Spectres will teleport to new enemies if none are nearby and will ignore armor.

Volatile: Spectres will explode every 5 seconds.

Overloading: Spectres will shock nearby enemies.

Leaching: Spectres will heal you without being Ravenous.

Story: TBD

Paranoidhawklet's Suggestions

Class Name: Lumberjack

Role/Perk: Frontline Fighter/Tank

Description: The lumberjack is a brawler, focusing on being in the heart of combat, his Chop! Deals decent damage, his body slam stuns enemies hit. His Ale heals himself and increases damage. And Timber! Does extra damage to stronger enemies.

Sprite(s): N/A (Yet)

Speed: 1.2

Health: 120/+45 per level

Health Regen/sec 1.5/.15 per level

Damage: 13/+3per level

Armor: 3/+2 per level

Basic Attack - Chop!: Deals **150% damage** in a overhead swing, **enemies hit bleed for 20% damage** per second for 3 seconds

Skill 1 - Body Slam: Dashes forwards, dodges while doing so, stops on first enemy hit, does a small AoE in front of him that **deals 300% damage** and **stuns all enemies hit for 1.5 sec**.

4 Second cooldown

Skill 2 - Hard Ale: Stops the Lumberjack for .5 seconds, as he takes a swig from his flask, **healing him for 35% max health**, and gives him **+35% damage buff for 7 seconds**

8 Second cooldown

Skill 3 - Timber!: Swings his axe in a mid range AoE in front of him, **dealing 450% + 15% hit enemy max health**

20 Second Cooldown

- **Scepter Bonus:** Also **bleeds for 5% max health** for 4 seconds.

Cooldown reduced to **16** Seconds

Story: No matter what planet you're on, if people are there, people want something removed, and when it comes to removing stuff, the lumberjack is an expert. A shuttle crash couldn't keep him down and neither will this damnable planet

...And so he left, knowing in his heart this was not the end to his journey

Class Name: Imperialist

Role/Perk: Area Control/Support

Description: The Imperialist is a dapper gentleman, Using his Musketshot to deal good damage to multiple enemies. His Load Grapeshot/Grapeshot Blast to deal AOE damage & Escape. Claim Land Buffs allies and himself.

Sprite(s): N/A

Speed: 1.2

Health: 100/+20 per level

Health Regen/sec 1.2/.12 per level

Damage: 12/+3per level

Armor: 1/+2 per level

Basic Attack - Musketshot: Fires a mid/long range shot (slightly shorter than the scientist?) that deals **160%** damage and pierces the next two enemies hit for the same amount of damage.

Reloads like the sniper but with a modified reload like this -> ▓▓▓▓▓▓▓▓

Skill 1 - Load Grapeshot: fills musket with Grapeshot, **Musketshot** is changed into **Grapeshot Blast** for the next shot, this instantly reloads the Musket, and changes the attack to an Enforcer like attack (with about 275% enforcer range) and deals **160%** but also knocks the **Imperialist** back a short distance, he dodges while flying backwards.

(Cooldown begins after the shot is fired)

Skill 2 - Frontier Shield: Makes a wall (almost the size of Ifrits wall) in front of the **Imperialist** this wall stops monsters from passing through, but doesn't block players. It blocks attacks from both monsters and players, and has a finite amount of health. 100xPlayer level.

Skill 3 - Claim Land: Places a flag (much like the Warbanner) which Buffs in a large area, this buff gives **Health Regen**, **Bonus Armor**, **A small shield (5xPlayer level)**, and **a damage buff**. While in this area the **Imperialist** automatically gets perfect reloads. (not sure how long this should last)

- **Scepter Bonus**: **Increased Size, Health Regen, Armor, Shield gives 10xPlayer level, and Increased damage. Imperialist also gets increased attack speed.**

Parasolbug's Suggestion

Class name: Esper

Role/main perk:

        Body Stance (Melee): Frontline Attacker/DPS

        Mind Stance (Melee): Assassin/DPS

Looks:

Basic attack:

Skill 1:

Skill 2:

Skill 3:

(optional)Story:

Action_Jae's Suggestion

Class name: Fade

Role/main perk:

Description: The Soul claiming weapon

Fade basic attack: **[Write]** Swinging fade cleaving damage in a small radius, enemies Killed are consumed by the sword adds Damage While slowing the user's Attack Speed.
Vessel basic attack: **[Slice]** Without the sword the Vessel skillfully welds a fast attacking dagger, but cannot use any skills that require Fade

Skill 1: **[Shift]** Fast Dash X2 through enemies diagonally or left or right, more powerful with fade.

Skill 2: **[Reclaim]** Push Fade into the ground causing life to be drained from enemies within a radius. While the Fade is in the ground it can be pushed further to drain more life after a

increasingly larger delay.

Skill 3: [Dispel-Dislocate]

 Dispel Hurl Fade into the ground. Where it will Pulse Damage in a small radius, will do more damage depending on how many Souls consumed.

Dislocate Body is Sent to the sword, Damaging all Enemies Between the user and the Fade. Rejecting and damaging all nonusers into the air within a radius, outside that radius nonusers will be knocked back in a larger radius.

(optional)Story:

Pope Francaisco's Suggestion

Class name: Traffic Cone

Role/main perk: CQB/DPS

Looks: A Traffic cone that hovers above the ground. It has a single gun barrel sticking out of the top. Whenever it attacks

🚧

Health: 110 hp (+34 per level)

Speed: 1.4

Damage: 12(+3 per level)

Armor: 8 (+ 3 per level)

Health Regen: 1.2 per sec(+0.2 per sec)

Basic attack: Regulator. Fires a short range pistol blast for 1x120% damage

Skill 1: Traffic Direction. Forces all enemies that are close to you to become terrified for 5 seconds. 3 second cooldown.

Skill 2:

Skill 3:

IHSYIA's Class Suggestion

Class name: Sonomancer

Role/main perk:AoE damage and crowd control, slight healing

Looks: A blind fighter/ fantasy monk kind of character, with light but thick robes and maybe a sash over his eyes. He seems extremely dexterous and skilled in melee combat (his style would be like that of Kenshi from Mortal Kombat or Chirrut from Rogue One).

Basic attack: Sonic Pulse - Punches forward, delivering a short-ranged blast of sound that

deals **120%** damage and **slows** enemies hit. The range is slightly longer than the Miner's Crush, but not long enough to be a true ranged attack.

Skill 1: Echo Wave - Send forth a shockwave on the ground, dealing **70%** damage. When the wave hits a wall or the end of a platform, it bounces back. Both waves proc items and is about the height of the player, maybe shorter.

Skill 2: Harmony - Dash forward, **slowing** enemies along the way and causing them to take **15%** extra damage for **X** seconds. At the end of the dash, all allies around you are **healed** and **hasted** in proportion to how many enemies were hit. The power and duration of the buff are TBD, but are very minor compared to dedicated healing and movement abilities. Dash is about the length of Merc's and can scale with movespeed.

Skill 3: Singularity - Create a vacuum that collapses onto you, pulling in all enemies in range and dealing **150%** damage and **stunning** them for **X** seconds. After a short delay, the wave collapses, exploding for **300%** damage. The pull wave is longer than it is tall, but can pull enemies off their platforms and through floors.

Agh's: Armageddon - The wave pulls from a larger distance and enemies that survive the explosion are **set on fire** for **5** seconds and are **slowed** and **feared** for **2** seconds.

Story: A practitioner of a lost art, he lost his sight in the hopes that he might see more of the world than most. After wandering a great many days, he found himself respite from the harsh world in a cool and isolated cave. He awoke to a terrible shudder and felt a different air around him than he knew.

