

Heroes and Villains

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Weather Wizard

Role: Controller

Universe: Prime

Damage source: Power Damage

Alignment: Evil

Passive: **The wind in my back**

When Weather Wizard moves in one of his spells he will get a move speed buff that will increase with power damage.



Q ability: **Tornado Warning**

Creates a tornado that knocks up any enemy in its path. Weather Wizard can store up to 4 Tornado that he can release up to 4 seconds in between. The Wizard will regain a tornado every 15 seconds.

W ability: **Hail the wizard**

Creates a hail in an area that damages and slows enemies the longer the enemies is in it. The hail will also apply a debuff to the enemy that lowers their attack armor. The area stays in place for 3 seconds

E ability: **Foggy plans**

Creates a fog which cripples the enemies inside it and shortens their vision. Enemies will not be able to see outside of the area. The fog will not damage enemies so it will not trigger turrets or creeps. The fog stays in place for 4 seconds.

R (Ultimate) ability: **Eye of the storm**

Weather Wizard creates an area around him that knocks everyone up, creating hail and a fog at the same time. Weather Wizard can not move during this time and is immune to any cc. Enemies can still attack him though. Weather Wizard is immobilized during the spell. The fog and hail will stay in the area for 6 seconds

Clayface

Role: Enforcer

Universe: Prime

Damage source: Attack Damage

Alignment: Evil

Passive: **Clay**

When an enemy gets hit by one of Clayface's basic attacks or spells, he/she will get a stack of clay. At 3 stacks, the enemy will be stuck in place for x seconds. It takes 5 seconds for the passive to start stacking after the root.

Q ability: **Hammersplat!!!**

Clayface turns his hand into a hammer and smashes the ground in front of him. Any enemy inside the area will be stunned. Damage scales with health and attack damage. All hit will get a clay stack.

W ability: **The Puddle**

Clayface turns into a puddle that becomes untargetable and slows enemies inside the puddle. Claystacks will apply periodically.

E ability: **Shapeshift**

Clayface is able to copy/switch his appearance to match a teammate in the area. This will end if he uses an attack.

R (Ultimate) ability: **Mud rain**

Clayface will start to spin and cast out small blobs. All enemies in that area who get hit with a blob take damage that scales with health and receive a claystack. An enemy can get hit with multiple clay stacks if they stay in the area. Clayface is immobilized during this attack.



Deadshot

Role: marksman

Universe: Prime

Damage source: Attack damage

Alignment: Evil

Passive: Nightvision

If deadshot attacks a target it will gain a stack. The stack will make the target's armor percentual reduced with every autoattack deadshot fires at that target. It will stop stacking at 4 stacks.

Q ability:

W ability: Quick escape

Deadshot will make a tumble, the tumble will also clear Deadshot of any slow, cripple, fear or silence.

E ability:

R (Ultimate) ability: Gun, Target, Bullet

Deadshot locks onto a target enemy champion and channels for 1 second. While channeling, Deadshot gains true sight of the target. The enemy champion will take hit by a missile dealing true damage. Any enemy that the missile will go through will take 50% of the damage



Kingshark

Role: Bruiser

Universe: Prime

Power source: Attack damage

Alignment: Evil

Passive: **Blood Scent**

If an enemy is on 20% of its maximum hp Kingshark will get a speed boost when he is near that enemy. This area will increase with level.

Q ability: **Natural predator**

Kingshark takes a bite on an enemy in front of him. The damage scales with the missing health of the enemy. If the enemy is a minion he will get healed for a large amount.

W ability: **Blood frenzy**

Blood frenzy is a passive ability. Kingshark starts to attack faster the less health he has. He also gets a Power armor boost that increases with level.

E ability:

R (Ultimate) ability: **The tide is rising**

Kingshark creates a wave that goes across the map. Kingshark will be able to ride the wave and by pressing r again he will jump of it. The wave slows down any enemy the wave pass through and allies gets a speed boost.



The Penguin

Role: Marksman

Universe: Prime

Power source: Hybrid damage

Alignment: **Evil**

Passive: **Deals never go south**

When Penguin or an ally close to him last hits a minion he will get 4 credits more for it.

Q ability: **Gatling gun**

Penguins fire a gatling gun from his umbrella which auto fires in front of him. During this time his range is longer and his damage also scales with AP but his movement is also slowed.

W ability: **Umbrella**

Gains bonus defense against all attacks from a chosen location under a short time.

E ability: **Penguin Bomb**

Penguin puts out a penguin that stays for 1 minutes. If an enemy comes close to the penguin, it will run to the enemy and explode and slow them. The penguin has 5 penguins charges with a 3 second cooldown before he can put out another one. It takes 20 seconds for a bomb to recharge, the penguin can have out up to 6 bombs at the same time.

