# Game Characters

## Characters design

The player can choose one of the four types of factions at the start of the game.

Each faction has a different type of car, weapon and different types of special abilities for attack and defense. The characteristics of the cars, the damage caused by weapons and the special effects have been balanced to ensure that no faction has an advantage.

## Types

### PCs

#### Lions

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| --- | --- |
|  |  |

#### Rhinos

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| --- | --- |
|  |  |

#### Eagles

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| --- | --- |
|  |  |

#### Sharks

|  |  |
| --- | --- |
|  |  |

### NPCs

Any NPCs should be described in detail (properties and functionalities): monster & enemies, friends & allies, neutral, other types, guidelines, traits, behavior, AI.

#### Spider robot

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| --- | --- |
|  | Spider robots come out of the arena pits. These are weak enemies, but very annoying, because they do damage and divert cars when they are hit. |