

Heroes

Destroyers

Mr Unemployable



Main Attack: What goes forth

Throws random objects from his inventory at enemies. If he misses, they stay on the ground

Ability 1: Must come back

When triggered, all items thrown zip back to him

Ability 2: Big Ol Boomerang

Throws a big ol boomerang that doesn't come back

Super: Vape Juice Storm

Rapidly chuck balls of radioactive vape juice around himself while simultaneously retracting them, creating a whirlwind of vape juice

Main Attack: Well Regulated Militia



James Madison



Fires a burst from his assault rifle

Ability 1: Bear Strike

James Madison unleashed a feral strike with his bear arms, dealing massive damage up close

Ability 2: Amend

James Madison signs off on his bill, marking an enemy for amendment. If their HP drops to a low enough percentage they are immediately killed

Super: Double Jeopardy

James Madison grabs the nearest enemy and puts them in the game show Jeopardy. If they win once, he puts them in again and shoots them. If they lose they die

Porthole



Main Attack: Porthole throw

Throws a porthole forward

Ability 1: A Hole new world

Porthole drops a porthole on the ground, slipping through it and popping back out 3 meters behind

Ability 2: Portastic Port-mine

Porthole drops a Porthole on the ground. The porthole is invisible to enemies, and slows them on contact (3 uses)

Super: Underwater Genie

Porthole summons Kneckakeckafallapulu, the underwater genie. He grants porthole one of three wishes, lasting for 20 seconds

1. True Glass Form: Porthole's shots reveal enemies and deal double damage
2. True Metal Form: Porthole's shots explode and deal area damage
3. True Porthole Form: Porthole's shots bounce between enemies

Bitey Whiteys



Main Attack:

Ability 1:

Ability 2:

Super:

Iron Pan



Main Attack:

Ability 1:

Ability 2:

Super:



The Triplets



Main Attack: Flap, Tackle, and Glop

Footrun flaps his arms, Jetplace tackles forward and Junkrat shoots some fiery glop outta his crotch

Ability 1: Switcherooski

Switches to the next Triplet

Ability 2: Character Development

Footrun dashes forward, becoming invisible for a few seconds (2 uses). Jetplace uses his portals to teleport behind an enemy. Junkrat fires some larger missiles outta his crotch.

Super: Into the Jetplace!

The triplets unite, joining hands and summoning a giant jetpack. They fly around the map dropping rockets outta his crotch and destruction.





Tickle Monster



Main Attack: Tickle

Tickle

Ability 1: High 8

Tickle Monster absolutely slaps somebody twice, first with the first five and then with the second 3

Ability 2: Enhanced Peeling

Can remove negative effects from himself and his teammates for a small amount of time

Super: Tickle Train

Everybody in the area must board a train, specifically a tickle one, and gets violently tickled



Shoulder Blade



Main Attack:

Ability 2:

Super:

Bee's Knees



Main Attack: Knee Combo

Kicks in a wide range, knees forward

Ability 1: Flying Bee Drop

Jumps in the air and slams down with his knees forward, stinging enemies

Ability 2: Float like a Butterfly

Send a gust of air forward, creating an area of zero-gravity to trap enemies in

Super: Sting like a Knee

Launches rapid-fire stingers from his knees that poison enemies

Defenders

Handfoot



Main Attack: Fantastic Fist-Feet Flurry

A 4-hit combo where he punches and kicks



Ability 1: Hands become feet

Switches around his hands and feet, becoming more than just a man (also increases attack damage).

Ability 2: You'll never know

Handfoot switches his hands and feet so fast that he absorbs projectiles

Super: Flick'a the Wrist

Handfoot enters flowstate, whirling hands and feet so fast while moving forward. He becomes an unstoppable juggernaut of damage and health



Floss



Main Attack: Who Spiked the Punch?

