

1 Bushiden

Sex male

Backstory From a four armed alien race similar in culture to the Samurai, Bushiden is a proud and honorable warrior. However, one day, he was tricked into drawing the ancient Masumura blade and killed many allies. He found his way to the Awesomenauts in order to regain his honor, and forge a path of righteousness.

Role Damage Dealer
Pusher

Base attack Katana Fury

Using his four arms, he wields 2 energy katanas, which he repeatedly draws and slashes quickly, attacking anyone close.

Movement He is relatively fast, but does not have a high jump distance, due to armor and how samurai do not usually jump and lunge at opponents.

Primary Skill Masumura

He draws the legendary sword Masumura. Going by the legend, when he hits an enemy with the skill, it gains a stack, and each stack makes it slightly stronger. But, if he misses an attack, then the stacks recoil and damage him.

Secondary Skill Battle Cry

He yells out a battle cry, and gains a temporary speed boost, and if there are any allies within the "radius of the yell" they also get a buff. Any enemies within the radius can be slowed or stunned.

Designed by ven_resing

2 Sir Shellalot

Sex male

Backstory Lost in deep space with his faithful steed, Arthur the hyperspace mechanical snail, hailing from Medieval England, Sir Shellalot is on one quest. The quest for Holy Snail Shell. Others have laughed at his steeds shell, but once he he has this shell he may finally become a Knight of the Shell Table! If only he didn't lose his map home...

Role Melee
Tank

Base attack Swing of Ex-shell-aber

The attack is a melee range attack. Sir Shellalot swings his 2 hander sword in the direction of the cursor. The attack is made up of a three swing combo. Each swing is faster than the last.

Movement Sir Shellalot has no double jump, but can jump as high as a double jump, if the user holds down the jump button. His movement speed is standard speed.

Primary Skill Holy Shell of Snailalot

Sir Shellalot raises a large Shell as a shield. The shield blocks any attack that hits it and the shell can be aim in any direction with the cursor. The shield has to be kept raised by holding the button down. Whilst the Shell is up you can't use his basic attack. After a certain amount of damage the shell will break, hurting nearby enemies with shell fragments and then go on cool down.

Secondary Skill Blazing Snail Trails

Sir Shellalot calls his steed to his side and charges in the direction of the cursor. Ending the attack by jumping off his steed and performing an over head slash. This can be aimed upwards but Sir Shellalot will travel in a arch shape up and then downwards. The charge hurt enemies on contact.

Designed by Spectaljoker

3 Bob the space mummy

Sex male

Backstory bob the mummy was a person in 2000 but gave up on life and self buried in a tomb that was reopened in the year of awesomenauts he had been a boxer in his previous life woke u with mummy-shaped

Role Melee
Brawler

Base attack elastic punch

Bob has a punch attack, and has his arm elastic

Movement low speed, jumps too high because it has elastic legs

Primary Skill careful with fire

Bob releases a flame from his mouth

Secondary Skill Tomb of Doom

Bob releases a sand floor that when the enemy passes over Vai gets stuck in a tomb about 0.5 seconds

Designed by megahobiur

4 Morgan

Sex female

Backstory Head of the once powerful gang, the Titanium Titans, over 1000 members strong, Morgan now stands alone. Her thoughts materialized this truth as she stood upon a field of mangled bodies and twisted chain. The dust settled, her empire now in ashes. With nothing left to lose, she joins the Awesomenauts in hopes to restore her legacy.

Role Melee
Damage Dealer
Disabler

Base attack	Titanium Fury Morgan swings her chain faster each successful hit. The attack speed resets back to normal if she misses.
Movement	Unlike a typical 'double-jump', Morgan latches her chain onto a nearby surface, pulling herself toward the location at a high speed.
Primary Skill	Fatal Punishment For a short amount of time, Morgan reflects damage she takes directly from the enemy who dealt it. There is a slight chance that Morgan will take no damage from an attack during Fatal Punishment.
Secondary Skill	Crippled Metal Morgan lashes her chain at the enemies weapons, dealing damage and disarming their base attack for a short duration.
Designed by	The Baddest Angelos

5 Ivan Romanov

Sex	male
Backstory	When Yuri did not return to earth, Ivan stepped forward. Still lacking reliable space technology, The Soviet Union predicted that Ivan's brute strength would prevail where Yuri's intelligence had failed. Being a bear of very little brain, Ivan enjoyed the tasty trail of meat into the shiny metal cave. The rockets G-forces and anti-gravity? Not so much. When the rocket crash landed, Ivan was angry, Ivan was furious; Ivan wanted to destroy something...
Role	Melee Tank Disabler
Base attack	Maul Ivan mauls his opponent with his terrible claws. Whenever Ivan hits an enemy he gets angry granting him a small amount of anger. The angrier Ivan is the more damage he does and the faster he attacks. Anger would decrease if Ivan doesn't hit something for a short period of time. Upgrades: Attack speed, Damage, Increased anger per hit, Damage over time, Crit chance, Anger bonuses increased.
Movement	Ivan is bulky and therefore fairly slow, his jump is also lacking. However his speed and jump would improve if he was angry bloodlust and adrenaline powering him up. As an upgrade to his jump, Ivan could cling to walls with his claws (for short periods) This would allow him to move upwards even if his anger levels were low. Useful for AI Station 404.
Primary Skill	Bear hug Ivan grabs an opponent, trapping them in a vice like grip. The opponent is disabled and Ivan is free to carry them for a short period of time. Opponents trapped this way cannot be dealt damage except by a damage over time effect on Bear hug itself. After the duration the opponent is released. Upgrades: Increased duration, damage over time, silencing effect on release (due to crushed lungs)

Secondary Skill Runny honey

After his space journey Ivan doesn't feel too good sometimes he vomits his honey lunch. This covers the ground (like gnaws goo) but in an area rather than piles. Opponents who step in the honey are slowed, if they are hit by the honey they are stunned for a short duration.

Upgrades: Regen for allies who step in honey (it's good for you!), Increased area, slowing power, leaves trails (reveals invis)

Designed by Nogbad

6 "Lilly" and her flying-carpet "Prince" (Short: L&P)

Sex male

Backstory It was the night of his dreams. Prince was just eating his "Doggy's-Best-Popcorn" to the new episode "2 and a half Dogs" enjoying his dog-life at all when immediately a bloodcurdling bang broke in his ears. A robot crashed in the roof. A deadly smoke was coming up when the robot exploded. Prince saw the danger: he was barking and screaming but it was too late: Prince transformed into a flying-carpet. He and his dog owner Lilly went to the endless robot war, fighting for the righteous revenge.

Role Disabler
Melee
Ranged
Damage Dealer

Base attack Blood bite | Dirt and dust

Blood bite (Melee), (Prince ability): Prince still have his dog-tail and -mouth. Prince will bite his opponents dealing percental damage depending on the opponent's maximal health (there's a maximum damage).

Dirt and Dust (Lilly Ability): Lilly will use her "carpet beater" to raise dirt and dust just under her (Prince will rain dust like a cloud). Opponents who are in the dust will be damaged.

Movement Lilly can't run/jump well. She's put a leash on Prince the "Carpet-Dog"; he'll fight for her and he has his own abilities ("Prince abilities").

There's also a good thing to be a flying-carpet: Lilly could jump on Prince (press Space) - now she can fly and she gains other abilities ("Lilly abilities"). All abilities are pretty easy to handle for them self but it's challenging make good combos.

Primary Skill Charming tail-fawning | Carpet's pull

Charming-tail-fawning: Prince will affect all enemies in a middle-sized area: They can't control their movement for a short duration: They automatically run toward Prince.

Carpet's pull (Lilly ability): All enemy Awesomenauts under Lilly and Prince (same area like Dirt and Dust) will be bounded at L&P for a short duration: If L&P fly/move up/down/right/left, the enemies also do.

Secondary Skill Deafening Bark | Telecarporting

Deafening Bark: Prince will silence all enemies in a small but long cone.

Telecarporting (Lilly Ability): L&P will teleport to any point (range like voltar's healbot-range). If Carpet's pull is active, all enemies will also jump with L&P to the chosen point (But with less range).

Something general: If you use an ability with Prince the cooldown will also count for the Lilly-ability (and contrary).

Designed by Lone Lime

7 Zhoos

Sex male

Backstory Zhoos was a magnetic robot who worked in a mine on the planet Queok, where iron and gold were mined. Due to his amazing magnetic force, he was able to mine much more than anyone else, so he was appreciated by the people. But one day, the robots landed on Queok. They captured the mine and enslaved the workers. Zhoos was able to escape. Shortly after this, he joined the Awesomenauts to take revenge.

Role Harasser
Disabler
Brawler
Tank
Damage Dealer
Melee

Base attack Charged blow

Zhoos attacks alternately with his right (red) and his left (blue) fist. If an enemy is hit by the right fist, he gets a positive charge, if he is hit by the left fist, he gets a negative charge. If the enemy has a charge and is then hit by the other fist, the first charge is gone and the new one is received (you can't have both different charges, but you can have several charges of the same type).

Movement Zhoos drives in a fast lorry. He can use his magnetic force to lift the lorry into the air. While in the air, he can fly in any direction, but he moves more slowly than on the ground. Also, while moving straight up, down, to the left or to the right, he's a bit faster than if he moves diagonally. He's also slower when he changes the bearing.

Primary Skill Magnetic force

Zhoos uses the magnetic force to control his enemies. Any enemy in a medium radius around Zhoos who has at least one positive charge is pulled towards Zhoos, enemies with at least one negative charge are pushed away from him instead. Every enemy who has been affected by one of those effects gets damage based on how many charges he has (the more charges, the more damage).

Secondary Skill Magnetic absorption

Zhoog absorbs all charges of every enemy in a short-range radius around him. He readies them for his next attack, causing this attack to add as many charges to the enemy hit, as he absorbed before. If he doesn't use this attack for the next 5 seconds, he consumes all the charges, healing him for a small amount, depending on how many charges he has consumed (the more charges, the more healing).

Designed by DwarvenToast

8 raizeff 7

Sex	male
Backstory	<p>The glorious people of bacteria made the powerful mech called raizeff 7 the greatest weapon of their entire race. To bad tough it is only the size of a normal human but never the less they joined the awesomenauts to bring glory to their people! How dare fighting a entire specie.</p> <p>(I have more info and bigger backstory written but it was to long for 400 characters)</p>
Role	Harasser Ranged Damage Dealer Assassin
Base attack	Rail-gun when on the ground it use its right "arm" as a railgun that goes through his enemies and in the air he use is big rapid-fire cannons to destroy what is under him.
	Auto attack mechanics: Damage: 10 Attack speed: 90 Range: 7.4
Movement	Movement mechanics: Movement Speed: 6.9 Jump like Lonestart but not that good
Primary Skill	Death from above / Tractor Beam

will in are he shoot down missiles to even the enemies with the ground. Will on the ground he can use is left "arm" to pull his enemy's closer to him damaging them will doing so.

Death from above / Tractor beam:

Missile Damage: 8

Missile Amount: 3 per 0.2s

Missile Duration: 1s

Missile Explosives Size: 4

Missile Speed: 10

Missile Homing: 0

Missile Cooldown: 20s

Tractor beam Damage: 2 per second

Tractor beam Duration: 2s

Tractor beam Range: 7.2

Tractor beam Cooldown: 8s

Tractor beam Pull movement speed: 4

Secondary Skill Master both battlefields

like a rocket he shoot him self of the ground and in to the are transforming to fly away. With the enemies down on the ground he crashes him self down on transforming to wake on earth again

Master both battlefields:

Cooldown: 5s

Range: 5.5

Charge Time: 0.4s

Space Ship Damage: 4

Space Ship Attack Speed: 240

Space Ship Range: 7

Space Ship Movement speed: 7.6

Designed by Third Dwarf

9 Aldo

Sex male

Backstory Aldo is a turtle monk who lives a solitary life somewhere in the swamps of Ribbit IV (or wherever, nobody knows exactly). He is thought to be the last of his kind in a long heritage of Deji Monks, and his wisdom goes beyond the simple life in the swamps.

Through meditation and mental training, Aldo has a very calm and unique fighting style. His martial arts flow seamlessly, producing swift combos. When he slashes with his plain looking stick, it's as if the winds are carrying him forward, giving him an extra push.

He came to the awesomenauts in search for aid to help rebuild his culture. And stayed because he's an awesome fighter!

Role Melee

Base attack Stick

Using his monk stick, Aldo can slash in a linear direction, instantly freezing any foe in his current location if hit (momentum loss). Can produce a chain of combos. WHIP - WHACK - SLASH!

Movement While slightly slower than other awesomenauts on the ground, Aldo's ninja-like movement is impressive. He can jump around the map and off walls in a flipping style. He can also move in "Shell" mode and his "Stick" attacks give him a medium nudge in the attack direction.

Primary Skill Turtle Bite

Aldo snaps at his enemies, leaving a bleeding wound. (upgrades could include snare, dot, lifesteal etc.)

Secondary Skill Escape Pod

Aldo hides in his shell and is immune to damage by enemies. He can move around, pushing enemies away with the horizontally spinning shell. Lasts a certain amount of time. (bull does block his path)

Designed by Nightfawx

10 Kara the Stringed Detective

Sex female

Backstory Kara is a detective by trade, and was known particularly for her work tracking down criminals that went into hiding after the First AI War. She gained quite the rep for her work, a reputation that the scum didn't quite like, and they eventually "whacked" poor Kara into an early grave.

Being the restless soul that she is, death of course couldn't stop Kara from carrying on. Possessing a marionette that the villainous Manikin Gang had used against her once, she started up a cult ghost detective service! The service wasn't very popular as the years passed on however, and was forgotten within a century, as was Kara- until she received a peculiar call.

With the Second AI War up and running, Kara found herself mischievously interested when she was contacted by CEO Blabl Zork, who was interested in hiring her for her "talents." Joining the ranks of the Awesomenauts to once again battle the fiends of another AI War.

Optional (not sure if it messes with existing lore or not): Kara was told there would be a bonus for her if she could take down a "Derpl Zork" in the process. Blabl has (mis)informed her that this Derpl Zork is a renegade who fled Zork Industries with the newest model of Combat Walker, and must be taken down at all costs.

Role Ranged
Disabler
Harasser

Base attack Cursed Cotton

A small piece of Kara's cursed stuffing comes flying from her fingertips, applying both regular damage and a small DoT on contact. It may be soft to the touch, but Kara's pulsing energies infused into the cotton help to deal in the damage!

Damage: 5 regular damage, and 5 DoT over 4 seconds.

Range: 7 (Same as Raelynn's Protoblaster Shots)

Movement Being quite literally on strings, Kara's movements are rather floaty. She is capable of a double jump, with the ability which allows her to temporarily remain suspended in mid-air via her marionette's strings.

Movement Speed: 8.5

Boots enhance the amount of time Kara can remain suspended in mid-air.

Primary Skill Puppeteer Punch

Just because Kara is now a Marionette, it doesn't mean she still doesn't have a mean left hook to bat off both mercenaries and guys who are asking her out on a date!

Kara is capable of charging a spectral fist which is capable of knocking her opponent away from her with a knockback effect. The longer she charges it for, the further the Puppeteer Punch will go. Upon landing a successful Puppeteer Punch, her opponent who it comes into contact with will be "Dizzied," and their controls will be inverted for 2 seconds.

Damage: 40

Cooldown: 8 seconds.

Range: 7.5 at max charge. Can be aimed at diagonal angles as well as horizontally.

Possible Upgrades: Increased Knockback, Damage Upgrade (3 tiers of +7, for a total of 61), Cooldown Upgrade, Blinding Effect, Increased Maximum Charge Range

Secondary Skill String Thief

Kara leashes herself to her opponent via an authentic piece of Entin string, firing the string at an arc toward her opponents- the time it would take for the string to reach its target is about 1 second. The string acts as a lasso, keeping her and her opponent from being separated- while an opponent is lasso'd, Kara's opponents cannot leave the length of the string. The string also keeps their mortal souls tied, and has a 600 thread count!

Duration: 3 seconds of being tethered together.

Cooldown: 11 seconds.

Damage: 21 Lifesteal Damage over time (Like Genji's Lifesteal Cocoon Upgrade, Jagra Eggs), for 7 HP per second. This allows Kara to gain a little life back while in range of her opponent.

Range: 7 range (Same range as Coco's Lightning Ball) The base range shouldn't be too much or too little, since Kara will be tethering herself to her opponent.

Possible Upgrades: Silencing effect, Slowing Effect, Increased Lifesteal Damage (two stages of +7 damage, for 35 Lifesteal total), Duration Upgrade (two tiers of 0.7 seconds each, for a total of 4.4 seconds tethered together- it shouldn't be too long, since it is a powerful way to disable/harass opponents), 30 damage Shield for Kara (similar to Froggy's Can't Touch This, helping her survive while tethered)

Designed by Duplosion

11 Doc Rock

Sex male

Backstory A student of meteorology. Doctor Rockous was a simple scientist content with charting the asteroid belts of Stalek-5 and other planets surrounded by flying space rocks. A chance encounter with a dying meteor prophet, who gave Doc his Staff of Stones. Gave him Powers to control stone meteors.

Role	Ranged Damage Dealer Harasser
Base attack	Meteor Strike Would like like a meteor travel about 1.7 speed and could be upgraded to be bigger which would make it go through targets.
Movement	Walks on foot about as fast Lonestar. Upgrade in speed would let him fly when you press jump twice.
Primary Skill	Meteor Shower Summons Meteors that damage enemies around targeted area. He would have to stand and channel it. It would fall in waves. 4-6 waves. Rocks would hit units for 15-20 damage each. about 5-8 rocks at targeted area.
Secondary Skill	Rock Solid Surrounds DR in solid rock. Creating a shield that protects him for 110-150 Damage but making him unable to move. would last 5-8 seconds. Could be upgraded so that it affects teammates but give less and let him move.
Designed by	RacerX1210

12 Salvador "Sal" Amandor

Sex	male
Backstory	Travelling the universe with his biker gang, Sal drifted across planets on his space-bike. His bike uses a gravity-field, enabling him to ride on any solid surface. After profiting from exotic alien arena fights, Sal tried to train more dangerous aliens out of greed. This led to mass carnage and he was exiled. Now Sal finds himself drifting and desperate for money, hearing news of war and profit.
Role	Harasser Ranged Damage Dealer Pusher
Base attack	Charcoal Chain Sal throws a chain at his target, remaining hooked for X second(s) allowing him to drag and damage enemy Awesomenauts if he has enough momentum, and if not they may drag him. The chain can be hooked into the ground, allowing 180-degree turns at the chain's maximum length without losing his movement speed.
Movement	Sal's bike requires acceleration to pick up speed from a standstill, but is capable of riding on walls and ceilings while holding the jump button. His wall, ceiling and jump speed is dependent on how much thrust he currently has, which regenerates when Sal is on the ground. Sal's stand-alone jump is a thrust-boosted wheelie, and he can hold the wheelie even after the thrust runs out.

Primary Skill Nitro Boost

Sal gets a nitro boost from his thrusters, propelling him forward, dealing damage and knocking back all enemies he comes into contact with. His speed will then gradually decrease to his regular movement speed.

Secondary Skill Flamethrower

Sal breathes fire in the direction of the cursor for several seconds, piercing enemies and dealing damage-over-time. Damage applied is initially small but it stacks the longer an enemy remains in range of the fire. (Note: Sal doesn't have to stay still while breathing fire)

Designed by JerkassBard

13 Tyrexia

Sex female**Backstory** Tyrexia is a so-called Thunder Witch from Dormarunda, a planet better known as Storm'n'thunder for its unfriendly climate.

The people of Dormarunda live in small tribes and the witches are their leaders, responsible for all kinds of ceremonies, offerings to the Storm Gods and keeping track of history.

Actually, Tyrexia is only a young witch-in-training and pretty bored of all the history lessons and everyday life on Dormarunda, so when a ship from another planet visits her tribe (which happens only about once in every 100 years) she takes the chance and secretly disappears to improve on her fighting skills in other worlds.

Role Ranged
Damage Dealer
Disabler**Base attack** Lightning Bolt

Tyrexia shoots an instantly traveling, mid-ranged lightning bolt from her hands. When she isn't attacking, she gathers "charge", which will make her next auto-attack stronger. The maximum charge time is 3 seconds, so you can chose between firing many weaker bolts or a few powerful ones. Upgrades could create sparks that strike targets close to the original target, reduce the charge time or simply increase damage.

Movement Her normal movement is similar to Raelynn's, but maybe a little faster and more "floaty" (like Coco, but not that much!). Instead of boots she has a "Broom" upgrade (or something similar, could also be wings) that will let her fly like Yuri, however without the option to disable it. Flying down would be much quicker than flying up, though. It would also be quite expensive and not using it at all should be a viable option.**Primary Skill** Electricity

A different kind of electric bolt that also travels instantly, applying a dot and a damage reduction debuff on the target that lasts 5 seconds. Possible upgrades: armor reduction, slow, extra duration, more damage, other debuffs.

Secondary Skill Punishment

This skill can only be used if someone effected by Electricity is near you (long range, rule of thumb: if the target is still on your screen you can hit it). The target is hit by an unavoidable thunder strike from above, dealing high damage and extra damage if the target is below 50% HP, but removing Electricity. Possible upgrades: more base damage, more extra damage, extra damage starting at 60%.

Designed by Ascorex

14 will (the mole)

Sex male

Backstory As a young Will was afraid to explore the world. Not because of his mom said that he would die if he went two Metter from the hole, no he was afraid of the men with the gas. But now that They are gone, he can start exploring. But it was not funny enough. Will wanted Action in his life and now he wants upleva it Awesomenauts.

Role Melee

Base attack smash or crush

he likes to crush the enemies with his hands.

Movement He is as fast as leon but when you buy the upgrade, you can double jump.

Primary Skill chain throw

will throw a chain that provides a stun effect

Secondary Skill underground

it will a laser beam that shows how far he can teleport. but it takes 0.3 seconds for him to bury her in the ground and back up again. he can not telepotera himself in the air but he can dig through the ground to the jungle

Designed by will the mole

15 Tundra

Sex male

Backstory A menace to his tribe, Tundra constantly played pranks on his peers. Whether it be freezing the ground underneath their feet or conjuring a blinding blizzard, he was hated by all. Luckily, his small frame allows him to escape with ease.

Role Ranged
Disabler
Harasser

Base attack Ice Shard

Tundra conjures a spear of ice which is hurled at the opponent causing ice crystals to form around the victims feet.

Movement Tundra's obsession with snow and ice has led to him to refusing to walk on the ground, but rather covering the ground in front of him with a sheet of ice.

Primary Skill Blizzard

Tundra summons his powers to create a powerful blizzard that moves slowly across the battlefield, blasting ice shards into the air, rendering opponents blinded and freezing cold.

Secondary Skill Ice Spike

Tundra's old ways catch up to him as he lays a trap on the ground, awaiting an unsuspecting victim to travel over. A large ice spike erupts from the ground, causing tremendous damage and knocking the victim back.

Designed by DHephaestus

16 Lilith

Sex female

Backstory Lilith is able to manipulate her DNA. She can alter her body to maximise her battle abilities and change her appearance. She's on a quest to gather a harem of strong males.

Role Brawler
Melee
Ranged
Damage Dealer

Base attack Fireball

Fires a weak, rapid fire, medium ranged attack of balls of fire from her hands. Can be upgraded to do more damage, increase range, pierce targets, stun and do damage over time.

Movement Lilith has a humanoid form, so she walks/runs with her two legs. She can double jump using her wings at her back

Primary Skill Transform

Transforms into different creature, which uses melee/ short ranged attack with her hands/claws. Temporary boosts speed and attack. When using this, lose health over time. Cannot be healed when using Transform. Can be upgraded to increase attack, range and reduce health loss over time.

Secondary Skill Fire wall / Magnetism

Casts a temporary fire wall, which does damage to enemies who passes through it.
Can be upgrade to increase fire wall's damage, size, time in the field and can add damage over time.
When using Transform, Lilith's body can be covered by a magnetic aura that slowly pulls enemies towards her.

Designed by Jokunen

17 Livana

Sex female

Backstory Long time ago, the Moon was inhabited by an ancient civilization who consist in a specie of vampiric moon bunnies. They worshiped the Moon Goddess, Selene, developing a mystical way of live thanks to the magical element, moonstone. One day, they were visited by a stranger from another planet; he was handsome, but something about his manner of speak didnt look so well...and in fact, while he visited the Moon, he stole a moonjewel that was used for ceremonial purposes. Selenia, a pure blood noble, tracked the thief to the biggest conflict in the galaxy, the robot wars, to become a new awesomenauts.

Role Melee
Healer
Harasser

Base attack Moon Edge

Livana has a hand to hand combat based on circular movements. She uses two silver elbow blades what look like a half-moon.

Movement Bunny Hop (or MoonWalk); Livana is slippery like a bunny. She can cover long distances with her jumps and wall jumping.

Primary Skill Light blessing

Moon Godness provides her blades with the moonlight, so Livana's attacks are ranged now and can going through enemies. The attacks look like half-moon lights and they can ricochet the walls and ground. If Light blessing is improve, it could heal allies, have more range or have damage.

Secondary Skill Duality

Livana does a circular attack around herself what, improved, could move aside enemies. If Livana does Duality while she is in the aire, Livana throws 3 kunais in a cone (what left wakes like moonbeans). If kunais are improved, they could poison, blind or slow enemies.

Designed by H.Randt

18 Christoph

Sex male

Backstory Christoph is an interplanetary explorer, travelling from one world to another in search of lost histories and untold riches. Along the way though, he has plundered one too many alien tombs and invoked the wrath of ancient guardians. He now lends his skills to the Awesomenauts, hoping they'll offer some degree of protection when they finally catch up to him.

Role Ranged
Disabler
Harasser

Base attack Blunderbuss Shot

Using his trusty Blunderbuss; Francis, Christoph fires a blast of shattershot pellets that will spread in a cone shape in the direction he fires. Individual pellets deal very little damage, but damage will be considerable if they all hit (so really it works like a shotgun really). Upgrades could be piercing on pellets or bonuses when all pellets hit.

Movement Average horizontal speed, limited base vertical movement, although possibly with a parachute option activated with a mid-air jump button press that cuts his fall speed to about 1/3 of it's base while active (can be deactivated with another jump). Second skill is crucial for movement.

Primary Skill Tomahawk Throw

Tomahawk Throw is intended to be a skill shot, requiring a charged wind up time similar to Dynamite. The longer it is held down, the further and faster it goes, and trajectory is aimed with the mouse. It deals limited damage at closer ranges but much more at long range (capped at a certain amount). Hits over a certain range invoke debuffs from upgrades. Average to long cooldown.

Secondary Skill Grapple Shot

Christoph fires a grappling hook which latches onto the first terrain piece or Awesomenaut (friend or foe) it hits. Very low or no damage, 2 second cooldown. He can then use this to pull himself towards the hook, swing from it if the target is a roof or aerial, or latch and hold onto walls. This allows him to quickly platform around the map. Could debuff enemies with upgrades.

Designed by Brother Lame

19 Rhodia

Sex female

Backstory Rhodia was born with extremely small wings. This handicap made it hard for her to live on her home planet Nephelos, since all the other dragons there had full-grown wings. She got her whip in order to make up for her lack in mobility.

One day Nephelos was obliterated, together with some other planets, to make way to a hyperspace bypass. Against all probability, there were dragons from the planet who survived. Among these survivors was Rhodia.

Ever since the destruction of her planet, Rhodia have opposed the law of the universe and done everything from blowing up spaceships to share beer with moose in Alaska. Because of this she became one of the most wanted criminals in the universe.

Role Ranged
Harasser

Base attack Cool Whip

Rhodia uses her long whip to deal high, ranged damage. Due to the long length of the whip, only targets a specific distance away from her can be hit. This means that Nauts and droids who are too close to Rhodia won't get hit. The whips come in a slow succession after another.

Movement Rhodia uses her two dragon feet to walk/run. She can't jump very high, but can flap her wings in mid-air to gain some momentum upwards.

Primary Skill Cliff Hanger

Rhodia brings forth her whip and uses it to grab a hold of a wall or any other platform. She then pulls herself towards where she took a hold, which she does quite fast, and let go after reaching the point. Rhodia can also use this on enemy Nauts, which will disable them during the time it takes for her to pull herself towards them. The move is stopped if Rhodia gets stunned, snared, etc.

Secondary Skill Fire Breath

Rhodia releases her fire breath in front of her, which makes everyone in that area catch on fire and take burn damage over time. The fire is formed as a cone where the flames start from her mouth and travel away from her. The flames disappear in the order they were formed, and does so rather quickly after being released in the air.

Designed by 13ET

20 MiZ

Sex female

Backstory (note: name/story are placeholders/tentative)

MiZ is what you could call an interdimensional repair(wo)man; she travels from one dimension to another in order to locate and fix dimensional rifts and instabilities.

But one day, her DiTravel-O-Matic 2000 (patent pending) unexpectedly broke down. While looking for the necessary materials for the repairs, she finds out that the material she needs is ridiculously rare and expensive in this dimension.

Now she has to work for the Awesomenauts in order to earn the money.

In combat, she relies on her trusty hi-tech shield capable of projecting reflective forcefields, charging itself with electricity (and forming gliderwings on the sides), along with various other uses not currently disclosed.

Role Melee
Tank
Disabler

Base attack Shield Bash

MiZ bashes the target(s) in front of her. MiZ can charge her shield by holding down the attack button (movement slowed while charging?) for a more powerful attack according to the time charged (up to a cap).

The attack is used after the attack button is released (or the charge reaches the cap/slightly after the cap)

Still able to use 'rapid', weaker attacks by tapping the attack button instead (slow/average attack speed)

Movement Average movement speed, single high-ish jump (ex. Leon/Froggy/Raelynn), average HP (below Skølldir[?]/Derpl/Clunk, above others)

(Optional: Wall Slide; MiZ slides along the walls by pressing the movement keys towards a wall while in mid-air. This slows her descent speed and allows for another tiny jump.)

(Optional: Shield Glide; MiZ can glide in mid-air by holding down the jump button while she has the shield. This ends instantly if either skill or the base attack are used.)

Primary Skill Shield Boomerang

MiZ throws her shield which then curves and returns to her after a time. This damages (and stuns/snares/slows?) target(s) hit. MiZ is unable to use Shield Bash/Mirror Shield while the shield is in mid-air.

Secondary Skill Mirror Shield

MiZ holds her shield towards the cursor for X seconds and blocks all attacks while reflecting projectiles that hit the shield's front. MiZ is still vulnerable from the other sides.

MiZ' movement speed is highly decreased (or unable to move) during Mirror Shield (and she can't change the shield's direction, or very slowly).

MiZ can end Mirror Shield early by pressing the skill button again.

(Optional/Upgrade: The shield sends out a knockback/damaging pulse when turned off/time runs out)

(Optional: If used during Wall Slide, MiZ stops at her current position on the wall, and stays there until Mirror Shield is turned off/runs out)

Designed by Mistaque

21 Jeeves

Sex male

Backstory A space hippo from a distant Savannah planet, Jeeves didn't fit in well with the others. Jeeves always preferred a more lavish lifestyle. While the other rolled around and lived lazily in the giant mud pits, Jeeves preferred drinking tea, dressing up in his tuxedo, top hat, and monocle, and socializing with the more civilised birds. Tragically war broke out between the the two major powers; the birds and the hippos due to the indiscriminant pooping of the birds. During the commotion, Jeeves who could side with neither Fled off into space in hopes of finding a new home, and with only a few avian friends he joined the Awesomenauts in hopes of finding a new home,nd getting loads of cash money

Role Damage Dealer
Tank
Harasser

Base attack hippopotipunch

Jeeves strikes with his beefy hippo hands the move gains power based on the number of birds he is currently carrying. Each kill with this move grants him 1 bird if he has room (explained below)

Movement Jeeves is a bipedal hippopotamus wearing a top hat, monocle, and a black coat, atop his head and shoulders are up to 4 birds gained and used with his abilities, being that Jeeves is a hippo, he cannot jump very high without assistance, but as he gains more birds he is able to jump higher and maybe even glide, though this ability fluxuates as he will be gaining and using birds in the heat of battle

Primary Skill Body slam
This move can be used two ways, attacking forward or down from above. This move does high damage and has a large knockback, if used from above it causes knockback and damage in both directions (more birds= more power) this move expends 2 birds, (if Jeeves only has one bird he loses only 1) and if Jeeves has no birds when using this ability he will gain birds from kills

Secondary Skill supreme shout
Jeeves lets out a large forward shout stunning nearby enemies and causing his birds to fly at nearby opponents dealing damage over time, this expends all of Jeeves' birds

Designed by Foxbad

22 Lilith ~ Goddess of Arrow

Sex female

Backstory Lilith was found near a river in a big forest. She was left alone after her birth. But some inhabitants found her, they teach her how to survive in the forest. Lilith loved her Bow and her magic Arrows. She will punish every enemy and harass them to leave.

Role Ranged
Damage Dealer
Harasser

Base attack Arrow Shot

Lilith shoots her Arrow straight. Everything she hits with it gets hurt.

Movement She can shoot while moving but the range decreases every step more.

Primary Skill piercing shot

Her first skill will shoot through several enemies and get more damage if she hits more enemies. upgradeable to a max of 5 enemies. A other upgrade is that she can shoot through two enemies but shackle them.

Secondary Skill Fast Shot

Lilith shoots 5 arrows in a short time to max. the damage. The range is strongly decreased. upgradeable: 3 Arrows but a increased range, or less damage but it will freeze the enemies 1,5 Seconds.

Designed by so4dy

23 Commander Astro

Sex	male
Backstory	"Losing his entire crew due to a kitchen accident on his Battleship he is now a lone wolf searching for revenge... and new crewmembers who are competent enough to properly use a microwave." I had some sort of Japanese robotic man in mind (like a Megazord/Transformer or Ultraman)
Role	Ranged Harasser
Base attack	Laser Salvo Astro shoots 3 back-to-back laserbolts which can point into (slightly) different directions when you swing the mouse while shooting.
Movement	Astro takes a regular jump and dashes midair in the direction you're pointing at (doublejump). Otherwise he can't "fly" and moves on the ground like most 'Nauts do.
Primary Skill	Hyperstare Astro shoots an optical-epileptic Hyperbeam to enemy 'Nauts to immobilise them for x seconds. While beaming, Astro can't move too. The beam disrupts if one 'Naut gets attacked.
Secondary Skill	Lightning Chain Astro uses his prismatic Power cannon to shoot a colorful lightning that jumps to the next enemy 'Naut or droid. Before the lightning jumps it stays as a visible effect on its current target for a short time, so other enemy 'Nauts have the chance to get out of sight. Every next target takes less damage than the previous target.
Designed by	BroccoliMeansFun

24 Aroobs

Sex	male
Backstory	Living on an ice cold planet, Aroobs, the penguin-like creature, watched carefully the Awesomenauts, Building up his strategy to DESTROY every naut. His sharp intellect and his ability to humiliate any opponent in dialogue (in battle, not so much). And then, he packed his monocle and top hat and joined the Awesomenauts to teach the others how to win a battle. And brag about it.
Role	Melee Brawler Harasser
Base attack	Nerfbat Strike Equipped with his nerfbat, Aroobs will constantly nerf the enemy while complaining about OP combos. Combined with his silly moves, it is a super ineffective weapon of mass destruction. The only thing that hurts more than his nerfbat is his manners while complaining about Kill Steal. While dead.

Movement Pretty much like a penguin, he moves as silly as he can, and, according to him, can fly long distances (if you consider "flapping wings while dropping like a rock" flying). When cornered, he can shoot some kind of strategic gas in midair that can move him further away from the enemy.

Primary Skill BM Shout

Despite his Monocle and Tophat, manners were never a strong feature of this naut. Except for Bad Manners. The ALL chat can't even handle it. He can rage so loud that every character in a frontal cone is completely disoriented for some time. Until they realize how stupid that was. Which can leave them both physically and mentally damaged.

Secondary Skill Icestrategic Belly Retreat

Aroobs "strategically" retreats with a belly surf technique from his penguin ancestors. He drops ice wherever he surfs, potentially slowing (or speeding up and removing adherence of) enemy nauts, also leaving some of his strategic gas behind. He can also taunt by waving his nerfbat during the surf (sidenote: same as autoattack everyone on its way once), or sharpen his beak and peck some feets!

Designed by Bass

25 Porkchop

Sex male

Backstory After a run in with the Awesomenauts and their battle, Porkchop; retired mechanic and miner decides to join them in their fight.

Role Tank
Pusher

Base attack Clearing Orb

Porkchop wears enhanced mining gloves that shoot out orbs of energy that push enemies back and causing a little damage and also a slowing effect.

Movement Porkchop doesn't run to fast. It is more of a waddle, but his jump is high so he can avoid trouble if need be.

Primary Skill Heavy Sheild

An upgradable skill that allows Porkchop to summon a massive orb forcefeild around him and his allies. His speed is great decreased and the sheild does not last long without upgrades. Also allies can shoot through it, but no enemy shots can get in.

Secondary Skill Bah-bah-BOOM

Porkchop shoots out a massive orb similar to the Clearing Orb, except that it does poison damage and stuns the enemie for a moment. After stun though the poison fades quickly.

Designed by Heroicturdman

26 Miss Moo

Sex	female
Backstory	Miss Moo is a cow that joined the awesomenauts in order to get a free money for other friends who are still in an old farm. Since she was a little different from other cows, always managed to do things that humans can not do. Hidden from other beings, the night she would train in the field, their attributes and skills until they find willing and confident to face the other Awesomenauts.
Role	Ranged Damage Dealer Tank
Base attack	Milk Silk His basic attack is made when she squeezes her udder and lets out a very strong jet of milk. This jet can leave the enemy slowly, be faster, stronger, ...
Movement	She walks with both hind legs, like a human being. This gives you more mobility and it frees both front paws to shake her tits and release the milk.
Primary Skill	Small Pointy Horn Miss Moo has the power of their horns, small but powerful. She drives toward the enemy and throws up, as any cow, ox or bull can. This gives attack damage and at the same time can make dizzy.
Secondary Skill	Submachimilk The other skill is to make your shots become as fast and strong as a machine gun. However, during this skill, she can not move. Your shots will be strong, and may even stun enemies.
Designed by	nayume

27 Thwoop

Sex	male
Backstory	As a child Thwoop got beaten on a lot by other the warplings. So he trained in the art of escaping. One day after escaping a giant spaceworm. He fell into a hole. Waiting for his inescapable demise. When the worm finally came back. A droid appeared and saved Thwoop. However the droid asked him a favor in return. he said that he and his friends were in an eternal war against other droids. Thwoop felt that he should help him. Since then Thwoop has been dodging 'nauts everywhere.
Role	Melee Harasser
Base attack	Kick Thwoop first attack is three quick kicks doing low damage. The second and third attack are slower but do more damages.
Movement	Thwoop phases upwards instead of jumping normally. You can be hit while phasing.
Primary Skill	Blink Thwoop teleports to the mouse location. Not colliding with anything he passes by. The cooldown gets longer the farther Thwoop blinks.

Secondary Skill Ballerang

Thwoop throws a ball that, when it hits it max range or Thwoop commands it to stay, stops in place and deals damage in an area around it. After this the ball returns to Thwoop. The ball also deals a little bit of damage to units it passes through.

Designed by Trewq560

28 Venom

Sex female**Backstory** Life is hard for giant spiders. It seems one can't even suck someones innards out without somebody chasing you down and trying to kill you... Thankfully the second AI war offers giant spiders a great chance to eat, by joining the Awsomenauts!**Role** Melee
Assassin
Harasser**Base attack** Life theft

She emits a slowing web field in front of her to stop her enemy's escape and attacks with a slow, life-stealing, bloodsucking bite.

Movement Instead of a normal jump she has to charge her jump by holding down the jump key. While charging she will be slightly slower and more vulnerable but the longer she charges the better the jump is. while charging she can stick to walls and climb them or jump of them to move great distances horizontally in a short amount of time. While pulling of a jump she will hit bonus damage when she connects hits.**Primary Skill** poison shot

shoots a super fast projectile that is that is very weak but comes on a super fast cool-down. The projectile speed makes it great for finishing people and the super fast cool-down makes it ideal for harassing.

Secondary Skill Spyder spawn

She lays an egg which if undisturbed will soon hatch into a spider minion. This will deliberately target enemy nauts and anything with relatively low hp. when they get kills they cover their victims in webs turning them into a health pick up for their master. (spider eggs can not be put behind turrets)

Designed by braydon180

29 Jay Breezy

Sex male**Backstory** Jay was an old school rock n' roll fan. He started his own band and started journeying across the universe playing their own music. Eventually funding and the fans ran dry. He still wanted to travel and share his music with as many people as possible, but instead of getting a regular gig he joined the army to travel around the stars with them and play his guitar.

Role	Brawler
Base attack	Mor Paul
	His base attack involves him playing his guitar and sending sound waves at the target. This attack radiates from him in a short distance, but can be upgraded to go farther and even linger.
Movement	He is relatively slow and sluggish. Since his main attack radiates in all directions he moves extremely slow while using his base attack. His jump is relatively small but he has a second jump in which his guitar acts like a rocket to boost him up a bit due to the pyrotechnics. He has a medium base health.
Primary Skill	Guitar Smash
	This ability has the character smashing his guitar down in front of him to damage opponents. It can be upgraded to do explosive damage or more knockback but is used as an attack.
Secondary Skill	High C
	This skill stuns enemies within a certain range due to the ear-splitting sound coming from his guitar. This enables him a slight advantage to get away or finish off worn-down enemies. Further upgrades could include blindness, longer stun, and larger range.
Designed by	HansOlo

30 Ditto

Sex	female
Backstory	Ditto AKA Project X27 is an android created by Dr. Logan VegaTruck, who was also the creator of Clunk. Ditto is a machine but unlike Clunk, she is human in appearance. Similarly to Clunk, she also suffers from anger management issues. She takes out her frustrations by mocking her enemies by copying their abilities and destroying them with it. She is from the future and has come back to the present to kill her arch nemesis Raelynn!
Role	Assassin Healer Pusher Disabler Brawler Tank Support Damage Dealer Ranged Melee Harasser
Base attack	Energy Ball
	Ditto shoots out an energy ball which does 7 dmg and also contains a base life-steal effect. This attack looks similar to MegaMans. The upgrades for this ability include: Increase life-steal, Increase damage, add a slowing effect, and Steal solar from your enemies.

Movement Ditto hovers slightly above the floor. She is as fast as Lonestar and her normal jump height is as high as his double jump.

Primary Skill Plasma Cannon

Ditto's arm turns into a cannon and releases a Plasma Beam. The range of the plasma beam is as long as Raelynn's base snipe. Upgrades include: Reduce CD, Increase Damage, and blind enemy before releasing the Plasma Beam.

Base Damage 40, Max damage 60

Secondary Skill Dopples (Miniature Robotic Device)

Dopples is the name of Ditto's miniature robotic device that she throws on to her enemies. Dopples attaches to the enemy and deals 5 base dmg upon death. Upgrades include: Add a life steal, effect, slowing effect, blinding effect, Reduce CD, and copy an enemies ability (very expensive upgrade)

Derpl- Nuke

Yuri- mine (cannot place mines on the floor must shoot it at the enemy)

coco- lightning ball

Genji- Shield

Gnaw- Poison spit

Vinnie/Spike- SmokeScreen

FroggyG- Tornado Spin

Voltar- Healbot

Lonestar- Dynamite

Leon- invisibility

Skolldir- Earthquake

Raelyn- Snipe

Clunk - Explode

Ditto- If there is an enemy ditto on the other team plasma cannon dmg is doubled.

The ability gained will ONLY do base damage, even if the infected person has upgraded their ability. The ideal way to play Ditto will be to use stolen ability followed by her plasma cannon. Plasma cannon does max 60 dmg. If her enemies are clunk or Derpl, she potentially can do 110-120 damage.

Designed by sreka172

31 Dalia

Sex female

Backstory Dalia was once a scientist studying alt. dimensions for solar options for Mining Corp, when she made contact with a being of energy. Her curiosity makes her try to give the being a solid form. However, the beams got crossed and she ended up scrambling herself and merging with the spectre.

She found herself in body that could move between the dimensions, but soon realized the spirit was violent and cruel. The Mining Corp now wishes to test out their new secret weapon.

Role Melee
Assassin

Base attack Spectral Claws

Motivated by scientific discipline and pure evil, she tries to share her gift of formlessness with her enemies, whether they like it or not.

Dalia attacks with her spectral claws, dealing medium-low damage at a fast attack speed. Her claws pierce through foes, and deal full damage to turrets.

Movement It's hard for a spectre to choose appropriate footwear, so Dalia prefers to just float.

Dalia moves at a medium speed, but she floats inches above the ground. She cannot fly, but she can hover indefinitely after jumping by pressing jump again. As a spectre, she is incredibly lightweight for skills which knockback, but she is not body-blocked enemies and can move through them freely.

Primary Skill Haunt

Ever since her accident, Dalia has found a sudden fascination with the study and documentation of the long-term effects of crippling, soul-wrenching fear.

Dalia enters a touched allied droid or 'Naut. Entering an ally stuns them. Dalia moves with the ally, and is invisible and invulnerable. Using the skill a second time causes Dalia to reappear with a ghastly face animation, causing all in a large area to be frozen with fright.

Secondary Skill Banshee Wail

Dalia learned that by harnessing extreme frequencies of sound, one can cause objects to resonate fast enough to shatter: in this case, the eardrums of her enemies.

Dalia emits a medium-length cone of sound in any direction that causes enemies to take moderate damage. An enemy damaged by this skill has all sound volume reduced to 0% for a few seconds. This cone can travel through walls.

Designed by Mr Escalator

32 Aurora

Sex female

Backstory A space fairy who was exiled from her people for being too adorable, her gut-retching cuteness is hard to stomach for most alien species. Her goal in life is unknown nor is why she joined the awesomenauts. She is often seen glittering sleeping grotesque creatures and aliens in an attempt to make them happier. Her upbeat voice melts the heart of criminals and space terrorists everywhere, nobody can stand in her glittery rainbow path!

Role Ranged
Support
Healer

Base attack Star Puff

Shoots a glowing ball of stardust that heals allies or damages enemies.

Movement her bright wings allow her to hover above the ground and leave a small trail of stardust behind her.

Primary Skill Moon Glitter

She releases an AoE plume of dust that heals her allies and causes a debuff to her enemies.

Secondary Skill Milky Way

Shoots a bright ball that bounces back and fourth between allies and enemies slowing enemies and speeding up allies.

Designed by AuroraBorealis

33 Lady Ferret

Sex female

Backstory Lady Ferret is the alias of the best spy in the SIA (Space Intelligence Agency). She looks like a ferret, but she is a mole. A long, dark coat, a wide-brimmed hat ... and a cigar are her hallmarks. Unfortunately, all information about Lady is top secret.

Role Harasser
Support
Disabler
Assassin

Base attack Secondhand Smoke

She blows smoke from cigars on enemies dealing small damage and pushing them (knockback). After upgrading the cigar can scorch and poison, causing hallucinations (enemy sees three lady Ferrets).

Movement She rolls and jumps like a ferret. Lady is quite fast and agile. She moves on all-fours, she's lean (smaller than any other Awesomenaut), but long (longer than the longest). Like ferret. She rolls, jumps.

Primary Skill Camouflage/ Double agent

Lady Ferret takes the form of an enemy droid. In this way she can get to the enemy base undetected. An upgrade for this ability will allow her to take the form of enemy heroes. She will also be able to flip enemy robots to her side.

Secondary Skill Molehill of darkness

Lady Ferret can dig two molehills. The molehills provide a variety of benefits: Lady Ferret can move between them, they can be a deployable "jungle ambush site", they provide shelter for allied heroes (enemy heroes can enter of destroy the molehills).

Designed by lady funtfisz

34 Kain Fulgur

Sex male

Backstory Coming from the city of Blackflood, where continuous super storms roam, Kain quickly fell in love with the lightning bolts, exploiting the pure electricity that is and has been the city's #1 power source across the last 499 years. He then decided to join the Awesomenauts to destroy any more effective sources of power, as they could be the end of the lightning era on Blackflood.

Role Harasser
Ranged
Damage Dealer
Disabler

Base attack Lightning Blitz

Kain shoots a lightning bolt blinding hit enemies, the attack has got an chain lightning effect letting it hit enemies outside it's effective range by hitting enemies in close proximity of the enemy you want to hit.

Movement Kain has a double jump consisting of a normal jump along with a jump consisting of Kain ascending for a short while, if Kain either stops midair or wants to turn around he will be unable to continue ascending and has to touch the ground before jumping again, while falling he will be able to move freely in both directions though.

Primary Skill Tesla Needle

Kain throws a needle that sticks to surfaces. They are susceptible to his own base attack, letting the lightning use the needles as points of tranfer, that in some ways can be used to extend his range, if multiple needles are placed and are within a certain range and has direct vision to another needle they will make a electrical field inbetween dealing extra damage.

Secondary Skill Thunder Bolt

Kain shoots a hard-hitting bolt of lightning downwards making it favourable to be in the air when pulling off the attack, this will be able to pierce glass platforms, and is also possible to use on the Tesla Needles, the damage is not amplified though and would deal the same amount of damage as the Lightning Blitz used on them.

Designed by Tuxedodin

35 Twinferno

Sex male

Backstory 200 years ago, the planet of the elementals was threatened by a war, the guardians of air discovered a way to be super powerful, wiping the earth clan, they went on to the ice and fire clans, the clans fought heavily but couldn't resist the power of the air clan. 2 people survived, Sheela and Blitz, Queen of Ice and King of Fire. They saw that there was no way, they could win apart, and decided to cooperate. There was only one problem. Their special abilities blocked each other. They went to the Oracle and the Oracle told them to merge, in first instance they wouldn't but a strange strong force lifted them up, took them apart, and put their essences back together. So was Twinferno born, the immortal dual-elemental

Role Harasser
Ranged
Support
Pusher

Base attack Twin blade

The icy part of Twinferno takes the lead here. She uses her cold powers to make the steel as cold as possible and then throws it at enemies with an attack speed of 133,3 (Like Froggy G) and with a range of 6. This deals 6 damage.

Movement Runs pretty much like Raelynn, as fast as Froggy G, but because of her icy side, she slips away, causing her to slowly accelerate.

Primary Skill Meteor Strike

Twinferno angers herself causing the fiery inside to awaken, she chooses a spot and teleports there, making 4 meteors come down at that spot, each meteor dealing 5 damage and 5 burn damage. It has a 8 second cooldown.

Secondary Skill Magmatical Rush

Increases movement speed by 5, everything touched gets 20 burn damage and pierces everything. She also gets a -5 damage shield. This has a 12 second cooldown and lasts 4 seconds.

Designed by Jobties

36 Zord

Sex male

Backstory Back in the era of the machines, the Zords were seen as demigods to all robot-kind. Now all that remain are three young combatants; alpha, beta, and gamma. All three have sworn onto themselves to end the long lasting machine struggle, together they combine with their robot allies to become an unstoppable force.

Role Melee
Damage Dealer
Tank

Base attack Megapunch

The Mechapunch involves alternating punches from the three little machines, with every strike they merge into a new form (a car, a robot, a dinosaur). The gundam-like robot (alpha) punches, the dinosaur (beta) head-butts, and the car (gamma) dashes to hit.

Movement There are three droids, a gundam-like robot called alpha, a dinosaur robot called beta, and a car robot called gamma. While moving the three stick close together, one in the forefront and the other two in the background (to avoid hotbox issues). When the droids jump they merge into a plane and levitate/fly with the jump command.

Primary Skill Blazing sword

The three droids merge to form a sword that does melee damage. It can be upgraded to further increase the area of effect/range/damage.

Secondary Skill MegaBot

The three droids merge with a wave of two bots to boost resistance and vitality. They still do the basic damage (Mechapunch), but since they become the MegaBot they can endure more damage for a set period of time (which can be upgraded later). The player sacrifices speed and the protection of the bot wave in order use this attack.

Designed by Brucejacobssj4

37 Saburo, Piper of the Sand

Sex male

Backstory From a small planet covered in deserts inhabited by small tribes of the sand. Sabulo got thrown out of the local cantina band and decided to travel the galaxy instead. After many attempts to join various bands Sabulo gave up his musical career and joined the Awesomenauts to fulfill his wish to one day perform along with the one and only Froggy G.

Role Support
Disabler
Healer

Base attack Intergalactic Bassoon

Shoots notes and makes some strange sounds

Range: 9.5

Damage: 4

Upgrades:

Crescendo: Notes become stronger the further they travel

Amplifier 1/3: Increases damage +1

Forte Fortissimo: Damage +4

Electro Magnetic Music: Increases damage against turrets and droids

Puffed cheeks 1/3: Increase range + 2

Do you have a spare solar?: Droids occasionally drops extra solar when killed.

Movement Base speed: 7.0
Jump height as Lonestar
Falls a little slower than nauts usually do.

Primary Skill Sound Blast

Sabulo shoots a cone of sound out in front himself. Aimable like Raelynn's snipe, but for 3 seconds. The cone goes trough turrets, but do not damage them. Damage: 30 CoolDown:9s

Some ideas:

How to play free jazz1/3: Damage +5

High Pitched1/3: +10% chance to ensnare

Wide Music: Increase Size of cone

It's over 9000dB!: damage +20

Secondary Skill Concerto

Sabulo plays music in an area around him. He can not move, but he can keep on playing until he receives some damage. The are boost attack speed of allied nauts and droids

CoolDown: 15s Range: 8

Some ideas:

Hey, listen! 1/2: Range +1

Take your time: Slowing power inside area +10%

Soothing sheet music 1/3: Heal allies +2

Accelerando: Speed and attack speed bonus to allies inside area

Designed by Koji

38 Charles

Sex male

Backstory On planet Ordsum, there he was born and grew up amongst all the other cat kind. He grew up defending himself with fire and his large claws anytime they ran into the Lizardrexes. Fire killed off the lizard-sharks. Some thought they were T-rex's but they ate plants too. The fire on Ordsum was the hottest kind of fire ever found. It's flame burned blue's and green's. Red fire didn't exist on Ordsum.

Role Damage Dealer
Pusher
Brawler
Melee
Ranged

Base attack Claws

Uses free hand to scratch. Melee attack.

Purchasable items are:

Thirsty Fur= Life Steal

Scratch Bag= Attack Speed

Crazy Paw= Damage

Litter Angst= Attack bonus in Litterbox radius

Insano Paw= Blind

Cat Scratch Fever= Damage over time

(Simple Charles sketch)

http://i27.photobucket.com/albums/c168/rainydays5959/Picture0294_zpsdc59394d.jpg

Movement He walks on his two feet. When he jumps it looks like hes on all fours.

Primary Skill Flamer

A medium short ranged flamethrower. Lasts for 3 seconds. Has slight knock back. High damage and decent damage over time. Can't move while shooting.

Purchasable items are:

Pyro= Range

Flamer Cloud= Instead of 3 second duration, single powerful blast

Hot Stuff= Can move while using flamer

Fiery Inferno= Increase damage

Flamethrower= reduced knock back

Flame Freeze= Silence, medium duration

Secondary Skill Litter Box

A radius based drop item that increases Charles movement speed and deals light damage to enemy nauts. Has low HP and medium duration.

Purchasable items are:

Litter Danger= Damage over time

Odor Control= Reduce cool down

Cell Sorb= Shoots out projectiles that do damage when placed

Rig Box= When destroyed, blinds and slows in an area

Smelly Litter= Last longer, reduced radius

Fresh Magic= Larger radius

Designed by Eboreo

39 Agni, the Hypno Space Ghost

Sex female

Backstory Agni hails from a race of mighty space-faring hypnotizers who once ruled a large chunk of Cluster 37 - until their subjects realized that being ruled by mighty space-faring hypnotizers sucks and promptly rebelled. There are no space-faring hypnotizers any more, and Agni isn't an exception, she was just too stubborn to die - completely. A gun for hire, she now haunts the far reaches of the galaxy.

Role Support
Tank
Disabler

Base attack Hypnoray

Hypnoray is a beam-like weapon with a short distance that deals a relatively small amount of damage, but is capable of slowing and, more importantly, pulling enemies to Agni. This is an invaluable tool for players who want to deal with enemies entrenched around a turret. Other viable upgrades for hypnoray include: silencing and weakening of attacks.

Movement

Agni moves is a jittery motion: in burst of speed followed by a slowdowns - when she starts a movement spurt, she gains speed for 1-2 seconds and then slows down for about 1-2 seconds. She can also jump and float midair (with a tap of the jump key, similar to Yuri's flight mode). An upgrade ("A gust of wind") allows her to double jump.

Primary Skill

Confugeist

Confugeist lets Agni play with the enemies' minds. It's a one target parabolic shot (like Cocoon). Enemies hit with confugeist have their controls scrambled for a few seconds (up is down, left is right, the jump button and the base attack button get switched etc). Possible upgrades include: lifesteal, friendly fire and an temporarily switching the colours of the teams (for the affected player).

Secondary Skill

Ethereal-O-Vision

Ethereal-O-Vision is a self-buff and a reverse-Cocoon. The players becomes semi-ethereal - neither can he be hit or affected by abilities, nor can he attack enemies. Basically for a few seconds he is taken "out of the game" - but he can still move and block. Possible upgrades include: duration, speed, regeneration, the ability to move through other Awesomenauts.

Designed by

Mockerre

40 El Espacio

Sex male

Backstory

El Supremo was the new up and coming superstar in the Galactic Wrestling Federation. Things went south when during the title fight to be crowned the next King of Galactic Wrestling, a wayward meteor happened to find its way to site where the match was being held, obliterating the ring (not to mention his opponent, El Mala Suerte). With no one left to fight against, he was crowned the king. Seeing this as nothing more than a hollow victory, El Espacio decides to leave the GWF and strike out on his own, seeking the greatest fighters in the universe to test his space themed fighting style. Hearing of the Awesomenauts and the strength of the men and women who fight for them, El Espacio decides to join them for glory and a challenge.

El Espacio wears a blue and black lucha libre mask with golden stars on it, leaving opening for his eyes, mouth, and nose. Of a shorter and muscular build, he is shirtless in order to show of his body, being proud of his strength. For pants he wears blue spandex and black wrestling trunks. For shoes he wears blue wrestling boots. He also has a small cape decorated with a small solar system.

Role

Melee
Disabler

Base attack El Cometa and Sr. Meteor

El Espacio performs a one-two punch flaming punch combo using his fists, El Cometa and Senior Meteor. Training all of his life in space has enabled them to deliver quite the punch.

Movement Training on many different planets to master his unique style of fighting, El Espacio is able to ignore some of the effect gravity has on his body, allowing him to jump extraordinarily high. He claims the flips he does while jumping are what enables him to do this but many critics say otherwise.

Primary Skill Planeta Suplex

El Espacio is known for his high flying trademark wrestling moves. One of his most infamous that won him his very first fight in the Galactic Wrestling Federation is the Cosmica Suplex. Grabbing onto his opponent, El Espacio jumps into the sky while flipping and lands with both his and the opponents heads into the ground.

Secondary Skill Cosmica Slide

The Planeta Slide is the most common set up El Espacio uses to initiate one of his signature moves. By manipulating the friction between himself and the ground, El Espacio slides along the ground while leaving a flaming trail like that of a comet behind him. Many clinch victories have been earned because of this famous move.

Designed by gutsman1919

41 Jerry Viljur

Sex male

Backstory Jerry is one of the best sportsmen in the galaxy, at least that's what he likes to think. He has won the tennis and boxing tournament for kids up to 8 years old already, but he know that's his top. Yet he wants more! That's why he replaced his arms with mechanical ones and created rocket boots, all have some nice tricks to help him win. His rocket boots are still a bit wonky though, and he has no more money. That's why he decided to join the Awesomenauts!

Role Melee
Ranged
Disabler

Base attack Boxshot

His auto attack has 2 modes. One is activated when he last used his Roboball skill and is a long ranged attack, where he shoots Roboballs at slow speed, aimable in any direction. The other one is activated when he last used his Boxing skill and is a melee attack that deals very low damage but with enormous attack speed, which is aimable in almost 360 degrees, just not straight above or below Jerry.

Movement Jerry runs at about the same speed as Coco. When you press the jump button, his rocket boots activate for X seconds, and you can go into any direction while they are active, except downwards. You are slightly slower than while you're running though, and you can't deactivate the rocket boots.

Primary Skill Roboball

Jerry's arms change into tennis ball machines and he shoots a mechanical ball looking like a tennis ball. He can charge it for up to 1s, the longer he charges the faster the ball goes. It only slows enemies on hit. But if it bounces against terrain/an enemy turret first, it explodes on hit with a medium radius, stunning enemies and damaging them. The ball also explodes when it bounces a 2nd time.

Secondary Skill Boxing

Jerry's arms change into boxing gloves, he charges for 0.5s and then deals one big close ranged punch in a horizontal line. The punch deals a little knockback away from the punch and gives the enemies the confusion debuff on hit. The confusion debuff means that the opponents can't move into the direction where Jerry is. It lasts for X seconds, but also disappears if Jerry is killed.

Designed by Knotsie

42 Mo the Reverberator

Sex female

Backstory Mo is an Octolian vocalist from the planet Okeanos. After achieving only mediocre success as a backup singer, Mo decided that she needed to seek out new venues for her vocal talents. She traveled across the galaxy with only her microphone until the day she discovered the Awesomenauts. She joined the Awesomenauts immediately seeking fame, fortunate and a venue that will finally let her shine as a star.

Role Harasser
Melee
Support
Disabler

Base attack Tentacle Whip

Mo flings her Octolian tentacles forward in a downward arc. This basic attack has a large amount of reach despite being a melee attack. In later builds, players can increase the range and add knock back to her basic attacks. Players can even focus on harassment by combing her Tentacle Whip with status effects from her Enchanting Voice skill.

Movement Mo's movement mechanics are similar to Simon Belmont from Castlevania and Arthur from Ghosts N Goblins. Once Mo jumps, she must commit to her jump arc and cannot adjust her movement midair unless she double jumps upward or in the opposite direction. Her walk animation also is a funny cross between Arthur's overly exaggerated stride and Simon's overly exaggerated shoulder movement. The way she walks is a confident strut similar to a long legged fashion model.

Primary Skill Enchanting Voice

Mo sings into her microphone projecting power onto herself and her teammates. Activating this ability creates an area of effect around Mo that may have many different attributes. In its base build, it adds bonus damage to basic attacks. Depending on the player's build, it can also enchant basic attacks with status effects and remove status effects within the area of effect.

Secondary Skill Mic. Drop

Mo hurls her microphone in the direction of the player's cursor. Players then have two choices: They can let the mic drop to project feedback or they can activate the skill again during flight to pull the mic back. If players let the mic drop, any status effects activated from Enchanting Voice will project in an area around the mic. If players pull it back, it will deal damage instead.

Designed by Macc the Cheesemage

43 Jango

Sex male

Backstory Jango is the pinnacle of advanced telepathic genetic engineering. Born on a farm, this once-ordinary bull was taken away to a top secret testing facility, where he was engineered to be given powerful telepathic powers and abilities. His intelligence slowly grew, and he was no longer a passive labrat. Jango stole a prototype Gravity Hammer from his masters and destroyed the facility, before shipping off to join the Awesomenauts to test his newfound skills.

Role Disabler
Melee
Damage Dealer
Tank

Base attack Gravity Hammer

Jango swings his powerful gravity hammer slowly in front of him, dealing damage to enemies. The auto-attack will slow enemies, but it is also very slow.

Movement Jango is relatively slow compared to the other classes. He has fairly high acceleration. His jump is very low, as he has very powerful area control. It would be enough to reach areas, but not high enough to make him insanely difficult to escape from.

Primary Skill Chaotic Bash

Jango furiously slams his gravity hammer into the ground, tampering with the gravity of nearby enemies. It sends them flying into the air and snares them. It deals a sizable portion of damage as well. Ideal for finishing enemies off as well as initiating fights.

Secondary Skill Anomaly

Jango makes his gravity hammer form an anomaly, creating a black hole in front of him. Enemies will be pulled toward it, making it difficult for them to escape. Ideal for hindering large groups of enemies. Upgrades could give it damage dealing capabilities, as well as potential buffs to enemies near it.

Designed by Klawbster

44 Molly

Sex female

Backstory Molly and her people are a super special kind of race that are made of sugar! So sweet! Until their neighboring planet developed of sweet tooth for her kind. She and the rest became game for their neighbors before they all made a getaway while they were all sugar crashed. Now a refugee and not so sugary after the whole ordeal Molly has left her people to become a hunter herself. She's not so good at the sneaky part, but she certainly is a jawbreaker.

Role Melee
Ranged
Brawler

Base attack Candy Cane Crossbow

medium/long ranged repeater crossbow that releases sharpened candy canes of various colors. When clinging onto walls Molly can still shoot her crossbow. While in Sugar Rush mode instead of shooting candy canes she sends out rolling jawbreakers for similar damage as her candy canes.

Upgrades: Increased firing speed, range, and damage. Add a piercing effect and finally every third attack is a jawbreaker that deals increased damage.

Movement This character is very mobile with a decent base speed and a jump that is slightly higher than Raelynn's. The unique thing about this character's jump is that she can cling to walls with her sugar coated hands (Sticky Fingers). She cannot slide down a wall, only cling for a short time. She is still able to shoot her crossbow in such situations.

Primary Skill Sugar Rush

Molly will conjure a ball of sugar that surrounds her. Think a giant hamster ball—except it's a jawbreaker. While rolling Molly can move through enemies and has a certain level of durability that can be seen in a purple bar below her health. Going through enemies slows Molly and reduces durability. Sugar rush is an alternate mode and activating the ability in this form will change her back. Cannot deal damage to turrets while in Sugar Rush. Can jump, but height is slightly reduced and cannot cling to walls. Durability will be a set number that needs to be upgraded to increase.

Upgrades: Sugar Shrapnel: the Sugar Rush shell explodes when durability runs out (cannot happen if the player ends Sugar Rush themselves).

Spearmint Frost: Adds a trail behind her that slows characters. This upgrade will also add a bleed to durability to prevent a continuous trail of slow.

Spikes: Increases damage when rolling into enemies.

Other upgrades will reduce cooldown and increase durability

Secondary Skill Sweet Tooth/Cavity Crush

Sweet tooth is a skill used when Molly is not in Sugar Rush mode. It is a highly concentrated ball of sugar that stuns and deals damage over time by tooth ache. The ball is slow moving, homing, and disappears after its duration. When in Sugar Rush Mode Molly will use Cavity Crush, a ground pound move that has a short wave of damage coming from both sides.

Upgrades: Cavity Creeps (Sweet Tooth): Slows after stun (like the slow upgrade to Genji's cocoon) we drill holes in teeth, we drill holes in teeth.

Root Canal (Sweet Tooth): Increases damage over time.

That's Going to Need to Come Out (Sweet Tooth) : Get solar when hitting someone with Sweet Tooth

Powdered Sugar (Cavity Crush): When caught in the wave enemies are blinded

Last update can be a reduced cooldown for both Sweet Tooth and Cavity Crush

Designed by Hobbletoff

45 EL DIGRE

Sex male

Backstory Gene-enhanced Moles used to work across the galaxy for the corps as solar miners until automation of mining industry replaced them with Robots. Now the moles live in poverty on Sorona.

In a small village, Roscoe heard tales of a hero destined to bring victory against the robot regime. He waited many years, until he grew angry and grabbed his father's pickaxe and vowed to destroy every drill core in the galaxy. Now he fights pretending to be the hero. El Digre! Viva la Revolución!

Role Melee
Brawler
Assassin

Base attack Pickaxe

After years of hard work for minimal pay, a skilled Miner can wield a Pickaxe as easily as a fencer would wield a really, really heavy rapier.

In the air, El Digre swings his pickaxe in a wide, vertical arc which pierces multiple targets. On the ground however, El Digre attacks twice (front-hand, then back-hand) with a single-target horizontal swing, at a faster speed.

Movement Space moles aren't normally known to be very agile. Then again, space moles don't normally have steam-powered pistons strapped to their feet.

El Digre has a medium movement speed rate, and one single strong jump.

Primary Skill Minecart Crash

El Digre is afraid of no man! To prove it, he's willing to pilot a rocket-powered minecart into the faces of his enemies.

With a vertical hop, El Digre rides a fast minecart horizontally towards the first possible target. The minecart will move until it hits a droid, a 'Naut, a vertical wall, or a quick smooch from the worm. If an enemy 'Naut is hit this way, it deals moderate damage and stuns both you and the enemy. While riding, you are invulnerable.

Secondary Skill Drill Drop

Moles are known for their aptitude for tunneling. With a quick spinning attack, El Digre demonstrates impressive dirt displacing skills.

El Digre performs a short dash straight downward which damages enemies who touch him. If he reaches the ground from this dash, he becomes invulnerable and invisible to enemies until he ends the effect. The long cooldown does not refresh while hidden. Upgrade for blinding dirt or timed TNT on uncloak, or digging for solar!

Designed by NerfPyroPlz

46 Ttayw the Immortal (John Brown)

Sex male

Backstory Ttayw used to be a lowly giant frog tour guide in Voodoland; a minor theme park on the theme park planet Nosnits. However all that changed when he ate a 13 day old Soronian Worm Dog and began to hallucinate. Thinking is was a reincarnation of a powerful witch doctor John changed his name to Ttayw the Immortal, stole a costume and a few props, and then went on a murderous rampage; severely inconveniencing many. Fleeing the cops for ruining thier day at the theme park Ttayw ran into the awesomenauts and the nearby Barginland and managed to bribe them into taking him with them with the promise of halfprice tickets to Voodoland.

Role Harasser
Melee
Disabler
Pusher

Base attack Sacrifice

Ttayw attempts to sacrifice anyone around him with his sacrificial knife (it's plastic :p) gibbering incomprehensibly.

This is a short ranged melee attack that has a combo element, the first two stabs do very little damage (3?) but the third does a large amount (12?).

Movement Ttayw moves reasonably fast (7.2 movement speed), and has a high jump (no double jump) because he is a frog.

Primary Skill Hex

Summoning up all his rage Ttayw summons up a evil curse to annoy and inconvenience his enemies (using the hexotron 2000[tm], only \$19.99!)

Ttayw summons a midrange slowish moving projectile that inflicts various debuffs on enemies, blindness, slowing, damage over time, etc.

Upgrades might include various different hexes as well as increased projectile range and speed.

Secondary Skill Raise Dead

Every time Ttayw kills a droid, enemy awesomenaut, or creep a counter goes up by one. When it reaches 5 he is able to summon a saw blade droid with his "voodoo powers" (My Little Droid Factory: for ages 3+) this droid would have lower health than a regular droid of its type.

Upgrades might include increased speed, damage and health for the droids. A shield for the droids, or potentially a decrease in the amount of parts needed for the droids. An interesting idea would be to change the type of droid from saw blade to flying.

Designed by Wilvan34

47 Otto eskimo

Sex male

Backstory On a day in a small eskimo village there was no food. They sent Oliver to gather food. Oliver was a young boy and learned to fish. He drove to a big fishing spot on his sleigh pulled by huskies. On half of his journey there was a snowstorm, He snowed in. He had no food and the only he had was a fishing rod. He became a master fisher. He never went back to his village and joined the awesomenauts.

Role Ranged
Harasser

Base attack throw a fishing line

Riding in his sleigh Otto can throw out his fishing line. Each time he throws it out the victim gets pulled a little bit towards Otto. Upgrades can be: range, knockback and damage. It gives a speedlimit.

Movement Otto sits on a sleigh pulled by huskies. He walks pretty fast but he can't jump very high and he cant jump double. He also gets a speedlimit if he throws his fishing line.

Primary Skill huskie sprint

If Otto uses the huskie sprint huskies will only run forward very fast untill they hit somebody. If the huskies hit somebody the victim gets stunned. In that time the huskies scratch the victim. Upgrades can be: Damage, Longer run, More stun.

Secondary Skill piranha hole

Otto summons a ice hole. Out of that ice hole are jumping little piranhas. The piranhas do much damage and if a enemy steps in the hole he gets slowed. Upgrades can be: piranhas jumping higher, bigger piranhas, more slow/damage over time.

48 Chipray

Sex male

Backstory Deep in the Oakerian sector, the chiperials live in peace to serve and protect the Grand Oak. The Grand oak granted them food, shelter and guidance, thus, the Chiperials defended it loyally. For centuries, they were left undisturbed, until the space shark invasion 3583 occurred. The loyal chiperials attempted to ward them off, but to no avail. Chipray was not ordinary Chiperial, he was egotistical and a sharp shooter. On the day of the invasion, he was out adventuring, but returned to find his home ransacked, and his people, no more. For 4 years, he has worked as a mercenary, seeking vengeance for what has been done to his furry tailed family.

Role Ranged
Disabler
Harasser

Base attack Hickory Hi-beam

Chipray shoots a beam of nutty energy, which lasts for two seconds dealing 3 damage per second to enemies and heals allies for the same amount. After the two second charge, takes 1 second to recharge.

Movement Chipray is a light character with fairly fast movement and slow falling speed. To counter-act the speed, she slides to a halt making him able to get to the fight quickly, but retreating can be difficult. He has a sing medium-high jump, and no double jump mechanic.

Primary Skill Almond Might-mine

Chipray lobbs an interstellar almond Might-mine. It has slow travel and can be detonated mid air to do damage. Or it can be allowed to land on the ground and deal damage after a 1.5 second delay. If left to land on the ground, it also slow enemies in a large area of affect. This is a ranged disable/nuke, to help set him up for his second ability.

Secondary Skill Macadamia- Mad-man

In a small circular AOE around him, Chipray summons masses of macadamia around him for ten seconds, every second, any enemy inside the aoe takes damage and is mini-stunned and a minor slow as an upgrade. This spell would have a long cooldown. The goal of this is for him to be an harrassor at most times, in the face of the enemies. Sort of like a froggy G with more of a harrass focus rather than a killing carry focus. He requires support, characters like Raelynn and Gnaw would be great with him.

Designed by stalpno

49 Chillex

Sex male

Backstory Chillex is a dubstep loving Android and amateur DJ. At his first performance he accidentally blew out the eardrums of all the organics in the audience, now armed with little more than the "songs of his people" and the strange powers they seem to give him, Chillex fights takes any job he can to pay for the damages so he can return to his ideal career

Role Brawler
Harasser

Base attack Sick Beats

Chillex lifts up his headphones in the direction he's facing and lets the music do the rest. The sound waves leaking out of his headphones do low damage, but there are "surges" that are timed along with the drops in the song that do higher damage

Movement Chillex's base movement speed is slightly higher than Lonestar's. His jump is a simple jump of medium height. His double jump unlocks when he buys his second ability. (see below) It is a medium upward teleport that can be angled slightly to the left and right.

Primary Skill "The Drop"

Chillex unplugs his iPod and five sound beams shoot out to his left and right, diagonally, and directly above him. These sound beams do small damage, but will ricochet and gain damage and speed each time they do.

Secondary Skill Teleport

Through the reality warping powers of dubstep, Chillex bends space to instantly move to a new location. Chillex stands still while activating Teleport. Exiting teleport does no damage but stuns for 0.3 seconds. A small ball of light visible to both you and enemies shows where you will exit teleport.

Designed by thesignpainter

50 Xiang the Firework Maker

Sex male

Backstory The Denchillas, a race of rodent like people, enjoyed monastic study and peace. Xiang found explosions much more interesting. The monks focused his attention into creating fireworks for festivals. This helped, until the Awesomenauts came in for another conflict.

Not to be out done by amateurs, Xiang used all his fireworks, causing the town to go up in flames, winning the conflict. Xiang was then sought out to help create even bigger and better explosions.

Role Ranged
Damage Dealer
Harasser

Base attack Firecrackers

Xiang's main projectile shoots out a singular firecracker in a weaving pattern, exploding in aoe upon contact or after a time. His upgrades add smaller firecrackers that travel in similar patterns with unique colors. As you buy more of these upgrades it creates a barrage of smaller fireworks that supplements the primary, causing more damage or other effects upon their explosion.

Movement Xiang moves rather quickly, a boon to the small stature of his race. However, their small legs don't allow for great jumping potential. Xiang compensates by causing a quick localized explosion to send himself into the air a second time.

Primary Skill The Big One

Xiang fires a rocket with a global range. Upon activation, a mini map graphic covers most of the screen. The controls change to a targeting cursor, and left click chooses target area. Soon after, a rocket will fire making audible sound effect. After a delay, the rocket will impact, causing heavy damage and stunning those in the area. Taking damage before firing the rocket will interrupt it. Xiang uses this as a long distance artillery skill.

Secondary Skill Dragon Festival

Xiang sets off a series of fireworks from his backpack. When the skill is activated on the ground the fireworks explode in a large area above him. When he activates the skill in the air, he will hover while the fireworks fire down in a large area beneath him. This allows for some area denial and harassment based on where you are when you activate the skill. The hover gained from activating the skill while airborne also gives a small unique movement mode for a time.

Designed by Clever Girl

51 Nova the Innocent

Sex female

Backstory

Nova the Innocent has destroyed thousands of relationships as well as homes. She is an arrogant, abusive, sadist who does what she wants and gets away with it because of her unmatched beauty. Many have claimed that simply looking at her gives them the same sensation as they get when they eat an angel cake. No matter what she does, anyone who sees her claims she is innocent.

This pretty lady is not just a bundle of good looks. Nova is a scientist who comes from a type-3 civilization located in the galaxy Mizu. Mizoanians are an advanced race, possessing IQs of over 9000. They have already discovered a way to bend spacetime and blow up planets to harvest energy. Nova is currently travelling the galaxies, searching for another type-3 civilization out there. Unfortunately, she has yet to find any. Or rather, she has been side tracked by the robot wars, where she finds the fight between these primitive species amusing. She joins the Awesomenauts as a way to flaunt her superior intelligence by using gadgets and abilities one has only seen in sci-fi movies. She also loves watching others suffer, seducing their hearts and then shattering them into a million pieces.

If you see this lady on the field, it's already too late. The battle has already been lost. You can't outsmart her, nor can you—yes my sweet sweet angel cakes. :3

Role

Melee
Support
Disabler

Base attack

Boltzmann's Heels

Nova's heels aren't just fabulous. The soles are reinforced with crystalline quartz which resonate with anything they come in contact with to cause subatomic damage.

Her attack consists of 3 animations. The first animation is a horizontal kick. The second is an upper kick and the third is a downwards kick. The second kick knocks an enemy into the air (they are not stunned). The damage she deals is a base damage + DoT based on the enemy's weight.

One of the upgrades is Eat Dirt which lets the third kick apply a large weight modifier to the target, sending them to the ground.

Another upgrade is Dipole-Dipole which lets the second kick apply a short slow effect.

The upgrade Step On Me applies piercing to the first kick.

Other upgrades can play around with the damage/effects of weight on DoT.

Movement

Nova's resonating heels cause even walls to be attracted to her. Because of this, she can perform a secondary jump if she touches a wall on the first jump.

Her movement speed should be the same as Raelynn for consistency.

Primary Skill

Higgs Field

A miniature hydron collider that creates a Higgs Field, causing all enemies within an area to immediately increase in mass for a few seconds. This causes them to jump lower and forces flying characters to slowly descend. Nova also uses them to make other woman look fat.

The field gives a grey blackhole-like animation and then all enemies inside the field turn grey and are affected by field effects.

The field can be upgraded to provide Spacetime Stability, nullifying all enemy slow effects for allies.

One of the upgrades called Infinity Atmosphere gives Nova the ability to jump infinitely while affected.

One of the upgrades called Wake up and Smell the Coffee removes all blind/snare/stun status on allied nauts and provides a short period of immunity.

Other upgrades can play with the time/magnitude of these effects.

Secondary Skill Quantum Tunneling

Because walking is for primitive species, Nova uses her advanced two-part device that bends spacetime to teleport her to a different location. Some say she uses this device to teleport men to the center of black holes when she is bored.

