Danger of Downpour

Heroes Doc

Gunslinger: Fast low damage hero, high fire rate with a dodge. Reloads

Ability 1: Bang; Basic shot, low damage, medium fire rate, 6 rounds

Ability 2: FMJ; Load a magazine of piercing shots, used during basic attack, 6 rounds

Ability 3: Dodge Roll; Lunge in currently facing direction, invulnerable during

Ability 4: Load the Big; Load homing rockets, high area damage, 3 rounds.

Design: Duster and hat, revolver with various loads.

Marksman: High damage slow fire rate, Backflip for AoE and maneuverability.

Ability 1: High Caliber; Powerful shot, high damage, low fire rate

Ability 2: Tracer; mark several targets, next shot hits all

Ability 3: Back flip Scatter Shot; Flip away from facing direction, shooting downward several times with exploding rounds

Ability 4: All In The Chamber; Load multiple rounds and fire all at once.

Design: Large cloak, glowing visor, lever action rifle. Lean forward during run

Mechanic: AoE and DoT damage, Close range massive damage with aerial movement

Ability 1: Flak Shot; low damage per pellet, max fire rate, 2 shots, duplex

Ability 2: Riveter; fire a brace of flaming rivets in a straight line, large damage, stuns, ignites oil.

Ability 3: Jump jets; Additional height and air control, triggers oil, minor damage below

Ability 4: Used Oil; Throw an oil slick, slows and coats enemies and surfaces ignited by other abilities

Design: Orange jumpsuit and overalls, large pressure tank on back for riveter.

Huntress: Combination Melee and Ranged. Uses summons

Ability 1: BloodLet/BoneBreak; line projectile, high damage, hold to throw, press to thrust

Ability 2: Murder Crow; Line projectile, slows enemies, returns for high damage

Ability 3: Lizard Virus; Damage Over Time, jumps between enemies

Ability 4: MDK, Summon; A group of 3 dogs that leap and attack nearby enemies

Design: Power armor, large and agile.

Lost Reclaimer Bot:

Ability 1:

Ability 2:

Ability 3:

Ability 4:

Design: Four legged robot, domed cylinder as top half, no obvious appendages until attacking.

The Beyonder: AoE, low constant damage, mobile and CC.

Ability 1: Rift, delayed area damage

Ability 2: Fade, invisible, damages enemy it passes though

Ability 3:

Ability 4: Blackhole, AoE, draws in enemies low damage

Design: Wistful purples and blacks. Floats around