Floss punches, spikily

Ability 1: Absorption

For the next 10 seconds, Floss takes 1/3rd of damage from projectiles

Ability 2: Tease and Joke

Floss gets demoralized by the other team for sucking, drawing their attention and firepower to him

Super: Big Spike Thing

The Great Gatsby shoots Floss in the chest with a big spike thing. But then Floss shoots it back super fast out of him and it explodes

Passive: Flossback
Enemies take 1/32nd of all damage they inflict on floss via projectiles



Man Guy



Main Attack: Man Punch

Man Guy punches with his long arm like a man

Ability 1: Self Harm

Man Guy deals damage to himself, increasing his increased max health attack whenever he takes damage, it resets when he dies

Ability 2: Super Bones

Man Guy boosts his bones, taking less damage for the next three secs

Super: Guy Kick

Man Guy does a big kick, that breaks his leg if he hits it he can do it again with more damage

Main Attack: SLAMMO



Chair Beard



Chair Beard slammes down with his chair beard, slightly knocking enemies bac

Ability 1: Sit down and rest

Chair Beard sits down, relaxes, and the positive vibes stop enemies from entering

Ability 2: Whack Whack Whack

Chair Beard whacks 3 times, and the 3rd hit sends enemies flying

Super: Anything can be a chair

Chair Beard covers himself in his beard, effectively turning himself into a chair. All enemies in the radius sit on him and then get launched off at Mach 5



Ultraviolet



Main Attack: Ultraviolet Umbrella

Ultraviolet stabs with his umbrella, then opens it creating a small shield for 1 sec

Ability 1: Lavender Lash

Ultraviolet blinds the nearest enemy with his purpleness, blinding them

Ability 2: Mount the Indigoat!

Ultraviolet mounts the indigoat, gaining increased health and speed for 5 secs

Super: Purpleness Explosion

Ultraviolet shines his purpleness, gaining a shield and taunting all nearby enemies into attacking him



Guy Yacht



Main Attack: Squirt Gun

Guy Yacht fires high pressure water from his squirt gun

Ability 1: Bomboclat

Guy Yacht flexes his cheeks, taking 80% less damage from behind for a 5 seconds

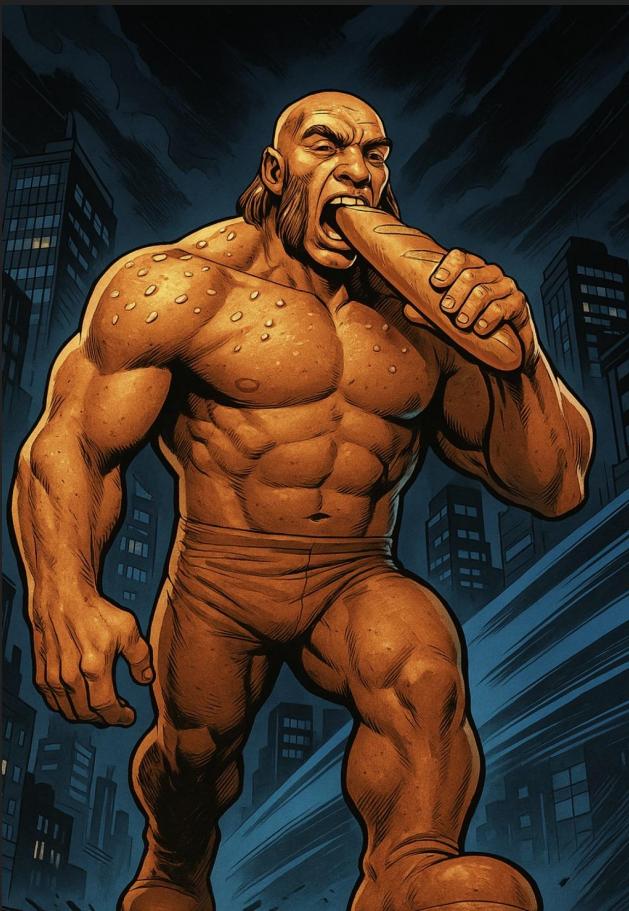
Ability 2: Eyes up here

Guy Yacht launches into the air and lands on his butt, buffing the defense of allies he lands around