The first part of the device is an Anamoly Receiver (can look like healbot) that doesn't do anything except provide field of view and has hp. After the first device is dropped, while it is active, Nova can at any time teleport to that device by charging up (kinda like raelynn before her snipe). The Anamoly Receiver disappears after a short period of time and cooldown starts when she drops it. The teleportation can only happen once during the cooldown and the Receiver disappears if she teleports successfully. After she teleports, she is unable to use Higgs Field or attack for 2 seconds.

One of the upgrades is Business Card which lets her tag one of her teammates. While the teammate is tagged, they drop the Anamoly Receiver when they activate their secondary ability. Tagging her teammate occurs when she activates the ability for the first time when in range of an allied naut. The duration of the tag is the same as that of the Anamoly Receiver.

Another upgrade is Too Naughty to Look At which provides area blindness at the end of her teleportation.

You Talk Too Much is an upgrade that provides AoE silence at the end of the teleportation.

Other upgrades can increase the duration of the receiver or reduce the time she is unable to attack/use Higgs Field.

52 Ronnie (the Rockstar)

Sex male

Backstory A (somewhat) famous rockstar from a small planet in the Ledzep system, Ronnie had it good. Rocking out by day, rocking out more by night, he was living his dream. Until one day, after one too many late nights and missed rehearsals, the band kicked him out and the dream was over. Now, down on his luck, he decided to spend his last solar on one last solo tour, taking gigs wherever he can find them, rockin' out on Ribbit IV or shredding on Sorona.

Role Damage Dealer
Harasser
Pusher
Melee
Ranged

Base attack Guitar Smash

A basic melee attack, an overhead smack with his guitar. Heads will break before his lucky guitar does!

Possible Upgrades

- Fretful Frets -Attack Speed increases on each successful hit. Bonus dissapates after 3 seconds with no successful hits. This would have a cap, so no possibility of 20 hits a second.
- Entin-Silk Strings. Gives a stacking slow per hit. Capped at around 40%
- The Whammy Bar - Flat damage increase.
- Bolvinian-made Strap - Small chance of small knockback.

Movement His jumps works as follows.
First press of space or w - Regular Jump, average height.
Second press - Ronnie goes into a stage dive. He moves faster horizontally while falling but falls slightly faster. Can be used to escape or pursue. Small cooldown to prevent running being completely obsolete.

Primary Skill Guitar Solo

A channeled damage-dealing ability in a line. It is targetted on the mouse. Ronnie is stationary while channeling. Damage is dealt via multiple small ticks, not one big blast (same way as Raelynn's Time Rift's damage dealing)

Possible Upgrades

- Platinum Album - Flat damage increase per tick.
- Lucky Pick - Damage is dealt over a shorter period (with more ticks per second.)
- Air-Smithed Amp - Increase to the range.
- Busker's Hat - 1 Second Snare on the 1st(Rank 1)/1st and 2nd(Rank 2)/1st, 2nd and 3rd(Rank 3) enemy Awesomenaut hit. (Buying higher levels of this item lets it affect more enemy Awesomenauts. Droids aren't snared, they have no love of music!)
- Ronnie's Trophy - Damage increases the longer the enemy Awesomenauts remain in the solo's line of damage.

Secondary Skill Mosh Pit

Ronnie's remaining fans rush forward and mob the first enemy they encounter, or the mosh pit will activate when they reach max range. They slow and deal damage to all enemies in the mosh pit.

Possible Upgrades

- The Crowd-Pleaser's Crown - If Ronnie uses his Guitar Solo on an enemy Awesomenaut inside the mosh-pit he will receive solar. He receives more solar the longer he uses the solo on the enemy Awesomenaut.
- Fan Frenzy - Damage increase.
- The Lead Balloon - Increases the slow in the mosh pit.
- The Rush - The Fans move faster.

Designed by Pyrotechnics

53 Lob Gllusion

Sex male

Backstory wants to take revenge on his species of rabbits being made props in magic acts. Rabbit wearing magician clothes. GALACTIC ENTERTAINMENT!

Role Disabler
Harasser

Base attack Counting Cards

will throw playing cards in an arc.
upgradeable to throwing knives with cards
upgradeable to cards, throwing knives, and flaming clubs.
clubs will leave a .3 sec fire dot on any surface it hits.

Movement will hop around like a bunny.

Primary Skill Cloak of Illusionportation

With one quick swipe of his cloak, Lob will teleport himself and anything caught in the cloak to a nearby location.
This applies to allies as well as mines and spit.
Removes threats and possibly save allies from coco ball or clunksplode.

Secondary Skill Pat Harty

Will throw hats diagonally to the character.
Will pierce through objects, move faster, and deal more damage the more your allies hit the hats.
Will slow down if hit by enemies.

Designed by Pachon Yimmy

54 Eddie Stilbon

Sex male

Backstory He used to be the biggest rock star in the galaxy. Loved and admired by everyone despite his arrogant attitude. As the war expanded to other systems, Eddie's personal spaceship was attacked and he almost dies. Having his arm replaced with a bionic guitar-like prosthetic limb he resolved that the only way to stop the war was to join the Awesomenauts and end the conflict with his own hand-guitar.

Role Ranged
Damage Dealer
Pusher

Base attack Heartbreaker

Eddie can release a string from his guitar-like arm and use it as a whip. It is not fast but has a nice range and does average damage. Each hit will push the enemies a little far from Eddie. It can be upgraded to enhance the range, the speed, the damage it does, to push further or to release more strings at once. All upgrades should be a rock song reference!

Movement Eddie is a fast character, very athletic. He can make mid-air jumps and even use an enemy to jump. Running towards an enemy bot or Awesomenaut will make Eddie use it as a platform to jump in the opposite direction, making slight damage to it in the process. Attacking does not affect the movement speed.

Primary Skill Thunderstruck

Eddie will move excessively fast in the direction clicked by the user (even on air), almost like teleporting, breaking through any enemy awesomenaut or bot, leaving behind electricity traces that do slight damage. Can upgrade to allow 2 more moves (each one available briefly after the last one), to extend the distance, to give a chance to blind or silence and to add damage or lifetime to the traces.

Secondary Skill Hellraiser

Eddie will stand still absorbing 1/3 of all the damage received, adding it up and releasing it as an energy ray when the skill is deactivated. The remaining 2/3 of damage drop health as usual. There is a limit of damage that can be returned but the player can keep absorbing it. Skill can be upgraded to raise the damage returned cap, to absorb more damage, reduce cooldown or cause silence/blind.

Designed by Priss

55 Foxy

Sex female

Backstory Hailing from a race of mysterious Canidae, the trickster Foxy delights in causing mischief and chaos wherever she goes. When asked if Foxy is really her name, she responds with a laugh (and sometimes a curse or two, just for fun). Those who have seen her more than once learn better than to tempt fate asking silly questions, especially if those questions have anything to do with her at all.

Role Ranged
Disabler
Harasser

Base attack Foxfire

Conjures fire wisps that streak towards foes. Shoots 3 small shots in a spread (20' angles), 4 dmg+6 fire DoT/6s each, 80 attack speed, 200 homing, 5.8 movespeed, 7.8 range. Slows Foxy's air descent when fired. Upgrades: extra wisp (2 stage), DoT (+6/3 stage), attack speed (20%/2 stage), mini-blind (.1s), range+movespd (+2/+3), linger (on hit, create one Will-o-the-wisp for 2s, inherits upgrades).

Movement Mystical Glide. 6.8 speed, average acceleration. Below-average jump (Between non-boots Genji/Gnaw), but double jump allows excellent air maneuverability for 2 seconds. Jumping again disables. Would behave like an air dash of sorts, moving like Yuri, faster than her normal movement speed (maybe +1.5 speed). Boots would additionally increase flight time by 1 second.

Primary Skill Ancient Curse
Levies a vile curse upon foes, increasing damage they receive by 2 (flat number). Functions as a large, fast moving, piercing projectile. 10 range, 4s duration, 8s cooldown. Upgrades: damage (+2/3stage), duration (+1.5s/2stage), lifesteal (5hp/second), add slow (20%/2stage), add silence (2s), add 'chaos' (scrambles movement control).

Secondary Skill Will-o-the-wisp
Creates four slightly larger foxfires in front of her that dance around that spot (within 3.5 range, 6.8 movespeed). Pierces, each can hit multiple times. 4 dmg+6 fire DoT/6s each, 5s duration, 9s cooldown. Upgrades: extra wisp (2 stage), DoT (+6/3 stage), blind (1s), duration (+2s/2stage), widen area (+2 size), add movespeed (+2).

Designed by Varna

56 Graxiarc-Smith-Jones

Sex female

Backstory Originally designed as a weapon, the nanobot cloud was discarded when she became self aware and refused to kill. Trying to fit in, she chose 3 average names and observed. She found that what living beings do best is harm others. Now, as the Cheerful Face of Death, Grax ironically fulfills her original purpose and happily rampages throughout the galaxy, hoping to become a biological lifeform.

Role Support

Base attack Nano-bullet

Fires a shot made of tightly packed nanobots. Travel Mid-range and slowly return to Grax. May fire up to 3 bullets at a time and must wait for shots to return to fire again. May charge to fire a single larger shot to inflict triple damage, but uses all three shots. Upgrades: Range+, faster charge, charged shot explodes, #Bullet+, Inflict Silence, Damage+

Movement Grax is a cloud of dark grey matter with a thin neck raised above. At the top is a yellow smiley face that Grax believes makes her look more human. She is able to change the expression on her mask when she wishes. She hovers slightly above the ground at all times. She is fairly slow, but has the ability to fly through the air freely similar to Yuri.

Primary Skill Droid Enhance

Send nanites to a droid, restore HP, speed+, give bot AI, new ability.
Saw-damage+; shield; near dead, dash to enemy & explode
Hum- flying dodge; fire rate+; 3 seconds fire large missile
Mega- fire while moving; fire rate+; aim shots; 5 seconds fire full screen horizontal beam
Upgrade: Solar+ if enhance; cooldown-; no damage if enhance; range+; enhance lasts after detachment; # enhance droid+

Secondary Skill Packet Transfer

Create Telexit at current location. Activating this ability again will teleport Grax and 1 ally to the Tele-Exit. The exit is invisible to enemies, but may be damaged. Exit has low health. After use, is visible for 5 seconds. Activating ability while near door destroys it. Upgrades: Exit Health+, Allies teleported+1, Gain shield after porting, Exit visible time-, visible exit attacks enemies

Designed by MichaelR

57 Ice O'Tope

Sex male

Backstory The docile Arcti hive mind of the frozen moon of Tope often had drones captured and sent to high risk jobs. One such group was at a weapon conversion factory when the core of an ancient nuke ruptured and exposed the Arcti to the radiation. This killed all but one, granting it control of ice and nuclear fire as well as the combined intellect of its brethren. The drone named itself Ice and escaped.

Role Harasser

Base attack Nuclear Flame

A medium stream of fire, dealing continuous damage. While Ice moves, the fire is locked in place and can only be reoriented at a low speed when standing still. Fire passes through thin floors and does not penetrate targets or solid surfaces. Upgrades: Penetrates targets, damage over time, damage+, width of fire+, range+, extra damage to slowed enemy

Movement Visually, Ice is a mix of three factors, radioactive green bones, a crystalline body of ice, and the remains of its radiation suit. Ice always has a green orb of fire somewhere close around his body. This green flame moves slowly as Ice aims his primary attack. Ice has a higher than average movespeed and a standard triple jump.

Primary Skill Ice Constructs

Hold button and move mouse to build up to 2 vert or horiz ice constructs that hover in air. They vanish over time and can be destroyed with damage. These are about 2x the height of Ice. Nauts gain buffs if near constructs. Ice Floors act as other thin floors. Ice Walls block enemy movement and attacks. Upgrades: Construct HP+, have 3 constructs, near construct restore health, damage on contact, freeze near enemies when destroyed, slow nearby enemies

Secondary Skill Meltdown

Ice will create a large ice construct shaped like an arrow, shoot it, then instantly turns it into steam. This penetrates enemies to inflict damage and lingers for a short time, inflicting low damage. Upgrades: Add Blind, Damage+ and Slow if attack through Ice construct, Damage +, cause Knockback, Range+, steam lingers longer

Designed by E-Burn

58 Marvin T. Squidula

Sex male

Backstory Marvin started out as a lowly mechanic for the containment bubble of the great water city Cephalopolis, but on one fateful day, he fell asleep during his maintenance shift. As a result, the containment bubble failed, destroying the great city. He was banished from the planet for his grave mistake, and joined the awesomenauts so that he could prove himself and return to his home planet.

Role Disabler
Harasser

Base attack Tentacle Whip

Marvin whips out each of his 8 tentacles one at a time, attacking quickly but doing low damage. Could be upgraded for speed, damage, range, and a special attack where once he has attacked with all 8 tentacles, he does a short spin that does extra damage with all 8 quickly.

Movement Marvin has a low first jump, but on his second jump can use a jetpack to go much higher. His base speed would be about the same as lonestar, and is medium to light weight.

Primary Skill Ink Spray

Marvin shoots a spread of three projectiles, in a pattern more like a regular blaster shot than dynamite or time rift, which detonate on impact into a small cloud that blinds enemies for a long, but does very low damage. This attack could be upgraded to add damage over time, slow, or extra projectiles.

Secondary Skill Aqua Spin

Marvin rolls into a ball and spins for a short time, lashing out his tentacles to do extra damage, and at the same time leaving a trail of water wherever he moves in this form, making enemies slide. This attack could be upgraded to add short snare to the water trail, movement speed while spinning, or a cc shield while in ball form.

Designed by megaraptor222

59 Grunt and Nibbles

Sex male

Backstory Found frozen in a in an ice lake Grunt and Nibbles are a tag team of Caveman and Dinosaur who are the best of friend since the start of time. Nibbles will help Grunt in any way possible in battle and eat as many people as possible.

Role Melee
Tank
Pusher

Base attack Club
Hits enemys it frount of him with his club

Movement Slow, high jump

Primary Skill Throw Club
Grunt throws a club in a line in frount of him once doing damage and stunnig for a short amount of time

Secondary Skill Charge
Nibbles charges forwards doing damage and pushing back enemys

Designed by MrRoboSandwich

60 Esqualo

Sex male

Backstory Deep within the galaxy's core lives a race of space sharks charged with the keeping of the energetic balance in the heart of the galaxy. In spite of their tough rugged appearance they're wise beings that live for thousands of years. Sensing the energetic disturbance in the galaxy caused by the Solar Wars they sent their greatest champion: Esqualo.

Role Melee
Harasser

Base attack Crunch
Normally Esqualo wouldn't stoop to using his fierce bite for something other than tapping into the energy of a forming hyper nova. But desperate times require desperate measures. (Basically strong frenzied shark bites)

Movement Esqualo is basically a large Koinobori (Traditional Japanese Fish Flag) and flies in a single direction: forward. Sacrificing maneuverability for freedom of movement and speed.

Primary Skill Energy Sap
Esqualo dashes forward, sticks to an enemy and starts sapping their energy while healing his own.

Secondary Skill Sharkpernova
Esqualo charges up energy by sapping and crunching and releases it all by entering a frenzied state where he releases the energy of a thousand stars.

Designed by LUPINE

61 Drynok the Unmoving

Sex male

Backstory A world of living plants, Rutane V was to be turned into a resort. The forest chose Drynok to plead their case. The only sympathetic ear was Daisy, the AI of the Dozer sent to destroy them. Beyond logic, they fell in love and Daisy refused to obey orders. In response, they torched the forest. A furious Drynok had Daisy attack the invaders, then had them rebuild her as armor for the tree. Now the two travel together as a merc, wishing to eliminate all animal life.

Role Healer

Base attack Crabapple Bomb

Launches a fruit shaped bomb in a high parabolic arc toward the pointer. The fruit explodes when it hits an enemy, wall, or ground. This attack has difficulty hitting targets high above Dynok. Upgrades: Damage+ on direct contact, projectile speed+, attack speed+, explosive radius+, Inflict Poison, Add homing

Movement Drynok is the top portion of a tree with an angry face carved into it. It has leafy top and one gnarled arm-like branch on one side. The lower half and left arm of its body is Daisy's body and is fully robotic, the only parts of it that move. The tree has moss growing on one side of it. Drynok is large, and has slightly above average speed and the standard triple jump ability.

Primary Skill Natural Slam

Slow, very powerful headbut. Delay before hit. Daisy will rear back and slam Drynok down in front of her. If used in air, Dynok will hit the area in front of him and rush toward the ground, damaging all targets below him. Upgrades: create shockwave on each hit, allows an immediate second slam, delay-, inflict slow, charge headbut to increase damage, each attack shoots mid range projectiles

Secondary Skill Rooted

Drynok will become unable to move, improve defense, heal himself, and expand his canopy to block damage from above. Left clicking creates healing green apples, right clicking creates speed boosting red apples. Upgrades: G Apples reduce cooldown, G Apples heal+, R Apples give shield, R Apples improve attack, Knockback all near enemies when injured, Auto attacks close enemies with short projectiles

Designed by RMash

62 Krysariss the Magnificent

Sex female

Backstory The Order of Cosmages is one of prestige and acknowledged as the greatest producer of sorcerers for the past thousand years - so when Crysaris was found to be without a shred of talent to her name, she was immediately forced into the reaches of space to fend for herself after 30 years of training. However, the skills she obtained by faking magic for those long years are none to be taken lightly...

Role	Harasser Ranged Support Disabler
Base attack	Doveshot Krysaris conjures robotic birds from her hat to fly at and attack her enemies.
Movement	The Cosmage Order did not, on the other hand, train their initiates in physical ability - so, when not practicing illusion, Krysaris needed to hone a different set of acrobatic skills. As such, she has slightly above average speed, and can do a midair somersault which gives an additional half a jump's height.
Primary Skill	Watch the Coin Krysaris throws a bouncing coin that deals light damage and goes through enemies (holding the input charges it, making it bounce higher). While it is in flight, one can re-activate the skill, teleporting Krysaris to the coin.
Secondary Skill	Now You See Me... Krysaris disappears in a swirl of her cloak, leaving the battlefield and rendering her unable to attack or be attacked for a short period of time. After this time is up or after reactivating the skill, Krysaris returns with a grand entrance, damaging and silencing foes in a small area.
Designed by	BobTheBean

63 Valhy

Sex	female
Backstory	one of the Oden's daughters thrown out from Valhalla.
Role	Ranged Assassin Harasser
Base attack	Last words She hits the enemy with her scythe. Quick sketch for the basic Idea (link to deviantart) -> http://anima-en-fuga.deviantart.com/art/Valhy-360146406?ga_submit_new=10%253A1363579097
Movement	she fluctuates over the ground thanks to her wings, but need to jump. She can glide when she jump from up to down.
Primary Skill	Hugin & Mugin She trhows two ravens, each one make damage on distance and came back to her.
Secondary Skill	Oden's fury she tooks away the heal of the oponent and heal herself. If the oponent dies, she didn't heal, but can take the oponent's ghost, who can damage.
Designed by	Almie

64 Jak

Sex male

Backstory Jak is a dragon, not just any ordinary dragon mind you. You see Jak is a little different, normal dragons breath fire right? Well... Jak doesn't, he breaths ice. On his home planet he was always outcast because he was different. He didn't get to play those dragon games (no he didn't eventually guide dragon santa on Christmas). He lived a sad and lonely childhood until one day, at a distant reptilian family reunion he met his 87th cousin thrice removed. Leon the chameleon. Jak was intrigued by his stories of being a mercenary, the thrill, the excitement, and of course... The money! He asked Leon if one day he could be mercenary like him, to which he said something in French that Jak didn't understand. But it didn't matter! Jak had made up in his mind what he wanted most. So he set off leaving the boring life of burning villages and eating people's wives and children, to become a mercenary!

Role Brawler
Disabler

Base attack Slash

Jak uses his razor sharp talons(claws? Nails? Whatever you want to call them) to slash at his foes. It would be a short range melee attack close to Leon's but faster striking and less damage.

Movement This will be hard to explain but this is what I had in mind. Jak would run and jump like a normal character (maybe double jump with his wings) and then with a second tap of the jump button (or third tap) he would switch to a flying mode like Yuri. His flying mode wouldn't be as agile as his normal walking/running mode.

Primary Skill Frost Breath (pretty creative I know...)

Jak breaths ice for a certain amount of time and the direction can be controlled as you're breathing. You could also stop early if you release the primary skill button (because what I had in mind is you wouldn't be able to move as quickly while breathing ice). The ice would penetrate through enemies and the longer an enemy is in the ice the slower they become. (Also thought the characters would start turning more blue to show the level of cold they're at) I'm not sure how much damage it would do (I Guess that's for you guys to decide) but some upgrades could include blinding, duration of the slow upgrade, range upgrade, when you breath it on the ground the ground becomes frozen and enemies will slip on it. Also I thought maybe it could leave a small AoE where you breathed on for a couple seconds that would slow a little bit to aid in fleeing. And as for the slow effect I was thinking mainly move speed slow and maybe a tiny bit attack slow because if it was normal slow stacked with Yuri's time warp shield it might get a little ridiculous. Unless you had a slow cap or something.

Secondary Skill Frozen Fury

This skill would cover a large area (including platforms so enemies can't just jump off of it) around where it is cast in ice, enemies who would walk on it would slip alot and be silenced. Also there is a strong gust of wind that will either blow outward to create a safe spot for you and your team mates or blow in towards it to trap enemies in. It would blow outward by default but you could press the secondary skill button to switch between them with a delay so you can't spam wind direction change (I'm not sure what it would do to the physics). Upgrades could include area that would be covered to be increased, wind strength, maybe even buff some team mates .

Designed by Quote

65 Burnout

Sex male

Backstory Ezekiel "Burnout" Zinter was born to a rich, respected gator family, and he hated it. He'd have run away sooner if he could, well, RUN, but he always got caught. Then he joined Rigel's Angels, the galaxy's most notorious biker gang, who gifted him with his first and only love: a stolen LaserBeemer T6000! When his parents found out they quickly disowned him, to which he only said "Bout damn time!"

Role Pusher
Harasser

Base attack Chain

Damage: 7.5
Attack Speed: 132
Range: 4.8

Movement With a speed of 8.5, Burnout is second only to Coco in mobility, but his attacks pack more punch.

Primary Skill Road Rash

Burnout pops a wheelie and drives headlong into his foes.
Cooldown: 8s
Speed: 9
Knockback: 1.5

Secondary Skill Burn Rubber

Burnout does a 180 and sprays enemies with caustic, vision-blocking smoke.
Damage Over Time: 17
Damage Duration: 3s
Range: 6
Cooldown: 9s
Duration: 1s

Designed by strandbeest

66 Dr. Kelad Sidrat

Sex male

Backstory The Tempus were time manipulators who preserved justice in the galaxy. In the future, Kelad, a reckless Tempus, experimented on his ability to alter time. This made a time wave that sent the race back in time and altered them to one cell organisms. As the source, Kelad was altered into a man-sized amoeba. Now in the past, he uses this body as a merc, hoping to earn enough to finish his experiment

Role Damage Dealer

Base attack Pseudo pod Lash

Hold to make 4 arms like a + that quickly spin around Kelad, each causing fast low damage to all enemies in an area around. He may move very slowly while spinning. Using in midair causes to hold position; may move slightly, but falls after a short distance. Upgrades: damage+, number of armsx2, range+, damage/speed/range+ if held for 2 seconds, pulls enemies toward Kelad, spin movement+

Movement He is a blue man-sized amoeba with a jacket, bowtie, hair, and glasses in its plasma approximating a floating body. He walks by rolling his body. He briefly sticks to and climbs solid walls by holding in a direction. He has no jump, instead he accelerates his mass toward the pointer with a zip dash. This goes in any direction and may be used 3 times in a row without touching a solid surface.

Primary Skill Engulf

He will expand, latching onto one target, causing damage and extremely slowing that target. The engulfed enemy cannot damage Kelad, but other enemies may damage him freely. The engulfed target will be completely disabled for a brief moment when Engulf finishes. Upgrades: Lifesteal while engulfed, cause poison, cause slow, damage+, initial grab range+, damage nearby enemies while engulf

Secondary Skill Time Double

Increase time around his own body, creating a double. Boosts speed of all near allies and creates a double that follows Kelad, perfectly mimicking its actions after a slight delay. The double may be destroyed by attacking it. With Engulf, more damage and slow. Upgrades: Double HP+, 4 Doubles instead of 2, Longer speed boost, Double explodes on death, cooldown-, damage to Kelad goes to double

Designed by OnslaughtRM

67 Scarlet Ocelot

Sex male

Backstory

Scarlet Ocelot belongs to a monstrous dinosaur race known as Mahwyasaurs who wear tribal feathers and paints, hailing from the planet Targu Zin. He enjoys nothing more than firing his bow except doing so alongside his lifelong friend a tiger named Nigel. They traveled the world together seeking adventure wherever it may hide.

Until one day at the annual tribal archery tournament where Scarlet Ocelot was framed for cheating for which the penalty would be a sacrifice to the tribal chieftain therefore he to save his friend he fled his home world with Nigel for the time being.

When they heard of the Awesomenauts they could not resist the thrill of the hunt and the fresh start of a new journey so they joined without hesitation eager to meet their new friends and even more so new rivals.

Role

Ranged
Disabler
Harasser

Base attack

Lynx Blade's

Scarlet Ocelot throws several small daggers from medium range.
Upgrades :

Golden Blades - 50 Solar per kill
Dagger Add On - Piercing

Movement

Scarlet Ocelot is a very agile naut, and moves swiftly and has ample chasing prowess due to this. He weighs in around a much larger version of Leon and falls quickly but with style. His jump is more for horizontal movement.

Primary Skill

Red's Bow

Scarlet Ocelot wields a Raptor Bow as his primary weapon capable of firing shots of poison tipped arrows which can cause different effects such as slows and or dots, shots can also be charged unleashing barrages of arrows releasing similar effects ranging from slows to dots in a larger radius affecting multiple targets at the strength of the effects being divided between the targets.

Upgrades:

Strengthened Thread - Increases range of Red's Bow)
Tribal Poison Coating - Adds a Bleed (DoT) effect to Red's Bow.
Large Quiver - Increases the speed of Red's bow
Exoskeleton Arm - Increases the attack speed of Shred
Jungles Vines - Adds a slow effect Red's Bow
Flare Arrows - Adds a blinding effect to Red's Bow

Secondary Skill

Tiger's Call

Scarlet Ocelot whistles to summon his lifelong friend Nigel to claw at foes while he fires arrows at range.

Upgrades:

Sharpened Claws - Adds a Bleed (DOT) effect to Tiger Claws
Tiger's Sprint - initial summon speed increase to chase enemies
Ferocious Roar - increases incoming damage
Tribal Bond - Heals Scarlet Ocelot

Designed by

ScarletOcelot

68 Woolie the Ram-o-Naut

Sex female

Backstory (Sorry for my imperfect english)

Woolie was a mother living peacefully with her childs on her home planet. The "Space Sheep" planet being rich in solar (which confers her race their majestic wool) it was just a matter of time before such quiet days would end... And suddenly one day from the dark night sky, hell broke loose . Three deployment pods landed directly on her turf and one of them directly onto her. But her wool was so thick that the impact didn't affect her at all. Waking up and without realizing her childs didn't had such luck. She mistook the Naut stuck inside her wool and the other two as her child. Withstanding the war that suddenly struck her planet, she decided to fight and protect her childs whatever the cost, without realizing she was now fighting with the Awesomenauts for the same cause that ended her true children lives.

Role Melee
Tank

Base attack Ram-a-Naut

Woolie Rams forward and deals damage on contact.

Base attack has a cooldown.

Synergies with primary skill :

Cooldown goes down the lower Woolie's health is. (Base attack becomes significantly more dangerous but at a cost since you'll find yourself at very low health)

Movement Woolie being a REALLY huge pile of wool. Is the slowest character in the game. But thanks to his primary skill, each time he looses health, she gets lighter and faster. Woolie doesn't jump very high but can jump as many times as she wishes (like Vinnie). But after each following jump after the first one, she loses a tiny bit of wool and health. (Doesn't go lower than x% of her total health)
(As described in her primary skill, Woolie changes size visually to represent her current speed.)

Primary Skill Shear

This skill is a passive. Each time you loose health you lose some wool. (Woolie gets visually and drastically smaller). The lower your health the faster you become.

Also the wool shorn, stay's on the ground for a few seconds. It attaches itself for a certain duration to any enemy unit that comes in contact with it.

Each piece of wool stuck on an enemy results in him receiving a +x amount of flat damage each time he gets damaged from another source.

Secondary Skill Engulf

<http://tinyurl.com/brqh38b>

(This skills uses both keys)

Right-click : Woolie jumps forward and absorbs any friendly unit (Droid or Naut) gaining a small health bonus. Any unit hidden under her wool is protected from any kind of damage (and gets a small regen bonus while under her protection)

Woolie can contain up to three units under her wool as long as she has more than x% of her total health.

Middle-click : "Shoots" the "next" Naut or Droid inside her. Dealing damage to any enemy that it strikes. (Maybe adding a 1 sec Stun with a purchasable item)

Designed by MDL

69 Ignious

Sex male

Backstory A living inferno is Ignious, burning swaths of disposables with his magnificent furnace suit. One day while burning some unwanted throw-a-ways he noticed a little flyer for the Awesomenauts, before it got burnt into cinders he read the word recruitment and was immediately inspired to sign up. He has to worry about Overheat.

Role Ranged
Tank

Base attack Flame

A small short continuous flamethrower that does damage every 1.25 seconds in front of Ignious. Does angle with the mouse. Maybe an Overheat function that turns Ignious slowly into a brighter red color to the point of hurting himself.

Possible upgrades: DoT after they leave range? extended range? Slower Overheat on self? Maybe a risky more overheated you are more damage?

Movement Little faster than most tanks to keep up with others because of his secondary. Original normal jump that isn't too special besides the cool flaming jetboots. boots further increase his jump by a little jetboots slightly lifts him skyward along with the obvious speed.

Primary Skill Flame sphere

Simple skill shot ability Shoots a Round orb of fire at the mouse and continues in a straight line at high speed. Doesn't hurt turrets and stops at them Possible. No Overheat from this.

upgrades in mind: Follows the mouse sharply but doesn't turn around. Can fly past turrets. Burning DoT that diminishes in damage the longer it lasts.

Secondary Skill Aura of burning

This skill works like a Toggle, toggle on no cooldown but when toggled off it's cooldown starts then, much like Leon's invisibility. Ignious heats up his systems to exert heat all around him, dealing damage to those around him. Major overheat from this.

Possible Upgrades in mind: Speed up while active, more damage, a DoT that inflicts upon leaving the area of effect or when it is toggled off.

Designed by Furigo Ultimar

70 Officer Rick, the Species Control Specialist

Sex male

Backstory Officer Rick is a species control specialist of the Intergalactic Species Control Agency (ISCA). It is his job to track down and capture or exterminate dangerous species from around the universe. However, as an old aged, walker-dependent human the agency has begun to question his ability to do his job. They are already considering several younger and more physically abled replacements for his position.

Rick decided that he had to do something quickly to prove himself. Joining the Awesomenauts has given Officer Rick the opportunity to catch some of the creatures that have escaped him in the past, including Genji, the Pollen Prophet. In order to show his agency that he is still capable to do his job Rick will let no one get in his way.

Role Ranged
Disabler

Base attack Dart Gun

Carrying a standard-issue dart gun, Rick shoots darts filled with fluids that, when injected, can deal a number of status effects.

Base attack upgrades would focus on adding status effects (ie. poison or slow), increasing status duration, increasing the range of the shot, or increasing attack speed

Movement Jet-Walker - In his old age Officer Rick has become dependent on a walker to get around. In order to compensate, his walker was outfitted with powerful jet engines that lets him launch into the air and hover for short distances.

Officer Rick walks by quickly swinging his walker forward, planting it, then pulling his body toward it. As he can't jump he using rockets on the bottom of the walker to propel himself into the air.

Primary Skill Net-zooka

It is not uncommon for species to flee from officers of the ISCA. To prevent them from getting away the standard-issue dart gun also contains a secondary fire option: a net bazooka! The nets can be launched from a distance at foes, and if caught it will immobilize them for a short period of time.

Secondary Skill Walker-launch

Officer Rick point the jets on his walker forward and blasts off at full power! Anyone caught in the blast is knocked backwards and lit on fire, while Officer Rick is launched in the opposite direction.

Designed by Yorkifyme

71 Dr. Gooloshstein

Sex male

Backstory Dr. Gooloshstein hailed from Oozoidia, a very.....very sticky, gooey, nasty planet where the Oozoidians live. Dr. Gooloshstein ran a back ally clinic in which he cured the sick for free. It seemed like he was doing good, but he performed experiments on his patients without them knowing.

After many years, Lord King Gunklebutt II learned about these experiments and sent the local plops to arrest the fake doctor. After his arrest, Gooloshstein got sentenced to 1,000 Lightyears in prison. Lucky for him he was able to slip out through the bars and escape the planet.

Dr. Gooloshstein joined the Awesomenauts to take his skills to the battlefield and find new subjects to experiment on.

Role Support
Disabler

Base attack Syringe Gun

Dr. Gooloshstein has a Syringe Gun which he can Buff friends or Debuff enemies with (You can buff and debuff both bots and awesomenauts). At default it will slow down enemies and speed up allies, but upgrades can add things like damage or defense buffs or debuffs. (Note: When you buy a buff from the upgrade store, it will work the opposite way for an enemy. Like if you buy a damage buff, it will increase the attack of allies but decrease the attack of enemies.)

Movement Dr. Gooloshstein has a special jump which allows him to stick to walls or ceilings. His speed upgrade is replaced by "Gunky Glue" which allows him to walk on the ceilings and walls.

Primary Skill Bowling Bash

Dr. Gooloshstein turns himself into a ball and rolls forward. You also leave a trail of acid which poisons enemies. If you hit the enemy directly, they will bounce back and take direct damage. Upgrades can make it so it adds a slowing effect to the puddle or longer range.

Secondary Skill Goo Gulp

Dr. Gooloshstein can swallow a single foe whole. When you swallow them you stick on to them like a leech, forming a bubble around them, and suck the life out of them literally. You can get hurt by enemies while swallowing someone, but allies can still attack the person your swallowing. If they run behind a turret, shield door, or drill, you will be thrown off immediately. If you are in mid-air or hanging from the wall or ceiling (we will get to that next) when you use this, you will fall straight down onto your foe instead of biting in front of you.

Designed by GamerGuy09

72 Hector

Sex male

Backstory Many years ago, Hector was the backup guitarist of one of the most famous bands in the universe, Rock Solar. They toured across the galaxies, rocketing up the charts thanks to hits like "Bovinion Paradise" until eventually falling out of the public's eye.

Now, the band is trying to start a reunion tour, but needs money. Instead of sending one of the valuable members, they sent Hector.

Role Support
Harasser

Base attack Strum

Hector pulls out his guitar and strums a few times, sending small projectile soundwaves in the direction specified. General damage can be upgraded with the "Aluminum Steed" upgrade. No one, not even him, knows how he can strum while running.

Movement Slower than average speed, but faster than the more tanky Awesomenauts.

He has the basic "single-jump only" height, but if more height is needed, strumming downwards while in mid-air can give an extra boost.

Primary Skill Guitar Smash

Hector does an overhead smash with his guitar. Pretty high damage, but destroys his guitar leaving him unable to use his AA or help charge an Amp for a few seconds.

Secondary Skill Amp

A literal amplifier, with two different uses.

The first, done by pressing the skill button once, is to drop the amplifier on the ground. Works like a less-powerful HC Bomb, but usable by all non-melee classes.

Holding the button, however, lets you hold it behind you to let your team fill it up with a (capped at reasonable amount) amount of damage, then launch it at enemies.

Halved by turrets.

Designed by RingmasterJ5

73 Axel

Sex male

Backstory Axel is a famous rock star, renowned for his unmatched talent with the electric guitar. While touring the galaxy, he rocked out too hard and smashed his guitar. Fearing that the show was over, a mysterious figure backstage handed him a new guitar while stating "the show must go on!". With no choice but to appease his adoring fans, Axel performed with the guitar, not knowing it was weaponized, and ended up ruining his career following many casualties at the show. Axel has now joined the Awesomenauts in order to make enough solar to reboot his musical career.

Role	Harasser
Base attack	Decibel Blast
	Axel's guitar can be carried under his arm so that he can unleash his "death metal" in portable fashion! Axel is able to charge up his energy shot for a much more powerful blast that will really rock his foes' world!
Movement	Over the course of his career, Axel has crowd-surfed a fair bit and knows the best way to jump into crowds. (Axel's jump is "normal", similar to characters like Raelynn, Gnaw and Leon)
Primary Skill	Soundwave
	Axel strums his guitar so hard it emits an aimable sonic shockwave to daze and confuse his enemies! The shockwave deals small damage, distorts the enemies' view (similar to wavy heat lines on the horizon), muffles sound slightly, and will reverse their controls for two seconds.
Secondary Skill	Jam Session
	Axel will stand in place and perform one of his legendary guitar solos, creating a myriad of mystical music notes that emanate from him and bounce off of walls! The notes have innate piercing and will linger for a short period after Jam Session is completed. Axel is also able to stay in place in the air while performing Jam Session.
Designed by	Sam!

74 Finneus Glorb

Sex	male
Backstory	Inhabitants of Slime-ball are on an endless hunt for new tastes and flavors to slake their hunger. Living on a planet made of ooze and being made of ooze themselves means that many things you eat are well, ooze. It's explorers/tastologists like Finneus Glorb who bring the people what they desperately need, blazing the trails in culinary sensations for a taste starved population and being handsomely rewarded for their bravery. Glorb is a hero but alas he is running out of worlds to explore in his home system and flavors to return to his people with. Being the action hero of his time Glorb has left his home world and his throngs of adoring fans and groupies in order to discover new tastes to return to his people. On his travels he encountered the Awesomenauts who took a liking to the way this manly Ooze handled himself, both figuratively and literally with the whip like appendages he could form out of his body at will. Now this Indiana Jones of the stars has become a mercenary allowing him access to some of the most exotic flavors in the Galaxy! Back on Slime-ball there is high demand for the new flavors he has uncovered and, as if it was even possible, he has become more famous than any other explorer of his people even earning his own day on their calendar!
Role	Ranged Brawler Pusher
Base attack	How Bullish!
	Glorb performs a ranged whip attack with his body striking all foes along the path. His attack speed is slow but it damages all enemies along the line.

Movement Glorb cannot jump instead he launches a ooze whip to a location which pulls him to that location, he can also stick to walls. While other players can pass through platforms Glorb will stick to them and be able to move through them hanging underneath instead of falling down.

Primary Skill Manly Musk

Glorb intensifies his manly scent dealing damage to surrounding enemies each second for 5 seconds and healing Glorb for a flat amount per damage dealt.

"I reek of adventure!"
-Finneus Glorb

Secondary Skill Flavor Fetish

Glorb holds a Sacred Flavor Fetish above his head pulling all enemies caught in its radius towards Glorb for 3 secs. Glorb can still move and attack over this duration.

"Their taste buds cannot repel flavor of this magnitude!"
-Finneus Glorb

Designed by The Overshadow

75 Coldsnap

Sex male

Backstory A group of scientists were studying the arctic planet of Kris Mass. During their search they took several large chunks of ice for study one of which had shown signs of intelligent life. They did what anyone else would do, weaponize it and send it to war. Coldsnap would work as a mercenary to fund their research, and in exchange would be given delicious frozen treats.

Role Ranged
Damage Dealer
Harasser

Base attack Ice Spike

Coldsnap fires razor sharp ice shards at his enemies. The shards deal damage over time. Subsequent shards stack, increasing the damage over time and resets the effects timer, up to a maximum of 4 spikes. Multiple targets can be affected. A single spike will rip and tear something awful until it melts, then everything is alright.

Movement Due to the nature of Coldsnap's icy body he is capable of sticking almost any surface. While near a wall or ceiling coldsnap can double tap in that direction to freeze himself to it. Rather than walk Coldsnap slides through an intricate process of freezing and unfreezing the ground around him. It doesn't always hurt to have cold feet.

Primary Skill Sub Zero Chill

Releases a blast of frigid water. Enemies hit will be chilled, their move speed significantly decreased as well as take increased damage throughout the duration. The enemies move speed will gradually return to the normal rate while under Sub Zero Chill's effect. Jack frost would be proud.

Secondary Skill	Frozen Pineapple Surprise Coldsnap throws out in an arc a ball of ice. Upon contact with an enemy it will freeze the holder for .5 second. The ball will remain on the enemy until it is activated a second time or 3 seconds pass. When activated, the ball bursts sending ice flying outwards dealing damage in an area. For when a hot potato just isn't extreme enough, or too one sided.
Designed by	Trickster

76 Argos: The Bounty Hunter

Sex	male
Backstory	<p>Little is known about the origins of the three-eyed bounty hunter Argos. His kind, the Vol'jak, are an all-but-extinct race of soldiers found only within the farthest reaches of space.</p> <p>It's said that he was once a powerful galactic space pirate, but a mutinous crew jettisoned him onto an unknown planet populated by monstrous jellyfish beasts where he stumbled upon an alien powersuit that bonded itself to his body. Some say it cannot be removed, but others believe he may just be very, very, ugly.</p> <p>Today, he is the most feared bounty hunter in the known galaxies and his current location is shrouded in complete secrecy.</p> <p>When word of the Awesomenauts came to his corner of the galaxy, Argos quickly joined their ranks for a chance to find his mutinous crew and cash in on a massive un-claimed bounty: ...the Solar Boss.</p>
Role	Melee Disabler Harasser
Base attack	Omni Fists Many a battle has been won by Argos and his Omni Fists. His fusion suit produces an enormous amount of energy and channels it directly into his hands, allowing him to throw punches at extremely high speeds. His fists are so fast, even galactic ninja's dream about being like Argos.
Movement	Using the fusion energy core in his suit, Argos can move at speeds beyond sight; teleporting short distances in any direction. The powerful ability allows him to quickly dodge away from incoming damage from any direction; which has made itself very useful in his numerous battles with the great jellyfish beasts of Hybor 5. He can only accomplish this action a limited number of times, however, before his suit must temporarily recharge.
Primary Skill	Crash n Burn Argos slams his Omni Fists into the ground with blistering speed to create an immense explosion of fusion energy that immolates and sends any enemy within its wake flying helplessly into the air where he can Shift after them and pummel them back down to the ground for good measure.
Secondary Skill	Dead Zone

Argos temporarily releases the shielding around his suit's chest-mounted fusion core, creating a radial blast that temporarily halts the movement of enemies within the energy field and drops airborne enemies helplessly to the ground. Plus it makes for a great strobe light at parties.

Designed by Xarion

77 M. Skeeto(The Magnificent Skeeto)

Sex male

Backstory The son of two bloodsucking con artists, Marvin Skeeto was not one to earn an honest dollar. Aside from being a pest(mosquito in particular) marvin was a part time magician.Originally hired to perform for the awesomenauts, he was thrown into combat when they realised he was... Well, and awful magician. Marvin loved the fight and soon could not stop.

Role Harasser
Melee
Disabler
Assassin

Base attack Moocher Mouth

Low range, lifesteal move, 2 damage per hit, 2 hit per second.

Movement Flier, reasonable jump, fast horizontal flying, slow vertical climb.

Primary Skill No See Me

Pun on now you see me, now you don't and nosee-em. A blink/teleport type move, that can be upgraded to blind or stun enemies.

Secondary Skill Feeding frenzy

Buff's self to do more lifesteal, atk speed and movement speed

Designed by Caudex

78 Blad

Sex male

Backstory Vlad is a vampire with an insatiable bloodlust. Coming from a galaxy where darkness prevails. Exits from planet to planet after new victims.

Role Harasser
Ranged
Damage Dealer
Assassin

Base attack blood shot/sonic wave/slash attack

Bat form- sonic wave

Human form- blood shot

Wolf form - Combo with claw and bite(leave bleed effect)

Movement Fly with bat form(lose visibility likes blind)
Human - walk likes vanish
Wolf - Walk faster

Primary Skill Bit of death/Howl(wolf form)

Air - Bite and do a Pile Drive.
Human - Disappears with the victim and sucks his vital energy(cloak effect)
Wolf - howl to gain bonus attack speed/movement speed, enemy near howl have slowed movement.

Secondary Skill Wolf form

Transform in a wolf to unleash fast combo with bleed effect.
Wolf cant transform to bat while jumping.
Gain extra speed.

Designed by voltmaster

79 Galaxy

Sex male

Backstory a bear mutant who came to planet Earth, in search of money to satisfy his addiction to honey and it does anything for here!

Role Ranged
Assassin

Base attack Power of nature

throws a rope-shaped tombstone attacking his opponents

Movement extends his hand and leaves a stream of cipo under his sleeve

Primary Skill cipo paralyzing

paralyzes the enemy that is unprotected by 1.5 seconds

Secondary Skill cipo lava

cipo plays out lava and burning the opponent for 3 seconds

Designed by onepiceplay

80 Nodja

Sex female

Backstory Nodja likes sleeping the best. Accompanied by her trusty scarf, she travels the universe for places to sleep on. One night, she falls asleep on the mud pools of planet Muck IX, not knowing that they turn into acid during the day. She wakes up 1000 years later, not as human, but as a wandering soul. Finding herself able to possess any body and materialize into any shape she wants. Now she hopes to join a team of mercenaries, knowing that they have all kinds of technology, one might have time traveling jetpack or something, so she can go back in time and get her scarf back.

Role Harasser
Ranged
Damage Dealer
Support

Base attack Devour Soul

Lock on beam, medium range, lasts 3 seconds after lock on generating 1 soul charge. Lock increases the range of the beam and deals damage every second.

Upgrade ideas:

- Tongue snatch mechanic when lock on stops, either by releasing the button or the 3 seconds passed
- Allow to cast on friendlies with heal
- Your character auto follows the lock on target no matter the speed, can cast on friendlies.

Movement Floater, boots upgrade increases speed and allows super jump.

Primary Skill Soul wall

Creates an impassable wall on the target location that lasts 3 seconds. Requires one soul charge.

Upgrade ideas:

- Soul sphere, creates an impassable sphere around you instead
- Damage on collision
- Knockback on collision
- Remove soul charge requirement

Secondary Skill Soul switch

Switches souls with your Devour Soul target, effectively switching positions. Requires one soul charge.

Upgrade ideas:

- Damage on switch, or heal if target is friendly.
- CC on switch, slow/blind/snare pick your poison
- Switch HP percentages
- Remove soul charge requirement

You can also ignore the soul charge mechanic altogether, I just thought it might add some depth.

Designed by Nodja

81 Moz

Sex male

Backstory Even before the war began, empires were searching planet after planet for precious fuel+energy. One such planet was a lifeless land, Planet Goop. Upon excavation, they found not fuel, but an odd goo-like element they named Mysterium (M). When they took it back home to research, it came to life in contact with oxygen as MO₂. Shocked, what did the scientists do? Give it weapons and send it to war, of course!

Role Brawler

Base attack Gpthhygda

(That's what the scientists called it, Moz calls it Gtphygda)
Moz forms a fist and makes a large punch. Killing anything will fill a bar by an amount proportional to max health of whatever got killed. Every time the bar reaches 100, it resets and a counter will add 1 (similar to gnaw weedling bites). Max counter # is 10. The higher the # on the counter, the higher Moz's max health and base damage.

Movement Being a large blob, Moz moves fairly slowly, like a slug. It has one very high vertical jump, by acting like a spring. A movement purchase upgrade would only increase Moz's base speed by very little, but would allow him to use his spring-like jump on any surface and allow his vertical-jumps to have a better horizontal movement as well

Primary Skill Decapitate
Moz takes out a large electrical sword given to him by the scientists, but instead of swinging it at his enemies, slashes himself. A small chunk of himself falls off, decreasing his "counter" by 2 stages. The decapitated part turns into a mini-version of himself and attacks enemies with a punch (very slow, but mobile.) Enemy turrets pierce through these miniatures. Max amount of miniatures: 3

Secondary Skill Experimental Prototype Bombs
"BOOM BOOM!"
Looking around the laboratory, the scientists found the perfect weapon for Moz; untested bombs! Being a blob, Moz knows nothing about how to use this weaponry, and eats them in battle. Upon eating a bomb, bits of goo shoot off of Moz in all directions from the force of the explosion. Moz takes no damage from this, but loses 1 stage from his "counter". Bits of goo cause DOT.

Designed by Neku

82 B0-NZ0

Sex male

Backstory Due a tragic glitch at his manufactory, B0-NZ0's internal motivator chip switched from "annihilate" to "entertain". With his cold, steel heart set on becoming a clown, B0-NZ0 traveled the galaxy looking for employment, but alas, his robotic mind could not comprehend comedy. Thinking it to be a freak show, B0-NZ0 joined the awesomenauts hoping to curry favor with the galaxy's carnival community.

Role Support
Disabler
Pusher

Base attack Squirt Flower

B0-NZ0 squirts water out of the flower pined to his chassis. This is a steady stream (like Coco's attack) and can be upgraded to push enemies back or to heal allies.

"KNOCK KNOCK. IDENTIFY YOURSELF. UNIT 3421. ACCESS GRANTED."
"A ROBOT, A ROBOT, AND AN INFIRIOR ORGANIC LIFE FORM ENTER A REFRESHMENT ESTABLISHMENT."

Movement B0-NZ0's lower body is comprised of a single wheel, reminiscent of a unicycle. B0-NZ0 wheels around and uses a piston to jump with it.
"AIR TRAVEL SUSTINANCE, WHAT IS UP WITH THAT STUFF?"
"AND THEN THE SECOND MODEM SAID: 1101001!"

Primary Skill Clowny Face

In a misguided attempt to fill children with laughter, B0-NZ0 produces a face that even droids find terrifying. Any enemies (including droids) facing B0-NZ0 are feared for a few seconds, turning around and running in fear. Upgrades include fear duration, a slow effect, and area of effect.

Secondary Skill Prop Cannon

B0-NZ0 has re-purposed his assault cannon into a prop cannon, firing a wide array of standard comedy props (pies, banana peels, rubber chickens, watermelons, etc.) Props arc in the air and stun and deal damage on impact. A unique upgrade causes banana peels to stay on the ground and trip up enemies that step on them.

Designed by CygmaSlag

83 Axel Crash

Sex male

Backstory A child Rock prodigy, Axel was slated to win a coveted Space Grammy when, in a fluke, it was awarded to Froggy G. instead (whose nomination was widely considered a joke by much of the galaxy.) After a failed follow up album, and failed comeback album, Axel spiraled into depression. Blaming Froggy for all the misfortunes in his life, he's tracked him down to settle the score.

Role Pusher
Melee
Support
Brawler

Base attack Chord Progression

Axel smashes his foes with his guitar. Each attack emits sound waves that deal damage in an AOE around the target. Hitting the same target multiple times increases the range and damage of the sound waves.

Movement As a boring Human, Axel walks around and jumps normally. He gets his jumping skills (which are average for an Awesomenaut but much greater than those of a normal human) from a brief spit where he attempted to best Froggy G. at his own game, going through many intense weeks of hop-therapy.

Primary Skill Power Chord

Axel slams a power chord on his guitar, sending out sound waves in a cone that deal damage and knock back enemies. This is intended to be a pushing/siege-breaking ability. This can be upgraded to increase general effectiveness (range, damage, etc.) or to add additional disables (slow, silence, etc.)

Secondary Skill Amplifier

Axel lays down an Amplifier, which affects a large area around it. Axel and other allies within the AOE get passive movement and attack speed buffs. Additionally, the range and damage of Power Chord and the AOE of Chord Progression is increased. This can be upgraded to increase the range or to give additional bonuses like cooldown reduction or health regeneration.

Designed by MOON-E

84 Biscuit

Sex male

Backstory Deep in the darkest shadows of the galaxy lies Conry's Constellation; a collection of planets satellited by only one moon... CAVE CANEM MAGNUM. The moon is inhabited by a pack of highly intelligent canines known for their quick rhetoric but also their long deadly claws.

Word of the Robot Wars reached Cave Canem Magnum, and to work out peace negotiations the pack sent their strongest, most intelligent citizen ... Biscuit. Upon leaving Conry's Constellation, Biscuit revealed an unsettling truth. Leaving his planet and coming in contact with civilized planets, he transforms into Marcucio, a human crossbow wielding maniac hell bent on destroying all life.

Role Damage Dealer
Pusher
Brawler
Melee
Ranged

Base attack Hack / Crossbow

It Slices, It Dices. It turns enemy champions into chop suey. Biscuit uses his long claws to hack, slash and rearrange his enemies' faces to his liking.

Unlike fanny packs, crossbows will never go out of style. Don't think so? Tell that to anyone wielding a crossbow. Marcucio (Biscuit's human counterpart) uses a ranged crossbow to deal deadly damage from afar.

Movement Biscuit maneuvers the course on all fours, hunting his prey from the shadows and leaping towards them when it's too late for any chance of a healthy escape.

Marcucio, Biscuit's human counterpart, walks and runs like a normal human. Any normal human brandishing a large steel crossbow with a sole purpose of causing bodily harm.

Primary Skill Transform

Unlike your typical sparkling genre of vampires and werewolves, Biscuit temporarily transforms from a four-legged canine into a bipedal crossbow-wielding maniac, Marcucio. For the limited duration Marcucio's movement and attack speed greatly increase. Along with the buffs, Marcucio has a long-range crossbow capable of putting enemies down at a great distance.

Secondary Skill Howl / Uppercut

Wolf Form: Biscuit releases a gut-wrenching Howl slowing nearby enemies and creeps.

Human Form: Marcucio turns his crossbow around and smacks the targeted enemy in his face, launching them skyward.

Designed by drpaiin

85 Gauss (needs better name)

Sex female

Backstory Gauss was a magnetic component of the Large Hadron Collider (LHD). She was a significant help to the humans when they finally discovered the Higgs particle. After they made their discovery, they scrapped the LHD, along with Gauss. Feeling betrayed and unappreciated, she decided to take out her rage by becoming a particle destroying mercenary. Her immense pride followed by sudden betrayal left her with bi-polar disorder. She now carries a large magnet and uses her bi-polarity disease to feed her rage.

Role Melee
Damage Dealer
Brawler

Base attack Magnet Jab

The base attack is a quick jab with a magnet bar (her main weapon). The attack can be upgraded to be affected by her secondary skill (bi-polar). If she is in positive mode, she will add a positive charge (up to 3 total), when the polarity is switched and attacked again, it will cause a small explosion burst base on the amount of charges.

Movement Movement similar to Skolldir, but with no double jump to begin with (slightly higher base jump). The boots upgrade would increase movement speed and allow for a unique "double jump". This double jump would be a small boost in whatever the direction the player is holding. eg. You could jump up, hold right, and shoot to the right. The animation would be something to do with magnets touching, and propelling.

Primary Skill Flux Wave

The skill is either a push or pull wave based on the state of "Bi-Polar". The wave would be about 2x the size of the character emitting from the center of the character. Some upgrades would be add dmg to the skill, add lingering slow field to the skill, increase the height or range of skill, stronger push/pull, if pushed or pulled into surface do extra damage.

Secondary Skill Bi-Polar

This skill switches the polarity which can affect both the melee attack and Skill 1. This will simply change the character's state, and should have a graphical representation of what polarity is active. Some upgrades could cause a small AoE dmg effect, decrease cooldown, reflect missiles, small speed burst, small AoE slow, or increase damage of next attack.

Designed by Norfair7

86 Isabelle

Sex female

Backstory Isabelle is a well mannered girl with a gifted mind capable of psychic abilities. During the war, her home planet was raided and her parents killed. Aware of her potential, the Awesomenauts team took care of the little orphan and trained her so she can join their ranks. She has very long hair which serves her as her main weapon.

Role Support
Disabler

Base attack Tickling Hair

Isabelle's main weapon is her hair which she moves using psychokinesis. A very fast-paced and short-range attack that makes little damage each blow, going faster if you keep the button pressed. Can be upgraded using different hair clips/shampoos that enhance range, damage, improves attack top speed or time to get to maximum speed, ignore movement penalty or chance to poison/stun.

Movement Isabelle's movement speed is average. She can levitate and fly through air long distances but after a while she gets tired and is more difficult to raise her up, so she should take a break and touch the ground when this happens. Attacking halves the speed movement.

Primary Skill Cursed Hug

Isabelle'll fly towards a targeted enemy and attach to it, slowly draining its health and slowing it. She still can be hurt. The attack will continue until one dies, or by clicking the skill button again. Can be upgraded so it can lower target stats (defense and speed) or to silence; raise Isabelle's defense; make more damage or lifesteal; decrease cooldown or cause an explosion when releasing.

Secondary Skill Cheerful Telepathy

Isabelle transfers happy emotions to her partners. When activating this skill, her base attack damage raises for some seconds; all the team awesomenauts and bots receive this boost if they are inside the area of the skill and in proportion to their distance to Isabelle. Can be upgraded to raise more base attack damage, more defense, more speed, reduce cooldown to this or other skills and heal.

Designed by Mono Mugroso

87 Mechaneer

Sex male

Backstory Mechaneer was once an engineer from the crew of the Boss. But he was kidnapped by Space bandits. To save his life, he came up with a plan to reveal where all the money of his Boss is. He knew that Boss's Safes will be protected by his machinery. Even after defeating the bandits, the Boss decided to fire him. Literally. In a pod to the biggest junkyard in the universe. The Boss was suprised when he saw Mechaneer back in work on Monday. Impressed, he offered him a job as a field-engineer.

Role Ranged
Support
Pusher

Base attack Shotgun

Slow, but deadly weapon, crafted by Mechaneer out of old pipes, flare gun and one or two small plazma generators.

- slow
+ big damage
+ bullet spread

Possible upgrades:
+ knockback
+ chance to set enemy on fire

Movement Spring boots: The longer you hold the jump button,the higher the jump is.
Movement speed: Medium

Primary Skill Scrap-Bots

Mechaneer can construct his own bots (which will live for a short period of time) to help him in the battle. Mechaneer gains Scrap Metal for his constructing by killing enemy bots (or enemy Awesomenauts). Default number of bots is 1, but, thanks to upgrades, Mechaneer can spawn even more bots at once or one Mega-creep.

Secondary Skill Mechanical Mayhem

Mechaneer overloads every (non-hero) mechanical unit around him (including Turrets). This buff guarantees bigger damage for short period of time. Upgrades would add more damage, speed, longer duration and healing.

Designed by lordskeleton

88 Captain Kraken

Sex male

Backstory Destined for a life of piracy after flunking Naval Academy, plundering came naturally to this blood-thirsty octopus now known as the most feared buccaneer in the galaxy. With his ink-redibly lucrative solar business of "commandeering" supply ships, Captain Kraken sails the space seas amassing a vast pirate treasure. Known for his ability to "drink like a fish," when in fact he is actually a cephalopod; he was recruited to fight as a privateer for the Awesomenauts.

Role Ranged
Disabler
Harasser

Base attack Cat O Eight Tentacles

Using his tentacle as a whip Captain Kraken lashes out at his enemies and has a chance to slow them with the suction cups on his arms. His upgrades give him the ability to attack with multiple tentacles, and also eventually bite them with his razor sharp beak.

Movement While dragging himself along with his eight arms, Captain Kraken can stick to walls and cling to ceilings with the help of his suction cups. Captain Kraken is not very adept at jumping, so he relies on his suction cups to evade and surprise enemy awesomenauts.

Primary Skill Kra-Cannon

When it comes to fire power, Captain Kraken is well armed. Captain Kraken uses a large cannon to clear the deck of enemy awesomenauts. Becoming immobilized for a few seconds, Captain Kraken fires a black ink sac that not only damages, but causes the target to be temporarily blinded. If any enemy awesomenauts are caught in the muzzle blast additional damage is sustained. Upgrades include the ability to shoot grappling hooks which then pull enemy awesomenauts closer.

Secondary Skill Slime Jet

Captain Kraken naturally oozes slime. While it might be a nightmare for the poor soul who has to swab the deck, Captain Kraken uses this to his advantage in battles. Leaving behind a trail of octo-slime creates a slippery surface which boosts his speed, while dealing poison damage to enemies. Upgrades include the ability to use Slime Jet while clinging to walls and ceilings, in which case gravity causes excess slime to fall onto unsuspecting awesomenauts below.

Designed by Malcolm9519

89 Bad Kat

Sex female

Backstory Kat loves to be pampered. In fact, she loves it so much that she lashes out at anyone who doesn't treat her like royalty with a flurry of scratches! Unfortunately, this makes it hard for her to stay in one place very long. Having recently spent the last of her solar on delicious bovinian milk, she joins the Awesomenauts looking for shiny coins and scratching posts alike.

Role Melee
Assassin

Base attack Kat Scratch

A flurry of furious feline ferocity! Melee attack, hits 5 times in rapid succession, 2 damage each hit, medium-high attack speed. Upgrades: damage, attack speed, lifesteal, piercing, bleed DoT, range.

Movement Medium movespeed, high single jump. Boots add small additional movespeed for 1s after hitting enemy with autoattack.

Primary Skill Wild Yarn

This crazy looking yarnball is made out of explosives! Throws ball on small arc towards cursor; instant use, mid-long range, med-slow speed. Small damage, stun. Intended to allow safe approaches or stop fleeing foes. Upgrades: damage, speed+range, cooldown, stun duration, bouncing (hits something, bounces off, keeps going til max range), incendiary DoT.

Secondary Skill Feline Favor

Pounces and latches onto an opponent. Kat stays on opponent's backside, autoattacking, with atkspeed+50%. Player control is removed. 3s duration, immune to CC during. Near-instant use, high cooldown. Pierces+ignores droids/creeps. Upgrades: cooldown, pounce range, damage shield, add slow, steal solar/solar gain, kick off (end strike for +dmg, stun, knockback to self based on enemy weight)

Designed by Shananigans

90 Skylark

Sex female

Backstory Skylark is a bandit with a high bounty on her head. Exiled by her stepmother queen from her home planet, Skylar has been planethopping as a rogue. As a princess, she trained in the arts of archery; and she is a shot second to none. As a Galaxy Elf, she trained in the arts of fletching; fashioning herself customized arrows for many conditions.

Role Harasser
Ranged
Damage Dealer
Disabler

Base attack Plasma Arrow

Skylark figured that traditional arrows were impractical, so she has opted for plasma arrows for her basic attack. Arrows shot are affected by gravity, making the angle and the power of the shot matter greatly. The arrows deal damage to the first target it hits, dealing a considerable amount of damage. (Arrows will stick to the ground and walls, which allows explosive upgrades.)

Movement Traversing many galactic forests, she has learnt to walk on vertical surfaces with special suction boots to gain a vantage point for her shots.

Primary Skill Traditonal Arrow

Having studied in the ancient arts of fletching, Skylark fashions herself special arrows that allow her to shoot at targets in a straight line. Arrows deal damage depending on how strong she shoots. While charging, Skylark is unable to move. When upgraded, the arrow can be shot at the ground and immobilize whoever the arrow touches.

Secondary Skill Fade Away

For several seconds, Skylark has unit collision and gains acceleration when she runs. The faster she runs the more she fades from sight. However, the fade will break when she stops.

Designed by Larke

91 Maria the metal raiser

Sex female

Backstory Maria was the only child built in her family, but after many pleads to her father she was denied having a brother. When she locates a book titled the 'Mechronomicon' at her local library she sneaks out to the forbidden Scrapyard (a sacred place for broken down Machinaroids) to reanimate a brother for herself, the outcome was not what she expected, for a Giant Metal arm rises from the ground with the letters G.A.R.D imprinted on the side. For committing the ultimate crime she and G.A.R.D are banished from their home planet never to return.

Role Ranged
Pusher

Base attack Throw Scrap

Maria Throws various items of scrap from blades to broken household appliances

Movement basic running mechanic, but when she jumps four metallic spider legs emerge to spring her upwards, the longer you charge the jump the higher she goes.

Primary Skill Reanimate Droid

Maria raises a pillar in front of her that opens a gate from the 'Undead scrapyard' which brings back the last 2 droids that have been killed for a short period of time, reanimated droids deal the same damage as before but have reduced health.

Secondary Skill G.A.R.D (Giant Automatic Recking Droid)

Maria calls forth her brother G.A.R.D; a giant robot arm which rises from the ground sending enemies up into the air temporarily stunning them.

Designed by Sympony1

92 Ariel

Sex female

Backstory The planet Nuez is one of the most robotized planets in the universe. The people believe that flesh is weak and robots are the future, therefore they robotized almost everything, even themselves. But the planet soon found itself in a crisis, it were running low on money and materials. Because of that, the planet came up with a simple solution. They created "The Force", a group of deadly robotized soldiers whose sole purpose was to get money, materials and kill anyone who dared to stand in their ways. The Force nearly destroyed all the planets near Nuez and was quickly becoming one of the most feared killers in the universe. Nuez saw this as an opportunity, and began to sell members of the group as hired guns. The most popular of them all was Ariel. Known as a hero on Nuez, and a complete insane killing machine by others, Ariel would not let anything stop her, until the job was done. For her, killing was just business, and mercy and remorse was a sign of weakness.

Role Ranged
Pusher

Base attack Plasma Blaster

Plasma blaster can be charged up, by holding down the mouse 1 button. Each charge increases the shot damage and range. It will take a total of 1s to get one charge and you can have a maximum of 3 charges. The second and third charge will add a small area of effect to the shot. Each charge will also slow you down a little.

A small ball will surround the blaster, getting bigger for each charge you have. It will also make a small sound, alerting the enemies that you are charging the shot.

Release the mouse 1 button to fire the shot.

Some of Plasma Blaster's purchasable items:

Tube Feeder - Increase your base attack damage for one shot after you use a skill.

Refreshing Blower - Will remove the slow from you charge.

Leak Stop Spray - Will remove the ball (that show you how many charges you have) from the enemy.

"One of the four great inventions created by the people of Nuez. Ariel's blaster is able to charge up a powerful shot, which will annihilate anyone foolish enough to stand against her."

Movement Ariel hover across the ground in medium speed.

Ariel's booster will enable her (after a 0.3s delay) to make an extra jump throwing her elegant up in the air.

"The people of Nuez has cast aside legs a long time ago. Now they are all using the fancy Now-Totally-Safe-Booster instead. Guarantee to never make you slip and never make you tired, so that you can use your energy on something more useful (No refunds)."

Primary Skill Power Up: Standard

The standard upgrade of this skill does nothing. However there are three unique upgrades you can buy from the store (depends on which you choose before the game). Pressing the skill button (normally mouse 2) will put you into a "choose mode", where you have to choose the power up you want to use. You can select the different power ups by using the A and D keys. You will not be able to move while you are selecting power ups. After you select, the power up will go directly to your base attack, making you able to charge it up.

All of power up's purchasable items:

Power up: Fire - Increase the damage of your next shot. Each charge increase the range and damage.

Power up: Water - Your next shot will push the enemy away from you. It will deal no damage. Each charge increase size and range of the shot.

Power up: Earth - Your next shot will create an Area of Effect around you, slowing enemies caught in the radius. It will deal no damage. Each charge will increase the Area of Effect.

Power up: Wind - Your next shot will silence the enemy, and deal a small amount of damage. Each charge will increase the range, damage and size.

Power up: Lightning - Your next shot will create a bouncing projectile, jumping from one enemy to the next. One charge will bounce 2 times, two charges will bounce 4, and three charges will bounce 6 times. Each charge also increase the damage, however the projectile will have the same range as the base attack (the bounces will have maximum range).

Power up: Snow - Your next shot will launch a snowball, which after 2.5s will explode. Each charge will decrease the time it takes to explode by 0.5s.

"All members of The Force has been granted this special technology. It gives them the power to overcome any foe/obstacle they would encounter on their search for money and materials. Do not ask any members of The Force how this thing works, or they'll kill you"

Secondary Skill Power Drill

Activating this skill will make Ariel replace her arm with a drill. Holding down the skill button (middle mouse) will charge the drill. Upon releasing the button, Ariel will do a 0.5s strike animation that hits the targets in front of her with the drill. Enemies caught in the drill will be snared for the duration. It will take 1.5s to fully charge the drill.

Some of Power drill's purchasable items:

Boxing glove - Power drill now dashes you forward for the duration, but will remove the snare.

Small detonator - When the duration stops, the power drill will make a small explosion that will deal damage to all nearby enemies.

Disaster charger - Decreases the maximum charge time by 0.5s.

"The primary hardware used by The Force for gathering materials, though it has also been seen used in combat many times. This thing will simply go through anything, making even the most secure structure shatter. When the enemies sees power drill being charged, they better not be close."

93 Winston

Sex male

Backstory Winston was once the little brother of a family of five, and constantly got picked on for being thus. This family of sloths were very wealthy. Winston's parents own a solar mining company, and most of their assets go to their children. Eventually, after getting picked on so much, Winston snapped, stole a large portion of his parents fortune, and left. He now owns his own weapons corp and has a bloodlust like no other sloth. Winston gets around on his steam powered chair, and for those pesky stairs, has a built in pogo stick for jumping capabilities, and high powered rockets for those escaping ruffians. When he heard of the Awesomenauts, he joined, hoping to cure some of his bloodlust.

Role Damage Dealer
Harasser

Base attack Monocle Blast

Winston fires a laser from his monocle, dealing 7 damage.

Movement Winston has a slow-moving, steam-powered chair. His jump activates a pogo stick in the bottom of the chair and launches him upward.

Primary Skill Burning Rubber

Winston activates the rockets on his chair, thrusting him forward at a very quick speed for 1 second, spending roughly \$400,000 in coal. 10 sec cooldown

Secondary Skill "The Look"

Winston gives his opponent "The Look" through his monocle, dealing 20 damage and applying a slow. 18 sec cooldown. Can be aimed by a small laser pointer.

Designed by CarePackage

94 Nix the Water Sprite

Sex female

Backstory Hailing from a water kingdom, Nix the Water Sprite is the only surviving heir to the throne after her parents assassination. She was sent away from the kingdom shortly after their deaths by her parents advisers to protect her lineage, but it was actually a plot to attain the throne. She was young at the time, but now she trains as a mercenary so she can one day reclaim her lost kingdom.

Role Pusher
Melee
Support
Disabler

Base attack Eel Whip

Nix swings her pet electric eel as a whip to attack. Has short to medium range and functions similar to leons sword, attacking in either 2 directions. Special upgrade would allow a range electric discharge from her eel with piercing ability activating every few attacks, like Genjis storm drum or Lonestars rocket.

Movement Nix "skis" by creating a small pool of water beneath her, moving at a moderate to fast speed. She jumps by causing a pillar of water to erupt beneath her, propelling her into the air. While airborne she can execute a small jump by creating a small puddle of water to jump off of.

Primary Skill Geyser Wave

Nix causes geysers to erupt from the floor a short distance in front of her, burning enemies for damage over time and knocking them away. If enemies are standing where the geyser erupts, they are tossed straight up into the air. Upgrades would include increased height, damage, and a steam that blinds. Functions similar to Skolldirs earthquake, forcing Nix to dive (literally) at the ground.

Secondary Skill Siren's Song

Nix performs a song that will buff team mates and debuff and damage enemies in the area. During her performance she is immobilized, but gains a small water shield to protect her until the song is over. Buffs upgrades would include attack speed upgrade and a heal over time. Debuffs upgrades would include a slowing whirlpool and a damage over time.

Designed by TheHarmAlarm

95 Telsa

Sex male

Backstory Telsa has travelled from a distant corner of the universe to get the recognition he deserves as the slightly mad genius he is. At least that is what he says, but the fact that he accidentally created a wormhole during an experiment might also have something to do with him suddenly being in the middle of the Robot Wars.

He is never seen without his lab coat, gloves and glasses. This is probably because it's really hard to see him at all, because of his lack of a physical body. He is a shade of the colour blue, and has found it really difficult to get a job because

1. Most people believe that he is a ghost, and
2. He can't really shake hands, mostly because he doesn't have any but also because he has a tendency of giving anyone he touches an electric shock.

Fortunately, these are good qualities as a mercenary. All the solar he earns goes directly into experimenting and researching in search of something very important that he can't quite remember.

Role Harasser
Disabler
Support
Damage Dealer
Ranged
Melee

Base attack Electric shock

Telsa is highly charged with electricity due to an experiment that backfired when he was a kid. Simply by stretching out his glove and touching an enemy he sends out a bolt of electricity that then travels through up to 3 enemies that are close (one by one, meaning it would first hit one very close, then one that is close to the one hit etc. This means it could hit an enemy that is at medium/long-ish range if it is the last one hit of the three). It would deal more damage to the second one hit than the first, and more to the third than second. Upgrades could include making it hit up to two more, random stuns and increased range on the first hit.

Movement Telsa is a little bit slow, because of all the gadgets he is carrying. His jumping skill teleports him a short distance up in the air. This is a physical malfunction that appeared after the wormhole-accident: every time he tries to jump it results in short jump in space/time. (Maybe the teleport jump could be controlled to go in a direction (e.g. the direction of the mouse cursor), but I think that would be a little overpowered unless it is a very short teleport with a significant cooldown.)

Primary Skill Flux-bomb

Place a bomb at the current location. The bomb has an in-built cloaking device, making it invisible for enemies. It can be detonated from anywhere with a remote detonator, creating a pulse that damages enemies as well as knocking back both allies and enemies (can be upgraded to give debuffs to enemies (like blind and slow) and buffs to allies (like heal). Click the button once to place, next click detonates the bomb.

Secondary Skill Wormhole

Create an entrance/exit of a wormhole at the current location. When the second entrance/exit of the wormhole is placed, all allies can move through it (teleporting them from one end of the wormhole to the other) for a limited time before both holes disappears. Allies can move through it both ways, as many times as they like before it disappears. By upgrading it, it can buff allies passing through (such as heal and give a speed bonus), make it stay longer before it disappears and add a chance of teleporting friendly robots walking over one of the entrances.

Designed by Ganh

96 Jun

Sex male

Backstory Hailing from the snow planet Kross, Jun is one of the few Snow Stalkers: fast, strong, and smart enough to have no equal. When an explorer's space ship landed on top of his cave, he took the ship and rode off to hunt the galaxy. When he found out about the Awesomenauts, he jumped at the chance to test himself against the best.

Role Harasser
Melee
Support
Pusher

Base attack Spear

Jun's thrusts and slashes his hunting spear in the direction of the cursor. Deals moderate damage, has a slow attack speed, has decently long range, attacks directionally, and hits multiple units. Repeated hits deal additional damage to reward good timing and skill. Can be upgraded to debilitate opponents or allow him to deal high damage mid game.

Movement Jun is a hunter, and moves quickly and has high acceleration as a result. He's a bit slower walking than Leon, but can keep up with most of the cast. He is moderately heavy, though nowhere near as heavy as Derpl and Skolldir, and falls fairly quickly. His jump is more for vertical than horizontal movement: jumping slows down his horizontal speed. His jump is a great leap to catch airborne prey.

Primary Skill Stalk

Jun blends in with his surroundings and quickly moves to a new location. Jun refracts the background, still retaining a faint outline of his silhouette while moving towards where the cursor a moderate distance, respecting terrain. The ability deals no damage and still leaves Jun vulnerable to attacks. Can be upgraded to debuff opponents and increase mobility.

Secondary Skill Shout

Jun shouts suddenly, scaring his enemies and encouraging his friends. Jun shouts in the direction of the cursor the same way Lonestar aims his bull. Any enemies hit lose control of their characters and run directly away from Jun for a very brief period of time. Allies hit get increases to speed, health restored, and other beneficial effects.

Designed by SlowWolf

97 Ryko

Sex male

Backstory He was a bear on the planet Ursaric. There was a battle between North Urskar and South Urskar. His parents fought in the war against South Urskar only to die. North Urskar won the war. Ryko enraged by his parents death destroyed much of Northern Urskar. They decided to send him to Karek to calm him down. Ryko was warped to the peaceful land of Karek. The karekians taught him how to channel his rage into power. Ryko stronger than ever decided to become a mercenary to test his new found strength.

Role Melee
Damage Dealer

Base attack Paw Smack

Ryko charges all of his rage into one powerful smack.

Movement Ryko runs at full speed.

Primary Skill Raging Ursidae

	Ryko channels all his rage to increase his own abilities.
Secondary Skill	Roaring Ursus
	Ryko roars leaving all enemies fearing him.
Designed by	DoubleA

98 Gennaro, the Penguin Chef

(<http://www.awesomenauts.com/forum/viewtopic.php?f=12&t=11936>)

Sex	male
Backstory	<p>Gennaro is a space penguin, and he used to work as a waiter at "Da Pino", the famous top-cousine restaurant on Okeanos. His dream was (and still is) to become a great and well known chef, even though his original taste has always been overlooked by his relatives and friends.</p> <p>Afer several attempts, he finally managed to serve one of his own creations to the restaurant customers: a Gorgonzola pie.</p> <p>Fired and left on the beach (literally), he decided to join the awesomenauts, to earn some solar and finally be able to open his long awaited restaurant, "Penguitaly".</p>
Role	<p>Melee</p> <p>Damage Dealer</p> <p>Assassin</p>
Base attack	<p>Chef Shovel</p> <p>Gennaro grips his shovel like a baseball bat and uses it to introduce his guests to some strong flavours.</p>
Movement	Gennaro is able to stay in mid hair by flapping his fins for brief period of time , much like Clunk or Derple. He can't fly, but he's a space penguin afterall.
Primary Skill	<p>Pizza of fortune</p> <p>Gennaro spins a pizza on top of his fin that grants him a bonus afterwards. The pizza has 4 ingredients: Pomodoro (tomato), Mozzarella, Basilico (basil) and Fungo (mushroom). Each ingredient has a chance to trigger and gives Gennaro a bonus, depending on luck. Gennaro can still walk during the spin, and there's no ministun effect on him.</p>
Secondary Skill	<p>Spaghetti Lasso</p> <p>Gennaro throws a mid-range spaghetti lasso that can hit one target, being it a friendly/enemy awesomenaut, unit, or neutral creep. If the lasso connects, Gennaro will be instantly pulled towards the unit, dealing damage on impact if it's an enemy. No damage nor upgrades will take effect if the lasso hits a friendly unit, but the pull animation will still apply.</p>
Designed by	Muzzo

99 Buzz

Sex	male
Backstory	Buzz had been a marauding pirate with his eyes set on the seat of co-captain ever since he could walk. When his father selected a different crew member instead, he decided to make him see the error in his ways. However, his mutiny was quickly squelched, with him being banished from ever returning. Buzz hopes to make a name for himself with the Awesomenauts, and battle his father once more.
Role	Harasser
Base attack	<p>Sting Shot</p> <p>Buzz use his sting blaster to shoot out a stinger.</p> <p>Mosquito Bite = life steal ? = Increased attack speed Sharp Sting = Increased Damage ? = Increased Range Venomous Sting = Adds poison damage ? = ?</p>
Movement	<p>Buzz has fly-like wings and 6 limbs, his back two are legs whilst his front 4 are arms used for his weapon.</p> <p>He walks and jumps as any character but can use his wings to jump higher if the jump button is pressed again or whilst not on the ground.</p>
Primary Skill	<p>Hive Mind</p> <p>Buzz spits out an egg sac that opens when walked upon, 3 flying homing bugs come out and attack enemies, (they could explode near enemies)</p> <p>Cell Evolution = Tier 1 – 4 bugs. Tier 2 – 5 bugs Larvae = Causes larvae to rupture from the egg sac as well which burrow and pop up when walked upon to attack enemies ? = Reduced cooldown time ? = Increased damage ? = Increased duration ? = ?</p>
Secondary Skill	<p>Swarm</p> <p>A large swarm of flying bugs comes forth from off screen or under Buzz's wings to form a sphere shape around him, this deals damage to enemies within the sphere. When the ability expires the bugs fly away in a shockwave formation.</p> <p>? = Increased dot ? = Increased duration ? = Increased range ? = Increased move speed for Buzz ? = ? ? = ?</p>
Designed by	Azkaron

100 Antoine The Pacifist

Sex male

Backstory Antoine was tired of being a slave zuriano until called a mutiny against Fibrum pattern mining planet. He was one of the few who escaped repression and explosion that caused the factory. After this, Antoine became pacifist and railed against slavery and war making speeches in the press intergalactic. Antoine failed for good and did not hesitate to join the Awesomenauts to be heard in a radical way.