And so he left… free from the chilling aura of this world.

IdLikeToOrderATaco's suggestion

I can't operate this document thing.

Class name: Breacher

Role: CQB

Looks: sledgehammer in the right hand and a 10mm gun in the left
Also if You guys consider adding him i'll do all the sprites and art for You

Move Speed: 1.5

Attack Speed: X

Jump Height: X

Health: 130 (+35 lvl)

Damage: X

Armor: 1 (+1 lvl)

Basic attack: attack two times with your sledgehammer dealing 120% each with a moderate knockback (it's a sledgehammer) and then fire your gun once for 140% dmg (values can change)

Skill 1: deploy a remote controlled c4 that can be detonated if clicked again after minimum of 1 second dealing a 500% area dmg. Sticks only to ground, not to enemies. Has a 7 second cooldown starting after explosion.

Skill 2: throw a gas grenade that activates after it hits the ground, creating a caustic cloud dealing 80% per 0.5 sec lasting 2 seconds. Has a 4 second cooldown starting after the cloud ends.

Skill 3: throw a swirling orb which ascends a bit upon hitting the ground creating a buff area which grants all the players inside bonus knockback and health regen.

Story: Sent out to collect "taxes" from his sindicate's clients who were stretching out the payment date. Fortunately for them he got on the wrong ship.

Another thing worth noting is that if he will be chosen as i've said before i'll do every graphical design for this and if not than still I'll be glad to help in creating art/animating stuff if You want my help that is.

Pixeldemise's character suggestion

Class name: Warbot
Role: CQC, Tank
Looks: Headless humanoid torso with single red eye just below neck with two tank treads instead of legs.Right arm is massive cannon while left arm looks the same, but is destroyed from elbow down. Rocket boosters fire underneath when jumping

Basic Attack: ASSAULT: Fires round for 120% damage causing minor knockback(Think HAN-D basic attack level knockback)

Skill one: INCINERATE: Fire napalm blast dealing 100% damage to all enemies in front of it(old enforcer attack range). Leaves fire trail on the ground dealing 30% bonus damage each second to enemies in the fire, lasts for 5 seconds

Skill two: REINFORCE DEFENCE: Gains 50% of max HP as a shield for 5 seconds. Disappears instantly after 5 seconds. Gains 30% movespeed if shield is broken for 2 seconds

Skill three:OVERCHARGE: Stops moving for 2 seconds(can cancel early causing 70% cd reduction). After charging finishes, gain 30% movespeed, 50% attack speed, 25% Max HP shield and double knockback on all hits.

Scepter effect:ENRAGE: No longer requires charge time, 40% move speed, 70% attack speed and 40% max HP shield.

Story: A powerful war bot used by the Martian military. This specific one was sent back for repairs and checkups due to odd behaviors being noted in it's AI. Particularly, disobeying orders in favor of killing more enemies on the battlefield, and over aggression used when operating outside of the battlefield resulting in injuries to friendly soldiers. At first these were noticed rarely if at all, but more recently they have been happening more and more often. It was being transported on a military cargo ship, but the transport agency accidently switched it's place with another faulty robot being sent back for repairs, leading to it being placed on the UES Contact Light.

And so it left, it's new mind filled with rage

gateboy6' s Suggestion:

Class name: Architect

Role/main perk: Architect of the ship, Constructs and demolishes buildings.

Looks: Like an engineer-type. You could choose how you think it should look.

Basic attack:

Object throw:

Throw a random object on the ground dealing 90-160% damage in a

short-ranged arc.   0 Cooldown

- Possibly longer range for smaller objects. Numbers might be off a bit.

Skill 1:

Destruction:

Throw a grenade and destroy all active buildings, dealing 80% damage + 30% per each building destroyed.   6 Cooldown

Skill 2:

Platform:

Create an elevated platform with a rope hanging from it. Max 3 out.

7 Cooldown

Skill 3:

Jump Pad:

Create a small pad which pushes those who walk on it into the air. Enemies that use it take 140% damage. Max 2 out.   10 Cooldown

- Ancient Scepter Upgrade -

Jet Pad:

*Create a small pad which forces those who walk on it into the air with more speed. Enemies that use it take **2x**140% damage. Max 2 out.*   10 Cooldown

(Cyborg) Monk

...and so she left, one step closer to unraveling the mysteries of this world.
Suggestion by **Zenix** and **Nawiz**

(Disclaimer: Needs heavy balancing. I'm real bad at that.)

Main perk/Class:
Flexible CQB/Tank with plenty of mobility options and a complex combo system, making her skillcap high.

-

Looks:
Appears as a normal humanoid, wearing a simple yellow tunic with a red trim and an oxygen mask covering her face. One of her arms and one of her legs (same side) are robotic in nature and allow for her special moves.

Abilities:

Basic Attack:
For this character, both the first skill and the second skill act as basic attacks, but with somewhat different effects.

Attack 1:
Anger
Strike in front of you, moving you a little bit forward and dealing **200% damage** to a single enemy, add an offence combo token [x] to your combo meter.
Lance effect:
War
250% damage in an area instead.

Attack 2:
Calm
Strike in front of you moving you a little bit back and dealing **100% damage** to a single enemy and restore **0.5% of your max health** if you hit an enemy, add a defence combo token [o] to your combo meter.
Lance effect:
Peace
Damage in an area instead and ministuns enemies you hit

Combo:

Every time you attack with your basic attack, you add one combo token to your combo meter, and after three attacks a special combo move using your robotic arm is activated immediately after the attack, depending on what tokens are in your meter.

[xxx]: Unleashes a powerful blast in front of you, dealing **220% damage** to all enemies in an area

[xxo]: Empower yourself, increasing your **attack speed**, **movement speed** and **attack damage** for a few seconds. Does not stack, but can be refreshed.

[xox]: Create a shockwave through the ground at your location, damaging enemies both in front of and behind you for **100% damage** and leaving an area of flame that deals **20% damage** per second for **5 seconds**.

[xoo]: Briefly become **immune** to damage but unable to move

[oxx]: Push all enemies in front of you back for **150% damage**.

[oxo]: Launch yourself up in the air with a flaming uppercut, damaging enemies for **150%**

[oox]: Shoot a fireball from your robotic arm that explodes for **120% damage** on impact

[ooo]: Produce a **shield** for **25%** of your max health that lasts a few seconds or until it's broken. Does not stack, but can be refreshed.

Skill 1: (Position 3 on the HUD)
5 second cooldown.
This skill has two parts, every time one is used it is replaced with the other and goes on cooldown.

> **Advance**
> Launch forward and enter **attack mode**, gaining 50% more damage.
> **Retreat**
> Dash backwards and enter **defence mode**, reducing damage taken by 25%.

Skill 2: (Position 4 on the HUD)
Battlefield Trance
15 second cooldown
Enter a meditative battle trance for 3 seconds, freezing you in space and making you **immune**. After the three seconds are over, release a powerful shockwave that deals damage based on how much damage was blocked while immune and knocks enemies back.
Scepter Effects:
Power Meditation
Additionally immediately sets your health to full and lasts for 5 seconds instead of 3.

Story:
Exploring the universe in search for answers to the great questions in life, she's on an eternal pilgrimage through the stars.

Nomad by TwoSicilies

Role/main perk: Mid-range DPS. Rewards precision.

Looks: Humanoid. Masked and cloaked. Carries a glowing spear with both hands.

Basic attack: *Jab*: Mid-range full-piercing attack forward, dealing 120% damage. Explodes for an extra 75% damage in a small radius at near-max range.