Super: Fantastic Plastic

Using the plastic in his veins, Guy Yacht hardens his entire body, taking overwhelmingly less damage from all sources

Yeast



Main Attack: Swole Wheat

Yeast backhands both ways with the back of his hands

Ability 1: Open Sesame

Yeast throws a handful of sesame seeds in a short, wide range, stunning enemies

Ability: RISE

Increases bread gained from damage for 8 seconds

Super: Gluten Tolerance

Become giant and bready for 30 seconds.
Increases max health and knockback resistance. Can only use Swole Wheat, but it does more damage



Passive: Yeast gains bread passively, or faster by dealing damage. Consuming bread with ALT increases damage and density



Captain Trumpet



Main Attack: Clawsini Gatini

Captain trumpet scratches twice with cat claws

Ability 1: Shellala Shellalo

Captain Trumpet gains a shield for 5 secs

Ability 2: Rameo Chargeo

Captain trumpet dashes forward with his ram horns

Super: Trumpets Sounding

Captain trumpet Gains a health boost and a random animal buff:

-Bunnini - Super jump

-Peacocko - Taunt at full health

-Sovereign Snakearms- Main Attack poisons



Gym Shark



Main Attack: Barbell strikenado

Gym shark swings in a circle attacking enemies with his barbell

Ability 1:Bulgarian tail squatnado

Gym shark swings with his tail, all enemies that get hit move as if they are in water for 3 secs

Ability 2: Sharknado

Gym shark gets a space sharknado around him, he takes less damage and damages any enemies standing too close

Super: ROIDNADO

Gym shark Swims under ground and eats one person, killing them

Saboteurs



Captain Crunch



Main Attack: Get you by the Knife

Captain Crunch Stabs enemies with his knife

Ability 1: Oops all berries

Captain Crunch spills berries on the ground, slowing enemies around him

Ability 2: Crunch Surprise

Captain crunch hides in a bush, and his next knife has a dash and does extra damage

Super: Take you to his special island

Captain crunch Takes himself and the nearest enemy to his special island for 10 secs, where he has increased stats

Jonnakiss



Main Attack: Grass Throw

Jonnakiss throws grass, dealing more damage the closer the enemy is

Ability 1: Sharp Grass

Jonnakiss sharpens his grass so that it does max damage at all distances for the next three throws

Ability 2: Thundercloud mode

Jonnakiss quickly becomes a cloud then immediately shoots down in a lightning bolt, dealing massive damage

Super: Eat the grass!

Jonnakiss eats his grass, turning him into a invincible cloud for 15 seconds, he comes down on the ground as it snows slowing enemies in his area

Displeased Avian



Main Attack: CAW CAWWWW

A rapid, short range peck with infinite ammo



Ability 1: WAAAAA HEEYA

Red flings himself to a designated area with his slingshot, stunning enemies on land

Ability 2: WOOOIA UUU UU UYA

Red slices in a wide berth with his wings, doing 50% of the max health of the squishiest enemy caught.

Super: AAAAAAIIIIIIIAAA

Red perfectly mimics the sound of a bird, frightening Big Pig and sending him on a rampage through the map

Voodude



Main Attack: Dood Shood

Voodude shoods his handgun, dealing small damage and marking with a voodoo mark on headshot



Ability 1: Shank then Crank (feat. Spaceknife)

Voodude dashes forward, and shanks the first enemy he hits with Spaceknife, and marking them with a voodoo mark which makes them take damage after 3 seconds that can be increased by attacking him. (3 uses)

Ability 2: Dood Arrangement

Voodude can arrange his dood into 5 different positions, each one with a different buff. He then throws the dude, teleporting to it on contact and in the position you choose.

Super: If you ain't voo, then you ain't doo

Voodude imbues his dood with voo, then throws him, doing splash damage on contact, killing anyone with a voodoo mark or marking those who aren't marked yet.

