Space: Defense

Passive: Naturally gain more meter from attacking/taking damage

Special 1: Gain 1 hit of armor on the next special move

Special 2: Spot-dodge to avoid any attacks for a short period of time

Super: Burst of Energy (Reversal)

Death: Zoning

Passive: Increased chip damage

Special 1: Acid rain projectile that comes from above(Similar to Dante’s Acid Rain special from MvC3)

Special 2: Low to the ground beam of some sort (Similar to Rensen)

Super: Slow-moving multi-hit poison cloud (Similar to Dormammu’s Stalking Flare)

Life: Balanced

Passive: Specials have minor lifesteal(innate and Life-given specials)

Special 1: Set a trap

Special 2: Envelop yourself in vines and travel underground (Zato BTL)

Super: Healing field that restores owner HP and decreases enemy HP while they are both in the field. Last \_ seconds.

Time: Rushdown

Passive: Extra Air Option

Special 1: Reduce the recovery of a move slightly.(Has a recovery time)

Special 2: Slow moving projectile that deals no damage, but causes the opponent to move slower for a short amount of time.

Super: Quickly rushes forward and attacks the opponent. Projectile invincible. (Johnny’s SDTH)