Role Melee
Brawler

Base attack Hit pacifist
Punch your enemies with the banner peacekeeping

Movement Fast speed medium jump

Primary Skill van pacifist
Antoine van uses to crush your enemies

Secondary Skill Radio Reggae
Antoine drops a radio, reduces enemy attack in a given area

Designed by Oracio

101 Leeroy

Sex male

Backstory Originally from the planet Arahaz home of the cacti people Leeroy spent his entire life defending himself and his family from space poachers. It was unknown as to why they wanted him and his people until his girlfriend was killed by one of the poachers and solar came flying out from her insides. He killed the space poachers in revenge then killed his entire race for the money resulting in a bounty in his name. He joined the Awesomenauts to get more riches & to hone his skills so he can find the leader of the space poachers to get the money he obtained from his people.

Role Support

Base attack 1000 Punches
Being a Cactus person he was fairly long reach with his arms but uses them for close quarters fighting. His basic attack is simply punching his enemies, harming them with the spikes on his body. Potential upgrades are strength, speed, stun (due to needles) DoT (needles sticking to enemy), life steal.

Movement Runs with 2 cactus legs, medium speed. One single fairly high jump but cactus pot upgrade (aka boots) allows him to switch jump direction in mid air.

Primary Skill Spikes
Leeroy will drop 2 spikes on the ground, these don't block droid/enemy movement but will damage anything that goes through them. After a set period of time they will vanish. They can be upgraded to more spikes, larger spikes, stronger, slow and poison spikes and decreased cooldown. These are a handy tool for damaging droid waves as well as trying to stop enemies or blocking off areas.

Secondary Skill Hats Off

Leeroy will remove his hat (either cactus part of his body or an actual hat) and launch it towards his enemies with it coming back as a boomerang, it has far range by default and can push enemies back. It can be upgraded for further range, strength, solar obtained for each hit, needle droppings which will drop needles down behind it's path.

Designed by ChainedTeapot

102 Widget the Gadgeteer

Sex male

Backstory Widget is a member of a lithe, goblinoid people known throughout the galaxy for their skills with all things mechanical. Like most of his people, Widget once worked for Zork Enterprises, but his employment ended when one of his prototypes malfunctioned and destroyed the whole of the assembly line it was produced on and injured a dozen of workers. The official statement was that Widget's employment was terminated on the basis that his methods weren't "cost efficient". After that, Widget attempted to start his own competing munitions manufacturer, but this proved to be an ill fated venture when most of his clientele expressed their distaste for his products tendency to explode at inopportune moments. Widget was later quoted saying that his business failed because his weapons were "too goods at 'splodin 'em up". Widget became a mercenary in an ill guided attempt to destroy as many Zork robots as possible as an act of vengeance, believing that this would lead Zork Enterprises to bankruptcy. Although this is clearly not the case, it is likely that Widget continues his mercenary work purely for his love of wanton destruction and "big 'oll 'splotions".

Role Melee
Brawler
Pusher

Base attack Bludgeon

Widget strikes the enemy with his wrench. Medium attack speed, medium damage, melee range. Upgrades include increased damage to droids and turrets (including the drill), increased solar yield from creeps (possibly including jungle creeps), attack speed, redundant droid/structure damage, and general damage upgrade (more expensive and less damage than would be for other nauts).

Movement Rocket Jump: Widget's default jump is about on par with that of the average human when unassisted. A simple tap of the jump button will yield a short jump of around average height (i.e. average human jump). By holding down the jump button, he can charge up the propulsion jets in his rocket boots. Upon releasing the jump button, Widget rockets skyward with great speed. Upgrade improves charge time and maneuverability of rocket jump, in addition to basic move speed increase.

Primary Skill Scrap bomb

Whenever Widget damages a mechanical entity (droids or turrets, not Nauts), he gathers some scraps. When he has enough scrap, he gains a scrap bomb (scrap gathering works like weedlings parts). Scrap bombs can be thrown in an ark (dynamite/ time rift) and explode on impact with an enemy dealing damage in a small splash radius. If the bomb fails to connect with an enemy, it stays on stage for a few seconds acting as a landmine. Upgrades decrease amount of scrap needed for each bomb, increase carrying capacity, Tearing shrapnel: adds a DOT, blast radius increase, and damage increase.

Secondary Skill Smackdown

Widget swings his wrench down hard in an overhead ark. Deals damage to anything it hits (not multi-target, just can damage anything). If it hits another naut who is airborne, they are forced to the ground, stunned, and take extra damage. Upgrades include weaponize: If Smackdown deals a killing blow to a droid, it causes it to explode dealing AoE damage. The droid flashes red for a few seconds and the blast radius is highlighted before the explosion. Other upgrades include stun duration, splash damage when a naut is grounded (the damage is dealt as a splash rather than just to the naut hit by the skill i.e. hammerpants), damage increase to initial hit, cool down reduction, and additional scrap gain from hitting droids and turrets with smackdown.

Designed by TheBigFace

103 **Ebony Scarlett the Second (but you can call her Ebby.)**

Sex female

Backstory It's not easy being undead queen of planet Pulveris at a young age. Neo became ruler of Pulveris when her father went missing in a sandboarding accident. Neo eventually grew bored of being worshipped and started messing with ancient artifacts, being a reckless teen with no responsibility. When Neo found her dad's old, worn-out Naut gear, Neo knew her destiny: Follow him in his footsteps.

Role Melee
Disabler
Healer

Base attack Scythe Swing

Using the scythe she took from her mother's tomb, Ebony roams the battlefield, hacking everyone down with short ranged melee attacks. She has two swipes of her oversized cursed weapon when attacking and upgrades may involve: Attack speed increase, a medium ranged shockwave with the 2nd attack, lifesteal, which she will have in small amounts from the start and can be increased.

Movement Ebony simply walks around the battlefield with her two legs, although not as fast as any awesomenaut. Her undead legs are weary and weak and she never used them before she joined the Awesomenauts. Her being a spoiled queen always being carried around in her soft cushioned Sedan. A 'simple' double leg transplant upgrade will make her able to run faster and single jump higher than ever before.

Primary Skill Bouncy Cacti

Tapping the ancient Scythe on the floor, she can summon a Pulverian damagable Catus in front of her. The cactus would cause damage, a small amount of knockback and starts at a set height. The Cactus would be build out of several parts. She can whack it with her scythe, making it shatter to pieces, turning her wall of spikes into smaller traps. Toxic spikes not included. Don't use near small kids.

Secondary Skill Drain Bracelets

Slamming her bracelets together, she can create small field around herself which drains the lifepoints of enemy units. These hitpoints are stored and released when the attack ends, healing surrounding allied units around her. There will be a set store ammount, if no allied unit is around, she heals herself instead. Upgrades may involves faster drain p/s, higher store unit and field size increase.

Designed by BlueOnion

104 Cerebria

Sex female

Backstory Cerebria hails from the planet Domuma, which used to be a lush and beautiful planet until the sun died out. This meant that Cerebria and her people fled underground, there in the darkness the people of Domuma developed a psychic connection to each other and the world they now inhabit.

In the time this new found psychic ability manifested itself as a powerful tool for survival, however, Cerebria grew tired of the darkness and sought adventures among the stars, joining the Awesomenauts in the hopes of reaching them.

Personality: Reserved, down to earth and thoughtful

Theme: Heavenly/Classical quire

Role Harasser
Ranged
Support
Disabler

Base attack Mind Bolt

Because of Cerebria's frail and inferior body, she has taught herself the ability to project and fire projectiles from her mind, these Mind Bolts, as she has named them, have a long range, but unfortunately the damage leaves a lot to be desired. In short: Long range poke of immediate damage.

Upgrades:

-Firing speed

-(Low) Damage upgrade

-Every 5th attack deals more damage

-When the projectile hits an enemy it bounces to another target (max 2 bounces)

Movement Cerebria's movement speed falls somewhere between Lonestar and Raelynn. She's not all that fast, her long range on her main attack makes up for this. Boots would be a great complement to her speed, as it would allow her to follow a team composition of gankers like Leon or Froggy G.

Cerebria's jump is a little special as it is meant to complement her skills, rather than making extremely mobile. Her jump allows to levitate for a brief moment. This means that a press of the jump button will send her jumping, a subsequent button press (that is held down) will freeze her at her current position allowing for brief window to fire her skill shots from a higher position, before dropping to the ground.

Primary Skill Roid Rage

During her time on Domuma, Cerebria found that she had the ability to briefly manipulate the minds of other creatures, by messing with their hormone receptors, which in turn would greatly increase their testosterone and make them go berserk.

In-game this ability is a red projectile fired at an enemy 'Naut or minion. The enemy hit will then attack with their base attack, so any minion hit will naturally attack the nearest 'Naut or ally minion with it's buzz saw.

An enemy 'Naut hit however, will loose control over their 'Naut for a brief moment and make the character attack the closest thing nearby with their base attack.

This skill could potentially go great together with someone like Skølldir, as one could force the enemy players to run into the Skølldir's throw. Another scenario could involve a friendly Clunk chasing down enemies with his self-destruct, who are then hit by Roid Rage and then forced to face the impending explosion.

Upgrades:

-Duration

-(Low) DoT

-Affected character takes more damage while in this state

Secondary Skill Neural Intoxication

Aside from her ability to mess with enemies Testosterone levels, Cerebria has taught herself the ability to mess with the neural connections of other creatures.

In-game, this skill translates as the ability to fire a blue projectile, that will randomly shuffle the enemy 'Nauts control scheme. This means an enemy 'Naut will have to deal with their standard control scheme being swapped around, which will then leave them open for a gank or maybe even providing the opportunity for an escape.

Potentially this skill might go great with Leon's tongue pull, as an enemy pulled in and then quickly hit with Neural Intoxication, will have a hard time fighting back and minding their surroundings. Another scenario might be Cerebria and the rest of the team hiding out in a bush, waiting for the opportunity to fire Neural Intoxication upon an enemy, before jumping him and destroying the 'Naut before they knew what hit them.

Upgrades:

-Duration

-(Low)DoT

-Adds a blinding effect

Designed by CatCraine

105 Saets, the chirubian tree

Sex female

Backstory Saets was an outcast on her home planet: Goedwig, for she was part Chirubian; a race of warrior trees. Sad and angry after her chieftain exiled her she fled to Ribbit IV. Then Babl heard reports of a giant tree blocking the droid factory door he went and recognised Saets power and how helpful she would be as an ally. Now Saets happily takes out her anger on the ones.

Role Ranged
Damage Dealer
Disabler

Base attack Chirubian bombs

Saets throws an explosive fruit

Movement Speed: 5.8
Jump: Saets jumps using her roots to propel her off the ground.

Primary Skill Fitough seed

Saets planted a rare fitough seed which when trodden upon opens up into a plant and takes enemies out of combat.

Secondary Skill Inner thorns

Saets creates a forward moving wall of spikes which trap and hurt enemies.

Designed by Gruul-Master

106 Mewon

Sex female

Backstory On the planet of academics, Peridocks, researchers experimented with cats and quantum probabilities. But in constant exposures to radioactive isotopes, one cat mutated. One day during a laser pointer exhibit, Mewon's impulses drove her to break free of her theoretical imprisonment and raid the experimental gadgets for the shiniest equipment she could find. Now a free and unstable mercenary, Mewon scours the galaxy for conflict, shiny objects, and fast moving lights.

Role Ranged
Support
Harasser

Base attack Subatomic Bomb

Mewon throws a small bomb with a three-second fuse. The bomb flies at an arc, similar to cocoon or dynamite, and can roll a short distance on contact with the ground. This bomb passes through enemies and does no damage until it explodes. Multiple bombs can be on screen, but a bomb exploding within the radius of another bomb will detonate it prematurely.

Movement Mewon moves quickly by running on all four of her claws. Her jump should be somewhat short, but she can move vertically by "latching" on to a vertical surface and jumping again. She can only latch on to a wall once in this way until she lands on the ground again. Mewon can throw her bombs and use skills when latched on to a wall.

Primary Skill Radioactive Burst

A slow moving radioactive burst emits from Mewon and expands in a circle a short distance outward from the location the skill was activated. It lingers while expanding and affects any enemies that touch the circle. While radioactive, enemies take 10% additional damage (always guaranteed to be 1 point of damage minimum). With upgrades this can add more damage or cause crowd control effects to enemies or heal Mewon.

Secondary Skill Quantum Teleporter

Mewon throws her teleporter gadget at an arc, and it stays where it lands. This has a limited (but expandable) range of function. If Mewon leaves that range the teleporter returns to her. After being thrown, using the skill a second time teleports Mewon to the spot where the teleporter landed. If it lands on an Awesomenaut (friend or foe) she swaps position with them.

Designed by Jadke

107 Monique

Sex female

Backstory Coming from a long line of dark wizards, Monique was the black sheep of the family, since she unluckily hadn't inherited any of her relatives' powers. This and the constant mocking she received from her own parents drove her mad over time. Monique decided if she couldn't please her peers with the skills she should've been born with, she'd have to make them happy. And that she did after graduating from mind control school. Nobody will ever think not once before saying nice things about Monique.

Role Ranged
Support
Harasser

Base attack Mind blast

Concentration of Monique's mental abilities, that she shoots from her hands. Causes small amounts of damage and a few seconds worth of DOT

Movement Normal movement (she's human after all)

Primary Skill Mind control

No, it can't control other nauts, but it can take control over droids. Mind controlled sawblade droids turn bigger (about an average naut size!) and deal additional damage plus gain a little health. While mind-controlling, Monique will remain inactive and she'll gain a protective shield and a warning system that will alert her whenever her own body is being assaulted (she's kind of in a state of trance when using mind control.

Secondary Skill detonate droid

blows up a droid, dealing damage in a small radius. You must be either mind controlling or fairly close to a droid to blow it up.

Designed by cruxx765

108 The Baconator

Sex male

Backstory We could say that the Baconator was some sort of killer-for-hire, who hunts his targets down with a relentless blood-lust. We could say that the Baconator was actually the last surviving member of planet Porkus, and is out for revenge. We could even say that the Baconator was actually just a normal pig from Nevada who took an alien's ship when it landed to use a bathroom after eating too many space burritos. But alas, the Baconator is just a pig who somehow got his hands (hooves?) on a bunch of alien technology.

...Actually, that last story fits perfectly...

In any event, the Baconator was found by the Awesomenauts trying to sell his many cleavers, and impressed by the pig's skill at throwing his products at his customers, brought it aboard their ship. Now the Baconator travels as a mercenary, trying to avoid being eaten and taking names...or something like that...

Role Support
Pusher
Harasser

Base attack Cleaver Throw

Cleaver throw: What else would you do if you had an infinite number of cleavers stored in hammer-space contained in a convenient pouch? Why, sell them of course! Or throw them at people I guess...

- If a cleaver hits an enemy, wall, or floor, it stays on them for about 3 sec and then disappears (teleports back to the hammer space).
- If cleaver does not hit anything, it is teleported back to hammer space when it reaches its max reach. (or, can act as a boomerang and fly back)
- Has little damage, but adds a slow that lasts until the cleaver disappears.

Movement Jump:

Recoil jump: After a small hop, shoots downward, using the recoil to propel itself through the air. It's like a rocket jump, but safer...I think...

Walking:

Walks on its hind legs, holding a cleaver in one hand and its gun in the other.

Primary Skill Railgun

After charging, shoots a powerful bullet that creates a small blast, but the recoil sends the poor pig flying! Wait...where did a pig get that kind of weaponry...?

- Fires a fast bullet that creates a small explosion when it hits/reaches its max range, presumably due to the speed/force at which it was fired.
- Enemies that are hit by the explosion are blinded for a short period of time.
- Effectively, the recoil acts as an escape method.

Secondary Skill Barricade

Sets up an impenetrable wall to impede the enemy advance and provide strategic cover....at least until it's destroyed. Pretty smart for a pig...too smart...

- 30 sec cooldown, becomes halved if the barricade is destroyed.
- Lasts for 20 sec or until destroyed.
- Can only put up one barricade at a time.

Designed by SonicEdge7**109 PIX-13****Sex** female**Backstory** PIX-13 (pronounced Pixie) was once developed in secret during the First AI war by a select group of super scientists. They wanted to create an AI to end the war, but the war ended before they had the chance to finish her. With no reason to exist, PIX-13 turned to completing herself. Using a holographic projector, she is now the prettiest robot with dangerously sharp claws.**Role** Harasser
Melee
Brawler
Disabler

Base attack Steel Claws

Heavy razorsharp stainless steel claws for short range slicing. They can't be used often, but what the attack lacks in speed it makes up for in damage.

Movement PIX-13 is a lightweight robot with strong thrusters, allowing her to fly at a relatively fast pace.

Primary Skill Nanobots

PIX-13 can create nanobots at will that, once attached to an enemy, will decrease the amount of damage an enemy can deal. With upgrades, the nanobots have the ability to make the enemies deal even less damage, silence them, increase their lifetime, highlight the weak spots making the hosts more susceptible to damage, blinding them or hit more targets at once.

Secondary Skill Sonic Screech

Instantaneously deal a little damage to enemies in an area around PIX-13 blinding them for a short while. This skill can be upgraded to knock back enemies, stun the enemies, boost friendly player speed, increase the range, increase the damage or to scream more often.

Designed by Aerlynn

110 Anubis

Sex male

Backstory Anubis, a jackal-headed god of Egypt planet, guide the spirits of the dead to the other world, but he does not want to work for it and decides to run away from their planet to fulfill his true dream ... dance.
Do not leave without his spear, which makes its way through your enemies, those who do not dance.

Role Melee
Brawler

Base attack Slash and Stab

Powerful 3-hit combo with his spear midrange, but not very fast, is a strong attack.

Movement Use their dance movements to move nimbly in the battlefield. He uses his strong muscular legs to propel jackal in the air.

Primary Skill High Jump

Give a big jump with his strong legs and falls hitting the ground very effectively, damaging multiple enemies. You can direct the attack during the fall.

Secondary Skill Dance

Bright dance steps create an aura around Anubis, hypnotizing anyone who enters it.

Designed by Pupo

111 Renflick

Sex male

Backstory From the Great Spaceship Junkyard on planet Korobos comes the robot Renflick. A little is known about him. Only that he was built by space scavengers to search for rare ship parts in the junkyard. Famous for his deadly diamond saw that cuts everything from machines to Awesomenauts, Renflick stands back for no one.

Role Disabler
Melee
Damage Dealer
Brawler

Base attack Cutting Diamond Saw

Renflick has a powerful and dangerous cutting saw attached to his right hand. With this attack this saw is detached from his hand and starts rolling in front of him for several seconds. While doing so, the saw damages everything on its way—drones, turrets, mercs. This attack can be upgraded so it could last longer, do more damage or even push enemies

Movement Renflick will be a bit faster than Clunk but still slow because he is badly made by the scavengers (he looks like a pile of junk). He still is a bot which means that he will be using some sort of trusters to jump—just like Clunk and Lonestar. Renflick will be having solid metal legs so he won't be hovering around.

Primary Skill Oil Spit

Oil spit is a skill a bit like Gnaws toxic spit but mixed with Coco's electric shock trail. With this skill Renflick will release a pool of boiling oil around him. This effect will last for several seconds in which this oil will be slowing and damaging everything hostile. This skill will not be so deadly but it could be upgraded so it could do more damage, slow enemies or even detect stealthers who walk into it.

Secondary Skill Cutting Handsaw

This skill will probably look like Coco's fist attack because it will have a limited area of effect. When the player clicks standard attack button, the saw in Renflick's right hand will be activated, damaging the enemies who are close and targeted. The saw goes off if there is no command to attack. This attack could be upgraded so it could do more damage, slow enemies, increase area of effect or have a lifesteal.

Designed by Kezata

112 Mailman Cygnus

Sex male

Backstory Cygnus comes from a race of extra-universal beings of almighty power. They travel through the multiverse using black hole highways they weave. What better way to use these powers than the noble cause of mail delivery? Cygnus occasionally joins the Awesomenauts in battle to hasten their victory and finally be able to secure his delivery... and because he gets bored a lot.

Role	Ranged Support
Base attack	Warp blast Cygnus warps the fabric of space itself to blast at his enemies. This attack hits a single target at the position of the crosshair within a certain area around Cygnus. It requires precision to hit correctly, but is unhindered by droids or Nauts in between the target and Cygnus. However, it cannot hit through walls and turrets.
Movement	Cygnus has a low movement speed, which he compensates by being unpredictable in the air: instead of jumping, he teleports upwards vertically. The distance of this teleportation depends on how long the jump button is pressed. Cygnus also naturally floats down slowly, he can momentarily increase his drop speed while down key is pressed.
Primary Skill	Express wormhole Cygnus opens up a black hole at his position. Once a second one is opened, all Nauts, droids, creeps and projectiles, allied or enemy, are transported from one to the other upon contact. Each object passing through the black hole damages the vortex until it's destroyed. Black holes cannot be opened behind the shop's shield, on the drill or turrets. It's the fastest way to deliver the mail on time!
Secondary Skill	Singularity Cygnus fires a straight moving projectile towards the cursor. The first enemy hit by it is affected by a gravitational singularity, which attracts nearby projectiles from Cygnus and his teammates towards the affected enemy. With upgrades, projectiles from both teams are attracted, can have a longer lifespan, move speed or homing.
Designed by	MuF

113 Gwar, the Space Wolf

Sex	male
Backstory	Gwar is the leader of a gang of space wolf warriors that travel the galaxy pillaging villages, blowing down space pig homes and eating the occasional grandma. Gwar and his gang are some of the most wanted criminals in the galaxy.
Role	Melee Brawler
Base attack	Shred Gwar tears into his foes with a fast one-two claw combo that hits multiple targets. When Gwar attacks two large claw mark effects appear in front of him. Upgrades include Increased range,damage,speed,life steal, a pull effect to Shred's second hit, and a Bleed (DoT) effect to shred.

Movement HP 145

Speed 7.4

Jump a single high jump

Boots allow to cling to a wall for 3s and either drop down or perform a second jump. Also increases jump height and speed.

Summon Wolf Stats

Up to a maximum of three Wolves can be summoned by Gwar

Wolves do not do damage to turret

Wolves cannot be healed by external sources

Wolves recover 40% of the damage they do as health Gwar doesnt get this health

Primary Skill Bellowing Howl

Gwar lets out a fearsome roar that stuns enemies. The Howl hitbox is cone-shaped, travels instantaneously and is aimable. Gwar cannot move while using Howl and it can be interrupted by stuns. Upgrades include Summon ally Wolf that follows Gwar for 14s, decreased cooldown, increased Stun and Damage, and all allies within Howl are given a damage increase on all their abilities, Gwar is also affected.

Secondary Skill Lycan Leap

Gwar leaps towards his foes with his fangs and claws bared! Gwar travels toward the cursor in a slight arc. Lycan Leap does not travel in an arc if used while clinging to a wall, or if aimed up/down. Lycan Leap pierces targets. Upgrades include decreased cooldown, increased range, blind, damage, speed, and Gwar performs a second Leap immediately after the first in the opposite direction.

Designed by Budumpshh

114 Admiral Swiggins

Sex male

Backstory

Raised in the Swiggins Royal Family of the Kraken planet, Titan. Charles Swiggins was the youngest of his 30 siblings, and quite the Kraken. At the age of a mere toddler he learned formal speech as well as the whole catalog of the most exquisite planetary teas and coffees. At the age of teenager he graduated officer school of Wet Point with the highest honors of his class. At the age of young adult he captained his own ship and had destroyed countless pirates and privateers.

It was also then where he earns his signature weapon. The battle between the ships "Sweet Homboldt" and the most revered pirate of the seas, Captain Inkbeard of the ship "Colossus". With "Sweet Homboldt" in flames and have his men cast in the sea, Captain Swiggins called to whatever krakens were left and rammed his ship straight into the enemy ship. With one final push with his krakens they slaughtered the remaining pirates on board. Now all but one pirate remains, killing most of Swiggins's krakens on board, Captain Inkbeard, turned to Swiggins and the great sea battle of legends began. Almost beat by the super strength of the pirate that refused to die, the life in Swiggin's eyes look thin. Then something found his hand, it was a chain tide to an anchor. It was "Sweet Homboldt"'s last gift to Swiggins. He swung that anchor at Inkbeard and "Sweet Homboldt" struck Inkbeard straight into the depths where the Octosharks preceded to consume him. Inkbeard was never seen again, and a legend was made.

Today he is known as Admiral Swiggins, commander of the Royal Fleet of Titan, known for his brutality and command in war with his trusty anchor "Sweet Homboldt", along with the Tea Time breaks his has in battle. Always looking for someone to match his strength, Admiral Swiggins turns to the stars to find stronger opponents that may also share his pleasure in tea and coffee. With blessings from the king, Admiral Swiggins joins the Awesomenauts. Though his seafaring days are over, he finds new pleasure in swirling "Sweet Homboldt" around and occasionally having tea time with occasional members of awesomenauts.

Role

Tank
Disabler
Brawler
Melee
Damage Dealer

Base attack

Anchor and Ink

Swiggins swings his Anchor "Sweet Homboldt" at the enemy damaging all targets in its path. He can continue his attack into an acidic ink spray from his squid like arms, or he could continuously, swing his anchor if he timed his attacks right.

Movement

Having the huge anchor on his back does weigh him down causing him to have a slower movement speed, even though he has his eight kraken legs to support the weight as he slithers the battlefield. If somehow he got ride of the anchor he would definitely be faster, but "Sweet Homboldt" he could never leave her. His jump would consist of a normal jump but would have a second burst where he squirts out a burst of ink which propels him further up.

Primary Skill

Drop Anchor

Swiggins throws his anchor out as a snare, and if it hits his enemy, enemy becomes chained to the anchor and drops to the ground like a rock... a really heavy rock. Once the enemy is chained he will still be able to move around but like a chained pet, he wont be able to move around to much. With "Sweet Homboldt" attached to another being, Swiggins is free from the heavy wieght, so he will not move fast, but can only use his ink shot attack.

Secondary Skill Anchor Hook

Anchorman Anchorman where are you Anchorman. Ahem... Admiral Swiggins, launches his Anchor out while hold on to the chain of it. If it hits an enemy it flings the enemy to him, but if he hits any thing else like terrain or buildings Swiggins fly towards where the anchor has hit. Now one thing to note this skill requires an anchor and Swiggins has no eyes except for "Sweet Homboldt"

Designed by Channfree

115 Neo

Sex male

Backstory Neo was an invention of a scientist who's ambitions were to make a army of super wolves. but the prototype (Neo) was a cyber wolf with the body of a cyborg and wolf and the brain of a man. Neo killed his master and started renting himself out as a skilled warrior and became well know as the "Lone wolf"

Role Damage Dealer
Pusher

Base attack scratch

Neo uses his robotic claws to cut the enemy into bite sized chunks. delivers small damage

Movement Neo runs on all fours a he moves elegantly and swiftly.

Primary Skill bite

Neo delivers a bone crushing bite to the enemy and deals high damage

Secondary Skill laser eye

Neo uses his laser eye to send a incinerating blast towards his foes goes through two people can be upgraded to go through three. deals high damage

Designed by OMGDonkey

116 Eddie

Sex male

Backstory Eddie is a notronian, a race known across the universe for their engineering abilities and, thus, many high class commissions, some already in use by the awesomenauts. Eddie, however, wanted to do more than just work on robots, he wanted to explore! He set off to see the universe and has joined up with the awesomenauts to experience more things with some of his new 'friends.'

Role Melee
Support

Base attack Plasma Wrench

An engineer's best friend, the plasma wrench is a trusty turret and drill repair tool. It is not without it's defects, however, as the plasma wrench is about as heavy as a fully fitted elephant, and about as hard to swing as one. It still manages to hit decently hard though. (Slow, powerful swings; ability to repair turrets and the solar drill for some solar)

Movement Being a notronian, a race not exactly known for their athletic abilities, along with being weighed down by some really heavy gear, Eddie is a slower character with a hover pack to aid in jumping. (Slow movement speed, jumping similar to Clunk's)

Primary Skill Emergency Flares

Eddie drops a flare to mark a spot where the turret will shoot for a couple of seconds. The flare can be placed anywhere, but turrets will only fire at a spot if it is within their range. If a turret is locked onto a flare, it will not aim anywhere other than the flare until the flare disappears. Flare cooldown is about on par with the monarch blessing's cooldown.

Secondary Skill Build droids

Eddie builds a couple of sawblade droids to help aid in the push against the enemy team. The droids do not drop solar when they are destroyed. Because Eddie is not the best engineer, the droids he builds don't equip their shields when they are within the enemy turret's range. The cooldown on this would be about 12 seconds.

Designed by Bluellama1

117 Mary and Zanxythar

Sex female

Backstory A happy little girl wished on a shooting star that she could have a true friend. The star crashed in front of her and turned out to be a cursed battle axe. A axe spoke and said, "If you can wield me, mortal, I will grant your wish." She picked up the axe like it was nothing, and began cackling as the axe's dark magic took control. Her personality switches between Mary and Zanxythar in battle.

Role Melee
Pusher
Harasser

Base attack Zanxy Smash

Mary swings her huge battle axe in an arc over her head, crashing down in front of her. If used in mid-air, the attack will send the target downward. She holds the axe by the tip, so maximize the attack range. It deals a lot of damage, but as a drawback, her attack speed is very low.

Movement Mary is a medium speed character. As a jump, she hits the ground with Zanxythar, launching herself pretty high up. She mostly uses her second skill for an extra boost of speed.

Primary Skill Gravity Smash

Swings her battle axe like a baseball bat, knocking back whoever she hits. The target who is sent back gets stunned and damages anything he gets knocked into. The heavier the target, the more damage it does, but the less knockback there will be. Droids are targetable. Upgrades for more vertical or horizontal knockback, and an explosion when the target lands.

Secondary Skill Bumper Boost

Drop one of your father's trademark bumper balls right behind you, pushing yourself forward. The bumper stays in place for a few seconds, so any one chasing you will get knocked backwards if they were too close. Allies can also use this for an extra boost of speed too.

Designed by nyonlite

118 Krako

Sex male

Backstory Krako is a legendary monster feared throughout the galaxy. He is a giant schid with uncountable tentacles who can pierce the toughest armor and make any enemy piddle on their pants. Once made captive by some bounty-hunters, now he search for vengeance. RELEASE THE KRAKO!

Role Ranged
Disabler
Healer

Base attack Licking tentacle

Krako uses his tentacle to absorb life from his enemys (high amount of absorbtion: 50~80% of damage. Base damage = 10 ~ 22.). It has a mid-long range (base range progression similar to Derlp turret damage) and can be upgraded with pierce and slow. With the right building he can quickly replenish his life this way.

Movement Krako can only move sliding on flat surfaces. He can jump a little less than Raelyn. By holding the jump button the player can keep Krako stuck on a vertical surface or even upside down. It's possible jump again by pressing the jump button quickly. A interesting way to avoid enemy attacks is jump to the roof and then the floor repeatedly when you are in a corridor.

Primary Skill The Kraken Spit

Projectil similar to Genjis' cocoon who can do mid damage (40~80) or heal the allies with the half of the total amount. He take the amount (damaging or healing) as damage to herself. He can't kill herself. Upgs: *) makes the spit affect a little area instead of only one character *) makes he heal the total and damage with the half; *) a little boost in his own movement speed after use this ability.

Secondary Skill	Goey hug Secondary Skill Description: Pulls every enemy on a large spherical area to him. Upgs: *) Stun (1.2 ~ 2 s); *) Silence; *) Damage (30 ~ 50); *) Boost on his own speed. SORRY FOR BAD ENGLISH :D
Designed by	wodrrpg

119 Neophytem

Sex	male
Backstory	Neophytem lived his life as a "I33t hax0r" in the end of the 20th century on the planet Earth, but he realized that that was not the time for him. He uploaded his conscious to floppy discs and sent them out into space. On a distant space station thousands of years in the future, he was given a humanoid robot body. He now strives to be the best "hax0r" in the universe by using his skills in battle
Role	Pusher Ranged Support Disabler
Base attack	Disc Toss Tosses a floppy disc loaded with viruses at the enemy. The attack itself deals little damage, but the attack speed is fairly fast. The attack has a small but lengthy attack and movement slowing effect that stacks, new attacks will make the old stacks time reset to normal If the target is a bot, it will become friendly after reaching a certain amount of stacks
Movement	Movement speed is a little below normal Neophytem's has a regular "human jump", but slower than any other jump in the game. When he reaches maximum altitude, he is frozen in the air for a second. any abilities used will extend this period. If he jump while being frozen he teleports a small distance in the direction that the movement keys are pressed. This teleport has a long cooldown
Primary Skill	Distribution All damage that Neophytem takes for some time is distributed evenly among all friendly bots that are nearby him, ad himself, for a limited amount of time. Upon his next basic attack, if that attack is made before 5 seconds after Distribution is used, all distributed damage + a percentage of Neophytem's missing health, is dealt as an explosion centered on him ~5 second cooldown
Secondary Skill	Swarm After a 3 second charge up where Neophytem is immobile, all bots, both friendly and enemy, in a large area around him gets converted. All the converted units will now attack whatever target that Neophytem has last dealt damage to. "Distribution" works on all converted bots, no matter how far they are away from him they are, after some time the bots will go back to normal. 10+ second cooldown

Designed by SimonHawk

120 Villar

Sex male

Backstory Villar is a young heavy metal crab lover who, fed up with lessons in ethics, morals and respect decided to use his life to wage epic battles against mercenaries to hedge honor, money, glory, and young girls, unfortunately, his mother (a famous singer krabómeda planet) stopped him and introduced him to the world of music, where he discovered his potential as a metal singer

Role Melee
Damage Dealer
Brawler

Base attack Púa pliers

villar hits his opponents with his pincers, the fourth stroke, use one of his tweezers as a tong to inflict extra damage (or some state like stunning or muted) to the enemy

Movement due to poor coordination of its legs rebels and many spiked bracelets, villar awesomenaut not a very fast, but is able to leave behind a clunk with hardly any effort.

Primary Skill end of the concert

Villar grabs the electric guitar that takes her back and, leaping considerable, falls quickly by hitting his guitar on the floor damaging any enemy that is under his or his guitar

Secondary Skill fury of the crab

Villar launches a shrill cry caused a wave that pushes enemies away from him and buying improvements, can cause damage or conditions

Designed by superalexku

121 John "The Claw" Frbapl

Sex male

Backstory A freedom fighting wild cat hailing from the jungles on Ribbit IV, John Frbapl stands up against mass oppression of domesticated cats. Unfortunately for him, most housecats throughout the universe actually do not feel very oppressed at all. Disillusioned,'The Claw' now sells his very particular set of skills to the highest bidder.

Role Harasser
Melee
Ranged
Damage Dealer

Base attack Claw Attack / T1GR3 Assault Blaster

A standard melee attack with claws when moving around. When standing still and not attacking, John draws his assault weapon from his back. The assault blaster has a slow rate of fire but a very long range. (Damage versus buildings decreases over longer distance)

When resuming movement, John will put his gun away again.

Movement Movement speed increases the longer The Claw is moving around. Movement speed resets when standing still. (Effect might come from boots)

Primary Skill Sticky Hairballs

Throw a sticky hairball explosive that attaches to allies or enemies. The bomb will explode when the target dies, or after a certain amount of time. Will not stick to anything if it is thrown on the floor and walked over. (But that could be an upgrade)

Secondary Skill Feline Charge / Leap

Run around on all four paws, ignoring any lethal damage but disabling your other abilities. This effect may be ended at any time by using the skill again, at which point the character will leap forward and inflict increased melee damage to the first enemy he hits. (Of course you won't leap when the effect runs its full duration)

Designed by Neok

122 Jacques

Sex male

Backstory Jacques is an armadillo. He was always beat up as a child, until, when he joined high school, he became the quarterback for their football team. He became a bully and beat up all of the kids in his school. (Basically, he has a bully/athlete personality)

Role Support
Disabler
Pusher

Base attack Football Toss

He throws a football with an arc and a bouncing pattern similar to that of Derpl, but it bounces higher and travels faster. Upgrades could give him a second type of shot (Like Lonestar missile), have it fire strait forward. It would have low base attack speed, but it could be upgraded significantly.

Movement He has the ability to move really quickly when he rolls himself into a ball (different from the skill), but he has to accelerate to that speed because he has to get himself into a ball first. Also, he can turn around and not lose speed, but he does have momentum, so he'd move a bit in the first direction before moving around.

Primary Skill Wave Dash/Clone dash

It is a dash similar to Froggy's, but it is slow moving and also has a radius, such that it damages enemies in a certain distance perpendicular to the attack direction. You can upgrade the speed of the dash, which synergizes with the secondary skill.

Secondary Skill Ball Shield

Jacques rolls himself into a ball, making him almost invincible (80%? It could be upgraded to make it much higher) for 2/3 seconds. He can't move or shoot when in the ball(Similar to cocoon, but to oneself and is targetable.) This can damage people if hit by it. You can use it to damage by dropping, having momentum (with the dash), or by players on your own team shooting the ball, launching you toward the enemy (Support). It can also be used to block turrets to make for good team pushing.

Designed by Azurillkirby

123 Logran the Aboriginal Dingo

Sex male**Backstory** As one of the last remaining true full blood Dingo's, Logran is now a mercenary in order to pay the upkeep for his pack. As an aboriginal, honor and survival skills are the traits which Logran values most, he can't stand cowards or weaklings. After having hunted on prey for many seasons in the Australian wilds, Logran has mastered his tools and techniques.**Role** Melee
Damage Dealer
Brawler**Base attack** Spearstrike

Logran's favorite hunting spear comes in handy on the battlefield. The weapon, that isn't known for its speed, will deal large damage when the strikes connect. The spear grants Logran additional range to stab foes with, yet it's still a weapon for close combat.

Movement As a dingo, Logran his speed is quite decent. Yet the muscles he has gained over the years slow him down. Logran is moving at medium speed, but he has the possibility to travel like a true canine when out of combat. Jumping high has never been his specialty, yet Logran has the ability to jump twice before landing. Still granting him some vertical movement.**Primary Skill** Boomerang

One of his most valued hunting tools, the traditional boomerang, will barely fail Logran. He has the ability to throw his boomerang and let it return to him on command. The boomerang is known to deal more damage on its way back, it's also said that it can drag enemies along.

Secondary Skill Howl

As a feral canine creature, Logran and his pack mostly communicate by howling. Logran his howl is well known in his homelands, it's the one that causes the shivers when you hear it. There are rumors that the intimidating howls slow enemies down. The sound waves of howl travel forward at a medium speed.

Designed by Corpit

124 Borat

Sex	male
Backstory	they are like a batman they attack and kill in the instant is the perfect assassin
Role	Assassin
Base attack	Perfect cut they attack very fast and do a lot of criticals
Movement	kill the enemy like a sir
Primary Skill	Shuriken they throw a shuriken and stun
Secondary Skill	Invisible they make invisible and when they attack they attack like a ninja
Designed by	Charlio

125 T-bone

Sex	male
Backstory	T-Bone was a little puppy when his father tell him "Bark bark bark bark Auuu" translated from Kanikus is something like "Do a good deed and you get something good in return" so the little T-bone get the message stray away and become a Bounty hunter, he do "good" deeds and gets rich in return, but he become so good that run out of work so he joins the Awesomenauts to make money and is father proud
Role	Damage Dealer Assassin
Base attack	Double Fleas SMGS What will you do if you have an army of space fleas in your body? Use them as bullets of course, T-bone have 2 smgs with 30 bullets of pure insect rage, the range is medium and the damage is low but the speed is the important here, the smgs require a recharge time when they are depleted and go fast as the clip is running out of bullets
Movement	T-bone acquire sometime ago in a far far away garage sale a jet pack, so he now can travel short distances in a burst of speed like a rocket man the only problem is that he can control the speed or when to stop and only
Primary Skill	Old betsy Is and old 2 barrel shotgun that T-bone "borrow" from his friend Max something when he was visiting a Australia in earth , with 2 shots and then a cool down for the recharge(you can fire 1 and save the other or fire one after another), the damage is in a classic cone spread with a bit knock back
Secondary Skill	Bear trap

Simple has that T-bone can put a trap that immobilize a Naut (but can still use the powers and auto attack) The trap do damage only when the Naut trigger the trap, the trap only can be put on the floor, walls and platforms, you can escape quickly by pressing the movement keys but at the cost of damage

Designed by Maverick

126 Mirg the Ectoplasm

Sex male

Backstory Hails from the remnants of the distant Abaddonian sector. It is from a race of ectoplasms; assumed to be the only living things left after the sector was consumed by a black hole. Mirg was transported off-sector for analysis, but break free and kills its captors. Seeks to return home, but the costs are prohibitive. It joins the war effort to fund his flight back to the deepest depths of space.

Role Disabler
Harasser

Base attack Ehtereal Scythes

Scythes swing back, then forward. If you "charge" it, the Scythe is swung backwards, then thrown. Slow swing, but strong.

Upgrades:

- * Three Tiers of damage
- * Increase damage in one Tier
- * Thrown Scythes will attach an AoE explosion to walls/turrets/floors.
- * Thrown Scythes now remain attached to Mirg, allowing him to pull targets back.
- * Kills generate heals to team.
- * Scythes Life Leech improves.

Movement Medium ground speed character. Slower flight speed. Double tapping in any direction enables Phase-Shifting through platforms and enemies. Distance phased is increased by "Boots." Tapping jump in Air mode enables flight, where a single double tap in any direction goes back into "ground mode" movement. Two second cooldown between mode switch and dashes.

Primary Skill Blackout

Grabs enemy. Target becomes invisible to his allies for 4s. 10s CD.

Upgrades:

- * Mirg will take enemy's form, copying all skills/upgrades.
- * 50% of damage and 25% healing onto Mirg will DAMAGE target.
- * 25/50% healing target takes will transfer onto Mirg.
- * Target becomes invisible to ALL, but damage by Mirg is now doubled/quadrupled.
- * Increases cooldown/duration by 1/2 seconds.
- * Target takes DoT.

Secondary Skill Ectoplasmic Split

Split into 3/4 blobs. Fired in a forward/backward arc. Emerges from one, based on button pressed. 50% Damage Reduction. Lasts 3 seconds. 7S CD.

Upgrades:

- * Enables four splits.
- * Touch blob, afflicted with DoT.
- * Touch Blob, get rooted 1s and HP leeched.
- * Mirg sacrifices health to drop health packets for allies.
- * Emerging causes other blobs to explode.
- * Damage reduction is now divided amongst splits.

Designed by CodeXCDM

127 Mounir

Sex male

Backstory Mounir's planet was destroyed in a global war but he managed to escape in a military spaceship. Sick without food, he crashed on an alien planet and found two enchanted two-handed swords and without a doubt took them. He felt revitalized and easily overcame the trials and dangers that followed. Attaching rocket launchers to the heavy swords and with his trusty blasters, Mounir travels the galaxy.

Role Damage Dealer
Pusher
Tank
Melee
Ranged

Base attack Ilyjem Slash

With his trusty heavy swords Jem and Ily, Mounir forms the shape of an X with them then proceeds to do a rapid horizontal slash on his opponents. It's his strongest attack. Upgrades would be similar to Leon's, with slow effects, silent effects, faster and stronger slashes, etc.

Movement Although his swords are extremely heavy, Mounir can move with ease. He runs at a speed above average human speed. Comparatively to the other characters, I'd say he would be one of the fastest with at least a 7 or 7.2 in minimum speed. If possible, Mounir can crouch by pressing down twice and dash by pressing forward or backward twice to avoid attacks. They cannot be constantly used, though. Low health would make up for these.

Primary Skill Rocketackle

Mounir puts his two swords behind him and then shoots behind him to dash very fast towards the opponent, tackling them with his shoulders. Upgrades for example would make him go in the air instead by doing arcs and then landing from the sky or be able to do a sword slash after the tackle. The tackle can also be used like Lonestar's bull to push opponents away.

Secondary Skill Precise Shot

Mounir crouches, holds his breath, takes out his dual blasters and then charges two precise shots that are combined into one. The longer the attack is held, the faster and stronger it is. Furthermore, if held longer, the shot will go in a straight line wherever Mounir was aiming at. If held for a short amount of time, the energy blast goes in a random direction and does weak damage. This skill needs to be done far away from the opponent, otherwise the skill is cancelled if Mounir gets hit. Upgrades could include multiple shots, blasts that follow the opponent, bigger blasts, etc.

Designed by BigSharkZ

128 Cecil

Sex male

Backstory

The great planet Cecile was a planet ravaged by war for decades. To win the war the royal family built a lab to make

weapons that could turn the tide of war to their favour.

Starting the Project "Cecile", a cyborg that was meant to be massproduced and sent out to stop the war.

But all was for naught, when the opposing side used their nuclear missiles.

The royal family now had no choice, but to do the same.

Only a few who took shelter, survived the apocalypse. The rest perished. centuries later, circuits in the lab short-circuited, thus freeing Cecile from his cryochamber.

Cecile rose from the rumble only to see the war over and the great planet's inhabitants gone. Cecile ran back to the lab,

to grab what weapons he could find, and took the only space shuttle left in the lab to flee the dead planet.

Roaming among the stars, he discovered the Awesomenauts, whom he immediately joined.

Because Cecile was made for war, but not specified to witch war.

Role Damage Dealer
Harasser

Base attack Shotgunne

The powerful "shotgunne" a shotgun that never got the chance to leave the beta phase, it is still something to be concerned about.

Auto attack mechanics:
damage: 2 per projectile
projectiles: 5
range: 6
attack speed 80
arc: 45 degrees

Movement Reinforced with modules to make him jump with his heavy suit although not that far,(even he do not know what the modules are made of) in context a jump very similar to raelynn. movements speed should be 6.5 he runs pretty mutch like a lonestar.

Primary Skill Explosive evasion

Developed with bombs on his heels, Cecile is able to escape any danger, leaving an explosion behind.

explosive evasion mechanics:

cooldown: 8s

size: 5 <-- less than smokescreen

range: 7 <-- like a reversed vinnie and spike dive

damage:20

Secondary Skill Scrap blast

Shotgunne fires a massive blast of widespread projectiles against his enemies, just when hitting one is not enough.

scrap blast mechanics:

damage: 6

charge up: gains 1 projectile per 0,5 sek maximum of 1,5 sek charge

procetiles: starts with 3 gains max 6

arc:50 degrees

Designed by Highgrove

129 Vanyur

Sex male

Backstory Powerful wizard born in the iced planet of Kranus II, Vanyur has always dreamed to become the king of the planet. After committing a plot in order to get the crown, he managed to kill the king with a lighter. However, his success was not durable, because a few weeks later, a Yeti came and countered his spells by absorbing all his damages ... Furious but alive, Vanyur escaped the planet and joined the awesomenauts to improve his power and knowledges and take what belongs to him.

Role Ranged
Damage Dealer

Base attack Ice picks

Vanyur is specialized in Ice spells. His basic attack is to throw ice picks, one by one. Those picks deal average damages (4 to 6) with an average fire rate and at low range . However, those could be updated with : a bigger ice pick each 3 picks, more fire rate, more damages, velocity damages (can go trough enemies and deal damages), bigger range and freeze.
Freeze is a special ability only for Vanyur : as soon as an enemy (awesomenaut or bot) is freeze, vanyur and his friends deal more damages on them for a short time. This is determined by a rate value on each of the 3 skills/attacks (for instance, if upgrade, the ice picks attack have 30% to freeze an enemy).

Movement Movement is the same than the other characters, but the boots of Vanyur makes him faster when he's inside his storm (see below).

Primary Skill Storm of Ice

These storm freezes automatically each enemy inside it. It can be upgraded with : bigger storm (bigger area), slow down the enemies, time duration of the storm, reducing the allies abilities cooldown inside it, reducing the damages allied awesomenauts receive inside it and reducing the enemies fire rate of basic attacks.

Secondary Skill Ice Judgement

A powerful but thin ice line is thrown by the hands of Vanyur, dealing average damages and with a luck of freezing with a high cooldown. Can only shoot 1 enemy. It can be upgraded with : slowing down enemies when touching, higher chance to freeze (for instance, 30% of chance to freeze to 50%), more damages, better cooldown, more range, and life stealing (in % of the damages made by the attack).

Designed by VoRgAn

130 Scrap

Sex male

Backstory As a child, Scrap the Spaceturtle got adopted by a scientist with a few loose screws...After much love and a whole lot of modification, Scrap became the first Cyborg Turtle. After a couple of years, Scrap's owner got arrested for illegal machine smuggling and Scrap got sent to the OSKOC (Outer Space Knock-Out Championship) and is now the Official Champion.

Role Melee
Tank

Base attack Turtle Hook

Scrap swings his punches without control, making him spin around and resulting in a 360 degree attack.

Movement Being made of metal, Scrap is quite heavy and does not move very fast. When he jumps, he goes inside his shell and can activate a rocket from his shell, giving him a small second jump aswell aswell as a slower fall.

Primary Skill Cyber Shell

Scrap begins to spin in his shell and starts building speed. After a certain time or after a second buttonpress. He will launch himself in the direction he was facing before entering his shell. The length and the damage is bigger the longer he remains in his shell.

Secondary Skill Take Cover

Scrap returns to his trusty metal shell and starts to absorb the incoming attacks. The damage is ignored and his next melee attack is going to deal extra damage depending on the damage absorbed.

Designed by Atherazin

131 Zeerof

Sex male

Backstory A mysterious being from an alternate dimension
He ended up stuck here by falling into a wormhole while chasing his pet insectoid.
Being too scary to get help,he decided to search for his dimension by himself,in need of money for the research he joined the Awesomenauts,becoming the terror of the battlefield.
Not much is known about his home,but the whispers in his voice might give us the clue.

Role Melee
Damage Dealer
Assassin

Base attack Double-Swipes

With his long arms, covered by his vest, he attacks at a short range with two quick swipes, using his completely shadowy claws to rip the opponent open. The base damage of each swipe could be 5 and one of the upgrades could be more swipes.

Movement Walks at a regular speed, close to lonestar's with a hunchback figure and a mouthless face, has double-clawed opac feet, jumps similarly to Raelynn but also has the ability to cling on the walls for a short time, being able to jump from wall to wall. His skin becomes more transparent when his health is low.

Primary Skill Fury

Zeerof,full of rage inside,transforms into a bloodthirsty creature made of shadows with weapon-shaped tip tentacles, tons of eyes,a huge mouth and two pairs of legs,hidden by his cloth,that turned into a larger cape,covering his back. The main effect would be upped Damage,Speed and attack speed, while the defense is lowered.One of the main upgrades would be an aimed blink before he transforms.

Secondary Skill Research

His parasitic pet comes out of his back, hidden by his magical cloth, and flies into a tiny portal then disappearing in the space-time.Zeerof's eyes start glowing even brighter while the effect goes on.His field of view is increased, expanding the screen and making it easier to trap enemies. One of the main upgrades would be the ability to see invisible enemies.

Designed by Gustbk

132 Worgan

Sex male

Backstory Worgan lived in a poor family who had to hunt to live by. They enjoyed this life and Worgan had become a great hunter. Until one day his father wanted a magazine subscription and the only thing they had to sell, was Worgan. Luckily, it was the Awesomenaut weekly magazine and so Worgan joined them. Some Awesomenauts regret buying him, because Worgan uses their canned food as target practice.

Role Ranged
Damage Dealer
Pusher

Base attack Plink away
rapidly fire arrows made of pure energy from your bow at short range.

Movement Basic walking, normal speed, jump slightly increased

Primary Skill Walk with the pack

Summon an astral wolf to aid Worgan in battle. Wolf will chase after enemy Awesomenauts before attacking anything else. Wolf has high movement speed but low damage.

Secondary Skill The hunt is on

Increase damage and fire rate of base attack for 5 seconds.

Designed by Karshilan

133 Lunear

Sex female

Backstory Lunear was the daughter of the wealthiest of all couples on her home planet Nex 7. Because of her parents' busy lifestyle, Lunear was never able to spend time with them. The other Children on Nex 7 envy her wealth and shun her out of jealousy. Lunear spent many years alone. After 3 years of so, Lunear learned of her power. She had mastered telekinesis. Shocked by her incredible powers, Lunear decided it would be best if she didn't tell anyone of her new abilities. A few years later, Lunear's parents were killed by some of her childhood bullies. Lunear wanted vengeance, but she didn't want to kill them. She wanted them to fear her. Haunting them through her telekinetic powers was too simple. Lunear wanted for her parents' assailants to be aware of her power and her abilities. So Lunear signed up for WAR! Now she fights on the front lines alongside the ever-awesome Awesomenauts. She grows more famous each day, the inhabitants of Nex 7 are bound to realise soon enough...

Role Ranged
Pusher

Base attack Psy-shot

A simple short range projectile attack. Would have a faster fire rate than Lonestar's pistol, but would take longer travelling through the air. Has a lower damage level than Lonestar's pistol too.

Appearance:

A green or purple (dependant on team) ripple that travels in a straight line. Range is limited to begin with, but can be upgraded. Other ideas I have for upgrades include knock back effects on droids and maybe a small heal on every other wave fired.

Movement

The inhabitants of Nex 7 have a very human appearance, but have a tail (Like a cat's) and a set of fairy-like wings on their backs. They are light and move quickly. Lunear's running animation would be something similar to Fillia's dash from Skullgirls (Don't know if you've ever played that game, but oh well, it's the only way I could describe it XD). Because of this, she would have a fairly high movement speed, maybe on par with Voltar's. As for air movement, I was thinking maybe a slow falling rate and the ability to jump in the air twice, or maybe three with the movement speed upgrade in the shop.

Primary Skill

Mental block

"Focusing her mind on the air space ahead, Lunear forms a small temporary brick wall on the target location."

This skill would, as in the description, create a small psychic brick wall. Used for pushing, the brick wall has its own health bar and does not decay unless attacked. Only one Mental block can be on the field at a time (without upgrades) and has a 10 second cool down upon its destruction.

The mental block can be cancelled by the user at any time.

Ideas for some upgrades:

Inner pieces: Allows 1 more mental block on the field at any one time (Can be upgraded twice)

Ex-Alcatraz: Increases the size of mental block (Can be upgraded twice)

Wet cement: Slows enemies around the Mental block.

Secondary Skill

Cerebral crash

"Imbuing her body with telekinetic power, Lunear launches herself forward, damaging all in her path."

The Cerebral crash is a risky move that basically turns Lunear into a missile. She glows Green or Purple (Dependant on team) and lurches forwards at high speed for about 3 seconds. While in this state, Lunear takes 50% less damage from attacks. If she hits an opposing awesomenaut, it will be caught in front of her and will be pushed back. Droids (Excluding the elite rocket droid, who is affected by the same mechanic for an Awesomenaut) will be destroyed instantly. After the move has finished, Lunear takes approximately 2.5 seconds to move into a recovery position and return to her normal state. Upon contact with an enemy turret, Lunear will continue to deal damage, but will not be able to move any further. Has a fairly large cool down of 12.5 seconds.

Some ideas for upgrades include:

Unbreakable will: Damage is increased (Can be upgraded 3 times)

Mightier than the sword: Speed of cerebral crash increases over time (Can be upgraded twice)

500 miles: Duration of Cerebral crash is increased by +2 seconds (Can be upgraded twice, making the longest possible duration 8 seconds)

Designed by Sooru

134 (Lord) Syreth

Sex	male
Backstory	[Note: English is not my nativ language] Syreth was an orphan, affiliated by a group of monks who trained him in forces of lightning and telekinesis since 3124. For about 30 years he was their follower and fought against the dark "Brood of Shadows" which wants to gain galactic domination. But in 3155 his destiny changed. He was killed during the siege of Zereath. The brood took his body and kept it for over 400 years until the beginning of the big robot war. The Brood revived his body and corrupted his mind. Lord Syreth was born.
Role	Ranged Disabler Harasser
Base attack	Lightning Syreth shots thunderbolts out of his hands. This needs a short chargeup. During the chargeup and while he shoots (permanent like Yuri but whith a slow atck speed) his movementspeed is reduced. The lightning has a short-medium range. If the lightning hits an enemy, it flashes over to an other nearby enemy (nearest). If Syreth loses health, his atck gets stronger and flashes over to more enemies (his energy core gets overloaded). If he get healed his atck gets weaker again.
Movement	Syreth has a fast basic movement speed. But if he loses health he gets slower (like his atck gets stronger) . If he regain health, ge gets faster again. He cant jump, only hover up (like Genji after jumped), cause he have not legs (he floating over the ground -> he is a little bit like a shadow). All in all not very agile.

Primary Skill Telekinesis

Syreth can teleport to a spot in a specific area around him (like yuris big bubble). He shoots a lightning (looks different to the base atk lightning) and where it ends/hits- there he teleports. He can also change his position with a position of an enemy or team member if the lightning hits a player. Long CD. No damage.

Secondary Skill Unleashing

Syreth unleashed his wrath. In an area around him enemies gets damaged by a storm of lighnings which steals the life of the enemies. (not a single nuke - damage over time, a little bit like Genjis storm), the Unleashing lasts cicra 4 sec. Needs a short charge up and can be canceled. Syreth is unable to move while unleashing. Medium CD and damage.

Designed by Xyrvius

135 Krysta, the Ice Queen

Sex female**Backstory** On the polar ice caps of distant Zalimaru, living ice sculptures battle for supremacy in the ZHL, the ice hockey league renowned for its high mortality rate.

After a shattering defeat at the hands of ruthless robotic hockey players, Krysta has went to war to avenge her demolished teammates.

[I envisage Krysta as a stocky humanoid ice sculpture covered in contact sports protective gear.]

Role Melee
Tank
Disabler**Base attack** Hockey Stick

Hockey Stick is a slow attack speed, medium damage, multi-target melee attack which deals a small amount of knockback. Holding the attack button charges a brutal swing, but reduces movement speed; this deals moderately more damage and much more knockback.

Upgrades: +damage, brutal swing mini-stuns, brutal swing charges faster, hits increase target's cooldowns, no movement penalty, on-hit slow.

Movement Medium speed (but poor acceleration) via ice skates; single variable-height jump with high fall speed.

High health (~ Skolldir/Derpl), standard utility row.

Primarily a tank/disabler with a strong but predictable ranged initiation. Has some support upgrades, particularly to help counter CC-heavy teams.

Primary Skill Puck Throw

Throws an ice puck directly up. On hitting an enemy it shatters, stunning and damaging them and slowing nearby enemies. If she melees the puck (even in mid-air) it shoots off as an aimed arcing projectile, gaining her melee damage on hit. If the puck hits the ground, it stays a few seconds before shattering.

Interesting upgrades: Direct hit freezes cooldowns; AoE slow affects cooldowns.

Secondary Skill Cool Off

Screams a bad ice-based pun, briefly gains CC immunity and heals based on missing health percentage. Works even when stunned.

Interesting upgrades: extend CC immunity to nearby allies; decrease own and nearby allies' cooldowns; extend heal to nearby allies; briefly silence nearby enemies; knockback nearby enemies.

Designed by Devenger

136 El Buffatoro

Sex male

Backstory El Buffatoro is a massive bull-buffalo man that has recently retired from the Intergalactic Super-Lucha League. After he won the league for the umpteenth time, El Buffatoro decided to retire from the ISLL due to a lack of "adversaries worthy of being smashed." After cutting all ties with the ISLL, El Buffatoro decided to join the Awesomenauts in the hopes of finding an opponent worthy of clashing with his magnificent muscles.

Role Melee
Pusher
Harasser

Base attack El Sensacional Smackdown

El Bufatoro fabulously flails forward with his body three times before he dramatically flips into the air and slams the ground, causing enemies around him to be pushed away from him. The flip travels high enough into the air that it can avoid most melee attacks. The attacks themselves don't do much damage, but are dangerous for the fact that they push El Buffatoro's targets back.

Movement El Buffatoro walks with lower than average speed. El Buffatoro has a double jump, his first jump is a short hop, but his second jump is about 1.5 times taller, which is aided by the fact that El Buffatoro pulls out a trampoline from seemingly out of nowhere.

Primary Skill Cannonball Rush!

El Buffatoro conjures up an electric net and pulls his body back and charges up power which also creates an energy shield. He can then release the power stored and launch himself forward into danger, damaging and pushing anything out of the way that would dare cross his path. This attack can be charged longer for a stronger shield and as a result provide more pushing power.

Secondary Skill Ferocious Fiesta!

El Buffatoro lets out a fearsome grunt that empowers El Buffatoro with the power of Lucha! This buffing skill temporarily gives El Buffatoro faster attacks with stronger pushing power. El Buffatoro can also apply this buff on his fellow Awesomenauts by coming into direct contact with them.

Designed by JojotheLion

137 Larry Flaps

Sex male

Backstory A loveable Bear from the same planet as Froggy G, Larry Flaps became an AwesomeNaut to get so strong he could take down the bad-guys holding his Bear friends hostage. Larry is a fun dude who that can get a bit crazy but always sticks out for his team.

Role Melee
Ranged
Brawler

Base attack Bear Slash

Larry slashes a short range but powerful slash that can even cut down some characters projectiles if timed correctly.

Movement Larry runs with this legs and feet in one motion and jumps with a very manly pose, unique for every single time(3 to chose from)

Primary Skill Fire Burp

Shooting small but powerful range fireballs that can travel a pretty long way. The fire can come out from more places if you know what I mean(farts...)

Secondary Skill Atomic Fart

Larry makes a big fart covering everything in a very stinky and damaging smoke that only affects the enemies so his teammates can for example make a fast attack.

Designed by FrankHaggar

138 Yetos

Sex male

Backstory Yetos is born on the planet Icetonia. Yetonia is a planet, totally covered in cold. on this planet, Space santa once ruled. Space Santa was a leader who every Yeti feared. The life on the planet was hard, and to forget this, it was a tradition to have a snowball fight with your neighbors. It provided a huge amount of fun for the residents of Yetonia. But on one day, Yetos, son of Yetina and Yeta, decided to escape from the planet. And when the big day arrives, something goes terribly wrong. Space Santa discovered his plans to escape, and takes his family to prison. To free his family, Yetos knew he had to train a lot. and so it comes that Yetos is here, fighting for justice, and for his family.

Role Ranged
Support

Base attack Snow-attack

With his hands full of everlasting white snow, Yetos dares his enemies to battle him. With his unique techniques, Yetos's third snowball provides a freezing effect on his enemies, which slows them and lets them see that it wasn't smart to accept the challenge!

Movement Being a Yeti got his pros and his cons. The pros are: Yetis are extremely good with snow. The cons are: they are not acrobatic. But as the smart Yeti as Yetos is, Yetos can use magical dust from his planet, which provides him to reach even higher places than every Yeti ever hoped to reach.

Primary Skill Bashing Victory

Yetos charges forward, damaging and slowing everything he meets on his path. An old trick he learned from his father.

Secondary Skill Santa's snow

Yetos buffs his friends with magical snow, stolen from the Space Santa. The Space Santa forgot his bag, and so it's now Yetos' bag. It is special you see, because it makes people faster. With the magical power of the snow, Yetos and his friends are like Well-trained Yetis with super-snowball skills!

Designed by umwboy

139 Vladimir

Sex male

Backstory Vladimir is part of a species of blood sucking predators that live on the planet of Nocturn. He was born as part of the royal family. While growing up his parents realized that he had a blood thirst that was far greater than that of the ordinary Nocturnian so they send him off to the military academy. At the academy he learned how to use his blood thirst against his enemies and he became an efficient killing machine.

Due to his increased blood thirst Vladimir is able to heal himself and others around him with the blood of others, causing him to win countless impossible to win battles. It didn't take very long for him to get promoted to commander, serving under the supreme general of Nocturn.

As time passed he grew tired of serving the supreme commander and left his home world in search of fresh blood. Although he now serves as a mercenary for the highest bidder, he still wears his royal uniform with pride.

Role Healer
Melee
Damage Dealer
Tank

Base attack Vampire's bite

Vladimir sinks his sharp fangs into the body of his victim.

Movement As a royal nocturnian, Vladimir poses the ability to perform airglides with his cape.

Primary Skill Curse of the vampire

Vladimir curses his opponent causing successful attacks made against this character to heal the attacker. When used against a target that is infected with a vampire's target, this attack instantly heals Vladimir for a certain percentage of his health.

Secondary Skill Vampire's embrace

Vladimir embraces his inner vampire, lunging at the target location. Any enemies hit by the attack take damage and become infected with a vampire's target status effect.

Designed by Mocrasar

140 Wolff Bayn

Sex male

Backstory A survivor of a recent war on AI Station 404. Though he is suffering from a mild case of shell-shock, and sometimes loses his bearings, he is still very effective in combat, using his giant claws as knives, or using his silvery-black coat as camouflage.

Role Brawler
Disabler
Assassin

Base attack Ice Claw

A basic attack that does damage from a sweep of his space chilled claw.

Movement Fast, High jumper. Can run on four legs -gains speed boost- but cannot attack when doing this.

Primary Skill Shadowed

Becomes partially invisible. Very faint smoke covers his outline. Can be upgraded to have a faint duplication. Invisibility drops as soon as he attacks.

Secondary Skill Howl

Damages all nearby players. Blinds enemies, and temporarily makes them unable to move from fear.

Designed by C4192857

141 Cyvesp

Sex male

Backstory Cyberwasps were once the buggest (yes, buggest) superpower in the Great Universe. While possessing advanced technology they weren't able to prevent the invasion of Arachnicogs, whose swarmed their way into Cyberwasp kingdom with steam and iron.

Being one of the few survivors of the Cyberwasp race of planet Vespidian, Cyvesp has fought for life tooth and sting in search of his fellow cyberbrothers.

Role	Harasser Melee Damage Dealer Assassin
Base attack	Bite Cyvesp takes a quick, but sizable, bite out of the opponent. Each bite adds an additional, expendable dash for 3 seconds increasing the base number of dashes Cyvesp can make (the bonus dashes are expended before the regular ones).
Movement	Cyvesp is able to traverse the ground at a decent speed, however his strength lies in quickness and maneuverability in the air. Instead of jumping, Cyvesp is able to make directional dashes (by combining directional keys with the jump button). Once in the air, he can unleash a number of additional dashes for evasion purposes. Once upgraded the number of dashes increases, allowing Cyvesp to perform quick surgical strikes in and out the enemy perimeter.
Primary Skill	Envenom Cyvesp launches a quick sting shot dealing moderate damage and slowing his victim with a deadly cyberplague. May be upgraded with increased range, paralyzation, piercing attack and damage.
Secondary Skill	Countermeasures Cyveso releases an explosive volley of weapon countermeasures dealing low damage and blocking all enemy shots in a small area. Upgrades include increased duration, slow, damage, blind.
Designed by	torcher999

142 Riot

Sex	male
Backstory	Unknown
Role	Damage Dealer
Base attack	Electric Waves Its electric waves,
Movement	U click, and the electric waves shoot the enemy, lol. Electric waves come from his hand
Primary Skill	Portal Trap it creates two points, u mean the destination is another source. The Destination is where the enemy will fall. The origin is the trap. That is, if the enemy fall into the trap he is tele transported to the destination.
Secondary Skill	Skill steals

This is the best

He will simply use this ability on the enemy and turn an identical clone of him.

this is

if he uses the frog enemy, he will turn a frog with all the skills acquired.

Super cool huh?

Designed by mateusnds

143 Nii Jan the golden Serenity

Sex male

Backstory An old legend says that every 1000 years a blessed creature will rise up out of the pure solar itself to bring happiness and prosperity to all. Nii Jan itself came from the depths of a destroyed solar drill after he was shot by a certain combat walker accidentally into it. Blessed by the solar, now he wants to bring serenity to all. And so he starts on the battlefield, to bring serenity.

Role Melee
Support
Tank

Base attack Nyan Chop!
Nii Jan slashes his close enemies in front of him with his claw of silver solar.
Attackspeed: 100
damage: 10

Movement Due to his weigh he moves slowly while he waves with his right paw all the time. his jump has a moderate high, like Gnaw's while he can jump off walls once per jump.
health: 170
Speed: 6.9

Primary Skill Golden Meow of Prosperity
Nii Jan meows calmly which creates a wave which gives Solar for allies a small healing effect while it damages enemy 'nauts when they pick it up.
cooldown: 10 secs
range: 10
heals: 5 hp per solar
damage: 15 per solar

Secondary Skill Seven Wonder Paw
Nii Jan hits his target in front of him with a powerful fast blow of his blessed golden solar paw, which let see the enemy stars and invert his controls for 1 sec.
damage: 30
cooldown: 8 secs

Designed by ShikuniSalway/Akku

144 Buster

Sex male

Backstory Buster is very clumsy and for that decided not to use regular weapons. He is know for his high-speed back hand slaps, that make everyone so angry that they start boiling from anger which strangly make them slow down. Scientists assume they are so upset they can't focus on anything else.

Role Harasser
Melee
Support
Disabler

Base attack Face Slap

Very short range, very fast attack, doesn't deal much damage. Every slap slows an opponent increasingly for some time (more slaps -> slower). This effect and the damage dealt can be increased.

Movement Moves very fast and jumps very high

Primary Skill Place Remote Bomb

Buster can place remote bombs pretty frequently that go off as soon as the character gets far enough from the bomb. Meaning there is a radius and all bombs inside the radius idle an all leaving the radius go off. Upgrades increase the damage and the remote radius giving you more flexibility, remember your character is moving super fast. It could be that the remote radius expands mostly horizontal to allow for another tactic that would be to jump to make bombs go off.

Secondary Skill Slow Aura Shield

Buster can activate a slow auro, that slows down only enemies and also slows down himself (still faster than most others when slowed down) and gives him an energy shield. This energy shield has health on top of the regular health of the char. This way he can stay close to enemies pretty long without dying while using his bombs. When enemies follow him they get slapped which slows them down even more, if they try to run away they are hit by the remote bombs.

Designed by TCTomm (so far only played on PSN)

145 Hurtle

Sex male

Backstory In a long forgotten time, Hurtle the space turtle was known as the master of sea's. No one could penetrate his tough shell. Until one day his planet was destroyed by a mysterious ship. Hurtle survived because of his tough shell but now roams planets, searching for the one who did this.

Role Tank

Base attack Snap

Hurtle digs his teeth in to the enemy.

Movement Slow due to carrying his heavy shell. Ducks in to his shell when he jumps and falls quickly.

Primary Skill Slam

Hurtle jumps in to the air while withdrawing in to his shell and slams on top of an enemy.

Secondary Skill Shell Shield

Hurtle uses his giant shell as a shield to deflect all enemy damage and protect any ally who is behind the shield at the time.

Designed by PyroWizz

146 Faraoh Snowball IV

Sex male

Backstory Faraoh Snowball IV is a 5000 year old mummy from planet yarn. On this planet humans are being worshipped by cats. Since the pyramids have been torn down to make place for the world's biggest cardboard box, snowball had to move to a small condo in Meownhatten. Because rent doesn't pay for itself ans snowball possesses great powers he decided to become an awesomenaut.

Role Melee
Damage Dealer

Base attack bandage whip

When attacking, strips of bandages unwind from his arms which he alternately lashes out in front of him. this is a slow, fairly strong attack which renders himself immobile.

Movement Snowball is fairly quick and nimble. this compensates for it's slow attack speed. He jumps with a single high jump.

Primary Skill hairball

Snowball will spit out a massive hairball which will bounce of floors, walls and enemies. Every time it hits something it loses mass and becomes smaller until it totally disappears. The main function of the hairball is to knock back players in the opposite direction from which they collided with it. It will also deal a small amount of damage. Both knockback and damage amount are dependant on the mass of the ball.

Secondary Skill organ jar

Snowball will smash a jar with one of it's organs in it directly in front of him. The jar will do a lot of damage with a direct hit and will leave poisonous fumes which will create an area of denial.

Designed by Grutte Pier

147 Zappa

Sex male

Backstory Zappa used to be a humble farmer of dental floss until one fateful day when his planet was struck by an electrically charged meteor. The impact changed him into the electric being he is today.

He was banished from his home by local leaders and now wanders the stars in search of mercenary work; the only way he knows how to use his powers.

Role Ranged
Damage Dealer
Harasser

Base attack Lightning Bolt

Zappa throws a slow moving lightning bolt that applies a charge to it's target. Possibly 5 damage, 85 attack speed.

Movement Medium speed, jump similar to Coco. I think it's necessary that he is able to move well enough since he is meant to be quite squishy

Primary Skill Time Bomb

Throws a sticky time bomb which explodes after 3 seconds. The bomb sticks to the first surface / enemy it comes in contact with and explode with a small AoE.

Secondary Skill Detonate Charges

Detonates the charges stored up on enemies by Zappa's lightning bolt and does damage reliant on how many charges were stored, has infinite range and will damage them as long as they have charges.

Designed by Xequ

148 Blizzard

Sex male

Backstory born in a planet like Scotland a wee yak called Blizzard escapes his enclosure at a petting zoo fearing the slaughter hut.
Adventure by his side, he walks the snowy place. But shivering slowly he freezes.

He wakes in an weird place. Not, ... THE SLAUGHTER HUT? He gets up startled, to find.. him saved in the snow by the Awesomenauts! In gratitude he decides to fight for what is right.

Role Damage Dealer
Disabler
Harasser

Base attack Freeze!

A firm hard icy kick in the right direction can send a 'naut nauseous rotating their vision and slowing them down. And as Blizzard says "och! If your a laddie with a good pair of hooves you cant go far wrong!"

Movement Blizzard's jump is a fast short one, it is quick and therefore he is very manoeuvrable. Although slow he is sure to win the race! (Works well on ZERO-GRAVITY)

Primary Skill Cowbell

Blizzard's lucky bell is made from ice and forged in his home planet. Every 'naut fears the cowbell as it is extremely loud deafening. He uses it to de-buff enemies and deal max damage.

Secondary Skill Icicle

A freezing cold, sharp ice missile stops any foe in there tracks. It can only be broken by the attack of another 'naut or waiting 7 seconds max. Also the enemy cannot be attacked while inside the freeing shard, Thus giving Blizzard time to escape.

Designed by DerpZorksCats

149 Stenlay IV

Sex male

Backstory A proud door-to-door salesman and coming from a proud and noble family of door-to-door salesmen, Stenlay IV sells weapons. Kitchen knives, to be exact. He's one of those types that won't leave until they sold you their merchandise, much to the dismay of the people on his planet, JX9320. One day, he crossed an evil sorcerer who put a curse on him. He became bound with the suitcase of knives he tried to sell to the old wizard, and must end at least 100 lives a day using these knives to maintain his own. To anyone who needs some killing done, Stenlay IV is your man!

Role Damage Dealer
Harasser
Assassin
Melee
Ranged

Base attack Solid Suitcase

His bloodthirsting suitcase of knives can be used as both a melee and a ranged weapon. Every third attack, Stenlay IV's standard melee attack turns into a ranged attack where he throws a cursed knife from his suitcase. It deals more damage than his standard melee attack.

Movement In his career of selling things door-to-door, Stenlay IV has had to use the dirtiest tricks possible to make sure he could sell his merchandise to the customers. One of these skills is sticking to and climbing walls, usually to enter through a window on the second floor, but it obviously has its use on the battlefield, too.

Primary Skill Grappling Hook

As a door-to-door salesman, you need some tools to get the job done. Stenlay IV's grappling hook is one of a kind. He can use it to grapple on to walls or enemy awesomenauts and activate it again to travel to them.

Secondary Skill Knife Kick

Stenlay IV drops a knife on the floor. Enemies that walk over it take a small amount of damage. Stenlay IV can also kick the knife, which will then travel across the floor and stops when it hits an enemy minion, awesomenaut, turret or a plain wall. It deals double damage when sliding across the ground.

Designed by Speedwagon

150 Lopellia

Sex female

Backstory A member of the Holy Knights of Lop. The Knights are charged with keeping the planet of Lop safe from all who would dare invade their soils. While having the appearance of cute bunny people, the Lop are fierce warriors when the situation warrants. Lopellia is the heir to the commandant of the Knights. She has joined the Awesomenauts in order to fine-tune her skills before the day comes when she must lead the Knights.

Role Brawler
Melee
Ranged
Tank

Base attack Burst Buckler

Fires a blast from Lopellia's shield in a straight line. The blast can be charged to release a Big Burst Shot that deals increased damage, explodes on impact and pushes all enemies in the explosion radius.

Movement The Lop are natural jumpers. They jump slightly higher than Froggy G but can return to the ground incredibly fast if the jump key is double tapped.

Primary Skill Aegis Shuffle

Lopellia charges forward at her target, lifts them with her Burst Buckler and fires them into the air. The target is stunned for the duration of the skill and receives a temporary movement speed reduction after hitting the ground.

Secondary Skill Crouching Bunny, Hidden Claymore

Lopellia unveils her secret technique. Her Buckler transforms into a large energy greatsword. Her basic attacks become furious sword slashes and Aegis shuffle becomes the Stab Dash which causes its target to bleed instead of knocking them up. Crouching Bunny acts as a toggle skill that lets her switch between fighting styles.

Designed by Crona

151 \$W@G B0T

Sex male

Backstory \$w@g B0t was build by a 12 year old genius to make him become popular, but he wanted to be an astronaut. So \$w@g killed its creator which got him in jail. But now after 5 years of jail \$w@g B0t is ready to fight in the solar war.

Role	Melee Damage Dealer
Base attack	Chain whip \$w@g B0t uses a gold chain to whip his enemies.
Movement	He moves with a base speed of 9.
Primary Skill	Swag Wave \$w@g B0t creates a shock wave out of pure swag that can blind his enemies.
Secondary Skill	Y.O.L.O When entering Y.O.L.O mode, \$w@g B0t becomes much stronger for a short period of time, but it also lowers his health.
Designed by	TonyTheChopper

152 Lord of time

Sex	male
Backstory	From the year ??? The Lord of Time has been exploring the galaxies and time. Nobody knows anything of the Lord of Time not even so much as his true name but one thing that is certain is that his power is near to unmatched by most beings of the universe!
Role	Ranged Damage Dealer Harasser
Base attack	Chain lightning Slightly glowing lightning attack that arcs to different enemy's when hit
Movement	Moves and walks like a normal man but leaves a slight motion blur behind him for a split second
Primary Skill	Time Leap A blink like ability that lets you teleport to where you are aiming but also locks enemies in time for a short while if blinked to them. leaves a blurry trail from where you used the ability to where you know stand (Either just for looks or for slowing anybody who moves in it)
Secondary Skill	Time Rift Creates a circle rift around a enemy naut where any enemy inside of it is slowed and slightly damaged the rift looks like Coco's ball lightning
Designed by	Dingus

153 Zarick

Sex male

Backstory Zarick a mercenary he is a stone cold killer and his loyalties lie with his employee. Although he remains loyal to who ever hires him an he is a cold killer he thinks highly of honour he doesnt just kill whoever he is told to kill so he does have some self respect he just does what he needs to do in order to survive

Role Ranged
Damage Dealer
Harasser

Base attack Machinegun

He fire his machinegun with is part of his right arm. That arm can change into multiply weapons "See skill section"

Movement He runs like a normla human although he have a jetpack attached to his back which means he can jump very high

Primary Skill Missile Barrage

He change his right arm into a missile launcher which fire 2 missiles at the same time (Can be upgraded for more)

Secondary Skill Laser Canon

Once again he change his right arm but this time in a canon which fire a single laser beam

Designed by KakaMighty

154 Baikal

Sex female

Backstory Baikal is a being from a recently discovered race known as The Crystilian. The Crystilian people were unknowingly awoken during a solar mining of a newly discovered planet covered in crystal formations.

Signs showed no life but a huge abundance of solar, corporations wasted no time as they began mining the planet for all that they could. Little did they know that for ever piece they broke, new life awoke. The Crystilian were born.