MUTE-ANT



Passive: Mute

Mute-Ant can't communicate with teammates



Main Attack: Ant-Rings

Mute-Ant throws one of his ant-rings a short distance

Ability 1: Ant-Bot

Ant-Bot scans the area around him, revealing hidden objects and zapping enemies

Ability 2: Ant-friend

(In ant-form) Mute-Ant gets carried around by his insect friend; Señor butterfly, allowing him to fly for 8 secs

Super: Ant-Man

Mute-ant speaks for 10 seconds transforming him into an ant that is so tiny it is invisible

Contortoise



Main Attack: Tort for Four

Contortoise does a quick 4-hit combo, but strikes with unusual body parts.



Ability 1: Sneakcret Scuttle

Contortoise drops to all fours and scuttles forward sneakcretly, gaining movement speed. This ability has no cooldown.

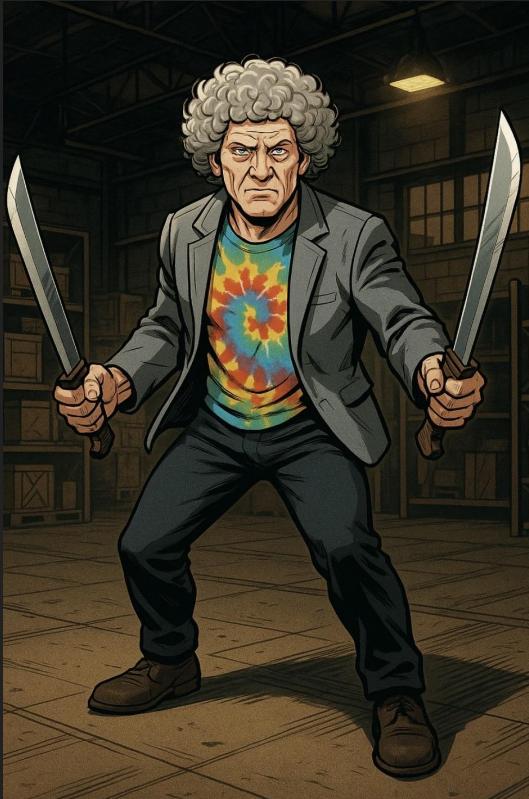
Ability 2: Clack, Smack, Rattle

Contortoise does all the aforementioned actions with his weird ah joints, stunning the nearest enemy and delivering a smack for small damage. (3 uses)

Super: Be Weird and Bend A Lot

Contortoise bends a lot in a wide area, jumping from enemy to enemy in the zone, grappling and dealing damage to them.

Machete Man



Main Attack: Machete

Machete Man slashes with his machete

Ability 1: Machete Throw

Machete man throws his machete then backflips to get a new one

Ability 2: Dementia Machete Backflip

Machete man does a backflip and has 50 chance of dealing a ton of damage to himself or an enemy

Super: Old Guy Backflip

Machete man does a backflip, gaining an extra Mach e, extra damage and extra speed

Grup Scrooge



Main Attack:

Ability 1:

Ability 2:

Super:



Captain Christingle (Seasonal)



Main Attack: Candy Spear

Thrusts a sharpened candy cane forward, with long melee range and pierce

Ability 1: The Dwindling Popularity of Wax Museums

Launches a flaming Christingle, igniting enemies on hit and applying area burn damage

Ability 2: The Importance of Dentists

Captain Christingle switches his candy canes for toothpicks, allowing him to throw up to 4 for less damage.

Super: The Fashion Industry

Captain Christingle binds all enemies in a target location, forcing them together and rooting them

Supporters



Burger King



Main Attack: Double Spatula Surprise

Burger King makes burgers, LT to make funky burgers for teammates, RT to make evil burgers for enemies.

Ability 1: The Great

Burger King makes a big burger, providing cover for teammates and can be consumed for health.

Ability 2: The Gatsby

Burger King draws a spatula circle, creating a burger zone for teammates to gain increased attack in.

Super: The Great and The Gatsby

Burger King Greats a Gatsby Burger, turning any teammate into the Great Gatsby for 1 minute. While the Great Gatsby, teammates have much more health and damage.



