**Abnormal’s**

**Abnormal Types**

**Solo**: Abnormal’s that have the ability to easily take down humans.

* Little Girl
* Fat Dude

**Support**: Abnormal’s that effect how you control your Horde.

* Dictator Actor
* Straitjacket Screamer

**Buffer**: Abnormal’s who’s effectiveness increase in strength as your horde grows.

* Metal Head
* EnergiZee

**Straitjacket Screamer** – Health: 100% Movement Speed 100%

Passive: Cognitive Instability – There’s something about this Abnormal that makes other zombies want nothing to do with him. Zombies that move too close will immediately turn around and walk away until they are at a ‘safe’ distance.

(Possibly addition: Causes fear in nearby humans. May work better on a different abnormal).

*Zombies who path inside the* ***range*** *of instability will attempt to immediately path to a position directly away from the Abnormal at a* ***variable range****.*

Active: Hysterical Howl – The Abnormal unleashes his inner demons and lets out an incredibly loud scream, drawing in zombies in a large radius to his vicinity.

*Upon activation the Abnormal stands still and generates a* ***High Priority noise*** *at his position for a* ***duration.*** *Zombies will attempt to get to his position until the ability is finished, however the passive will prevent them from reaching him*.

**Little Girl** - Health: 75% Movement Speed 150%

Passive: Innocent Impression – No one wants to shoot a cute Little Girl, until she rips their friend’s arms off.

*Starts off as* ***innocent****. While innocent no humans will attack the Abnormal. If a human* ***sees*** *the Abnormal attack an* ***ally*** *the Abnormal is no longer* ***innocent****, meaning humans will attack her as they would a standard zombie. If no human can draw* ***line of sight*** *to the little girl she will regain her* ***innocence****.*

Active: Hop, Skip, Dismember –With a hop a skip and jump the Abnormal approaches a human and lets out a giggle as she pulls their arms off, killing them instantly.

*Can only be activated while innocent and targeting a non-boss enemy within a range. Paths to the human and kills them after quick animation. Victim will not be infected and die instantly.*

Encourages the player to use the ability sparingly with a clear strategic goal in mind.

**Dictator Actor** – Health: 150% Movement Speed 100%

Passive: Lethargic Leadership – This Abnormal’s strong leadership skills ensure zombies rarely wander off.

*The Abnormal regularly emits a noise ensuring zombies don’t get bored and wander off.*

Active: Charge of the Living Dead – The Abnormal commands his undead legion to charge!

*Gives nearby zombies a speed boost for a duration.*

**Infected Glutton** - Health: 200% Movement Speed 75%

Passive: Insatiable Appetite – This Abnormal gets so hungry he will eat nearby zombies or corpses in a single bite.

*Will* ***periodically*** *become* ***ravenous****, instantly pathing to the closest corpse or zombie and swallow them whole. This* ***charges*** *his active ability.*

Active: Delightful Discharge – After filling his belly the Abnormal will need to empty it before he can eat again. Upon activation and selecting a target destination the abnormal will path in range and vomit at the target area, infecting and ‘killing’ humans in the radius.

*Ability can be activated after the Abnormal has eaten enough. Short delay upon activation with animation and effect. Humans caught in the radius will begin turning into zombies after a short delay.*