They began to rebel forcing the corporations off their home, and they began building their society.

Baikal is one of the few members that have begun to leave their home world searching for more, hoping to find something exciting and possibly bring back something of great benefit to her people.

Eventually Baikal found her way to the Awesomenauts, working for the corporations that both had awoken and harmed her people was a bit of a sting, but the life of a mercenary was much more exciting.

Role Melee
Tank
Brawler

Base attack Bash

Just a standard attack in a large melee range, she swings her arms down inflicting a decent amount of damage.

Upgrades could include penetration to hit multiple targets, more damage, attack speed, and a slow to assist after using Upheaval. (Open to more options too)

Movement Slows her down like most of the 'Nauts, but is meant to make her a minor threat while assisting with her other moves. Can possibly mini stun or slow depending on balance.

Primary Skill Upheaval

Uplifts Crystal at set range in front of you, knocking enemies up.

Possible Buys - Multiple Rocks at various spacing, Larger Rocks, Knock towards you (Similar to throw, but requires more aiming), Increased Height, Damage, CD, etc. (Open to interpretation)

Intended to have some skill usage since you can not adjust the target location without getting upgrades. Meant to control some of the enemy team while giving her presence.

Secondary Skill Shatter

Creates a shield that absorbs damage, at the end explodes dealing damage based on how much shield remaining.

Possible Buys - Flat Shield, More Damage, Percentage HoT, If shield not broken slows. (Open to interpretation, like Upheaval)

Meant to be a skill that can soak up some damage before being used to punish people for either not attacking her or sticking around her too long. Not as much damage as Clunk, more so meant to protect team.

Designed by Razdan

155 Chrygull

Sex male

Backstory Once a loyal and, most feared member of his planet, Secret Service. Averex was ruled by a noble eagle race, founded on the principles that birds were the master-race. He was betrayed by his country once he became injured from a reconnaissance mission. His government failed him and abandoned him before infection set in resulting in him losing several limbs. After spending all of his savings and selling off all of his assets he managed to have the tissue repaired using the latest cybernetic technology. Greatly enhanced he swore revenge on the system that had failed him. He involved himself in a vigilante scheme to rob and bring down the government that had failed him. As a result he mastered the art of bows as a pose to gun for a stealth approach. However, once he had brought down every member of his government he found himself lost with no purpose. As a result he joined the awesomenaut to give him new purpose in life!

Role Ranged

Base attack Bow Slinger

Thanks to Chrygull's years of bow training he had learned how to precisely adjust his power, range and trajectory of his shots. essentially the longer he held back the bow the further it would go and the more damage. However he had also master the art of firing multiple arrows at once, however, the power and the range became greatly reduced though with upgrades these smaller shot could be great for knocking back and stunning enemies!

Movement Despite Chrygull's upgraded form; the added weight meant he had lost the ability to fly outright. He was, however, still able to flap and get some lift effectively giving him the ability to jump several times before the weight gets too much and and chrygull runs out of energy and must wait a couple of seconds to jump again. Fortunately, whilst the upgrades had factored in his movement meaning he could still move at the speeds his could before his operation meaning he was still swift and agile.

Primary Skill Bomb shot

An explosive area of effect attack fired from Chrygull's bow. The bomb is made of a recipe of chrygull's own concoction that explodes when it comes into contact with flesh or a surface. Over time Chrygull developed new ways to improve on the explosions adding a poison vapour with would damage targets over time, he also formed an incendiary upgrade which set the ground around the explosions point of impact on fire. Over time he refined his skills where he managed to add a small hydrogen explosive to his arrow which massively increased the explosive area and damage.

Secondary Skill Crossbow Bolt

The the advanced technology acquired through Chrygulls hostile takeover he managed to design a state-of-the-art crossbow with electrified the bolt (lightning bolt bolts). these highly damaging homing shot could snare and inflict damage overtime making for a massive power weapon

Designed by Aitticboy

156 Zadra Piccola

Sex female

Backstory Zadra Piccola was an intergalactic opera star. She played such famous roles as Liza in "A Man and his Squid," and Fliishmaar in "My Polyps Yearn for You." After her transition into TV failed, she became depressed and gained 600 lbs, and her stardom faded away. Realizing she could potentially regain her fame via the battlefield, she became an Awesomenaut.

Role Disabler
Ranged
Support
Tank

Base attack Oh! Excuse Me!

Zadra has developed a very slight weight issue because of her diet. It also tends to make her, well, a little gassy. She lets out a slow moving toxic burp bubble that travels in a line towards the enemy. Once it pops it deals AoE damage. (Upgrades Could include: "Lingering Stench" damage over time to first enemy unit hit, and "A.I. Coli" creating slow homing.)

Movement Because of Zadra's significant weight gain, she isn't able to walk on her own. Instead, she uses a high-tech, Octa-Pedal Lounge Sofa. It's slow, but works.. And when your name's Zadra Piccola: You don't run for nobody.

She is a Crowd Control (Get it?) Tank and isn't meant to move too fast. She'd probably jump kind of similarly to Clunk, with a jet on the bottom of her sofa.

Primary Skill All Eyes On Me!

As a star, everyone on the battlefield should be paying attention to her. When this doesn't happen she becomes very, very frustrated. She slams her sofa into the ground out of frustration. The shock-wave emitted damages all nearby enemies, knocking back those in mid-air and stunning those that are on the ground around her. (Not necessarily all at the beginning, but through upgrades)

Secondary Skill Like A C6

Zadra lets out a beautiful screech making all enemy 'Nauts focus their attention on her. She cannot move or take any other actions while screeching. While sustaining the screech, she has increased health regeneration, and deals slight damage over time to all enemy units in the area. It takes more than one 'Naut to shut her down during the screech, but it's okay; she likes the attention.

Designed by KyleStMartin

157 AI-Calamar

Sex male

Backstory Of origins unknown AI-Calamar was first seen wandering into the capital of Sothoth 7, Raving like a lunatic he quickly drew a crowd. after only a few days the entire city was driven mad and AI-Calamar was no where to be seen. Now declared an interstellar criminal he has begun to work as a mercenary to fund his nefarious plots. (Not very good at back story, subject to change)

Role Harasser

Base attack Shadowy Squid Conjuraton.

Fires menacing squids from beyond the void at foes.

Movement Inkjet, allows AI-Calamar to double jump.

Primary Skill Eldritch Scream

Lets out and in indecipherable scream in a cone, confusing enemy bots and inverting enemy Nauts controls temporarily. Deals less damage the further away.

Secondary Skill Whispering Tendril

Throws an Tentacle at the enemy that temporarily makes them attack their allies.

Designed by rathenar

158 Kaira

Sex male

Backstory Kaira is a fabulous crab from ZetaX875, who used to love every creature in the world. He wanted to help people recover from injuries and sickness, but unfortunately his pincers were way to big to operate anybody, and got fired from the medical school. With his dreams shattered and himself covered in blood, he decided to put his talents where they should be: in the Awesomenauts Team!

Role Melee
Damage Dealer
Disabler

Base attack Pincers

Kaira uses his pincers to attack whatever stands in front of him. It can cut, slice, and put everything into pieces. Too bad he can't handshake his friends... (It can impair movement, reduce damage output and double attack!)

Movement Since Kaira is a crab, he moves somewhat fast, but only from side to side. He can also jump pretty high, because he weights almost nothing. Also while jumping he can stomp head with his claws, stunning for a brief moment.

Primary Skill Pince swinging!

Kaira rotates his arms to devastate everything around him. It is a 5-times combo, with the 4 firsts one around him and the last with both pincers doing increased damage in front of him.

Secondary Skill Pince grabbing!

Kaira launches his arms in the direction of the cursor. If it touches an awesomenauts, he is briefly impaired and grabbed towards Kaira. It slows for a brief moment, and takes damage for a short while.

Designed by Wellindark

159 Mr. Shell

Sex male

Backstory He is a turtle whose home planet was polluted by the Awesomenauts because debris continued falling from the wars over space onto his planet. He thought the white man did it and went with the Awesomenauts to kill the white man.

Role	Harasser Melee Ranged Tank
Base attack	Munch You bite people and it does damage. The end.
Movement	He walks on four legs. Or two. I am just making this up as I go, but I picture him as a turtle with goggles walking on two legs. He is really slow, so he needs to be a tank. Maybe he can have a helicopter propeller on his back or something.
Primary Skill	Trash Vomit Poison damage. Pretty simple.
Secondary Skill	Plastic Rings of Death Vomits a plastic ring that goes over the enemy, slowing them down and makes them take Damage over time.
Designed by	I don't have one. I don't really care for recognition. Just make a new account that and give him credit if I do somehow win.

160 Mr. Squinchy

Sex	male
Backstory	A small canine found floating through space, Mr. Squinchy was taken in by an unknown scientist. The Scientist decided he was too frail, and placed him in a jar, with a large mechsuit attached. He then decided Mr. Squinchy needed some accessories, like a kilt and a plaid beret. When Mr. Squinchy found out about the kilt, he was furious, because it wasn't his colour. He stormed out, got some new, more fabulous clothing, and graced the world with his new form.
Role	Melee Support Harasser
Base attack	Pound It is a punch, but he can do it above him, to the side, and all around him instead of in front of him.
Movement	He is a medium speed Awesomenaut who's jump can be charged. The longer it is charged, the higher the jump. A simple press of the jump button would be an ok jump, but you could jump a lot higher if you hold it.
Primary Skill	Battle Cry He screams very loudly, giving his allies a speed boost initially. Possible upgrades include damage boost, Heal, and a speed boost for himself.
Secondary Skill	Torpedo He shoots a missile out of his back. This move does not damage to turrets, but is a great way to clear waves of minions and harass enemy Awesomenauts. Upgrades could include Higher knockback, Damage over time, Many smaller missiles, and a homing effect.

161 Gretchen

Sex female

Backstory She was the head chef aboard the S.S. Imperial Awesome, Lead space craft for the Awesomenaut armada. She's a terrible cook, and she's nearly killed the entire crew on 17 different occasions. After recovering from food poisoning (again) the captain decided to put her "skills" in the kitchen to better use, and fired her down to the main forces where she now cooks up a hot pan of justice and pain.

Role Healer
Melee
Support
Disabler

Base attack Utensil Flail

She has no need for any flashy swords or guns. She has an entire kitchen arsenal from back home. Every attack has her swinging with a different item, from pans and rolling pins, to spatulas and potentially knives for a crit

Movement she would be a bit slower, either due to her size, or because she's carrying all of her equipment. single jump, not very high, sort of like skollidir but without the double

Primary Skill Boil over

she dumps out the contents of her pot onto the map. it's a spray action that sits on the ground for a set amount of time afterwards, initially slows enemies but can be upgraded to do damage/ heal team mates (if she learns to become a decent cook)

Secondary Skill Spice Rack

she throws a small spice rack ahead of her. When it impacts it explodes into a dust cloud, and depending on which upgrades you have can do different things, ie; stun cloud, blind, silence to name a few options

Designed by Tundron

162 Porck (the Igniter)

Sex male

Backstory Porck is an alien in a fire-proof suit that used to be in a group full of other flame-fanatic aliens, he got taken once when he was doing a mission - the people who took him had the intention to research him, but he managed to escape and burn the whole facility down.

Since that happened, he is constantly roaming, looking for food, money, but especially someone or something to unleash his flaming anger on.

Eventually he signed up as a mercenary to acquire money so he could keep himself alive, and constantly buy better equipment to keep his burning passion going, and no one will stop him on that.

Role Harasser
Ranged
Damage Dealer
Pusher

Base attack Flamethrower / Enflamer

He has a flamethrower which can deal damage on close-mid range (upgrade 1), the flames do minor (upgrade 2) damage but can also be upgraded to do damage over-time (upgrade 3), or can even slow the enemy (upgrade 4).

Movement He should have the same movement mechanic as Lonestar, along with upgradeable jump (Jetpack?) or/and movement speed.

Primary Skill Flambé

"What you may didn't know about Porck is that he is also a good cook; add alcohol to the food (you!) along with some hot fire, yum~!"

(This ability throws a bottle of alcohol, which increases damage done to the victim minorly, giving the victim a 'coated' debuff- this can be upgraded to slow the victim, allow the alcohol to be spread over multiple enemies, damage over time, or increase the damage increment.)

Secondary Skill Compression Blast

"Thought you could run away from him? Maybe. But did you think he could spray some fire onto you? Yes you did- and that is where you went wrong on him."

(This ability allows Porck to use his Flamethrower/Enflamer to emit some compressed air, allowing him to disturb the victim's movement by forcing him to a direction depending on where the flamethrower is aimed at, this can be upgraded to increase push amount, max range and the max enemies that can be blasted.)

Designed by Darthmule

163 Spork the Hungry Blob

Sex male

Backstory Hailing from the distant planet of Ugor, Spork has always had an appetite... for food, and for adventure. Unfortunately, Ugor, as plentiful as it's been, offered no adventures. Bored, and hungry even after eating half of the planet's supplies, he woke up one winter day to see what ? All the blobs frozen, that because they mass and heat were too low. Spork, extraordinarily fat and warm, rushed to the nearby capsule full of grief... and hunger, hoping to satisfy both as an Awesomenaut.

Role Ranged
Damage Dealer
Assassin

Base attack Toxic Spit

After eating all those Nauts Spork's spit become highly toxic. The only backtrack is that his breath doesn't smell too well.

Movement Spork is made out of jelly, so he bounces up and down 3 times before settling in place, damaging nearby enemies each time he falls.

Primary Skill Blobify

Spork covers an enemy unit (naut or robot) in his blobby body, stunning both himself and the enemy for 3 seconds and draining health from the enemy.

Secondary Skill Blobby reconstitution

Spork dissolves into 5 separate blobs. The player can control one of them. If he picks up at least 3 of them, Spork is revived with 50% maximum health.

Designed by learthion

164 Kakeron

Sex male

Backstory Born as a demon to a poor family in the middle ages, Kakeron had supernatural powers and used them to help his family with living and such, however, to avoid more taxes they had to hide him from the outside world. One day, however, while Kakeron was watering the plants, the king went over without notice to collect taxes. He noticed Kakeron and asked about him to the poor family. The king was furious and executed the family, but Kakeron was banished from the kingdom.

Role Ranged
Damage Dealer

Base attack Mind Shot

Kakeron puts his fingers to his head and shoots a long ranged telekinetic bolt.

Movement Kakeron moves by levitating himself through the air. And he is able to fly a few feet higher than most until his power gives up on him and he falls.

Primary Skill Mind of War

Kakeron slices with a powerful sword thought up with his mind.

Secondary Skill Sacrificial Dragon

Kakeron's eyes bring out 2 mini dragons to deal heavy damage to the enemy, however they also cause damage to him.

Designed by chronodigger

165 Pluto the Black Hole Reaper

Sex male

Backstory For millions of years, the Grim Reaper resided on the desolate wasteland of a dwarf planet known as Pluto. He would retreat there, on his small home world, to rest after reaping the souls of the universe.

It was in the year 3584 that it came into the path of black hole. The Reaper tried everything it could to save the planet, as it was the only thing he loved, but it was eventually sucked into the hole. In a last ditch effort to save, he tried to reap the black hole and pull the planet. Instead, the Reaper and the black hole merged into a single being. The new Black Hole Reaper took the name of his lost home and continued reaping souls across the stars. He noticed the job was far easier after he became an unstoppable vortex of death.

Role Pusher
Melee
Damage Dealer
Tank

Base attack Antimatter Scythe

Pluto slashes his opponent with his scythe. It has a far reach for a melee attack, but it is a rather weak attack. Upgrades can buff the damage, snare the enemy, extend the reach, and burn off a small amount of health after the attack, among other things.

Movement On the ground, Pluto moves at a snails pace. He can float in the air more quickly, but he is still rather slow.

Primary Skill Cosmic Payback

Pluto fires a massive, long blast of matter from his chest. This attack does more damage the less health Pluto has. By default, when Pluto heals, this attack loses power. Upgrades can extend the range of this attack, increase the relative power of the attack, stun the enemy, decrease the power lost, and create a second blast in the opposite direction, among other things.

Secondary Skill Deadly Vortex

Everyone within a certain radius of Pluto is sucked towards him. By default, this has no other effects. Upgrades can add a small amount of damage, stun opponents, extend the radius, and buff enemy damage when attacking Pluto, among other things.

Designed by BaronOfBaron

166 Raven, The Bowblade Master

Sex male

Backstory Raven was born into the Galaxy Assassin Association (GAA). During his childhood, Raven was trained day and night into being a nimble assassin, capable of assassination a target in daylight or moonlight, with knives or with guns, with swords or with bows. When the war broke, Raven parents were killed. The GAA decided not to take part in the war, but Raven, filled with anger, joined the Awesomenauts to take revenge of those who killed his family.

Role Assassin
Melee
Ranged
Damage Dealer

Base attack Slash // Arrows

Slash: When in Blade form, Raven uses his weapon to hack n' slash enemies with his laser blade.
Arrows: When in Bow form, Raven shoots arrows at his enemies, dealing less damage but gaining a lot of range.

Movement Raven is a quick, nimble assassin with low health. His basic movement mechanic is wall jumping, which allows him to quickly change directions and jump again when he faces a wall.

Primary Skill Change

Raven changes his weapon type, gaining different abilities and stats.

Secondary Skill Phantom Slash // Arrow Shower

Phantom Slash: when in Blade form, Raven launches a slash-like projectile which damages all units in its path.
Arrow Shower: when in bow form, Raven launches three arrows in 3 different directions which damages the enemy they hit.

Designed by jailuis

167 TCM-150 Darko Sotajumala.

Sex male

Backstory He is half human race / robot. he came from planet earth on a mission to galaxy blablabla. then he got dumped on a planet called mumaskil.

for thousand years he live on those planet, he became a great warrior and gain a popularity there. so he came back to planet earth and make a great invasion to get revenge.

Role Damage Dealer
Harasser
Brawler
Melee
Ranged

Base attack Punch on the face

his base attack is with barehands punch.

Movement he's a humanoid. he move with his two legs and run faster when out of combat.
but also he's a robot, he can jump so high and escape easily.

Primary Skill MAN AT ARMSSS!

He have three weapons. A Machete, M60, Revolver. each one have ammo that can be depleted, except melee attack.

you can click to change the weapon in a fight, his counter attack skills are beyond godlike. so watch out. he's a great fighter

Secondary Skill Ravenous strike

This skills have 3 ways. and connected with their Weapons.

1. Machete: he slice the enemy with finishing blows. critical strike that can be deadly.

2. revolver: he aim headshot to his enemy. deal more damage if he got wounded by machete

3. m60: he mount his m60 and shot Hail of Bullets to all enemy.

Designed by metacilla

168 phil the factory

Sex male

Backstory experimental droid factory phil was lost in one of the AI wars

Role Pusher

Base attack missile barrage

fires a series of exploding misiles that don't deal much damage but knock back

Movement crawls slowly has a jetpack type thing

Primary Skill factory

spawns and fires a weak suicide droid can be upgrade with a random chance for stunning or something

Secondary Skill shield droid

spawn o shielding droid that lasts 10 seconds one at a time, the droid will reduce incoming damage

Designed by Lord Topington

169 Cassandra

Sex female

Backstory Cassandra, mother of the fabulous Subarashi spiders, has won the title of beauty queen at the Arachnid Allure awards for a millennium. This year, Suzanna, Sasori scorpion queen took the crown. To reclaim her fame, Cassie fights alongside the Awesomenauts. This beauty queen will wrap you up and save you for breakfast. Move over, darlings! Cassandra is here!

Role Harasser
Ranged
Support
Disabler

Base attack Sublime String

Low damage, ranged, disable. Cassie shoots a constant string of web at her enemies. The longer the shot is applied, the more the enemy is slowed. Sublime String can be aimed in all directions. When using Sublime String, Cassie's movement speed is reduced.

Movement Single jump, medium movement speed. Cassie can attach herself to walls and ceilings, allowing her to move along them for a limited time. When attached, Cassie can use her AA and both skills. Beautiful Brood can still be aimed as normal. Tantalizing Trap will drop down from Cassie's current position. Attachment has a cooldown period.

Primary Skill Beautiful Brood

Cassie can aim and deploy one of her brood at an enemy. If the Spiderling hits an enemy, it will latch on causing DoT and slow for a set amount of time. If the Spiderling misses, it will run along the ground, attaching to any enemy it encounters (effects reduced). Spiderlings disappear after a set amount of time.

Secondary Skill Tantalizing Trap

AoE skill. Cassandra lays a bed of webbing down on the ground around her. Characters caught will be slowed and 'allured': an effect which prevents them from attacking Cassie. Characters who walk over the web will be slowed by a set amount. When Cassie stands on a web, she will turn invisible. The web disappears after a set time.

Designed by MercurysPhoenix

170 powlicious

Sex male

Backstory He's a lazy slobby dude that feels like coming from an ancient tribe, whose bored a little at looking at the same stuff over and over again. He's not the so much aggressive dude, more the chillo manillo supporter dude. But so curious, he wants to be at frontlines all the time. Long time ago, he was an consultant, at a kingdomlicious place, with distinct tendency to help and aid for the good, recognize the importance of a team, and tries to interrupt/shoobaloo the bigger threats...

Role Healer
Melee
Support
Disabler

Base attack Haze of Distinct

Got the right groove? Haze of Distinct is the purple haze of hatred for the one, and the pure love of calmness for the others and giving the frontlines more or less resilience, while do little damage in a cone. It just depends on your approach if youre the one or the other.

Movement What to say else he can jump off a cloud? More? OK! It's from Cloud 7! (he can just jump twice). And hes fast. At least a little.

Primary Skill Flavor of the Sweet

Yeah, that makes my eyes glow! While active, you can run faster and the damage is increased while x% of damage dealt converts to health for you and nearby friends. The power grows with more teammember in range. But... this could lead to a lack in defensive at some point... tastes for a few seconds.

Secondary Skill Shoobaloo of Jambalaya

This is awesome. Big foe or thread facing? Just shoobaloo him up to Jambalaya! With nice ancient displays you overflow your opponent with dailysoaps, newsflashes and cooking shows. If he pushes a button while watching, he randomly does anything but he wants, slowing him down or making him more vulnerable.

Designed by powL

171 Sargent plasma

Sex male

Backstory He was a soldier until one of his plasma blasters malfunctioned and he was badly injured. A metal robot skeleton with trucks for feet and a jet pack was made so when he died his soul could be put inside it, so he could live on and serve his country

Role Damage Dealer
Tank
Pusher

Base attack plasma blaster

plasma blaster shoots a big ball of plasma at the enemy it works a bit like derpl's cat cannon but a little slower and delivers more damage

Movement the trucks on his feet turn round like a tanks he can go at about clunks speed and he jumps with a jet pack on his back

Primary Skill skull boom

skull boom is wheretiger Sargent plasma grabs his skull and throws it at an enemy and after so long it explodes he gets new heads by pulling them out of a compartment in his chest

Secondary Skill bite em

Sargent plasma opens his mouth zooms into a enemy and bites them it dose not do a great amount of damage

Designed by tiger-jnr

172 Rogue

Sex	male
Backstory	Not much is known about Rogue, other than being one of the galaxy's most wanted hitmen, he is skilled in close combat and can leave enemies incapacitated in a matter of seconds.
Role	Disabler Harasser
Base attack	Shank A simple slash to the stomach ought to do it
Movement	Travels by foot, has the ability to warp as opposed to a double jump
Primary Skill	Snatch steals a nearby enemies ability, can be upgraded to steal solar and health as well as silence enemy abilities.
Secondary Skill	Chloroform Can temporarily send enemies into a deep slumber for a short amount of time. Can be upgraded to extend duration and cause sleeping enemy to take bonus damage.
Designed by	Nate

173 Bernard the Bouncer

Sex	male
Backstory	Bernard is a Skippyman from the planet Paltformz where every job description includes jumping in some way. Bernard became sick of his average daily life, jumping at a local supermarket, and jumped into a different profession.
Role	Melee Harasser
Base attack	Head Stomp Bernard's basic attack is also his jump - he deals damage by jumping on and bouncing off of the enemies' heads.
Movement	Bernard is an agile Awesomenaut, capable of moving fast and jumping quite high. His ability to bounce off of enemies' heads makes him almost acrobatic.
Primary Skill	Drag Bernard can drag foes with him into the skies, using their weight to hurt enemies he jumps on more or dragging them right into turrets.
Secondary Skill	Crush Bernard will crash down into the ground, hurting himself and all enemies within the blast radius of the explosion it causes.
Designed by	DutchGamer

174 Elhain

Sex female

Backstory Being a botanist in space can be really lonely. Most of the plants don't survive the FTL jumps.

Luckily for Elhain, years spent researching and crossbreeding plants made her create the perfect species to aid her and keep company while she explore the galaxy's most luxurios green planets.

Role Melee
Support
Healer

Base attack Enthralling Nettle

Fist covered with thorns dealing small damage initially, and more over time.

Can be upgraded with attack speed / damage over time / chance to temporary blind opponent

Movement Normal speed, with normal jump, plus a double jump thanks to a vine sprouting from the terrain to give her extra jump heighth.

Primary Skill Soothing Pollen

When activated every friendly unit in range receives healing over time in proportion of the damage dealt from Elhain, but it roots her.

Can be upgraded with range / exchange root for simply slowing her down / Boosting her damage / healing speed

Secondary Skill Charming Flower

Elhain drops a seed that blooms into a flower that release pollen, healing over time friendly awesomenauts. After a certain amount of healing done, it gives Elhain some solar power. When killed, drops one gold solar power.

Can be upgraded with speed of blooming / resilience / solar gained / bees

Designed by luissteam

175 Mr. Ent

Sex male

Backstory The Ents have always held the truest understanding of nature. Such understanding holds archaic and natural knowledge which gives them abilities unlike any other Galactic Race. Mr. Ent lived a harmonious life and would've stayed at his home planet, Treezador, if not for the constant mining of Solar. The mining of Solar greatly upset the Harmony throughout the galaxy, so Mr. Ent traveled to find the cause. Unfortunately, the Ents are a peaceful race and have never tasted war so finding death and destruction was shocking to Mr. Ent. He vowed that he would use his powers for life and has joined the front lines to spread nature and life where it's needed most.

Authors Note: Awesomenauts need More support characters. This character does NO DAMAGE (Except perhaps the Wisp) and instead provides utilities for it's team. The other support characters don't explore the depths of support that I hope this one will (Buffs, Summons, utilities, and Heals). Burst healing is popular in this game because of Burst Damage, if you combine HPS (heal per seconds) with a Damage Negation then you can redraw the way support is played. Also the Wisp should be treated as a Summoned Unit. Players (on reddit/forums and in game) have been asking for some sort of summoner for awhile. Imo, Awesomenauts needs more team mechanics rather Solo characters.

Also, Mr. Ent is just a name and I am more than open to changing it.

Role Support
Pusher
Healer

Base attack Ent's Insight

Mr. Ent calls to it's allies in the forgotten language, raising their moral and bestowing mysterious effects.
{Support attack. Gives a Buff to all Ally units hit by the call. Upgrades should be that of support (Atk up, DEF up, Health up, Movement up)}

Movement Roots propel Mr. Ent forward. Since Mr. Ent is technically a Kin to Trees, he has no feet. But his race has found movement with their knowledge and as such they use nature to propel their roots forward. To jump, they use a giant Root Spring. Mr. Ent has the ability to hover in place by balancing himself on a long root. (Optional: The root that holds Him in place can prevent units from passing)

Primary Skill Nature's Wisp
Using Ancient Knowledge, Mr. Ent speaks with the forests, asking for help. Nature's form is that of a Wisp and proceeds to help the battle any way it can. {Wisp should be commandable and the upgrades should give Wisp abilities}

Secondary Skill Roots of Steel
Mr. Ent lashes out with viny branches, rooting the first enemy to the ground for 1 second. "I've got Roots of Steel".

Upgrades should not include any damage.

Designed by jslayer81

Sex	male
Backstory	A snake from the planet Razlar of the snake people banished for his treachery by the high Priest as he joined the underground movement to overthrow the emperor. Now he goes in search of work to fund his revenge!
Role	Assassin Melee Ranged Disabler
Base attack	Fang Slithy bites one target in front of him applying DOT which do not stack.
Movement	He springs up to jump using his body like a slinky and slivers for regular movement.
Primary Skill	Wrap Slithy dives forward and at the end he wraps the nearest unit or awesomenaut applying a snare and damage. Can be avoided with stealth or if the enemy is too far away.
Secondary Skill	Whip Lash Slithy spins around with an AOE damage dealing move that has slightly longer range than regular attacks. This will knock back enemies unless they are snared or trapped.
Designed by	junkyboi

177 Bear King

Sex	male
Backstory	A nice and funny bear, which is a nurse whose hobby is practicing martial arts and ballet in his home planet. Bear King is also gay and is wanted in every night party with his friends. His favorite food is Gummy bears, directly from Earth. His is kinda reference to Zangief (Street Fighters).
Role	Melee Damage Dealer
Base attack	Ballerina Kick Making a ballerina pose, fast, continuous and takes enough damage.
Movement	He keeps doing this: http://www.consoleandhollawell.com/law-blog/wp-content/uploads/2012/03/Ballerina.jpg And more ballerina poses. Then, when he buys more skills, he can make these attacks walking and faster.
Primary Skill	Gummy Hadouken He does a hadouken with those gummy bear gelatin. http://media1.onsugar.com/files/2012/08/35/5/192/1922729/174285aaec1ee9f7_gelatin.xxxlarge_1.jpg
Secondary Skill	Super Bowl

He becomes a ball, and turns to reach and strike the enemy.
Secondary powers are slowing power and critical damage.

Designed by UltimateLucas

178 The great cake man

Sex male

Backstory The Great Cake man is the hero no one wants or no one needs he is a master baker and tried to use his great baking skill to become a hero of his city but his skill was not so good in act of justice as he hoped and after he had mistaken a guard for trying to attack the leader of his city he became an exile from his home and went out to search for someone accepting his skills and ended up as a traveling hero for hire

Role Tank
Pusher
Brawler
Melee
Support

Base attack Rolling pin smash

The Great Cake man makes forward slam with his rolling pin

Movement The Great Cake Man use a Jet pack to push his large body upwards a bit

Primary Skill Cake Throw

Cake man throw one of his cakes pushing the opponent backwards

Secondary Skill Cake slam

The Great Cake Man takes out a giant cake and slams it to the ground pushing everything upwards

Designed by Mr Top Hat

179 Xelsior

Sex male

Backstory Xelsior, an alien werewolf from the planet Vognor 7 was unique on his planet. He was a soldier who worked for the emperor. Nobody knew he was a werewolf. One night, he transformed and somebody saw it, the villager ran to the emperor and told him that Xelsior was a werewolf. The emperor tried to kill Xelsior. He had to flee his planet in order to survive. He became a bounty hunter, so he would grow stronger and that one day, he could kill the emperor.

Role Harasser
Melee
Ranged
Assassin

Base attack Shoot/Scratch

Normal mode: Xelsior shoots with his crossbow.
Werewolf mode: Xelsior scratches his opponent.

Movement Xelsior can do only a single jump but runs faster when enemy's are close to him.

Primary Skill Death Arrow/Grab and Stab

Normal mode: Xelsior shoots a bigger arrow at his opponents, dealing damage and knocking back the first enemy it hits.
Werewolf mode: Xelsior jumps at a target location, if he hits an enemy he will sit on his bag while he is scratching and biting his opponent.

Secondary Skill Transform

Xelsior transforms, becoming a werewolf or normal again. when he transformed he gains an attack speed bonus for a short amount of time.

Designed by Xelsior

180 Whizzlecrank

Sex male

Backstory Whizzlecrank is a young engineer, born and raised on the goblin homeworld, Crackle.

Born into a dysfunctional and hostile family, he quickly learned the value of using different kinds of gadgets and traps to escape his enemies clutches. After an accident involving his brother and a large bomb, he was sent away from his homeplanet to never return.

Role Harasser
Melee
Disabler
Pusher

Base attack Wrench smash

Whizzlecrank swings his wrench forward, hurting all the enemies in front of him. The wrench is big and quite heavy, resulting in a slow but wide and powerful attack.

Can be upgraded to inflict a small slow effect on the enemies hit; can also be upgraded to inflict a short bleed effect, inflicting damage over time and slow.

Movement Whizzlecrank moves about normally. He is a rather quick character who can jump and hover in the air. Unlike Voltar's hover, Whizzlecrank's hover will not make him fall down slowly; he will stay in the same height until his fuel runs out. When the fuel runs out, he will fall down and won't be able to hover again until he's touched the ground.

The boots upgrade will upgrade his fuel capacity.

Primary Skill Portable turret

Whizzlecrank places a small and portable turret on his current location. The turret will fire on all enemies in range.

The turret will have a cooldown, and only one can be active at any given time. Except for normal upgrades like damage, fire rate and range, it will also have access to explosions on death, missiles instead of bullets and a small bleed effect.

Secondary Skill	Spike thrower This gun will fire 3 (upgradable to fire more) spikes in an arc where the player aims. When the spikes hits a wall, ground or an enemy, the spike will shatter, latching tiny spikes to the ground or wall that it hit. If an enemy is hit, the small spikes will fall to the ground. The spikes will hurt enemies jumping or moving through them. The spikes can be upgraded to slow enemies down.
Designed by	DasDeer

181 Soulfeare

Sex	male
Backstory	thousands of years ago it was a human that was tricked and got his soul stolen .. therefore lost his form . feelings . face .. and purpose so it takes Vengeance on all enemies
Role	Melee Pusher Harasser
Base attack	SoulStab It hits The Nearby Enemy With a Soul attack .. that launches from his hands as he moves them forward his enemies ! it launches something that looks like a purple ghost but its still a melee attack so it doesnt go far ! it can be upgrade to have a chance to maim the target slowing him and dealing DPS
Movement	Moves Quietly Like hes hovering .. although hes not .. as he moves he looks back and front looking for something to kill .. as hes moving you can see a small light from under his cloak that looks like a ghost because apparently the hero is some kind of a ghost
Primary Skill	Soul Pulse Launches 3 Souls that goes in Different directions ! impacting other enemies pushing them away or closer (depends on how used) dealing damage and slowing them (if an enemy was killed by this skill the soul goes back to the hero and heals him)
Secondary Skill	Soulless Turns Into a Soul Form for 3 seconds all attacks that was dealt to him by that time are reflected as Soul Pulse to nearby enemies when the spell ends (at Soulless Form The hero cannot Move and takes Much reduced damage, and heals rapidly .. if the hero used Soul Pulse while in soulless Form it will create 2 green ghosts that follows 2 random nearby units , locking on them for 10 seconds revealing them and dealing Damage per second .. if the enemy was killed by the green ghost , the ghost will act as a heal bonus . that can only be taken by allies
Designed by	DragonCide

182 Dog-Man

Sex	male
Backstory	A demon cursed this young man to every time at new moon he'd turn into a "human-dog" killing everyone in sight. This curse made him kill his family and friends. After years of training he is ready to join the awesomenauts and destroy this demon.
Role	Melee Tank Assassin
Base attack	Doggie Kick attack damage= 3 makes him kick for three seconds 3 sec cooldown slowness 3 sec after using
Movement	movement speed 10 health 100
Primary Skill	Who let the man dog out? he goes into a form of a human dog tripling his attack damage for 5 seconds. gives him + 100 health in human dog form 25 sec cooldown
Secondary Skill	Bark stunning all nearby enemies 13 sec cooldown
Designed by	none

183 Pyrrros

Sex	female
Backstory	<p>Pyross was once a slave on the planet Hydron, forced to provide the people with fire to light their homes, as there was not another source of light and warmth on the planet.</p> <p>She was taken away from her home planet Ember as a baby by the people of Hydron, however she managed to escape from her captors 18 years later. She immediately set out to find her home in the galaxy, though she knew she was far from home.</p> <p>Defeated and drained of all self esteem, Pyross stumbled upon the Awesomenauts, deciding to fight by their side in hope of one day finding Ember, along with her family. So if you ever come between Pyross and her prime motivation of finding her home, you'll be roasted alive by her arsenal of fire and strength!</p>
Role	Brawler Pusher Harasser
Base attack	Fireballs Shoot fireballs from your hands and watch your enemies go up in flames.

Movement Medium speed. When Pyross jumps, she positions her hands downwards and propels herself upwards. She has a double jump, and can glide like Voltar.

Primary Skill Heatwave

Pyross is able to use her skills with fire to conjure up a colossal wave of fire using her bare hands, mercilessly knocking her enemies backwards.

Secondary Skill Rage

After all those years of being pushed around by her captors on Hydron, Pyross has become more aggressive to her enemies. When she gets angry, she'll double in size as she let's out a mighty yell, squashing her her adversaries into a pulp with er mighty muscles. However, this phase only last for a few seconds, as she also learnt to control her rage.

Designed by MaxWell

184 Yasmine

Sex female

Backstory Drifting in space, an abandoned module from a cruiser ship was the home of a cleaning droid with an advanced AI.

Left alone on the space module for centuries, this cleaning droid upgraded herself for her own amusement. She learned to pull in objects so she didn't have to move. She did this because she was so SLOOOOW.

She also upgraded her shell to withstand vast amounts of damage to compensate in games of mineball with the other abandoned droids on the module.

Role Tank

Base attack Back-hand slap

She slaps with the back of her hand. Very very low damage.

3 strike attack:

1st strike is with the back of her hand to the front

2nd strike is with the front of her hand to the front a little harder

3rd strike does an overhead back-handed slap which comes from the front and over to the back of her (this one has a slight knockback all the way from the front to directly behind her)

Movement Moves very very slow due to having high amounts of health. Her double jump sort of causes an anti-gravity field which affects droids and players around them as well. They float slowly upwards while in the field.

Primary Skill Fascination Grasp

Yasmine pulls enemy droids and players move toward Yasmine.

Upgrades could include:

Increase pull time by 0.3 seconds

Increase pull amount

Decrease cooldown

Decrease downtime after the pull

Adds a push after the pull has finished

Increases armor while pull is active

Secondary Skill

Mine-mine

Yasmine drops small easily avoidable mines that does no damage but slows enemies down.

Upgrades could include:

Mines slow enemies more

You drop trash behind you instead of mines, adds a DoT

Mines don't slow enemies down but explode instead

Mines split when ran over

Mines don't slow enemies down but stun them instead

Mines do a knockback when ran over

Designed by

Smebb

185 Raico**Sex**

male

Backstory

Raico is a mystic from the planet Galacron. He comes from a mentally enhanced race called the Miir. Raico was trained in the arts of telekinesis and manifestation of his psychic powers. He is constantly in the need to be the best, the only number one. Raico will do anything to prove his worth and achieve his goal of sitting on the top of the best champions in the universe!

Role

Ranged
Damage Dealer
Harasser

Base attack

Mind Javelin

Beam-like structure emits from his hands in a forward range and pierces through the target hitting targets behind him. I suggest an upgrade that can put a 0.5s slow on targets.

Movement

Raico hovers above the ground using his telekinesis. Holding W activates "Mind Ascend" allowing Raico to jump above his combatants and rain abilities while hovering, similar to Voltar.

Primary Skill

Mystic Grip

Two large psychic hands appear from Raico and strike his enemies from a distance. The large hands clap over an area doing damage to all enemies around the target location.

Secondary Skill

Mind Meld

Raico raises his hands and penetrates his targets very mind and brings his darkest fears into reality causing the target to take damage and become blinded for one second.

Designed by

Cartmania

186 Combustine**Sex**

female

Backstory Combustine had a rough childhood. She was locked away at the age of 10, for blowing up a local gas station. It was a bet about the fastest way to destroy a building, she said with a grin. Not long after the imprisonment, Combustine escaped prison with a prison-made bomb. Having a distaste for the law, Combustine joined a band of mercenaries to fight the local government. She firmly believed that the government owed her a childhood, and a large sum of solar (ofcourse). She quickly became infamous for burning her enemies. It is said that Combustine made her own flamethrower with a stolen gas can and some left-over parts from the destroyed gas station. Everyone fears Combustine for her lack of compassion and her desire for chaos. She just likes to ignites everything that moves, especially things that contain solar.

Role Ranged
Brawler
Pusher

Base attack Scorch

A short burst of flames, coming from her home-made flamethrower. The heat causes the target to ignite, and burn for several seconds. The burst has the shape of a cone, and can be extended with upgrades. This attack is mainly used to push enemies back, and force them to stop the burning. There is a catch though: 'Scorch' consumes gas, which is an amount of ammo. Combustine has 100 gas, and each attack consumes 2 to 5 gas points. Alternative: she consumes a bit of solar(1 to 5 solar, depending on upgrades) to use Scorch. If she has no solar to consume, she switches over to a small flare gun (or woman-sized revolver), doing a minimum amount of damage (5 - 8, like Lonestar's gun).

Movement She has a normal human jump, but with the speed upgrade she can double-jump by releasing some gas from the tank on her back. She is very agile and moves very much like Coco.

Primary Skill Bombard

With 'Bombard' Combustine consumes a bit of her ammo to throw a petrol bomb at her foes. This petrol bomb explodes and throws enemies backwards (like Coco's energy ball). 'Bombard' does quite some damage (like Skolldir with the homeless gnome), but is mainly used to violently push enemies backwards.

Secondary Skill Firewall

'Firewall' is a tricky skill. With 'Firewall', Combustine throws her whole gas tank at her foes, creating a large firewall on the ground. The affected ground burns for 5-7 seconds, and forces her enemies to find a way around the fire. This skill is to be used very tactical, because of the cost: Combustine cannot use her flamethrower, unless she returns to the item shop. After she has thrown the gas can, she can still use a small flaregun (or woman-sized revolver) that does 5-8 damage with each shot.

Designed by necromonkeh

Sex male

Backstory Mar' hails from the frozen planet of Tandrone, the furthest planet of his system from its sun. Covered in Mountain ranges and desert of ice his speices the Etiy are spread thin and find it hard to survive with little food.

Captured from his planet from an illegal intergaltic zoo he escaped and freed the rest of the captivies. Not knowing much of life off world he struggles to survive the universe by hiring himself as a goon and bodyguard.

Role Melee
Brawler

Base attack Klaw Slash

Mar attacks with his razor sharp claws,ripping and tearing into his prey. After years of evolution the Etiy's claws can lice through even the hardest alloys and armours with ease.

Main upgrade would be attack speed, damage and critical damage, other upgrade may include damage over time

Movement Travelling much like the earth ape he uses his fists to propell himself forward using his great strength.Also like the earth ape he has great agility able to use his limbs and tails to grab surfaces to travel through even the most difficult terrain

Primary Skill Frost Breath

Mar' is ableto lower his body temperature to extreme levels and can use this to breathe out gusts of freezing wind and ice. He can stop escaping prey in its tracks freezing it so he can finish the job with his mighty strength and razor claws.

Main upgrade would increase slow and damage from frost breathe, other upgrade may cause snare, damage over time or the ability to breathe frost from both ends ;)

Secondary Skill Fist Slam

Mar' uses his mighty strentgh to smash the ground around him. This causes damage to his fows and makes the ground unstable often causing foes to lose their footing.

Main upgrades would be damage ande snare time, with other possibly upgrades being range of effect and recharge time.

Designed by MasterOfDimac

188 Margaret

Sex female

Backstory Margaret comes from one of the many tribes that inhabit the many moons of Salsik, the "Warm Giant". Her tribe is specialized in synchronizing with other intelligent beings, absorbing their stress and pain in order to turn it into strength and focus. Margaret fights as an awesomenaut in hope of discovering new "synch techniques" to bring back home.

Role Support
Disabler

Base attack Soul Mine

Margaret deploys a landmine full of soul energy, which detonates if it comes into contact with an enemy. It can be deployed mid-air, where it will remain, floating. No more than 2 mines can be present at the same time.

Movement She moves normally and can jump (maybe even double jump?), but cannot jump while being in trance.

Primary Skill Bond of Focus

Margaret goes in a trance-like state, creating an AoE effect around her that allows allies to be unaffected by stun and lowers any kind of knockback they receive, whilst enemies' attack recharge times are prolonged. The more allies are within the AoE, the slower Margaret moves. Each enemy in the AoE counters the slow effect of having an ally in the AoE. Receiving too much damage breaks the trance. The trance has a limited time, and can be deactivated before the time expires.

Secondary Skill Bond of Strength

Margaret goes in a trance state, creating an AoE around her that enhances her allies' attack power. The less life she has, the stronger the buff. If an ally receives damage from a non-ally source while in this AoE, Margaret intercepts a little bit of it. While in this trance, she cannot be subject to auto-healing, and other healing effects are diminished. Enemies in this AoE heal Margaret lightly when they take damage from Margaret's allies. The trance has a limited time, and can be deactivated before the time expires.

Designed by Hanamigi

189 Crystal

Sex male

Backstory Crystal comes from Kasyx, a planet entirely made out of diamonds. Kasyx's people are made from diamonds, they eat diamonds and they sleep on diamonds. He came here to fight because he is tired of his boring life and thinks that the diamonds taste is really bad. If he'd known they were so rare, he would have brought a chunk of his homeland. Depending on the light shining through him, he can seem good or evil.

Role Harasser
Healer
Disabler
Support
Damage Dealer
Ranged

Base attack Diamond throw

He throws a small chunk of diamond at his foes. He can also heal his friends with his base attack.

Movement He is really heavy, slow and cannot jump high. He doesn't accelerate fast but he can accelerate for a long duration. He could also do damage to enemies by jumping on them.

Primary Skill Light
Every friend in the skill radius (pretty big circle) are being healed. Upgrades could make them go faster, have a shield, upgrade max life, healing over time, give them DOT on enemies and give them lifesteal.

Secondary Skill Darkness
Every foe in the skill radius (pretty big circle) are being damaged. Upgrade could slow them, reduce max life, silence them, blind them and apply a DOT on them.

Designed by StarZero2

190 Ezekiel Funk the Disco Baby

Sex male

Backstory Hailing from a planet where the art of Disco-Fu is taught from birth, (name) was already a master before he could walk. Unfortunately he never really grew up... physically. Always short in stature, he became the perfect Assassin. With the usual disguise of a common disco baby, he has assassinated everything from royalty to small business owners. The only real issues he ever had were the occasional diaper rash and constantly being confused for a baby by attractive women.

Role Harasser
Melee
Disabler
Assassin

Base attack Disco Fu "Ooha Ooha"

this will be a very short range ability but the attacks will look like a series of disco dance moves. The upgrades will involve stun on enemies but only hits one enemy (stun lock), damage increase, attack speed increase, blind the target enemy and one upgrade that steals a small amount of enemy player solar.

Movement really fast crawling. when he jumps he does really fast spinning, and if the user does not move after he lands then Ezekiel will do a random disco dance move as a taunt and make a "ooha ooha" noise.

Primary Skill Cry Baby, Cry
This ability makes it so Ezekiel makes a radius area of effect where his opponents can not use their primary skill. Upgrades can be purchased in-game to also block their secondary skill, increase the radius, deal damage over time, increase ally damage, or slow down the cooldown of all enemy attacks and skills.

Secondary Skill Disco Ball smash
Ezekiel takes out a disco ball and smashes multiple enemies with small knock back and stun. upgrade may be taken to increase the range of the smash to make enemies bounce instead of knock back, increase the knock back/bounce, increase range, blind enemies, and increase stun.

191 Malagor

Sex male

Backstory Malagor is a space penguin who travels around on his magnificent ship, the Starcutter. One day his ship hits a meteor, and gets destroyed. He teams up with the Awesomenauts to earn enough money to rebuild the Starcutter.

Role Melee
Ranged
Damage Dealer

Base attack Galacta Shout

Malagor's voice is so powerful that it damages foes, and pushes them back.

Movement Malagor doesn't have any feet, but he instead hovers over the ground. If he summons Landia (Secondary Skill), he can fly around on the fourheaded dragon.

Primary Skill Transfigure-a-mation

Malagor transforms into a monster with giant claws by putting on a magical crown, and wrecks havoc with his claws.

Secondary Skill Summon Landia

Summons the fourheaded dragon Landia, which he can ride on. Landia also spits fire, which deals high amounts of damage.

Designed by Quardread

192 Ga-Bonki

Sex male

Backstory

Ga-Bonki grew up like most of his fellow tribesmen on his home planet of Bom-Pom. His kind were hunters for generations, surviving mainly on hunting animals for their meat. Ga-Bonki was already hunting at the age of two weeks and became a professional at six. His favorite weapon was his tribes least favored, the "Ga-Bonk" (a club like weapon). With it he managed to survive three attacks from his planets dreaded predators called Zimbos and won many battles against rival tribes.

Ga-Bonki is definitely a devoted meatitarian. he will eat anything that is meat related. It is said that he once entered the tribes annual meat eating competition where he consumed 10 whole pawocs in less than two minutes. When one of the elders accused him of cheating Ga-Bonki promptly whacked his head with his gabonk. He would soon regret his decision, but that's another story.

His life changed when his tribe was attacked by slave traders, resulting in Ga-Bonki getting captured. Once the slavers reached another system he managed to escape using his abnormally long tail. He hasn't told anyone how yet. With his hunting skills and hunger for tasty meat, he was soon hired by various private companies, which in effect, turned Ga-Bonki into a quick, vicious and deadly mercenary.

Role

Support
Harasser
Assassin
Melee
Ranged

Base attack

Club Smash

He does a small jump where he builds up momentum to use his club. The attack ends once the club hits the floor. This attack can hurt multiple awesomenauts.

Movement

He is very quick in his movement but slow in his attacks. he can jump extremely high if he builds up enough momentum on his jump.

Another possible feature would be giving him the ability to climb on horizontal surfaces.

Primary Skill

Hunting Spear

The hunting spear has the same charge system as lonestars dynamite. The spear can cover great distances and will stick to the surface it eventually comes into contact with. If a naut is hit, the naut will be pinned down to that location for a certain amount of seconds. may bleed.

It may be possible to upgrade the spears to be explosive.

Secondary Skill

Trip Mine

Once mine is activated 16 projectiles will spread in a 180-90 degree angle. Projectiles can either poison or damage the naut.

Designed by

junkersapple

193 Count von Grazer

Sex

male

Backstory Count von Grazer was ejected from his hereditary lands on the world of Bovania after squandering the family fortune in an attempt to convert other Space Vampyr into vegetarianism.

Seeking a new life, he stumbled into the mercenary business (part time) where he could put his otherwise pointless talents to use.

Role Melee
Disabler
Assassin

Base attack Cud Cleaver

The famed vegetable-cutting sword lashes out. But as it lacks a killer edge, it leaves large crushing wounds rather than cuts. These horrific injuries, while less lethal, take a small period of time where they heal more slowly. Inflicts a short-duration effect where healing has reduced effectiveness.

Movement The natural abilities of the Space Vampyr come into play; the Count quickly dissolves into mist that reforms rapidly at his new location. The Count's double jump shoots him very quickly to greater heights but removes his ability to attack until the dash completes.

Primary Skill Life Drain

The Count calls upon the famed powers of his heritage. Attack casts a short-range spell bolt to drain the life force from his enemies. The attack inflicts a small damage over time effect, and may be upgraded to drain the enemy for health regeneration.

Secondary Skill Dire Cows

As a vegetarian Vampyr, the Count cannot summon wolves and blood-sucking bats. But he can summon other herbivores. Launches two grass-thirsty (get it??) cows that charge towards the enemy. Each cow is capable of seating itself atop and pinning down a single enemy, before eventually vanishing in a swirl of grass blades.

Designed by Raziel

194 Bjorn Khan

Sex male

Backstory Bjorn was an old man, who has spent his life living alone with hunting as his only hobby. He does not like anyone or anything. One day he took his trusty crossbow to hunt wild boars but was killed by a rabid dog. After his death, no one notice; therefore despite his no love for no one, Bjorn came back as an undead, wanting to make the living feel his wrath.

Role Harasser
Melee
Ranged
Damage Dealer

Base attack Hunting Arrow

Shoot arrows. Hitting the same Awesomenaut in a row will deal a damage over time. No homing on the arrows.

Example of possible upgrades-

Increase damage including Damage overtime,
Arrow speed,
Pierce through enemies.

Shoots two arrows, but does not hit the same enemy. Gains small homing.
Extra solar for awesomenaut kills.

Causes a slow effect from third hit on the same enemy.

Movement Normal basic jump. Slow to medium movement. Height- same as Lonestar. While in Melee form, it is possible for him to grab through on wall for a short amount of time.

Primary Skill Ghostly Ghoul

Bjorn turns into a transparent, melee 'Naut, attacking enemies with his claws for a certain amount of time (5 secs for example). He will be able to walk through enemies. He will be slightly bigger but gains increased movement speed and ability to hold and climb up onto walls but will slowly slide off unless the player repeatedly jump. Enemies are still able to attack and see him.

It will take Bjorn a very short amount of time to transform (0.7 sec for example). While transforming, he will be immune to any damage or status effects.

Long cooldown (10 Seconds)

Example of Upgrades-

Increase duration of melee form

Reduce cooldown

Attack claw damage increase

Life steal on attack

Blind nearby enemies when skill is activated.

Deals damage of overtime.

Nearby teammates gain short amount of time to also be transparent. Their attacks speeds and movements are not affected.

Gain full health after killing an enemy naut.

Maximise health after killing an enemy naut (and maybe droids too). Extra health will be removed on death.

-

This ability can help Bjorn and teammates (with an upgrade) to escape ganks. Can chase and kill weakened enemies.

Harass enemies with his fast movement and quick escape ability

Secondary Skill Skeleton Hound

Throws a stick which summons a skeleton dog. The dog will run to the bone, dealing damage and going through enemies. It will have a very small knock back.

The stick can be thrown in any clear direction including above and down while he is in the air. It can also be thrown as far or close where ever the mouse cursor is. The Skeleton hound will disappear after reaching its destination given. No health bar for the Hound.

Any enemy the hound hits will drop bone parts in front of them, which can block paths of droids. The height of the bones are just slightly smaller than droids.

These dropped bone parts gain small HP and can be destroyed by an enemy and turrets. No solar gained when bones are destroyed. Enemy 'nauts are able to move the bones by pushing them. (But not as easily as how Derpl as push)

The size of the Hound is similar as the base size of Lonestar's Bull but moves slightly faster.

Bones will stay on the ground until destroyed.

Upgrades-

-Deals damage overtime.

-More damage.

-A pup skeleton comes out after first goes, jumping to the nearest enemy and explode. The pup has a limited range and explode on first contact or after it reaches it's maximum range.

-Gain extra solar for damaging enemies.

--Increase HP for bones and makes enemy 'nauts unable to push them.

-Skeleton hound will drop a large pile of bones upon death. Does not need enemy contact for bones to drop. Larger HP, enemy Nauts cannot push and is the same height Leon

This ability can help teammates by using the bones as a defensive wall.

Upgrades can prevent enemy Nauts to push them away and bones can cause hazards for them when they need to move around the map. Big pile of bone upgrade can help be an extra defense when attacking turrets

Designed by D3M0N Giant

195 Mr.Hinklebottom

Sex male

Backstory Mr.Hinklebottom is a rich british secret agent of the intergalactic justice agency. That has been send to end the galactic war between red and blue. As a child he lost his parents because of an alien invasion that invaded the earth. The IJA (intergalactic justice agency) saved the earth back then and recruited Hinklebottom. Now he travels trough the galaxy in his handsome suit, full of gadgets and of course his Blue/Red High Intelligence Cyber Sword!

Role Melee
Damage Dealer
Assassin

Base attack Cyber Slash

Hinklebottom slashes the enemy with his CyberSword.

Movement	The Sword hits from left to right and leaves a Blue/Red track of light.
Primary Skill	Shock Grid
	Hinklebottom shoots a electronic net to the enemy which paralyzes and hurts the opponent.
Secondary Skill	Super Smack
	Hinklebottom slashes his cyber sword on his enemy on a much bigger scale then the Cyber Slash!
Designed by	wezzler123

196 Butterscruff

Sex	male
Backstory	Butterscruff grew up on the planet Omicron Percii 8. When he was 7 years old, the chameleons made him watch them kill his entire family. He has since been training to defeat the one who killed his parent. His name is Leon.
Role	Brawler Assassin
Base attack	Shank
	Use your trusty knife to stab your opponent!
Movement	Regular walking, such as Leon or Skoldir
Primary Skill	Tomahawk
	Throw a giant tomahawk to kill your enemies!
Secondary Skill	Claw
	Claw your enemies with your giant fangs and rend them motionless for 1 second.
Designed by	legomaniac99

197 Grunta

Sex	female
Backstory	She's a bovinian hero that restired freedom to the bovininan population after lonestar departure. has since joined the awesomenauts to study and exate revenge to lonestar, but has since started to respect him more and more. she is a chubby beauty, with a derpl-like hitbox and multiple breasts, sports a white mane with team-colored spots and is dressed as an amazon.
Role	Harasser Melee Tank Pusher
Base attack	Righteous & Lefteoush

righteous and lefteous are her left and right front hooves, . mechanically, she alternate a left hook and right uppercut, with a charging motion and a short projectile similar to skolldir 3rd punch. upgrades are bought separately for the fast, utility based left hook and the slower, damage based right uppercut.

Movement fast as clunk, with the same kind of floating slow jump. boots cost 190, give you infinite floating after 4 seconds of NOT using autoattack or primary skill. secondary skill is ok, though (this is the way to her harasser role: flying and shooting her secondary skill)

Primary Skill Hyper Bull Charge
10 seconds cooldown, she turns in a bull with similar properties to lonestar bull, 4 damage per bump and a damage reduction shield (30-50% maybe). the point is pushing better but being a lot more vulnerable. you can use it as an escape tool, though. upgrades could add damage on bumps, explosion damage on first it, being able to stop the charge, cc immunity, more damage reduction. this is the big damage/pushing tool

Secondary Skill Milksiless launcher
5 sec cooldown, she stops for 0,5 seconds, then discharges a 3 spreaded missiles salvo with low damage but high speed, decent range (8-9) and chasing properties. upgrades can increase range and speed, add burning DOT, increase the number of missiles, increase damage, or remove/reduce the 0,5 sec mini stun on chargeup, and lower the cooldown to 3,5 secs.

Designed by Domon

198 phantom

Sex male

Backstory phantom was created in a lab to be the first man-made ghost but broke out of the lab and joined the awesomenauts while on the run

Role Melee
Disabler
Assassin

Base attack sonic scream

phantom screams like a banshee

Movement he is a ghost.... he floats

Primary Skill possession

phantom takes over a creep

Secondary Skill ghost ride the whip

phantom calls upon the sprites and gains a 3.0 speed buff to him and his allies

Designed by 6D4Y

199 Catberg

Sex male

Backstory Born on Earth where he got in contact with nuclear waste, his IQ went through the roof and learn to speak. A few years later he is sent into space by NASA to test a shuttle too small for a human. The experiment failed and Catberg flew out into the wide unknown until he landed on a planet of apes where he picked up the trade as a rouge.

Role Melee
Damage Dealer

Base attack Claw

Catberg scratches with his sharp claws at an enemy.

Movement He runs on all four and skips forward like a cat in running motion, when attacking he stands up on his hind legs.

Primary Skill Hairball

Catberg spits a ball of hair, causing his enemies to be slowed and take extra damage.

Secondary Skill Yarn

Catberg rolls into a yarn towards a target location, bringing with him allies on the way.

Designed by DHydrated

200 DinoSir

Sex male

Backstory He is the first knight ever in the history. Long before the intelligent life forms DinoSir founded the Order of Knights for dinosaurs. Sadly the other primitive life-form didn't appreciate his efforts and dropped him into a swamp. The Great Conflict has found and resurrected him to fight as an Awesomenaut.

Role Melee
Ranged
Brawler

Base attack Sword Swing

DinoSir has very short hands to hold his gigantic sword. Therefore he swings it slowly with his whole body turning. Watching this must be hilarious. The attack speed is low but the range is somewhere Skolldir's combo attack, and with high damage.

Movement DinoSir has strong and long legs therefore he can walk quite fast but because his sword and armour he can't jump very well. Although he may get a jetpack upgrade.

Primary Skill Sword throw

DinoSir is not very clever, he likes to throw his only weapon against his enemies. This leaves him quite defenseless because his attack damage will be halved as long as he won't get his sword back by walking there.

Secondary Skill	Roar Every dinosaur likes to roar, DinoSir too. The roar will frighten the surrounding enemies, making a slow effect to make easier the Sword Throw and to let DinoSir escape from deadly situations.
Designed by	maxius89

201 Solaire

Sex	male
Backstory	Warrior from the colonies that circumnavigate the areas around the Sun. He was always interested in the power that the Sun radiates. After a mishap in a lab, he gained Solar Powers.
Role	Melee Ranged Tank
Base attack	Solar Spear Solaire calls upon the power of the Sun to harness a spear shaped vessel which he propels towards a foe.
Movement	ranged attack, goes straight.
Primary Skill	Praise the Sun Solaire calls upon his laden talents and uses his Solar Energy to summon a giant ball of light, deals high damage.
Secondary Skill	Grossly Incandescent Solaire's body heats up, increasing his offensive and defensive capabilities
Designed by	TPathan95

202 Bazai

Sex	male
Backstory	A samurai coming from the planet of Yariza ,in the far space of the galaxy of Naippon. In his planet people were used to fight each other to decide who of them could be the best ,and Bazai always showed to be the fastest ,the strongest and the smartest. One day a strange man asked him if he could work for a corporation ,and he decided to leave his planet searching for honour. After some time his power was recongnized all over the world ,and he was nominated to be "Awesomenaut"
Role	Melee Damage Dealer Healer
Base attack	Fenikkusu no hane (blade of the phoenix) In his base attak ,Bazai uses his "blade of the phoneix" and executes an attak from high to low ,he's quite fast and deals medium damage.

Movement As power ups he can get a heal for himself and his allies for every damage he deals with the blade ,a power up for every creep or awesomenauts he kills that lasts 5 seconds (speed and damage) ,a boost of damage ,a special hit every 5 attacks that deals x2 damage , and gives speed to himself and allies for every attack dealt.

Primary Skill Slash of the phoenix

Slash of the phoenix ,the first spell ,deals a big attack that covers a part of the map ,represented as a giant red blade that hits the enemies on his path. As power up he can get more damages ,speed for every enemy that is hit (lasts no more than 5 secs) ,more basic damage for every enemy hit (lasts no more than 5 secs) ,heals allies on the path of the attack ,has a chance to do a critical x2 damage to every enemy on the path.

Secondary Skill Phoenix's fury!

The phoenix's fury boosts your awesomenaut for a tot of seconds ,giving him more damage ,more speed and a health recovery boosted. As power ups it can be used for all your allies , it can give you chance of critical 3x for tot seconds , it can boost your Slash of the phoenix dealing 2x his base damage (it can stack with critical) , it can leaves heals for your allies in the path you walk on ,it can give you a boost of maximum health that lasts unless you die.

Designed by thebros_

203 Hube Spacefly

Sex male

Backstory Hubert the housefly. overweight, lives in a dump and drinks a lot of alcohol. likes to sit around in his underwear and watch TV shows. he decided to turn his life around when the intergalactic job agency told him his space-welfare cheques would stop arriving if he didn't actively find a job. Hubert's talents with bodily functions soon landed him a place within the awesomenauts team. however his disgusting habits still remain.

Role Tank
Pusher

Base attack monstrous mandible.

hubert attacks with his unflossed sucker mouth. could be upgraded to deal damage over time.

Movement fairly quick and has the ability to double jump using wings. he is so overweight that he is unable to glide properly anymore.

Primary Skill Grotesque Guff.

hubert breaks wind in the enemies face. can be left like a hover cloud/bomb type item. anyone entering the gas cloud can become blinded and silenced.

Secondary Skill Wings of Lurgy

Hubert uses his wings to dash at enemies causing damage and push back effect. using this will not allow him to double jump until the skill recharges.

Designed by locatedlumps

204 Gertrude

Sex female

Backstory Gertrude is an opera singer renown throughout the universe. When the Intergalactic Television Network aired her performance of La Trillian, the ratings were third highest in recorded history.

However, she now feels that fame has made her too soft (and too round). The dramatic stories she sings about have inspired her to give up the easy life in search of adventures of her own.

Role Melee
Support

Base attack Shield Bash

Gertrude thrusts a Viking-style shield towards her enemies. It is a leftover prop from her former life. It has short range and medium attack speed. It also has some inherent knockback.

Movement Gertrude moves slowly, but she builds up momentum while running. Unsurprisingly, once she gets going, the momentum forces her to slide a little when trying to stop.

Primary Skill Stage Presence

When used, any allied Awesomenauts who remain within sight of Gertrude become immune to damage. Instead, most (but not all) of the damage they suffer is redirected to Gertrude.

Secondary Skill High Note

Gertrude uses her voice as a weapon, stunning every enemy Awesomenaut nearby. This ability also has the superficial effect of making those characters lose their hearing temporarily (so the players can't hear the game music and sounds).

Designed by Bertrudor

205 AI Venture

Sex male

Backstory AI was a treasure hunter who loved adventure. His biggest exploit, though, would be his downfall. Having spent years searching for the fabled Solar Amulet of Cursermair, AI had finally found it. Upon touching the Amulet, though, AI was bound to it. Now AI is neither living nor dead. He fades away when not with the amulet and needs to keep gathering solar to keep it running and him existing.

Role Melee
Support
Disabler

Base attack Machete

Al's machete was passed down through the generations of his family. It's been on more adventures than there are eyes on the great Space Beast of Blurg. It is now even the more deadly though being imbued with the power of the Amulet. A melee attack that can be upgraded to have: more damage, attack speed, life steal, power strike (more damage when have certain amount of solar) and open wounds (DoT).

Movement The amulet grants Al unusual strength and agility, making him able to leap up higher than normal. Al has a single jump that is increased in height with boots. The boots also grant a special bonus. His movement speed and jump height increases when his solar is above a certain amount due to the Amulet growing stronger. Al starts as a low/ mid speed hero. When in spectral form Al is fast and flies.

Primary Skill Whip
Al's trusty whip has a crack like thunder and strikes like lightning. As much a tool as weapon Al can use his whip to reach high places. Equip whip with right mouse button, left click on a ledge and be pulled quickly towards it, right click an enemy to use as a weapon. When struck the target is stunned by the deafening crack. Upgrades: range, stun duration, damage, faster travel speed, cool down.

Secondary Skill Spectral Form
Al drops the amulet and starts to fade away. He can now pass through enemies and objects. While active Al is immune to damage and cannot use other abilities. He slows and silences enemies he touches. After use Al will instantly return to his amulet. Upgrades: increased slow effect, increased spectral form duration, DoT effect, increase speed of nearby allies, knockback pulse on return to amulet.

Designed by GentlemanCrab

206 Xye The Shaman Spy

Sex female

Backstory i'm italian sorry for my bad english!
In a lost world there is a war, a tribe of shaman that control magical elements against some slaveholders who want to capture them. A shaman spy, Xye, in mission she's captured and taking off her cap reveals she's a girl! After having killed her slaveholders, she becomes a mercenary to escape slavery and run away her native planet...

Role Pusher
Assassin

Base attack Inferno

Small balls of fire shoot in average frequency that make 6 damage and the 4th is a little larger, it makes 8 of damage. some upgrades can be "damage over time" "the enemies lose health faster"

Movement xye use her hands to combat. with the right hand shoot those small balls of fire and the 4th balls is shot by both hands

Primary Skill FrostBite

freeze enemy blocking them for like... 2 seconds, but they can keep to shoot and after that they are slowed. some upgrades can be "abilities blocked for a few seconds", "makes damage". frostbite is a ray that lasts.. 1,5 second shot with the left hand. another upgrade "lasts more time"

Secondary Skill Lightning Explosion

Xye stretches her hands and spreads many thunderbolts in front of her, actually an explosion of electricity in front of her, which makes damage, pushes enemy and makes faster friends who have been hitting. some upgrades: "stun", "take less damage while charging", "friends +faster", "high range"

Designed by zolixes

207 Dawn

Sex female

Backstory Dawn is a descendant of the Sun and Moon spirits, and was soon recovered by Voltar. After taken to his newly repaired lab, and months of research, Dawn awoke. Dawn quickly discovered her amazing power, but she wants to know more about herself. Now, she fights in the mercenaries until she has found her true colors.

Role Ranged
Brawler

Base attack Solar Discs

Dawn throws her twin solar disc at her enemies.

Movement Speed: About Lonestar - Genj
One jump (like raelynn)

Primary Skill Celestial Volley

Dawn tosses three large fluorescent discs that appear in a cone.

Secondary Skill Flame Wheel

1st Press: Dawn does a short leap forward.

2nd Press: Dawn turns into a flaming ball that descends downward for 1 second.

Designed by TAG | BALLOONS

208 Lord Zlatovich

Sex male

Backstory In 2921, the colonial ship P5G-Karpaty crashed down on a unknown dead planet. Only survivor, the young count Zlatovich quickly ran out of food. He was close to die from hunger when he found a strange worm and ate it between two slices of stale bread. The sandwich killed him, but he rose back stronger and bloodthirsty. After centuries exploring the galaxy, he ended up fighting in the droid war.

Role	Pusher Melee Ranged Brawler
Base attack	Shock Warhammer A melee attack hitting all foes in a short range. Upgrades are : damages, attack speed, can stun (%), damages against turrets, can raise back to his side an enemy droid it killed (%), much more damages. When shapeshifted, this attack is replaced by a ranged attack : Ultrasonic Strike.
Movement	As a human, Lord Zlatovich has got a standard jump. When shapeshifted, instead of jumping, he is flying (same as Yuri). Upgrades are : Power Pills turbo, Med-i'-can, Space Air Max, Solar Tree, Piggy Bank, Power Pills.
Primary Skill	Drain life / *Sonar Drain life creates a link between a target and Lord Zlatovich. The target loses life whereas he heals up. If the target is too far away, the link brakes. When shapeshifted, Sonar reveals around him hidden areas and cloaked foes. Upgrades are : drain duration, drain range, *sonar duration, *reveal all the minimap, drain power, *disabling opponents' minimap.
Secondary Skill	Shapeshifting Lord Zaltovich transforms himself into an alien-bat like. He loses life over time (minus the Med-'i-can regeneration). His new base attack, Ultrasonic Strike is a powerful channeling ranged attack, slowing down enemies movements. Upgrades are : flying speed, damages, stronger slowing effect, attack range, damages on Awesomenauts, maximum health.
Designed by	Estheral

209 Alisa

Sex	female
Backstory	Alisa adores other species, Alisa was a summoner in a lost tribe after her tribe decided to move after a series of attacks, Alisa refused to move causing her tribe to abandon her, Alisa visited other tribes to find secrets of summoning, the tribes taught her how to summon a animal called Patch. Alisa later joined the awesomenauts as a way to try her summoning training and find more species
Role	Damage Dealer Harasser Brawler Melee Ranged
Base attack	Blow Dart Gun Alisa uses her training from the tribes to uses her trusty blow dart gun to damage enemies, and of course no blow dart gun isn't complete without a auto loading dart
Movement	Alisa runs at a fast speed with her hair blowing in the wind holding her blow dart gun to her side ready to shoot at anyone in her way or Patch's
Primary Skill	Bug Bite

Alisa uses her summoning skills to summon a army of small bugs to munch on her enemy and just be a pest like most bugs, Also Alisa has her bug spray just so shes protected from them

Secondary Skill Patch

Alisa summons her best friend Patch to help her deal some damage to the enemy, Patch has low HP and a low attack speed and follows Alisa around like a dog, Patch teleports to Alisa when shes to far way or in danger, Patch's cooldown is rather long and restarts when him or Alisa has died

Designed by HorridDevil

210 Atlas the Amnesiac

Sex female

Backstory On her home planet of Kurken, she was chosen to hold up a bomb to prevent the death of her people. After thousands of years, the villagers migrated, leaving her trapped under the bomb. Holding up the bomb gave her super strength, but her mental health deteriorated, resulting in memory loss. Finally being able to escape, she joined the Awesomenauts, hoping to find clues about her forgotten past.

Role Disabler
Pusher

Base attack Chapped Fists

K.O your opponent by punching them repeatedly with your disgusting, meaty hands.

Movement Leaps into the air, and flaps her gigantic arms for an extra boost.
(Movement speed: 7.2)

Primary Skill Flying Debris

Rips a chunk of metal from the ground and hurls it at the opponent; they'll be seeing stars!

Secondary Skill Titanium Barricade

Rips a colossal piece of metal from the ground and uses it as a barricade; protects allied 'Nauts from enemy fire, but leaves you defenseless from behind.

Designed by Klaus?!

211 Swuif

Sex male

Backstory Swuif is a raven from the Planet 'Dnalreztius', where he was the most sophisticated of all the people. One day, when he was once again going out to tell everyone in sight how incredibly sophisticated he was, a gigantic robot landed in front of him. The robot tried to attack him, but using a really long and extremely annoying speech, Swuif managed to make the robot stop attacking and just staring at him confused. realizing this was his chance, Swuif threw some buttons from the pocket of his swallow-tail suit at the robot and for some reason, he exploded.

When the Awesomenauts heard about his quite spiffing victory, they tried to hire him using money, but he declined, telling them 'I am way too sophisticated for you, cheerio'.

One week later he joined anyways.

Role Support
Harasser
Disabler
Ranged
Damage Dealer

Base attack Sophisticated button throw

Swuif throws 3 Buttons in a cone in front of him, these Buttons pass through the enemy and explode one second after hitting one.

Movement Swuif is walking really slow at first, he is getting faster over the next second, until he is three times as fast, and after that, he jumps into the air and uses his wings to move very quickly. While he is flying, he can fly in any direction, but he cannot jump. While not flying, he can flutter with his wings to gain a very small amount of height up to 3 times.

Primary Skill Terrifying croak

Swuif is croaking terrifyingly.

Any enemys in a small radius around Swuif are running in fear for 1 second. If these enemys fall down a pit while this effect is active, they take damage, depending on the height of their fall.

Secondary Skill Motivation speech

Swuif is holding a speech to motivate his companions.

Swuif can not move while this skill is active, but he can deactivate it at any time while it is, with only a small delay. All allies around Swuif are getting a slightly increased attack damage and movement speed, while all his enemys are getting damaged every few second, when inside the radius. This buff is getting stronger, the longer it is active, up to a cap.

Designed by Darktoastbrot

212 Blob 107

Sex male

Backstory Broken free, from a far away research laboratory, ready to join the battlefield in Awesomenauts, is Blob, test subject number 107. After he had grown so strong, he could break free from his cell and escape. When the researchers noticed something went terribly wrong, Blob 107 was nowhere to be found...

Notes:
He is also an initiator and a real teamfighter.
His goo color is red or blue, depending on the team color.
He needs health for his abilities, but he shouldn't have too much.

Role Disabler
Ranged
Support
Tank

Base attack Goo Balls

Blob 107 shoots little goo parts of himself. Once they hit an enemy, they drop on the floor and roll back to Blob 107 for fuuuuuusion haaaa!

Movement Blob 107 doesn't walk, he rolls, because he can. Because he is a bit fluid his 'body' adjusts a bit to the surroundings.

Primary Skill Sacrificial Lamb

Blob 107 throws part of himself in a bow to the enemy. By doing so, he will lose health himself, and get a bit smaller. The goo ball explodes on contact, dealing a bit of damage in an area and slowing the hit targets for a few seconds. After the slow decades, Blob 107 regenerates the goo (the goo on the enemy crawls back to Blob 107, or he regenerates the goo), the goo generation also brings him back (part of) his health.

This way you have to think about when you use the ability and it is a strong initiator, but you start the battle with less health, but get it back later on. It is a powerful crowd control attack but risky.

Upgrades similar like clunks explode, more damage takes more health from Blob #107 and an upgrade for less damage to self.

Secondary Skill Gootastic

Blob 107 encages near allies in goo, giving them a shield for a few seconds. By doing so he will lose a bit of his health himself, become a little bit smaller, but if the allies still have part of the shield when it decades, Blob 107 will get (part of) his health back and grow back to normal size again.

(Numbers are examples)

If there is 1 ally near, Blob will lose 30 health and shielding the ally with 50.

If there are 2 allies near, Blob will lose 30 health and shielding them both for 25 each.

Designed by Shad0wdark

213 Zetta Malware

Sex female

Backstory Created as a symbiosis between man and machine, x has always struggled between fleshy feelings and robotic practicality, to almost schizophrenic levels. Being raised by an anonymous nerdlord and a soda machine, she's today being hired for her knowledge and abilities in hacking and the interconnectivity between different materials.

Role Melee
Support
Disabler

Base attack Mint Condition Replica.

A old glow-in-the-dark tube of plastic that x once inherited from her father, now reforged into something more useful. Adding both weight and cutting proficiency, Zetta is now able to wield it as a two-handed sword with a reach and force far exceeding other sword users. Slow but damaging.

Movement Generally slower than other heroes by the incomprehensible build of her body, Zetta has installed a engine in her back that lets her jolt out a burst of speed every X second in preferred direction. Inbetween moves and jumps like a regular character.

Primary Skill Denial of service.

Building up inane amounts of information into her HDD, she releases a torrent of disabling signals like a storm through her mouth that temporarily crashes bots and debuffs enemy awesomenauts. Sets up enemy bots for detonation if destroyed during the effect.

Secondary Skill Combine!

Rearranging her matter into byte-size, Zetta becomes able to enter a friendly awesomenaut or bot to grant a serious buff to the battle. If the host is destroyed during the effect, Zetta rematerializes though temporarily stunned during reconfiguration.

Designed by Purses

214 the walrussian

Sex male

Backstory The walrussian was born in the ruins of a Soviet nuclear reactor as a normal walrus but when he started to eat the nuclear trash, he mutated into his present form a smelly body-slammng walrus that lives only for food, he joined a group of space pirates and got his famous grappling hook, but when he ate all their food reserves, they threw him out and left him behind near the Awesomenauts-headquarters, he took the opportunity and joined them (just for food)in the fight for justice.

Role Brawler

Base attack hook throw

throw your mighty grappling hook and pierce some enemies

Movement hopping (like a caterpillar)

Primary Skill body-slam

throw your grappling hook and jump right on your enemies, stun and damage

Secondary Skill	devoure fighting makes you hungry, better eat something, how about enemies. Swallow an enemy and spit him out, damage and slow
Designed by	vandeman

215 Sumatran

Sex	male
Backstory	Sumatran was an illusionist, he craved the joy of others and was fuelled by their smiles, but it always blew up in his face or more often then not their faces. After many failed gigs and out of options, he joined Awsomenauts, to entrance those who needed it most, the poor lonely mercenaries, as he "entertained" his allies all he asked in return was some applause, which he never did receive.
Role	Melee Ranged Support
Base attack	Wand/Cane Wand, a short range (think a bit further then base Froggys shots) low damage, knockback move damage: 2-3 knock back on attack Cane, a melle range swing of his cane, damage: 15-16 Attack Speed : slow No Knockback swaps between the forms with a cheap upgrade.
Movement	Hops along the ground instead of walking fast movement with acceleration mechanic. Jumps gets stronger if standing still , jumps medium- high with an average fall time. (think a bit less then froggy G)
Primary Skill	A rabbit outta my hat Has 2 versions, wand and cane. Wand: this skill summons a rabbit which hops forward twice then explodes into an AOE smoke/confetti, all allies in it are hidden (like the bushes), does no damage hop count 2 3 second smoke duration Cane: summons a giant macho rabbit who stomps forwards twice and explodes dealing damage to all around it cooldown: 10 seconds
Secondary Skill	Now you see me.....

2 versions, Wand and Cane.

Wand: teleports to the ally with the lowest hp percentage (eg leon on 30% vs clunk on 10% will tele to clunk) granting them a 50% speed boost for 2 seconds AND a 40 hp VISIBLE shield (shown as blue hp points)

Cane: teleport to the ally with the highest hp percentage grants 10% move speed boost and a 20% attack damage boost for 3 seconds

Cooldown : 15 seconds

Designed by Grim_Fate56

216 Shanite

Sex female

Backstory I'm so sorry Ronimo, I just spent about an hour doing and redoing this part but I couldn't get it right. I would prefer if one of you amazing people could make up a back story for Shanite, Space Kung Fu Master.

