Idea for characters;   
-Characters could have different stats (life, movement speed, attack speed maybe, etc.).  
-The characters could also have **innate passive abilities** that differentiate them furthermore from one another. A pool of skill choices specific to the character can be added to his choices. A cool idea to “reward” some kind of push forward combat can be linked to these innate abilities, ex: the closer you are to the enemies you hit the more damage you do (this specific example could be interesting / hard to implement and possibly confusing for the player for non-traditional weapons).  
-The characters could have different movement skills (dash, blink, sprint, etc.).  
  
First available character the **Knight**: Idea for his innate ability, hitting in melee grants him a temporary shield over his health. The shield amount should have a relatively small cap; this is meant to absorb only part of the first hit received.   
  
Idea for an **Amazon** (could be any athletic base really) character: Innate ability; hitting enemies reduces this character’s movement skill cooldown, possibly by a set amount, encouraging fast hitting weapons for in and out gameplay.