Lance: *Strike*: Mid-range full-piercing attack forward, dealing 150% damage. Explodes for an extra 120% damage in a long-range piercing straight line from the tip of the spear.

Skill 1: *Intimidate:* Higher-range full-piercing attack forward, dealing 200% damage and bleeding for 4x35% damage. Enemies within a small radius of Nomad are feared for 2 seconds.

7 second cooldown.

Skill 2: *Reconnaissance:* Grant self max evade, 80% movespeed, and 0.5% life on hit for 3 seconds.   10 second cooldown.

Skill 3: *Disperse:* Strike the ground, dealing 300% damage to all enemies in a medium radius around Nomad, as well as knocking them back.   12 second cooldown.

Scepter: *Conquer:* Strike the ground, dealing 450% damage to all enemies in a medium radius around Nomad, as well as knocking them back. Enemies close to Nomad also take 300% electric damage and are stunned for 2 seconds.   12 second cooldown.

Water Mage by JASQ

Class name: Water Mage

Role/main perk: Ranged DPS/ Caster

Looks: Almost stereotypical hooded mage. Face obscured by hood, only glowing orange eyes can be seen.

Basic attack: Ranged water based orb projectile. If this projectile makes contact with an enemy it will soak it. Soaked enemies will receive a 10% slow. The "soaked" debuff will remain for 10 seconds, and can be refreshed by either her basic attack, or skill 1. (Average) % damage.

Skill 1: Your character transforms into a miniature wave, granting you invulnerability for 3 seconds. This ability also allows you to pass through units. Any units passed through will recieve the "soaked" debuff. (8 Second CD)

Skill 2: Your character shoots a bolt of lightning horizontally, piercing enemies. It will do (high) % damage, and in addition will stun any soaked enemies for .5 seconds.

Skill 3: Upon activation the mage will call rain down all over the map. Enemies will be soaked continuously throughout its duration (3 minutes). In addition, as soon as the storm starts the mage will gain one charge on her skill 3. Every 20 seconds, she will gain another, storing up to three stacks. When cast, lightning will strike on the cursor, dealing heavy impact damage and medium aoe damage in a small radius. All affected monsters will be stunned for 1 second (excluding bosses). In addition, the mage's skill 1's speed will be doubled, and cooldown halved. The storm has a cooldown of 2 minutes.

Demolitionist by Preizel

Class name: Demolitionist.

Role/main perk: Glass cannon.

Looks: Humanoid, Lanky figure, belt covered with grenades, wears a gas mask and tattered or burnt clothes.

Basic Attack: Dynamite Lob: Throw a lit stick of dynamite in an arc forward, detonating it on the first entity or surface struck and dealing 135% damage in a small area as well as knocking enemies away from the direction of the explosion.

Lance: Pack Lob: Throw a lit pack of dynamite in a slightly extended arc forward, detonating it on the first entity or surface struck and dealing 165% damage in a medium area as well as knocking enemies away from the direction of the explosion.

Skill 1: Trip Mine: Lays down a land mine on the ground. The mine detonates when the ability is re-activated, dealing 210% damage to the closest enemy, and 3/4 normal damage to any others close enough in a small area.   8 second cooldown.

Skill 2: Explosive Leap: Uses an explosive to grant a full distance second jump and dealing 100% damage at the location of the jump in a small area.   13 second cooldown.

Skill 3: Big Red Button: Self destructs and causes a large explosion in an area around The Demolitionist, dealing 350% damage. As long as at least one enemy dies from this ability, The Demolitionist will not die and has all other cooldowns.   35 second cooldown.

Scepter: Bigger Red Button: Self destructs and causes a slightly larger explosion in an area around The Demolitionist, dealing 400% damage. As long as at least one enemy dies from this ability, The Demolitionist will not die and has all other cooldowns reset.   35 second cooldown.

Story: A mad serial arsonist hitching a ride on his way to his next target.

How to unlock: Obtain Fire S hield, Sticky Bomb, Panic Mines, Brilliant Behemoth, and Instant Minefield in one run.

"... And so he left, having forgotten why he arrived in the first place."

Driller by Preizel

Class name: Driller

Role/main perk: Tank.

Looks: Humanoid, bulky/muscular figure, wears what almost looks like construction gear on torso and a round space helmet.

Basic Attack: Pierce: Thrust your drill into enemies, dealing 2x70% damage as well as knocking back and stunning all enemies hit for .5 seconds.

Lance: Rend: Thrust your drill into enemies, dealing 2x100% damage as well as knocking back and stunning all enemies hit for .5 seconds.

Skill 1: Pothole: Creates a pothole into the ground. Enemies who walk over this pothole take 10% increased damage and are stunned for 1 second.   10 second cooldown.

Skill 2: Resource Mining: Stand still and drill into the ground for up to 5 seconds, regaining 5% of max health per second as you do so.   15 second cooldown.

Skill 3: Blitz: Charge forward for 3 seconds or until an obstacle is hit, pinning up to 3 enemies during the charge. Enemies pinned take 300% damage on pin and an additional 100% if pinned against an obstacle.   30 second cooldown.

      Scepter: Onslaught: Charge forward for 5 seconds or until an obstacle is hit, pinning up to 5 enemies during the charge. Enemies pinned take 350% damage on pin and an additional 150% if pinned against an obstacle.   30 second cooldown.

Story: A worker for hire tasked to mine rare resources from a variety of planets.

How to unlock: Beat the game three times with Miner.

"... And so he left, his original task never having left his mind."

Elementalist by Preizel

Class name: Elementalist

Role/main perk: Caster, CC heavy.

Looks: Flowing blue robe with some gold trim, thin dark frame, head obscured by an iron mask.

Basic Attack: Volley: Launch rocks forward in groups of three, dealing 3x60% damage to the first target struck.

      Lance: Barrage: Launch rocks forward in groups of five, dealing 5x75% damage to the first target struck.

Skill 1: Tidal Rush: Summon a wave of water to rush forward, knocking enemies in the wave's path back and slowing them for 2 seconds.   10 second cooldown.

Skill 2: Inferno: Emit a wave of fire out in a ring, dealing 250% to all enemies struck and knocking them to the outer edge of the ring.   8 second cooldown.

Skill 3: Thunder Call: Channel a wave of lightning bolts to strike out to the left and right with 3 bolts per side. Each bolt does 350% damage and stuns enemies hit for one second.   15 second cooldown.

      Scepter: Lightning Reign: Channel a wave of lightning bolts to strike out to the left and right with 5 bolts per side. Each bolt does 450% damage and stuns enemies hit for one second.

Story: Cast away from her home for wreaking destruction, she searches endlessly for a new place to call home.   15 second cooldown.

How to unlock: Obtain Fire Shield, Chargefield Generator, Frost Relic, and Colossal Knurl in one run.

"... And so she left, in search of a peaceful life somewhere else."

Cyborg by Saturnyoshi and Chum (and other devs)

Class name: Cyborg (placeholder)
Role/main perk: Summoner, passive friend.
The Cyborg starts with a robot partner who will automatically attack enemies for them and warp when too far away. (Similarly to the Imp Overlord's Tentacle item) Some stats are inherited from the owner (such as movement speed) to prevent them from becoming obsolete.
Stats: Speed: 1.3 Health: 100 + 25 per level
Health Regen/sec: 0.45 + 0.1 per level
Damage: 12 + 3 per level
Armor: 2 + 2 per level

Basic attack - Lightning Coil: Fires your lightning gun, dealing 140% damage to up to 5 enemies in front of you.
> **Lance boosted - Thunderclap:** Fires your lightning gun, dealing 160% damage to up to 10 enemies in front of you. Skill 1 - Volt Charger: Deal 220% damage and stun enemies around both you

Skill 2: Construct: Build a drone. There are 3 types of drones that can be built:
> Defense drone: Shield shaped front, fires explosives at enemies that stun and knockback. Lower damage, but high defense and hp.
> Combat drone: Rapidly fires it's minigun-like weaponry at enemies. Stopping to reload occasionally. High damage, but the lowest hp.
> Booster drone: Floats over the ground slightly, buffing other drones in a cone shaped area beneath itself, and dealing slight damage to enemies below.
> > 8 second cooldown, max 3.