Role Melee
Disabler
Harasser

Base attack FALCON KICK!!!!!!

Shanite uses her legs of pure power to unleash...A kick. The kick won't deal much damage to start but after 2/3/4 kicks it does more damage. (Like Skolldir)
(Feel free to change this)

Movement Shanite is hopping on one leg because she is a master of the art of Space Kung Fu. Her movement speed is moderate.
(Feel free to change this)

Primary Skill Athletes foot

Shanite uses her bad smelling foot to launch a small cloud made up of horrible smell. This has a fairly long cool down and can blind/silence enemy's and do small amounts of damage.
(Feel free to change)

Secondary Skill Belt Whip

Shanite uses her double black belt to whip enemy nauts away. Knocks back enemy's, didn't think there was this sort a ability outside Voltar but I want this to be a sharp push back and not a Voltar nudge back.

Designed by AquladAwesome

217 Aurin, Solar Incarnate

Sex female

Backstory Many decades ago, massive swarms of Aurinko-Class Drones scoured the galaxy in search of Solar Deposits. Unit 7532 happened upon a lode that was protected by a spirit, which promptly possessed it. After several months of firmware patches, Aurin gained sentience. Driven by her instinct to hoard and protect Solar, she soon found her way to the Awesomenauts.

Role	Pusher Melee Support Disabler
Base attack	Solar Sword Using a sword of condensed solar, pulsating with energy, Aurin slashes with a single handed, overhead arc. Can be chained, initial attack followed by a swiping slash, then a forward stab.
Movement	Aurin glides across ground using the old thrusters borrowed from Unit 7532. Vertical movement is simply a matter of overcharging the boosters and being propelled upwards. Unlike Voltar, Aurin is unable to glide, though she may perform a second propulsion with reduced effectiveness.
Primary Skill	Rally At the expense of her own mass, Aurin emits a pulse of energy, buffing nearby allies and droids with increased movement and attack speed!
Secondary Skill	Harvest Using software borrowed from Unit 7532, Aurin steals energy from enemy Awesomenauts, dealing damage while gaining a temporary stats boost.
Designed by	Ashididerz

218 The Miraculous Miriah

Sex	female
Backstory	Miriah started out performing ribbon dances for the opening act of Stinkini the Magician. She dazzled crowds with her mystic moves, earning the title of "Miraculous". Jealous of the attention that Miriah was getting, Stinkini sawed Miriah's home in half. Angry at the injustice, she contacted the Awesomenauts to seek personal revenge and a job to pay for the home repairs.
Role	Ranged Damage Dealer Harasser
Base attack	Ribbon Whips Miriah uses her whips to attack with an extended melee range. The whips pierce targets, while dealing more damage to targets the farther they are away from her.
Movement	Miriah can preform 4 jumps. The initial jump is a large, high jump and the following jumps are short air hops to keep horizontal movement. Miriah also has high movement speed.
Primary Skill	Enchant Miriah throws a fast moving, low damage, moderate cooldown projectile. If the projectile hits an enemy, they take increased damage from Miriah's attacks.
Secondary Skill	Dazzling Burst

Miriah launches a moderate damage, high cooldown shot that deals impact damage followed by an explosion. The shot moves moderately fast, and can be charged for up to one second to increase the speed and damage of the shot, but slows her while she charges.

Designed by Iggyness

219 Quinn Bunny (Only known as Bunny to people)

Sex male

Backstory Reckless, daredevil scientist born to family that runs wealthy business of farming. Has potential but farming's boring to him. After letting his cousin run the business, he sets off. His jobs never last cos not thrilling. Was augmented due to fatal injury as soldier. Vast interest in prosthetics & even build his own since. Then stumbles upon Awesomenauts, instantly joins. Loves his job since.

Role Support
Pusher
Harasser

Base attack Machine pistol /Claws

A machine pistol that has 24 bullets per mag & he carries 3 mag to the battle. Every 8th shot's damage 2.5 times higher, piercing and explode & has DOT damage. Can't reload gun freely, only when mag's finish. Reload time 1.5 sec. Refill ammo at base only. When out of ammo/melee range, automatically switch to claws, every 5 sec, an explosive slash & DOT effect. Claws damage > machine pistol damage.

Movement Bunny is slightly weighed down by his prosthetics. He is medium speed (around 7). His jump is called Prosthetic Jump and the height's around 1.6. He has single jump like Gnaw, Froggy G etc. When switching between his machine pistol and laser claws, there is no change in his movement speed but slightly slowed down when running while shooting with his machine pistol. His shoes are Space Air Max.

Primary Skill Escape-o-porter

Due to low endurance, he has a gadget that gives him temporary invisibility and intangibility & increase in movement for 2.5 sec. Smack any button except jump and directions button to exit the state instantly. Can't attack but can move anywhere & jump when using it. When enters & exits the ability, he will drop out a teleporter (duration: 3 sec) that can only be used by droids.

Secondary Skill Deploy Sentry

Deploy a sentry that deals damage to enemies. Base: active: 4 sec, cooldown: 16 sec, damage: 5 (roughly). Can be upgraded to have sphere around sentry to heal droids, increase the damage resistance of droids in it, shoot missiles, increase duration etc. The buffs provided by sentry is only for droids, not for himself or even the 'Nauts. Bunny only supports droids.

Designed by CarlottaBlackwell

220 Star Storm

Sex	female
Backstory	She was once a ordinary girl.. Until she was sleeping and the aliens caught her she was scared and she was sent to space. She found out she was in All Station 404 The red team help her. She randomly found her powers randomly and she join Awesomenauts for a reason.. To get revenge what they did to her!
Role	Ranged Brawler Healer
Base attack	Star Slash Shooting star hits 10 damage it is really strong. She calls her shooting gun Starlight
Movement	shoots really slow but really long range
Primary Skill	Star Tornado Shoots a Star Tornado At A Droid Or A Awesomenauts character and it is very not so long range so it does not shoot very far
Secondary Skill	Star Droids Spawns a droid that you can control and explodes is you will control it you can stop to control it and it fights by itself with a star sword
Designed by	Ninfier

221 Gizmo

Sex	male
Backstory	Gizmo is a rather ill-tempered mechanic who usually maintains the drill core and droids. Due to a string of constant malfunctions he had been discharged from service, he did not take this very well, resulting in a damaging tantrum. However, this situation gave him the next best opportunity, by enlisting as a mercenary Awesomenaut to protect the machines he used to maintenance.
Role	Healer Melee Support Tank
Base attack	Monkey Wrench

Gizmo swings around his trusty wrench.
'Monkey Grip'-Increases primary attack damage.
'Meteorite Alloy'-Increases Attack Speed of primary attack.
'Extendable Handle'-Increases Range of primary attack.
'Righty Tightly'-Heals droids on attack swing by tiny amount.
'Lefty Loosey'-Deals extra +% damage on enemy droids only.
'Quick Fix/Sloppy Fix'-Oil splattered wrench causes slow effect by a % chance.

Movement Gizmo lumbers around at the same or relative speed as Derpl Zork without the movement upgrade, with a one stage standard jump just high enough to reach platforms. With the movement upgrade increasing both by set amount.

Primary Skill Shield Bot/Force Shield

Shield Reduction bot similar to Volt's healbot with halved rangeTurrets unaffected
'Extra Parts'-Scatters shrapnel around the bot DOT damage
'Melt Down'-Bot implodes at end of duration, pulling enemies to its center
'Hyper Core'-Extends duration
'Reflective Coating'-Allows bot's shield to reflect projectiles
'Unstable Isotope'-Bursts of droid healing energy
'Mini Drill'-Solar gain during duration

Secondary Skill Adrenaline Rush

Gizmo gets an anger fueled rush, in which he does not take any damage, but instead recieves it all when rush duration ends
'Temper Tantrum'-Inflicts self-blind, thrashes limbs that do increased damage
'Skunk Perfume'-Stuns VERY close proximity enemies
'Primal Roar'-Pre entering Rush, deals knockback once
'Hardened Skin'-Reduces damage taken post Rush
'Nano bots'-Increases mov speed during Rush

Designed by Dupple

222 Aurora

Sex female

Backstory Aurora grew up on a barren desert planet with three suns where she quickly learned to hate the sun and the heat. She spent years researching a way to cool off. Her solution was the Frost Maker which can freeze just about anything in just a few seconds.

She first tried to use it on her home planet to no avail. The suns would melt through the icy tundra she created in a matter of minutes. She decided that if she could not get it to work at home she would go elsewhere. She spent years searching for the perfect location only to wind up on an asteroid caught in orbit on the very edge of the galaxy. She remained hesitant at first, but was desperate at that point which led her to freeze the entire asteroid. She created her own mini planet, Polaris.

She quickly fell in love with her new planet, but found that it would not last as even then the ice began to melt. Aurora found herself distraught as she searched for the cause which she found to be the war. the technology was releasing immense amounts of heat even into such a distant location. Her only solution was for the fray to end which did not seem to be happening. She decided to temporarily abandon her planet and rework the Frost Maker into the Frost Cannon and a few other toys. She set off with her new equipment to end this war and perhaps find some people to move to her planet.

Role Ranged
Disabler
Harasser

Base attack Frost Cannon

Aurora uses her Frost Cannon to shoot forth a wave that slows enemies and deal a small amount of damage in an area in front of her.

Possible Upgrades: attack speed boost, damage boost, range boost, slow buff, temporary freeze ever so often, freeze terrain causing enemies to slip on the ice

Movement Her walk without her movement upgrade is just a normal walk. Her boot upgrade gives her ice skates which boost her move speed. Her speed is increased further when on ice. Her jump creates a small temporary ice platform underneath her.

Primary Skill Blizzard Bomb

Aurora tosses one of her two signature grenades. The grenade will explode upon terrain or enemy collision causing damage and leaving behind a frost field(blizzard) that slows enemies but does not damage.

Possible Upgrades: damage increase, slow increase, terrain freeze, ice shards fly around in blizzard dealing damage, cooldown decrease, duration increase

Secondary Skill Shard Burst

Aurora throws her other signature grenade which bounces three times releasing ice shards to damage in an area at each bounce.

Possible Upgrades: damage increase, more bounces, more shards, cooldown decrease, shards stick in terrain or on walls blocking travel or allowing you to jump on them, range increase

Designed by clobolo

Sex	male
Backstory	Some species have odd tactics for survival. for Janitor people of Initar it is cleanliness. For centuries, Initors have been focused on peace and health, so there was really nothing to harm them, except meteors. Meteors crash there alot. In order to afford repairing from the meteors, they get some of the cleanest and highest ranked Initors to do jobs around the galaxy. One of these Initors is Ulvir.
Role	Disabler Healer
Base attack	Poisonous Air Freshener Ulvir sprays Air Freshener, witch heals team mates and does damage over time to enemies. This can be upgraded to cause debuffs such as Slowing. It also travels as far as an obese man on a marathon.
Movement	Can only jump once (similar to gnaw or Raelynn). Slightly faster then the average speed. Is stationary when using skills.
Primary Skill	Soap Bomb Ulvir throws well, A soap bomb. the soap bomb travels similar to gnaw's acid spit, but further. When it hits something, being a wall, creep or enemy awesomenaut it will explode. This explosion will cause damage to enemies as well as Blinding, but will heal teammates. This can be later upgraded to add silencing and life-steal, as well.
Secondary Skill	Mop Swing Ulvir swings a mop, Although Mop Swing doesn't do much damage, It has large knock-back (think of it as Skolldir's throw, just a lot worse in knock-back as well as damage and can hit multiple targets.). Along with this if the mop hits something such as Yuri's mine, Gnaw's acid spit or Derpl's Grid trap, it will get rid of said trap. It also adds a slowing effect.
Designed by	aronofspheal

224 Torgo

Sex	male
Backstory	Torgo is a highly skilled Flamenco dancer who couldn't find work. He worked at his planet's cow transport plant, where he was hit by a stray bull at 5000 mph, removing his legs and head. Surgeons struggled and decided to take the parts from the bull. Torgo released with a microchip to allow Torgo to remember Flamenco rampaged until the 'Nauts came. Torgo enrolled for lack of anything better to do.
Role	Support Pusher Assassin
Base attack	Rose Toss Keen to share his passion for Flamenco, Torgo throws genetically enhanced spiralling roses at his foes, its ineffective but its darn pretty. Every third throw Torgo swipes with his red matador cape which inflicts little damage but stuns opponents.

Movement Torgo is very swift, and has a mid air somersault ability which is essentially a double jump.

Primary Skill Steel Hooves

Torgo performs a flying kick which deals high burst damage on impact and knocks enemies back quite a distance.

Secondary Skill El Bandito Musico

Torgo sends forth a flurry of castanets whose merry beat give allies a speed boost and slows opponents on impact. The castanets also deal damage to opponents and full damage to turrets.

Designed by TheButtcracker

225 Sir Nidhoggur The Second

Sex male

Backstory Sir Nidhoggur is a Knightly dragon from the planet Maxmium 7, vowing to vanquish his world- Nay, the GALAXY from all evils! His thunderous roar shock all that stand in his way, including those with more than 12 items standing in 12 items or less check out lines, vending machines that do nothing that eat money, the little plastic tags on shirts, and sometimes the Eldar Daemon of Galhas'Nor 13. In order to carry out his Knightly deeds, he needs some squires to travel with, he immediately joined the Awesomenauts upon meeting them, declaring himself their most handsome and beautiful leader.

Role Disabler
Melee
Damage Dealer
Tank

Base attack Mighty Blade!

Low damage attack with high attack speed, moderate reach.

Movement Can fly for a short period of time, moves slowly otherwise.

Primary Skill Knightly Will, Dragon Might

Increases movement speed and attack speed and adding moderate cleave damage in an area around his attack temporarily.

Secondary Skill Thunderous Roar!

Fires lightning, doing small amounts of damage, stunning, and slowing after the stun is over shortly, can only hit one target.

Designed by Johnthedragon

226 Sir Lance A Lot The Blitz Lancer

Sex male

Backstory

Sir Lance A Lot is the most badass knight of Arthurian Kingdom. When he is on vacation, his kingdom got wiped out by the biggest galactic disaster ever. Everything is lost save for the royal relic which gave him the power of teleportation.

Being almost always in battle he did not grieve for long. Without any kingdom to serve he joined Awesomenauts to become the most badass knight in the universe.

Role

Harasser
Melee
Brawler
Assassin

Base attack

Lance Combo

A set of four moves combo with his trusty lance. The moves are combinations of thrusting and slashing.

Upgrades:

- Blitz combo, blitzes randomly around enemies he is attacking
- Random spear appear out of nowhere thrusting enemies he is attacking
- Increased damage
- Increased attack speed
- Added fifth move for combo
- Attack Randomly stuns enemies

Movement

Lance is a humanoid knight in shiny armor. His default speed would be slightly lower than Leon but he could jump as high.

Primary Skill

Blitz

This is basically a teleportation. But unlike the teleportation to health station this one is short ranged and happens instantly. With upgrades he could blitz through turrets too. Activate with right mouse button.

Upgrades:

- Increased range
- Lower cooldown
- Blitz leaves explosion that damages enemies
- Blitz stuns enemies near it
- Blitz leaves gravity field that pulls enemies towards it
- Doubleblitz, performing two consecutive blitz

Secondary Skill

Divine Retribution

Lance could utilize his backup weapons to aid him in battle with his teleportation. When it is active Lance's body glows. Any successful attack will mark the enemies attacked. When the glow fades or the mark quota is fulfilled (3 to 5 targets, nauts and creeps) lances will appear out of nowhere thrusting marked enemies. These lances cannot be avoided. Activate with middle mouse button

Upgrades:

- Tracker, marked enemies will always be visible on mini map
- Increased damage by adding more lances
- Increased mark quota
- Lifesteal on marked enemies
- Lower cooldown
- Add splash damage to enemies around marked ones

Designed by

widatama

227 Baerr

Sex male

Backstory Baerr is a sleepy Bear from the planet Albans. Baerr would spend his days dreaming of being an action hero and fighting crime. All this dreaming left Baerr unemployed and really needing a job. So to make some money he joined the Awesomenauts, his ready to claw his way to victory as long as he can stay awake!

Role Melee
Pusher

Base attack Claw

Claw is Baerr's base attack. The Claw is melee with piercing.
Attack speed 120
Damage 10

Every Claw strike charges up his primary skill rumble roll.
Each Claw strike grants rumble 1 charge

Movement Don't underestimate the speed of the big bear!, Baerr may look fat but his speed matches any.. fat man?
Movement speed 7.

Jump: Baerr can double jump with medium height.

Primary Skill Rumble Roll

Baerr rolls up into a fur ball and rolls at 1.5x movement speed with 50% damage reduction. Rumble roll can pushback foes with a medium knockback. The rumble roll is charged up by his Base attack.

The charge up does not have to be full before he can use rumble roll.

There is a maximum of 10 charges on rumble each granting 0.3 seconds of rumble roll. Rumble roll has no cooldown and is only limited by how fast Baerr can accumulate charge.

This allows Baerr to decide how much of his skill he wants to use and when.

He can gain 3 charges and then rumble for 1 second sending droids and enemies backwards or save up 10 charges and roll out of danger.

Upgrades: Some upgrades can allow for damage on roll, more speed on roll, and or more damage reduction on roll.

Secondary Skill Nap

Baerr takes a quick nap granting himself some healthpoints.

Baerr is vulnerable in this state however his big belly can also be used by team mates as a jumpad. The direction of the jump pad on his belly is controlled by player mouse.

Upgrades: Some upgrades used can be more heal to self, increase movement speed on friendly that jumps on his belly or damage reduction on friendys that jump on his belly.

Designed by 808s&Heartbreak

228 Dynamoa

Sex male

Backstory Dynamoa long ago decided to become to a "professional mercenary" to try to one day impress an alien woman he had become smitten by when watching a news report, but sadly was an absolute failure at the profession. Every attempt left him in worst and worst shape either from the drums of war or the clients forcefully removing him from their premises. However one day while on Vraknar prime 2 after being savagely beaten after accidentally setting off a grenade in a sewer destroying multiple city blocks (somehow..) Dynamoa was blessed with the discovery of an old super heroie named known as secrete sewer base. He "Mastered" the equipment he found, repainted the outfit and set off to make a name for himself knowing that one day he would impress that alien woman.

Role Ranged
Disabler
Harasser

Base attack Zap Gun

Fires a bolt of electricity that will somewhat home to the nearest enemy making aiming somewhat easier, however if enemies are too far away the bolt will hit the ground instead.

Movement Dynamoa starts off slow but as he moves more and more he gains more and more speed and jumping height until he makes a complete stop.

Primary Skill Grappling Hook

Dynamoa twirls a grappling hook before launching it in the direction the mouse is pointing and pulling himself to the point of impact. The hook does not launch onto other Awesomenauts (by default). Hitting the bottom of platforms will cause Dynamoa to pull himself through on top of said platform.

Secondary Skill Rod

Dynamoa throws a floating device with a special rod made of of metal that specifically pulls electricity to it, ignoring the laws of physics and be used to extend the range of the Zap gun. The platform may be used in combination with Grappling hook for something to latch onto.

Designed by Vulkan

229 Monk

Sex male

Backstory He was a good guy, one with god. No one ever knew his name, they just refereed to him as Monk. One day as he was praying something happend. His mind corrupted. His mind turned cold and sinister. Though not fully, he stayed good and bad. He is now a being of nor good or bad.

Role	Healer Melee Ranged Assassin
Base attack	Holy force / Demon Claw Holy Force : When in holy form, Monk heals Awesomenauts in front of him and puts a Heal over time on them. Demon Claw : When in Demon Form, a Demon Claw erupts from his staff and slices the enemy.
Movement	(Worth noting : Monk can switch between Evil Monk, and Good Monk) In Good Monk, he uses his staff to cause a gust of wind to propel him into the air. Normally he would run slowly on the ground (Similar to Raelyn) In Evil mode, a lava burst erupts from the ground making him shoot up, whilst on the ground, he levitates evilly.
Primary Skill	Holy Force / Demon lord. Holy force : He does a AoE heal which erupts from the middle of him also putting a HoT on the friendlies. With upgrades it can make friendlies gain buffs for a duration of time. Demon Lord : He summons a Demon Lord to fight with him for 10 seconds, Monk also gains buffs.
Secondary Skill	Transform Monk transforms into either Evil Monk, or Good Monk. This lasts until the ability is prompted again
Designed by	benasx33

230 Panda-Wan

Sex	male
Backstory	The panda race, living in Bambooscant, has specialized over the years in meditation and advanced fighting styles based on the use of the lightsaber. One of them, the one they call Panda-Wan, is the mightiest warrior of his kind. Panda-Wan, the most advanced user of both mental and physical skills, is a space warrior that only seeks to be declared the mightiest warrior in the universe.
Role	Disabler Melee Tank Brawler
Base attack	Panda's strength All the training Panda-wan went through in Bambooscant during years makes Panda-wan a close quarter combatant who uses his saber to strike enemies using 3 different attacks. The first one is a simple but effective horizontal slash. The second one is an effective vertical slash, and the last one is jump attack. Panda-wan does a front-flip and then he attacks with the lightsaber.

Movement The panda race is a little fat, but they are very agile, his training allows Panda-wan to perform a second jump while he's in the air while making his body look like a ball.
His movement looks very awkward, his weight makes him a little slow, and he moves like a penguin because pandas weren't used to running in 2 legs in the past.

Primary Skill Mighty Jump
Panda-wan leaps forwards while making his body look like a ball, hitting all enemies around him with his lightsaber all along the trajectory. He always jumps forwards. He can't change that due to the complexity of the ability's training.
Items upgrades: You can buy a item that makes him leap backwards when it reaches the end of his range

Secondary Skill Mighty Pull
The mental power of Panda-wan allows him to pull every minion and hero in front of him closer (more or less 50% of distance between them and Panda-wan). This powerful technique is used by Panda-wan to make it easier for him to engage in close quarter combat.

Designed by alfa036

231 Pangolini (inspired by the animal Pangolin)

Sex male

Backstory

- From a dragon unit
- Was not born with wings
- Joined awesomenauts when he was expeled from duty on his homeplanet, because he could not complete the flying test

Voice: (Arnold Schwarzenegger like)

"Death from above"

"Lets crank up the heat"

"Pangolini is in the house"

"Burned to crisp"

"Argh argh neargh"

"Why dont they sell wings"

"I'll be back"

"Awesomenauts roll out"

"You're no match for me"

Theme song:

- Marching theme

Role Support
Tank

Base attack Really really really sharp claws

Melee claw attack

Pangolini uses his large claws to tear apart anything in front of him. This attack is fairly slow, but a high damage should make up for it. When on lane, Pangolini will easily be harassed by faster 'nauts, therefore it's essential to push along with the minions and the rest of the team.

Upgrade:

- Longer range
- More dmg
- hit more targets/penetration
- Lifesteal
- Bleed effect
- boost attack speed

Movement

- Basic jump
- Can crawl on walls and ceilings (jump again to let go, or wall jump)

Pangolini is one chubby 'Naut, his movement speed is low and his jump leaves a lot to be desired, but his uncanny ability to crawl on the walls and the ceiling makes up for his lackluster jump and movement speed.

Furthermore, because Pangolini can climb he can chase flying 'Nauts and stop them from camping out in the corners.

(The climbing might be an upgrade granted by purchasing the boots)

Primary Skill

Wreckingball (defensive)

Pangolini curls himself into a ball, which will give a damage absorption bonus to all allies which are inside his AOE. When activated in the air, Pangolini will smash straight down dealing damage and a short stun to foes which are hit beneath (Damage may scale equal to fall time?). Combined with Firebreath make for a meteor like rain!

When this skill is active Pangolini is unable to perform his basic attack, however allies within his AOE shield may attack and cast abilities as they like, for example Raelynn sniping from within.

Upgrades:

- Roll while in Wreckingball mode
- While in Wrecking ball mode Pangolini does not take damage
- Make friends inside of the shield radius invisible (like having a bush where you want it:)
- Using the shield will slowly regenerate Pangolini's health (and only his)
- Longer shield duration
- Larger AOE

Secondary Skill

Firebreath (because fire is awesome!) (offensive)

Breathe a cone of fire, to dmge and add a burn effect to enemies caught in your flames. Any firebreath uprade will have influence on Wreckingball mode, if they are both activated. (e.g. Use firebreath while in Wreckingball mode, to make yourself into a wheel of fire!)

With the right uprades he might even become an APC, shooting fire from within and leaving a deadly trail of flames behind.

Otherwise a more offensive Pangolini might opt for pushing minions with his firebreath and shield himself if a counter-push is initiated.

Upgrades:

- Length and width upgrade
- Dmge upgrade
- Slow enemies, while they have a burn effect on them (combo with Coco or Lonestar for longer duration)
- Silence enemies while they are in the fire (They too busy screaming!)
- Cooldown reduction
- Napalm breath, floor hit by the flames burn for a while, sort of like Gnaw's poison

Designed by CaptainJax

232 Lena

Sex female

Backstory Lena is part of a relatively new species, the Octopies: mutants created from the cross of an octopus and human genes. She is obsessed with music, but after her unfortunate application for a place in the 975th Intergalactic Orchestra – “it was an accident!” - she lost all hope for a music career and is now in hiding. She is attracted to the very diverse community of Awesomenauts – and to the opportunity to practice her “talents” without bounds.

Role Support
Disabler
Harasser

Base attack Chromatica

Lena’s main weapon is the chromatic harmonica hanging unassuming on her neck: but it’s not music she uses this instrument for. This electronically redesigned harmonica shoots medium range holographic bullets, with several different capabilities depending on the “melody” Lena plays.

Movement As part of her octopus heritage, Lena has several legs, but she only uses two for walking, much like humans, moving with a medium speed. She excels at jumping, managing to spring higher after crouching longer.

Primary Skill Inkredibleh

When feeling cornered, Lena reflexively utilizes her genetic ability – after a big inhale which slightly enlarges her head, she splatters ink around herself, slowing and injuring her enemies, enabling her to escape tight situations or to hinder group attacks.

Secondary Skill Boléro

Lena uses the saxophone she always carries around on her back to play "the song of her people", a tune that materializes as a stream of notes, effecting all enemies they touch - whom as a result get confused and lose their senses of direction, no longer able to tell up and down, right and left apart. Her song can be so powerful, that it turns the battle on its head.

Designed by jyusan

233 Mildred Gertrude (Ms. Gertrude) – Slinger of Space Hash

Sex female

Backstory Ms. Gertrude is the kindest old lady, with a spirit of candor and a passion for teaching literature. However, due to societal decline and bad eating habits, Ms. Gertrude was reduced to a hash-slinging cafeteria lady. Exasperated by this lack of nutritional and educational concern, she retired from school and joined a group of hungry, malnourished mercenaries whom she has grown to care deeply for.

Role Harasser
Damage Dealer
Support
Healer

Base attack Fling Food

There are several ways to feed the enemy (not good ways); Ms. Gertrude prefers to use a spatula. Ms. Gertrude has packed up plenty of manufactured space hash to fling at her foes with nasty effects. Upgrades can make food stick, do damage over time, slow, blind, or give random chances of throwing other "foods" at foes with different effects.

Movement Ms. Gertrude used to walk with such elegance. Unfortunately, due to a knee injury caused by age, she can't anymore, so she uses the assistance of her portable Love-Oven to keep her flighty. The oven moves fast (though hard to control), and it has a springy hydraulics system for jumping. It makes her feel hip again. She even calls herself Granma G. to the amusement of the younger nauts.

Primary Skill Frying Pan

Some can be very unwise for assuming that Ms. Gertrude is a frail old woman who bakes treats. Those who approach her face with that assumption are met with the disfiguration of their own face. She inherited her mother's strength, and elbows. Upgrades allow your pan to do searing damage over time, stuns, severe knockbacks, or fry additional food while baking (giant flaming meatballs).

Secondary Skill Baking Time

Get more use out of those undercooked bits of potato and meat by activating the Love-Oven, Ms. Gertrude's most cherished cooking device. It allows you to use the base attack and primary skill to bake/fry delicious goods for your allies. Upgrades allow you to move faster while baking, make food faster, vary the foods, burn enemies that are too close, or make ham after baking for x seconds.

Designed by Nom Nom Nom

234 Prince Woody Beaverson

Sex	male
Backstory	For years a race of walking trees controlled a small planet at the end of the galaxy. Until the great beaver uprising of 3056. The beavers eventually gained a foothold and chewed the trees into submission and in the end the only trees left were the ones used to make elaborate beaver palaces. Eventually Woody grew tired of his lavish life and left to roam the galaxy in his wooden ship in search of adventure. he stumbled across a robot army that offered him all the wood he can chew if he would fight. No tree is safe around this awesomenaut
Role	Melee Pusher
Base attack	Bite Woody uses his massive teeth, which he has upgraded with a unknown wood that has twice the strenth of steel, for a nasty bite
Movement	woody uses the strength of his tail to propel himself up in the air...
Primary Skill	Splinter spray As a beaver woody always has wood to chew on he shoots a spraw of razor sharp splinters out ant any enemey in front of him
Secondary Skill	Tail smack Woody smacks his tail against the ground to scare any would be intruder away or to deal damage to the overly brave
Designed by	louithhhh

235 Sheldon

Sex	male
Backstory	hailing from the distant under-water planet named Celestia , Sheldon was originally a leader of the freedom fighters because of his great skills in combat, holding the lines from the squid army who just settled in on his home world, unfortunately he was captured and exiled and was travelling in space for quite sometime, when he was found by the Awesomenauts, he decided to stick with them until he could come up with a revenge plan and to put it to action.
Role	Support Tank
Base attack	Metallic gun Firing small bullet projectiles, Sheldon can deal damage to his foes while quickly retreating for cover
Movement	although slower than some of the awesomenauts, he has straps on his fins which enhance his escaping ability when heavily damaged

Primary Skill Shell Blitz

Sheldon can go into his metallic shell and can spin from a limited time before he gets dizzy, while spinning Sheldon can reflect some damage (just like the Shell Reflector), just before exiting the Metallic spikes will release from the shell to cause more damage.

Secondary Skill Shell Reflector

This device located on Sheldon's right fin can create a sort of shield which can reflect some of the damage dealt by his enemies, when timed right Sheldon can reflect projectiles right back at them, The Shell Reflector only lasts for a short while unfortunately...

Designed by Bluestorm1**236 Zorproise****Sex** male

Backstory When an interplanetary cyber war struck the planet of Notunep, its inhabitants created a specialized artificial intelligence program by the name of Zorproise to put an end to it. As the AI was then no longer needed, it started to feel neglected and became sentient, leaving its computer vessel behind in exchange for a body consisting solely of electrons so he could partake in battles again elsewhere. As far as Zorproise's intelligence actually goes, he usually sticks with blabbering aphorisms.

Role Ranged**Base attack** Zap

Zorproise's body gives of a static shock to zap an enemy (medium range/low damage/fast speed).

Movement Zorproise has a simple, relatively short but very swift jump and medium movement speed.

Primary Skill Tesla Ricochet

Zorproise shoots a compact cloud of charged particles in a straight line towards the cursor (short range). When hit, it deals damage and can bounce to up to 2 more enemies if nearby. If the shot misses the first enemy, it will disappear and thus not rebound.

Secondary Skill Lamb Shift

Zorproise warps a set distance towards the cursor. Upon appearing he releases a weak electrical discharge which deals a mini stun to nearby enemies (close range). Zorproise cannot warp through walls, solid floors and enemy barriers and constructions.

Designed by Tanshu**237 Madd, the Impeached****Sex** male

Backstory

A failing politician from the planet Canedis-12, Madd was on the verge of a political meltdown when he was invited to be the host of the 12th annual celebratory topiary extravaganza. This being his last chance to salvage his career, he was determined to make his comeback here. At first things were going fine, but one of his old rivals was in the audience goading Madd into making a fool out of himself. The crowd had turned on poor Madd and was booing him off stage. Madd started to panic and then it happened. He just began laughing, the crowd and his old rival were baffled. As his laughing grew louder the crowd became stunned, in his mind he knew his career was over but if he was goanna fall then he was goanna fall hard. He grabbed the loyal running mate Vice P. and proceeded to destroy months of hard work and planning. No bush was left unscarred as he cut his way through them in his fit of joy and madness.

He was later detained in asylum, till a few years later it was shut down due to poor government budget plans that he himself had purposed years earlier. Having nowhere to go he hopped on the nearest bus looking for a ride out of town, sadly it wasn't a bus but a droid storage pod heading to the war front. When he found his way on to the battlefield he grind at Vice P., and began to laugh.....

Role

Harasser
Melee
Damage Dealer
Brawler

Base attack

Vice p. Speaker of the House.

Madd's beloved topiary trimming tool, and purely by coincidence his running mate in the 3580 election. He swings Vice P. like a mad man on the battlefield trying his best to weed out all of the misguided topiary bushes unfortunate enough to meet him on the front. While many believe Vice P. to be a tool and have no free will of his own Madd believes otherwise insisting that Vice P. is the man behind the man pulling all the strings. for some strange reason no one at the asylum bothered to take his topiary tool away from him....

Madd makes two wild swings with his weapon, second dose slightly more damage. Lower lvls prefer hit and run tactics, high level Madd wants to be in the Frey taking damage and giving it to keep his high health regain up.

Note: require to attack things to gain points in Madd's Joy-meter with Vice p.

Movement

Gravity Schmavity.

Madd ignores gravity and can jump pretty high, he's no Froggy g, but Madd can get around. Madd prefers using his feet and arms when running around, using all four limbs to run means he runs faster than most by default, too bad Madd doesn't like to wear shoes.

Note: no boots but runs at a fairly fast base speed, decent jump but no doubles.

Primary Skill

Maddening laughter.

in the heat of combat Snort can let out his bottled up joy, by laughing. Madd's love of destroying wayward topiary bushes builds up and he lets out a loud obnoxious laugh that silences all nearby and regains some of Madd's lost health. Upgrades can turn it into a stun or cause a slight loss of sanity (control of their Nuat by pushing them away) or just more health regain.

Note: Requires mad to attack or be attacked by droids or Nuats to build up Madd's Joy-meter, turrets are stationary and provide no amusement for Madd (he thinks their fake topiary bushes). Cool down is independent of the meter, Madd might be boiling with good times but must wait till the times up on his laugh. The sound of his laugh would be a generic hyena laugh meant to be heard by opponents when he triggers it.

Secondary Skill And you get a Grenade!

Being the kind loving politician his PR guys always told him he was, Madd enjoys dishing out government stimulus packages. Madd's secondary attachment to his topiary trimming tool, a grenade launcher (for when those pesky walking topiary bushes try to run on you, there's always slowtoe rockets). Madd lets lose a volley of grenades that will detonate either on contact or within a few seconds of being fired can be upgraded to sticky grenades. Who said the government never helps?

Note: short cool down, doesn't do a lot of damage by default, meant to harass or finish off opponents latter on.

Designed by H-72

238 Tarantul'ina

Sex female

Backstory Tarantul'ina lived a blissful life on a remote, dangerous, poisonous world. She was living in her underground homestead in harmony with her children (that is, 2000 eggs) when the robot armies arrived. As if the racket overhead wasn't bad enough, the spaceships interfered with her TV reception. When a strongly worded letter of complaint did not move them from the surface of her planet, she joined the Awesomenauts to end the intergalactic war and restore peace in her home.

Role Melee
Disabler
Harasser

Base attack Webfoot

Tarantul'ina hits the target with her front pair of legs, which are laced with webbing. She deals only a small amount of damage but each successive hit slows the target further and further as they too get entangled in her web!

Movement Tarantul'ina scuttles along on all eight legs normally, but this is quite slow. However, by utilising her primary ability she can move much more quickly and with her base attack she can slow enemy Awesomenauts down to her speed!

Primary Skill Burrow

Tarantul'ina digs into the earth/metal/sand beneath her feet. There is a visible crack in the earth where she has burrowed and her front pair of legs sticks out (so she can take full damage). She moves faster underground and her secondary skill is replaced with the ability to snatch a target from above, deal damage and violently spit him/her out.

Secondary Skill Poison Fang

Tarantul'ina sinks her front fangs into her target at close range and for a short duration the target is forced to run helplessly in the direction from which Tarantul'ina has attacked! The bite also deals moderate poison damage

Designed by Denicide

239 Lady Arianne

Sex female

Backstory From a young age Arianne had only one goal in mind: to right the wrongs in the universe. This proved incredibly difficult to accomplish and yet she persisted. In her adulthood she became a member of the Holy Order, but soon realised a life of solitude wasn't for her and left to join the Awesomenauts in hopes of finding more willing to help her on her quest to dispense righteous fury.

Role Melee
Support
Tank

Base attack Smite

Lady Arianne swings her hammer in front of her and lays down Holy Ground if an enemy is hit. Holy Ground buffs the movement speed of teammates on it and reduces the effectiveness and duration of slows.

Movement Lady Arianne runs faster when close to somebody else (both allies and enemies).

Primary Skill Righteous Fury

Lady Arianne slams her hammer into the ground, applying a debuff to enemies which slows them and allows teammates to deal increased damage.

Secondary Skill Blessing of Light

Lady Arianne emits a powerful Blessing of Light around her, buffing her allies movement speed and granting a minor heal, while blinding and slowing enemies facing towards her. While she invokes this blessing she becomes immobile for a short time.

Designed by J Wall

240 Desireé Mantrap

Sex female

Backstory

Born on the planet Aiguillon, Desirée , was known for being the most popular and beautiful Mantid in highschool. She had billions of boyfriends, all of whom mysteriously vanished. Most didn't even make it past the first date.

One particular boy invited her out to a virtual theater, but stood her up and used the opportunity to steal her plutonium credits - she instantly fell in love with his audacity, it was so romantic!

She spent the next few years searching all over the galaxies for him, from Bolnovia to Okeanos, of course making sure to grab a few "snacks" on the way. She never did find him, the infamous Leon Chameleon.

Hungrier than ever now she joins the the robot war in search of her one true love, hoping to win his affection and possibly lunch. (Praying) Man-ti she may be, prey she is most certainly not.

Role

Harasser

Base attack

Fusion Strike

Desirée channels her love and affections into every swipe of her quantum claws slicing all who stand in her way into bite sized pieces. (Slow attack speed, heavy damage)

Movement

Desirée has two movement mechanics, wings of flight and camouflage.

Wings of flight:

With the flap of her beautifully colored insectoid wings she soars short distances with an upward arc and slow-fall back to the ground shortly afterwards.

Camouflage:

Desirée is also a patient Man-ti, a trick she learned from her mother. In the event that Desirée stands still for 2 seconds she automatically becomes one with her environment. Any movement or attack disrupts this and her.

Primary Skill

Phantasmic Lunge

Desirée lunges towards an unsuspecting meal, passing through her prey's allies and attacks unscathed while dealing swift blows.

*Note that this attack does medium damage. The player moves in a straight line through any enemies and heals herself worth half of the damage she deals. If this ability is used while Magnetic Gaze is in use she becomes immobilized at the end of the attack. The recharge rate of this attack is medium.

Secondary Skill

Magnetic Gaze

With the bat of her eyelashes and her tomboyish charm, Desirée reveals a stunning gaze, luring any pursuers into chomping distance.

*Note this ability can only be used on targets within her line of sight - obstacles such as platforms block it, however droids and neutral grubs do not block her line of sight. Enemy Nauts also block her line of sight, Allied Nauts do not. This ability causes the stunned naut to be immobilized while very slowly being pulled towards Desirée, however Desirée cannot move, but can attack (including Phantasmic Lunge) and her line of sight cannot be broken. This effect last for approximately 2 seconds and has a slow recharge rate.

241 Ouray

Sex male

Backstory Ouray was part of an India tribe many years ago, until he went on a quest for immortality. Little did he know the consequences of this quest, as it was a success, however it brought about a curse and he has remained alive until this day, searching for a cure, or a way to die...

Role Ranged

Base attack Bow of Vengeance

Main Weapon

Bow obviously, which would work by being effected by gravity so as the arrow shoots, its path would follow an arc. Probably like Derpl's cats, where aiming higher would shoot straight up and down with little range etc.

Damage: 10

Attack Speed: Around the same as Clunk's

Upgrades

- 1) Increased range (1/2)
- 2) Increased Damage by 5 (1/3)
- 3) Incendiary Ammo (like Lonestar's dynamite upgrade) (1/1)
- 4) Increased attack speed (Like Derpl's cat speed upgrade) (1/2)
- 5) Lifesteal of 3 health per shot (1/1)
- 6) Adds a second arrow to be shot (1/1)

Movement Like Raelynn but without the boots

Primary Skill Blitz

Like an arrow volley that starts at the top of the map, and about 5 arrows with a total width of say a turret, comes vertically down and passes through the terrain and damages any enemy nauts or droids, creeps etc. It doesn't effect turrets as that would be unfair.

Damage: 20 damage per arrow (so clunk, derpl, and larger nauts will take increased damage as they would get hit by more arrows)

Speed: Would take about 5 seconds for the arrows to pass through the map (however it would be more useful used higher as it would take less time to reach any nauts you face at a higher level)

Cooldown: 12 seconds

Upgrades

- 1) Reduced cooldown by 2 seconds (1/2)
- 2) Increased speed (to pass through the map) by 1 second (1/2)
- 3) Increased damage per arrow by 2 (1/3)
- 4) Increased width (basically adding 1 extra arrow) (1/2)
- 5) If the volley kills any health creeps on the way down, then you would get normal 30 health. However this upgrade adds 10 extra health per creep (1/3)
- 6) Blindness, and the more arrows that hit the longer the blindness, 1 second per arrow (1/1)

Secondary Skill Explosive Tomahawk

That's right, this naught throws a tomahawk that is propelled through the air, then explodes upon contact, after a delay. However the player can detonate the tomahawk at any time they want, before the delay runs out. Blast has a radius a little smaller than Yuri's bubble (not upgraded). Again cannot damage turrets as that would be a little unfair.

Damage: 20

Range: Kind of like Gnaws upgraded spit length

Cooldown: 8 seconds

Delay: 3 seconds

Upgrades

1) Increased area of effect (similar to Clunk's explode radius) (1/1)

2) Increased Damage by 10 (1/3)

3) 10% solar per damage (1/1)

4) Makes the tomahawk sticky so that if contact is made on an enemy naut/creep, it sticks to them (1/1)

5) Increases the delay time by 2 seconds so that the enemy naut can take damage first, and while retreating, the player can detonate. (1/2)

6) Increased range that the tomahawk can be thrown (1/1)

Designed by MinecraftlzEpic/Procrastinating Creeper

242 Tyran

Sex male

Backstory During an excavation expedition, of an ancient king's tomb, a human archeologist stumbled across what could have been the greatest find so far. After some extensive research, the leader of the expedition, Dr. Kate, hypothesized that this artifact was a tomb guardian. The statue was transported to the Artificial Life & Resurrection Center with the hope of bringing it to life.

After extensive testing, and a few modifications, the tomb guardian whose name was declared to be "Tyran" had become animated, but in order for this statue to become a weapon of war as the humans intended it to be, it must go through further modifications. The humans decided to attach their newest piece of technology to the statue. They gave him a high-tech cannon that could shoot energy charged stalagmites. Before all the workers left for research center that night, they locked up Tyran in a max security cell.

Overnight in the silent laboratory, Tyran mastered the use of the energy cannon. He tried to break out of his cell by shooting a highly charged stalagmite at the wall. He concentrated all of his energy, and to his surprise, instead of a stalagmite he had produced enough energy to create a black hole. Tyran escaped through the black hole and entered space. He now continues his initial goal, to find the thief who raided the tomb of his king. The only clue he has found is a set of initials: "V&S".

Role Ranged
Damage Dealer

Base attack Stalagmite Shot

Shoots a pointed rock-like energy bullet. This shot is single target and has a firing rate similar to Clunk's rockets.

Movement	Medium-slow movement speed; falls quickly due to being a rock structure.
Primary Skill	Black hole Pulls in nearby enemy players and droids. Suction is stronger on those above or below the black hole and is weaker on those within its x-axis. Suction is also weaker depending on the amount of objects it attracts; the more it attracts the weaker it is. To escape the black hole, the player must walk out because jumping will cause them to get pulled back in. When you use this skill, a charge bar will appear. This bar is a straight line that points to where your cursor is. The longer you hold down the mouse button, the further the Black hole will travel.
Secondary Skill	Galactic Rubble Rolls a large ball of space rubble across the field. Pierces through droids and will stop when it reaches its max range or when it hits an enemy Awesomenaut. This move can be used along with "Black hole" to ensure a hit on a player who is trying to jump over the "Galactic Rubble".
Designed by	Arysion

243 PT the Pirate Palm Tree

Sex	male
Backstory	PT the Pirate Palm Tree was once the captain of the most feared pirate ship across the stars, but after a mutiny lead by his first mate PT swore to find his ship and reclaim his title. PT has an addiction to a rum and coconut milk mix which he calls a cocardi (Likely to be the cause of his slurred speech). He also enjoys an afternoon of gardening in his award winning orchard and vineyards.
Role	Tank Harasser
Base attack	Leaf Pistol Being a tree has its advantages, especially if you're a palm tree. TP, having 6 on his "head", can fire leaves, sharper than a laser blade, at his enemies and then grow them back. {clip should be shown at the bottom of screen and will reload after all ammo has been used or when standing at the shop. 2 possible upgrades; last leaf does +15 damage, +2 max leaves}
Movement	PT's helicopter blade like leaves allow him to hover temporarily (if "w" or "space" is pressed whilst in mid air), handy for flying across to an enemy ship for a surprise attack. No one expects a flying tree. Cannot hover when re-growing leaves. PT walks on his roots and is relatively slow because of it.
Primary Skill	Coconut Hand Cannon When PT was marooned by his treacherous first mate on the planet of Cabina 7 he managed to hide his holy coconut hand cannon in his trunk. {The coconut explodes when it hits a surface or entity. The coconuts travel quite fast in an arc. One upgrade would cause the coconuts to travel faster and with a shallower arc with the last upgrade causing them to travel in a straight line}

Secondary Skill Rooting

Here we see the defensive mechanism of the palm tree. PT will spread his roots through the ground in order to sap the life of those who stand on his territory.
{This stops PT moving or falling down. Roots appear both sides of PT with a range large enough that most 'nauts must land in it to attack PT. Roots do damage to 'nauts in contact but also give them a speed boost. Also has life steal effect}

Designed by Addlinny

244 Quay-Zard

Sex male**Backstory** Quay-Zard the Great, or at least that's what he used to be called, was a once great and powerful Fire Elemental Wizard, now just an ornery old man. He lives at the center of a star in the middle of the galaxy, but the battle for Solar has brought the conflict close to his star, invading upon his space property and causing all kinds of ruckus. Angered by this intrusion of his space and the lack of respect for old people, he resolved to join the conflict and "show these whipper-snappers what fer!!!"

When facing Quay-Zard, keep in mind that he is made completely of fire the temperature of a star and controls gravity fields, so always remember to wear your anti-gravity boots and put on your SPF Infinity Sunblock.

Role Ranged
Disabler
Harasser**Base attack** Flame Blast

Shoots a scorching fireball from his hand that deals direct damage and burning Damage over Time.

Movement Quay-Zard floats through the air, pressing the jump button a second time gives him a small jet assisted boost.**Primary Skill** Heat Wave

Sends a burning wave of fire that pierces through enemies dealing damage and causing Damage over Time.

Secondary Skill Gravity Well

Creates a localized Black Hole that slows all enemies near it.

Designed by Xelahmic

245 Cadon The "Crystal" Knight

Sex male

Backstory Cador knew of Excalibur and the Lady of the Lake, and set off for the legend in hopes of being recognised as a Knight of the Round Table. On his journey, however, he found the Lady of the Cake, who offered him eternal life in the form of a sweet.

Little did he know it would corrupt him (and his teeth), making him go crazy for candy. It's cheaper to pay mercenaries in sweets, of course.

Role Melee
Damage Dealer

Base attack Thwack

Cador isn't exactly known for his muscly physique, but the Lollipop he holds is so chock full of sugar that it is sometimes mistaken for crystal. It's safe to say that you won't have much of a sweet tooth after being thwacked over the head with it.

Movement Cador is reasonably fast, about the same speed as Coco (9). When he jumps, he uses his lollipop as a pole vault. Jump is also about the same height as Coco's. When running, Cador should look like he's mildly insane, swaying his arms back and forth.

Primary Skill Crazy Candy

Whilst Cador may be addicted to all things sugary, there is but one sweet that he won't eat: The Candy Cane. Many a time has he used this excuse as a reason to violently throw them at his enemies. However, these Candy Canes are a little on the sharp side.

(The Candy Cane moves in a similar motion as a boomerang, moves forward then back at medium speed, hitting all enemies twice if hit both ways.)

Secondary Skill Sugar Rush

All that sugar can do things to a person's brain, but just one bite of his lolly is enough to take Cador over the edge, going into a sugar-induced frenzy, surviving witnesses reported an insane teen with a "crystal sword", charging into battle.

(When this ability is used, the lollipop looks like a sword instead. For about 10 seconds, Cador's attack speed, damage and movement speed are increased.)

Designed by Jammiedo

246 Tronic

Sex male

Backstory Tronic is a compact mobile robot giant head toy industry created by engineer in the kids' planet, no robot get the most hectic, most demanding jobs in the kiznodt: to create toys and recycle it again, but tronic always was a dreamy guys one day he want to be a head for super robot then rule the planet and another day he want to travel the galaxies and become famous pop star, Nevertheless it wont be happened if that order number #3141592 doesn't go wrong and tronic condemned to be recycled into a toaster because of making kids cry. Yet no one in that day know why that ship which transported tronic accidentally change its course directly to AI station 404.

Role Support
Tank
Pusher

Base attack Toy Launcher

Tronic can shoot bouncy toys in a slow and not intimidating ways especially near children, careful choking hazard!

Tronic bullet are toys its similar to derpl in no upgrade form, its just shoot teddy bear bounce three time in slower frequency

Upgrade:

-Brick Mine: Teddy Bear contain lego brick if enemy walk on it, it gets damage "what more hurt that childhood nemesis lego brick on the feet"

-Become a pilot: Teddy Bear may riding a aeroplane and shoot straight or Teddy Bear may riding a car and will move a little after bounce.

-More Toys: Tronic shoot more toys (two or three).

-Jenga Machinegun: Tronic shoot small piece of jenga beside/with of teddy bear.

-Box of Gift: Tronic shoot a toys which when open contain random toys or explode.

Movement Anti Gravity: Tronic Perpetually float gently, you doesn't want to hurt those children especially Babies, you love give rides to Babies

Tronic movement are similar to Yuri except he perpetually float, he should be one of the slowest awesomenauts, maybe he can have a potential acceleration upgrade/no upgrade (the more he move the faster he become).

Primary Skill Material Scan

Tronic scan the things using radioactive xray, give cancer since 3580

Tronic scan nauts, last nauts (enemies just attacked not scanned) scan this way can be replicated as a toys and can be shoot using toy launcher (just one replica) replica will follow tronic and when tronic attack replica will attack (respective base attack of awesomenauts), also replica have own hp. Also material scan slow and damage enemy while scanning.

(Replica is smaller than normal nauts size and have lesser overall status)

Upgrade:

-Quality Replica: Tronic when using primary skill, the replica will also using primary skill of respective nauts and vice versa.

-More Control: Tronic can maintain more than one nauts replica in the field.

-Scan get more damage per second.

-Scan more wider.

-Scan can create temporary ghost image of enemies or nauts.

-Scan can increase slow or stun or silence.

Secondary Skill Short Warp

To keep up with hectic days and slow speed of Tronic, engineer adds the Space Time Continuum Bender Engine after that tronic can always in the right place and time but of course creating a bend in space and time
Tronic teleport to location of the mouse pointer, if location is to far, tronic will move first the teleport, because tronic tamper with space and time location which tronic arrive will exploded in temporal energy, also nauts that in the mouse pointer location shift location with Tronic (if there are a obstacle tronic will only teleport beside the obstacle it was to prevent nauts to breach into enemy base).

-Paradox Ghost: Hole in space time can create temporary ghost image of enemies or nauts nearby the location of Tronic arrival

-More powerful engine: Tronic can teleport into greater length

-Electronic Distruption: Silence or slow or stun people in location of tronic arrival

-Spacetime Sickness: Silence or slow or stun nauts that shifted location with tronic.

-Wider hole: Tronic can bring more than one nauts also enemies will be shifted also.

Designed by auralock

247 Eris

Sex female

Backstory Part of a race of mole-people. Her kind always dug deep, and it was only natural for them to become mineral miners. They often dug to deeply and greedily, and unleashed all kinds of horrors. After having exhausted their planet, most of her kind decided to go look elsewhere for jobs. She decided to join the awesomenauts and uses her combat experiance with her mining tools to take on any opponent.

Role Melee

Base attack Awesomantium pickaxe

This pickaxe has been given to her when she left her home planet. It was used by the great diggers from the olden days. It's a medium range melee attack.

Movement I have no special movement mechanics in mind.

Primary Skill Drill charge

She uses her mighty drill to dash forward and pierce the enemy. By holding down the button the drill charges up. Every charge stage allows her to dash farther, but increases the cooldown due to overheating.

Secondary Skill Cleanse the heavens

By drilling enemies/creeps all kinds of things get stuck in your drill. This fills a gauge (comparable to gnaws weedlings) and when the meter is full You can activate this skill which will cause you to point your drill upwards and spin it rapidly, expelling all the excess waste that was stuck in your drill around you. This hurts the enemies that get hit by the debris.

Designed by kyrvg

248 Verne the Time Traveler Esq.

Sex male

Backstory Gorge H. Verne was a high class nobleman of 1895, raised with good etiquette and manners he was to inherit many a fortune. like his uncle's strange pocket watch that arrived on his birthday and promptly sent him into the future. now he must fight for the Awesomenauts until he can fix the watch and return home.

Role Harasser
Ranged
Damage Dealer
Disabler

Base attack Elevenses

throws stale Scones that deal damage to the first enemy hit. can be upgraded with; cheap upgradeable damage, attack speed + crit chance, projectile speed, attack range, and expensive damage boost

Movement Verne can double jump and hold space to use a top hat mounted propeller to hover, when upgraded uses umbrella glider to move faster in one direction when hovering

Primary Skill Gentlemanly Discipline

fires a extendable glove to slap an enemy and stun them. can be upgraded for; increased stun duration, taunt after stun, damage, range, increased damage when closer to target

Secondary Skill Ride of the Iron Horse

creates a portal in front of Verne that drops a steam engine, deals damage in an area. can be upgraded with; increased damage, AOE increase, blinding steam cloud, slowing effect, and exploding portal.

Designed by Bjorn Corrodenson

249 Gary The Flying Octopus

Sex male

Backstory Gary was born on the planet Osiem. He lived happily as an accountant and amateur inventor/kung tentacle master. One day the war between the 1s and 0s disrupted him while calculating causing him to mess up his balances. Angry at those who caused this great injustice he whipped up a set of wings and joined their ranks to murder them all.

Role Melee
Disabler
Harasser

Base attack Tentacle whip

Gary lashes out with 2 tentacles in an arc dealing damage to those who get in the way and knocking them back slightly. Poor damage/Little bit longer reach than Coco's base attack

Movement Gary pulls himself along the ground. His suction cups allow him to stick to any surface and his mechanical wings allow him to quickly glide to the ground when sticking to a surface

Primary Skill Autotomy

Gary will sever off one of his tentacles and stick it firmly on the ground. Thanks to some modifications Gary made to his body these tentacles have minds of their own and will whip and push back anyone who gets near. (Max of 4). Gary will lose speed when he does this but can pick them back up by walking over them or will regenerate new tentacles upon destruction of his old ones

Secondary Skill Ink Slick

Gary shoots out ink from his sac onto the floor. This ink causes any enemy naut who walks through it to speed up and lose momentary control of them self. (Think oil slicks in racing games + propulsion gel from portal 2)

Designed by Alphabroomega**250 Kjelle****Sex** male

Backstory Kjelle is from a small planet in the galaxy. In fear of an attack on their planet, they had to advance in technology, making them one of the highest advanced planets. These shadowing creatures are dressed in high tech nano suits. In order to find out if they're prepared and armored enough the hold against an attack. Kjelle was send out, to seek information about their enemies. Knowledge is power.

Role Ranged
Assassin

Base attack Energie blaster

Kjelle shoots energie balls through his selfmade hightech gloves. These energy are highly unstable and explode on impact.

Movement Kjelle has gravity boots, which allows him to walk through the air. On the ground he walks fairly normal, as he is not afraid of enemies he doesn't seem much interrested to run.
(the movement upgrade example: allows kjelle to slightly Hoover above the ground through his boots, making him a little bit faster)

Primary Skill Nano Blast

Kjelle uses his gravity boots to give him a boost as he jumps towards his enemy performing a defistating energy punch attack with help from his gloves which even pierces through the thickest armor.
(upgrade example: makes a bigger explosion, dealing more damage and in a bigger area)

Secondary Skill Nano cloak

Kjelle's nano suit sprays out a toxic cloud, stunning nearby enemies. This allows him to escape.
(upgrade example: toxic cloud also can do damage)

Designed by SkolGames

251 Krell

Sex male

Backstory Krell is a member of a psychic race native to the hellish planet Limbo, who are capable of several mental techniques such as telepathy. Krell himself is from a dystopian future which lies in ruins, so he traveled to the past using his powers in order to help the Awesomenauts prevent the destruction of the universe.

Role Ranged
Support
Disabler

Base attack Mental Blow

Krell summons a little blast of mental energy in front of himself (think a tiny psychic explosion), dealing a bit of damage and knocking enemies a tad back, with low damage. Possible upgrades: Migraine (Slowing effect added), Harmonic Thoughts (attack heals)

Movement Normal movement is floating (similar to Voltar), jump would be a slow hover upwards (similar to Clunk).

Primary Skill Psi-Link

Krell fires a mental band forwards. If it hits an allied Awesomenaut, it will establish a link that increases both characters' basic attack damage. If it hits an enemy 'naut, it will stun them for a short moment. The link breaks automatically if the 2 linked 'nauts are too far from each other, or can be manually broken, which causes an explosion, dealing damage and slowing enemies.

Secondary Skill Mind Control

Krell sends out a mental probe that homes into the closest creep (does not work on jungle creeps or turrets). The droid will switch sides for a few seconds and attack its former allies, before returning back to normal. If there is no creep close enough, the probe will home to the nearest Awesomenaut and confuse them for a moment (inverting their controls).

Designed by RedArremer

252 Gnasher

Sex male

Backstory Glen was never the popular kid in T-Rex highschool, he always was picked on for his stubby arms and love for science. He decided one day that he had had enough! He invented a pair of robotic T-Rex arms and changed his name to Gnasher to give payback to all of those tormenting years of bullying. He mercilessly destroyed his entire school and longed for more, He found the Awesomenauts and it was the perfect fit.

Role Melee
Tank
Brawler

Base attack Claw

Movement Gnasher swings his robotic claws damaging all units in range.
He is fairly slow because of his large size. He has a medium jump.

Primary Skill Tail Whip

Gnasher whips his tail with mighty force dealing damage to enemies in front of him.

Secondary Skill Daze

Gnasher puts his claws together and slams them down dazing the enemy hit, causing their screen to go very bright and they are slowed.

Designed by Thelastwraithe

253 Evillisa

Sex female

Backstory Since the dawn of time there have always been failed warriors and Evillisa and Raiden were 2 of those failures but with Evillisa's spear and Raiden's breath they might just be as powerful as 1 Warrior.
Evillisa is a Black haired big eyed alien with armor and Turquoise skin.
Raiden is a small Blue Cyber wyvern with metal claws and a Visor.
Recommended Voice's: Zoey Proashack
Evillisa is Lighthearted and talks with Raiden Frequently

Role Melee
Pusher

Base attack Flash Stab

Flash Stab: A quick Mid-Short range Jab that can attack straight or diagonally upward or downward.

Claw: A quick short range swipe.

Items: (they effect raiden too)

1: Attacks Perice

2: Increases Range

3: Increases Damage to Droids

4: Increases Damage

5: Increases Damage but slightly damages self

6: Increases Damage to Droids

Notes: Each of Raiden and Evillisa's Attacks are less damaging than most attacks but together they can be quite powerful

Movement Evil has slightly below average walk speed (7) but has a very high jump (about the height of 3 Lonestar jumps) and moves fast in the air allowing her to hop around the battlefield.
Concerning Raiden: Raiden and Evillisa share a health bar (135) and Raiden acts slightly like Voltar's droids (Attacking nearby targets)
Raiden is a Small blue cyber Wyvern with metal claws and a visor.

Primary Skill Spear Jump

Evillisa will jump into the air (even if she is already in the air) and then crash down at a target location.

Cooldown: 6.2

Notes: Hitting a target that's in the air will drag it to the ground.

Items:

- 1: Increases Damage
- 2: Decreases Cooldown
- 3: Increases Jump Distance
- 4: Adds a knockback wave to Landing
- 5: Reduces Cooldown if you hit a Droid
- 6: Raiden dives as well increasing area of effect

Secondary Skill Plasma Breath

Raiden perches on Evillisa's shoulder before unleashing a torrent of plasma on enemies in a large cone extending from Raiden dealing damage and knocking them back.

Items:

- 1: Breath silences enemies
- 2: Increases Damage
- 3: Increases Range of the Breath
- 4: Increases Knockback
- 5: Increases Damage
- 6: Increases Width of the Breath

Designed by Evillisa

254 Logak

Sex male

Backstory

Logak is a normal cowardly barber who runs the barbershop named "Phirlbox".

Logak is also Jyginun's person, Jyginun is located the space's outer suburb in border, so most people don't know even the Jyginun exists.

Jyginun is the planet of tribe called Vajuno, Vajuno features very long height and arms, creepy one big eye and rather thin on the whole.

In addition, Vajuno has really lots of hairs and they're very hard, Vajuno can jump by spring their long and hard black hair.

Logak left his rural planet to achieve his dream as a barber and came to the downtown area and set up his own barbershop.

But, due to the Vajuno's terrifying appearance, Logak's shop couldn't get any customers.

Few months passed that way, Logak decided to do onsite barber service.

Finally, awaited new service's first call was came.

Logak arrived at the area, but there was a fierce battlefield.

People surprised by Vajuno's shocking appearance and started to attack him.

Logak was so scared, but fight to live with Vajuno's long and prompt arms and his talented barbering.

Now, the innocent rural man Logak fights all over the battlefield to find his honorable first customer.

Between soldiers, there's a rumor that dark hairy cyclops who has creepy appearance taunts there enemy like these words "Don't hurt me!", "I don't want to fight!" and enjoy his bloody slaughter.

Role

Brawler

Melee

Ranged

Damage Dealer

Base attack

Detailed Scissoring

- Logak uses his long arms and own scissors to attack.

Arm Range 4
Scissoring (Attack) Range 1.8
Attack speed 170
First Damage 4
Overlapping Damage 4/6/8
Overlapping Effect Time 2s

Description :

Logak's attack is focused on overlapping.
Logak's first attack is 4 dmg and if Logak hit the same enemy again in 2sec, the damage grows to 6 dmg and same way up to 8 again.(8 dmg is max) oh, and it's the half-melee!!

+ Load Out Ideas

Arm Range Up, Scissoring Range Up, Damage Up, Overlapping Time Up, Attack Speed Up, Debuffs, Heal Per Hits, DOT

- Half Melee description URL:

<http://imgur.com/VUuCpxF,1C8bBV8,PjoR34n#1>

* this is the only my thinking, so base descriptions can be changed with what you want.

Movement

Logak walks with his hasty legs, and he droops his long arms while walking, also his back is little bended toward front.
He jumps normally and jump higher in his second jumping after first jump's landing.

Primary Skill

Killette Fusion

- Logak throws razors and exerts his specialty: throw-shaving.

Base Damage 24
Overlapping Damage (by base attack) +6/+9/+12
Cooldown 8.5s
Sector Height 4
Range 7
Overlapping Effect Time Limit 3s

Description :

Yea, Primary skill is also based on overlapping.

Logak throws many razors drawing a sector.

Base damage is 24, but if you hit the enemy 1 time and use this skill, you can dills damage 30 (24+6), same way you hit enemy 2 times and press Q, you can dill 33 (24+9) ok?

+ Load Out Ideas

Range up, Damage Up, Cooldown, Debuffs, DOT(like bleeing effect!)

- Killette Fusion Image URL:

<http://imgur.com/VUuCpxF,1C8bBV8,PjoR34n#0>

*yea this is also so strong i think lol, so focus on overlapping effect again plz. you can nerf base stats what you imagining.

Secondary Skill**Shaving Foam**

- Logak sprays sensational shaving foam exclusive Vajuno.

Speed Up 15% (when Logak steps up the foam)

Duration (after sink on the floor) 3s

Crit Duration 1.2s

Crit Damage +5 (limited on base attack)

Range 6

Cooldown 10s

Description:

this skill is not based on overlapping eventually!

it's based on escaping and chasing buffs and "CRIT DEBUFF!"(limited on base attack but not for yuri's DOT attack)

it can be useful with Logak and teammates!

+ Load Out Ideas

Speed Up, Foam's Duration, Crit Dmg and Duration Up, Range Up, Cooldown, 'Slowing Power', Debuffs

- Shaving Foam's Sinking Image URL:

<http://imgur.com/VUuCpxF,1C8bBV8,PjoR34n#2>

(It's a gif!!!!)

* agin. super power skill again.(at least i think)

ignore base stats and just focus on "crit debuff!"

and speed up when Logak steps up :p

Designed by

Ah-Logan

255 Grivvin the Cursed

Sex male

Backstory Sir Monty Grivvin was a famous explorer and archaeologist. One day, while trying to retrieve an antique mirror from a Kremzon temple, he broke it, causing a terrible curse to fall upon him; in addition to being trapped inside the temple for 10 years, he was forbidden from eating his favorite food. He's joined the 'nauts in hopes of obtaining the since stolen mirror fragments.

Role Ranged
Support
Pusher

Base attack Rifle

Grivvin fires his rifle. It has medium range, low attack speed, and its shots deal damage in an area by default. Upgrades include increased damage to turrets, increased explosion size, increased attack speed and adding a knockback effect.

Movement Grivvin has high movement speed and low weight. His jump is a double jump; the first one is high, the second one is small. Additionally, if he lands on an enemy after jumping, that enemy will be stunned for 0.2s. His boots make picking up solar give him a temporary boost.

Primary Skill Net Throw

Throws a net that ensnares enemies caught in it. Upgrades include adding a silencing effect, adding damage, increasing size of net, and adding a heal over time effect.

Secondary Skill Mirror Image

Grivvin brings a copy of himself into existence, as part of his curse. Copies are AI-controlled, have a set duration, and can use skills except Mirror Image. Upgrades include being able to copy allied 'nauts, increased movement speed and making copies explode on death.

Designed by Zaktan?

256 Holo-djinn

Sex male

Backstory Holo-djinn is the result when ancient mystics try to bring their rituals into the 36th century. Unfortunately, the digitization process left him lamp-less. With high-end lamps being so expensive these days, the space genie became a mercenary to pay for his new home.

Holo-djinn flies through battle, harassing foes with his elemental magic and mystic scimitar. Should the situation get hairy, he can dispel his enemies with a sandstorm.

Role Harasser
Melee
Support
Disabler

Base attack Scimitar

Holo-djinn uses a mystic scimitar to deal close-ranged damage.

Movement Similar to Yuri, Holo-djinn flies, maybe slightly faster to fit his harassing role. He can still move when he uses his auto-attack, but as his scimitar is melee-ranged, this would not be an issue. While flying, his legs would disappear, replaced by smoke trail (as if from a lamp). When he hits the ground, his legs appear, and he runs normally.

Primary Skill 3 Wishes

Holo-djinn throws a small black orb that moves relatively quickly and can pass through walls. Pressing the skill button again detonates the orb, sending little elemental balls outwards in a circular radius (analogous to Vinnie & Spike's Spike Dive). The specific element of the radiated spheres would rotate randomly between fire (burn DOT), electricity (snare), and light (blind). The spheres would also deal damage besides the status effects.

Secondary Skill Sandstorm

Holo-djinn summons a tornado-like sandstorm in the area closely surrounding him. To those enemies who enter the storm, it inflicts blind and produces a knock-back. It has no default damage; it is mainly used as an escape tool and short-term area denial.

Designed by Scrumptious Bun

257 Tango, the hot-tempered Mexican

Sex male

Backstory This strongheaded, hot-tempered, mustache speaks too fast for this own good. As Tango demanded the officers to take him into the awesomenaut team, he left them no choice. "No" would mean endure his moaning mexican brabbling forever, so they considered his fighting spirit. Because from the moment Tango was born he was a great fanatic, he has great love for his culture and country. Now he joined the 'naut gang to protect his nostalgic feelings and home.

With his fanatic, hot-tempered, determined character he will show the enemy what he's made off, going in battle with his sombrero and mexican poncho with great pride, and a lot of talking.

Role Ranged
Support
Brawler

Base attack Dual pistols

Rapid fire (high attack speed) , low damage, medium-short range. Shoots 1 after another at medium/short-range at high speed. While shooting, Tango goes completely beserk and insane as he's having his lifetime.

Movement Quite fast movement, comes often back to support with secondary ability, and uses primary and base attack to humiliate the enemy.

Jumping: No flying or wings, nothing really fancy here. just the normal jump, possibly double-jump or better aerial speed/control than walking speed/control.

Primary Skill Firebreather

These are not normal red chili peppers, those are SUPER chili peppers. These things will literally explode your mouth your mouth into oblivion if you try to eat them. The best way is to hold open and use these as a weapon of hot fire.

Bring the heat with a ranged fire wave blasted from the mouth. lasts a couple of seconds, inflicts damage on hit and does damage over time. (lights people on fire if hit like the damage over time upgrade on lonestars dynamite)

Secondary Skill Cactus tree OR Samba shakers

1. throw (or lay down) some seeds to grow a big cactus, these genetic modified seeds under research for over a 1000 years, grow massively in a very short amount of time. this thing is just a wall of juice shield that blocks all damage, this cactus just won't budge!

Conditions: can place 1 at a time and has a certain amount of health, blocking damage reduces the health when it eventually gets taken down. This thing has no slowing abilities, it's purely to block damage and it sticks / holds on people for a couple of seconds on contact (possibly with very little amount of damage added, like 10).

If able to throw, a good way to catch up with people, but also a good vertical line of shield to stand behind for a short time.

A second option is to let the cactus shoot needles in every direction with slow attack speed that hurts foes.

2. If you don't like the cactus you could do a skill using samba shakers, for instance throwable explosives, or sliding and immobilising people that have been standing on them.

Designed by {€G} Japiepatatzakie

258 Zz'trid

Sex female

Backstory When you think of society essentials, you probably don't think about ballast. For anti-gravitational Azzalthians however this is obligatory since the day of their birth! Choosing from wearing weighed clothes, ball on chain attached to an ankle or other ways of adjusting weight Zz'trid decided on a fully enclosed space suit! Loan won't pay itself however, and thus she joined the Awesomenauts!

Role Ranged
Brawler

Base attack Power Condenser

What makes this weapon is similar to Spike's is it's way of attacking - a short series of relatively weak bullets! While they don't pierce like Genji's projectiles or don't quite have the range of Clunk's missiles, short breaks between strings of firepower allows for a quick repositioning without losing all that much of damage potential!

Movement Hovering slightly above the ground high class exo-suit allows every Azzalthians lucky enough to own one to move through the battlefield at least as well other humanoid beings - trust me, for this species it is no small feat!

Primary Skill Anti-Grav Nade

Azzalthians are masters at anti-gravity. This state-of-art tossable attaches itself to first enemy hit disabling their jump and reversing their gravity for a few seconds, making them float like a hot air balloon! Can be upgraded with things like various debuffs, special effect on enemy droids hit or an explosion at the end of duration!

Secondary Skill Energy Booster

This amazing ability is mainly a buff: not only does it give significant speedup, but also gives an unlimited amount of jump for a short duration! And to top that all off enables user to recast it once to use high powered energy strike! That power comes at a price, however, since for a few seconds after the power runs out user suffers a speeddown... But it won't deter us from using it, would it?

Designed by VienLa

259 Pemma 'n Porkle

Sex female

Backstory Born as the princess of the 'Luminia', a tiny race whom worship magic, Pemma was born under the expectations of becoming a great mage.

Pemma however... thinks magic is dull. She has a dream of becoming the greatest engineer in the universe! Accompanied by her pig 'Porkle', Pemma 'n Porkle are always in search for metal scraps, golden truffles, and other shiny, sparkly, and... 'technical'... things.

Role Melee
Damage Dealer
Brawler

Base attack Pemma: Sprinkle Shot --- Porkle: Porkstomp

NOTE: Holding down the left mouse button will cause BOTH Pemma AND Porkle to start their Auto-Attack! (Choosing which one to upgrade adds build variety!)

Pemma: Sprinkle Shot
Using her self-made little pink 'n shiny shotgun, Pemma shoots a sparkling magic missile at her opponents.

Porkle: Porkstomp
Bashing his head towards his opponents, Porkle is sure to deliver a proper bashing!

Movement (NOTE: Using her self-made device, the: Piggy Leash V3.0, Pemma 'n Porkle move as one.)

Piggy Hop:
Jumping isn't quite what you call... Porkle's specialty. When he does jump however, it looks quite adorable.

Porkle Hoofs:
Little Porkle is always hungry for food and solar, in fact, Porkle becomes very satisfied whenever he collects a lot of solar, increasing his and Pemma's movement speed.

Primary Skill Telepork

Using the ancient magic that flows through Pemma's veins, she warps herself in time and space, appearing at a distant location. Porkle however, usually gets scared to death by this little spell, and screams out loud on arrival. Stories go that space travelers, have seen this very pig... explode...

Secondary Skill Blustering Bubble V2.1

Claiming to use her brand new device, the so called: 'Blustering Bubble V2.1', Pemma creates a magic bubble around her which covers the little princess in sparkling twinkles and other shiny goods. Bravely enduring the damage she takes while being 'enchanted' by this bubble, Pemma will blow up her device, only to deal all the endured damage back to everyone surrounding her!

Designed by Zold

260 So'lad, The Bovinian Lightning King

Sex male

Backstory Back Story: Solad was content to spend his days, smiting his subjects and dining upon radishes. When a page with news of Lonestar's crimes against his people reached him. "Where is this insolent 'cowboy' now?" he bellowed, as he cast a bolt of lightning upon the hapless page, leaving a pile of smoldering beef in its wake. With no one left to answer, Solad set forth to find that answer.

Role Melee
Tank
Brawler

Base attack Stampeding Thrust

Medium speed, Medium damage auto attack.
NOTE: Not attacking charges up an attack allowing next attack to dash forward a few inches, ignoring unit collision, piercing enemies, and dealing increased dmg.
ITEMS: +lifesteal on hit, +dmg, +range on dash attack, cc immunity/small shield on dash attack, +Dash Dmg, +Atk Spd.

Movement Single Jump, Heavy Weight. Medium Movement.**Primary Skill** Cow-ta-pult

Medium-Long Range. Medium CD.
Desc: Solad pole-vaults himself to target location, launching himself in an arc. Button-charge determines arc/distance.
Collision is ignored during upward ascent, collides with first A-naut or surface upon descent, causing mini-stun and burst dmg.
ITEMS: AOE-dmg on impact, dmg-shield on landing, +dmg, CD red, Small-AOE blinding effect, Small-AOE slowing.

Secondary Skill Lightning Barbeque

Small AOE Range, Med-High CD.
Desc: Solad raises his spear skyward, lightning strikes his spear and sends out a pulse. Causing a small knock-back, mini-stun, and light damage.
ITEMS: +knockback, +aoe size, +lifesteal, +dmg, +slowing on hit, cd reduction.

Designed by Radish

261 ISIK

Sex	male
Backstory	it all started in space when a blue bird got trance formed into half a robot so now he has a head of a blue bird and a body of a robot
Role	Damage Dealer Assassin
Base attack	mean mean ISIK machine iron fists o pain its a punch witch can push them away and can take away some of their health
Movement	he moves like he on the moon but not as slow so a bit faster also he can hover
Primary Skill	fire demand fire ball witch rolls along the ground and knocks them over like bowling
Secondary Skill	ice flame ISIK can freeze people for 3 seconds and it takes away some of their health
Designed by	1248mollie

262 Nemesis

Sex	male
Backstory	From a planet of formality, Nemesis (real name Lucas) rebelled against society with his rock/metal music, eventually being kicked off the planet. He sought refuge with a group of roadies to get back on his feet. 5 years later, he became a living rock/metal god and a hired mercenary, using his music to aid his allies and smite his targets with awesomeness and brutality.
Role	Harasser Ranged Support Healer
Base attack	Riff attack Whilst trying out some awesome riffs, dozens of signs of the horns shoot out the head of his guitar from each note played, each doing little damage but building up towards a large amount of damage.
Movement	Holding his guitar with both hands tightly he runs across the stage to the fight swiftly. Although he isn't the highest jumper, he can jump far, thanks to doing so many stage dives.
Primary Skill	Power slide On his knees, he slides across the floor, sustaining a power chord on his guitar, leaving all in the way silenced and a trail of fire that burns enemies.
Secondary Skill	Earth-shattering power chord

A heavy power chord that stuns all enemies near by in amazement, also damaging their ears quite badly. The awesome music gives his allies a slight health and speed boost as well.

Designed by maddogarchie64

263 Sludgeon

Sex male

Backstory Sludgeon is an ambassador of the Sludgeé, sent on a mission to spread peace and love.
Sadly for everyone involved the definition of "peace and love" for the Sludgeé involves flinging your body mass onto others, acidic in nature and just plain out gross, somehow he was tricked into joining the Awesomenauts, under the pretence that this is what represents normal day-to-day life for the non-sludgeé world.

Happy to oblige and learn more about this "fascinating culture" Sludgeon has become a great asset to the Awesomenauts!

Role Ranged
Support
Tank

Base attack Sludge-Soaker

This attack damages himself and has quite a bit of range. You lose a small amount of health every 0,5s you shoot, the shot flies in a slight arc and is a slimy green gush, it is not pierce but applies slow and damage over time to anyone hit by it (no direct damage!)

He basically shoots himself with a water pistol-like device attached to his body.
Upgrades may include greater slow, greater DoT, slight knockback, increased range.

Movement His movement speed and size (hitbox) is dependant on his health count at that moment, having full health displays him as a huge blob like creature with some technical devices attached to him, he moves slow.
The more health he loses the smaller and faster he becomes.
He may slide somewhat like Coco when stopping out of a run.
His jump will be just a single normal jump, but maybe he can stick to walls/ceilings if he comes in contact with them and keeps holding down the direction button?

Primary Skill Smooch

Very small AOE (a bit like Froggy G's tornado) which sucks up some HP from all enemies around Sludgeon (5 per person close?) and also transfers the same amount of max HP from enemy nauts to Sludgeon.
The amount of max HP Sludgeon can gain using this method needs to be capped of course.

Secondary Skill Group Hug

An AOE support ability around you, sorta like Clunks explode in size, for every teammate in the AOE range you lose 10 maximum HP and the teammates gain 10 maximum HP. The allies will also be healed for that amount.

Dying will remove the extra HP from all allies!

Possible upgrades: More size, more HP transfered, +10 additional heal on all the targets, less self maximum HP reduction (5 instead of 10?)