Defrilibator



Main Attack: Good Shock or Bad Shock?

Ability 1:

Ability 2:

Super:

Brain Freeze



Main Attack: I'm Not Having Fun

Brainfreeze, shocked at the prospect of not fun, swings out with a one-handed punch, gaining Fun on hit.

Ability 1: Use the Bomb (costs 2 Fun)

Brainfreeze finally uses the bomb he always carries around, dealing small splash damage.

Ability 2: You Fly When I'm Having Fun (costs 1 Fun)

Brainfreeze can levitate a teammate, healing them and raising them to any height for 5 seconds.

Super: Time Flies When Your Having Fun

Brainfreeze takes a hit of straight Fun, causing himself to enter a state of bliss, summoning Time Flies to tell him and his teammates the time in game and in real life for 30 seconds





Speedo



Main Attack:

Ability 1:

Ability 2:

Super:

Didgeridon't



Main Attack: Didgeridon't Come Near

Didgeridon't swings his Didgeridon't in a wide arc, causing fall damage on hit.

Ability 1: Didgeridon't Mess Around

Didgeridon't stretches his arms, increasing super charge rate for 5 seconds.

Ability 2: Digerididn't and Digeriwon't

Didgeridon't summons the ghosts of Digeripast and the ghost of digerifuture to perform a line dance. They are solid and can block attacks.

Super: Didgeridon't Take Fall Damage

Didgeridon't raises his Didgeridon't above his head, and for 15 seconds his teammates don't take fall damage.



Corn Maiden



Main Attack: North, East, South, West

Launch a cardinal that splits on hit, shooting 4 cardinals in the 4 cardinal directions. Heals teammates and damages enemies

Ability 1: Translucify

The Corn Maiden touches a teammate, turning them kinda translucent and giving them healing over time

Ability 2: Opacify

The Corn Maiden touches an enemy, making them twice as opaque and increasing their hitbox for 5 seconds

Super: Cornpast, Cornpresent, Cornfuture

The Corn Maiden attaches a translucent cardinal to all visible teammates, applying constant healing over time until the cardinals are destroyed



DishwasHER



Main Attack: Womanly Plate Throw

DishwasHER throws a plate in a female-like manner

Ability 1: CassHERole

DishwasHER drops a casserole that heals her teammates

Ability 2: Stealth Mode

DishwasHER goes into stealth mode, getting melee whisk weapons and changing her outfit which does nothing

Super: Do the Laundry

DishwasHER removes all negative effects from her teammates and heals them significantly

PowerPoint



Main Attack: Laser Taser Blaser Face

Power point shoots a laser at an enemies face. If the enemy is wearing a blaser, it does double damage

Ability 1: Minor Blind

PowerPoint temporarily blinds one enemy, leaving a “blind spot” where they can’t see for 5 seconds

Ability 2: 3rd D vision

PowerPoint sees through the first and the second D’s, and him and his teammates can see enemies wherever they are on the map

Super: Super Distract

Power point summons a random point on the map, and all other characers are sucked towards that point and can only see near that point

Shan't Dance



Main Attack: Autissles

Shan't fires mini-missiles from his wheelchair

Ability 1: Wheelchair Tow

Shan't attaches his wheelchair to another teammate, significantly boosting their movement speed

Ability 2: Wheel Steel

Shan't shoots a wheel off of his wheelchair, providing cover for teammates behind them (2 uses)

Super: Motivational JUMP

Shan't, after charging all game, performs the biggest jump you've seen any guy do before. This incredible morale boost gives all teammates in the area incredible jump height, regeneration, and healing over time



Controllers



Snow Angel



Main Attack:

Ability 1:

Ability 2:

Super:



Faceplant



Main Attack: Shovel Slash

Faceplant attacks with shovel, dealing heavy melee damage and launching weaker vines out in front of him

Ability 1: Face full of Plant

Faceplant Excretes a large amount of poisonous pollen from his face

Ability 2: Plant full of Face

Faceplant creates an area of plants who encourage his teammates, giving bonus attack and speed

Super: Plant full of Plant

Faceplant creates an area that wraps enemies up vines, stunning them

Grom



Main Attack: Bud Go Boom!