Skill 3: If your passive robot is dead, this skill resummons them. (When they die it automatically goes onto a 30 second cooldown.) Otherwise, this skill does something with them idk
> **Scepter:** Lowers respawn time by 5 seconds. Robot gets various stat bonuses.

Character Suggestion : Rolling Stones
By **ArquiusGuy**
"The excavation team accidentally shattered one of those golems, but it looks like the rubble survived!
Now, they're just keeping it as a pet. Here's hoping they don't escape!"

As you damage enemies, pellets of rock will fall off your character. (Undecided drop rate/method. Likely related to amount of damage dealt?)

Ability 1 : Rollout - Damage for 100% as you move forwards.

Ability 2 : Trebuchet - Charges an attack, launching you forward and dealing damage to the first enemy you hit proportional to the charge time.
Ability 3 : Moss Gather - Grow a layer of moss, and all rock pellets will start to roll back to you. While you're protected by the moss, reduce physical damage taken. Whenever you touch one of your rolling rock pellets, gain 5% of your max HP.
Ability 4 : Reconstitute - All rock pellets will fly back to you. If you catch 10 rock pellets, reform into a Golem for twenty seconds.

GOLEM -10% movement speed, +10% armor, no rock pellets.
Ability 1 : Thunderclap - Thunderclap, high damage, stops you while you're attacking. Slow.
Ability 2 : Stomp - Moderate damage, stuns enemies hit by this.
(4s cooldown)
Ability 3 : Laserbeam Eye - Moderate damage, fires off a large optic blast.
(3s cooldown)
Ability 4 : Destability - Shake off some stony ballast! +20% move speed, -20% armor ,+20% attack speed, -20% attack damage for the duration of the transformation.
(Cooldown - 20s)

Class name: H4X-$ (Placeholder?) Lmao who am I kidding this is almost literally Fox

Role/main perk: High speed, aggression, and damage, but relatively fragile. Can benefit from higher input speed like bandit.

Looks: Mainly appears like a human, but with certain obvious robotic elements, such as arms and legs, and robotic implants on head including ones for sound, and over one eye for vision. Maybe some sort of robotic tail? Idk lol

Basic attack: Rapid-Fire Laser - Pull out your blaster and shoot a laser for 100% damage. Very fast, but never stuns or knocks back enemies on hit. Fires faster in the air, and the attack animation instantly ends when landing.

Skill 1: Hyperspeed Dash - Immediately sprint forwards at such high speeds that to others you appear to be in two places at once. Knocks all opponents up into the air for 60% damage. Goes a shorter distance if done on the ground than in the air. (but maybe ends more quickly?)

Skill 2: Shine - Instantaneously activate a small energy field that reflects projectiles back at your enemies, but leaves you vulnerable to melee attacks. Usually lasts a very long time, but you can jump to stop using it

Skill 3:

(optional)Story: A warrior from a dark future in which who's traveled back in time in order to prevent the impending apocalypse

Technomancer by Disguspitated

/u/Disguspitated
Class Name: Technomancer
Role: Ranged - DPS/Crowd Control
Appearance: *This was my first attempt at a sprite. I think I'm happy with the body, but I don't really like the head. Could use some work. Maybe someone that isn't a total novice like me could make it look better.*

- **Basic Attack - Chain Lightning**: Shoot a bolt of Lightning that bounces up to 5 times to nearby enemies, marking those hit for 10 seconds. Prioritizes unmarked enemies.
- **Ability 2 - Static Shock**: All marked enemies take damage and are stunned for 2 seconds whenever they walk through or touch another marked enemy for the next 5 seconds. **(15s cooldown)**
- **Ability 3 - Speed of Light**: Gain a **+20% - +100%** movement speed buff for 3 seconds based on the number of enemies marked. **(10s cooldown)**
- **Ability 4 - Storm**: Create a storm cloud for 10 seconds that strikes lightning down at marked targets every 0.5 seconds. **(35s cooldown)**
    - **Upgrade:** Larger storm cloud, lasts for 20 seconds, strikes every 0.25 seconds.

Harvester by Disguspitated

/u/Disguspitated
Class Name: Harvester
Role: Melee - DPS/Farmer
Appearance: *Hopefully this one looks a little more like what you'd actually see in-game in comparison to "Technomancer." I'm pretty happy with this one. Would be interested in seeing what someone with more experience could come up with though.*

- **Basic Attack - Cleave:** Swing your scythe, hitting all enemies in front of you.
    - **Passive - Crippled**: All enemies at or below 20% HP are highlighted.
- **Ability 2 - Reap:** Throw your scythe forward like a boomerang, executing all **Crippled** monsters hit by it (excluding bosses). **(4s cooldown)**

- ○ **Passive - Lost Souls:** Enemies executed by **Reap** leave their souls behind. Picking up these souls heals the Harvester.

- **Ability 3 - Summon:** All nearby **Lost Souls** turn into ghosts for 30 seconds. **(20s cooldown)**

- **Ability 4 - Spawn Totem/Harvest:** Spawn a totem that absorbs the **Lost Souls** of all enemies killed near it. Once the totem has absorbed enough souls, you may activate this ability again and harvest a random, free item from it. **(120s cooldown)**

  - ○ **Passive:** All damage dealt is increased by +2% for every **Totem Harvested**.

  - ○ **Upgrade:** Requires less souls to fill the totem.

Shackled Divine by Disguspitated

/u/Disguspitated
Class Name: Shackled Divine
Role: Melee - Support/Crowd Control
Appearance: *Sprite on the left would be the default look, and the sprite on the right would be while "Break Free" is active.*

- **Basic Attack - Whip:** Swing your chains, hitting all enemies in front of you.

- **Ability 2 - Tether/Bind:** **(7s cooldown)**

    - **Tether:** Throw your chains forward and tether yourself to an ally, healing them

        every second they're near you for 5 seconds.

    - **Bind:** Throw your chains forward and bind yourself to an enemy, damaging them

        every second they're near you for 5 seconds.

- **Ability 3 - Imprisonment:** Lung forward, snaring all enemies you pass through for 3

    seconds. **(12s cooldown)**

- **Ability 4 - Break Free:** Break free of your chains, gaining **+50%** bonus attack speed and

    damage for 15 seconds. Grants **Vortex. (40s cooldown)**

    - **Passive - Vortex (Ranged):** Replaces basic attacks while **Break Free** is active.

        Fire large, penetrating vortexes that heal any allies and slow any enemies they

        pass through.

    - **Upgrade:** **+100%** bonus attack speed and damage

Gravitron by Disguspitated

Class Name: Gravitron
Role: Ranged - Crowd Control
Appearance: N/A

- **Basic Attack - Pulse:** Fire a slow-moving orb that penetrates targets.

- **Ability 2 - Gravity Well:** Hold to throw a grenade that explodes into a gravity well that drags in and damages nearby enemies for 5 seconds. Releasing sooner results in a shorter throw, releasing later results in a farther throw. **(2s cooldown)**

  - **Passive - Expansion:** Firing a **Pulse** into the **Gravity Well** increases the well's size, damage, and duration up to a maximum of +50% size, +50% damage, +5 seconds.