Designed by Wyeth

264 Wintrova

Sex female

Backstory Wintrova comes from the cruel planet Ehlury where the sun fries the surface of the planet by day and vicious below-zero temperature blizzards ravage the earth by night. The only way the Doregu people can survive on this planet is to learn the way of Fire and Ice, which allows them to harness and absorb the energy from the extreme temperatures, thus becoming far less affected by them. Although they primarily live underground and congregate in great Cavern Cities, the Doregu must occasionally travel the surface to trade with other Caverns (where a Cavern is similar to a human tribe, clan, group of united people, etc.), or more rarely (but not uncommon) search for a new cavern. In recent years, however, the heat of the day and cold of the night have become more extreme, and while most assume it's just a passing phase, Wintrova of Cavern Urylana recognizes the danger should this pattern persist. As a result, she has rebuilt an ancient ship that crashed into the planet many years ago, and only because it broke through a thin layer of crust to rest in the protected ground beneath was it repairable. In this ship, she set off into the galaxy, using her Fire and Ice to fight for solar and information in order to save her people.

You may have recognized that the names I used are all related to the Legend of Zelda and Twinrova, a Gerudo and member of Hyrule. I thought it would be an interesting easter egg and relevant to Wintrova's attacks, but you are obviously welcome to change the names to avoid copyright infringement or whatever other legal issues may arise.

Role Melee
Damage Dealer
Harasser

Base attack Fist Lash

A melee attack that does less damage but has high attack speed. This gives it the feel of a monk fighter, and I feel that it would be cool to have a Naut that is weak in damage but high in speed, allowing for high mobility and requiring a fair amount of agility/reflex. I envisioned the attack being like a punch per click, and again each doing low damage, or something similar, like each click is a small succession of punches that can be used often and quickly.

Movement Quick movement and jumping speed to take advantage of the monkish play-style. Smaller jumps that can be used more often, but double-tapping gives higher jump. Maybe if Wintrova is near an obstacle/wall, jumping and connecting with the wall allows her to briefly stick to the wall, whether to allow for another jump or a brief respite from enemies.

Primary Skill Fire

Harness the power of fire. This is like a character state rather than a specific power and the player chooses what aspects of fire they want to have when activated. They choose the aspects before entering into the game, just as everyone else does, but instead of a generic +2 damage to base attack, it would be more akin to you choose a specific power within the realm of fire you want. For example:

-Fire Fists: Punching someone applies a small DoT of fire damage.

-Flame Dash: Double tapping in a direction propels you in that direction using the rocket power of fire.

-Heat Shield: Being attacked causes the enemy to take fire damage.

-Etc.

So, a person in Fire would retain all the normal movement and attack abilities of their unaltered state unless they choose before the game which three buffed abilities they wanted. I pictured this state as more of the damage dealer state.

So, I'm not sure if you guys would prefer to grant Wintrova certain traits simply by being in Fire state and just have the player choose which traits they want buffed further in that game, or follow my first suggestion. I think either would be cool simply because Wintrova would be such a unique character already (character states instead of the usual two powers and then buff them), so it would be up to you to decide what would make a more fun and balanced character that fits your criteria.

I also realize that Wintrova would not be able to start out in either of the states because she has yet to purchase them from the in-game store, so the Normal state is a tricky area. Maybe there would be some timer on how long Wintrova could be in a certain state before reverting back to her normal state with a cooldown attached, or something akin to that. Without making the character too un-Awesomenautic and complicated (unless you feel that this would be a good route to go down) by making it so the more Fire attacks Wintrova performs, the amount of power in her Ice bar builds so that the key to mastering her is optimizing when to switch states and being on top of the cooldown timers, or anything else, I'm not sure exactly how to deal with the normal state mechanic.

Secondary Skill Ice

Same idea as fire: character state harnessing the power of ice. For example:

-Frost Trail: Each jump produces a small blizzard in Wintrova's wake, slowing enemies who walk through it and dissipating violently (i.e. damage) after a few moments.

-Ice Block: Shifting briefly surrounds Wintrova in ice, creating an obstacle for enemies and protecting her from damage.

-Etc.

I imagined the Ice state being more of a melee support class, slowing enemies rather than doing great amounts of damage.

Designed by BaronVonLippe

265 Haravane (Harvey)

Sex male

Backstory Harvey is one of the many Pousians, that hale from the planet Sermipous. The Pousians are well known for their "unique" set of culinary skills but are also known to be an incredibly hostile and dangerous race and will stop at nothing to be able to keep what they have mastered, a secret. Many different species of all kinds come to their planet to be able to experience what the Pousians have to offer, and they never leave disappointed. Many planets have offered to buy the Pousians out for their secrets and try to pay them out to be able to get a glimpse of how they see and how they work but they never give in. Harvey is one of the only of his kind to want to spread his skills and treat the rest of the galaxy with what he has to offer and he is also one of the very few of his kind to have been forbade to use his skills because of his "unorthodox" way of going about using them. Early on in his progression to becoming a culinary master, Harvey started to become quite fond of the knives that he frequently cooked with (which he aptly names Alpha and Omega) and then goes about his cooking in a different way then he was taught. His relationship with these knives is what turns Harvey into a more feral and wild Pousian and was therefore exiled to the planet of Kashish, where he remained for five years, perfecting his techniques surviving off the harsh wasteland, until a band of mercenaries come to the planet and finds him rugged and graceless. They see potential in him by the way he defends his territory and they offer to take him in as one of their own. Harvey sees joining these mercenaries (The Awesomenauts) as a way to do this, he is able to hone his skills and it allows him to be able to show all of the other species that the Pousian recipe is the best recipe and Harvey sees his recipe as the recipe for death. He wants The Pousian kind and the rest of the galaxy to see him how they Pousian should truly be, and how they should be implementing their skills. In a way that will keep and will always keep Sermipous as a high standing society in the universe.

Role Melee
Damage Dealer
Assassin

Base attack Alpha and Omega

The relationship between weapon and wielder is the key to victory. Years of hard work and training, Harvey has perfected the art of his knives, slicing and dicing anything that decides to get in his path.

Movement The Pousian race is very sleek and elegant in design and Harvey shares these key features. Having been in the wild for so long and having to live off of his environment, Harvey is very fast and nimble and easily adjustable in combat and is even able to latch himself onto walls and surfaces which will give him that extra edge during battle. His long, edgy tail gives him the stability he needs while maneuvering the battlefield

Primary Skill Knife Throw

Harvey is able to throw Alpha and Omega at his enemies in quick succession, one after the other. His knives have deadly, serrated edges that will pierce through any armor and penetrate any force that stands in their way. They will even go as far to impale them to walls if they happen to be in close proximity to one.

Secondary Skill Camouflage Trap

Being in the wild has allowed Harvey to learn to adapt to his surroundings and has really been able to evolve for the better. He has learned to hunt and these skills are easily adapted on the battlefield. Harvey is capable of creating an artificial bush out of the items in his sack and place his makeshift traps down for his unsuspecting enemies. While Harvey is in this artificial camouflage, he is unable to be seen by anyone in the area and is able to leap out of the bushes for extra damage and a nice, little surprise for any enemies.

Designed by grifcode

266 Xander

Sex male

Backstory The Noireuns are an extinct race of magically gifted aliens. Well, almost extinct. Xander was the only one ever to cast an eternity spell. He cast it a bit late though, near the end of a typical lifespan. Also, 1337 years takes a toll on one's mind, no matter what kind of magic is at play. After several nursing home ... accidents, the Awesomenauts recruited Xander, seeing potential in the field.

Role Harasser
Melee
Damage Dealer
Disabler

Base attack Power Staff

Xander uses his staff to bash at enemies like an old man angry at kids on his lawn. Attacking will change the color of his staff, indicating what will be cast with his primary skill. Upgrades would include damage, attack speed, status effects, perhaps on every 3rd hit (on a particular color).

Movement Xander needs a wheelchair, but the wheelchair has rocket fuel... An initial jump will propel him upward, and initiating jump again will allow him to hover for a short duration. Purchasing a speed upgrade will allow for very quick speed while on the ground. Jumping cancels the speed boost while in the air.

Primary Skill Tri-Spell

3 spells in one, the color of Xander's staff determines what spell will be cast. All are projectiles that behave slightly differently. Ice is short ranged, spread. Fire is short/medium ranged exploding projectile. Thunder is medium/long range, narrow (more skill) shot. Harass upgrades would work with either all spells, or simply more potent on a matching element. Slow-ice, DoT-fire, Stun-Thunder.

Secondary Skill Mind Blast

Xander remembers a powerful spell, but forgets it quickly. This rapid mind flux releases an AoE damaging knockback to all around him. Upgrades may include slows/stun, damage, silence, effect of knockback, and reversing the knockback (pull in).

Designed by AzureMage224

267 William Morrison

Sex male

Backstory William Morrison is an inventor from the City of London in 1884. He built a time machine that sent him to the year 3587, but it malfunctioned and left him stranded in the future. William found about an intergalactic war and put his inventing skills to good use, building gadgets and weapons to help him fight the enemy as a merc.

Role Ranged
Support

Base attack Shotgun

A high-tech shotgun which fires multiple bullets in a spray. Has a similar range to Lonestar's gun, however the shots spread out over distance. More damage would be dealt at close range since more bullets would hit the enemy. Some upgrades would include piercing shots, extra bullets in a single spray, damage and attack speed.

Movement William walks around like a regular person, however for jumping he has special spring loaded boots which make him jump to superhuman heights. His jump height can be controlled by holding the jump button down longer.

Primary Skill Electric Charge

William uses this invention to fire a bolt of electricity which chains from one droid/naut to the next, dealing damage to every enemy it jumps across to. It will jump to the next closest enemy within its range and have a limit of 2-3 enemies, however this can be increased through upgrades. Has a short/moderate cool down.

Secondary Skill Gravity Orb

Fires a gravitational orb which can float in the air. All enemy droids/nauts will be pulled towards it. The force of the gravity can be upgraded, so would be weak at first. Combos might include bringing enemies together for an AOE attack or pulling them away from turrets. The orb is thrown by William and can be thrown further by holding down the button. Has a moderate/long cooldown.

Designed by Auquilius

268 Sparks Quasar

Sex male

Backstory Sparks Quasar was found eating solar in a solar refinery. He ate so much his body overloaded and blew up half the refinery. The mining corporation bound him to a suite that stunts his appetite and sent him to the Awesomenauts to pay for his debts. No one knows where Sparks Quasar came from. Voltar being a man, er brain... of science! Believes Quasar's body formed within a massive supernova and his consciousness developed over time. The one thing everyone does know is he loves solar!

Role Brawler
Harasser
Pusher
Ranged
Damage Dealer

Base attack	<p>Spark Blast</p> <p>Sparks points his finger says bang and plasma balls shoot out towards the enemy. Upgrades include damage, attack speed, a perk that allows the ball to chain to close enemies, fires a second shot with left hand in an angle 45 degrees above the cursor location.</p>
Movement	<p>Sparks has a fast movement speed and average health for fighters. Since he leaps towards enemies and can pull them toward him he has the health to back up his abilities. Sparks is a being made of plasma, when he needs to jump he simply propels himself up by shooting plasma under himself, the same use of propulsion is used in plasma leap. Sparks has a double jump. When Sparks gets boots he leaves a faint trail of plasma behind him from his added speed.</p>
Primary Skill	<p>Plasma Leap</p> <p>Sparks jumps towards the cursor in an Arc, as he flies over enemy bots and nauts he shoots plasma beams down at them. Upgrades can include add more plasma beams, stun nauts, increased damage, shoots plasma above as well, snare nauts, increase leap speed and run speed after leap, reduce cool down.</p>
Secondary Skill	<p>Quasar Shift</p> <p>Sparks pulls or pushes all enemies in a 360 degree radius based on his current polarity. The base attack deals no damage. His polarity changes to positive or negative whenever he uses plasma leap. Upgrades can include cool down reduction, add damage to the ability, pull solar to quasar (take it from enemies, a guy's got to eat), make the shift permanently negative, make the shift permanently positive, add snare.</p>
Designed by	Shriggs[1G]

269 Dr. Scott Byrd (Dr. Byrd for short)

Sex	male
Backstory	<p>Dr. Byrd is a penguin from the ice planet of Akit-Cratna, who had to travel away when global warming melted his planet. He built and patented the Freezinator Zero-K, a machine that freezes water within seconds. As his invention was only used to make ice cubes at takeaways, he redesigned it as a weapon. With his backpack fridge hooked up to his freeze gun, Dr. Byrd now fights in the war as a merc.</p>
Role	<p>Ranged Support Pusher</p>
Base attack	<p>Ice Cube Shot</p> <p>The Freezinator Zero-K shoots ice cube projectiles in a straight line that melt after a short distance. It has similar range and damage as Raelynn's protoblaster, but projectiles travel slower. Has a slight homing ability similar to Clunk's missile. Upgrades would involve freezing (slow effect and ministun), generic damage and range increase, and better homing.</p>
Movement	<p>Dr. Byrd waddles along the ground at a similar speed to Derpl. His jump is assisted by a puff of cool air from his backpack fridge, allowing him to reach extra heights. His maximum jump height is the same as Gnaw or Leon, but his jump height can be controlled just like Froggy G.</p>

Primary Skill Snow Boulder

Dr. Byrd charges up his gun for half a second, after which a large snow boulder is ejected. It pushes back enemy nauts/droids similar to the bull, but also deals damage. It is gravity affected and falls downwards when in the air. It has greater speed and pushing power when first created, but gradually slows down and pushes less. It melts after a few seconds. Has a cooldown time of 6-8 seconds.

Secondary Skill Icy Glaze

In a puff of cool air Dr. Byrd's gun freezes the floor before him, visually changing it to appear icy. The ability works similar to Skolldir's earthquake. Enemy nauts/droids will have less friction on the surface and will slide away when pushed by allied nauts/droids. Allies will have increased speed on the surface. Lasts for 3-5 seconds before melting. Has a cooldown time of 8-12 seconds.

Designed by Cheeseborg

270 Captain Ginge

Sex male

Backstory Betrayed by his right hand man, Davey Jones, Captain Ginge was left for dead with nothing on an unknown planet. Struggling to survive, he came across a group of travelers dealing in the spiritual arts. Teaching him a great deal of what they knew, he left them and now seeks revenge on Davey Jones for stealing his vessel and crew. But to find his old ship and crew, he must acquire money to seek out Davey Jones and face him pirate to pirate.

Role Harasser
Melee
Ranged
Brawler

Base attack Pirate Run and Gun

Using a sword in his right hand and a gun in his left. He provides a slash to enemies whilst also shooting his gun. Come too close and you're a dead man.

Movement He slashes whilst also shooting at the same time. I imagine he'd used something similar to a cutlass sword and a flintlock pistol. However the shot attack must be lower damage than the slash. He'd also be kinda slow whilst attacking enemies. The weapons are also ghost like to show his spiritual powers.

Primary Skill Spirit Ship

Captain Ginge summons a mini replica of his ship and it attacks and follows enemy nauts for a certain period of time using the cannons on board.

Secondary Skill Dutch Courage

Captain Ginge downs a bottle of rum and becomes infused with an a false sense of ability to not feel pain. For a certain time, he is invulnerable or gains Armour whilst toting his flintlock pistol and rapidly firing at enemies. Possibly with a speed increase as well.

271 Avena

Sex female

Backstory Avena hails from the dangerous, cloudy regions of Kotasine. Avena was forced to learn the music of the tribe in school to fend against the brutal creatures of her home planet. While she thought it was silly, she also began her agility training. She holds the land speed record for Kotasine. The snare drum she carries around with her is a family heirloom, said to aid any warrior in battle.

Role Disabler
Harasser

Base attack Peck

Short ranged, 6 damage per hit, can be used every .50 seconds, can penetrate enemies.

Movement Movement speed: Fast
Jump Height: Medium, but with a sloop, of sorts.

Primary Skill Drum Solo

Avena beats her antique drum, snaring all opponents in a small radius for .70 seconds. (Note: the radius would be about half as large as Voltar's healbot.)

Secondary Skill Gust

Avena musters up as much strength as she possibly can, and creates a gust of wind strong enough to knock multiple foes back.

Designed by This was a group effort between forum users "Mechadrigo5" "Foxwolf333" "Cannedbeansvongluten" and "Lo-fi Longcat"

272 Volas

Sex male

Backstory Volas comes from a proud warrior race of bird-men. They seek glory on the battle-field and derive honor from their cunning control of their enemies positions.

Role Ranged
Support
Pusher

Base attack Feather Dust

Valos swipes his wing-arms and releases a feather. The feather flies a ways before splitting into two in a "Y" shape. Noteable upgrade: Would add a third feather to the split.

Movement Valos is slightly faster than most, though his jump height is very low. His second jump however he propels himself high into the air with his wings and glides back down. His boots would increase speed while in flight.

Primary Skill Gale Force
Valos flaps his wing-arms once as strong as he can pushing everything in front of him back. Notable upgrades include adding a slow and adding a blind.

Secondary Skill Lead Flock
Valos dashes forward damaging all enemies he touches. He also leaves behind a wind trail that speeds allies moving in the same direction. Notable upgrades would add a slow to enemies fighting the wind, and a knockback as he pushed through them.

Designed by TecmagDiams

273 Mecha-Gentar

Sex male

Backstory During the First Robot War, Gentar was an obsessive droid engineer. When his creations replaced him, his personality split in two, and he disappeared into the black. Now they're back, and with a scrap metal suit fashioned out of, and powered by, his once beloved droids, Gentar's ready to collect his severance pay. Note: He's a space squid monster inspired by Davy Jones, Squidward, and Lovecraft.

Role Melee
Ranged
Damage Dealer

Base attack Pink Slip
After hours of rummaging through scrap piles, Mecha-Gentar managed to build a working prototype of the now standard Humming Droid blaster. Fires a searing plasma bolt, leaving enemy Nauts without a job.

Movement Mecha-Gentar walks on robotic tentacle legs; he has a normal jet jump, wall slide capability, and upgradeable wall jump.
Gentar can slowly slide down walls naturally. Jump can be upgraded to enable Gentar to jump against a vertical surface, and then jump off again. Balanced out by a lack of "Boots" upgrade, and Gentar slowly sliding down said surface to ensure skill based timing.

Primary Skill Worker's Compensation
Mecha-Gentar activates the saw in his off-hand, slashing all foes who dare face him. Activating the skill grants the user three swings of the saw; power recharge begins only when the third swing is activated. Possible recharge time of 8 seconds. Possible Upgrade: Increase the amount of swings the player can use at the cost of increased cool down.

Secondary Skill Overtime

Kill droids to overcharge the Mecha-suit for a time; more droid parts gets a greater effect. Effects: Passive speed boost increasing with each magnitude. Upon ability activation Mecha-Gentar sacrifices his speed boost to absorb incoming projectile damage, deflecting the remaining force back at the attacker. Percentage blocked and deflected increases with magnitude of charge.

Designed by Hat Inspector

274 Korbo

Sex male

Backstory Korbo is a slime from Ribbit IV. He thrived on the consumption of plant life, until construction destroyed a large amount of what he relied on.

Displays of his morphing abilities caught the interests of the warring factions as he searched for his very much wanted supper. This happened to come to him as an offer, his services in exchange for food.

His food had come to him.

Role Harasser
Melee
Ranged
Damage Dealer

Base attack Solid Edge / Bio-Barrage

Korbo forms a blade and slashes straight forward hitting multiple targets in front of him / Korbo throws small balls of bio in very slight arcs towards the cursor that damage the first enemy unit they come in contact with.

Movement Korbo lunges in arcs towards the cursors position. Tap W close to walls, ceilings, and the bottom of platforms to attach to them.

Primary Skill Solid Slam / Bio-Volley

Korbo forms into a solid form and launches himself towards chosen area, Knocking back the first enemy hit and dealing splash damage / Korbo throws a ball of slime which arcs towards the chosen area, dealing splash damage and snaring people in a small area around where it lands

Secondary Skill Morph

Morphs Korbo from his melee and ranged stances. Switching his abilities and basic attack.

Designed by Zenose

275 Lollys

Sex female

Backstory She was one of the best knight of fire, but she got killed i a battle against the frost knights of death. The leader of the frost knights Achron raised her to life as a death knight so she can serve them, but she resisted their control and now she wants revenge so she decided to join the league of awesomenauts to help her master the power of frost.

Role Melee
Damage Dealer
Disabler

Base attack Frost slice

An attack that deals 12 dmg melee damage and after upgrading has a chance to slow down enemies by the power of frost.

Movement If there ever be water in any maps she could walk on it by freezig it under her. Normal movement speed and normal jumps.

Primary Skill Freezing buffet

She shoves her sword to the grounf causing a frost wave that deals 20-30 damage knocking enemies back.

Secondary Skill Blizzard

An all of entities attack that she has for 3 sec and it deals 15 dmg every second.

Effect - She surround herself by a frost ball that deals dmg to everyone who is in it, a ball like the charging of clunks self destruct .

Upgrade - has a chance to snare the enemy.

Designed by Shirako

276 Zephyr

Sex male

Backstory Hailing from a secretive planet of avian beings, Zephyr is the last known master of an ancient and long-forgotten martial art. He has traveled from battlefield to battlefield, looking for the greatest warrior of the age to pass his teachings to. Zephyr has come to this newest battlefield, hoping that the name of 'Awesomenaut' was not just so much fluff.

Role Melee
Disabler
Harasser

Base attack Wing-fu Style

A quick flurry of punches and kicks. Short range, low damage, but fast attacking speed. The combination of hits requires each previous hit to land for the next attack to trigger. Upgrades could affect damage, cause the combo to temporarily hold nauts in the air until the final hit if caught, or could add new ending attacks that cause slow or other statuses.

Movement Feather Fall - Basic high-jump with some gliding capability. Once in the air, can hold the jump button down to slow his descent, but are unable to attack while doing so.

Primary Skill Sore-ing Feather Fist

Zephyr quickly analyzes his opponent and delivers a strike to a vital area. Basic version would immobilize the target. Upgrades would allow additional status effects to the attack, including a slow after the immobilize or a force-reset of cooldowns to their current maximum.

Secondary Skill A Leaf on the Wind

Zephyr concentrates his chi into a single vicious punch, summoning the western wind to push his opponents away from him. Upgrades could change the direction of the launch, add a stun to the end of the launch, increase distance, or add damage based on speed of impact.

Designed by Dranar

277 Bobasaurus: King of the velocorexexes

Sex male

Backstory Bobasaurus is the warrior king of the velocorexexes, a proud race that once ruled a planet somewhere to the left of betelgeuse. Shortly after winning the throne in a boxing match, the planet exploded without warning and the citizens were scattered across the universe. Bob joins the awesomenauts to find his people and a new planet. Bob should have an British accent and speak with the royal We.

Role Melee
Brawler
Harasser

Base attack Dino-tastic claw ridden machine gun fists of fury (the ol' 1,2,3,4, etc for short)

Bobasaurus lets loose a flurry of blows for as long as the player holds down M1. These punches have a very short range on account of his stubby little dino-hands, but they have an impressive attack speed. Individual attacks would have low damage to kip him from having too good DPS. Upgrades should include status effects that have a chance to activate, giving his attack a use beyond dealing damage.

Movement Bobasaurus should have fast movement, between leon and lonestar. When running he keeps low to the ground with his fists covering his face, when punching he's significantly slower and is standing upright, making him easier to hit. His jump is an average dinosaurian jump with a double jump thanks to the forbidden air back flip technique known only to royalty and any hawt dinosaurian babes nearby.

Primary Skill Magnificent Royal Rush Punch

Bobasaurus ducks around avoiding attacks before delivering a rush punch to the face of any foolish enough to challenge his greatness. During the dodge state bob can be moved through and cannot be hit. Any attacks that pass through him give more power to his rush punch when he chooses to let it loose. The max time bob can be dodging should be fairly long to annoy/scare nauts trying to push a lane.

Secondary Skill Bobasaurus's Below the Belt Bloodlust

Bobasaurus bites (going for the ear) an opponent, if he connects he enters a state of "bloodlust" where bob is no longer slowed by punching, he gets a speed boost, and his attacks do more damage (but do not cause any status effects). A possible upgrade to this skill is one where after scoring an awesomenaut kill, the cool down for this ability (which should be really long) will instantly go away.

Designed by Crimefighter

278 Orion Fenrir

Sex male

Backstory 'Orion' Fenrir is an outcast from his planet. A planet consisting of mostly futuristic werewolves, meddling in the mechanical body modification technology. He has sided with the Awesomenauts, in their perilous journey to defend the existing planets.

Role Support
Brawler
Pusher

Base attack Laser Slash ?

Orion slashes forward, three curved scratch marks moves through space in the direction fired, dealing moderate damage. The attack being a 3 fold attack, found in Skolldirs punches. Left slash, right slash, and a double upward slash. The attack being longer, vertically, in succession.

Movement Moderately fast movement, running on all fours as he moves from place to place. His powerful hind legs provide him a reasonably higher jump than most characters.

Primary Skill Star Howl

Orion lets out a bellowing howl. Depending on the loadout, the howl can either raise the damage temporarily inflicted by him and the surrounding teammates, A knock back area of effect, or both.

Secondary Skill Saw Launch

Orion prepares for a leap towards the enemies. Flinging himself into a forward flip, with his claws extended, heavily damaging enemies in his path, and slamming into the ground upon impact.

Designed by Seven

279 Monty

Sex male

Backstory

Monty originates from the planet Terrafertilis, homeland of a worm-like species that tunnels through rocky landscape with ease. The planet, named after it's once fertile soil, has taken a turn for the worst in recent years. The overabundance of tunnels through the underground of Terrafertilis have left the soil thin and the very foundations of the planet unstable. Most of its residents have fled in fear of its eventual collapse.

This is where Monty comes in. Hopeful of a way to save his crumbling home world, he joined an effort to help rebuild the planet. Just when they started to make real progress the group, much like the planet they're trying to save, ran out of resources. But the resilient volunteers are managing to scrape up just enough revenue from members profiting on jobs out-of-planet.

Knowing that every last bit counts, Monty signs up to join the Awesomenauts and donate what profit he makes to the cause. With the noble purpose of saving the world that spawned him, his family, and his entire species, he journeys into war. A lot is riding on this, and Monty's willing to lose his life for the planet that gave it to him. Say what you will about him and his intentions, but do so at a distance if you know what's good for you.

Role Disabler
Pusher

Base attack Toss Rock

Your opponent looks like he could use a good rock-to-the-face, why not oblige him? Upgrade the size of your projectiles and soon you'll be crushing enemies under boulders. Well maybe not boulders, but exceptionally large rocks.

Movement You're basically a worm so, you know, slither. Single jump and moderate walking speed.

Primary Skill Dive 'n Drill

Jump into the air and dive into the ground. While underground Monty is untouchable. Once under an enemy, resurface to send debris in a small blast radius and hit an enemy directly to grind them up on your way out. You've got some sharp teeth, might as well use them.

Secondary Skill Landslide

Your digestive tract can't break down rocks, fortunately you can vomit them up at will! Start spewing a mass of rocks, mud, and dirt across the floor in the selected direction. Enemies caught in the landslide will be damaged, pushed back, and grounded rendering them unable to jump away. Use it right and you can get enemies in some sticky situations.

Designed by Sigmaster

280 Skorn

Sex male

Backstory Once a prophet of the the great phoenix bird religion where they believed the phoenix was there god and worshiped the bird in volcano shrines Skorn was killed by a lava flow. After coming back from the dead Skorn is now a phoenix reaper who serves his new necromancer boss for vengeance on the creature he worshiped and to kill dudes for cash IN SPACE!

Role Ranged
Damage Dealer

Base attack Flame Scythe

Skorn swings his his scythe and lets lose a spinning flame blade that will goes through minions and then stopping when hitting an enemy awesomenaut

Movement Skorn no longer has legs and thus floats around with the heat of his flames and jumps by making tiny flaming wings come from his back and flap

Primary Skill Firebird Strike

Skorn launches a small phoenix under his command that goes through minions causing and ignite debuff and then exploding when hitting an enemy Awesomenaut causing a AOE ignite debuff putting burn on everyone in the radius

Secondary Skill Flame Shield

Skorn covers himself in a ball of flame that will make him invincible for a short time and then explodes putting an AOE ignite on anyone around him and a slow

Designed by k2i3n4g5

281 Fang & Hund

Sex female

Backstory Fang used to be a typical college student. One day, she went to the planet of dogs for her vacation. Little did she know that her cat Mittens would join her and steal her ship, leaving her stuck on the planet. Fang hated cats ever since.

As time passed, Fang lived with dogs, eventually earning their trust and love. That's when she met Hund - her best friend ever. Even if he was a small pup, he had the ability to turn in to a bigger and more terrifying beast. Just like all dogs.

Fang and Hund set off in to the depths of space due to boredom and lack of adventure. From that day, they would spend most of their time in the park or on a mission for solar. Many cats have gone missing as well.

Role Disabler
Harasser

Base attack Claw 'n Bite

Why bother using only your claws when your favorite pup can add a bite in to the sweet combo? Two claws from Fang that were developed in her dog life and a painful bite from Hund.

Movement Although the duo is not the fastest, they do jump rather high.

Primary Skill Bowgrowl

Fang unleashes a loud growl, leaving the enemy team silenced for a few moments.

Secondary Skill Mighty Stallidog

Hund leaves the safety of Fang and turns in to a bigger dog. With a small lifebar, he chases enemies and leaves them with a scar from his powerful bite. If the enemy manages to escape from Fang's range, the dog will return to Fang. The same result happens if his lifebar runs out. (Note: While Hund is running around, Fang is left with only her two claws)

Designed by Doctor-Emi

282 Scarlet (S.C.L-3)

Sex female

Backstory Scarlet is part of a production line of robots who's mission is to assist the regular lazy humans, however, as lazy robot-makers go, they didn't notice (or bother to notice) S.C.L-3 wasn't programmed correctly
She bought by an innocent man who knew nothing about maid robots and as he turned her on she started going nuts and reduced the house to nothing more then shiny bits of dusts.
Now to pay the bills for house the man sent the robot (he called her scarlet) to join the awesomenauts, hoping to get money to pay the bills

Role Melee
Disabler
Harasser

Base attack Doom Broom Sweep

Base attack description: scarlet sweeps her broom in a 3 hit combo: diagonal, Vertical and horizontal.
Damage: 6
Attack speed: 120
Range: 3

Movement Scarlet normally walk, holding the tip of her broom and dragging it after her.
Starting movement speed: 6.8
Special movement skill-Spring Jump-Scarlet can jump fairly high, while spinning in place while jumping.

Primary Skill Spray ray

Primary skill description: Scarlet Spray enemies infront of her, sending a cloud of blinding spray.
Damage: 10
Blind Duration: 2.5 sec
Cooldown: 7 sec

Secondary Skill Caution: Wet Floor!

Secondary skill description: Scarlet dashes forward, sweeping the floor and making it wet, enemies stand on the wet floor are slowed.
Slowed: 20%
Slow Duration: 2 sec
Range: 7.5

283 Mooi Aurora Tiana

Sex female

Backstory Just because Mooi's an amorphous Blob doesn't mean she ain't 100% woman.
Her mega-rich parents pushed her to become the galaxial Queen of Beauty, but after being laughed out of the pageant something snapped in Mooi's gelatinous mass and she decided to leave home to find her true calling. Turns out some Blobs just want to watch the world burn...

Role Disabler

Base attack Burning Desire

A flamethrower. A blobbin' flamethrower, need I say more? Fine! Have it your way. The flames have short range, pierce through enemies and does small amounts of damage and DOT. They also stick to surfaces, platforms, droids and Awesomenauts for short amounts of time, but only if Mooi asks her parents nicely for enough solar to buy some napalm. It is effective at killing droids and CC.

Movement Mooi is a Blob, albeit attractive and sassy, so she can't move on her own. She uses telekinesis to operate a suit; a helmet and 2 arms contains her weapons while Mooi sits on a platform with a large gel ball contacting the ground, providing movement when she leans forward. The arms can be swung to get lift for a jump, but the gel ball can compress and propel her in a higher jump if held longer.

Primary Skill Force Shield

The gauntlet's fingers on her suit's arm split and form the edges of a shield made of the same energy that holds the plates of the suit together. The shield reduces damage and knockback greatly but isn't large enough to cover all angles so must be aimed. The shield is only effective if in-between the source of damage and Mooi (or teammates). It can also be used to push enemies by moving into them.

Secondary Skill Gravity Grenade

The suit launches a grenade in an arc which explodes when it comes into contact with the ground forming a gravity well attracting enemies and enemy projectiles. It can also be detonated manually by a second click, allowing for the gravity well to form mid-air. The well traps enemies if caught in the centre with the effects reduced further from it, slowly pulling enemies at the edge of the effect.

Designed by burrhe

284 Dave the Chalkboard

Sex male

Backstory After years of use, Dave was tossed aside and replaced by his arch-nemesis - the white board! He decided enough was enough, and is now out to prove to everybody that the mighty chalkboard will always be superior.

Role Ranged
Support
Disabler

Base attack Chalk

Dave throws his chalk at his foes!

Movement Dave is able to double jump by automatically creating a thin platform under him with chalk.

Primary Skill Erase

Dave harnesses the power of the mighty chalk brush to erase an area on the map!

Secondary Skill Screeeech

A deafening sound emits from Dave, stunning all enemies within a radius.

Designed by Portalnuk

285 Jailbait

Sex female

Backstory Jailbait's homeworld is the darkened planet known as Deravin, notorious for the many criminals which originate from there. Jailbait earned her nickname from the many male species she has suckered for their money and left them ending up in jail by planting chakramite, a rare stolen jewel from her home planet, on them and then reporting them to the authorities.

Chakramite is a rare ore which grows only on Deravin. It is illegal to transport the rock substance outside of the planet's atmosphere, due to it's potential dangers - when utilized in the correct way, it greatly heightens the user's abilities and increases their strength tenfold.

Ironically, Jailbait has managed to get caught herself - for 'stealing' the chakramite - over 9000 times! Even though, she somehow manages to escape every time. However, her most recent heist didn't go so well - someone ratted her out and the Elite guard showed up, forcing her to attend court, be sentenced to do community service and join the Awesomenauts in their cause. How could she get caught this many times, you ask? Justu, Jailbait's species, age over thousands of years which is another reason why these crooks are so highly despised.

Jailbait sometimes uses the Chakramite she steals to increase her own power, enchanting her favoured weapon of choice, kunai, for pulling off heists and busting herself out of prison. Jailbait does have some good values, however - she keeps her most precious possession, her father's bandana face mask, on her at all times.

Role Ranged
Assassin

Base attack Kunai Throw

Jailbait throws a sharpened kunai knife with deadly precision and dipped in pure Chakramite essence for extra speed and damage.

Suggested mechanic: The kunai flies quickly and in a straight line. Short-mid range attack.

Suggested upgrades:

1. More damage to low-health targets
2. Throw 2/3/4 kunai
3. Sharper kunai fly through the air faster, fire rate increased
4. Twice as much chakramite pierces multiple enemies
5. Unleashing some of the chakramite power before throwing enables a drain health effect

Movement

Jailbait is a professional escapist - she can move at a speed similar to Froggy G. She backflips away when moving backwards.

Primary Skill

Chakramite Shortbow

Jailbait pulls out her shortbow from behind her, arms it with a chakramite-infused arrow, draws back the string and holds her aim to increase the accuracy, length and damage of the shot.

Suggested base damage: 35

Suggested mechanic: the arrow flies in a low arc at a range similar to Coco's Lightning Ball

Suggested upgrades:

1. Jailbait pulls out her shortbow so fast that nearby enemies are pistolwhipped, stunning them for 1-2 seconds.
2. Endurance training allows Jailbait to hold down and charge her attack for 5/10/15 more damage.
3. Splintered arrows cause 1/2/3 more arrows to break off and fly in the same direction.
4. Flies in a straight direction and moves faster through the air.
5. Lightning arrow makes a thunder cloud appear over the enemy which follows them, causing a lightning bolt to strike them for 5/10/15 after it detonates.

Secondary Skill

Charm/Steal

Versed in the arts of flirtation, Jailbait is able to momentarily charm and(/or steal) her enemies, causing them to move in the opposite direction.

Suggested mechanic: A glint appears in Jailbait's eye. This attack has a melee range and does no damage.

Suggested upgrades:

1. Steal solar - 20 solar per 5 sec. 8 sec cd. Effect is cancelled if player dies.
2. Charm causes invisibility for 2/4 seconds.
3. Charm/Steal makes the next attack deal more damage.
4. Throw a smoke bomb after charming/stealing, silencing nearby enemies.
5. Causes the charmed enemy to become infatuated, dealing damage to themselves when attacking.

Designed by

Jazzy

286 Shana

Sex female

Backstory Being a skilled fighter and with a foul mood, Shana is a force to be reckoned with. She have won many bar brawls and battles alike all over the galaxy. During her travels she have seen a lot of what wars do the the population and she comes up with the idea to start her own mercenary company.

Her dream would be to open a orphanage, so why not combine the two ideas? But to do this she will need money, and what better way is there to make money than as a Awesomenaut.

Role Melee
Brawler
Disabler

Base attack Rake

2x claw attacks in a quick succession (4damage per hit).
Upgradeable with:

Stronger Claws - Damage +2 (3 ranks)

Better Reflexes - Attack speed 10% (3 ranks)

Hateful - Movement speed increase per hit, 3% up to 3 hits. disappears after 2 seconds.

Sharper Claws - Bleed for 5 damage over 10 seconds (4 ranks)

Hard skull - Adds a third attack, a headbutt that blinds the target.

Movement Movement mechanics: Being a Honeybadger she still walks on two legs with limbless arms and a the head is bobbing a little. Kinda like this video <https://www.youtube.com/watch?v=xjVnMft4c20> but much less swaying arms. Jumps a bit higher and runs faster with upgraded boots. Has a backpack on her which she grabs the honeyjar from.

Primary Skill Honey Throw

Throws a jar of honey that slows awesomenauts that walk in it for 1½ second.
Upgradeable with:

Stickier Honey - Better slow effect +20% slow (2 ranks)

Preserve - Longer duration +½ second (3 ranks)

Tasty Honey - Life regen for allies that stands in the honey +2 health per second (3 ranks)

Bigger Jar - Larger pool of honey

Bees! - Enemies standing in the pool of honey takes 1dmg per second (3 ranks)

Secondary Skill Leashing Bite

Bites down on the target for 15dmg and is able to pull the target away for 2 seconds.

Upgradeable with:

Harder Bite - Bite does more damage +15 dmg

Strong will - While Leashing Bite is active, Shana is immune to debuffs

Resiliant - While Leashing Bite is active, Shana takes less damage -2 damage. (3 ranks)

Persistent - Leashing Bite last 1 second longer.

Hunger - Leashing Bite heals Shana for 10hp. (2 ranks)

Designed by Styxius

287 Pixle the Mystic

Sex female

Backstory Pixle the Mystic comes from another dimension where she used to live with princesses and fearies. Though at some day her dreamworld got stuck into a black hole.

Nobody knows how she ended up in our world, but you'd better welcome this cute tiny color-changing pixel. You know, she might've got some special powers...

Role Harasser

Base attack Shutter

Don't get confused watching Pixle's color change all the time - meanwhile she might shoot you to another dimension called Death!

Movement Pixle is very tiny, just about a few pixels big. Her movement though is incredibly fast and she's nearly uncatchable without using skills. The black hole gave her such great powers that she is barely attracted by gravitation and she can fly non-stop!

Primary Skill Black Hole

Fortunately, there was a good side of getting sucked into a black hole. She can now spawn black hole's herself! When detonated every Awesomenaut who walks in gets teleported somewhere nearby. Pixle can choose herself where enemies are being teleported. Better watch out for this cute pixel! ^^

Secondary Skill Flame Thrower

Pixle the Mystic grows 10x her size, showing off her big mouth. She bursts fire like you've never seen before! Burn, baby burn!

Designed by Jokio

288 Darkwolf

Sex male

Backstory Leader of the Tribe that lives deep in the Kittaka Jungle on the planet Mars, Darkwolf was recruited as an Awesomenaut for his formidable strength and shapeshifting abilities. With his trusty club made from the wood of the rarest tree on the planet, he doesn't mess around when it comes to battle.

Role Melee
Pusher
Assassin

Base attack Bash/Claw

Darkwolf takes a swing with his club dealing 6 damage at a medium attack speed. While in Wolf form, Darkwolf will claw at it's an enemies for more damage at an even faster rate. Club Upgrades include: Increased damage against creeps, Increased damage against snared enemies and increased damage after placing down a totem

Movement Runs at an average speed, high jump. While in Wolf form, Darkwolf will be able to run faster, and jump further, however he will not be able to jump as high.

Primary Skill Totem/Howl

While in Human Form, a totem will be placed on the ground which will buff surrounding creeps and nerf enemy creeps. Upgrades include: enemy droids will attack each other and increased duration of totem. In Wolf Form, Darkwolf will howl, which will slow all enemies surrounding him in a large radius. Upgrades include: Added Damage, Added Silence, and More Slowing Power.

Secondary Skill Wolf Form

Will transform into a wolf, while in wolf form, Darkwolf has increased mobility, attack speed, and movement speed, however, be careful as Darkwolf will take 20% more damage from all attacks in this form. Upgrades include: Darkwolf will become stealthed while standing still, Every 5th claw will add a DoT, added Lifesteal on hit.

Designed by MoshJarcus

289 Space Cop

Sex male

Backstory a good cop who has gone rouge adn abandoned his friends, no one knows where he is... until now

Role Harasser

Base attack bubble gun

a gun which is hidden in his sleeve which shoots bubbles at his foes

Movement runs like lonestar, but has butterfly wings which he can hover on

Primary Skill taze

shoots an electricly chraged bubble from his gun which stuns you for a couple of seconds.

Secondary Skill tentacle grab

pulle another naut in and does slight poison damage

Designed by TabbyCat

290 Captain Rooster

Sex male

Backstory A starship captain's life is filled with solemn duty. I have commanded chickenoids in battle. I have negotiated peace treaties between implacable enemies. I have represented the Rooster Federation in first contact with twenty-seven alien species. But none of this compares with my solemn duty today... as best chicken.

Role Ranged
Disabler
Harasser

Base attack Phaser

Phasers are the most common and standard directed energy weapon in the arsenal of Chickenfleet and several other powers.

Movement Teleportation of course, but you will not be able teleport behind turret or barrier.

Primary Skill Black hole

You creating black hole and all enemies slowly moving inside it.

Secondary Skill CRS

Chicken Rocket System, top secret chicken rockets wich you can control (or it can be homing rockets).

Designed by RinsHale

291 Krypta Knight

Sex female

Backstory Krypta's father was an interstellar policeman renowned for capturing many notorious criminals throughout the galaxy. One morning Krypta said farewell to her father as he left for work as always, but to Krypta's dismay he did not return. Seeking her fathers whereabouts, she dons his old plasma shield, gravboots, and heads to the location of his latest case, the cunning criminals Vinnie and Spike.

Role Melee
Support
Pusher

Base attack Shield bash

Krypta slams her shield onto the ground in front of her and causes a small area around the shield to resonate violently damaging nearby foes.

Movement Krypta is able to run at a speed equal to Lonestar without boots, and is able to jump as high as Raelynn without boots. With her gravboots she is a bit faster than Lonestar with boots and can cling to a surface and perform a small jump(or push) in a direction specified(no glass platforms, only solid ceiling and walls). Teleporting to base is possible as is using skills. Single jump only. (The wall jump can be used to scale walls or cling to a ceiling).

Primary Skill Shielderang

Krypta throws her shield a stretched tongue distance away stunning and damaging any enemies it comes in contact with.

Secondary Skill	Charge! Krypta charges forwards with her shield in front of her shielding her and any allies (nauts and droids) behind the shield from all projectiles (snipe included) that are launched from in front of the shield. The charge propels Krypta and any allied nauts/droids a small distance forwards. This dash is affected by collision but can push everything.
Designed by	checkmarks

292 Flux

Sex	male
Backstory	Flux is an elemental shifter. His only memory prior to being found by an order of monks is a vision of what he calls "the center of all worlds." The monks trained him to control his elemental shifting and he has joined the Awesomenauts to help his efforts to discover his true past.
Role	Harasser Melee Ranged Tank
Base attack	Elemental Force The attack varies depending on his form: Earth - high damage, but slow punch Air - low damage but long range air "blades" Water - medium damage range and speed water jets Fire - low damage and range but high speed flame breath
Movement	Movement speed depends on form. Air and Fire forms have movement similar to Yuri's jetpack. Earth and Water forms cannot jump. Instead, when jump is pressed the Earth form curls into a boulder with 75% damage resistance, but no movement or attacking. The water form sinks into the ground to come back up a short distance away.
Primary Skill	Elemental Casting Each form has its own unique skill. Flux begins with the use of the Air and Earth forms and their skills are unlocked in this tree. Earth creates a wall of rock in front of him that blocks movement and damage from all sources until destroyed. The Air form creates a vortex that pulls enemies toward him from all directions. foes can move and act while inside the vortex. There are 3 upgrades available for each form.
Secondary Skill	Elemental Mastery Flux's secondary skill is available by default and allows him to shift forms. The unlock in its place is more expensive but enables the Fire and Water forms. The Fire form tosses a fire "seed" that damages who touches it and immolates them, causing damage to others near them. The Water form summons a geyser that does high damage and throws them into the air. Upgrades are 3 for each form.
Designed by	GamrDadKinsey

293 Jakeski (The Snow Bear)

Sex male

Backstory He was the leader of a massive tribe of polar bears that were more advanced than most. They thrived on all the technology they had, until one day a satellite fell on their city, crushing it. He was the only bear to survive and he vowed to unleash his wraith on the creator of that satellite, one way or another. So he equipped his battle armour and cannon, then got on a commercial ship and ventured into space, hiring himself as a mercenary to anyone willing to pay.

Role Melee
Tank
Pusher

Base attack Rend

He lunges forward slashing his claws in front of him three times, dealing damage to anything in front of him. This can be upgraded to attack faster, to increase his combo to five slashes, increased damage, a knock back effect and a bleeding effect.

Movement He is slow and walks on his back legs, but once he starts moving in the same direction for long enough he drops onto all fours and sprints in that direction. He cannot jump high and he only jumps once so he is not a good platformer.

Primary Skill Blaster Cannon

He goes onto all fours enabling the cannon on his back to fire, every time it fires it goes in a straight direction ahead of him and goes through targets, it has a cool down time of 10 secs, it deals high damage and is long ranged, you can upgrade the cool down speed, the damage, the range, the damage to droids and enable it to fire a wider blast.

Secondary Skill Charge

This can only be activated once he is running at full speed, once activated he glows and knocks anything in his way back dealing very low damage but very effective if the enemy has pushed to your base anything hit is stunned for a moment and knocked up and in the direction he is running. This can be upgraded with damage, stun duration, knock back distance, movement speed and a shield boost as enemies can jump over you and fire at you as you charge. This would be very effective against Derpl.

Designed by BrutalBear

294 Pinchazo

Sex male

Backstory Pinchazo is a luchador hammerhead shark humanoid with a mallet.

From the distinguished regions of planet Ribit IV where wrestling is hugely popular comes Pinchazo, a former superstar. While dirty tactics were condoned in the rings because of their popularity, Pinchazo managed to break their cultures biggest taboo by using fire, ascending from aquatic creatures fire is considered dangerous and unnecessary. He was pinned down during a match when he as a last ditch effort set his hammer on fire and managed to flinch his opponent. He took advantage of the situation and stroke a mighty blow winning the mach. Although he won, he was booed off the stage and his contract was torn to shreds.

After leaving the rings and having been ostracized by his fans, Pinchazo yearned back to fighting and joined the war for the sheer pleasure of hammering potential enemies to a pulp. He still wears his mask in order to strike fear in his enemies who usually think it's just ridiculous.

Role Melee
Damage Dealer

Base attack Smash
Swings hammer back and forth, slow, but deals relatively high damage.

Movement Being a former athlete his movement speed is relatively fast and also his "turnbuckle jump" is pretty high in which he has time to do a charging jump strike.

Primary Skill Hammer Charge
Can charge his hammer. He slows down during charge and depending on the level of charge (how long the button is pressed), the knockback and damage increase sending the opponent flying in a desired direction, even through glass platforms.

Secondary Skill Flaming Hammer
Sets his hammer ablaze for a short boost granting a ranged attack that deals burning damage, stacks with primary weapon and hammer charge.

Designed by Istvan

295 Tombs (Ghost character)

Sex male

Backstory Tombs is a lost soul wandering in a galaxy far, far away. He does not care much about things because he is a ghost. He spends his free time with his two alter egos. One of them is little shy but friendly while the other one is impatient and evil. Tombs is pretty upset hearing them always arguing. So he is just trying to find some job to keep his mind busy.

Role Damage Dealer
Support

Base attack Ghost strike (Dash auto-attack)

14dmg
Dash every 1.3s
Range 4.8
Piercing
100%on turret
UPGRADES
1.+2dmg(1/3)
2.+1.6 range(1)
3.Clone of himself fired backwards(like CatCat)(1)
4.Silver solar found on map gives 2 solar(1)
5.Attack speed +5% times[*] Shy Walkers stored level [lvl](1/3)
6.+1dmg*Darth Faders stored lvl(1/3)
Hits gather parts(to lvl up forms)
In other forms it changes to GRIP: Hold LMB to hang on nauts backs

Movement

125 hp
7.2 speed
Medium jump
Double tapping jump makes him stay in air(like Voltar,no falling)
Auto-attack is part of his movement(dash can be used to speed up movement/dodge)
Can walk through enemy nauts and droids(no solid hitbox)
When transformed:
a) Different movement(1.form: speed boost, 2.form: flying)
b) While hanging on nauts he moves with them (GRIP)
PASSIVES: PPT,Krab Burgers...

Primary Skill

Darth Fader (Damage form)
3 parts required for 1 lvl
3 levels
Duration 4s*lvl
Cooldown 4s*lvl
Movement +30%
Deals 4dmg per 0.5s On Contact[OC]
UPGRADES
1.Expllosion On Activation[OA],area 8,+10dmg*lvl(1/2)
2.Snare OA,area 8,+0.5s*lvl(1)
3.Slow +4%*lvl OC(1/3)
4.+1dmg OC(1/2)
5.Life steal +25%(1/2)
6.Blind OC(1)
GRIP(enemy naut)->Naut cant hit him with auto-attack when hanging on his back(drops if:stun,snare,passing turret)

Secondary Skill

Shy Walker (Support form)
3 parts per lvl
3 lvls
Duration 4s*lvl
Cd 4s*lvl
Allows flying(like Yuri,no falling)
Drops +5hp globes every 1s
UPGRADES
1.Apply HoT OA,area 8,+2hp per 1s,duration 5s*lvl(1/2)
2.CC immunity OA,area 8,duration 1s*lvl(1)
3.Speed up +4%*lvl On Grip[OG](1/3)
4.Skills dmg +10% OG(1/2)
5.Globes drop speed +50%(1/2)
6.2solar=1part for ShyWalker(1)
GRIP(friendly naut)->both receive same dmg/share hitbox

Designed by Nemnon

296 Syan

Sex male

Backstory Syan is born into a very intelligent species of of rock people. Syan was not accepted by the others because he wasn't smart, but he could one thing the others couldn't. He could jump very high, and roll into a ball. One day his parents hired a monkey by the name Yuri to make Syan a jetpack so he could fly. But Syan was to stupid to use the Jetpack, so his family banned Syan from the planet and Syan joined the Awesomenauts.

Role Disabler
Melee
Support
Tank

Base attack Rock to the Moon

He holds a Yuri like Jetpack in his hands, swinging that around to attack enemies.

Movement He walks with his big stomp feet. He got double jump, one normal and then he rolls together for a double jump.

Primary Skill Rollin' Stones

Syan rolls into a ball and starts moving forward with high speed, stunning enemies and launching enemy 'Nauts into the air.

Secondary Skill Rock-It Clock

Syan accidentally activates the Jetpack and launches in a direction chosen by the player, stunning every enemy he hits.

Designed by Saxum

297 Alexandra

Sex female

Backstory Alex was a young rich girl with no friends except her books and robot Annadroid. At night she would read old stories of knights princesses and longed to be a valiant knight. By day she was wild girl playing with make shift swords. After may long years of practice and patience Alex finally bought a sword, shield and in an act of friendship her robot friend crafted herself into A.I. imbued armor so that she could help Alex join the Awesomenauts in hopes to become the knight she dreamed she would be.

Role Tank
Disabler
Pusher

Base attack Slash n' Bash

A basic 3 hit combo 2 slashes with her sword followed by a bash with her shield causing opponents to be knocked back. At later levels it turns into a 3 slash combo followed by 2 bashes, one causing stun and the other knock back.

Movement A human girl dressed in armor, slow and noisy when walking, cannot jump as high as a normal naut.

Primary Skill CHARGE!!!

Alex charges her enemies with sword and shield both damaging and knocking back anyone in her path and reflecting projectiles.

Secondary Skill Block

Alex blocks with her shield reducing incoming damage but also slowing down her movement speed. Later level can sacrifice damage reduction for movement speed. If attacking while blocking you will preform a shield bash.

Designed by MrVanCarpels

298 Slobby Slush

Sex male

Backstory Slobby comes from a planet named "GOO" where the snail people habit. He's fat and lazy. (his theme music should be blues!)

Role Ranged
Support
Disabler

Base attack Eye Goo

Slobby shoots a blob of goo in an arc. It can be upgraded to stick to the ground so people get snared to it when they walk across.

Movement He slides over the ground in a slow pace. He can jump with a jet. When he uses his 'Slippery Slime' ability he can roll in his shell over it dealing damage to people he passes through.

Primary Skill Slippery Slime

Slobby leaves a trail of slime behind him while he moves. This can be upgraded to disable enemies from jumping. Lasts for a short duration but can be upgraded to last longer.

Secondary Skill Home Sweet Shell

Slobby hides in his shell, this way he is not affected by any attacks or damage. It takes 1 second to hide away and 1.5 seconds to creep out. Can be upgraded to heal. Short cooldown.

Designed by GreedisGood

299 Vesania

Sex male

Backstory Vesania is shrowded in mystery, the only evidence supporting his existence is the paper trail found in the asylum he was last seen at. FILE: SUBJECT: Vesania, subject is prone to psychic episodes, screaming out into space, and quoting dead people. Stay at least 200 ft from subject, deadly psychic beams WILL kill you, after his escape from the asylum, he found his way into the mercenary buissiness, why? To kill people, in the name of Chaos!

Role Harasser
Ranged
Support
Pusher

Base attack Mind Beam

Vesania fires a long range psychic beam, does little dmg but stays in place for 3 seconds.

Movement Vesiana can bounce him self very high by firing psychic blasts at the floor, vesania is slower than most nauts as he walks in a trembling, psychopathic way, intimidating if you could say.

Primary Skill Psy Scream

Vesania wails out in madness, reflecting all projectiles and acting as a force field that none may pass, possibly giving time for friendlies to escape.

Secondary Skill Sad dream

Vasania falls to the floor after a groundshaking groundpound, all enemies touched by the pound are sucked into vasina's mind to hear mindless wailings of his tragic past, will do 30 dmg to self and 30 dmg to ememies best used in large groups, all enemies damaged by vasina's bad dreams will fly into the air, ready to be attacked again.

Designed by BagelSorcerer

300 Kade

Sex male

Backstory

Kade was a gun for hire. He caught the interest of a strike force when Kade “erased” their CEO, who had a history of issuing salary cuts. They hired him on the spot. Good human scouts were hard to find, and he was among the best. One mistake had Kade sent to a maximum-security prison on [REDACTED]. He was offered a chance to have his bail paid in exchange to fight as a mercenary in the robot war.

EXTENDED VERSION:

Refugees who end up on Proxi XI usually don’t stick around for very long. Though it’s not like there’s much out there for them. Kade was the exception. He spent his days keeping a low profile, and helping strangers on their own journey. But no matter how well things were going, he could never get away from his own work. After all, young man has to make a living. And when you put on a mask and “remove” anything an employer puts a target on, you start to make a name for yourself. Kade eventually caught the interest of a Caeldean strike force when he “erased” their CEO, who had a history of issuing salary cuts. They hired him on the spot. Many successful missions would soon follow, including the infamous incident when Kade brutally [REDACTED] a member of the soon to be extinct species known as [REDACTED]. A legendary scout, Kade was feared for his speed and skill at wielding his weapon of choice – the Tri Blade. Though one mistake ended with half his team dead, and Kade sent to rot in a maximum-security prison. After several years he was offered a chance to have his bail paid, in exchange to fight in the robot war.

Role

Harasser
Melee
Ranged
Brawler

Base attack

Tri Blade

Kade is able to perform a three hit combo; with the first two hits being horizontal, and the final hit being an overhead slash. The 2 hits will deal less damage and come out faster, with the last hit being the most powerful but taking longer to execute.

Movement

Being a scout Kade excels in horizontal movement, but is lackluster in jumping ability. He would start out with a dash that activated after walking for a few seconds, but his jump height would start at the minimum possible. This would be remedied by giving him a second jump with his boots upgrade. It would still be hard to maneuver vertically, but leave more room for error.

Primary Skill

Auxiliary Swap

The main idea behind the character is the emphasis on versatility when it comes to the auto attack. This skill would allow Kade to transform his blade into the Tri Repeater with a heavier emphasis on range. This gun would attack in a burst of three, then with one bigger shot that takes longer to fire.

Secondary Skill

Tri Buster / Suppressing Fire

Since the main ability allows for Kade to switch his weapons, this special skill would change depending on which weapon is out. Tri Buster would cause the blade to grow and Kade would perform a thrust in whatever direction aimed. Suppressing Fire would have Kade shoot a large barrage of bullets dealing little damage but preventing movement forward on contact.

301 Tortuga

Sex male

Backstory Tortuga is a Mexican snapping turtle. He's a mechanic who was responsible for constructing and maintaining the drill core. Although not a professionally trained killer like the hired mercenaries, he's not afraid to help defend his work site.

Role Melee
Support
Tank

Base attack Sledge Hammer

Hold the fire button to charge your swing, release to bring it down on your foes. Allows for a choice of slow and powerful or a quick series of weak strikes.

Movement Being a turtle, he's not exactly on the fast side. Thankfully his tough shell allows him to take a decent amount of damage.

Primary Skill Shelter

Tortuga builds a bunker that resembles a turtle shell. Allies can hide inside it (like bushes) and be shielded from enemy attacks. Placement plays a pivotal role as you can use it to cut off access to areas of the map or use as a platform to reach higher places. Be aware that the bottom will be exposed to anyone underneath if it's placed on glass floors.

Secondary Skill Repair

Tortuga is able restore health to his bunkers, at the cost of his own. Upgrades are also available for repairing turrets or the drill core.

Designed by Mankosuki

302 Liz Threadbare

Sex female

Backstory Liz was born on a planet entirely devoid of the concepts of "fun," "interesting," and "color." Day after boring day passed entirely without anything of note occurring, until one day a group of alien zoologists arbitrarily abducted her to display. Sitting in her cage, Liz felt her first emotions ever; pure curiosity for the other captive creatures of every color. In this rush, Liz discovered that her heritage offered her the ability to absorb latent fun in the air. Going a little overboard, Liz absorbed too much and inadvertently had her first maniac charge. Experiencing the whole emotional spectrum was exhilarating for Liz. Until it wore off. This was when she discovered that she needed to keep absorbing new things to experience that high. This is why Liz eventually made her way into becoming an Awesomenaut. Because, as they say, girls just want to have fun.

Role Damage Dealer
Harasser
Brawler
Melee
Ranged

Base attack "Absorb" / "Burst"

While monochrome, Liz concentrates on a small, ranged area and a moment later the latent fun energy is funneled into a singular point and back to her. This is quite unhealthy for things caught in the radius, though they're given a momentary warning by way of a disturbance in the air. The energy of the last enemy 'naut caught in this move is added to the next maniac charge, changing its functionality. During a maniac charge, Liz opens her hand and reverses the above process, creating a localized blast of light and sound (and hurt).

Movement As a perfectly average person, Liz is rather frail in terms of running and jumping. While she's monochrome, at least. During a maniac charge, Liz becomes lightning quick (to compliment her sudden close range base attack) and she gains an omni-directional double jump (that even comes with its own fireworks).

Primary Skill "Color Drain" / "Have Fun!"

While monochrome, Liz recalls a particularly average day from her past and a moment later creates a long range, large area absorption. Enemy 'nauts caught in this effect are dragged to the center and momentarily drained of all color. While in this colorless state, enemy 'nauts are unable to pass through their teammates, bots, or turrets. Enemy 'nauts hit by Color Drain would also heavily reduce the lengthy cooldown on Maniac Charge. During a maniac charge, Liz releases a portion of the fun energy she absorbed in a unique way depending on the last enemy 'naut hit by one of her absorb moves. I imagine each effect as a "fun" version of that 'naut's signature move (i.e. Clunk's explosion (only it instead detonates in a series of small explosions around Liz), or Raelynn's laser (only jagged to the point of being closer to a shotgun than a sniper rifle), or Froggy's spin (only entirely stationary, plus a pull effect), or Leon's invisibility (trading duration for an additional teleport). Using this move during a maniac charge shortens the time maniac charge will last by a significant margin (it's meant to be a finisher in most cases, you can balance the charge use with each different copied ability).

Secondary Skill "Maniac Charge"

By embracing all of her pent up fun energy, Liz can enter her maniac mode. This changes all of her abilities from their monochrome to their maniac versions, as well as resets the cooldown on "Color Drain" / "Have Fun!". In addition, this causes Liz to move significantly faster and gain a omni-directional double jump. For the charge's duration, Liz gains another bar over her head indicating the amount of fun energy she has (either proportional to the amount of fun energy she's absorbed or a set amount for each charge) before she's drained. This allows her to escape back to a safe distance before she reverts to her more distance-oriented monochrome mode, or allows her to use the tail end of her charge on one final "Have Fun!" in a last ditch effort to snag a kill. Functionally, I believe this ability's upgrades should have a cooldown-centric theme (to match the concept of more fun), with one perhaps giving Liz a cooldown reduction aura for her teammates.

Designed by Genre Savvy

303 Coral

Sex female

Backstory Coral was born on the ocean planet Valrus, and from a young age she loved to play with weapons. As a child she invented various guns that shot water at high velocities and caused moist destruction. This hobby ended when she was an adult and flooded an important government building in her hometown. She fled Valrus and took a position designing and making more of her dangerous squirt guns. Eventually she decided to see how her inventions worked and joined the fighting.

Role Damage Dealer
Support
Harasser

Base attack Squirt

Blast your enemies with a refreshingly volatile spray of plasma water.

Movement Slightly slower move speed than Sheriff Lonestar, no special jump abilities.

Primary Skill Firehose

Let loose a charged water shot that passes through up to 2 enemies and pushes them all back. Deals damage and can be upgraded to deal more damage, push back further, and recharge faster. Recharge time: 7 seconds

Secondary Skill Water Slick

Spreads a slippery layer of water on the ground. Slows enemies down and prevents jumping. Can be upgraded to deal damage, slow enemies even more for up to 10 seconds, and trap enemies in the slick temporarily. Slick disappears after 30 seconds.

Designed by RedXM

304 Drakkhen The Dinosaur

Sex male

Backstory drakkhen was a regular dinosaur, just as they come and go. when the meteorite hit earth in 65,000,00 BC, drakkhen was the only dinosaur to escape earth, but to do so he had to sacrifice his life. when his pod finally unfroze, due to heat, on Ribbit IV in 3587, he became a commando in a jungle, using his fire power to earn the respect of the inhabiting animals. when he had finally earned the respect of the jungle, he witnessed an epic battle. afterwards, he decided to put his skills to the test, to hopefully be able to re-visit his cabin in the dinosaur mountains, and live peacefully.

Role Damage Dealer

Base attack Fireroar

Drakkhen exhales an area of effect fire shot. constant stream, but again, its an AoE, so short range but infinite use.

Movement at first, there is no movement restriction on fire-breath, after a few seconds, he starts to slow down on walk speed. after 20-30 seconds of continuous breath, he will slow down to a crawl.

Primary Skill Commando Meteor

Drakkhen lobs a meteor at a 45 degree angle into the battlefield. moves medium-slow speed, and when he lobs it he is immobilized while it is being produced.

Secondary Skill Battle Claw

a metal claw appears in front of drakken, doing burst damage. lasts for 2 seconds. there is a secret upgrade able poison inside his claw veins, which with the right upgrades can provide debuffs/damage over time.

Designed by JaDiTrOn

305 The Unknown gang: Rayzo, Ti, & Chris

Sex male

Backstory Rayzo was once a flamboyant thug that roamed his planet until one day he found a portal to the betweenlands where he found Ti, a powerful assassin with his dumb sidekick Chris. Rayzo took it upon himself to trick them to join him. When he got back, his race was all going to set off for space, he threw them out with the help of his new friends & set off to other planets until eventually he crashed into the Awesomenaut's HQ. They made him & his friends pay for the damage but they didn't have any solar with them so the Awesomenauts made them join, until they payed off the dept they are left to fight against the blues.

Rayzo: A Roseien is a race just recently found, not much is known other than they are humanoid roses & are surprisingly good with technology.

Ti: Wights are strange creatures as they come from the murky realm of the Between-lands, they only exist to serve their leader: The Prime wight, who was a powerful druid that was corrupted by evil. These creature are pure sorrow & hatred, with a black skull for a faces & pale white skin they are not to be messed with.

Chris: Crystal golems are well, golems made of crystals. They can only be made by powerful mages & druids, they use their crystal like bodys to blind & impale enemies.

You may think this is just three characters but your wrong, & right.

You will be able to change between them at the drop pod, aka when you start & when you die.

I wanted to make them like a stereotypical gang as in: normal guy as the leader, Small skinny guy as a sidekick, & a big dumb guy as a guard.

"Does the character have interesting synergies with other 'Nauts?"
I can't really test that :p

Role	Harasser Assassin Brawler Tank Damage Dealer Melee
Base attack	Rayzo: Thorn Swipe. Ti: Stab. Chris: Crystal Punch Rayzo slashes with his vine like arm dealing damage while creating 3 thorns in a cone. Ti uses his knife like claw to stab opponents, has a backstab effect. Chris Punches dealing a little bit of knockback.
Movement	Normal movement for all of them but Rayzo has a double jump.
Primary Skill	Rayzo: Rapid Growth. Ti: Between-lander Blink. Chris: Blinding Light Rayose channels his inner rage & gets a damage bonus, a speed bonus, & a damage absorbing shield. Ti teleports to wherever your cursor is, creating a AoE that slows. Chris uses the light from the sun to blind any foe on his screen.
Secondary Skill	Rayzo: Bramble Spear. Ti: Snaring Shadow. Chris: Crystal Missile Rayose shoots a long thorny spear that stays for ?s (enemies get damage if they touch it) Ti creates a shadow of himself that moves much faster & when you touch it you will be snared Chris shoots two crystal out of his body, they home on a enemy, exploding into smaller crystals on contact.
Designed by	Tbluepikmin25

306 Rokuemon

Sex	male
Backstory	A small, fat Tanuki warlord that comes from the planet Bushido which still lives (and die) by the honor of the sword. After the robot wars crept close to his home planet he saw the savages fighting without honor; stabbing enemies in the back and hiding in the shadows. As a great warlord he cannot pass up a battle, he vowed to bring honor to the battlefield. Character Description: Small Tanuki with a large bare belly he carries out in front of him. On one hip he carries a Tantō on the same side he hugs a white sake jug. He wears samurai shoulder pads with a cape. The Tantō is held in the strap of a loin cloth and he wears Geta Sandals(Wooden Sandals) on his feet. Possibly wearing a rice hat. Height wise he is the size of leon maybe smaller. He movement is very slow.
Role	Melee Brawler

Base attack Sheathed Tantō

He carries a Tantō sheathed on his waist, but for his size it looks like a full size sword. Upon attack he draws his Tantō out of the sheath (across his body) and keeps it drawn for a period of time. After not attack for a time he resheathe his blade.

Upgrades to this ability generally effects what the attack does when be unsheathed (similar to how Skolldir's 3rd punch is favored). One such upgrade would be a Nukitsuke(the technic of attack while unsheathing) manual which would give the first attack after sheathing the blade to deal bonus damage. Another upgrade would be resheathing for a moment after a blink (his movement mechanic). This would allow the user to control when is weapon is sheathed to do a blink + unsheathing attack combo to initiate. And can result in a blinking volley where the naut can quickly jump around slashing enemies up (Omni slash style).

Movement Ninja Smoke/Blink. Normally the naut is a small, fat, and slow moving Tanuki, but his jump will provide the majority of his mobility. The jump would be replaced by a blink. Animated by him throwing a smoke bomb down and then appearing out of smoke in a new location (Like Sheik's Up+B in Smash Brothers). The blink doesn't simply make the hero jump up but instead moves the hero towards the aiming reticle. This way he can blink in any direction giving him the mobility he lacks otherwise. Also allowing him to dodge attack if timed properly. He must return to the ground before being able to blink again, so a missed blink leaves him vulnerable. Boots upgrade would extend the range of the blink.

Primary Skill Kunai Throw

Throws Kunai at enemies at a distance. These kunai are finite and regenerate over time (they aren't spammable). The flying like Gnaw spit or Loanstar dynamite but with a much higher forward velocity and longer range. Great for harass or chasing but not necessarily a nuke.

Upgrades will include increasing the number of kunai you can carry and slowing poison, as well as small damage upgrades, kunai regeneration speed, and possibility to throw 2 kunai at once.

Secondary Skill Sake

His arm opposite of his blade hugs a white sake bottle. Which in battle he can take a sip of to improve his potency, but with a draw back. Providing a speed up buff, but afterwards leaves him hung over (Slowed down) for a short while.

Upgrades would include a shield (drunk dodging), reduction of hangover time (starchy diet?), increased speed-up (higher proof), reduction of hangover slowdown (aspirin).

Designed by littlefreak3000

307 Willow And Teddy

Sex female

Backstory A young girl raised by worshipers of a dark God, after Willow was picked to become a sacrifice to their God, Willow ran away finding herself in a ruin Willow came across a teddy, she slowly became bonded with this teddy who promised to protect her from the worshipers, Willow was later found by the Awesomenauts and decided to join to find out the true power of this "Teddy"

Role Brawler
Melee
Ranged
Tank

Base attack Dark Sight

Willow uses the darkness within Teddy to create small damaging lasers from his eyes removing the light within them

Movement Willow runs at a fast speed holding Teddy near her heart and skipping when Teddy is happy with her

Primary Skill Teddy Bomb

Willow throws a shadow copy of Teddy at the enemy causing a small dark explosion

Secondary Skill Teddies Soul

Teddy takes control of Willow's body causing her to become a hideous beast, turning her attack into a slow powerful melee attack and harshly slowing her speed, after a few seconds the darkness from Teddy damages Willow slowly killing her unless Teddy releases her

Designed by MagicalKitty

308 Zeke Simons

Sex male

Backstory Zeke Simon was orphaned at a young age, forcing him to roam the streets alone. Fortunately, he was incredibly witty and resourceful. He became an inventor, and created many inventions to help him survive. He joined the Awesomenauts for some cash for a better life.

Role Disabler
Harasser

Base attack Nail Blaster

Nail Blaster is a shotgun-like attack that shoots three nails in a cone shape; that is, one forward, one angled up, and one angled down. Since it spreads out so far, it does the best at close range. The nails do 4 damage each, at moderate attack speed.

Movement Zeke has average health and is a fast character. His jump is very high, as a result from his self made jetpack boots.

Primary Skill Electric Wave

By emitting an electric wave from his helmet, Zeke silences all enemies hit by the wave for a few seconds. The wave goes in a straight line, and has decent range. It also pierces through enemies. It doesn't do much damage, but it's a powerful silence that last a long time.

Secondary Skill Black Hole Generator

Zeke creates a black hole, which sucks enemies and droids towards it. The closer you are to the hole, the stronger the suck. You can aim where it goes but holding the button. Just like lonestar's dynamite, the longer you hold, the farther it goes, only instead of an arc, it goes in a straight line.

Designed by MiniPassword**309 H. G. Puddles****Sex** male**Backstory** Hector Gregory Puddles (otherwise known as H. G. Puddles) is a brilliant scientist and a terrible time traveler. Originally from a city sporting lots of steam and brass, set in a parallel timeline, Puddles made the mistake of causing a change in the past as he ran over a weasel with his time machine - returning to find the year 3587 quite different than what he remembered. As a result of crashing his machine upon his arrival, Puddles became marooned in that timeline and so joined the Awesomenauts - using his steam-powered survival suit to overcome his adversaries.**Role** Melee
Tank
Pusher**Base attack** Release nozzle

H.G. Puddles uses the release nozzle mounted on top of his arm to spray a short distance, high pressure, searing hot jet of steam in the faces of his enemies.

Movement H.G. Puddles' survival suit allows him to run at a medium to slow speed. In order to aid him to jump while donning his heavy suit, Puddles directs the steam in his tank to his back - the power of the steam jet erupting from the back of his suit gives Puddles strong initial propulsion but gets rapidly weaker as he loses pressure in the tank.**Primary Skill** Pressure Cooker

For a short period of time, Puddles' survival suit may raise the pressure of the steam stored within it, in order to raise the temperature of the suit's exterior so that any foe coming in touch with it will suffer from nasty burns. To avoid releasing too much steam through the release nozzle, H.G. uses a hydraulic hammer instead - combining it's use with his searing touch to gain an edge in melee combat.

Secondary Skill Loco-Motive

H.G. Puddles puts the power of steam to use in a classic fashion - he lowers his head, put his shoulder forward and charges like a locomotive. It's a good thing he hits like one too. The impact from the hit does not only hurts his enemies, but throws them off a good distance too.

Designed by Grimmir13

310 Xi'gnor

Sex male

Backstory Xi'gnor is Cyclopatian a Cyclops race renowned for two things fighting and cooking, when the Cyclopatians learned their cuisine was deadly to most other races they decided to merge the two aspects together forming the Cooking Commando's. Xi'gnor was on his way to the top but had a change of heart(s) not wanting everything his food touched to die so he joined the awesomenauts to refine his cooking acting as their chef. Though so far only Gnaw, Skolldir, and Genji can eat his food he hopes to someday find someone who wont internally combust when he shoves food in their gullet.

Role Melee
Support
Tank

Base attack Spatula Slap

Cyclopatians combined all aspects of cooking with battle their weapons have taken the form of cooking utensils, a favored of Commando's is the spatula sword. swinging it is it's basic attack.

Movement Xi'Gor walks around at a slow pace (he is a large boy) like Skolldir and Clunk to get airborne he uses his Grill Thruster a Barbeque/Jetpack Hybrid Cyclopatians use for cooking on the go.

Primary Skill Big Swing

Winding up Xi'gnor takes a massive swing at his opponents with his spatula sword, similar to Skolldir's throw but in the inverse instead of throwing enemies behind it pushes them forward in which ever direction Xi'gnor is facing

Secondary Skill Gruel Grenade

Xi'gnor lobs a bomb filled with his families famous gruel in front of him, the bomb is time delayed but explodes releasing the concoction everywhere damaging and leavng various effects

Designed by Rada

311 V.14.d - "Vlad", the robot vampire

Sex male

Backstory Becoming self-aware after being scrapped for the much-superior V.15 model, Vlad is a recluse robot, who survives by draining data and power from other robots; overwriting their data with his own software so that he can control them for himself. After hearing of the Awesomenauts, and of the stories of the many droids they fight, he joined them, in hopes of being able to feast on more droids' data.

Role Melee
Support

Base attack Cyber-scythe

Vlad's attack uses an energy-bladed scythe as a melee weapon. The scythe attacks in sweeping arcs, first upwards, and then down, for a two-hit combo. The scythe has a high vertical range due to the sweeping arcs it makes, but a comparatively short horizontal range.

Movement Vlad visually hovers just slightly above the ground when moving normally, and moves at about the same speed as Leon. He can air-jump an infinite number of times due to his robotic-vampiric wings (like Vinnie and Spike's 'jump'), but he does not float down slowly; he falls quite quickly when not actively ascending.

Primary Skill RAM of the Living Dead

Vlad uses his 'vampiric' powers to bolster nearby allies. Nearby sawblade and flying droids have their health completely filled and receive a small amount of damage reduction, but this health constantly decays (Effectively filling whatever amount of health they'd lost with 'grey' damage-over-time health).

Mega Droids and ally Awesomenauts receive a fixed amount of 'grey' health from this ability.

Secondary Skill Cybat Swarm

Vlad summons a swarm of bat-droids to attack enemy awesomenauts and Droids. The swarm appears around Vlad and attacks enemies that enter it. Any enemies in the swarm receive an amount of damage-over-time and have their movement speed slowed while they're in the swarm, as well as for a short amount of time after leaving the swarm. Vlad recovers a small, fixed amount of health for each enemy that the DoT is applied to.

Designed by GBirdsaxon

312 Gan Hu, Kung-Fu Tiger

Sex male

Backstory Feeling unsatisfied by bland and ordinary martial arts, Gan Hu entered the Great Mouse Temple as an apprentice, in order to reach peace and serenity by learning how to kill someone in cold-blood. He mastered very fast the best Mice Arcanes : Fatal Palm Strike, Emmmental Drilling Fists... After defeating all the disciples and eating the Master, he joined the Awesomenauts in order to find powerful enemies to challenge.

Role Assassin
Melee
Damage Dealer
Brawler

Base attack Emmmental Drilling Fists

Attack Speed 200, Damage 6

Melee range (3.5), one target, no movement penalty, halved against turrets

Upgrades :

Power belt = Each attack reduces his skills' cooldowns by 0.1 second

Iron punching ball = +1/2/3 damage

Steel punching ball = +2/4/6 damage against players

Pressure points map = If an enemy gets hit by 5 attacks in less than 3 seconds, he will suffer the "weakened" status (takes 30% more damage from all sources and inflicts 30% less damage) for 2 seconds.

Movement Gan Hu walks on the ground, has a movement speed of 7 and a single jump slightly lower than Leon's.

Boots cost 160 solar, give him +1.2 speed and a double-jump, with the second jump being a quick airdash in any direction (about 1/3 or 1/2 the range of Froggy's splash dash).

Primary Skill Death Challenge

Cooldown 14 seconds

Puts both Gan Hu and an opponent in "duel mode" (DM) for 5 seconds.

While in DM, Gan Hu takes 30% less damage from opponents not in DM.

Movement speed also increased by 50% if running toward the DM enemy.

Challenge lands as a very fast beam with a range of 12.

Upgrades :

+10%/20%/30% damage reduction from opponents not in DM.

CC immunity from opponents not in DM.

+25%/50% attack speed when in range(<4) of the DM enemy.

You're the next!= Killing an enemy in DM will reset Death Challenge's cooldown.

Secondary Skill Double Palm Strike

(<http://www.plumflowermantisboxing.com/images/articles/2011/IDB/shuang%20gun.JPG>)

CD 7 s

Horizontal shockwave with a range of 7 that can only hit one target. Doesn't knock away. Also works in the air.

Base damage=25

Extra damage at close range (<4)=20

Upgrades :

Piercing

Reflecting projectiles

+5/10 base damage

+10/20 close-range damage

Designed by Azurean

313 Wiz

Sex male

Backstory Wiz, an engineer illusionist at the card factory on casino-planet "Vegas Prime", got in an accident soaking himself in Liquid-Solar and factory chemicals and was therefore fired.

For revenge, he covered all of the factory's cards with the mixture as a prank, only to get sued by the casinos' clients whose cards blew up on them.

To avoid life in prison, he joins the the Awesomenauts money train!

Role Disabler

Base attack Royal Flash

Throws Soaked Cards in a Self discovered Chemical Mix to make them explode faces.

(throws cards that explode on contact)

Movement Brown Weasels CAN jump. Press W to jump

Primary Skill Blink

Teleport anywhere in a short range to escape a tight situation, and leave a smokey mess behind.

(cannot blink through walls or behind turrets and barriers. Also can be upgraded to have the smokey residue right after blink to cause a dot/self heal)

Secondary Skill Compound Blast

Mixing both Chemicals on each of his Hand Blasters to create a mid-ranged Plasma Explosion in front of you to either absorb or deal damage.

