

Kayden

Passive

Tsk, tsk, tsk: Any damage taken under 30% of his health will be decreased by 15% damage.

Attack

Lengthy grip: The attack has a really long unload speed. If the enemy is hit with the tip of the attack, they will be pulled towards Kayden.

Abilities

Ensnaring claws: Kayden pulls in an enemy and damages them until they die. It has a very short range. When the enemy is caught Kayden will not be able to move or use another attack, but he gets extra shield health. If Kayden's shield health depletes to zero the attack will end, and the enemy will be freed. If the trapped enemy dies, Kayden's remaining shield health will become bonus health.

Too nonchalant: Kayden slows the targeted enemy and decreases their damage. This attacks in a small box in front of him. The slow lasts for 1 second, but the damage decrease lasts for 5.

Ultimate

Glare of disapproval: Everyone, even teammates, in a big circle around him will be slowed, knocked back in the direction Kayden is facing, and have 50% reduced attack, teammates have 20% reduced attack instead. These effects last 3 seconds on teammates and 6 seconds on enemies.

Jason Chow

Passive

(Name open for suggestions): Jason's ultimate does not charge automatically, but instead he will automatically gain shield health.

Sprint: Jason has a sprint bar which lasts 5 seconds when holding down. When activated it gives him a 1.25 speed boost.

Attack

Punch: In a rectangle in front of him Jason will throw a punch.

Abilities

Jab: In a long rectangle in front of him Jason will do a two-jab combo, pushing his enemy back.

More punching: Jason does a combination of punches while locking on and dashing to a target. The target will be knocked back with every punch. This ability has a long cooldown.

Ultimate

(Name open for suggestions): The is the hardest ultimate to charge out of anyone else but when activated his team will instantly win the game.

Ethan

Attack

Pencil: In a long rectangle Ethan will poke his pencil. The tip of the hitbox will do extra damage as the tip is pointy.

Abilities

Uncontrollable amalgamation: The longer the player holds, the bigger Ethan's hand drawing gets. This will attack in a cone shape, the bigger the hand drawing the bigger the

cone. Holding this attack too long will lead to Ethan being damaged. This will have a very short cooldown.

Ponder: This ability allows Ethan to summon an orchestra of hand puppets blocking off enemy sight lines. The puppet's music will knock back enemies too close to the wall.

How many calories: Depending on how many players are in his field of view he will gain a certain amount of health, each of these players will take a small bit of damage.

Blessed sketch: Ethan will draw five different drawings each giving a different buff. He can only draw one buff flag at a time, then has to wait for the cooldown. The first flag gives his team a speed boost, the second one gives his team a damage boost, the third one gives his team a cooldown reduction, the fourth gives his team a range boost, the fifth one is a healing flag and will heal teammates. These effects are only in action when his teammates are in range of the flags. Ethan can freely choose which flag he places, but he can only place one type of each flag meaning if he placed the same flag type again his old one will be replaced. These flags all have the same health, meaning they can be destroyed.

Ultimate

Schizo manifesto: All of Ethan's drawing become real and attack enemies. Every flag's attack range will be the same size as the buff range. The speed boost flag shoots an electric stun chaining on to two other people with each bounce reducing 20% of the original damage. The damage boost flag shoots a bomb dealing 15% more damage than the others with splash damage. The cooldown reduction flag shoots like a mini gun, each bullet dealing 10% less damage while having a 15% slower traveling speed. The range boost flag shoots a smoke bomb with a big splash radius. There will be a smoke cloud of which the enemy can't see through, but teammates can. The heal flag will shoot out a spike and enemy hit with this will take 20% more damage, the effect will last 2 seconds. The projectile will be 5% slower traveling speed. Ethan will be buffed by all the flags placed down even if he is out of range, although all the buffs will be reduced by 40%.

Michael

Passive

Michael has a rage bar; the more damage he takes the more the bar fills. The fuller the bar is the higher his damage resistance is and the more damage his is.

Attack

Ability

Vacuum: Michael becomes immune to all damage and any projectile that reaches too close to him will be eaten by him and turned into health. This will last 2 seconds and after that Micheal will not move for 0.25 seconds.

Rigged dice rolling: Michael rolls 1d20 to check attack damage, the higher the number the more damage dealt. 1=5 damage, 2=10 damage, 3=15 damage and so on and so forth to 20=100 damage. The dice will be thrown forward, knocking back anyone in its way and dealing 6 damage before it lands. When it does land the person who is in closets around the dice will take the roll damage. Every time the dice hits a wall, the roll range will be increased. But the extra roll range will be decreased every consecutive bounce after the first.

Ultimate

Rage mode:

Hez

Passive

Oooo Food!: For every 5 damage taken Hez gains a 1% speed boost that lasts 10 seconds.

Ultimate

Inner durtle: Hez unleashes his true form and turns into a durtle. The durtle form last for 20 seconds

Durtle form

Attack

Durtle has a three-attack combo with the last attack dealing double damage.

Ability

!Snap!: This attack traps a player in the durtle's mouth and keeps them there for 3 seconds dealing a constant damage of 8

Up up and back down: He flies for 5 seconds making him immune to all damage and gives him a speed boost.