- **Ability 3 - Wormhole:** Teleport to the nearest **Gravity Well**. **(15s cooldown)**

- **Ability 4 - Singularity:** Double the size and damage of all **Gravity Wells** on screen and reset their duration. **(30s cooldown)**

  - **Passive - Event Horizon:** Any enemies caught in overlapping **Singularities** are stunned and take +100% damage (excluding bosses).

  - **Upgrade:** Reset **Expansion** so it can be applied to all **Singularities** a second time.

Spirit Guard by Disguspitated

/u/Disguspitated
Class Name: Spirit Guard
Role: Melee - Tank/Support (Best Played Co-op)
Appearance: N/A

- **Basic Attack - Bash:** Bash with your shield, hitting and knock back all enemies near you.
- **Ability 2 - Reckless Abandon:** Charge forward, damaging and pushing back all enemies you hit. Smashing enemies into a wall stuns them for 3 seconds. Double charge distance if you pass through an ally. **(10s cooldown)**
- **Ability 3 - Spirit Guard/Spirit Blast: (15s cooldown)**
  - **First Cast - Spirit Guard:** Form a spirit bond between you and up to 1 nearby ally for up to 20 seconds. 50% of the damage they take is dealt to you instead. (*Still usable without allies*)
  - **Second Cast - Spirit Blast:** Shoot a laser through all enemies in front of you equal to 200% of the damage you took while **Spirit Guard** was charging.
- **Ability 4 - Spirit Ward:** Create a Barrier around yourself for 10 seconds. Enemies cannot pass through it, but allies can. While inside of the **Spirit Ward**, heal for 5% max HP/sec and deal +50% damage.
  - **Upgrade:** Instantly heal 50% of Max HP upon activation.

Character Name - "The_Aristocrats"
By Arquius Goyim

"And so they left, their audience breathless."

Role - Like a more devoted form of the engineer. Allows for positioning, and the ability to shape battle from every side of the field at once albeit riskily.

Looks - A chain of three robots following your character. All of them wear standard barbershop performer hats. THIS IS LORE

Story - Nobody expected the ship to crash, and the band never expected to stop performing. So far, one of the two unthinkables have occurred.

1. ONE-TWO_v1.2 - Give em the old one-two!
weird fucky spiderbot - Slam attack.
jetbot - CLAW SNIP SNAP
Wheelie Botto - Optic Scan Burst
Ringmaster - Actually just give a one-two punch.

2. VAUDEVILLIAN_ANTIC - Your time is up. Sweep with your cane, pulling enemies closer to you! (3s)
weird fucky spiderbot - Belly of the Whale.
jetbot - Inverse Pressure Burst
Wheelie Botto - ???
Ringmaster - Actually just sweep with your cane.

3. MELODIC_ARRAY - You'll perform a basic piece! (5s)
weird fucky spiderbot - Basso performance, low-density soundwave!
+Possibly slow-moving projectile that can hit enemies multiple times?
jetbot - Tap a rhythm, flamebursts for area damage!
Wheelie Botto - High pitch burst of noise! Slice all enemies in a line ahead of you.
Ringmaster - Do something standard and unsurprising.

4. Solo_Performance - Drop off one of your band members! (20s)
When you drop off a band member, decrease your attack and all band member attacks by 20%.
Band members can be damaged, and have 60% of your base HP. Protect them if you can!
   - If a Solo Performance is engaged on top of one of your performers, you'll instead repair the member and have them follow you once more!
Band members will only perform attacks when dropped off, otherwise they remain as mere followers.
Upon ending a level, the band will get back together!

The Exiled by Pixelis
u/NebulaNova

Name: *The Exiled*

Class: *Area Damage*

Looks: Something akin to a shadowy figure, somewhat wispy in appearance. Standing animation shows *The Exiled* having purple energy flow around it.

Basic Attack: **Shade's Force**

The Exiled causes the purple energy that it harnesses to pulse outwards, damaging enemies in front of it in a close proximity, can hit multiple enemies. This deals X DMG.

Skill 1: **Void Pulse**

The Exiled throws a small purple orb that can stick to enemies or the floor. After the orb hits a surface, it can be remotely detonated before 5 seconds before it explodes regardless of if it was remotely done or not, dealing X DMG. 6 second cooldown

Skill 2: **Fade Away**

The Exiled becomes invisible and teleports a short distance forwards. Invisibility lasts for 5 seconds, after the invisibility ends a small AoE that damages enemies for X DMG. 10 second cooldown

Skill 3: **Dark Void**

The Exiled makes a large AoE around it that slows all enemies that lasts 3 seconds. The Exiled is immune for the duration. After the duration ends, all enemies are damaged for X DMG. 10 second duration

Scepter upgrade: **Endless Space**

AoE area is increased, DMG is increased and cooldown is decreased.

Story: The Exiled was once an inhabitant of the planet the carrier crashed on. A rivalry with Providence caused it to be sent to solitude. The Exiled's power grew during it's time away and, now, wants revenge over what Providence did to him.

Endgame script: "Chaotic energy pulsing through its being, it left the planet and all on it."

Crystalist by Pixelis

Name: Crystalist

Class: Support

Looks: Robed figure with various coloured crystals orbiting around it. Crystal Colours: Red, Green, Yellow, Rainbow.

Basic Attack: **Fire Shard**

Crystalist harnesses the power of the Fire Crystal, shooting a penetrating shot of fire that inflicts a damage over time tick for 2 seconds. Initial hit does 100% DMG and the DoT does 40% DMG each second.

Skill 1: **Nature Cryst**

Crystalist uses the Nature Cryst, creating a large AoE of healing that heals 5% of max health every second. Lasts 5 seconds. 7 second cooldown.

Skill 2: **Fury Crystal**

Crystalist releases the power of the Fury Crystal, creating a large AoE buff that buffs attack damage and attack speed. Lasts 5 seconds. 5 second cooldown.

Skill 3: **Universe Jewel**

Crystalist throws the Universe Jewel, a jewel of incredible power. This invokes a large AoE that buffs movement speed and gives a health shield of 50% of max health on top of health already. The Universe Jewel also has a DoT effect for enemies. Damage is equal to 120% DMG every second. Last 10 seconds. 10 second cooldown.

Scepter Upgrade: **Void Gem**
DoT increased, now sucks enemies into the midlle of the AoE. Health shield increased to 75% of max health.

Story: "I only wanted to research new sources of power…" And although the Crystalist found the sources of power that she seeked, she didn't want to be apart of this. Now she has to fight her way out of this situation, to show the world what she found.

Endgame Script: "With her research complete, she left to show the world the power she controlled."

==
Mellowmonster's crappy ideas
==

Class Name: Rouge

Role: A very high damage character that suffers from **very** low survivability. Wanted to feel like a melee bandit.

Appearance: A cloaked cyborg who seeks only personal gain by any means. Robotic little red riding hood. Uses daggers. When selected, throws a dagger in the air and catches it, then nods.

Health: 35 + 15/lvl

Health Regeneration: 3.5 + 0.2/lvl

Damage: 14 + 3/lvl

Armor: 0 + 0.25/lvl

Movement Speed: 1.5

Jump Height: 3

Basic Attack - Shank: Stab in front of you, dealing 160% damage to a single enemy. Attack speed has less of an effect, but slightly increases attack range.