R (Ultimate) ability:



Deathstroke

The Terminator

Role: Bruiser

Universe: Prime

Power source: Attack damage

Alignment: Evil

Passive:

Q ability:

W ability: **Block/Dodge**

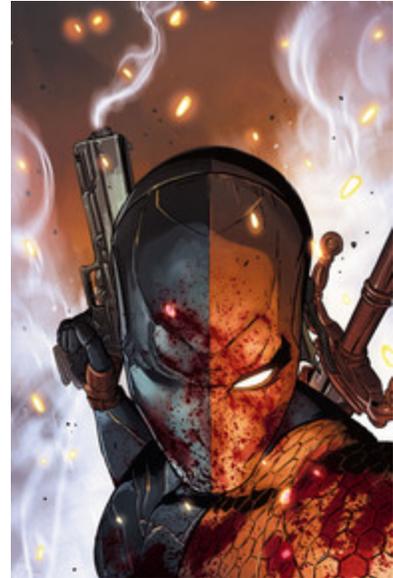
When in sword mode Deathstroke uses Block which gives him a shield that lasts for 1 second and is able to block 1 incoming ability.

When in staff mode Deathstroke uses dodge that when activated makes deathstroke jump a small distances while he is in the air he is untargetable. This can be used to jump over walls

E ability:

R (Ultimate) ability: **Sword/Staff**

Deathstroke will be able to have his ultimate at the start off the game. The staff will give him a new set off basic abilities and longer attack range while the swords will give him bleed on autoattacks



Captain Cold

Role: Blaster

Universe: Prime

Power source: Power damage

Alignment: Evil

Passive: **Frostbite**

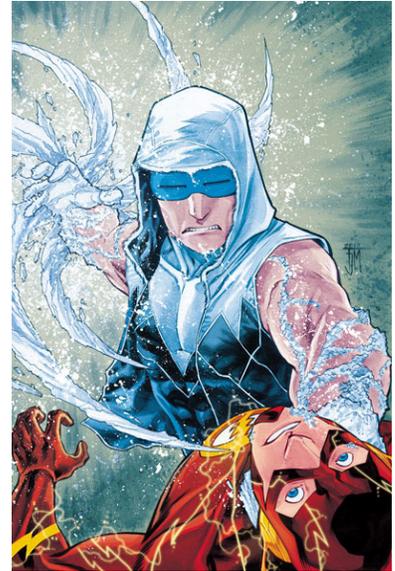
Q ability:

W ability: **Ice Wall**

Captain Cold creates a wall in a targeted area that hinders people to walk. The wall remains longer with levels

E ability:

R (Ultimate) ability:



Atomic Captain Cold

Role: Marksman

Universe: Atomic

Power source: Attack damage

Alignment: Evil

Passive: **Frozen Fire**

All auto attacks made by Atomic Captain Cold will slow the target for X%

Q ability: **Frozen Grenade**

W ability:

spraying and standing still,

E ability:

R (Ultimate) ability:

Arcane Captain Cold

Role: Enforcer

Universe: Arcane

Power source: Power damage

Alignment: Evil

Passive: **Frozen path**

Captain Cold will leave a trail after him that makes enemies slowed when they walk on it, the trail will decay after 3 seconds

Q ability:

W ability: **Frosted tips**

Captain Cold resistances gets buffed and all auto attacks against him will return a portion of the damage

E ability:

R (Ultimate) ability: **SNOWBALL!!!**

Captain turns into a snowball that targets an enemy and rolls towards them until it hits. any other enemy in its path will be knocked to the side. When hit by it will do a 25% percent of the targets damage and stun it

Bane

Role: Enforcer

Universe: Prime

Power source: Attack damage

Alignment: Evil

Passive:

Q ability:

W ability:

E ability:

R (Ultimate) ability: **Venom surge**

This is a toggle ability that drains Bane's venom pool, if Bane doesn't toggle off his Venom pool and it goes to 0 he will slow himself for 50% in 3 seconds. Bane defense and damage raises during the duration and all his abilities will stun.



Arcane Bane

Role: Controller

Universe: Arcane

Power source: Power damage

Alignment: Evil

Passive:

Q ability:

W ability: **The Blessing of Peña**

Arcane Bane targets a friendly villain and start to channel the ability. The channel gives the targeted ally hp and attack damage. Arcane bane cannot move or get crowd controlled during the channel and the targeted ally can't walk out of the abilities range, if any of this happen the channel will be incomplete.

