Danger of Downpour

Heroes Doc

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

Ability 1: Basic shot, low damage, medium firerate, 6 rounds

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

Ability 3: Lunge in currently facing direction

Ability 4: 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: Powerful shot, high damage, low firerate

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

Ability 3: Back flip Scatter Shot, Flip away from facing, 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 firerate, 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: 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: Spear, 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, domned 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