Skill 1 - Hidden Ward: Dash backwards, becoming invisible for 2 seconds. The next attack will deal an additional 120% damage in a very small AoE, launching every other enemy into the air. If the target was marked by Plagued Dagger, the damage is increased to 200% and the mark is consumed. Cooldown is 10 seconds, reduced by 1 second on any kill.

Skill 2 - Plagued Dagger: Throw a dagger in a straight line in front of you, dealing 90% damage to all enemies hit, slowing them. The first enemy damaged is marked for 5 seconds, taking an additional 10%/sec. Goes about half the screen in distance, at the same velocity as Huntress' glaive. Cooldown is 13 seconds, minus 1 second for every 2 enemies hit, to a minimum of 3 seconds at 20 enemies hit.

Skill 3 - Slaughter: Dash forward, slashing the first enemy, dealing 210% damage. If the target was marked, deals 340% damage, consumes the mark, and automatically (re)activate Hidden Ward. Cooldown is 11 seconds, reduced by 5 seconds on kill, and reduced by 8 seconds on marked kill.

Scepter Boosted - Decimate: On hit restores 25% missing Hp. On kill, fear all enemies in a small area for 1 second. On hit of marked target; restore 45% max Hp. On marked target kill; receive 60% reduced damage for 4 seconds.

Class Name: Brigadier

Role: Tank, Support

Appearance: Stocky body with a lot of armour, has a flat mask with a vertical slit for vision.

Health: 135 + 32/lvl

Regen: 1.3 + 0.1/lvl

Armour: 10 + 2/lvl

Movement Speed: 1.1

Damage: 11 + 2/lvl

Basic Attack - Combat Initiative:Two basic slashes of a combat knife, to end up with a third attack firing a blast, about half the range of enforcer's basic attack. The third attack knocks Brigadier back slightly, but pushes back all enemies in range to the outer limit of the blast. The attack damage goes 90% > 110% > 150%

Skill 1 - Sonic Grenade: Throw a grenade a small distance, exploding on contact with an enemy or the terrain, dealing 150% damage. Knocks up all enemies in the blast.

Skill 2 - Healthy Proposal: Mark a non-boss enemy, mark automatically expires if enemy is the last enemy before the teleporter. Marked enemy deals 75% less damage, but has 3 times as much health. Damaging the marked enemy restores 1% of your max health. 10 second duration, with a 27 second cooldown.

Skill 3 - Heavy Ordnance: Call down an airstrike of bombs, a chest, and health kits over the span of 7 seconds, with a total of 7 drops, guaranteeing one chest and one health kit. Bombs deal 370% damage in a small AoE, chests are chests, health kits restore 10% max health and

grant bonus movement speed. Cooldown is 55 seconds, decreased by one second per two enemies killed.

Sceptre Boosted - Brilliant Cataclysm: Bombs explode into a cluster of three more bombs, dealing 3x75% damage. Health kits restore 25% max health and grant 50% damage reduction for 3 seconds.

Class Name: D0C-T0R

Role: Support, Crowd Control

Appearance: A robot similar to HAN-D with a more triangular head, wears a lab coat like Scientist, only his is covered in blood.

Health: 85 + 27/lvl

Regen: 2.2 + 0.3/lvl

Armour: 2 + 1/lvl

Movement Speed: 1.2, 1.5 when running toward low health allies

Damage 18 + 3/lvl

Basic Attack - Vaccinate: Quickly stab in front of you with a syringe, dealing 40% damage and slowing all enemies hit for 1.5 seconds.

Skill 1 - Medical Emergency: Charge for up to 6 seconds, on release, dash in the target direction, dealing 90% damage to all enemies, knocking them up. If you come in contact with an ally during the dash, the dash will stop and you will heal them for up to 80% of their missing Hp. If no allies are healed, heals yourself for half the effectiveness. 5 second cooldown.

Skill 2 - Safe Zone: Send out a large wave of energy, dealing 60% damage and stunning all enemies hit. Heals you and all allies within the wave for half of the damage dealt. Cool down in 12 seconds.

Skill 3 - T113 Medical Tether: Tether yourself to the closest ally, redirecting 50% of damage taken to the tether. The tether has double you and your partner's health. The tether lasts 15 seconds, or until broken, after the tether ends, gain a massive movement speed boost for 2 seconds. If no allies present on cast, tether to yourself, gaining only 35% damage redirection, but the tether has triple your health. Cooldown in 12 seconds after the tether ends.

Sceptre Boosted - T420 Medical Tether: You and your partner gain a quarter of each other's attack damage.

(So like if I had 200 Damage, and he had 100, he would then gain an extra 50, and I would gain, 25.)

Lightning Destroyer's Suggestion

Class name: Electrician

Role, Perks, and Concepts: A ranged attacker that fights with an empowered T4S3R model 36 series handgun used to power machines, his own spider drones that act as kamikaze bots, and a gun that fires electrified webbing, along with grenades

Appearance Description/Examples: Wears a dark blue suit, similar to a Fallout vault suit, but instead of yellow stripes, a dark red stripe to indicate his position. Similar in height to the Huntress. The T4S3R handgun looks like a mix between a taser and the Enforcer's shotgun. He wears a mechanized glove on his right hand that builds his spider drones.

Move Speed: 1.8

Attack Speed: 150

Jump Height: 4

Health: 130 (+40 lvl)

Damage: 10 (+3 lvl)

Armor: 0 (+1.5 lvl)

Crit Chance: 2%

T4S3R: Fire off an 80% blast of electricity to stun opponents for **0.5** seconds

Electron Grenade: Throw an electron grenade that explodes for 150% damage and slows enemies by 10% for 5 seconds. Cooldown-8 seconds

Web Shocker: Shoot an electrified web, slowing for 3.5 seconds and dealing 70% damage.

Spider Bomb/Spider Cluster: Create a spider drone that targets the nearest enemy and explodes on contact for 300% damage. **Ancient Scepter Empowered:** Create 3 spider drones that explode on contact on the nearest enemy for 3x300% damage

-**Story:** The agency told him his next job would be working on a ship to keep it running for a few years. He kept it running. Straight into a foreign planet which he now must survive and escape.

...And so he departed, more interested in his mecha arachnid creations than the people he helped.

Vague Providence idea by Springhead.

Class name: Providence

Role, Perks, and Concepts: Tank, Crowd Control.

Appearance Description/Examples: As in the final boss.

Stats: High health, average speed and attack damage, low attack speed. Tanky, as in his title 'Bulwark of the Weak'. Sorry I don't really know the values used, just a vague idea I've had for a while. At least there's an already in-game thing to base it off. Basically somewhere in between

Enforcer and HAN-D I guess.

Basic attack: Slow basic slash.

Skill 1: Jump up, plunge sword into ground, stunning flame pillars.

Skill 2: Teleport above nearest enemy in direction Providence is facing, down slash. Same as the attack that makes the gear appear behind him.

Skill 3: Either regular Providence's 'homing' purple bombs, or his shadow's more randomly placed ones. SUCK AN EGG BABY BOI -ur mom

Story: Basically an easter egg 'play as the villain' kinda deal. Not really something that needs to be even potentially canonical, maybe an end quote 'And so he abandoned his own people…' or something like that.

Only really a rough idea, but I've always thought an easter egg playable Providence would be cool, sort of like how you can glitch yourself into playing Master Hand in Smash Bros. Melee.