E ability:

R (Ultimate) ability:

Gorilla Grodd

Role: Bruiser

Universe: Prime

Power source: Hybrid damage

Alignment: Evil

Passive:

Q ability:

W ability: **Mind Controlled roar**

all enemies in a cone in front of Grodd will get charmed for 1 / 1.25 / 1.5 / 1.75 / 2 seconds

E ability: **Psychic bolt something**

R (Ultimate) ability: **Feast on their skulls**

Grodd executes an enemy hero and eats his/hers skull, depending on the role of the enemy hero he will get a different buff. These buffs will stack and are unlimited. But if Grodd dies he will lose a third of his buffs counting downwards

Controller gives him mana reg

Marksman gives him attack speed

Enforcer gives him health

Blaster gives him resistance

Assassin gives him movespeed



Atomic Gorilla Grodd

Role: Controller

Universe: Atomic

Power source: Power damage

Alignment: Evil

Passive: Totems of a schaman

All totems put out will increase in power when grodd is in its area. All totems have 3 hp and grants vision, Grodd can only have one of each totem out at the same time

Q ability: Leaping totem

Grodd jumps to a location and puts down a totem there. The totem gives allies extra movement speed while its out

W ability:

E ability:

R (Ultimate) ability:

Grodd gives out a roar that boost all the totems around him and fears all enemies in close range

Arcane Gorilla Grodd

Role:

Universe: Arcane

Power source: Power damage

Alignment: Evil

Passive:

Q ability:

W ability:

E ability:

R (Ultimate) ability:

Captain Boomerang

Role: Marksman

Universe: Prime

Power source: Attack damage

Alignment: Evil

Passive: **Right in the eye mate**

For each attack Captain Boomerang throws at the same enemy he will gain 5% crit. As soon as he switches target the passive will reset

Q ability: **Boomerang bounce**

Captain boomerang next auto attack hits the enemy with a boomerang that deals X damage, the boomerang while bounce back in a close range to the Captain if he catches the second bounce he can use the ability again without spending any will. (The Right in the eye mate will proc on Boomerang bounce)

W ability:

E ability:

R (Ultimate) ability:



Cheetah

Role: Assassin

Universe: Prime

Power source: Attack damage

Alignment: Evil

Passive:

Q ability:

W ability:

E ability:

R (Ultimate) ability:



Constantine

Role: Blaster

Universe: Prime

Power source: Power damage

Alignment: Good

Passive:

Q ability:

W ability:

E ability:

R (Ultimate) ability:



Beastboy

Role: Bruiser

Universe: Prime

Power source: power damage

Alignment: Good

Passive: Horse transformation

After not being in combat for 5 seconds Beast Boy turns into a horse and gains flat movespeed. The effect will end if he uses a spell, attack someone or gets attacked

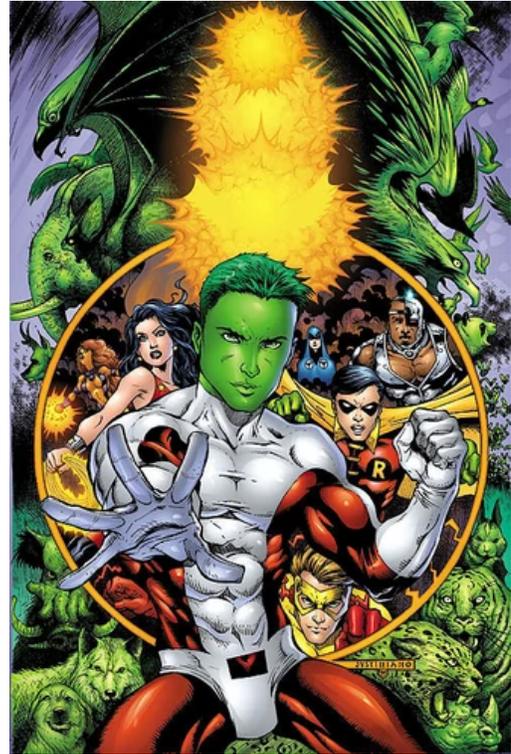
Q ability: Ram transformation

Beastboy will get a small boost of movement speed, when auto attacks the first enemy he hits he will knock them back.

