Araban (wastelands)

* Big bull and slow-like character with gatling gun and rocket launcher
  + Tank/artillery-like ranged character
* Scrawny bull carrying a steam-stove at his back that fuels a flamethrower. Also he can url firebombs
  + Ranged-aoe PC, slow moving
* Scrawny and small bull carrying a rocket steam jetpack that allows it to fly for short periods of time. Uses a machinegun
  + Ranged rapid fire pc, fast moving

Merliot (amphitheater)

* Harlequin character that uses knives (melee and throwing)
  + Sniper/assassin character
* Strongman character (with leopard caveman garments and twirling moustache) that throws environment obstacles at the other characters. Powerful melee
  + Melee/artillery-like ranged character

Otobi (neon)

* Big robot with a little rat driving it inside.
  + Tank like melee character, maybe with ball and chain ranged attack
* Cibernetic enhanced rat using a skate and throwing technological gizmos at her opponents
  + Fast character that uses aoe and map manipulation attacks

Kaline (swampland)

* Snake man with fungus growths that control npcs and makes venom clouds to cover the environment/poison characters
  + Aoe/control class
* Monstrous ape with fungus growths, could have a striking chest taunt animation
  + Melee tank with powerful leaps