SomeBummy's Suggestion
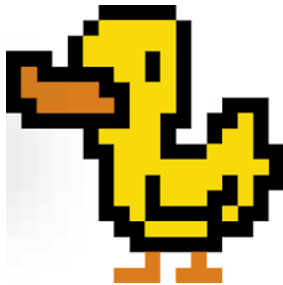
Class name: Anime Ninjago Warrior

Role, Perks, and Concepts: CC Tank

Appearance Description/Examples: Pretty much a pixelated ninjago character, that looks like a duck

Health: 121 (+28 per level)

Speed: 1.4

Damage: 13 (+3 per level)

Armor: 5 (+2 per level)

Health Regen: 1.1 per sec (+0.4 per level)

Critical Hit Chance: 1% chance

Passive: Every level, ANW has the ability to survive death with 1 health; grants invincibility for 2 seconds and if this effect activates, deal an AOE blast dealing 110% damage and staggers enemies for the duration of the invincibility

Basic attack: Vital Strike - Strikes enemies at their vital points with 140% damage, has a 20% chance to stagger enemies (not bosses)

Skill 1: -Description, Values optional-

Skill 2: Stealth Trigger - Turn invisible for 6 seconds, dealing an extra 300% damage to all enemies and a slight speed boost of +0.3 for the duration of the ability (Cooldown: 10 seconds)

Skill 3: -Description, Values optional-

Story: After the crash, the ANW had to adapt to survive and mutated into a duck with a sword, longing for vengeance against the one who started it all ...

How to Unlock: Beat the game as Miner, Sniper, and Mercenary on Monsoon
Game Completion Phrase: *...And so it left, wondering if vengeance was truly what it wanted...*

Negotiator by IanHam1532
Most of these numbers will be changed for balance, mainly pitching the unique character concept
Class name: Negotiator

Role, Perks, and Concepts: Unique enemy manipulation, low DPS, high mobility

Appearance Description: Wearing a futuristic suit with a gold tie, exposed head with matching gold hair and holding a briefcase

Health: 150 (+25 per level)

Speed: 1.4 (+.05 per level)

Damage: 10 (+2.5 per level)

Armor: 15 (+0 per level)

Health Regen: 1.1 per sec (+0.4 per level)

Critical Hit Chance: 0% chance

Basic attack: Brief Meeting - Throws a briefcase in a straight line, damaging enemies for 80%, 120% and 180% if landed in repetition. Limited range

Skill 1: Slander - Very brief dash forward (half of mercenary dash) that grants invincibility. Hitting enemies causes 220% damage and are marked to be targeted by other enemies. Marked enemies will still target player normally. **6 sec. Cooldown.** If the attack misses, cooldown is reduced to **2 sec. Cooldown** and a +0.1 speed buff until use of any ability (Missing another slander is the only one that doesn't reset buff, stacks up to 4 times)

Skill 2: Ventriloquism - Charges a bar under the player (while allowing movement, very similar to miner's dash) and upon release / completion, an enemy touching the player will be embodied. (see below for detail) After a short time, the inhabited creature explodes, shooting chunks in all directions dealing 150% damage and healing the player on hit. **14 sec. Cooldown**

Skill 3: (Idea #1) Ventriloquism - Charges a bar under the player (while allowing movement, very similar to miner's dash) and upon release / completion, an enemy touching the player will be embodied. (see below for detail) After a short time, the inhabited creature explodes, shooting chunks in all directions dealing 150% damage and healing the player. **14 sec.**

Cooldown

Skill 3: (Idea #2) Subservience - Drops a podium, creating a radius of influence. All enemies initially within the radius of the podium will be permanently marked as minions, no longer targeting the player and are susceptible to attack. Enemies entering the radius after being cast are not affected. Planting a new podium will remove all debuffs from the old one.**20(?) sec. Cooldown**

Story: A cunning entrepreneur, the Negotiator came to the planet in hopes of making unimaginable riches from the wonder of technology the UES Contact Light had aboard. He made a "deal" with Providence to help him steal "lost" shipments… but might cost him his life

How to Unlock: Pick up 2 rare (red) items before a single common (white) item

Game Completion Phrase: and so he left, with no profit and no purpose...

*Negotiator's base full charge time will be 7 seconds, and the length of the embodying matches the charge used. When released, the player's avatar disappears and the screen follows a monster that they inhabited and now control (basically, they briefly become the monster). The player's natural health regeneration is paused during this time. Player can use the basic attack button to use the enemy's attack, and can move at the enemy's base speed. They Cannot open chests, use ladders, or interact with the environment at all during this time. Other monsters will ignore the player's vessel even if it attacks them.

RETROPACIFIST'S CONCEPT

Class name: Delivery Man/Mailman
Role, Perks, and Concepts: Ranged + Harvesting
Appearance Description/Examples: Blue cap, mail satchel, white suit
Stats: -Values-
Basic attack: You've Got Mail!
Launch an envelope in front of you for 100% damage, it stays where it lands. .75 second cooldown
Skill 1: Return To Sender.
All envelopes on the map come back to the mailman, dealing 220% damage to all enemies they hit. Cooldown is 2.5*(the number of envelopes) seconds
Skill 2: Special Delivery.
The nearest enemy turns into an item, rarity depends on how much health (More health, less rare) *DOES NOT WORK ON BOSSES*. Upon picking up the item, become immune for 2 seconds, and gain a 20% speed boost. 10 second cooldown.
Skill 3: Snail Mail
Turn X% of the enemies on screen into common items, X being how much % of your health is missing. 35 second cooldown.
Scepter skill 3: Express Delivery
Turn X% of the enemies on screen into common items, X being how much % of your health is missing. 50% of the remaining enemies explode for 170% damage. Cooldown of 35 seconds

Story: The interstellar mailman came on the voyage across the galaxy to deliver packages and letters to people across the cosmos. He never dreamed of being delivered himself, but despite his troubles, he still tries to gather up his cargo and complete his job.

Exit Text: And so he left, being more familiar with deliverance than ever…

(Damptemplar's concept)
Class name: -Pug-

Role, Perks, and Concepts: -Spaceship pet, CQB, Tank-

Appearance Description/Examples: -Literally a pug-

Stats:

Health: 118hp + 32/level
Health regen: 3hp/sec +0.15/level
Armor: 0 + 2/level
Attack speed: 160
move speed: 1.9 +0.1/level
Damage: 10+3/level
Critical chance 1%
Jump height- 3

Bonus stat per level +0.05% movement speed.

Basic attack: *Bark* - Deal 80% damage to all enemies in a small radius, stunning enemies that haven't been barked at for more than 8 seconds, for 1 second. Can be used while moving

      Lance: BARK - Deal 110% damage to all enemies in a slightly bigger radius, deals 50% additional damage when you stun enemies with your "*BARK*"

Skill 1: *Squirrel!* - Lunge (1.5*mercenary dash distance) forward dealing 150% damage to all enemies hit, knocking them up (as if they jumped 1.5 times). 5 second cooldown.

Skill 2: *Lick wound* - Channel for 0.5 seconds recovering 60% of your missing hp 10 second cooldown

Skill 3: *RUFF* **-** For 4 seconds pug cannot be damaged beyond 1 health, doubles "*Bark*" radius and damage, and "*Squirrel*" will stun for 2 seconds instead to enemies hit. 16 second cooldown

      Scepter: Can bark twice as fast and gain 30% bonus movement speed.

Story: Ruff, ruff… Ruff?