W ability:

E ability:

R (Ultimate) ability:



Killer Frost

Role: Blaster

Universe: Prime

Power source: power damage

Alignment: Evil

Passive: **One with the winter**

Can not be slowed

Q ability: **Ice impale**

Activates 3 ice daggers that by reactivating it shoots out a ice dagger the slows any enemy it passes through and deals power damage to it. Killer Frost can reactivate this ability up to 3 times

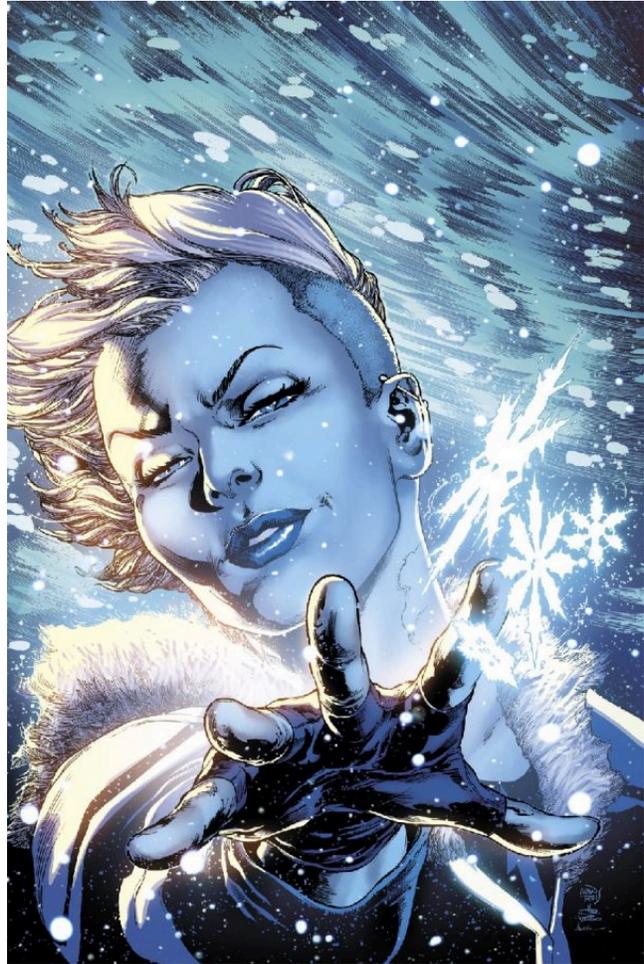
W ability: **Ice shield**

Gains a ice shield that after a delays explodes in a area around Killer Frost damaging all enemies around her.

E ability: **Frozen kiss**

Killer frost targets an enemy champion in close range and stuns them in place, the next ability used by Killer Frost on that enemy will gain a significant damage increase.

R (Ultimate) ability:



Mr Freeze

Role: Enforcer

Universe: Prime

Power source: Power damage

Alignment: Evil

Passive: **Icy Aura**

Any enemy champion in x range of Mr Freeze have lowered attack speed

Q ability: **Freezethrower**

In a small cone in front of him Mr Freeze fires a spray that damages any enemy in it and slows them. This is an active and Mr Freeze can use it as long as he has will for it.

W ability: **Frost mines**

Mr freeze lays down a frost mine that will explode when an enemy walks over it, the explosion causes the enemy to take damages and be frozen in place for 2 seconds, freeze can have up to 3 mines out at the same time and they are on a reload system

E ability:

R (Ultimate) ability: **Freeze spray**

Mr freeze fires in a large cone in front of him a freeze spray that freezes all enemies in 2 seconds and damages them for a small amount.



Gaslight Mr Freeze

Role: Controller

Universe: Gaslight

Power source: Power damage

Alignment: Evil

Passive:

Q ability: **cryogenic ??????**

Gaslight Mr Freeze targets an ally in his range and creates a tether between the 2. While the tether is active the targeted ally's auto attacks slow and they both have 15% tenacity. while the tether is active Gaslight Mr Freeze can not auto attack. The tether will disappear if one of the targets move out of range from one another, Gaslight Mr Freeze runs out of mana, gets silenced or turn of the ability

W ability:

E ability:

R (Ultimate) ability: **Overdrive**

Each of Gaslight Mr Freeze normal abilities can stack up to 100. When one is fully stacked he can use his ult. The ultimate will use the same abilities as the ones that are at a hundred stacks. But will do so to all allies in range. The ability will end when the stack is at 0.

Trickster

Role: Blaster

Universe: Prime

Power source: Power damage

Alignment: Evil

Passive:

Q ability: Turrets???????

W ability: **Anti-gravity Boots**

Targets a place within x from Trickster, Trickster jumps up in the air and lands at the targeted location, if the area has a minion (ether enemy or friendly) he will jump again in the same direction, while jumping Trickster is untargetable. He can use this ability to jump over walls.

E ability:

R (Ultimate) ability:



Mirror Master

Role: Assassin

Universe: Prime

Power source: Power damage

Alignment: Evil

Passive:

Q ability:

W ability: **Mirage**

Mirror Master can create up to 5 mirages of himself that he can control. Each mirage must stay in x range of mirror master and will disappear after 3 attacks. The mirages are on a reload system so he doesn't need to use all in the same time.