(aiming both blasters diagonally to cross the streams of the 2 chemicals - has a short delay before it explodes, won't harm people who stand in front of you, can be upgraded to absorb projectiles to save friends, or really mastered with using blink and absorb)

Designed by Weazel

314 Cleevus (pronounced "cleave-us"), the Obese Backwoods Outdoorsman

Sex male

Backstory Cleevus hails from a nondescript shack somewhere on the planet Erberya, a planet filled with dense forests. That is, until a large corporation chose the planet for their new industrial complex. Unwilling to live near the noise, pollution, and other sentient beings in general, Cleevus was forced to abandon his shack in search of a new isolated planet to call home. An accomplished outdoorsman and a heavy eater, he roams the galaxy doing odd jobs for cash towards a down payment on a new hovel somewhere.

Role Ranged
Tank
Harasser

Base attack Axe Throw

Throws an axe through the air, damaging whatever it hits. The axe travels in an arc and is affected by gravity, so careful aim is necessary. Holding down the button will give the axe more power/range.

Movement Moves as slowly as you'd expect for a morbidly obese yokel, but can jump fairly high considering his immense size. Travels faster horizontally while jumping.

Primary Skill Belly Bump

Cleevus uses his massive girth to his advantage, bumping away enemies with his large gut. Does some damage and sends enemies flying away from him. Melee range.

Secondary Skill Log Roll

Cleevus rolls a large wooden log across the floor, damaging anything unlucky enough to be in its path. Keeps rolling until it either hits an enemy Awesomenaut/turret/core or until it goes a certain distance (then disappears.) If it hits an enemy Awesomenaut, they are snared for a brief time. Will roll off of ledges and reverse direction upon hitting a wall.

Designed by D.T.

315 Herelda, the Displaced Overlord

Sex female

Backstory Having conquered several worlds using her dark powers and the ability to summon her two pets, the 100-fanged feral beast N'ghalchek and the 50-tentacled terror lizard Steve from the nether dimension, Herelda floated off through space in search of other worlds to rule. She hadn't anticipated that the first form of life she'd finally come across would be the great conflict, some 3000 years later. Living purely off a limitless bag of Kremzon Krinkles has left her once-seductive figure somewhat lacking, and being so far away from home has crippled her dark powers. Signing up with the Awesomenauts seemed to be the only way she'd ever find a way back home...

Role Melee
Disabler
Harasser

Base attack Summon

Herelda's autoattack briefly opens a small portal, causing N'ghalchek's claw or Steve's tentacle to burst forth and deal damage, alternating between the two. The claw rakes a small, vertical rectangle in front of her, while the tentacle produces a longer horizontal strike. Potential upgrades include increasing the damage and frequency of each summon as well as adding slow or DOT to each individual monster.

Movement Herelda is a short, stout figure that glides fairly quickly and smoothly, hovering slightly above the ground. Her single jump has a bit of heft, raising her fairly quickly upwards, like bouncing a ball, and she can slow her descent. She can autoattack in any direction without breaking speed, but her horizontal movement in mid-air is a little slower than land speed. If she changes L/R direction while moving she twirls and moves faster for a split second.

Primary Skill Curses!

Herelda looses a dark magic beacon that moves to a clicked point and then bursts, creating a small, circular vortex for three seconds. It causes four seconds of silence. Upgrades could include adding a curse to the vortex that prevents healing and nullifies buffs and charging skills (like getting hit with a cocoon), or allowing Steve to burst forth once per rift and grapple someone who gets too close (effectively increasing radius once) or allowing N'ghalchek to pop out and bite for damage and lifesteal.

Secondary Skill Not-So-Magic Missile

After seeing all the wondrous new technology that has been created in the past millenniums, Herelda decides to "borrow" a launcher from a heavy droid, and add her own magical touches. She can aim it in any direction, but it takes a split second to fire. It retains the range, 40 damage and burst size of the original. Potential upgrades include basic range and damage upgrades, magical speed/homing, bonus damage to bots and turrets, and mini-stun.

Designed by ArinZephyr

316 Gigantor

Sex male

Backstory This Panguin was trained by the elite Ninja Panguin clan from Anarctania. Due to his small size however, his headband always covered his eyes and he was expelled from the clan. Now he searches the stars to do what he does best:

Role Melee
Support
Harasser

Base attack One Inch Punch

A short range melee attack that causes Gigantor to stand still to focus his chi into a fierce punch. It's powerful enough to even push his opponent away from him.

Movement His ninja training gives Gigantor epic mobility. Well, that would be the case should he have mastered the infamous Instant Teleportation Technique. Instead he is limited to the low-level Air Dash Technique, which allows him to jump once in the air in any direction.

Primary Skill Vortex

This ancient technique locates nearby targets and pulls them towards the user through their chi. Gigantor must remain immobile to use this.

Secondary Skill Komodo Punch

This powerful uppercut lifts the user into the air, interrupting any opponents unlucky enough to be near and knocking them up into the air with him. Gigantor can use this while airborne.

Designed by LtllGreenSprout

317 Tridra

Sex female

Backstory One of the three headed Trion creatures, Tridra is one of the last of her species, due to the inability for each of the three heads to get along, a trait that is nearly universal among the species. Fleeing the war that is raging between each member of her species and themselves, Tridra joined the Awesomenauts to try and quell the burning hatred each of her three heads feels for the other two.

Role Melee
Tank
Pusher

Base attack Head Thrash

Tridra's left hand head thrashes itself at the enemy with little regard for personal safety. A close ranged attack with range that can be increased through upgrades and a possible upgrade for stunning the enemy and/or throwing them back, both of which have cooldowns (like Genji's storm but a little longer).

Movement Tridra is about the same speed as Derpl without speed upgrade. She has a powerful jump but is not the most easily mobile with a slow turning speed and slow stop. She cannot float or fly, leaving her ground based and open to air attacks such as the Spike Dive.

Primary Skill Neck Bind

Tridra will wrap the neck of her left hand head around the attacker, binding them in place for a few seconds, dealing some damage but leaving them both open to attack. This could go well with Raelynns Snipe or any other powerful move that is easily pulled off with a target standing still. Upgrades could include options for longer duration and more damage, as well as a damage absorbing shield.

Secondary Skill Triple Headbutt

Tridra withdraws all of her heads, readies them for 1-2 seconds, before extending them rapidly to hit a large area around her and any enemy 'Naut in that area. Targets will be thrown back in the direction the head which hit them was facing and stunned for a second. Ability has a long cooldown. Upgrades could include a speed boost for Tridra afterwards, extra damage and a lower cooldown time.

Designed by LittleMedic

318 Lupin

Sex male

Backstory He is a Humanoid rabbit who goes around in a baseball cap with goggles, hoody, shorts and trainers as he is rather sporty. He was a member of Mee's Space baseball team with the most recorded home runs due to his amassing strength with a bat. After a near Death experience involving a grenade and him walking along he released that he could use his skills to help his family on the front lines.

Role	Melee Brawler Harasser
Base attack	Adamantium slugger Hi hits the opponent with his baseball bat, range should be short and have a medium attack speed with a small knock back effect.
Movement	he should be quite fast or potentially increase in speed as he runs up to a maximum. his jump should be quite high and singular like Gnaw
Primary Skill	Fast Ball He uses his bat to hit a high speed ball in any direction (he must be still to use it similar to Raelynn) after that the ball is sent off and will impact with mid-high damage.
Secondary Skill	Mad Dash On the first click Lupin will run at high very high speed leaving a trail of fire and charging trough all enemies on the second (or after a set amount of time) he will slide to a stop tripping any enemies and dealing more damage than the charge.
Designed by	niawo006

319 Murph

Sex	male
Backstory	Murph was once a guinea-pig at the Zork industries, but with all the radiation in his body he could melt his cage with rainbow super burps and escape! But Murph dosen't know how to get out all the radiation from his body, so he was stuck with it. Murph wasn't able to make any new friends when travelling back to his home planet, because he just melted them all the time. But Murphs burps was good for one thing, destroying. Which led straight to the robot wars, where destroying was the way of enjoying.
Role	Ranged Damage Dealer Pusher
Base attack	Chemical burp Burps a chemical mixture of grog legs and rainbow ryn tails. Has medium range and does medium damage to target, cannot outrange a turret. Has like Yuri's attack speed and launches all the time, as long as you hold the button (like Yuri's laser). The attack looks kinda like Coco's main attack but with longer range and has rainbow colour. http://awesomenauts.wikia.com/wiki/Laser
Movement	Can jump high like Lonestar's triple jump but a little bit shorter than that, but he just jumps once not trice (or how ever you spell it), cannot be paused like Clunk's jump. He just runs like a normal naut.
Primary Skill	Beaker bomb He burps up a beaker which explodes on contact, gets a line like Lonestar's dynamite. Has an explosion size like Clunk's explode.
Secondary Skill	Rainbow rain

He burps once again but he launches a 4 shot damage pain rain. He burps like solar boss and launches shots of goo, rainbowy goo. Would be able to slow enemies and deal lots of damage, should also be able to use on turrets. The shots pierce enemies except turrets and disappears when it hits the ground, walls and enemy turrets. Like Gnaw's spit but also hits turrets and doesn't stay on the ground.

Designed by BlueHammerhead

320 Tenebris

Sex male

Backstory Tenebris has trained in the dark arts, being able to control darkness. He built a robotic companion to help him fight in battle, and side by side, they wish to rule the universe.

Role Melee
Damage Dealer
Pusher

Base attack Sadistic Slash

Tenebris quickly slashes his shadow sword down in front of him. This can be chained for massive damage. If a 5th slash is chained, the enemy is stunned.

Movement Tenebris is quick, and can only jump once. However, he can use his sword to hold onto walls. He can use this "stab-climb" maneuver to infinitely climb walls, which he can hold onto for as long as he wants.

Primary Skill Shadow Dash

Tenebris turns into black mist, and dashes in a straight line, dealing damage to everyone in his path. He also leaves a trail of black mist behind him, doing damage to anyone who stands in it.

Secondary Skill Robotic Assistance

Tenebris throws his robotic companion at a target. The robot then latches onto its target, and repeatedly attacks it until it is knocked off, at which point it teleports back to Tenebris.

Designed by NickApplesauce

321 pest

Sex male

Backstory earning his name easily pest is a fully evil little brat

Role Harasser

Base attack constant boomerang

throws a quick boomerang at the foe

Movement speed run- runs very fast

Primary Skill random obscenitys

uses language so vulgar it stuns the opponents caught within hearing distance

Secondary Skill WTF

for some reason shoots laser beams out his eyes at the opponent seriously WTF

Designed by slick555

322 Nuke Pushem

Sex male

Backstory His life dream has always been to support his mother with his football talents, despite having the body of a bull and ability to kick farther than any species in his side of the galaxy (and his cheesy one liners) he was declined by his hometown football league for illegal skroggle wrestling and the fact he was three times the size (and age) of his wouldby team members. When the coach turned him down he went off and attempted to do many feats in hope of gaining his favor. His most recent attempt has placed him here in the frontlines of the Awesomenauts, where at least he can use his talents AND bring home the intergalactic bacon.

Role Melee
Brawler
Pusher

Base attack Nuke's Mighty Hoof

Character kicks in front of him in a similar manner of Skolldir, only he does a 2 hit kick combo.

Movement The character moves at a slow-medium pace allowing him to push the game along without slowing down too much

Primary Skill Front-line Punt

Nuke uses his massive leg strength to kick all opponents in front of him, dealing damage and sending them flying.

Secondary Skill Roid Rage

Nuke rushes forward a distance taking anything in his path for a ride, if he hits a wall before the end of the charge damage is dealt equal to the distance he lost from his charge which is spread out within any targets he may have picked up. if he hits a turret all damage collected is first split in half with the turret

Designed by randompson

323 turtja

Sex male

Backstory Turtja was raised on the planet Rattagon 6. He was raised to stand up for what he believed in, and wields 2 cyber-katana to fight. once old enough he spent countless hours training to defeat a gang leader cutter. after defeating him he gained the title of master ninja and joined the awesomenauts to fight against evil.

Role Melee
Ranged
Assassin

Base attack cyber-slash

Turtja slashes and slices with a 3 hit combo. an upgrade could allow him to increase the range of the combo by getting a red turtle shell and increase attack by getting a blue turtle shell.
damage:5 2nd hit:10 3rd hit:15
range: melee

Movement he's fast for a turtle and has a double jump too make up for his small jumps and gains a triple jump when getting an item. the same item could also make it that he spins in his shell when he's not attacking for a while like Raelynn does.
to put into perspective he's slightly faster than lonestar but not as fast as Froggy G.

Primary Skill cyber-shuriken

Turtja throws out cyber shurikens. an upgrade could allow him to increase the range of the combo by getting a rainbow fish and could put effects onto the shurikens one time having smoke bomb effect with a massive knockback to allow you escape and having a explosion and blindness to the shurikens to deal double damage.
damage:15 With explosion:30
range: medium
cooldown: 10 seconds(but has cooldown reducing upgrade)

Secondary Skill cyber-chucks

Turtja unleashes a flurry of pain by creating gale force wind and cyber-waves to not only blow enemies back but to push them to your turret so they are hit by both the cyber-wave but the turret as well.
damage:5 per wave
range: far
cooldown:15 seconds

Designed by omegapower901

324 Scooter

Sex male

Backstory Scooter is a member of the Grasshopper people called the Scudri that come from the planet Melnopia. Scooter was never quite the student. He was always getting himself into trouble, and no one would listen when he said that he only meant to set the trash on fire, not the entire left wing of the school he attended. However, he is very smart and always chose his battles wisely. After his father, who raised him alone, passed in an accident involving one very bad pick up line and the local mafia, Scooter was left without a parent. Instead of being sent to the local tavern, where all orphans were sent to drink their problems away and get in bar fights, he chose to turn to the life of crime. That didn't work out so well. So instead, he left his home planet to search for someone who would pay him to do what he does best. That was when he found the Awesomenauts. Now, he lives a happy new life where there are no rules. And if there are any, he gets paid to break them.

Role Melee
Damage Dealer

Base attack Sonic Boom
Scooter slashes at the air with his spiky arms to create a short ranged shock wave. Sonic Boom damage separate from his arm.

Movement Scooter has a high jump similar to Froggy G and can grip to walls for a short time, allowing for wall jumping. He can't attack while wall jumping however.

Primary Skill Mad Dash
Scooter, being a Scudri, has very powerful legs and is very adept with them. With his legs, he can charge up a speedy dash attack and "fly" through his enemies at high speeds. This can be charged for more distance.

Secondary Skill Scudri Spring Leap
Scooter can use his powerful legs not only for attacking, but escaping as well. Scooter can leap high into the air, knocking enemies close to him away and avoiding taking any more damage. This can also be used to disorient his enemies and get the jump on them, no pun intended.

Designed by grilledicecream

325 Grimm

Sex male

Backstory Grimm, belonging to a dark organization known as the Reapers, is tasked with the mission of harvesting souls throughout the galaxy. What better place is there to gather souls than a battlefield rich with fallen awesomenauts.

Role Melee
Damage Dealer

Base attack Soul Slash

As his rocket scythe cuts through the air it emits a mid-range energy wave. Can be upgraded to add a charge feature which could add various buffs.

Movement He has average speed. When upgraded, he uses his jet pack to perform a small dash in any direction by pressing the desired direction plus spacebar during a jump.

Primary Skill Dark Vortex
Fire a ball of energy that can be detonated with a second press of the right mouse button. When detonated it forms a black hole that pulls enemies towards it. Upgraded it can silence enemies, spawn flying droids, leach life from the enemy to you, etc.

Secondary Skill Rocket Scythe
Turn your scythe around and swing the back end at the enemy causing a large explosion as the rocket scythe fires its thruster. Upgrades could add push back, bullet reflect, and other various buffs.

Designed by coffeybean4

326 Octavious Maximus

Sex male

Backstory When Octavious was a duckling he didn't have a care in the world. He used to just swim around his pond eating breadcrumbs. That was until he discovered fire, and he hasn't had a simple life since.

Octavious now has over 1000 accounts of arson to his name, but the police were too afraid to go near him for fear of being burnt. But then one day he got sloppy and was imprisoned. The thing is though, that no prison is fireproof and he burnt it down to the ground.

So instead he was sentenced to 5 years of community service, which he spent working with the Awesomenauts. Since his job was to play with fire once the 5 years were up, he didn't want to leave.

Role Damage Dealer

Base attack Play with Fire

Octavious whips out his flamethrower and spurts fire over any Awesomenaut stupid enough to get in his way.

Movement Octavious uses his duck wings to soar into the sky. But this is one duck who ain't afraid to go down the way of the Icarus.

Primary Skill Molotov Duck-tail

Octavious pulls out a liquid of his own concoction, (mainly petrol and urine) and flings at the opposing team causing massive amounts of explosive damage.

Secondary Skill Fire Charge

Octavious sets himself alight and flies quickly towards the enemy, damaging himself and anyone he touches.

Designed by magikarpobust

327 Shaiza

Sex female

Backstory Shaiza was the leader of a secret organisation from a far galaxy unknown to the mainland, focused on sabotaging dangerous equipment from huge companies. They found the blueprints for the Spacewormhole in a flying factory, only to realise it was a trap and the blueprints were actually a completed Spacewormhole which subsequently sucked them in and shot them out of a spaceworm's mouth. They landed in the harsh wastes of Sorona, where all of Shaiza's crew got eaten except her. She had to be strong to survive, and she did by hunting spaceworms and the robot armies that occasionally tried to take her hostage. Shaiza joined the Awesomenauts partly inspired by Leon's fighting competence, but she also wanted to bribe some more skilled warriors and assassins to remake her organisation.

Role Melee
Damage Dealer
Brawler

Base attack Blade of the Six Nerfs

3 damage, medium attack speed. Upgrades are:

Skroggle Poison (2 stages) Adds a 10 damage DoT with one damage/second. 175 Solar

"Shaiza no like yooou!"

Sword-nado (1 stage) Adds a backflip to blade that procs every 5 seconds.

Formula for damage is $H/3$ where H is max HP. 250 Solar

"Make some noise for the Unknownnian!"

Entin Silk (2 stages) Adds a 10% slowing effect to blade. 165 Solar

"Hahaha, empowering!"

False Swipes (1 stage) Adds a Decoy effect to blade that procs every 5 consecutive enemy hits. 160 Solar

"Sayonara Froggy-licker!"

Speed-up Magnifique (2 stages) Increases attack speed of blade. 200 Solar

"Vous just mad!"

Damage is Key (3 stages) Adds 2 damage to blade. 195 Solar

"See ya in hell, coppers!"

Movement

6 movespeed. Boots increase movespeed by 2.2 and add an obscuring cloud to jump. This does not blind like Vinnie's cloud or deal damage and it only appears for Shaiza's enemies. 5 second cooldown on smoke. Boots cost 155 Solar.

Primary Skill Bullet Spacehell

Shaiza calls down a flurry of arrows from the sky. The arrows aim for her and hurt her if they hit. The arrows pierce through walls until reaching Shaiza and they fire in bursts of 3, each one adjacent to the next. 5 damage per arrow. 1 burst base. 5 second CD Upgrades are:

More Arrows (3 stages) Adds another 3 arrows to the blast that hit in another burst next to the main one. 200 Solar.

"Pew Pew Pew!"

Getting an Upgrade (1 stage) Replaces arrows with photons that pierce through all walls and enemies. Increases damage of projectiles by 1 each. 290 Solar

"Arrows are so 3578!"

Lightspeed (2 stages) Increases fall speed of arrows.

"Ain't no thing but arrows flyin' in!"

Skroggle Acid Gland (1 stage) Makes arrows split into 2 other arrows. These ones fly upwards in arc, one slightly facing left and the other slightly facing right. These arrows deal half damage and do not split.

"Preparation: Add Gnaw, pour in 250ml of Bovinian milk and stir."

Titanium umbrella (2 stages) Reduces the amount of self-damage taken by half of the current damage.

"Aggression umbrella malfunctioning"

Bomb-tipped arrows (2 stages) Adds an explosion to arrows that procs every time they hit a surface. AoE increases by 0.3 every upgrade

"I heard you like nukes and arrows, so I..."

Secondary Skill Decoy

Shows the death animation where Shaiza was standing, teleports her forwards slightly and puts her in stealth for 1 second. 10 second CD.

Upgrades are:

Escape Tactics (1 stage) Increases movespeed for 2 seconds. 180 Solar

"Come get me, losers!"

Smoke Bomb (1 stage) Adds a smoke cloud like from jump. Activates the smoke cooldown. 165 Solar

"Imported from Flying Fish County."

Industrial Stealth Drill (2 stages) Shaiza drills through her enemies, dealing damage and piercing before activating stealth. 160 Solar. Upgrades increase damage.

"Batteries included."

Explosive Surprise (2 stages) Shaiza drops a proximity bomb invisible to enemies. Upgrades increase damage.

"It's exploded! It's EXPLODED!"

Slippery Surface (1 stage) Shaiza relays the area she travels in the initial leap with ice, making it extremely slippery. Effect lasts for 8 seconds.

"Snowco would have no problem traveling over this."

Sniper Leap (2 stages) Increases range of initial leap.

"It's set to stun, honest!"

Designed by CameraFan

328 Jynx, the Lightning Lynx

Sex male

Backstory Jynx is from the savannah planet of Cihrarron, where his people, a race of bipedal, anthropomorphic lynxes, are constantly being killed and enslaved by a race of large, bulky rhino people. An insurrection would cost a lot of money to get his people kitted up to rise against their technologically-advanced foes, so Jynx joined the Awesomenauts to try and secure money and munitions.

Role Harasser
Melee
Damage Dealer
Disabler

Base attack Thunderfist

Using static charge in his fur, Jynx's punches leave an increasing charge in his opponents. With 4/5 or more hits, the enemy is given a mild jolt. This does very little extra damage to Awesomenauts, but can briefly disable enemy droids, shields devices like Timerift etc. Upgrades could include damage, attack speed, disable time length, jolt knockback, jolt aoe, jolt blind, less hits to jolt.

Movement Jynx is frail and therefore needs a high base movespeed. Jynx's jump excels in terms of horizontal distance (think pouncing) but does not achieve a great height. A cool boots upgrade would be letting him wall kick off the terrain (getting up platforms in eg AI Station 404 that way as he would have difficulty jumping up the platforms normally). If that is hard to do, a double jump can work too.

Primary Skill Blitz

Allows Jynx to blink a short distance. If Jynx is in front of an enemy unit, Blitz allows him to blink to the unit's rear, finishing facing the unit he went past. This move allows Jynx to dodge enemy attacks or get inside a bunched up enemy group. Upgrades could include cd reduction, damage, jolt effect, increasing attack speed for a few seconds, lowering EMP cd, stunning enemies.

Secondary Skill EMP

A bubble of electromagnetic force emerges from Jynx, doing direct damage in an AOE and having the same jolt effect as Thunderfist. Upgrades are either more damage or more disruption: They could include adding a dot, giving Jynx a shield, knockback effect (stronger on enemies closer to Jynx), bubble radius, deflecting projectiles, lowering cooldown and increasing base damage.

Designed by Tamath

329 Jebidiah Molecoon

Sex male

Backstory Prospektor and his family of mole-billies were a hunting for a space coon, when up from the ground came some bubbling crude solar, the first thing you know 'Ol' Jeb a solanare. *beverly hillbillies reference of course not integral to character*

Jebidiah now has gotten solar fever and has used his vast solar fortune to become an awesomenaut so as to feed his growing greed.

Role Melee
Disabler
Assassin

Base attack Claw slash

Being part mole and part beaver has it's advantages as Jeb uses his claws to rip apart his enemies. His reach is shorter then skoldir's but longer then leon. A three part combo that isn't particularly damaging but the second and third hit hit behind him as well as he spins. Can be upgraded to deal DoTs, Range, Atk Speed, and possibly % chance to steal solar.

Movement Generally he moves at medium pace and his jump is average however, he can climb walls by sticking his claws into them, which allows him to get the jump on enemies by dropping in on them from above *Concept not sure if doable with current map designs if so then perhaps he can ground-pound be jumping again in midair*

Primary Skill Burrow

Jeb uses his claws to dig underneath the level and is treated as though he is "jungled" and doesn't appear on the minimap, however he leaves tell tale mole hills where he enters, warning player that danger is near. If activated in midair he corkscrews and his descent is increased [like skoldir] and he damages those he hits on his way down, passing through glass platforms. While burrowed he can move the length of the area aslong as their isn't a change in elavation, undetected. If he attacks while underground he will spring up un-burrow himself, dealing bonus damage. Mole hills disappear after he unburrows or when an enemy steps on one snaring him

Secondary Skill Family Fun

Jeb Throws one his family members at the enemy, making them unable to jump and deals DoTs, If activated while burrowed, A shockwave is sent foward and the first awesomenaut it hits is snared(claws appear underneath the enemy and holds him there). Effect has a random element to it based on which of his family members appears, one deals more damage, one snares longer etc etc

Designed by orkybits

330 Yang, The sahdow ninja

Sex male

Backstory He was a kid when his parents were killed in font of him in a brutal way. After this, he was adopted by a ninjutsu master that take him to Shawdonia, the planet of ninjas and teached him all he known. After his training, he searched and murdered his parents murderer. But what a trained assassin could do then? Join a mercenary group, the Awesomenauts!

Role Melee
Assassin

Base attack Gama Attack

Yang uses two gamas, a traditional japanese weapon, to kill his enemies. Later you can upgrade its damage, attack speed, add a life steal ability.

Movement He is fast and can do a wall jump: jump towards a wall, glue to it, and the jump again.

Primary Skill Shadow Blink

Yang charges a teleportation towards the direction of his enemies. You can upgrade its range, decrease its charging time, give a buff in the next gama attack, reset the cooldown of Phantom Shuriken.

Secondary Skill Phantom Shuriken

Yang throws a giant shuriken that pierce through enemies, and then come back to him. You can upgrade its range and speed, increase the damage, make it slow enemies.

Designed by Dalek

331 Chief Yuki Lotus

Sex female

Backstory Leader of a Ninja Clan called the Lotus On the Planet Balti-6 Chief Yuki's village is constantly under attack from the Evil Derbel clan on the north border.

After many years of war the on balti-6 The war outside there solar system has finally reached them..Since Balti-6 is rich on solar Chief Yuki Lets the factions Mine the solar. With Yuki and the Highly skilled lotus clan teamed up will the fight on balti-6 lead to bigger things ?? Or is anyone safe.....

Role Brawler
Assassin

Base attack Lotus (Samurai sword)

This sword is A deadly murdering machine. Although slow with the right upgrades this sword can be deadly and fast. The sword when slashed releases a small gust of air dealing 7 damage. The speed would be the same speed as derpls cat's at the begging of the game...

Movement Chief Yuki is a strong well built brawler.. Not meant for speed she attacks with full force on her enemy. she jumps Pretty high to get away from Enemy's but the boots don't help her jump juts her speed *she jumps high xD*

Primary Skill Ninja Throwing stars

What is a Ninja with out basic equipment *am i right* Well Yuki can Throw a bunch of stars dealing 4-5 damage each on contact.

Only the best ninjas come equipt

Secondary Skill Wall Climb

Able to jump on to walls for 10 seconds she Can climb up or down them to get away from Dangerous cats or Exploding clunks.

Designed by PurpleMusic

332 Shiru

Sex	male
Backstory	Shiru is a chef from a famous space pirate crew. For years he had been cooking grub for his crew members, until, when he was getting frog's legs for soup on Ribbit IV. his crew was brutally murdered , leaving Shiru to fend for himself. However using food as his weapons, he can fend off anything that attacks him.
Role	Ranged Damage Dealer Brawler
Base attack	Dragon A gunpowder-fueled shot from a single-handed blunderbuss, or dragon. The more he attacks, the faster he attacks, until he stops attacking.
Movement	Slides along on his belly, fast speed, boosted jump with
Primary Skill	Habanero Inferno Shiru drinks from a bottle of habanero sauce. Upon drinking he spits out a wave of flames directly in front of him.
Secondary Skill	Grappling Iron Shiru throws out his trusty anchor, upon contact, he pulls his adversary towards him.
Designed by	DefenderOfRuin

333 Zero

Sex	male
Backstory	Zero, hailing from the snow planet Shiver IX is a member of a mysterious species that are embodiments of pure cold. Because of this, he has to wear thick body armor containing liquid nitrogen to keep him from melting away in the heat of battle. He is a bounty hunter feared by criminals across the galaxy.
Role	Damage Dealer Disabler
Base attack	Ice Blast Bryce shoots a blast of cold energy from his hand. The attack is similar to Raelynn's Protoblaster with similar range and attack speed. In addition to firing regularly the blast can be charged up and then released for a more powerful shot.
Movement	Moves very basicly by running on the ground. Has fairly high movement speed, around 7.4, 9 with boots. Has a jetpack that grants him a second jump with a lot of vertical distance.
Primary Skill	Frost Grenade A lobbed projectile that fuctions like a hand grenade. After being thrown the grenade has a short arming time after wich it explodes. The resulting explosion deals damage to all enemies within the blast radius and freezes them for a short period of time, making them immobile and unable to attack. Frozen enemies are still targettable but cannot be pushed or pulled.

Secondary Skill	Ice slide Zero dashes forward leaving behind a trail of ice on the ground. Enemies will walk slower when walking on ice and teammates will walk slightly faster while walking on it. The trail will disappear after some time. The dash itself does not deal damage. Can be used as a trapping move as well as an escape method.
Designed by	Sturmtrommel

334 Martek

Sex	male
Backstory	Martek one of the best soldiers who fought a lot of mighty enemies, Has become lost and kept on wandering around the galaxy for days and days until he was hired to fight as a mercenary against mercenaries.
Role	Melee Ranged Assassin
Base attack	Plasma Knife Martek slashes his enemies with his plasma knife at vital spots.
Movement	Stealthy and fast movement.
Primary Skill	Surprise/Grenade Surprise: Martek becomes invisible for a limited time. At the end of becoming invisible an explosion occurs or if Martek attacks while being cloaked the explosion will occur immediately. Grenade: While in gun mode Martek throws a grenade that explodes after a few seconds.
Secondary Skill	Gun Mode Martek switches to his gun which shoots three bullets at a time. Activate again to switch to his Plasma Knife.
Designed by	ZenoXed

335 Edom

Sex	male
Backstory	Edom was once a happy rock monster living down in a cave on planet Sadar, but when the cave collapsed he was stuck there for a hundred years until the Awesomenauts found him while mining for materials. But one thing was different, he had turned to crystal. As a thank you for saving him he started working for the Awesomenauts.
Role	Ranged Support Tank
Base attack	Crystal Spikes

Edom shoots out small crystal shards with a high fire rate from one of his arms.

Potential special upgrades may be: Knockback, Piercing, Homing, Slowing

Movement Edom moves pretty slowly by walking, and he has a medium high jump. The less HP (not his bar, just the health) he has the smaller he becomes and the faster he becomes.

Primary Skill Cry-spawns

Edom sacrifices a bit of his health to spawn a little crystal piece which has it's own health. The crystal piece can hit enemies three times, and then it makes a tiny explosion which hurts the enemies. The piece directly runs to attack when summoned and it's AI is basically: Run into the first enemy you see. Potential special upgrades may be: Lifesteal, Blind, Stun, Auto-Spawn when health loss

Secondary Skill Crys-wall

Edom drags a wall of crystal out of the ground which blocks any enemies from passing through for a short time (1-3s). Allies can still pass through though.

Potential special upgrades may be: Explode, Lifespan, Double Walls, one on each side of Edom

Designed by AdilMaster

336 Ester

Sex male

Backstory A mime who failed mime school seeks revenge on all who laugh at him. He traveled the galaxy performing tricks and illusions until one day he became an Awesomenaut. He now uses his tricks to fool all of the enemy team.

Role Melee
Harasser

Base attack Invisible Whip

A transparent whip (a light blue-ish colour) that whips foes. It can hit multiple targets for 9 damage a hit. Upgrades can increase the length, damage, speed, and life steal of the whip.

Movement His speed and movement is similar to Leon's with the exception of his jump. When Ester jumps he can then do a double jump that leaves a transparent platform that is only accessible to teammates for 2 or more seconds.

Primary Skill Whip Lash

Ester cracks his whip at the enemy which pulls the enemy towards him. The length is about the same as Leon's tongue. Upgrades would include range of the whip, stun, solar grab, life steal, and cool down.

Secondary Skill Mimic

When pressed, Ester will steal a skill of the next enemy Awesomenaut he whips. The middle mouse button will now turn into that skill in which he can use at any time. The cool down for Mimic will be the same as the enemy's cool down. Upgrades would include a decrease in cool down, a heal when Mimic is used, and the ability to use the enemy's right click ability. That upgrade would replace Ester's right click with the enemy's right click when Mimic is used.

Designed by MooMooMercutio

337 Ludwig von Mallardstein

Sex male

Backstory Coming from a family of rich nobles, Ludwig Von Mallardstein had every opportunity in the universe at his fingertips. Ludwig, however, thought the plans for him to join the family business were re-duck-ulous. So he sought ways to act out against his family.

Ludwig sold priceless family heirlooms in order to buy a Volume 1 of the Necromonicon. His initial plan was to resurrect the family dog to cause mischief at a family dinner, the duck stopped there as his plan backfired when he transfigured himself into a zombie.

Cut off from the family fortune, Ludwig found himself in a clusterduck! Now has to use his powers of necromancy as a mercenary so that he may purchase Volume 2 of the Necromonicon, and return to a living body.

Role Harasser
Support
Disabler
Pusher

Base attack Duck Hunting Rifle

A throwback to the classic NES game. This is a high powered 3 shot rifle. Each shot has a brief muzzle flash that causes blind for a short duration. After the third shot, the gun must be reloaded (brief cooldown).

Movement Ludwig is a zombified duck. He is lightweight with some flight capabilities. His rotten zombie wings can't hold his weight like they used to.. so he has to land frequently. On the ground he waddles like a duck making him fairly slow.

Primary Skill Ductoplasm

Ludwig shoots a long stream of ectoplasmic goo straight ahead. The shot applies 15 damage over 5 seconds, after contact. It stays on the floor for a brief time to act as a buffing area for allies or a trap area for enemies.

It can be upgraded with more Damage, Increased Time on Floor, and Slowed movement speed to hinder enemies and slow pushes.

The area where this skill truly shines is in combination with the secondary skill "Summon Zombie". Buffs including increased Movement Speed, Healing over Time, and Increased attack speed will pair well with the "Summon Zombie" skill and encourage building into both skills.

The goo trail can also act as a ground escape mechanism to help Ludwig or allies move away from enemies.

Secondary Skill Summon Zombie

Summon Zombie requires Ludwig to hold the activation button briefly, and sacrifice a small amount of health, to summon a Zombie that can help attack, push towers, and clear droids. Zombies should expire after a time to prevent super safe summons from the shop area.

After upgrading, holding the activation key for Summon Zombie for longer, can summon stronger zombies.

<1.5 Seconds - Summons Slow, Weak Zombie for 15% of total health.
1.5-3 Seconds - Summons Faster, Weak Zombie for 20% of total health.
>3 Seconds - Summons Mid Speed, Heavy Hitting Zombie for 30% of total health.

Sacrificing health for summons is a trait we haven't seen in Awesomenauts yet. Three seconds is a long time mid combat, so this ability requires good positioning and close proximity to health regeneration before spamming can commence.

Paired with the Ductoplasm upgrade these zombies can be buffed to be fierce against towers.

Designed by Micesmack

338 Norma Algirl

Sex female

Backstory She was just your every day bounty hunter when, suddenly, she is bitten by a space zombie...in her ship...in the middle of deep space.

Role Assassin
Melee
Disabler
Pusher

Base attack Friendly Munch

Bite your foes with deadly disease and accuracy.

Movement Stumbles around and the more she gets hit, the more she falls apart, the faster she moves. Also, jumps higher as she gets damaged.

Primary Skill Making Friends

She throws her hand, and when it connects, does damage over time.

Secondary Skill Rise from the Grave

The first activation causes her to burrow into the ground and the second activation makes her pop up, doing damage, slowing the target(s), and hp recovery.

Designed by grimsoul

339 Titan

Sex male

Backstory Half metal and flesh, can resist more damage than any Awesomenauts. Trained for becoming the first lane in the Anti Piracy Galactic Special Forces, is prepared to die for his companions at any moment.

Role Tank
Pusher

Base attack Fist of Furry
Extremely slow punch, but at 3 charges he stuns an enemy

Movement He can slow enemies and uses stuns to push lanes

Primary Skill Armor charge
Titan charges his shield, at full charge shield absorbs max at 90% of his total HP. This character can tank turrets and also push lanes, he won't deal damage at low level

Secondary Skill Pushing Growl
Titan doesn't take damage from turrets and enemy units for X seconds. If an enemy Awesomenauts damages Titan, Pushing Growl loses effects.

Designed by chechovacan

340 Duma

Sex male

Backstory Heralding from Aguilon, Duma was one of a tribe of bipedal Cheetah-like people who trained by hunting down the race of Chameleons of which Leon is a member.

Role Melee
Damage Dealer

Base attack Rend
Duma slashes at his foes with a flurry of powerful attacks that grow weaker and slower the longer the attack goes on for. Can only hit one target at a time as opposed to Leon

Movement Runs at a medium pace (around Skoldir speed) jumps a medium height

Primary Skill Stalk

Duma becomes invisible so long as he doesn't move, and stuns an enemy if he hits them while decloaking.

Secondary Skill Dash

Duma gains a speed boost and jump height increase for a short period, but when the effect runs out, his movement speed and jump height is reduced until the skill is off cooldown

Designed by naturesbrain

341 Rox

Sex male

Backstory Rox was discovered during a solar excavation in a desert planet. Nobody knows if it's a he or a she. The miners noticed that Rox feeds off solar and cut a deal with Rox to give it all the solar it needs in exchange for its services to protect the mines. This deal gave Rox a greed for the easy way to earn solar, making it enlist for further duties across the galaxy.

Role Ranged
Tank
Harasser

Base attack Rock Throw

Rox throws rocks which fly in a horizontal curve affected by gravity. Starts out small, damage upgrade increases the size of rock. The more damage a rock deals, the more slower Rox throws it. So increased damage = decreased attack speed. Speed upgrade brings attack speed back to normal or increases attack speed if damage is not purchased.

Movement Rox walks on his arms and legs, like a gorilla. He's not as slow as a gorilla though. Rox jumps by launching himself up with his arms, not legs since they are too short. Jumping on an enemy deals some damage because Rox is quite heavy.

Primary Skill Stone Wall

Rox smashes his hands into the ground and they reappear as a rock column which rises from the ground in front of him. The column stays there until Rox lifts his arms up again. The column blocks any enemy fire and movement and damages them at the same time. On glass platforms the column will be a hologram of a column but with the same effect. Hitting enemy directly will cause strong knockback and possibly bleeding or a stun through the means of upgrades.

Secondary Skill Boulder Dash

Rox curves himself into a boulder and dashes through everything in his path and dealing damage. Falling on an enemy deals more damage. Lower movement capabilities during boulder mode. Works like siege mode in a way that you switch to your boulder mode. Rox takes decreased damage in boulder mode but can't use his other skills. The higher Rox falls on his enemies, the more damage he does. You can only change to boulder mode when on contact with the ground.

Designed by Galaxian

342 Archea

Sex female

Backstory Coming from a scorched wasteland called Sieavia is Archea, a feisty lady looking for some action. Her species, the Goaphat, are peaceful and passive, which is a curse to Archea. She loves nothing more than to scare people with her fear-inducing looks, and setting them on fire when they try to run. Unfortunately, this got her kicked straight out of her village when she burned all of the houses to the ground because she thought the fire was pretty. And thus she joined the Awesomenauts for a place to crash, but stayed for the license to kill and the money she could spend on more spicy food! Why would she want to stay over on Seiavia when she could melt peoples faces across the galaxy?

Role Ranged
Damage Dealer
Harasser

Base attack Fire Fling

The Goaphat have a natural ability to have a highly flammable substance seep from their skin, and can set it ablaze with their tinder-box like fingernails. Using this technique, Archea is able to create a large fireball in her hands, and takes much joy in seeing it turn her enemies to ashes.

Movement Medium movement speed, becomes very slow when firing her main attack. Her jump is charged, meaning that she jumps when you release the button. The longer you hold the button down, the higher the jump will be.

Primary Skill Skull spawn.

On the planet Sieavia, little spider-like creatures run around aimlessly until they find food or a mate. Or explode. Usually the latter. Not to mention that they call abandoned skulls their home, they have a reputation of being demons haunting peoples home. But Archea knows how to train the little beasts to do her bidding, and sets them upon the battlefield to chase down her enemies and turn them to bits!

Secondary Skill Flame On!

Using the same technique for her fireball, Archea set her entire body afire! Enemies who try to touch her get a nasty dose of it, and her attack rate goes off the wall! Unfortunately she's not entirely fire-proof, so she must use this sparingly, lest she kill herself!

Designed by puddingskinmcgee

343 Thrax - The Rouge Enforcer

Sex male

Backstory

The story of Thrax began in the mining city of Huldar, when he witnessed the death of his parents by a freak minecart accident. Traumatized by minecarts and fast moving objects the young Thrax fled out of the city of Huldar to begin a new life. (Hopefully without minecarts.) A few years later Thrax heard that the dreadful minecart accident was all planned by the city's infamous criminal boss to seize control of Huldar's most prosperous mines.

After hearing this it was Thrax's time to face his fears and return to the crime-ridden city of Huldar once more. But he had to be more than a man, he had to become a symbol to represent justice! Thrax gathered all of his savings and bought all sorts of odd flimsy gadgets to aid him in his cause.

After returning to his home town Thrax was surprised by the city's current condition because everything seemed to be going well. Actually the city flourished and every one was happy. But Thrax was on a mission and in the shadow of the night he started to bring down the law!

Most of the people Thrax apprehended were normal townspeople who had just been doing their everyday business. After a few months the town's people decided that the new "hero" had to go and with the help of some torches and laser pitchforks they stuffed Thrax in a rocket and sent him off to a far edge of space where he would hopefully never be seen again.

- He was the hero Huldar deserves, but not the one it needs right now.

Role

Ranged
Tank
Disabler

Base attack

The Great Scraparang

Thrax throws his homemade Scarparang in the hopes of hitting something. It's a straight projectile that makes a loop at the end of its range and returns to Thrax.

- Urban legends say that Thrax once decapitated an innocent bystander with his scraparang.

Movement

Every good hero needs speed and agility which Thrax brings in to the game with his vigorous training that enables him to jump great heights and a gliding cape that lets him to glide through the air and attack unsuspecting criminals.

- Somehow the townspeople learned to watch their backs.

Primary Skill

The Mighty Hook

Thrax shoots his mighty hook and pulls himself towards the evildoers to deliver some close range justice by stunning the target he hits.

- One of Thrax's most iconic moves. Legends say they once saw Thrax get stuck on a spacetruck and get dragged around town behind it. (It was a good day for the people of the city.)

Secondary Skill

The Unbelievable Mechanism

Thrax throws down his mechanism creating a debuff field that disrupts all kinds of enemy skills, for example Leona's invisibility or Vinne & Spikes' smokefield.

- Only a few people have seen this thing actually work but when it works they have no idea how.

Designed by

Nuoraruoska

344 Count Vwadamir

Sex male

Backstory Originally a vampire count from the planet of Transylvan 14, His overly large teeth made him the subject of bully by his peers for the impact they had on his ability to speak clearly. Eventually he ran away from it all however without his servants and staff nor his family to manage his spending habits he quickly spent his massive fortune and had to sell his services as a hitman to get by.

Role Melee
Assassin
Harasser

Base attack Cwaws

Vwadamir claws wildly in front of him hitting in a small arc, very fast attack speed with low damage per blow stealing life as he does.

Movement Standard movement on the ground but his double jump makes him fly like Genji's flutter when flying he turns into a bat, the bat can't attack directly but is faster and smaller than his standard form.

Primary Skill Fangs of za night

A low cool down low damage bite attack that does minor life-steal against players and roots both himself and his target briefly. helps stop people running away but also stops you fleeing if used at the wrong time.

Secondary Skill Cwoak of za night

Throwing out his cloak towards his enemies he briefly blinds those hit with it. provides an extra avenue of confusion and misdirection, could have a short invisibility upgrade when hitting players or allies but that might be stepping too much into leon's domain

Designed by Brinty

345 Kerr, the Gravity Bear

Sex male

Backstory Kerr is an astral beast from a parrallel dimension and a (not a very good) controller of gravity. He traveled though many universes, alone and lonely, in search for a friend. Unfortunately for Kurr, any time he grows a fondness for someone he accidentally crushes them with the sheer force of gravity his body produces, and his hugs. He feels joining the Awesomenauts might teach him to control his powers, and hopefully find a friend.

Role Harasser
Melee
Support
Tank

Base attack Gravity Hug

Kerr draws any opposing droids and Awesomenauts with a gravitational pull in an attempt to hug them, damaging them as they get close.

Movement Slow movement.
Floaty gravitational jump, Kerr can't jump particularly high, but can float above ground indefinitely until down is pressed and he drops to the ground like a stone.

Primary Skill Wormhole Honey
Kerr throws a blob of honey at foes, snaring them in place. The honey itself does little to no damage and expires only after a certain time, not when someone walks over it.

Secondary Skill Rolling Bear
Kerr curls up into ball and rolls along the ground at foes, hugging any he catches before throwing them forward.
This attack leaves Kerr stunned and dizzy after execution.

Designed by theinsanething

346 big mouth bob

Sex male

Backstory big mouth bob isn't natural living things, he was created by a lot of scientists with a powerful copy ability, he just eat more and more to keep enough energy, finally, he found he got the ability what he eat, then, he use this to escape and kill all scientists, but only one alive, it's voltar. so, to find him, he attend this war

Role Tank
Pusher

Base attack acid fog

spit a acid fog forward (cant move) enemy get damage/second, when you stop, the fog last 1 second
level up idea
1 dot effect
2 speed down
3 longer last time

Movement after buy shoes you can jump high by press the jump key, the longer you press the higher you can, highest like frog G.

Primary Skill big appetite
eat enemy include trips, monkeys boom ...forward you (cant solar boss, super droids, other hero), then you get the enemy ability (such as droid, when you eat a droid, you can attack like it, this attack not replace you base attack, so, you can have 2 attack type at the same time, if you eat a trip, such as derpls trip, you can place a trip on the ground, but only once, alike monkeys boom) for 10 seconds
level up idea
1 you can have 2 ability from enemy (one ability have 10 seconds, the skill cooldown is 5)
2 you can eat super droids
3 when you eat an enemy you can reflex some blood

Secondary Skill double damage

creat a copy of you ,the copy have your ability and it will follow you ,you attck ,it attack,what you do ,it do,it have your all blood last 10 second level up idea

1 when the copy die or disappear you can reflex some blood

2 when the copy die or disappear it explode

3 when the copy die or disappear you can have extra blood but when you die,extra blood disappear

Designed by bob

347 CytoSol

Sex male

Backstory A large, gelatinous single-celled monstrosity that crawled out of the sludge of a cosmic waste dump. Born of a mix of cosmic radiation and a seemingly random bio-waste and unable to communicate with anything more than bubbling, he does the one thing limited interpersonal skills can. Sign up as a space mercenary in a fight for supremacy. Well, he seemed to be agreeable at the time.

Role Melee
Brawler
Disabler

Base attack Mucus Membrane

Using his gelatinous mass as a weapon, he coats his enemies as he strikes them, slowing them down with repeated attacks. This slowing can be enhanced with upgrades, as well as cause other debilitating side effects such as corrosion. His base damage is a bit lower than most to accommodate these disabling effects.

Movement Being a walking blob, his movement on surfaces causes him to slide about with low friction on surfaces. His core mechanic is his changing scale which means he's slightly faster when he sacrifices it for his moves and slower as he regains it. He will cling to and move along flat ceiling surfaces as freely as the ground (perhaps as an upgrade if proves to be too useful).

Primary Skill Cell Splash

An sphere of attack skill that causes him to shed his mass in exchange for dealing decent damage around him. In his resulting smaller state he gains considerable speed for a short time in exchange for lower base damage. He'll slowly recover this mass afterwards. Upgrades reduce the negative effects, and one possible upgrade allows him to grow beyond his default size to deal even greater damage. Another possible upgrade immobilizes those within the area of effect for a second or two by gumming them up with his cell plasma.

Secondary Skill Mitosis

The player will sacrifice mass (and possibly HP) to split off into a second, CPU controlled CytoSol that will attack any nearby enemies. It will look exactly like the player similar to Leon's shadow clones, sacrificing the invisibility for a built-in ability to move and attack before upgrades. Possible upgrades include a reduction of size lost to perform, so larger versions of both the player and the CPU will spawn on use to do more damage initially. Also the ability for CPU clones left alive to grow larger the longer it is left alive, and benefit from more and regenerating health.

Designed by Turbo9000

348 Cyntax Era

Sex male

Backstory On the planet of Amp'rsnd, a lowly computer programmer worked at his honk to blarg job, twelve days a week, 30.6 hours a day, developing a program for a fast food chain to dispense their fries. Tired and overworked, he added one too many zeros and Cyntax Era was born. He's escaped the system and is bent on universal potato destruction. If only he could see.

Role Melee
Disabler
Harasser

Base attack Power Surge

A short ranged repetitive electric attack that forces the enemy Awesomenaut to slow down whilst under fire while doing small amounts of damage. It can be used to kite an enemy.

Movement Cyntax levitates over the ground at an average pace (similar to Coco without movement upgrades), but jumps by teleporting vertically, appearing in a cloud of binary, with a potential double jump. His decent is half gravity for a moment before dropping to the ground.

Primary Skill System Glitch

When used, it causes Cyntax and the enemy Awesomenaut to instantly switch places, stunning the enemy for three seconds and damages while its code compiles. Upgradeable to include swapping with droids, causing damage over time, and the chance to cause a 'Memory Leak' (2 second poison cloud over Cyntax and foe after switching).

Secondary Skill Vista Firewall

A stationary wall of pixellation surrounds Cyntax, spanning twice his height. If the enemy move into it, they will be stunned for 3 seconds and take fiery fiery damage. Upgrades include slowing after stun, extra damage, and increased height.

Designed by DrRiptide

349 Zileks

Sex male

Backstory from a home planet zeptor he got his powers. but he didn't know what to do with them so he joined the Awesomenauts before parting he discovered that the enemy of the Awesomenauts is also the man that killed his dad so now he hunts him down and other bad people but not before he raves with his fellow Awesomenauts

Role Healer
Ranged
Damage Dealer
Support

Base attack blizz gun
a gun that shoots blue shots does damage and 3 heal at the beginning

Movement he walks normally and has free fly

Primary Skill poison dagger
he hits his enemy with the dagger one on his other hand it which has poisons and does 25 damage with no upgrades

Secondary Skill hunter's shield
a shield that guards him and near by allies and damages near by enemies one of the upgrades is that it explodes at the end of the shield

Designed by Miss VooDoo

350 Captain Carbon

Sex male

Backstory Captain Carbon is the superhero mascot of Carbinion Refreshments, an intergalactic mega-corporation that sells sodas. Public health concerns caused sales to decline, and Carbinion executives thought it would be a great idea to genetically engineer a living, breathing incarnation of their mascot, complete with superpowers and a mentally conditioned love of crimefighting. At first, the life of publicity stunts and fame went well for the brand-sponsored scientific breakthrough, but over time Captain Carbon found his life lacking in the one thing he constantly portrayed in commercials: actual crime fighting. And so, the Captain fled Carbinion HQ to join the Awesomenauts. Mercenary work is more of a gray area, but hey, baby steps.

Role Melee
Support
Brawler

Base attack Uppercut
Captain Carbon pummels evildoers with the one move he learned from acting in commercials: the trusty, ever-cinematic uppercut. It has short range, but doesn't slow his movespeed that much and has high vertical reach for a melee attack.

Movement Captain Carbon has a fairly impressive jump, and as one of his genetically bestowed superpowers, Captain Carbon can double tap left or right during his jump to quickly Glide in that direction for a split second.

Primary Skill Refresh

Captain Carbon takes a moment to consume a Carbinion cola, the volatile source of his power. It initially damages his health, but gives him movement speed, attack speed, and health regeneration for a short time. The skill can be activated a second time before the Captain actually drinks the soda, and if so he will toss it out on the ground, where an allied Awesomenaut can pick it up for a small amount of instant health.

Secondary Skill Bottle Bomb

As Captain Carbon runs around, he will generate Fizz charges, up to four. Upon activating Bottle Bomb, Captain Carbon will generate an explosion of soda water in a circle around him. The range and damage of this explosion depends on how many Fizz charges he generated before using the skill. Charges can still be generated even when Bottle Bomb is on cooldown, and Bottle Bomb cannot be used if there are zero charges. Moving faster generates charges faster, though traveling in midair does not generate charges.

Designed by Classical Music

351 Roxxi Quill

Sex female

Backstory Roxxi Quill is an Ignes, a species of squat rock creatures from the planet Calcate. She is the daughter of her village's chief, a great ninja warrior. Crippled by an adorable but debilitating shyness, her father knew she would never be up to the task of leading the village. In order to beat/explode/slash/pummel/nuke this personality quirk out of her, her father sent her to join the Awesomenauts.

Role Ranged
Disabler
Harasser

Base attack Rock Kunai

Roxxi uses the rocky spikes she grows as a projectile, throwing them at other Awesomenauts. The spikes are a long range basic attack, with standard upgrades to increase damage and attack speed. Her build changing upgrades would include throwing multiple smaller/weaker kunai, the ability to hit the ground and leave caltrop like mines, and a DoT effect.

Movement Roxxi is a very fast character, on par with Coco in movement speed. She is very mobile, with a controllable double jump. A unique feature is her ability to hit a wall and gain a third jump, usable only once without touching the ground, and only if she uses it while touching the wall. To make this a little easier to do, when she hits a wall, she will slide down it slowly, as her spines stick to it.

Primary Skill Spike Ball

Roxxi curls up into a ball and hides, and her spines grow, making a dangerous area around her that causes nominal damage. This ball lasts for a moment, where she's immune to crowd control and takes reduced/no damage. Upgrades would give the attack utility, providing more damage and status effects like silence or blind, and possibly the ability to roll around somewhat while in a ball.

Secondary Skill Teleport

Roxxi teleports a short distance away towards the cursor. When she does so, she leaves behind a bomb. This ability can be upgraded to increase the range and decrease the cooldown of the teleport, as well as increasing the bomb's damage and area of effect.

Designed by Sicanasda

352 Fable

Sex female

Backstory Fable is a Wargi - a short-limbed bipedal hound that is widespread across the galaxy. They are not the brightest creatures, but are known to take orders well and have found employment on many worlds as watchmen, soldiers, and prison guards. However, they have a hard time making decisions for themselves and are officially considered property for their own well-being.

Fable is one example of a Wargi who lost their master. Literally, as a matter of fact. She was set to keep watch one dark night, when she fell asleep at her post and her master was kidnapped from under her nose by some men he was indebted to. When she went looking for him, she was taken herself as a piece of his property and put up for auction. Fable was soon purchased by another master and put to task fighting in the robot war. Donning her lance and armor, Fable's only goal in life is to please her new masters and bring back enough solar to earn biscuits.

Role Melee
Disabler
Pusher

Base attack Lance

Fable's lance is a slow-moving, medium-ranged melee attack. However, each consecutive hit has a faster attack speed up until a maximum number or until she misses. Upgrades could add sweeping or multi-directional attacks into the mix, making or more likely to hit, or boost her armor with each consecutive hit as well.

Movement Fable is a slow sort of ambler when she's moving around on two legs. She also can't jump very high. However, her second jump causes her to swing her lance downwards. If her lance contacts a surface, she can launch herself upwards a fair distance.

Primary Skill Lance Throw

Fable hurls her lance at a distance, end over end like a boomerang. The lance continues to go further for as long as you hold the attack button (up to a maximum), but Fable can't move while she's waiting for it to return. Lance Throw is meant to be a disabling attack, possibly upgrading into a short duration area stun.

Secondary Skill Quadraped

This skill causes Fable to move down onto all fours, affixing her lance to her back. While on all fours she is significantly more agile, and both runs faster and jumps higher as she builds momentum. However, in this mode she has no basic attack. Instead, if she has built up enough speed she can impact an opponent once with her lance (like in jousting) doing a large amount of damage but losing her momentum.

353 RonomoCoRobo

Sex female

Backstory Ronomo, a company founded back on Ancient Earth, has become an Intergalactic economic powerhouse with its fingers in pretty much every industry. Suddenly, its viral marketing department realised it could hit two birds with one stone: tap into the 'mercenary' market AND get free advertising! A representative of Ronomo Co. can now be found on any battlefield with a backer willing to pay.

Role Tank
Pusher
Harasser

Base attack Razor Lasers™

RonomoCo's patented laser-delivered razor system! Fun for the whole family! Though its range is short (~1) it has piercing, and though its damage is low (~3) more laser-points can be bought. The Razor Lasers can be maintained like Yuri's, but do not prevent movement and do full damage to turrets. One upgrade of note: a missile, like Lonestar.

Movement RonomoCo's chassis has the ultimate marketing tool: rocket thrusters! Instant wow factor, delivering its message across the battlefield at top speed, and even taking flight when it needs to!

However: momentum exists. RonomoCo takes a short period of time (about 1.2 seconds) to achieve full speed, takes a while to completely change directions, and can never drop below 10% of its max speed.

Primary Skill Digital Analogue Asset Protection™

Ronomo Corporation would never let its valuable assets be damaged unless it's absolutely mandatory! For 0.4 seconds, RonomoCo becomes completely invincible as a wave of digital litigation notices sweep across its exterior, blocking any and all attacks. This short duration is paired with its short cooldown (~5 seconds).

Secondary Skill Portable Droid Deployer 9000™

Since RonomoCo is already hitting two birds with one stone, why not go for broke? RonomoCo's large chassis houses a droid production facility, where it assembles extra droids for the war effort. Though it has a long cooldown, the extra droids it provides are just as dangerous as the ones being deployed by the facility near the solar drill.

Designed by TSED

354 Kit Von Tail

Sex female

Backstory

Kit Von Tail is a proud (if not somewhat snooty) lady fox (from the race known as the fennix) that was born into a noble family on the planet Pompoise and spent most of her childhood being raised to be a dignified young lady capable of many fancy pants skills like throwing tea parties and playing the harpsichord. Bored with the aristocratic way of life, she left on a whim to join the order of the iron shield, a group of dignified warriors who developed a fighting style that revolved around defense and predicting your opponent's attacks. Surprisingly she was able to apply what she had learned from those tea party and harpsichord lessons to the art of battle and quickly surpassed even the mightiest guard. Now once again bored having mastered the art, she took funds from her family fortune and chartered the first 5 star space flight out of town. She joined the awesomenauts in an earnest attempt to entertain herself as well as show off.

Role

Melee
Disabler
Pusher

Base attack

Shield Bash

Why should one need a sword when one can simply use a shield, darling?

Kit's main weapon is her special customized shield which she uses to smack her enemies into submission. A key aspect to her weapon is that it is also her defense, incoming attacks towards her from the front while she uses it are reduced in damage, her back is her weakness and the key to keeping her out and making her hard to kill is avoiding running from battle. She isn't an intense damage dealer, more of a blocker and pusher. The shield bash may be a combo with a knock back tie in attached. Upgrades could be applied to the amount of damage it blocks, the attack speed/damage, increasing the stun and knock back. Basically either making it more utility or more offensive.

Movement

Kit would be a medium/fast speed character, she makes up for a smaller health bar with a very quick maneuverable jump made up of 3 smaller jumps, her armor weighs her down so she has a quick fall speed. I imagine her as being very flexible movement-wise and difficult to keep up with or land hits on.

Primary Skill

Counter Strike

The major mechanic that this character would revolve around would be her ability to perform a quick counter attack that, when timed correctly, blocks all or a percentage of incoming damage and sends it back at her attacker. She would be very skill-shot in this way, messing up a counter leaves her open to attack briefly. It could be enhanced with cool down upgrades, incoming/outgoing damage modifiers, and a stun. The role of this ability is to make her able to disable and counter enemy attacks and turn pushes back towards them.

Secondary Skill

Iron Curtain

Kit drops out her specially designed enviro-shield onto the battlefield, a pop up metal/energy shield that remains stationary on the field (not unlike Raelynn's secondary ability) for a set period of time (and/or health bar.) This is a physical wall that literally blocks 'nauts, droids and attacks from moving through it and can be used to shut down enemy pushes on turrets or certain incoming attacks. Upgrades to this ability could include things like giving it spikes that damage enemies that touch it, increasing it's height, increasing it's duration/health bar, cool down upgrades and causing a slowing effect to those that touch it.

355 Mia Raña

Sex female

Backstory One day, Mia Nebulon was surfing with her younger sister, Coco, when the girls were hit by a rogue cosmic wave. Coco survived, but Mia fell into a nearby black hole and was thought lost forever. Five years later, she returned, with a terrifying new look. Calling herself Mia Raña, she drifts between battlefields, looking to find her sister and take her back to the darkness. alt skins:doc oc,hsienko

Role Support
Disabler
Brawler
Melee
Ranged

Base attack Eldritch Arms

Mia lashes out her spiderlike limbs to strike at the opponent like a whip. If clinging to wall or ceiling, Mia can still strike at opponents who get too close. Mid-level damage.

Upgrade ideas:

1. Additional limb (up to two): more limbs = more punches
2. Gravity punch: punches have a small AOE pull to any nearby opponents. Functions similarly to slow if chasing.

3. speed
4. damage
5. DOT

Movement Mia has a small, limp body possessed and covered by a viscous, dark fluid. Is suspended in midair by 4-6 spiderlike limbs. These limbs can walk on the ground, or be used to cling to walls or the ceiling (activate cling w/ jump button). Two limbs are needed to walk or cling. Others punch. Single-jump, additional height from cling -> jumping, repeat. Speed upgrade a la Raye, fast crawl on all legs.

Primary Skill Black Hole

Ball is similar to Coco (piercing, no damage on contact). No click-boom, instead does pulses of AOE damage. No instant fire, instead charge-release attack. Longer charge time = +longevity, +pulses, +range, +cooldown. Ball also has weak gravity pull towards it.

Upgrade ideas:

1. Increase max charge
2. increase gravity pull
3. solid (-pierce +push)
4. gravity pulls projectiles
5. +damage

Secondary Skill Gravity Scream

Mia covers face in hands, screams. Mid-large AOE area hit by short-lived gravity field. Activation kills current enemy jumps, decreases jump height for duration. Good counter to floaty chars trying to hover at top, or can push people away who attack Mia during wall-cling.

Upgrade ideas:

1. + area
2. + duration
3. damage chars pushed to ground on impact
4. buff Mia LM
5. affects projectiles

Designed by ninjafetus

356 Sheep of the shadows

Sex male

Backstory Trained in the ways of sheepitsu and found at a doorstep by master goat the great, the sheep of shadows was what he called this sheep left at his doorstep. Years past by until he found his master dead and all that was left was... A giraffe, though not really having purpose never the less there was a giraffe. On a quest for vengeance he joined the awesomenauts.

Role Melee
Ranged
Harasser

Base attack Katana

A fast attacking semi damaging attack that can penetrate 2 targets

Movement When in air can latch onto a wall while still being able to throw ninja stars.

Primary Skill Ninja star

A extremely fast cooldowned attack that is low in damage and has descent range.

Secondary Skill Darkness slash

Blinds, stuns for a short time and does damage in a horizontal line going threw all in the path.

Designed by Sgtbeehive

357 Namtar

Sex male

Backstory

Namtar is possibly the only one of its kind; a sentient, sexless, gelatinous mass of slim and disease. Due to Namtar's grotesque nature, it has lived a life of forced isolation and loneliness. In an attempt to gain recognition, Namtar decided that it would dedicate its existence towards the happiness of others. Thus Namtar embarked on a galactic campaign of charity runs, orphanage donations and alien rights campaigns; destroying many worlds and unwittingly spreading destruction and terror across the multiple sectors unfortunate enough to suffer Namtar's insufferable presence. After many intergalactic law suits and system spanning restraining orders, Namtar was eventual forced into the ranks of the Awesomenauts by order of space court. It is here that Namtar steadily works off its community service to make amends whilst seeking asylum from those out for revenge, a task that is repeatedly thwarted at every turn by the war generals that would rather keep Namtar under leash were they can exploit its "gifts" for their own gain.

Role

Pusher
Disabler
Tank
Support
Ranged
Melee

Base attack

swipe

Namtar morphs the shape of its body, extending corrosive appendages in a futile attempt to hug and comfort its enraged adversaries.

Upgrades:

Increase range of swipe.

Add a life steal effect to swipe.

Cause swipe to increase movement and attack speed of allies.

Allow swipe to penetrate turrets, hitting enemies behind them.

Increase damage of swipe.

Add a small knock-back effect to swipe.

Movement

No matter how hard Namtar tries to please its bad tempered foes, they always seem to get even angrier. Luckily by this point, Namtar has shed a lot of weight and can easily escape their retribution. Namtar becomes smaller as it losses health, increasing Namtar's speed and jump height.

Primary Skill

ecto-plosion

As a result to not being accustomed to the presence of so many potential friends, Namtar can become very nervous and excitable. At the cost of health Namtar vomits its a projectile that explodes, de-buffing enemies in an area causing them to suffer more damage from ally attacks. (Can affect turrets)

upgrades:

Increase duration and potency of all ecto-plosion effects.

Add a knockback effect to ecto-plosion.

Enemies caught in ecto-plosion receive damage from all healing effects.

Afflicted enemies will pass on the effects of ecto-plosion to other enemies nearby. (Enemies already affected will not be affected twice)

Decrease damage of enemy attacks.

Cause ecto-plosion to emit an EMP effect that momentarily disables enemy turrets.

Secondary Skill

mimics

In a vain effort to spread joy and happiness (as well as ending its own crippling loneliness), Namtar can enter into a highly advanced stage of rapid cell division, creating a small army of violently unstable and equally miserable pests. At the cost of health/solar, Namtar can produce mimics by firing them out of its mouth. They will then attack the nearest enemy or turret, before exploding when either killed or their life expectancy expires. (Can be detonated)

upgrades:

Increase number of mimics that can be spawned at a time. (Increases health/solar penalty)

Increase damage of mimic's attack and explosion.

Allow mimics to stick to enemies dealing damage over time.

Add a life steal to mimic attacks. (Namtar receives health, not mimics)

Change health penalty into a solar penalty.

Mimics will heal nearby allies when they explode. (Includes other mimics)

Designed by

Cheese wizard

358 AI Cap-1

Sex male

Backstory

AI Cap-1's was an infamous criminal at one of the toughest robot criminal planets in the universe, Dret-017. He started the with the gang business around the 3500's as a thug doing dirty jobs.

He had grown to lead his own gang, the AS1M0V and commanded several droids to do his bidding.

AI Cap-1 doesn't stop until he gets his way and will do anything to get that way. But, everything changed when two aquatic creatures somehow took down the whole organization. He lost half of his solar and thugs, so he works as an Awesomenaut using what he has left to regain his glory and money.

Role

Ranged
Pusher
Assassin

Base attack Antique Thomas Gun

A family heirloom passed down for generations, it shoots at a medium rate with -2 damage from each bullet.

Movement Al Cap-1 has a medium speed and can double jump with small jet packs

Primary Skill Droid Alert

You have the ability to summon droids to do your bidding. These droids are slightly smaller and have less health than normal droids, but they deal more damage than the normal ones. They automatically do what droids normally do, but once you have maximum amount of droids you can command them to attack or defend by middle clicking the direction you want them to go and they will go to the nearest turret in that direction. If it is yours it will defend it, if it is the enemies it will attack. If no commands are given they follow you and attack what ever is nearest of the enemies

Secondary Skill Machine Fun

A variant of a machine gun. It has a rapid fire with a shortish range and shoots mini bots that induce 4 damage per hit. The machine guns lasts for 5 seconds and has a 10 second cooldown

Designed by Popachu

359 Axel

Sex female

Backstory Lead guitar of one of the most popular rock bands in the universe, (name pending: Ronma maybe?) She (or he, this character could be male or female whatever you guys wanna go with) decided that the ongoing war is hurting the number of attendees to their concerts. So she decided to join the Awesomenauts to help end the war sooner so she can start her Post-War Universe-Wide Victory Tour!

Role Ranged
Support
Disabler

Base attack Power Chord

Axel plays a chord on their guitar, sending out a music note that damages enemies. Probably won't pierce, may have upgrades to heal allies or increase their attack for a second or two after word. DoT on enemies maybe.

Movement Similar to Lonestar or Raelyn, may have rocket boots like Lonestar but they can hold for a while to ascend, or maybe they don't rise or fall while holding up, but can move left and right to move around horizontally for a second.

Primary Skill Attack Anthem

Axel plays their guitar for a few seconds and applies an attack boost buff to nearby allies, the buff is constant for the duration of the ability (much like Yuri's bubble.) Could get upgrades to increase attack buff, increase duration, decrease cooldown, and maybe add a slight defense buff.

Secondary Skill Silencing Sound

Axel plays a chord and enemies in range become silenced for a time (because they're waiting to hear more from their rock star hero!) Could be upgraded to add DoT to affected enemies, or burst damage, or stun. Could be upgraded to buff allies for a short time, or and upgrade to buff just Axel for a while (speed, defense, HoT, etc.)

Designed by AnthoKubo

360 Darklyte

Sex male

Backstory Rising from the depths of the shallow graves comes Darklyte! In his youth years, Darklyte was enslaved and was forced to collect burning charcoal from a nearby volcano. Darklyte spent countless hours plotting his escape. Soon, he managed to steal a rocket from the prison he was being kept in and escaped the dreadful planet. Unfortunately, the rocket broke down during flight. To this day, the rocket containing Darklyte's body has not been found and is lost in space forever. Darklyte now roams the galaxies in search for a new body. He snuck himself in as a mercenary to have better chances of finding the perfect body.

Role Damage Dealer
Disabler

Base attack Shadow Orbs

Darklyte creates small purple orbs in his hands and shoots it at his enemies.

Movement This character floats, but does not fly. He moves up and down to create the floating effect.

Primary Skill Spirit Breath

Darklyte breathes out a burst of shadow that works like a fire breather. During the duration, Darklyte can aim the line of shadow in all directions. He remains stationary during this.

Secondary Skill Possession

Darklyte possesses his enemies for a short amount of time (2s?). Has base stun on enemy after possession. This ability is based around picking your poison. During the possession, Auto Attack and both abilities are subbed out with the 3 upgrades that Darklyte choses to get for this ability. For example, if he buys an upgrade that slows the enemy after Possession, the upgrade icon would replace one of the three slots in which Darklyte can chose to pull off on the possessed enemy. If the duration ends before picking a status effect, the possessed enemy will only get stunned.

Designed by TheLivingNightWolf

361 Drizzle The Frantic Lab Mouse

Sex male

Backstory Frizzle is a mouse wearing a lab coat with a singular robotic steam-and-gear (steampunk) based arm and gear glasses. Talks very quickly and nervous. Often unsure of what he says. High pitched voice.

Role Support

Base attack Whack A Mouse

Frizzle uses his trusty wrench "Rusty" to damage enemies by bonking them on the head. This can also be used to enhance buffs given by secondary skill.

Movement Frizzle doesn't have a special walk. When he jumps, a jet pack appears out of his back and blasts him a medium distance. This changes after Primary skill is applied. Slow hovering speed an same jump.

Primary Skill Mech Armor

The arm reforms to creat a special set of armor around frizzle. Changes base attack to a shotgun with spread. 8 base damage. Lowers movement speed but increases overall health. Changes Secondary skill to trip mines. Very hard to notice. Small. Deal a lot of damage and have a medium blast radius. Blow up whenever an enemy steps on it.

Secondary Skill AI Chip (Trip Mines in Mech Armor)

A chip is applied to a droid or turret. This could provide buffs (the start being a minor increase to damage. Possible upgrades are a shield to prevent damage, healing during the chips activity period, or blinding effect.) Lasts 10-15 Seconds

Designed by Yousirnaime

362 Ron & Ginger

Sex male

Backstory From the slums of the great Alpha Feline-Centauri 9 to the packed Ghetto streets of Ribbit IV, Ronnie Alfonse is widely known as the best cat in the business. You name it, his father probably owns it. Unfortunately for Ron though, it appears he ran into a bit of trouble with the "debt collectors" recently, and had to flee his home planet, taking his hired muscle (And just muscle, mind) Ginger. In panic, Ron and Ginger joined the Awesomenauts to get enough solar to pay off his debt to the mafia.

Role Damage Dealer
Tank
Harasser

Base attack Lunch Unloader

Ron squeezes Ginger so hard that he shoots out a small furball, big enough to at the very least irritate the enemy Awesomenauts. They can be fired not so quickly at first, akin to the rate that Vinnie and Spike's bubble cannon fires at, but there of course would be upgrades to increase shot speed, damage, and whatnot. You know, the usuals.

More interesting upgrades would be the option to turn one shot in to three smaller shots, which again increases the fire rate but brings down the damage on said individual shots. Another upgrade turns the shots into poison shots which only do a minimal amount of poison damage but again can be upgraded to do moreso.

Movement Ron stands behind Ginger and rolls him around the map. When he jumps Ron bounces Ginger off of the ground like a basket ball and then sits on top of him until they land again.

Primary Skill Chargin' Targe

Ron jumps on top of Ginger and starts revving him up, only to let him go and knock anything in front of him out, just like a bowling ball. Ginger would continue to roll across the screen until he hit either a wall or a turret, which means people should be careful when using this skill. The skill practically turns the player into a charging bull, knocking every grounded character back until as said earlier, Ron and Ginger hit a wall. Upgrades revolving around higher damage, lower cooldown times and a faster charge are available, but other upgrades like blinding and increased knockback (hit them over half the screen away!) allow things ti be mixed up a little.

Secondary Skill Splodgy Kersplat

Ron somehow, using the power of weight, makes Ginger fall down to the ground like a tonne of bricks. The move can most ideally be used in the air, and directly above enemy Awesomenauts to bring them to ground level and incapacitate them for a short moment. Goes through glass platforms and grounds the flying drones from Space Station 404. Upgrades include the general damage, speed from the air to the ground, and lower cooldown as was before, but then other upgrades like giving the slam an area of effect and a knockback which forces other enemy Awesomenauts around you off of the ground and up into the air for a moment. Kind of like an actual earthquake, you could say.

Designed by EdditaerialOfficial

363 Gurgen

Sex male

Backstory Gurgen is a bear who once was given a shiny piece of metal after a man found him with a spiked fish and an annoying albeit funny rectangular being who were taking an extremely large golden Koi to a sea on Gurgen's home planet, Alepa. He was hungry after hibernation in his cave that he stole from a pink creature in a bubble after it rolled inside, and has lived in ever since, to find the pink thing.

Role Ranged
Support

Base attack Spit

Gurgen spits on his enemy, causing the enemy to slow down by a small amount.

Movement Gurgen would move at a maximum of 6.8 movement speed, starting at 5.8 movement, taking Gurgen 3/4ths of a second to reach maximum speed.

Primary Skill Gummy Leap

Gurgen leaps and gums his enemy to death (slight damage), getting slobber on the enemy, making the enemy slow.

Secondary Skill Show-off

Gurgen shows off his shiny badge, blinding enemies in a small radius for 1.25 seconds, also making them incredibly jealous in the process.

Designed by MistahCake

364 Zephyr (Resubmission. Made a twitter to count characters...all are 400 now!)(Thought it was 400 words SO SORRY)

Sex female

Backstory Zephyr hails from world populated by parasitic wind currents. Unsatisfied with the airhead inhabitants she took off for a more interesting atmosphere.

One evening at a Space Jazz-Ska fusion concert she was accidentally inhaled by the vulpine singer of Fox Glove and the Hossenfeffers. Her new found love of attention and thrill seeking has led to a career of extreme sports and joining the 'Nauts.

Role Harasser
Melee
Disabler
Assassin

Base attack Cumulous

Creates a small cloud with slow forward motion. Around 10 base damage with a slow attack speed(45-50), the 1st cloud lasts until a 4th can be made. Each cloud can damage a target only once, piercing. Upgrade: Cloud shoots off up to 2 lightning bolts for 5 damage each with a range of 4-5. A 60% slow that lasts .1 second. The cloud can adhere to ally buzzsaw drones granting a small damage resistance

Movement Zephyr is a mobility based character, base speed of 10. Her jump is a Dash restricted to a straight line.

You can preform a second dash while dashing to change your direction, but you must land before you can Dash a third time. Dash speed 12. Speed upgrade instead allows a third dash.

She has no arch jump and limited control. Jumping will be one of the most skill based aspects of her character.

Primary Skill Tempest

Creates a small tornado on the ground which gets taller and moves faster as it travels forwards. It damages everything it moves through.

A second press would cause the Tempest to increase in height, knocking up allied or enemy 'Nauts. Can move your clouds. Upgrade:A second knock up. Knock up can ignore allies or enemies.

The Tempest can also leave a frost trail which +/- Ally/Enemy movement speed.

Secondary Skill Thermal Charge

You create a burst of frigid air around you charging yourself with thermal energy. One enemy in the burst (which can be upgraded to 2 enemies) becomes negatively charged, they are slowed by 5% for 3 seconds.

This ability also allows your next dash(within 3 seconds) to pass through enemies dealing 5 damage. Upgrades:

-attack speed.

Enemies explode at the end.

Increase the duration.

Effect +1dash

Designed by Electricotter (Resubmitted...I thought it was 400 words not characters...now within guidelines)

365 Shinler

Sex male

Backstory Shinler was a knight from planet Earth in XVI century that was abducted by aliens. His name used to be Skyler. He was abducted because he was the best of the best in medieval terms. After he was abducted he was endowed with powers, Shine powers, he changed his name to Shinler. Shine powers allowed him to deal stronger and faster blows and restore his battle wounds.

Role Melee
Tank

Base attack Slash combo

Shinler performs a combination of stabs, cuts and slashes, dealing more damage every slash.

Movement Shinler doesn't go too fast, in fact he goes pretty slow due to his heavy armor.

Primary Skill Charging 'n slicing

Shinler performs a charge (dash) that stops and slices when it hits the enemy, dealing a reasonable amount of damage. He's able to do this thank's to his Shine powers.

Secondary Skill Shine aid

Shinler uses his Shine powers to heal an amount of damage to himself.

Designed by Powerknight

366 To be decided

Sex	male
Backstory	This medieval character won a mysterious item in a jousting match a long time ago. This item allowed him to become much stronger and live for longer. He now still has his trusty steed and javelin which he uses to joust enemies to the death.
Role	Melee Damage Dealer
Base attack	Javelin poke The character does a basic attack with his javelin. This doesn't do much damage. A piercing upgrade can be bought.
Movement	He runs on his horse, slowly building up speed if he runs for longer in a single direction. His maximum speed is above that of coco, and takes a few seconds to achieve (so it's not just a simple dash out of battle) While at speed, his horse seems to glide through the air when jumping. It takes time to slow down completely.
Primary Skill	Charge! Charges at enemies, running quickly and doing a medium to high amount of damage. A running start will increase the damage done. A charge cannot be stopped at any time, the speed can be controlled a bit.
Secondary Skill	Stagger His horse staggers and pounds the ground in front of him. This slow but powerful attack can devastate enemies that aren't paying attention.
Designed by	Chirimorin

367 Sushi

Sex	female
Backstory	The spunky pupil lived a quiet life in a dojo with her strict mother, Shikaru, a master of many ancient martial arts. The family was born with the inner energy of "Shi". She loves reading comic books about heroes and eventually found one based on the Awesomenauts, which inspired her enough to run away from home and join the force, using Shi to form her very own combat practice, "Space Karate".
Role	Melee Damage Dealer Brawler
Base attack	Shi Strikes

A swift string of energy punches and kicks that can last for 4 strikes before a short pause is done, and can attack multiple enemies if brought close enough.

You can also immediately cancel into any of her two skills at any time during this basic attack, if the skills themselves are readily usable at the time.