Grom throws his walkie-talkie over obstacles at a long range that explodes into four piercing projectiles in a cross pattern. The projectiles travel for 3.33 tiles. An enemy can only be damaged by one of the projectiles. Similarly to Spike's attack, Grom's walkie-talkie always splits perpendicularly to the map borders; the cross pattern doesn't change regardless of the angle Grom is facing. It takes the same amount of time for an attack to land regardless of the distance from Grom.



Ability 1: Watchtower

Upon activation, Grom drops a turret that allows him and allies to see enemies inside bushes in its 10-tile radius. The turret has 1500 health, will be destroyed if Grom deploys another turret, and decays by 75 health per second until it's destroyed, lasting for up to 20 seconds if it doesn't take any damage. Any invisible enemies like Leon, Kit, or Sandy inside the turret's radius will not be revealed.

Ability 2: Radio Check

Activating this Gadget allows Grom's next attack to fire three walkie-talkies in quick succession. A Gadget symbol will glow above Grom's head signaling this Gadget's usage, as well as a glowing attack joystick. This Gadget's cooldown starts after this attack is shot.

Super: Grom Bomb

Grom throws a giant, longer-ranged bomb from his back over obstacles that explodes into four piercing projectiles in a cross pattern, similarly to his main attack. The projectiles travel for 5.67 tiles. The projectiles can also destroy obstacles and knock enemies back, but the projectiles can't pierce through walls after destroying them, similarly to a bullet from Colt's or Shelly's Super, and enemies can only be damaged by one of the projectiles.



Jeanne Gris



Main Attack: Baguette

She uses her baguette to hit

Ability 1: Hucked Mime

Jeanne Gris hucks a mime over walls and buildings

Ability 2: Invisible Wall

Jeanne Gris' mime makes a wall that protects her for a short time

Super: Horde-a-mimes

Jeanne Gris controls a horde of mimes and tramples anyone in her path



Winter WonderGirl



Main Attack: Super Snowglober

Winter Wondergirl throws a snow globe, which breaks and pulls enemies in

Ability 1: Shake it up

Winter Wondergirl makes it snow around her, freezing enemies

Ability 2: Rain down the sun fog

Winter Wondergirl breaks a snowglobe with a lot of fog, causing a smoke bomb

Super: Wonderlate the multisphere

Winter Wondergirl builds a giant snow globe, any enemies in it take a ton of damage and are slowed



Smrtle Gurtle Cheesecake Woman



Main Attack: Krazy Karate Kicks

SGCW kicks with a three kick combo

Ability 1: Super Ultra Tornado Spin

Ninja Mode - SGCW does a stunning spin kick

Turtle Mode - SGCW spins around in her turtle shell and is invincible throughout

Ability 2: Mega Tsunami Cheesecake

Ninja Mode - SGCW dashes forward spilling slowing cheesecake behind her

Turtle Mode - SGCW consumes her cheesecake to gain health and movement speed

Super: Supersaiyan Ultra Cheesecake Weapon Ninja Gurl Explosion!

SGCW switches to the other mode. Ninja Mode has low health and high speed. Turtle mode has low speed high health. SGCW gets a attack boost after switching



Belt Tungus



Main Attack: Taste the belt

Belt Tungus flings his belt out of his mouth in front of him

Ability 1: Oil Spill

Does an oopsie and spill oil all over behind him. Enemies can't walk well due to the frictionless surface

Ability 2: Rev it

Bet Tungus revs his engines, dashing forward and stunning enemies

Super: Carb

Belt Tungus adds a B to his head, becoming a carbohydrate and making up to 3 visible enemies fat and slow. They have to walk off the effect to get rid of it

Hawktalkers



Moonhawk



They