E ability: **Mirror**

At first use Mirror master creates a mirror, when used a second time (within range from the first mirror) he creates another mirror, they will act as a teleportation and let anyone go through it. The mirrors have no time limit but will be destroyed after 3 hits

R (Ultimate) ability:



Bizarro

Role: Bruiser

Universe: Prime

Power source: Power damage

Alignment: Evil

Passive:

Q ability: **super punch**

When Bizzaro activates this ability his next auto attack will knock up the enemy. Auto Attacking other heroes will reduce the cooldown

W ability:

Bizzaro dives forward displacing all enemies in front of him, the damage will decrease by 10% for each enemy hit (including minions)

E ability: **Flaming breath**

This ability is a toggle, when toggled on all enemies in a cone in front of him gets hit by a health percent damage.

R (Ultimate) ability: **Frost vision**

All enemies in a line in front of Bizarro will get stunned and slowed



Scarecrow

Role: assassin

Universe: Prime

Power source: Power damage

Alignment: Evil

Passive: **The Fear within**

Turns into Nightmare Scarecrow

Q ability: **Schyte slashes**

Scarecrow next three attacks hits everyone in a cone in front of him

W ability: **Gas canister**

Scarecrow lays down a gas canister on the ground, when reactivating the ability the canister explodes and fears all enemies in a close are. It also creates a large clouded area which enemies inside gets nearsighted. When Scarecrow is in the cloud he turns into nightmare scarecrow.

E ability:

R (Ultimate) ability: **City of fear**

Scarecrow covers the whole map in a darkness and transform into his nightmare Scarecrow. Nightmare Scarecrow fears all minions on first contact



Arcane Scarecrow

The king of Crows

Role:

Universe: Arcane

Power source: Power damage

Alignment: Evil

Passive:

Q ability:

W ability:

E ability:

R (Ultimate) ability:

Ragman

Role: Controller

Universe: Prime

Power source: power damage

Alignment: Good

Passive: **Suit of souls**

Ragman's magic resist increases with how many kills and assists he has.

Q ability: **Rag toss**

Ragman sends out a skillshot that roots its first target

W ability:

E ability:

Ragman blinks to targeted location, he can reactivate the ability to blink back to his starting location. The cooldown will reset if he is a part of a kill

R (Ultimate) ability:

Ragman gains defense buff and roots himself in place. He spreads out his rags in a large wall like manner (it should cover a lane's width). All enemies is unable to pass through the wall and all skillshot will be directed to Ragman.



Deadman

Role: Assassin

Universe: Prime

Power source: Power damage

Alignment: Good

Passive:

Q ability:

W ability: **Possession**

Deadman can target this ability either on an ally or an enemy. If used on an ally, Deadman disguises himself inside the ally for max 20 seconds. He then jumps out of his ally to a targeted location. If used on an enemy, Deadman jumps inside the enemy and can control the enemy's movement for 1/1.25/1.5/1.75/2 seconds to later jump out to a targeted location.

E ability: **Phasing?????**

When using this ability Deadman gains 15/20/30/40/45% extra movespeed and is immune to slows. He can also ignore terrain collision and minion collision. If he moves through an enemy champion he damages them with magic damage. If the damaged enemy champion dies during Phasing active, the active is refreshed.

R (Ultimate) ability:



Red hood

Role: Marksman

Universe: Prime

Power source: Attack damage

Alignment: Good

Passive:

Q ability:

W ability:

E ability:

R (Ultimate) ability:

Red hood fires 8 shots in a circle around him. All shots deals x damage + x percent of the target's missing health. Red hood is free to move during cast and immune to cc.



Huntress

Role: Marksman

Universe: Prime

Power source: Attack damage

Alignment: Good

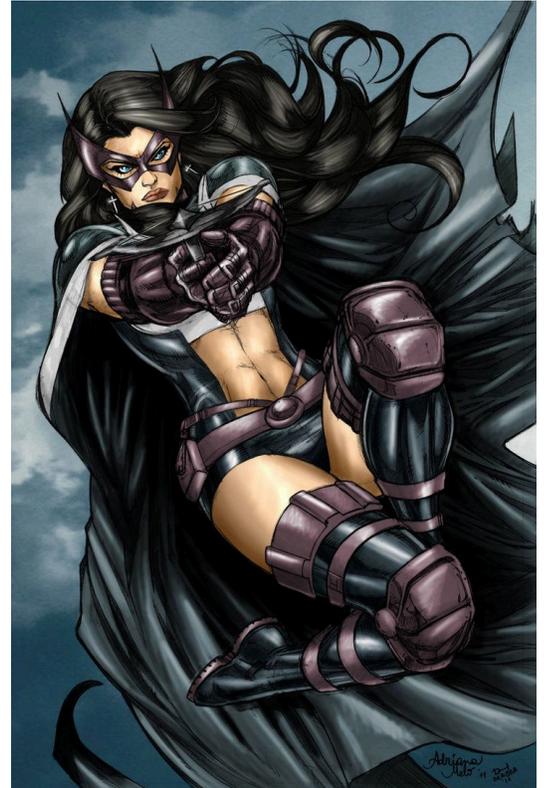
Passive:

Q ability:

W ability:

E ability:

R (Ultimate) ability:



Arcane Batman

Role: Blaster

Universe: Arcane

Power source: Power damage

Alignment: Good

Passive:

Q ability:

W ability: **Echoes**

When using this ability Arcane Batman sends out an echo that gives him truesight of the area around him for a short time. It is also a passive ability that gives him Spell vamp.

E ability: **Bat swarm**

Arcane Batman sends out a bat swarm in a cone in front of him that silences and damages the enemies hit.

R (Ultimate) ability: **Martha and Thomas**

Arcane Batman sends out 2 bats that hunt the two closest enemy champions that has the lowest health and deals damage based upon their missing health.

Arcane Swamp thing

Role: Controller

Universe: Arcane

Power source: Power damage

Alignment: Good

Passive:

Q ability:

W ability: **The forest is our friend**

Arcane Swamp thing creates a forest in a large area around him. Inside the forest allies have a buffed regeneration and buffed mana regeneration.

E ability:

R (Ultimate) ability: **The Elder tree**

Arcane Swamp thing targets himself or an allied hero and turns them into a tree, The Tree grants the targeted hero immunity and rots them for a short time, It also gives them a massive healing boost.

Count Vertigo

Role:

Universe: Prime

Power source: Power damage

Alignment: Evil

Passive:

Q ability:

W ability:

E ability:

R (Ultimate) ability:



Arcane Superman

King Kal

Role:

Universe: Arcane

Power source: Attack damage

Alignment: Good

Passive:

Q ability:

W ability:

E ability:

R (Ultimate) ability:

Arcane Krypto

Role: Enforcer

Universe: Arcane

Power source: Attack damage

Alignment: Good

Passive:

Q ability:

W ability:

E ability:

R (Ultimate) ability:

Gaslight Aquaman

Role: Marksman

Universe: Gaslight

Power source: Attack damage

Alignment: Good

Passive:

Q ability: harpoon shot

Gaslight Aquaman casts out a skillshot that connects to the first enemy or wall hit. If the target is an enemy, Gaslight Aquaman drags the enemy towards him as he at the same time moves to the target. If targeting a wall Gaslight Aquaman can reactivate the ability and dash to the wall.

W ability: Hook line and sinker

Gaslight Aquaman sends out an anchor that binds the closest enemy champion to it, The champion it binds too gets a slowing effect that lasts for X seconds, Gaslight Aquaman can target the anchor with a harpoon shot to dash to it. Gaslight Aquaman can also auto attack the anchor to make it deal damages in a close area around itself. If there is an enemy champion bonded to the anchor the damage increases. If the Anchor misses when cast the anchor will stay on the map for a short period.

E ability:

R (Ultimate) ability

Arcane Zod

Role:

Universe: Arcane

Power source: Power damage

Alignment: Evil

Passive:

Q ability:

W ability:

E ability:

R (Ultimate) ability:

Abra Kadabra

Role: Blaster

Universe: Prime

Power source: Power damage

Alignment: Evil

Passive:

Q ability:

W ability:

Abra kadabra starts to channel and when the channel is complete he teleports to the targeted place in x range

E ability:

R (Ultimate) ability:



Heathwave

Role: Marksman

Universe: Prime

Power source: Power damage

Alignment: Evil

Passive:

Heatwaves basic attacks deals a anti-healing stack that reduces the healing of the target. A enemy can have up to 5 stacks.

Q ability:

W ability:

E ability:

R (Ultimate) ability:

Heatwave channels the ability for a while and then releases major damage in a large area around him. The damages applies three scorch stacks but will be blocked by walls.



Black Hand

Role: ??????

Universe: Prime

Power source: Power damage

Alignment: Evil

Passive: Black ring

Black Hand uses a Black ring that is fueled by death around him. When a minion or a champion dies near Black hand gains stacks. a minion will give Black hand 1 stack and a champion 10. when at 10 stacks his next basic spells will have a special ability.

