

Trial Task – Character Design



Broiler - Hybrid Steam Brawler

Role: Aggressive Mid Range Bruiser

Core Mechanics: Pressure Meter - Melee and Steam Hybrid Attacks

Playstyle: Pressure builder with mode switching potential. Melee combos build up high dps ranged bursts and utility skills.

Broiler is a hybrid class that both utilizes melee and ranged combat. Broiler uses his mechanical arms to deal damage and build up **pressure**, a unique resource for the Broiler, which can later be utilized to enhance attacks to have longer range and have burning capabilities.

His internal steam engine isn't just for offense, it can be used defensively too. Broiler can vent steam to deflect projectiles, disrupt enemies, or create space in tight situations.

Basic Controls:

-**LMB, LMB, LMB** - A three-hit combo that builds the pressure meter with each strike.

-**LMB (hold)** - Charges a single powerful punch. Slightly slower but deals more knockback and pressure gain. Useful for breaking armor.

-**RMB** - Activates **Steam Demon Mode**. While active, your punches release bursts of steam that deal bonus damage, apply burning over time, and can hit enemies at range.

-**RMB (hold) (with full Pressure)** - Activate a great explosion around Broiler, knocking enemies back and burning them. Expends all of the pressure bars

-**LMB + RMB** - Spends one pressure bar to fire a concentrated steam blast forward. It deals light damage but reflects projectiles, making it a great utility option.

Broiler is all about timing your aggression, building pressure in close combat, then unleashing hell from mid-range.

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