Exit text: -And so it left, in search for a squirrel...-

Captain Concept (by Mischievous Cat)

Class name: Captain

Role, Perks, and Concepts: DPS,

Appearance Description/Examples: Wears a White, blue or black trenchcoat, a mask similar

to a gas mask and has a White, blue or black Captain's hat on(think of Titanic Hat) And is carrying a stereotypical Control Wheel(Looks like on his back-

Stats: -Values-

Basic attack: -Fires a 6 shot revolver that pierces enemies and must be reloaded after the shots are fired (similar to sniper reload)

-Values optional-

Skill 1: This is your Captain Speaking- AOE stun in a relatively large area in the direction he is facing(or all around him)

-Values optional-

Skill 2: Steel your nerves- stands still for a second to take a swig from his flask, granting damage resistance and damage dealt at the cost of movement speed for the duration

-Values optional-

Skill 3: FOR MY SHIP!- Charges Forward, holding the wheel in front. Damages and throws back enemies.(maybe the thrown enemies damage other enemies on impact)

      Scepter upgrade could cause an AoE burst at the end of the charge

-Values optional-

Story: -Description optional-

Class name: Gunner

Role, Perks, and Concepts: With his hard to control yet devastating machine gun, the gunner is a high risk
high reward blend of the Commando and Enforcer based around kiting enemies until
a large group forms then unleashing rapid fire hire damage hell. High damage
but hard to control, beginners will enjoy his immense firepower.

Appearance Description/Examples: Most notable features are his large machine gun, machete strapped
around his waist, and Rambo-esque headband wrapped around the top of his helmet.

Stats: iunno I'm not a nerd, pretty average though.

Basic attack: Hip Fire – Rapidly fire four fast long-range projectiles that do
heavy damage in rapid succession. The first one travels in a straight line in
front of the gunner, the second at an upward angle, the third and fourth at progressively
steeper upward angles. The attack has a relatively long animation with an
additionally slow recovery animation, making it dangerous.

Lance – Potshot - Significantly easier to "control," the second and beyond attacks are at a lower angle.

Skill 1: Machete – A quick, high damage melee slice in front of the Gunner that
can hit multiple enemies. Can be used to animation cancel any of his other
abilities. Has heightened damage if used during Sprint. Has a considerable cooldown
so should only be used in a pinch or to finish off an enemy.

Skill 2: Sprint – Rush forward in a straight line for as long as the button is held down (or a set distance if this proves too powerful). Take reduced damage from the front during sprint. All enemies he runs into receive small damage and a short stun. If the gunner jumps during sprint, he leaps and gets a boost in height and forward momentum however the jump has a fixed trajectory. Hopoo feathers and jetpacks do not affect the leap and cannot be used during it. He cannot use abilities one or two during the leap, though ropes may still be grabbed.

If the gunner stops mid sprint, there is a short, inconvenient animation of him coming to an abrupt stop and skidding forward slightly. If the gunner runs into a wall, there is a longer animation of him slamming into it. If the gunner lands from falling/jumping, there is an animation shorter than the first of him landing heavily and standing back up again.

Skill 3: Deploy – The gunner has a quick animation of him setting up his gun on a stand. If it is activated during sprinting leap, the gunner will instead raise his gun overhead then slam into the ground with his gun on the stand upon landing. If the player taps the backwards movement key in the air, he will turn and face that direction upon landing. Upon landing, there is a radius in which enemies on both sides will be damaged, stunned, and knocked back.

Whilst deployed the gun fires at the same rate as hip fire and fires the same projectiles, however they can be fired continuously, and they will all remain perpendicular. Pressing the backwards movement key will initiate a short animation of the gunner swivelling around the stand to turn and face behind him. Pressing up or down (and I'm not even sure those buttons exist in Risk of Rain) will tilt the gun at a slight upward or downward angle respectively. The activation key can be pressed at any time to leave deployment like protect and serve with a short animation of the gunner picking his gun up again. Machete can also be used to cancel deployment with the normal slice animation however this takes roughly the same amount of time.

Scepter – Spray and Pray – A single stream of bullets is no longer fired. Instead, firing produces extra bullets (as much as three or four times as many) that come out at "random" angles in a cone in front of the gun in a way that ensures a mostly even spread.

Story: *He dreamed of being a hero for his nation. They called him a deranged killer. Now stranded on this planet, he takes solace that he can kill again. People can do terrible things to survive adversity, he's prepared to do worse to conquer it.*

…and so he left, finally out of ammo.

(Fenrir)

Class name: Ace (Suggestion 1)
Role, Perks, and Concepts: Ranged DPS
Appearance Description/Examples: Blue shirt, black hair, pistol for his sidearm. (Worked on a sprite but uh... Almost anything would be better. haha)
Stats: (These were made on a whim. I don't know the stats of the characters.)
1. Speed: 1.7

2. Health: 100 + 33 pl
3. Health Regen: .8 + .3 pl
4. Damage: 16 + 3.5 pl
5. Armor: 3 + .25 pl

Basic attack: "Lucky 3" - Fires a three-shot burst from his pistol dealing 60%, 80%, and 140% respectively. (RoF is rather slow, either like Enforcer or Huntress)

Skill 1: "Raid" - Dash in front of you (some odd feet/yards?)while becoming invincible and dealing 250% damage to all enemies caught within "Raid". Bosses take 300% damage and become slowed for 2 seconds. "Raid" has a CD of 4 seconds.

Skill 2: "Dog Fight" - Take less damage (25% less) from the front while dealing 3 times more damage. Jumping, using a pad, falling, turning around (or lock the position like Enforcer), or using rope before the duration ends gives you a weakness debuff (take either 1.5 or double damage) for 3 seconds. "Dog Fight" lasts for 5 seconds with a CD of 7 seconds (regardless if canceled or not.)

Skill 3: "Evasive Maneuvers" - Become invincible for 3 seconds. Speed is doubled. Dodge is increased by 1.5%. "Lucky 3" shoots an additional 3 shots that are fired from behind that deal 75%, 95%, 155% respectively. "Raid" Travel further. Enemies on screen take 200% damage, enemies caught within 'Raid' take an additional 50% more damage (300%, Bosses take 350%.) "Dog Fight" Damage reduction is increased to 33%, it cannot be canceled (you can jump, turn, ETC without breaking), and enemies attack slower (20%) from behind. "Evasive Maneuvers" has a CD of 14 seconds. -side note- It's kinda like Chef's 4th. "Upgrades" one of the other three.

Story: He was the best damn pilot there was, until he got cheated by his former friend that is. Now without a ship and his wing-man, this old bird is going solo…

End Text: With another easy battle under his belt he seeks out the toughest challenge he'll ever encounter… A foe with a friend's face.

Class name: Ace (Suggestion 2)

Skill 2: "Dog Fight" - Take less damage (25% less) from the front while dealing 3 times more damage. Jumping, using a pad, falling, turning around (or lock the position like Enforcer), or using rope before the duration ends enables "Evasive Maneuvers". "Dog Fight" lasts for 4 seconds with a CD of 7.

Skill 2 (not really a skill)**:** "Evasive Maneuvers" - Half attack speed but double movement and increase dodge chance by 1.5%. Enemies you pass are slowed by 23% and their attack speed is decreased by 25%. "Evasive Maneuvers" lasts for the remainder of a canceled 'Dog Fight'.

Skill 3: "All or Nothing" - "Lucky 3" shoots an additional 3 shots that are fired from behind that deal 75%, 95%, 155% respectively, if health is/falls below 50% damage is tripled for all 6 shots. "Raid" Travels further. Enemies on screen take 100% damage while enemies caught within 'Raid' take an additional 50% more damage (300%, Bosses take 350%.) "Dog Fight" Damage reduction is increased to 33% and "Evasive Maneuvers" is also enabled with no penalty in attacking. "All or Nothing" has a CD of 9 seconds. -side note- It's kinda like Chef's 4th. "Upgrades" one of the other three.

-MagicMan3K-

ADDITIONAL DATA

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