Q ability: grasping will

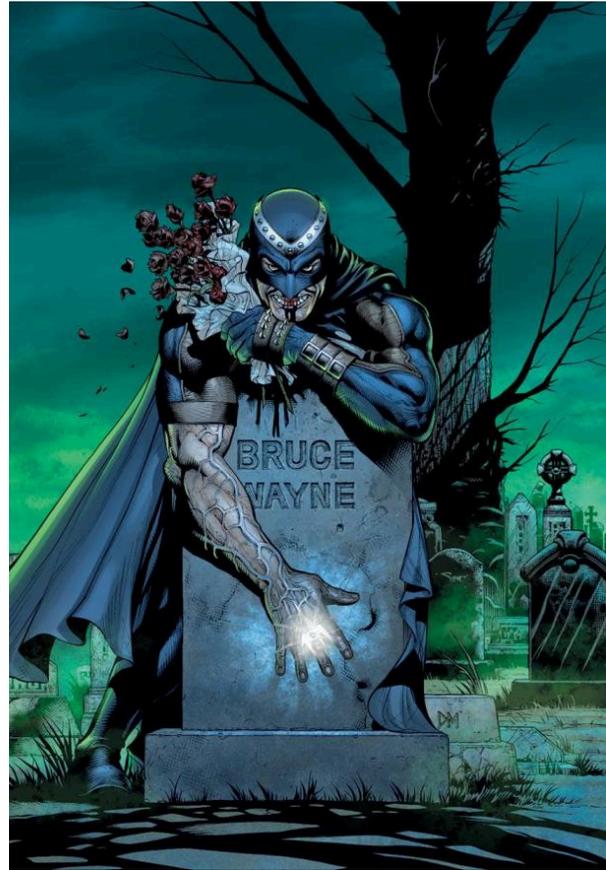
Black hand sends out a skillshot that damages all enemies and takes enemy heroes will, passive gives bonus health back

W ability:

E ability:

R (Ultimate) ability:Rise

Black Hand rises all dead champions and minions in a small zone. If he rises a enemy champion or a minion it will be only able to use auto attacks and auto attack passives. If Black hand rises a ally champion the player controlling the champion will be free to use all of its abilities as normal. The risen will start to lose health if they are not damaging enemy champions. If Black Hand has the ability up but dies he can use it to rise himself. The risen will also die if the real champions death timer is complete



Pied Piper

Role: Controller

Universe: Prime

Power source: Power damage

Alignment: Evil

Passive:

Q ability: **Rat run**

Pied Piper send out a group of rats from one wall to another, if Pied piper activates the ability again he can redirect the rats to another wall. If any enemy champion gets hit by the rats he takes damage and is knocked up. The rats will be able to go through minions but will disappear if they knock up a enemy champion

W ability:

E ability: **Sound Barrier**

Pied Piper creates a around a allys location, while staying in the sound barrier any allied champion will not take any damage from auto attacks. Pied piper can cast this on himself as well as allied turrets.

R (Ultimate) ability:

All enemies around Pied Piper is enchanted by Pied Pipers music and is stunned for x seconds.



Larfleeze

Role: ????

Universe: Prime

Power source: Power damage

Alignment: Evil????

Passive:

Q ability:

W ability:

E ability:

R (Ultimate) ability:



Arcane Flash

Role: Blaster

Universe: Arcane

Power source: Power damage

Alignment: Good

Passive:

Every spell from Arcane Flash that hits a enemy will cause a stack at 3 stacks the enemy will be stunned.

Q ability:

Arcane Flash sends out a lightning that bounces up to 6 times between targets. each bounce on a target will count as another stack

W ability:

Arcane Flash sends down lightning from the skies that strikes each enemy who have been hit by the passive

E ability:

R (Ultimate) ability:

Godspeed

Role:

Universe: Prime

Power source: Attack damage

Alignment: Evil

Passive:

For every takedown Godspeeds movement speed will increase.

Q ability:

Godspeed glides forward dealing damages and knocking down any hero in his way. The damage scales with movespeed

W ability:

E ability:

R (Ultimate) ability:

Arcane Cyborg

Role:

Universe: Arcane

Power source: power damage

Alignment: Good

Passive: **Made from stone**

Arcane Cyborg gains more armor depending on his current health

Q ability:

W ability:

Arcane Cyborg becomes untargetable and moves forward while his stones spins around him dealing damage to all enemies hit

E ability:

R (Ultimate) ability:

Doctor Fate

Role:

Universe: Prime

Power source: Power damage

Alignment: Good

Passive:

Q ability:

W ability:

Doctor fate creates a force field for brief seconds that stops the first missile attack. When the first missile has hit the force field they both disappear.

E ability:

R (Ultimate) ability:

Doctor fate creates targets a enemy villain and creates a cage around them. The enemy villain cannot escape the cage until x seconds. If doctor fate dies the cage is automatically is canceled.

