Each Character features:

A primary attack (bound to left click)

A secondary ability (bound to right click)

A mobility skill (As suggested by Dan)

An “ultimate” ability (As suggested by Len) – This is very difficult to create concepts for without having an idea of how it should be balanced.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| “Class” | Primary Attack Ideas | Secondary Ability Ideas | Mobility Skill Ideas | “Ultimate Ability” Ideas | Notes |
| Archer/Ranger | Hold to charge arrow, release to fire  (Simpler Idea) click to shoot (no charging) | Nocks an arrow which could grant a damage buff to the next shot but reduces current speed  Fire a spread of lower damage arrows  Fire a single homing arrow | Dodge Roll |  | Generic Class Agreed on in meeting |
| Rogue/Thief | Click or hold to attack with knifes at close range | A dash through enemies that damages them  Throw a knife that could infect a bleed like effect | Dodge Roll  Temporary invisibility |  | Generic Class Agreed on in meeting |
| Mage | Click to fire a spell of some sort | Fire a different spell  Cycle through multiple spell types | Short Range “blink” |  | Generic Class Agreed on in meeting |
| Brawler | Click to punch, very short range with knockback | Grabbing/Throwing a small enemy  A spin that deals damage and knocks back enemies | Temp speed buff  A spin that reflects bullets and knocks back enemies |  | Lens marshmallow man suggestion |
| Warlock/Cultist | Slow melee hit with health steal | Costs Health:  Cast very powerful spells  Create traps that drain enemies of health | Teleportation.  Two stage teleport using a placeable teleport spot |  | Remnant of the fish game idea |
| Barbarian/Berserker | Melee Attack with charge time | Temporary buffs to strength and defence.  Chargeable “super” attack |  |  |  |
| Priest/Cleric | Homing projectile attack | Self-healing ability  Knockback based projectile | Forcefield |  |  |
| Cowboy/Bandit | Firearm based projectiles | ??? | Dodge Roll? (With included reload?) |  |  |
| Sorcerer | Click to fire a spell of some sort | Significantly more powerful spell with a long charge time.  Alter how to primary spells function? |  |  |  |
| Ninja/Assassin | Uses short range throwing stars or knives | Very close-range high damage attack. (Neck snap?)  A flashbang or gas grenade that inflicts stun or damage over time to an area | Something related to invisibility.  Will probably involve a stealth attack. |  |  |
| Knight/Paladin | Slow melee attack with a wide range | Deploy a directional shield. | “Shield Dash” |  |  |
|  |  |  |  |  |  |