Ares

Role:

Universe: Prime

Power source:

Alignment: Evil

Passive: **God of war**

Ares regenerates whenever he attacks a enemy hero.

Q ability:

W ability:

E ability:

R (Ultimate) ability:

Lobo

Role: Bruiser

Universe: Prime

Power source:

Alignment: Neutral?

Passive: **The main man**

Q ability: **Shotgun Blast** ??????

W ability:

E ability:

R (Ultimate) ability: Motorcycle ride ??????

Mecha Lobo

Role: Controller

Universe: Mecha

Power source: Power damage

Alignment: Neutral?

Passive: **Hitlist**

For each unique takedown Mecha Lobo gains bonus gold. When Mecha lobo have collected all unique takedowns he gains bonus gold for completing the hit list

Q ability: **Hook????**

W ability:

E ability:

R (Ultimate) ability: **Noose**

Mecha lobo chains up a enemy Hero/villain dragging the enemy behind him while continuously damaging the enemy Hero/Villain based on the Hero/Villains Max health

Sportmaster

Role: Bruiser

Universe: Prime

Power source: Attack damage

Alignment: Evil

Passive:

Q ability:

W ability:

E ability:

R (Ultimate) ability: **Home run**

Sportmaster charges and after a while he swings his bat damaging enemies in front of him and knocking them back. If they hit a wall because of the knock back they will be stunned.

Bloodwork

Role: Bruiser

Universe: Prime

Power source: Magical

Alignment: Evil

Passive:

Bloodwork doesn't use mana; instead, he has a bloodpool. The bloodpool fills up whenever Bloodwork damages an enemy hero or minion and if Bloodwork takes damage. The amount filled is depending on the amount of damage taken or given.

Bloodwork regenerates hp quicker when on low hp

Q ability: **Bloodflow**

Bloodwork shoots out a skillshot that damages the first hero/minion hit. It will then bounce up to 4/5/6/8/10 times and marks them with a bloodmark.

Enhanced: Bloodwork doesn't now send out a skillshot; instead, five Bloodflow skillshots surround him, and if a Bloodflow bounces to him, he will gain a shield.

W ability: **Bloodboil**

All enemies in x range of Bloodwork that is bloodmarked take an initial hit of magic damage and then burn damage based on stacks of bloodmarks. This consumes the blood mark.

Enhanced: Bloodboil now burns for a longer time.

E ability: **Bloodclog**

All enemies in x range of bloodwork that is bloodmarked will be rooted in place. This does not consume the blood mark.

Enhanced: Now also roots enemies around the bloodmark, and they also gain a bloodmark.

R (Ultimate) ability: **Transformation???**

This ability is not on a cooldown but can only be activated once the bloodpool is filled up.

Bloodwork then transforms into "Bloodmonster" and gains more hp but is now melee. His autoattacks now give bloodmarks. All of his abilities are now enhanced.

Turtle

Role:

Universe: Prime

Power source:

Alignment: Evil

Passive:

Q ability:

W ability:

all enemies in x area around Turtle is slowed X% while still in the area

E ability:

R (Ultimate) ability

Ocean Master

Role:

Universe: Prime

Power source:

Alignment: Evil

Passive:

Q ability:

W ability:

E ability:

R (Ultimate) ability

The Top

Role:

Universe: Prime

Power source:

Alignment: Evil

Passive:

Q ability:

The top spins forward xx distance and knocks up any enemies in his path. The Top can charge up this ability for longer distances but during the charge up he can not change direction.

W ability:

E ability:

The Top spins around for 0.75 seconds, destroying all hostile non-turret projectiles that enter or are created within the area for the duration.

R (Ultimate) ability:

The Top unleashes a shockwave around himself, dealing magic damage to all nearby enemies, stunning them for 0.75 seconds, and pulling them x units towards himself.

Canary

Role:

Universe: Prime

Power source:

Alignment: Good

Passive:

Q ability:

W ability:

E ability:

R (Ultimate) ability

Mecha Canary

Role:

Universe: Mecha

Power source:

Alignment: Good

Passive:

Q ability:

W ability:

Roots herself and fires out a sonicwave towards the cursor, repress w to leave turret mode

E ability:

R (Ultimate) ability

Items

Tanky support item

+health

Passive: Generates gold when cc'ing an enemy champion, If the holder of the item kills a minion the passive will be useless for 20 seconds.

Tanky armor item

+ Physical dmg reduction thing

Unique passive: blocks every 5 AA from enemy Heros/villains

Claw of Horus

- Unique active: Sheildbash?
Is more effective on sheilds
or
Ignores sheilds

Riddlers Cane

Xxx

Unique active: gives vision in a area

Cloak of Cagliostro