Movement She's able to run quickly through terrain with just her bare feet and also trained her legs for high jumps and fast drops, using the extra height to fight airborne foes and swift drops to surprise enemies from above.

Primary Skill Shi Hayate

A fast dash forward (left or right) that, when colliding with an enemy during the dash, follows up with a small but concentrated blast of Shi through her lunging fist, stunning and knocking back opponents in melee-distance. The ending pose would pause for a very short time, but you can immediately cancel to her other skill if available at the time.

Secondary Skill Shi Sakasa

A stone-still stance that has her charge up Shi throughout her body while given immunity to CC, eventually releasing an explosive energy beam blast through her palms. The more damage she takes from enemies, the more powerful the blast becomes, bringing an intimidating factor into any fight if she's able to endure the damage taken during her charge. The blast itself could be aimed at any direction.

Designed by Pepper

368 Sir Bruno the Solar Bear

Sex male

Backstory Sir Bruno is a noble polar bear with a monocle and a tophat who got robbed by Vinnie and now joins the Awesomenauts to retrieve his money and honor.

Role Pusher

Base attack Ambrosial Caviar

Sir Bruno throws his finest caviar at the rabble which pops as it hits an enemy and can spread onto another close enemy with reduced damage.

Movement Like every noble polar bear, Sir Bruno rides on a monocycle. That means he is slightly slower when he starts moving or changes the direction but therefor it just looks gracious. With said monocycle he can bounce up into the air and (when clicking jump again) he opens his umbrella and glides to the ground.

Primary Skill Razorhat

Sir Bruno swings his tophat at his enemys which pierces through everything and looks very expansive. Additionally, if the tophat hits a surface it explodes. Luckily Sir Bruno can afford a lot of those Hats.

Secondary Skill Rolling Snowball

Sir Bruno bowls a snowball that gets bigger the further it rolls. It rolls over targets leaving them silenced for a short duration as they are busy getting rid of the moisty snow. It can be destroyed but it gains a little amount of HP as it grows.

Designed by arschklumpen

369 Finx

Sex female

Backstory Finx is an alien host being which manifest itself into other living or non-living objects. Finx arrive to Earth around 1400 B.C. Upon arrival she noticed that cats were worshiped by the Egyptians. Wanting to gain worshipers, she mistakenly thought the Sphinx was a giant cat and embodied it. Realizing her mistake she is trapped in the Sphinx needing another conscience entity to take over the Sphinx is she wants to leave. She now wanders space trying to find means of leaving the stone body.

Role Melee
Tank

Base attack Crater Claw

She swings her stone paw forward throwing a giant stone claw forward for a short distance. The stone paw shatters on impact dealing damage and another paw is regenerated on the Sphinx's arm.

Movement Slow, moves on all four legs

Primary Skill Riddle of the Sphinx (Taunt)

Sphinx's were known for their riddles according to Greek legend. Finx telepathically bombards nearby enemies thoughts with riddles confusing them and forcing them run towards and attack her. (Area of effect spell)

Secondary Skill Dream Steel

Reference to the name: http://en.wikipedia.org/wiki/Dream_Steel
Finx summons stone tablets around her which rotate and deals damage upon impact. The spell can be activated again to throw the tablets towards the direction of the mouse cursor. Should be used in complement with Riddle of the Sphinx.

Designed by pawlee

370 Wallter

Sex male

Backstory Wallter is an old, cranky wall-golem from the dark forest planet of Spookia. He used to spend his days blocking the paths of lost tourists while telling them about how his grandchildren never called him. But one day, Wallter decided it was time for a vacation. So he boarded a spaceship he thought would take him to Okeanos. But the spaceship was actually an Awesomenauts recruit transportation ship!

Role Tank
Pusher

Base attack Brick Toss

Wallter throws one of the spare bricks he keeps in his suitcase to attack. These bricks are thrown in an arc, have a rather slow firing speed, do decent damage, and are affected by gravity (like Derpl's cats,). If they hit an opponent, the bricks break, causing a very small AoE damage affect (so small that two characters have to be basically on top of each other for it to hit them both).

Movement Wallter is a tank (and is made of stone), so he has a slow walking speed. Because he's made of stone, he also has a short jump, a bit shorter than Raelynn's,. He also has a fast falling speed. Because, you know. Stone.

Primary Skill Bum Rush

Wallter's first skill is a powerful bum rush. When the ability 1 button is held down, Wallter prepares to charge. When the button is released, or after a second after reaching max charge, he runs forward, dealing damage to any foe he hits, along with stunning them and knocking them up. How far Wallter charges depends on how long the ability button is held down.

Secondary Skill Cursed Wall

Wallter's second skill is the Cursed Wall. When activated, Wallter stomps the ground, causing a creepy stone wall to rise out of the ground in front of him. The wall is solid to enemies, but teammates can pass through it. The wall is about a Derpl and a half high, and as wide as a team-colored holo-barrier. The wall disappears after a few seconds, or after taking a certain amount of damage.

Designed by Capt. Freezer

371 Glitch

Sex female

Backstory Once a scientist in an intergalactic lab. Glitch (or Prof. Smart) created a super computer which could do anything from surf the web to make hot dogs. Unfortunately, some robots showed up and beamed her into the computer. When her assistants tested the computer, they assumed the professor shaped object to be a glitch so shut the computer down. Luckily, Glitch escaped as a hologram and now she fights with the Awesomenauts to get revenge on the robots who made her what she is today.

Role Assassin
Ranged
Support
Pusher

Base attack Computer bug

Glitch throws a computerized bug at the enemy. Creepy!

Damage = 6

Upgrades:

1. Increases range
2. Increases damage
3. Increases attack speed
4. Piercing = yes
5. Bug explodes in a small area
6. Shoot multiple bugs
7. Bugs blind

(I came up with seven so just get rid of your least favourite one)

Movement

Speed = 8.6

She's a hologram so she has no weight or bones or anything so why shouldn't she be speedy.

(Whether she has Space air max or a special speed upgrade is up to you)

Primary Skill

Alter appearance

As a hologram, Glitch has learned to morph into many different things, including droids!

She will look like a normal droid on the opposing teams side. If she is killed like a droid, she returns to normal with the amount of hp she lost, removed from the hp she had before transforming. She does have a give away though. Turrets of her own colour won't fire at her. When she is a droid her normal attack will turn into a droids normal attack.

Cooldown = 7sec (Another changeable thing if you want)

Upgrades:

1. Increase damage
2. Decrease damage being received
3. Makes an additional fake droid to add to the camouflage
4. Gives you a third ability to raise a shield, automatically raises when near a turret of your own colour.
5. You explode upon death. (Doesn't do damage to you)
6. Gives you the ability to transform into a superdroid. (Either this would be a permanent change or you still transform into a droid but if you e.g hold down the shape shift button, you become a super droids but it increases the cooldown.)

Secondary Skill

Techno pulse

Glitch has used parts from her supercomputer to make a pulse magnifier that knocks away enemies and heals allies.

Upgrades:

- 1.Increases heal
- 2.Increases knockback
- 3.Increases range
- 4.Increases time
- 5.Sucks in solar
- 6.Does damage

Designed by Gaming kid

372 Afro Thunder

Sex male

Backstory Another of Zeus' secret children, Afro thunder's tall build and lightning-fast reflexes made him a natural at intergalactic basketball. But, once the war made basketballs trees, the only source of basketballs, extinct, Thunder decided to take revenge. Carrying the last remaining basketball, and his farther's powers, Afro Thunder joined the fray, really for one last big game.

Role Support
Harasser
Pusher
Ranged
Damage Dealer

Base attack Big man

Afro Thunder hurls his signature basketball at the enemy, which bounces around wildly, before returning to its owner. The ball is thrown towards the cursor, bouncing off walls and enemies, before flying back towards Thunder. Upgrades can include number of bounces, damage dealt, attack speed and a slow.

Movement Afro Thunder Runs fast and jumps high, however his tall build makes him easy to see and easy to hit

Primary Skill Thunderstruck

Afro Thunder imbues his ball with lightning, and once the ball hits it chains lightning amongst enemies, dealing more damage with each chain. Upgrades include more damage per chain, lower cool-down and a lower range of chain.

Secondary Skill Slam Dunk

Afro Thunder Throws his ball straight down from wherever he is, that, once it his the ground, summons a bolt of lightning that deals a large amount of damage to anyone unfortunate enough to be caught inside of it. Upgrading include reduced cool-down, larger area of affect, and a crippling effect on anyone hit by the bolt.

Designed by Jonahdude

373 Adda

Sex female

Backstory Adda is from an Elven world. Elven worlds tend to be strict and looked down on people that were not "normal". Adda was not a normal elf, she liked to keep her nails long. They got longer and longer and gradually turned into claws. She liked to use them for self defense against anyone who seen her as a target. One of her elder relatives taught her an ability to build up electricity into her claws and lash at her enemies and she also learnt a move that sends her enemies flying in the air. Once she gotten old enough she tried to sign up for the Elven forces. She was let into the forces but one day there was an accident in training. Adda badly injured one of her comrades and got him put into the emergency room. The Elven forces couldn't keep her as she was too dangerous for the other elves. She didn't want to give up fighting for the good of the universe. Not long after, she was picked up by the Awesomenauts.

Role Melee

Base attack Sickle Swipe

Adda's claws are not something to play with! Her feisty claws can suddenly play with you. She uses these claws to mangle, rip and swipe her targets.

Movement Adda's claw do tend to get heavy so when she runs on the battlefield, she drags her claws along the floor a lot, sometimes she even leaves a trail.

Primary Skill Sharp Storm

When enemies get too close to her liking, Adda sends them flying away.

Secondary Skill Volt Lash

The Volt Lash is when Adda builds up electrical force in her claws and gives her enemies a little scratch.

Designed by Hanzzy01

374 Giga

Sex female

Backstory Giga is a menace to the galactic society. Often showing up to parties uninvited and being a bully at wedding ceremonies. No one knows what she is or where she came from and even claim that there isn't even anything underneath the robes but a cruel heart. She decided to become a mercenary to try and learn how to be more annoying.

Role Pusher
Ranged
Damage Dealer
Brawler

Base attack Sonic Blade

Giga swings her blade and launches a sonic force. This makes it both melee and ranged. At melee range, both the melee and the ranged part will hit the target, dealing both damages. The sonic force could be upgraded with piercing and knockback.

Movement	Moderate movement speed, has a single high jump like Leon.
Primary Skill	Swift Attack Giga dashes a short distance and damages enemies hit by the dash. This can be used 3 times quickly before it goes on cooldown. Each consecutive dash does less damage.
Secondary Skill	Deviance Giga focuses, and grants herself regeneration over time for a short while. Other upgrades could give buffs to herself or further increase healing.
Designed by	xchronox0

375 Ruine

Sex	female
Backstory	Ruine was a robot who was manufactured in a factory, originally to please young adults, she disagreed with her job, saying that she didn't want to be the slave of a perverted male. She rebelled against the factory, killing all the workers, and leaving many young adults forever alone.
Role	Assassin Melee Ranged Brawler
Base attack	5 shooter. Shoots bullets out of her fingers, with every fifth shot dealing extra damage.
Movement	She will have a fast base speed, and similar boots to Raeylenn. She will have a highish jump with a second, smaller, rocket boost
Primary Skill	Death Rush Ruine lunges forward, turning her hands into blades and quickly stabs, for low damaging multiple hits.
Secondary Skill	R.P.G (Robot Powered Grenade) Ruine's arm turns into a grenade launcher for a slow to activate, but high damaging one-shot from a grenade launcher.
Designed by	BurnMyDread

376 Fidget Gearteeth

Sex male

Backstory Fidget Gearteeth, an insane Lab rat for Catjrian empire. Coming from his home planet Catja 6 Fidget was one the most intellectually advanced of his species but for all his intelligence he still wound up in the claws of the invading space fleet of the catarian empire.

Numerous experiments with cybernectics and cerebral augmentation left poor Fidget clinically insane. But all was not lost for the insane technophage as with the aid of some diamond hard cyber-tail he managed to whip through his cages locking mechanism. Making good his escape he decided mercenary work was for him!

Without his addiction to electricity, Fidget would be nothing more than the lab rat he was before. Joining the awesomenauts as a mecenary, Fidget managed to find a steady stream of solar to fuel his power cells. Carrying them with him constantly and using them to shocking (punny!) effect.

Role Melee
Disabler
Harasser

Base attack Cyber-Tail whip

Shock's enemies with his deadly Cybernetic tail as electricity surges through his body. Fidget uses this ability to shock nearby enemies who are within his range. The damage of attack will be determined by how much electricity is stored throughout his body. As he attacks mecenarys his stored electricity power will grow deplete, but as he attacks bot's he will regain his electrical powers and will become stronger for a duration of time as he saps energy from the enemy bots.

Movement Due to his rat like stature, Fidget tends to roam around on all fours, but prefers to use his wall jumping abiltys to get himself around. He can jump on any surface as long it will get him around the map. He cannot climb ceilings, base shields and turrets. While he's dormant he tends stand on his hind legs and will twitch from time to time. When he twitches from time to time this due to electrical currents, which flow through his body.

Primary Skill Weapon disruptor

Fidget's cybernectics allows him to disrupt enemy weapons within his range. Using his ability to concentrate, Fidget can cause enemy droids and mercenary's attacks to be of no use for 3-5 second's. it is effectivly a silence.

Secondary Skill Screwloose Tail

Run for hill's as Fidgets got a gadget that that will send you around the bend! Fidgets cybernetic tail has the ability to detach itself and attack enemy's within his line of sight. This attack will penetrate through bot and mercenry's alike as it spins directly at them. The tail will then retract and deal damage again in a boomarang style of effect to those who didn't move before or just pop into Fidget's line of sight.

Designed by EightBitCrasher

377 Tortimus the Relaxed Tortoise

Sex male

Backstory Tortimus ran a relaxing island resort. All the tortoise wizards on the planet OkaOka went there to take a load off. However one day poachers mistook the tortoises for turtles they could use for turtle soup! All the tortoises were wiped out with the resort. However Tortimus managed to escape and has joined the Awesomenauts to hone his wizard skills and maybe one day find the poachers.

Role Support
Harasser
Pusher
Ranged
Damage Dealer

Base attack Firebolt

Tortimus launches a skinny firebolt toward his enemies. When a firebolt strikes an enemy it will deal damage on contact. Also with years of honing his wizard skills at his resort his fireball is now strong enough to burn a target causing more pain over time after impact.

Movement Tortimus moves very slow after all those year studying wizardry and running his resort. However he has managed to come up with a potion that permanently enhances his jumping ability past that of a normal tortoise.

Primary Skill Water Wave

Tortimus summons a giant wave perfect for surfing on at a resort or clearing out enemy droids or awesomenauts. The wave will carry you and any teammates in front of you a certain distance or will stop when an enemy is struck. If the wave strikes an enemy they will be stunned and damaged.

Secondary Skill Chill Out

Tortimus combines his wizard skills with his passion for relaxing. Tortimus relaxes himself and all his allies around him. This allows them to focus more on the battle at hand, increasing their attack speed

Designed by Blackwolf105

378 Ronim (the Ronimo Monkey)

Sex male

Backstory The leader of his clan and father to two children, Ronim was abducted from his habitat on New Earth by the Galactian race. After two years of drug-induced testing, the Galactians made a terrible mistake: letting their guard down. Now Ronim's free and he's fighting his way back home to his family. And nobody's going to get in his way.

Role Melee
Brawler

Base attack Monkey Style

Ronim goes all out, attacking with both his fists and feet alternatively in a crazed rage. He attacks are quick and accurate, doing significant damage with each hit.

Movement Ronim moves on two feet but after moving for a while, runs on all fours for extra speed provided that he does not attack or get stunned. His next attack when on all fours does bonus damage, upgradable by perks. His jumping ability is excellent due to his great agility and the fact that he is a monkey.

Primary Skill Ground Slam

Ronim does the same ground slam he has become so famous for in the Ronimo logo animation. Enemy awesomenauts and creeps are all thrown in the air and when they land, they are stunned for a small amount of time. In the air, enemies cannot take damage although they take damage when they land.

Secondary Skill Power Leap

Ronim jumps into battle, launching himself forward with his powerful hind legs and tail. If he comes into contact with an enemy awesomenaut, he will do significant damage and stun them. Combining this skill with Ground Slam can be used very effectively.

Designed by Vartrix

379 Vyndy

Sex female

Backstory Vyndy was created as a prototype military defensive unit to protect outlying space stations from attackers. She was designed be able to hold off an entire onslaught by absorbing attacks and enhancing the existing defense systems of the space stations.

In the end, she was deemed far too costly to mass produce, and was phased out shortly after testing. Her creator had become very attached to her, and rather than destroy her, chose to send her far out into space. She now wanders the galaxy looking for a purpose. And a good fight. And more cliches.

She is a synthetic cyborg that can morph her extremities to fill certain roles. She is somewhat mobile and fills a strong support role, both offensively and defensively.

Role Ranged
Support

Base attack Optic Lasers

Fires small burst lasers from the eyes. Upgrade can grant a charge feature activated by holding down the button. Charged shot emits from a third eye that opens from the forehead.

Movement Gravity Control Unit - Normal jump has a slow descent. When the jump button is pressed again, it accelerates Vyndy to the ground at 2x normal speed. This can be used to dodge and keep an opponent guessing.

Primary Skill Synth-Shield

Arm morphs into a blast shield that absorbs 40 damage. shield height is slightly taller than the character. Absorbed dmg is then halved, and dealt over 5 seconds. Can be upgraded to reflect or absorb more.

Secondary Skill Particle Acceleration

Shifts Vyndy into a particle accelerator, rooting her in place until cancelled. The particle accelerator enhances the velocity, damage, and range of friendly fire that passes through it. Can be upgraded to make her less vulnerable to attack when in acceleration state.

Designed by consumer9**380 Melvin****Sex** male**Backstory** From within the caverns of a planet called Metallico, where everyone lives in pitch black darkness. Where sounds of Rock-'n-roll are the only means of communication. Comes forth a race of bat-like creatures. An ancient legend says that with enough Solar, the almighty Riffer can be awoken. An ancient Metal god that can cure the blindness of these creatures. Melvin Is sent to collect this Solar, and return with great honor.**Role** Healer
Ranged
Support
Pusher**Base attack** Guitar riff

Melvin can damage enemies up to a medium range (like Genji) with the sounds of Rock-'n-roll. He plays a short tune of 3 notes which equals 3x damage (like vinny)

Movement Melvin can fly (more like hover), but due to gravity differences on this planet, only for a limited amount of time. He can also walk on 2 feet with his guitar in hand.**Primary Skill** Supersonic Pull

Pull back a teammate with a supersonic scream and give them benefits for a short duration. These benefits include healing, buffing runspeed and disabling slow/blindness effects.

Secondary Skill Shred

A sick guitar riff that pushes back enemies that are in front of the player. Can also do damage and can immobilize when upgraded. Can also Shred in two directions when upgraded.

Designed by shinra897**381 Lil' Betty and Jack****Sex** female

Backstory Lil' Betty is only 5 and doesn't know much about herself. She was abandoned by her parents, only left with a not so normal Teddy-bear, Jack. She was hunted down because the intergalactic police was in search for Jack for his strength and for Betty because of her psychic abilities, they agreed only if they can fight side-by-side in the Awesomenauts battle.

Role Damage Dealer
Pusher
Brawler
Melee
Ranged

Base attack Psychic wave / Scratch (When "Wild Switched" -later in the survey)
Betty pushes psychic waves from her head to deal damage to the enemy.
or
Jack scratches the opponent to deal damage.

Movement Betty is as fast as Leon, and doesn't have a big jump. (NoDoubleJump)
or
When "Wild Switched" is as slow as Clunk with a speed upgrade. Jump is a little higher than when not Wild Switched. (NoDoubleJump)

Primary Skill Mind control / Roar
Lil' Betty can mind control someone (Making their left (A) into right (D) and jump (W) into go down (S) and the other way around) for a short amount of time.
or
If "Wild Switched" Jack can Roar knocking enemies back. (If upgraded can deal damage)

Secondary Skill Wild Switch
Betty switches with Jack the little Teddy-bear who becomes huge and does more damage-is good at pushing, but is also slower.

Designed by I am not registered on the Awesomenauts forum. I hope that isn't important :)

382 Captain Bark

Sex male

Backstory Captain Bark a cunning "superhero" from the Solaris Galaxy. At a young age Bark was put up for kennel and raised by space wolves on Three-moon planet. Bark never knew his family. Bark was portrayed as the greatest hero of all time, however, he was nothing more than a "Hot-dog" endorsement fiend who received credit for acts of bravery that he had nothing to do with. He was known to double-cross his allies and work with some villains and other big names, serving the likes of Vinnie and spike, Blabl Zork the president of Zork Industries and Voltar the Omniscient. After being caught by the intergalactic space police, he promised to clean his reputation by taking part at the Ai war, in hope to regain his "hero" title.

"Barktastic!" and "There is no danger, at least on your side."
Captain Bark's favourite lines.

Role	Melee Disabler Harasser
Base attack	Bone Crunch Similiar to Skoldir's combo except that attack speed and damage will stay stable during the combo. Attack damage could be 8 and attack speed around 120-150.
Movement	Captain Bark could be slow and even with boots bought he would be as fast as coco without boots. He would have chargable jump. Springboots gadget. A true hero equipment i would say. Captain Bark's jump would reach almost at the Froggy g height if jump is being charged to maximum. Normally jump speed is same as lonestar.
Primary Skill	Sure-death gun Harrassing skill like coco's ball. This projectile has long range but cant pierce walls. It does 30 damage and can be charged. Charging give projectile speed and explosion size(4max). Cooldown 3,5 - 4,5sec. Charging time... i don't know.
Secondary Skill	Atomic Bark/Howl Captain Bark will Howl/Bark at his enemies, making them trablme in fear and making them silence. So the skill slows and silences enemies. I think silence as a skill without items bought is a nice counter to Genji's cocoon. Slow because Bark is a slow-melee character so he need's something to keep his enemies at the bay.
Designed by	Retarduckstein

383 Toll Road

Sex	male
Backstory	Toll Road is a very angry little man driving around his mothers mini van because he is very very late. Somehow, some way he's been caught up in all this mess fighting enemy mercenaries and destroying drills. Ironically the mini van is from some prehistoric era because his mother was ancient, so he puts his feet through the bottom! Looking more like a fat kid in a cardboard box made to look like a vehicle than any kind of driver!
Role	Pusher
Base attack	Honkadelic He honks his horn and revs up his engine sending waves of polution that push back enemies and do a small amount of damage.
Movement	Similar to Voltars wave mechanic except no healing, and perhaps a damage over time effect? Nothing near the level of say Gnaws damage over time, but still similar.
Primary Skill	Road Rage He would launch forward (only launch forward, no backwards or upwards) at a sudden pace running into and knocking back the various people or droids in front of him. Similar to Lonestars pushing skill except he'd have to be up close and personal to do so.

Secondary Skill Nitro Boost

He gets his mini van all souped up with Nitros! It would do minimal damage and only be used to escape, shooting out a brief blaze of fire from the back and launching him out of the way. Not really a damage related move, more like if you took Froggy G's splash dash but stopped any damage effects.

Designed by BeyondtheGrave

384 Bullon

Sex male**Backstory** When the Bullon was young the Lonestar laughed at him because his horns were cut off. When he found out that cowboy joined to nauts vowed revenge on him.**Role** Support
Tank
Disabler**Base attack** Hoof Punch!

The Bullon stand on him 2 hoofs and hit the floor with great force.

Movement Bullon standard after 4 seconds runs on four hooves but stand only on to, so when he stand on this 2 hoofs and attack he hit to the floor and make small shock wave that deals damage.**Primary Skill** Furrrious!

Gaining more health at the expense of speed to 5 seconds.

Secondary Skill Jump on my Horns

Like a Skolldir "Mighty Throw" Bullon use him horns to throw the opponent into the air but only throw up.

Designed by Lazanka

385 Slacks

Sex male**Backstory** Born on a planet of Mega Sloths, Slacks was by far the most active of them all managing to build his house in the short span of 10 years. Shunned for his speed and really long arms he left his small group of Sloths to find refuge.

Late one night he was chased by a group of jealous Sloths only to escape. after a 5 year pursuit he decided to yawn a dangerous move from any Sloth and put his pursuers to sleep for 100 years.

Knowing his dashing speed was unwelcome he signed on to the the Awesomenauts for a sense of purpose usually sent a good week before any conflict is to arise.

Role Brawler
Melee
Damage Dealer
Support

Base attack Jaaaaaaaaab

He charges is arms extend in the direction of the cursor in a straight jab fashion. Quite slow and direct but pierces through foes doing a fair amount of damage at full charge. The Jaaaaaaaaab also drags them back towards him but not much obviously increased with upgrades.

Movement He moves by skipping over his arms as if he lunges himself allowing a short burst of speed and then a quick charge for the next jump. He is very slow meaning faster characters can catch up to him but the burst allows some hits to be missed.

His jump is very basic, by using his arms to push him up, but he can charge it up to gain height allowing him to avoid explosives with a little patience.

Primary Skill Flllllllllllling

Slacks throws himself across the map doing a small amount of damage but having a quick charging time allowing for a quick getaway. He would go in an arc and the distance and damage are things that could be upgraded.

Secondary Skill Yaaaaaaaaaawn

He creates 4 waves that pass through enemies slowing them, on the fourth wave he stuns those it passes over. Upgrades like increased radius, quicker waves and damage over time would be available.

Designed by Narwhal.corp

386 Claw

Sex male

Backstory Claw is a long extinct raptor revived from a fossil found by a deep space research station. They added cybernetic enhancements to him, which made him extremely intelligent and strong, but also very aggressive. All that was found in the station was a pile of bones and an empty escape pod bay. Claw was found and tamed by a rogue band of mercenaries who became his 'pack'. Now Claw has joined the Awesomenauts to hunt his prey throughout the galaxy.

Role Melee
Brawler
Assassin

Base attack Slash

Claw slashes at his enemy with his razor sharp titanium claws.

Movement Cybernetically enhanced legs allow Claw to run very fast and jump very high.

Primary Skill Pounce

Claw pounces in the direction of aim, following an arc and damaging the first enemy unit or player he comes into contact with. He also stuns them for a short time.

Secondary Skill Tail Swipe

Claw swipes in front of him with his tail, dealing a small amount of damage and knocking all enemies back and stunning them for a short time after they land.

Designed by Purgantic

387 Infernus the SuperNova

Sex male

Backstory Infernus is a mysterious being. Made completely out of fire he able to change his form and has been seen taking the form of a man, a phoenix, a dragon, and a mix of them all together. His reputation is that of a black hole, consuming everything in his path in order to add to his strength. His immense power and reputation has earned him the name "Infernus the SuperNova"

Role Brawler
Melee
Ranged
Damage Dealer

Base attack Firearms

Infernus will shoot fireballs the with his hands looking like handguns.

Movement Infernus can jump and jump a second time with a burst of fire like rocket engines. Infernus does not walk like a man but more of hovers as he moves.

Primary Skill Phoenix Blast

Infernus send a large fireball the shape of a phoenix that will follow the mouse for a short time and explode when the any of the following happens: The player clicks left mouse button, the phoenix hits another player or an obstacle, the duration of the phoenix ends. During this time Infernus cannot move.

Secondary Skill Dragon's Breath

Infernus will breath out a stream of fire like a flamethrower for a short time. During this time Infernus cannot move but can change the direction of the flame. If the stream of fire touches the ground a patch of fire will keep burning for a short time. If an enemy touches the fire they will receive burn damage for an amount of time.

Designed by EternalInferno

388 Tutankhaw the Ancient Pharaoh

Sex male

Backstory

Back in the ancient Egyptian days, this pharaoh was the leader of a tribe called Nekhet. They used to have good times building pyramids and working very hard while he was just relaxing, sipping quality cactus juice. One day he had so much fun, he got really tired and went to have a well deserved rest. The Nekhet tribe played a clever prank on him, freezing the pharaoh. He was sleeping like a bear, until he melted in the year 3587.

Having no idea where he is, and having no friend except his scepter named Sabah, and sarcophagus called Simon, he wandered off to search for his beloved tribe. On his adventure a flyer flew into his face: "Join the Awesomenauts". With nothing to do the pharaoh decided to join for fun and hope to meet someone, who can direct him to the nearest slave market.

Wielding his mighty scepter and using his sarcophagus as a shield, he made a stable soldier on the battlefield. Don't make him mad, or he'll cast the evil curse called "DIE!", and you'll be in serious trouble!

Role

Harasser
Ranged
Support
Pusher

Base attack

Khaw's Wrath

Spinning his mighty scepter he shoots thunder balls.
Attack speed is about a 40.

He doesn't shoot too fast but deals heavy damage, around 18 without upgrades.

The shots' range is a 5.

Target being of course: 1.

Few upgrade ideas:

1. : Increase attack speed. Max 60.

2. : Makes every 3rd shot explode upon impact. (+3 damage x1)

3. : Every 5th shot can blind enemies. (Blind duration: 3s)

4. : Increase damage of the projectiles. (+3 damage x3)

5. : Every 5th shot steals 10% health.

6. : Increase range. (+2.2 x1)

Movement

He has a basic movement mechanic.

Jump is the basic mechanic, with a double jump.

If he double jumps he strikes a pose. :)

Jump height is normal.

Movement speed is about a 5.3.

Health is around 175.

Primary Skill

Sarcophagus Shield

Using this skill he summons his best friend, Simon the Sarcophagus and use him as a shield in front of him.

The shield has a health bar. Health: 90

Also it has a time limit, he can't hold it forever.

Duration: 5s

He can't use his other attacks while using this and his speed is a little lower while deployed. (4.7)

The shield moves with him.

It can block enemies', droids' and turrets' damages until it is destroyed or expires.

He lifts the shield according to the cursor. (In front of, up, behind, down [if he jumps])

Only he gets to use the shield to protect himself and teammates.

The height: 3.

Cool-down: 10s.

Few upgrades:

1. : Increase height (+1 x2)
2. : Decrease cool-down time. (-2 s)
3. : Increase duration (+2 x2)
4. : Increase health of shield (+15 x3)
5. : Speed limitation is gone.
6. : Deflects enemy bullets.

Secondary Skill Curse of not working

When activating this ability he whacks the enemy with his scepter (melee range).

If hit, a skull shaped cloud appears above the enemy indicating they now take double the damage for 4 seconds.

Although to every curse a sacrifice has to be paid.

If he hits the target -10 health.

If he misses - 25 health.

Cool-down: 9 s.

Duration: 4 s.

Few upgrade ideas:

1. : Increase duration of curse. (+1 s and -10 health [adds to hit AND miss penalty] x2)
2. : Reduce cool-down. (-0.5s x3)
3. : Slows the target. (+10% slowing power x2, duration 1s)
4. : Damage overtime. (not doubled) (Damage overtime: 10, duration: 7 s.)
5. : Blinds target. (Blind duration: +2)
6. : Increase movement speed after successful hit. (+2, duration: 3s.)

Designed by Skyura600

389 Duckan Dinny

Sex male

Backstory Duckan is a unfamous detective, the day he washing underpants, at night he exercise this business , he spends most of time is to solve business loss chat or misplaced hat.

But one day he was given a case that could finance his life until his mort. He must found Erika, the daughter of the godfather of Plupluplap but it was difficult to found her. He joinder the Awesomenauts for found Erika and apply this justice.

Role	Ranged Harasser
Base attack	Flings Feather He throw feather by his wings
Movement	He flit 1 time and he plane
Primary Skill	Koin Koin Boom He put a little mechanic yellow duck . It's walk a bit time and it explode in an area.
Secondary Skill	Gusty Wind He flap his wings before him and he make a flurry. This flurry make a knockback with no damage at the opponent.
Designed by	ComteGarga

390 Rexosaur

Sex	male
Backstory	this last surviving dinosaur was saved by a time traveler who took him into the future where and became the first meal for the dinosaur. After a rampaging attack on a city he was tamed by pet handlers and was later bought by a mercenary leader who trained him how to use mighty explosive weapons in combat and gave him the device to speak. after some time this mercenary became the biggest fear of everyone who couldn't afford him
Role	Ranged Tank Harasser
Base attack	fire napalm grenades from his grenade launcher on top of his back dinosaur fires from his bazookas that are mounter on his back filled with napalm . This explosive napalm deals low damage over time then fired on an enemy. however his attack speed itself is extremely slow without possible purchasable skills. maby splash dps after some expensive shop skill
Movement	he walks on 2 of his legs and jumps very low but if spacebar is holded longer then 2 seconds and then released he will jump high with the help of his leg strengh OR firey napalm that charges
Primary Skill	Ancient roar the dinosaur unleashes his mighty roar for a 1-3 seconds during which attacks heal him 1/2 after a purchase of some skills the roar can make him invulnerable to stuns for that brief moment and maby his ancient roar with certain skill purchase could also give movement speed to every ally around him because of empowering force that makes them secure
Secondary Skill	Hunt

mighty dinosaur takes hold of the creature it catches with his arms and holds it for 4-5 seconds during which you still can activate a roar. the enemy however cannot move and is completely silenced. stunning dinosaur will remove the hold. with some skill purchases maby it will also start biting the victim during that period

Designed by jonasfull123

391 Vulkaan

Sex male

Backstory this creature/naut has been formed from molten rock in the depths of hell. recently escaping his captors through the eruption of a recent volcano. with his hands being able to morph into many different weapons. People fear him for his incredible size and steely determination. However is quite agile.

Role Melee
Tank
Disabler

Base attack Molten Club

With his hands naturally morphing into clubs, they are spiked and can deal massive damage to smaller nauts

Movement the movement of his attack is hindered by his massive size swinging relatively slowly but smashing anything in his path

Primary Skill Shock wave

Smashing the ground with a hammer fist causing a ripple effect in both directions sending anyone caught in this up into the air and momentarily stunned and anyone caught underneath the the attack will deal damage

Secondary Skill Wall O Fire

Roaring aloud and then blasting the ground sends a crack through the floor and releasing a wall of fire making your opponent unable to run only back towards you, however can be broken through a constant blast of attkcs.

Designed by Danistiesing

392 Jules the Guerilla Space Tourist

Sex female

Backstory After a booking mishap accidentally sent to the AI War frontlines instead of the Pleasure Worlds Jules swore revenge on the travel company and set to work forging her only remaining possessions, a camera, luggage and credit card into deadly weapons of war! Jules joined the Awesomenauts hoping her next job takes her to HappyFun Travel HQ where everyone's going to be taking a long vacation of their own!

Role	Melee Damage Dealer Disabler
Base attack	Luggage Lunge Melee swing of an armoured hand luggage bag. Moderate speed and damage promoting well timed strikes. Includes a small forward (relative to cursor) motion on attack allowing surprise lunges and good last hitting chances in fights.
Movement	Good speed, similar to Leon. Boots upgrade (springy flip-flops?) allows Jules to prepare a bounce by holding jump in midair, bounce is slightly higher than initial jump allowing unpredictable movement, vertical chasing and avoiding fire. Skills and attacks DO NOT IMPEDE MOBILITY, allowing for quick strikes and harrass.
Primary Skill	Snapshotter Jules takes a snap of the modified camera round her neck, AOE is a medium cone in front. 30 base damage and blind. 6 second cooldown. Upgrades could include stun, range, knockback, base damage, temp invisibility and burning DoT. No movement penalty on use allowing melee followup. Harrassment, initiation and escape tool.
Secondary Skill	Credit Check Melee range holo-credit card slash. Enemy loses solar on hit, 40 damage. 7 second cooldown. Upgrades could include solar steal on nauts, stun/snare, damage and lifesteal. Used as a finisher, mild harrassment and upgraded, disabling.
Designed by	Ness

393 Blizzy

Sex	male
Backstory	Blizzy was one of the most famous explorers back on his home world. When he had explored all that there was to explore he vowed to find a challenge that was worthy of him, the greatest explorer ever. To find this challenge he joined the Awesomenauts. Blizzy is from a race made completely out of living snow and ice. This allows him to generate and control snow and ice from water in the air.
Role	Melee Disabler Pusher
Base attack	Ice axe Blizzy swings his explorer's Ice axe at his enemies. This attack is melee.
Movement	Blizzy has medium speed and a single jump. When running Blizzy leans back and his hands loosely wave behind him. Blizzy's cool breath can be seen coming out his mouth every few seconds.
Primary Skill	Blizzard Breath

Blizzy breathes out a large amount of snow. Blizzy stands still while doing this skill. The snow will push enemies back and can be aimed slowly while the attack is happening, making it possible to target enemies trying to avoid the attack. This attack can be upgraded to do damage, add a slow effect, increase size and increase the force of the push.

Secondary Skill Slush chunks

Blizzy spits up slush at his enemies. The slush will slow enemies and reduce their jumping ability. This skill will do a small amount of damage which can be upgraded along with increased duration, increased range, longer slowing effect and allowing the slush to hit multiple enemies. This skill could be used in a number of ways like stopping an enemy from fleeing, allowing you to escape an enemy, slowing the advance of enemy droids, causing disruption for your enemies etc.

Designed by RadarAnt

394 Kaets

Sex male

Backstory Kaets is a H.A.M crusader, who was banished into space due to him eating some ham, which is sacred to H.A.M crusaders.

After a few years of floating around in space, Kaets ended up in the battlefield.

Role Brawler
Melee
Ranged
Damage Dealer

Base attack Ham

Kaets uses his giant piece of ham as a weapon, he attacks slowly but deals a ton of damage.

Movement Kaets moves at a normal pace and has a double jump. He however slows down a bit when attacking.

Primary Skill Jaguar Dash

Kaets dashes forward towards his opponents at a fast pace. Attacking while dashing will make his ham deal more damage and inflict knockback on his opponent.

Secondary Skill Rage

After taking some damage Kaets can use the rage ability, which makes him take out his trusty ol' laser pistol, that deals the same damage as Kaets' ham. The dash now deals damage similiar to Froggy's dash.

Designed by Cuttlefish

395 Rodie

Sex male

Backstory Rodie is one of the best known DJs in the galaxy. His music has inspired hooligans all over to rise up and destroy the system.

Sadly that's known as treachery and a rebellion so Rodie had two choices: leave the star system or be arrested, he chose the first option.

Rodie now spends his time throwing parties for the awesomenauts. His bass drops now serve the purpose of dropping his opponents.

Role Healer
Ranged
Support
Pusher

Base attack Resonator Gloves

Fires a blast of pure force.

Movement Moves pretty fast and has a jump similar to Clunk's

Primary Skill Amp Grenade

Throws a grenade that explodes and causes a powerful pulsating bass drop which knocks back all foes. (similar to Voltar's knock back upgrade for Healbot)

Secondary Skill Rave Remix

Creates a large globe around Rodie which creates a dubstep remix which buffs and heals all teammates within.

Designed by Gulcras

396 Iacton

Sex male

Backstory Iacton is one of the few members of the Pitchai's race, a tribe of brilliant intergalactic inventors. Even if he's small and weak, he's a master of the force field technology. But his native planet is in peace, so many of his inventions can't be used. Tired by this observation, Iacton decided to travel in the galaxy to freely experiment his technology.

Role Melee
Support
Pusher

Base attack Plasma Welder

Iacton uses his tools to care up enemy droids and 'nauts. His base attack deals more damage to droids and turrets and less to players.

Movement Iacton wears an antigrav generator which allows him to fly for a few seconds, like a jetpack. When he buys his vitess buff, the duration of the fly is a little greater.

Primary Skill Portable force field

Iacton builds a little orb and drops it on the ground. After a few times, the item can be picked up by every player. The 'naut who picks it wins a random buff which increases his damage resistance, speed, attack or maximum health.

Secondary Skill Magnetic Inversor

lacton stop moving and activate a device during a few seconds. During this time, each ally in the radius see his damage resistance increase and each ennemy see his damage resistance decrease.

Designed by Callidon

397 Anonymaut

Sex male

Backstory Anonymaut got into the war thing when she got enrolled when answering a survey on the awesomenet. Specialized in hacking living creatures, she became a cyber-hero for participating in multiple wars. Later, she left her duty the day her boss asked her to install an anti-virus software. But, she was in love with the thrill of the action, and couldn't help herself but take sides in battles.

Role Melee
Disabler
Pusher

Base attack Punch

Anonymaut hits with her fists. Despite being at war since a long time, she's not yet used to fight.

Movement Melee attack, not really effective but enough to defend in case of emergency. Slows the running speed of the character during the hit.

Primary Skill Droid operator

Creates a circle around the player that changes the behaviour of the droids around ; enemy and allies. Speed, strength, heal/drain...

Secondary Skill Handicap.hak

A software launching a shockwave that disables the aimed awesomenaut enemy. without any upgrades, it snares the enemy for a low duration.

Designed by Setsuki

398 Dorable

Sex male

Backstory (I'm not good at English, sorry about that)
Dorable is a salesman of Ivacacs The Technology Development Company, and he dispatched on robot army's battlefield to selling their innovative weapons because war is going to deadlock. But one thousand and seven hundred salesman has already on battleground, and they all public relating to their weapons. So Dorable take new plan of operation. He ran around every field, put on a demonstration about weapon. And on the basis of that new selling proposition, Dorable's name become known robot army. It has been for years, finally he become one of the best mercenary on vicinity. Due to recommendation of robot commander, Dorable is join to Awesomenauts. Consequently, very distant when he back to his company.

Role Ranged
Damage Dealer
Disabler

Base attack RED381: Fire Launcher

Launch fire on Dorable's front. When launching fire, Dorable is moving slowly, fire is stay on 2 seconds on floor. If enemy step on fire, enemy take burn effect, take very low, but continue damage.(to prevent teleport)

Movement Bit slowly walk. Jump is using jetpacks, same about Clunk/Derpl Joke.

Primary Skill WHITE117: Damage Absorber/WHITE118: Damage Emissioner

On 0.5 second, absorb the all attack to Dorable. Dorable doesn't take any damage. Use this skill, Damage Absorber change to Skill Damage Emissioner. If player use a Damage Emissioner, Dorable launch laser. Laser is anti-gravity and bounce wall or floor, laser's damage is absorbed damage by Damage Absorber.

Secondary Skill BLACK956: Barter Core

Swap enemy nauts and Dorable's location. It can't use in ally turrets, and can't apply enemy nauts where over the wall.

Designed by Ruisirol

399 Elea

Sex female

Backstory Elea was a space vampire. Like any vampire she was addicted to blood. That was before she got caught by a vampire killer that tried to kill her by throwing her in an electrified solar tank. Now she is an electric vampire, addicted to Solar, capable to use her polarized vampire powers to attract and disperse others' life force. Joining the Awesomenauts is the perfect opportunity to fill her hunger.

Role Melee
Support
Brawler

Base attack Electricut

Elea does a vicious electric slash with her blood coated blade. This attack is vertical, in front of her, meaning that it hits a wide hitbox, from the top of her head to her feet. This attack is directly influenced by Elea's Primary skill.

Movement Elea has a medium speed walk. She can do a double jump. The first jump is a quick jump that can't go very high. The second jump, if Elea jumps while in middle air, she does a quick teleport in the direction of the mouse cursor, with a limited range.

Primary Skill Leech Blade

The skill gives Elea's blade the ability to steal stats (Maximum health, Movement speed, Attack Speed, Damages, etc.) from enemies' Nauts. The skill has no cooldown and each time the player uses it, the blade's hits can steal a different stat. The stat currently being stolen by the blade is indicated by a colored bright light on the blade. Each hit gives a stack of a particular stat. The number of stacks is limited. After a short amount of time without hitting a Nauts, Elea loses her stacks.

Secondary Skill Disperse

Elea releases a portion of her life-force to help her teammates. If she has any stacks from Leech Blade, she gives those stacks to her teammates in her vicinity, losing them. If she doesn't, she loses a portion of her life to give one stack of each stat to her teammates. Each enemy caught in the dispersion is hurt for a little amount of damages.

Designed by Arka

400 Jaxx Bloodwheel

Sex male

Backstory After conquering and retiring grand champion of the Intergalactic Death Racing Association (IDRA) Jaxx had a bit of a mid life crisis and decided to become a merc (what else was he gonna do collect teddy bears?)

Role Brawler

Base attack Grenade Launcher

A fast firing low damage grenade lobber.

Movement Being an athlete and having many cybernetic implants he is quite mobile and fast. Given his wreckless balls of steel attitude I would also like him to be able to jump off of other characters (enemies) heads if its possible to put in.

Primary Skill Ignition

Set the area around him and everything within it on fire causing damage and lingering DoT.

Secondary Skill Implode

A black hole inducing singularity device falls out of his back (he is mostly machine) and begins to suck in everything in the area around it the more stuff that gets sucked in the bigger the eventual explosion.

Designed by Tyggerty

401 Schwarnold Sylvone

Sex male

Backstory Former space marine, Schwarncold retires to his quiet house on a forest moon, where he can raise his young daughter in peace and safety. Together they live happily, chopping wood, boxing with bears and eat ice cream together.

A band of mercenaries lands on the moon and kidnaps the daughter, leaving Schwarncold devastated behind. Schwarncold swears revenge, and roams the galaxies looking for his daughter, killing every badguy who crosses his path.

Role Brawler
Disabler

Base attack John R. Commando Machine Gun

Rapid fire machine gun with a slight spread of the bullet trajectories. Has a short delay before starting to fire when holding down the fire (left mouse) button.

Walks slowly while firing the gun

Upgrades:

Damage

Fire rate

Walk faster while firing

Shorter start delay on gun

Incendiary tracer rounds every x'th shot

A taunt on cooldown that makes affected enemies lose accuracy on ranged attacks

Movement Quite big beefy guy with medium health
Single jump
Beneath average fast

Primary Skill Meat shield

Grabs enemy and uses him as a shield. You can shoot. Cannot turn around. Another click at right button will drop enemy stunned for a percentage of the remaining shield time. Only enemies can hurt grabbed enemies.

Upgrades:

Lifesteal

Finishing move/ground stomp

Attracts enemy projectiles

Explosion protection

Charge forward and grab enemy

Throw enemy forward like a cannonball, which hurts any other enemy hit

Secondary Skill Get to the choppa

Rope gun sticks to walls and platforms. Can launch forward at another click - also releases the rope. Or go up and down on and hang in it.

Upgrades

Can hit enemies, tied together for a short time. Launch button makes naut run in opposite direction dragging enemy

Parabombs beneath launched rope

Shooting at the ground launches naut opposite direction

No start delay on gun while in rope

Landing after using rope creates small shock wave

Is cloaked while hanging in rope

Designed by MrRoboto

402 **Huo-Tu-Feng(Fire-Earth-Wind)(I would like to see a funny variation or pun of this)**

Sex female

Backstory A fat, chinese themed space-dragoness wielding the power of earth, wind and fire in her body.

Role Harasser
Pusher
Disabler
Support
Damage Dealer
Ranged

Base attack Spit Boulder

Press button to spit a boulder in a trajectory(like Derpls cats). Hold the button to increase size, range and damage of the boulder. You can't move, while charging.

Movement Slow Movement. Low jumping power. Can hover in mid-air endlessly, but isn't able to move, while doing so(She has to stand still in mid-air, but is still able to use all her attacks, so to speak).

Primary Skill Fire Shield

Press button to conjure two flames circling your body to protect you. Press button again to let loose the flames to their respective directions. The longer the flames circle, the more powerful and bigger they become.

Secondary Skill Wind of Opportunity

Switch positions with allied droid or Naut and buff(offensively) you and the target in the process.

Designed by alraune

403 **Bombardier Bartholomew U. Fortesque**

Sex male

Backstory From Fidos Minor, this Canine knows a thing about bombs! With accolades from many of campaigns he takes to the field for Queen and Country. Of course not all is well for the Bombardier; as he has a Gambling problem and soon had debts he couldn't pay forcing him run, fearing of his debtors' wrath. But when all seemed to bleakest, a miracle! As Bartholomew drifted from planet to planet, he, by sheer chance, ran into the Awesomenauts, fighting with them to earn Solar to pay his debts.

Role Ranged
Damage Dealer
Pusher

Base attack Bomb Throw

Bartholomew throws a team-coloured grenade that deal about high damage in an arc of medium horizontal range; exploding in a small radius. They are designed to be effective at killing off droids. The fire rate for this attack is about the same as Clunk's missiles. The arc of this attack is shallower than Lonestar's dynamite. The bomb explodes on contact and because of the arc, runs the risk of overshooting or undershooting your target. Upgrades are based on meat dishes.

Movement Bartholomew has a single medium height jump, higher than Lonestar's single jump, but not as high as his double jumps. He moves at a speed of medium, with boots allowing for a double jump. The Second Jump is shorter than the first, and is designed more for aerial repositioning rather than height gain, and is made best use of to throw a bomb into the enemy from above before landing. He has a moderate acceleration and deceleration and moderate health, using Power Pills Turbo.

Primary Skill Blast Barrage

Bartholomew charges then fires a large team-coloured bomb from the cannon strapped to his back in a high arc that explodes in a large radius, inflicting large damage and knockback. The attack is designed to provide a strong offensive push and be his main method of getting kills on enemy 'Nauts due to its damage. You can aim whilst charging. It has a long range but has a high arc meaning that you need to be careful to not hit the ceiling. It has a long cooldown. Upgrades are Cups of Tea.

Secondary Skill Flash-bang Shot

Bartholomew throws a special grenade that creates a flash in an area causing a brief blind and no damage. The blast radius is the size of a smokescreen. The grenade appears as a team-coloured glowing ball, emitting sparkles. This is designed to slow Droid waves to make them easier to kill. The Flashbang travels in the same way as a grenade from Bomb Throw. Upgrades are based around Items of Traditional English Upper-Class Attire, with some dramatic embellishment.

Designed by Von Raptor

404 **Tabby the Corporate Fatcat**

Sex male

Backstory One of the more malicious mercenaries, Tabby is here, and he's collecting your taxes. You may see him as a threat, but at his homeworld, he is low in society, where others of his kind own corporate powerhouses. Still, that doesn't stop him from slapping you silly with his bag of solar!

Role Melee
Support

Base attack Sack Whack

Slap the opponent silly with your bag of cash. A medium speed attack. Does more damage the more solar you save (with a damage cap in place, of course!). Having 0 solar makes this attack deal 1 damage. This is a melee skill.

Movement Tabby's speed is reduced while using this attack.

Primary Skill Payroll

Payroll tosses out a TeamCoin (a solar cube of your team's colour). TeamCoins cannot be picked up by Tabbys on the same team, but can be picked up by allies, enemies and enemy Tabbys. This attack has a small cooldown, but costs 2 solar to use. When picked up, it gives the picker-upper 1 solar. TeamCoins last 10 seconds on the floor. If not picked up, the coin disappears.

Secondary Skill Cash-Grab Mine

Tosses out a mine disguised as a silver solar cube. Appears as a Carpet Bomb mine to your allies. When stood on by an enemy, this mine does small damage and steals some money from their pockets, giving it to you.

Designed by FishmanDerp

405 Swishosh

Sex male

Backstory Swishosh is was a famous galactic 8 legged alien Olympian who's goal was to become first in every race. He was the fastest runner in his home planet Speedopilos and was a hero to all. Until he did not become first in the galactic race. Swishosh left his home planet to look for fame and glory again so he signed up for the awesomenauts, to become a hero again.

Role Melee
Brawler
Harasser

Base attack kick
kicks rappidly for 8 kicks

Movement slows him down

Primary Skill Boost

Gives him supersonic movement and makes him invulnerable for short time

Secondary Skill Hero time

Makes him hero up mode which makes him deal double damage and gives him a attack speed boost

Designed by Wontonz

406 Hatty Hansa

Sex female

Backstory A four-armed, ex-member of an elite class of space ronin, she disgraced herself when she accidentally beheaded her employer and all of her fellow hired assassins when swinging her swords a wee bit overzealously while attacking a mark. Her path to atonement, cutting off more heads.

Role Melee
Assassin

Base attack Hansa Steel

Swipes in a crescent moon shape in the direction being faced. Upgrades: 1. Leaves behind a crescent moon image for a second or two, damaging anyone walking into it. 2. Mirror blade, attacks in the opposite direction being faced as well to form an eclipse instead of a crescent moon. 3. Insta-kill Awesomenauts under a % of HP.

Movement Very slow, careful steps, she is the slowest of the Awesomenauts. She can flash-dash (vanishing and reappearing a short ways in the direction indicated) left or right by double tapping the arrow, but this doubles damage taken by her for several seconds and leaves her unable to flash-dash again. This allows her to escape stun and cocoon.

Primary Skill Whirlwind Blades

Fires a whirling blade in the direction indicated, which then embeds in the wall or or floor for a few seconds to damage anything that runs into it. Upgrades increase the number of blades thrown, distance thrown, their size and outright making them impassable. Could make it very hard to escape behind a turret.

Secondary Skill Kneeling Kitty, Unseen Lizard

Hatty takes on a defensive stance for a number of seconds. She will take no damage while in this stance, but the first enemy to try to attack her results in her instantly teleporting to their location (assuming not behind a turret) to swipe at them. If she uses this skill while on top of an ally Awesomenaut, she goes invisible and rides around within them, giving that ally the hit protection.

Designed by Hollow

407 Natalie

Sex female

Backstory Natalie is a Galactic Agent sent by the E.L.F. army to capture and return the infamous criminals Froggy G, Vinnie, and Spike to E.L.F. prisons -- the crime: murder. Thanks to her father being the top-ranking E.L.F. Captain, Natalie recieved top training in espionage and gunfighting alongside the legendary Raelynn. The two grew close through their rigorous training, and Natalie's heart broke when Raelynn mysteriously disappeared during a mission. She was sure that Raelynn had been kidnapped, and ever since that day she has devoted herself completely to capturing criminals.

Role Ranged
Support

Base attack Pocket Flamethrower

Natalie uses her pocket flamethrower to burning her enemies. Flamethrower has short ranged but deadly power, low damage but high attack speed and burning damage over time.

advice:ranged 4.8 dot 10 damage 1 attack speed 260

Items:

1.flame range +2~3

2.attack speed

3.burning damage over time +10 *2

4.damage +1 *2

5.slow power 20% *2

6.explode effect:special attack,like genji's storm or lonestar's rocket.Every some seconds it launches. 20 dam + 10 dot.

Movement Slow or normal movement but powerful jump.She can use her mechanical complex shoes to jump a long ranged to replace her normal movement.

Primary Skill Rocket Launcher

Natalie launches the rocket by the rocket launcher.The rocket fly through an arc

track.It has great attack speed and normal damage.It also can work on turrent but just half damage.

advice:ranged 10 speed 11 damage 50 CD 9s

Items:

1.damage:+10 *2

2.-CD:-1 *2

3.fire bomb:burning near and deal a little burning damage over time.

4.cluster bomb:rocket split to 3 small rockets in the air. rocket*3 damage/2

5.straight line track:on

6.speed+2 homing+200

Secondary Skill Wave of force

Natalie's agent secret knapsack can release a powful force wave and knockback all enemies nearly.This special knapsack saved her life twice and conquers crimers.

advice:knockback 2 CD 11s size 13

Items:

1.turn to attraction

2.confusion 1s:make enemies reverse

3.blind 2s or stun or shield

4.size +2

5.slow power 25% 2s

6.movement speed +20%

Designed by BlackCat

408 Boltz

Sex female

Backstory The finest mechanic the fleet has ever seen, which meant she was overly qualified to be erecting turrets - her talents were deemed more suitable to dismantling others.

Role Melee
Support
Disabler

Base attack Gorilla Wrench

A large wrench with a slow swing that does small amounts of damage to the enemy, but large amounts of damage to structures. Does heavy damage against structures when attacking from behind. Can be upgraded to briefly stun on hit.

Movement Boots permanently slickened with oil allow her to move faster the longer she spends running in one direction, but it's hard to stop once she gets going. Whirls wrench in the air like a helicopter when leaping up to jump.

Primary Skill Jitterbug

Launches a mechanical bug ahead of herself, with effects depending on what it hits. Allied turrets and Awesomenauts get a brief HP shield, enemy turrets become temporarily disabled (unable to be hit, but can be walked through - potentially trapping your 'nauts), enemy 'nauts damage other enemy 'nauts with their attacks with the damage considered as if being done by Boltz.

Secondary Skill Building Blocks

Constructs a barricade / wall in the arena where Boltz is standing.. This prevents enemy units from moving through it, but it can be destroyed. Upgrades increase height of it, HP of it and giving it a mini-turret to fight back with.

Designed by Faer

409 Agatha Featherstone

Sex female

Backstory Agatha F. was content spending her days living alone in her space station, studying the aliens that feed on dark matter from a nearby black hole. But when poachers begin picking off her beloved subjects, she changes her envirosuit to use dark matter to crush the poacher's ships. Finding that she quite enjoyed the thrill of the hunt, Agatha became a mercenary on the side to fund her research.

Role Support
Tank
Disabler

Base attack Dark Matter Blast

Fires a sphere of dark matter forward over a short range, but if it doesn't hit an enemy by the end of its range, it loses all speed and slowly floats up, lingering for a short duration before imploding. If an enemy collides with the sphere at any point, it explodes, dealing light damage. Upgrades include longer duration, reduced jump/flightspeed debuff on hit, and longer range.

Movement Agatha Featherstone is a medium speed character who is able to double jump, assisted by the cosmic oddities that arise from the dark matter she uses. If mid air, Agatha can press her jump a third time to dramatically increase her own gravity, bringing her quickly to the ground. She can use this third anti-jump to quickly ambush enemies below her by dropping from great heights.

Primary Skill Gravity Well
Agatha fires a ball of dark matter that arcs outwards from where she aims, and after a short flight comes to a stop. The projectile then warps into a miniature black hole that sucks nearby enemies into it, holding them in place and displacing them for a short duration. Upgrades include adding damage, sucking enemy projectiles into it, and allowing you to detonate the move mid flight.

Secondary Skill Weird Science
Agatha summons a temporary platform at her feet for a short duration, stopping her fall immediately. This platform can be fallen through with jump, and grants any allied naut that steps on it a buff that reduces their gravity for a short duration. Upgrades include causing the platform to detonate and deal area damage when an enemy naut steps on it, granting an extra speed buff, and causing Agatha's next attack to stun.

Designed by ryeander

410 Tryll & Error

Sex male

Backstory Born in what is known in all seedy galaxies around Kremzon as the "Down Under", Tryll arrived in the sport of extreme pro-gaming. The game involved controlling virtual fighters and among the gamers also invoked many folding chairs, elbow drops, and pausing to reset the cartridge. He was eventually known for one feature about him: his rivaling sentient second head named Error. There were many rumors surrounding said head, one being about a cooking competition with some bad chili.

Disqualified from tournaments around several galaxies for being a co-op team, Tryll was humiliated from his gaming scene and began to become a joke to everyone around him. He became determined to get his credit back to the top score and redeem himself, and possibly gain enough money along the way to remove his second head, would he stop buying so many arcade games first.

He eventually found his way to joining the Awesomenauts, where he planned to prepare to advance to the next level by serving the best dish: Revenge. Served room temperature, just like mom used to make.

Role Ranged
Damage Dealer
Pusher

Base attack Zap Attack

Short range. Tryll uses a zap-gun which shoots forward and deals a decent amount of damage. Hits multiple targets in order to take out groups of bots faster, and with complete gusto.

Movement Tryll has a movement speed of 6.8 and uses Error as a sort of throwing-weight in order to gain a double-jump ability to get extra height and avoid certain attacks.

Primary Skill Flame of the East

Tryll shoots a charged fire ball shot from his hands, which shoots forward and bursts to damage all enemies within range for medium damage and damage over time, (presumably with an upgrade).

Secondary Skill Whack-Em, Sack-Em

Tryll summons his pro-gaming days champion virtual robot, which stands after being thrown down via cartridge and blocks enemies and deals small damage for a short duration by punching.

Designed by Orange

411 Anubis

Sex male

Backstory Once worshiped by a wealthy ancient empire, Anubis was informed by his accountant that he was on the verge of bankruptcy after having not received any offerings for over 4000 years. Now he pays the bills as a mercenary.

Role Melee
Pusher
Harasser

Base attack Jackal Swipe

Anubis swipes at his foes with his jackal claws. Does damage to multiple targets in its range.

Movement Anubis has a slightly above average ground speed similar to Gnaw, slower than Leon. He relies mostly on his abilities to escape from ganks. Has a double jump to allow for better platforming and more vertical options while using his Blink ability, making up for the fact that Blink cannot be implemented as a point and click ability with controllers.

Primary Skill Blink

Harnessing what's left of his immortality, Anubis is able to briefly enter an ethereal state. For a very short duration (1s or less), Anubis will become invisible, pass through non-terrain objects, and gain an extreme movement speed boost. Using any attack or skill will cancel out of Blink early. To his enemy, Anubis will appear as if disappearing and reappearing from one spot to another. Can be upgraded to do damage (either a small AoE or similar to surprise party mask).

Secondary Skill High Tide

Anubis summons the power of the Nile to wash away his foes. High Tide creates tall waves of water that cause moderate damage and AoE knockback to multiple enemies. Similar in function to Lonestar's bull, but differing in that High Tide is a series of weaker AoE knockbacks and thus can be resisted somewhat by enemy movement. Can be used defensively, or offensively alongside Blink.

Designed by Thrillhaus

412 Klaus

Sex male

Backstory Klaus was just your average banker on Okeanos, except not at all. He was known for being disgustingly greedy, and quite the cheapskate. The bank he worked at was a big target for robbers, getting goldfish stolen from them on a daily basis. After being fired for being a possible suspect of some of the robberies, he sets out to join the Awesomenauts to regain his lost solar.

Role Harasser
Melee
Damage Dealer
Disabler

Base attack Penny pincher

He attacks with both of his claws, alternating, at a decent attack speed. Each successful hit on an enemy grants him somewhere between 1-5 solar, whatever is balanced.

Movement He scuttles from side to side like a normal crab would move, with a high max speed but slow acceleration. His jump would be low, and more focused on horizontal movement.

Primary Skill Briefcase toss

Lobs a briefcase out at the opponents that deals damage based on the solar that he currently has, with a minimum and maximum amount of damage, in an AoE. Upgrades include the likes of increasing the damage min and max, and various status effects.

Secondary Skill Tax collector

Attacks a single enemy for bonus damage based on the amount of solar they have on them, with a minimum and maximum amount of damage, and snares the target in place. Upgrades include things like silences, duration, and damage cap.

Designed by Ventysi

413 Spectre

Sex female

Backstory In her younger days Spectre was an aspiring dancer who had attended the best community college in the galaxy. When her studies became too difficult she sought help from the dead. They told her that they could make her young forever but she had to trust them. They replaced her heart with a black hole and damned her to continue living between temporal states. But at least now she can keep dancing.

Role Melee
Support
Harasser

Base attack Shadow Dance

Spectre does a pirouette and spins and swings her blade in a huge circle dealing damage both in front of her and behind her. Deals damage at a melee range on either side of Spectre with an attack range similar to Leon. Also deals damage through the middle of the character sprite. (So that you will be able to stand inside enemy units and still attack them.)

Movement Spectre moves at an above average movement speed with a quick acceleration. She has a double jump. Her first jump would be similar in height to Leon's and her second jump would be very strong horizontally and less so vertically. This second jump will spin her in the air as she shows off her dancing ability.

Primary Skill Phase

When Spectre activates Phase she loses collision with all enemy awesomenauts and all enemy units she passes through are slowed for a duration. Phase will last for 4 seconds and when the effect wears off she regains collision and loses the ability to slow.

Secondary Skill Black Hole

Spectre opens the black hole in her heart and draws in all enemy units. When Spectre activates the ability an area similar in size to Yuri's bubble is pulled in on top of Spectre. It will deal damage and stun for a very short duration. If phase is active all enemies are pulled on top of the character sprite, otherwise they are pulled next to Spectre.

Designed by Reset

414 Globulon

Sex male

Backstory Globulon was created when a large garbage ball collided with an asteroid containing a special mineral, which formed the basis of life. Once he emerged from his shell, he fused with several other pieces of garbage to create his metallic skeleton and his cannon. After leaving the comfort of his asteroid, he journeyed throughout the galaxy, eating garbage and trying to get some more excitement out of life. He found it when he joined the Awesomenauts!

Role Ranged
Disabler
Harasser

Base attack Goo Cannon

Globulon fires a gooey shot from his arm cannon that travels in an arc and explodes on impact.

Movement Globulon slides along the ground, leaving a slight trail behind him. When he jumps, he blows a bubble out of his head that allows him to float for a while. The bubble pops after a few seconds, and deals damage in the nearby area.

Primary Skill Acid Cloud
Globulon fires a cloud of acid in front of him which damages enemies that walk through it.
Upgrades can be purchased that increase the size, damage, add slow effects and decrease cool-downs.
cooldown: 10

Secondary Skill Acid Slam
Globulon jumps up into the air and lands on the ground in a wide splat. The first direct hit deals damage if he hits someone, but he also leaves a acid pool which deals a DOT.
Upgrades can be purchased that increase the DOT, size and add slow effects.
cooldown: 5 seconds

Designed by zoodude254

415 Armasus, the Armadillo

Sex male

Backstory In Armilla, the armadillos' planet, a golden-armored man fell from the sky. Once the armadillos took care of him, he passed all his knowledge of how the armadillos could enhance their carapace by using solar. But when he died, a greedy, powerful armadillo, enslaved all his countrymen but one: Armasus. Now Armasus needs to upgrade his armor and to free his people!

Role Brawler
Melee
Damage Dealer
Tank

Base attack Power Slash

A powerful razor-sharp melee slash attack, enhanced by his armor.

Movement I thought the move mechanics to be pretty much like Gnaw's, like a four-legged animal that can jump pretty high.

Primary Skill Fierce Armadillo Roll

This skills uses the power contained within his armor to turn Armasus into a living cannon ball, towards the direction the player was aiming at the moment the skill was used. When it hits enemy Nauts, it causes devastating damage and pushes them back. The name's just an easter egg for a game that I liked a lot, called Armadillo Run.

Secondary Skill Hedgehog Force Field

When active, generates a spiky force-field around Armasus, and his armor will change covering more parts of his body. All damage caused to Armasus and/or teammates inside this field, will be inflicted on the respective attackers as well.

Designed by pribeiom

416 Lyra the Dusk Stalker

Sex female

Backstory A hunter of some renown who hails from the darkest parts of the galaxy. She used to spend her time hunting alien abominations, making a fair profit. Unfortunately, she became too good at her job, and ended up over hunting her prime targets. Now she joins the Awesomenauts to make ends meet, while keeping her skills polished for a time when she can return to the hunt.

Role Ranged
Disabler

Base attack Arrow Spread

Shoots three arrows at different angles all at once (one straight, two at ~25° angles). 4 damage each, medium attack speed, long range. Upgrades: damage, AoE (Exploding Tips), mini-knockback, DoT (poison/serrated arrows), mini-silence (.2s), extra arrows (+2 'Shadow' arrows, have innate homing+base damage, is separate akin to Superconductor).

Movement Shade Jump
Slightly higher than normal movement speed, single jump. Boots add a second jump. Could stick to walls; unsure if feasible in coding.

Primary Skill Dark Dash

Lyra becomes a shadow, dashing through non-terrain objects in her way, completely invulnerable. Mainly a positioning tool. Upgrades: cooldown, add speed up effect, add diversion effect (leaves clone behind, becomes invisible, both have same short duration), Blind AoE/Slowing AoE/Damage AoE on origin point of dash (all separate upgrades).

Secondary Skill Shadowrang

Throws a boomerang of pure shadows that bounces off of enemies/walls, inflicting damage. Has good homing. Upgrades: damage, increase rebound amount, cooldown, speed+range, silence, slow.

Designed by Frailelement

417 Praw Trotsid

Sex female

Backstory Praw Trotsid was once a peaceful citizen of planet Carney (with no friends whatsoever carney's are scary) but after offending the great clown god Bozo Giggles she was cursed with the failure to understand or obey physics entirely she thought her entropic gifts could be better used be mercenary employers. and now she's an Awesomenaut! (with no friends! super powered carney's are even scarier!)

Role Harasser
Ranged
Support
Disabler

Base attack Prismatic twist
prismatic twist
It's what's on the inside that counts! except when it's on the outside...ew
Praw fires a short burst of multicolored energy from her palm that slows enemy movement and deals a % of their health instead of a set damage energy fired spirals wildly making it hard to hit and to avoid.

Movement Jester's Waltz
When Praw moves she twirls on one foot or the other while eerily sliding across the floor when she jumps she gains a slight speed boost as she cartwheels through the air but lands heavily on the ground and slows for a minute if she is in the process of jumping she can land on a wall to walk up it in her normal walking pose uncaring to the laws of physics

Primary Skill Chaos Helix
praw sends out a mental pulse to enemy awesomenauts that disturbs their aim, causing their attacks to hit the first thing they come into contact with. for example Lonestar's dynamite would explode against the droids and awesomenauts from both teams as opposed to just the enemies.

Secondary Skill decoy warpgate
utilizing her knowledge (or lack thereof) of teleportation physics Praw hastily constructs a gate through which come...the enemy teammates?
decoy warpgate rerouts enemy teleportation to the area in which it was built forcing bringing fleeing or recharging enemies right back into the already ridiculously chaotic fray. however the psudeo-teleporter is fragile and easily destroyed.

Designed by Marquis Areswe

418 Rylon

Sex male

Backstory A ghost of a long since dead race, he was to be the first astronaut of his world, but an unexplained mystery destroyed his entire planet just as he reached orbit. His spirit couldn't accept this, and decided to explore the cosmos. He now fights, to travel farther than his little ghost crab-legs can travel him throughout the vast millenniums.

Role Melee
Assassin
Harasser

Base attack Hammer Claw

Attacks with giant claw, can upgrade to alternate between both, secondary claw does less damage

Movement Rylon scuttles back and forth, like a certain MC from the 80's. His secondary jump is creating a ecto-like trampoline to boost himself upwards.

Primary Skill Claw Grab

Rylon thrusts his hammer claw forwards, trapping any Awesomenaut in it's grip. Can upgrade range, damage, grab additional minion, and a damage-over-time effect.

Secondary Skill Trailblazer

Trailblazer lets Rylon phase out of existence, able to momentarily travel through terrain. Can upgrade to leave a damaging ectoplasmic-trail behind, slow effect, move faster, slight damage over time effect and become invulnerable.

Designed by DrSurgeonGuy

419 Eugene the Repairman

Sex male

Backstory Commissioned to repair destroyed solar drills in the Robot Wars, Eugene suffers from insomnia and as a result, is a workaholic. Realizing how much more opportunity for drill repair he could get by joining the Awesomenauts and destroying drills himself, he enlists as a second job with his trusty sledgehammer. First loyal to the side hiring him to break the enemy drill, regardless of the outcome he is later hired by the loser for repairs.

Role Melee
Support
Tank

Base attack Swing

Two-handed attack with sledgehammer. Downward vertical swing, mid-high damage. Uses charge levels. Starts out with two levels. Holding for something like .5-7 seconds raises charge by one level, with level 1 being the minimum to attack. Upgrades could include tiered charge level adds with large damage buffs, small flat damage increase, small stun or silence per charge level, added range, knockback, small decrease in charge time, increased damage or perhaps speed boost on final level hit.

Movement Something to support the melee attack. Preferably medium-slow movement speed, but agile. Able to move around in a fight effectively while charging the hammer.

Primary Skill Scrap Reinforcement

Mid-High cooldown. Targeted range skill. Some kind of trap, with minor-medium damage. If landed on enemy droids, adds a count of scraps similar to Gnaw weedlings at a rate of 1 per droid hit, to a base maximum of 2 or 3. Using a scrap (by landing Swing with any amount of scrap, used one at a time) on allied turrets or core, will at base ability either heal it slightly or give it a short damage reduction, an upgrade giving the other. Used on enemy turrets/core, large damage is added to the swing. Upgrades could be increased heal, damage reduction, trap damage, damage reduction duration increase, max scrap count, snare on the trap.

Secondary Skill Sleep

High cooldown. Stands still and nods off to sleep. If undisturbed for 1-2 seconds, wakes up disappointed and heals. If hit, at the first source of damage, wakes up violently and swings all around with a large radius. No CC effect is taken from the hit, and gains damage reduction from hit taken. Counter damage is equal to un-reduced damage from hit taken, to a maximum of 30-50. Upgrades can be increased counter damage, increased maximum counter damage, increased heal, increased damage reduction, increased counter radius, short CC immunity on wakeup, cooldown.

Designed by Soital

420 Galavantus

Sex male

Backstory As solar knight from the order of The Rings of Saturn its Galavantus's duty to fight for justice across the galaxy. But Galavantus has another duty in mind, to save all those pretty damsels in distress, which often includes putting his fellow guild-mates in danger just to get the girl.

After a daring raid on a space dragons keep he left his fellow men for the lady jeopardizing the whole plan leading to a failure of the mission.

Galavantus was then discharged from the order and joined the awesomenauts. He now spends his days hitting on the female awesomenauts and tries to impress them with his vast wealth.

Role Pusher
Melee
Tank
Brawler

Base attack slash

a short slash with a lazer sword

Movement slow like clunk and has a jetpack jump which is similar to lonestar's jump.

Primary Skill Shield Bash

Galavantus darts forward in the target direction and pushes back all in his way.

Secondary Skill Lance

Galavantus turns his sword into a lance which is thrust in one direction hurting all in his path

421 Dr. Larry Talbot

Sex male

Backstory A chemist in the horribly under-funded Scientific Research & Development labs of Zork Enterprises, Dr. Talbot has grown bitter; developing a hatred towards the Awesomenauts his company squanders their resources on. When his experiments accidentally reveal the secret to temporary Lycanthropy, he decides to join their ranks in search of money and revenge. With his brilliant mind and transformative abilities, Dr. Talbot has multiple ways of dissecting his opponents.

Role Support
Brawler

Base attack Flask Toss/Wolf Combo

In human form, Dr. Talbot hurls a flask of an chemicals that travels on an arc similar to Lonestar's TNT, but with a fixed distance. The flask shatters on impact, doing light damage and has a slow attack speed of ~75. In wolf form, he attacks with a three strike combo consisting of two alternating claw slashes followed by a lunging bite. Each subsequent strike deals slightly more damage and are very quick at ~175 with a short pause after the third strike.

Movement In human form, Dr. Talbot is somewhat slow at ~7 speed. He can double jump by smashing two flasks underneath him, causing a chemical reaction that propels him upward. In Wolf form, he is much faster, running on all fours, and gains a single, higher jump. While in Wolf form, he also has the ability to latch onto vertical walls and spring off. His basic movement in Wolf form is all-around more advantageous, but he can only remain in it for a limited time.

Primary Skill Bottoms Up/Lunge

As a human, Talbot mixes two pipettes together and drinks them, transforming into his Wolf form. Wolf form provides him with a new moveset and more max health, which he gains upon transforming. He remains as a wolf for ~15 seconds or until killed. There is a delay while he mixes and drinks, and a pause while he reverts back to human form. When used in Wolf form, he lunges forward a short distance, slashing downward with both claws, useful for pursuing, escaping, or extending combos.

Secondary Skill Modern Chemistry/Howl

In human form, Talbot sets down a beaker over a Bunsen burner which explodes several seconds later, causing some lingering area damage. It can be upgraded to detonate upon attack. In Wolf form, Talbot howls, causing an outward force in a small area around him that pushes away enemys nauts and bots while slowing them for ~1.5 seconds. Talbot is immobile during it and can upgrade it to cause damage or other negative effects.

Designed by Marshmallow_Fox

422 Aodus

Sex male

Backstory I am become death, the shatterer of worlds; Waiting that hour that ripens to their doom - These words from a long forgotten text are often quoted when someone is asked to describe Aodus. He travels across the galaxy ending conflicts with his destructive green aura that is said to be capable of destroying reality. He is known for being a being of few words. When he does speak it is in an uninterested tone. Many wonder if he even has a personality at all.

Role Pusher
Harasser
Assassin
Ranged
Damage Dealer

Base attack Aura Burst

Aodus fires bursts of aura from his hands. Holding the attack button will unleash a barrage of small aura bursts. If the attack button is not held down the aura will charge and unleash a medium range piercing wave that does more damage than the small bursts.

Movement Movement speed is like Leon's or Froggy G. He has a normal jump but speed boots gives him a second jump in the form of a short range teleport.(He uses his aura to tunnel through space and shift his location).

Primary Skill Shatter of Worlds

"Everything has an end..." Aodus uses his aura to break down reality and creates a void where he wants to. Anything unfortunate enough to enter the void while it tears apart reality will quickly be torn apart and become nothing. It can be strengthened to suck enemies in, increased size, duration, less time between uses, more damage, put abilities on cooldown (or silence).

Secondary Skill Dimension Shift

Aodus uses his aura to temporarily shift out of this dimension and becomes invisible/immune to damage for a brief period of time. He cannot attack during Dimension Shift or be healed by team mates. He can use this skill to escape or to walk through enemies and launch a surprise attack. (To be clear he cannot permanently stay phased).

Designed by Starcaller

423 Bolo

Sex male

Backstory Bolo is a lone being, some sort of stone construct given life by shadowy creators. He awoke one day with nothing but the overalls on his back and an insatiable appetite for energy. After starting a tussle with a small-time space gang, Bolo realized that he could devour the attacks of his foes to sustain himself and even use them against their source. This spurred him on to seek out some of the greatest mercenaries in the universe and become an Awesomenaut.

Role	Melee Tank Brawler
Base attack	Brick Fists Bolo's huge, stone hands are heavy and clumsy, but make for great bludgeons. Bolo can attack with a two hit combo, probably involving him swinging his arms wildly about to bash away enemies in front of him.
Movement	Bolo is far too heavy to jump normally, but by slamming his palms on the ground he can create enough force to momentarily hurl himself up. (Basic jump, but perhaps with small damage to adjacent enemies?)
Primary Skill	Upchuck Activating this ability gives Bolo a small window of opportunity to eat incoming projectiles, taking reduced damage. After the duration is up, Bolo will vomit a blast of energy in front of him, dealing the negated damage.
Secondary Skill	Rockslide Bolo rushes forward along the ground, dealing damage to all enemies he passes through with the dash. Awesomenauts struck by Rockslide have an extra second added onto their abilities cooldowns.
Designed by	FonzieGee

424 Ampere

Sex	female
Backstory	Unfortunately, backstories are not my thing. I'll leave it to your talented team to come up with a backstory for this character, so I'll leave this space for misc. stuff. I'm not sure on the class type, she doesn't seem to 100% fit any of the roles listed. She feels more like an initiator (http://www.dota2wiki.com/wiki/Initiator#Initiator) than anything else.
Role	Support Harasser
Base attack	Pulse Fires a short-ranged magnetic pulse in front of Ampere which has very minor knockback. I was pretty stumped thinking of a magnet-related base attack that wasn't more homing missiles. Change this at will.
Movement	Ampere moves swiftly and her jump is like Voltar's, you jump and then you can hover. I was pretty stumped thinking of movement mechanics that fit magnets, so feel free to change this.
Primary Skill	Attract / Repel This is a toggle skill, on first use it will draw nearby enemies towards you, on second use it will send them flying away. The closer an enemy is, the more affected they are. Having the wrong skill queued up can mean the difference between life or death, allowing for a high skill ceiling. This can wreck enemy positioning and help secure kills from those fleeing to turrets.

Secondary Skill Electro-Magnetic Field

After a brief, interruptable channel creates a short duration electric "bubble" around the character smaller than Attract / Repel's radius. Enemies that come into contact with the bubble take damage.

Easily combo-able with Attract / Repel, this can change teamfights, save teammates, and annoy your enemies.

Designed by RenzokukenL

425 Spigba, the pocessed bowling ball

Sex male

Backstory Spigba was always the spirit that got picked last in gym class, didn't get good grades in spirit school, even his spirit parents always thought him of as a failure.

So much so that Spigba had pocessed a bowling ball by mistake and unfortunately for this race of spirits was a permanent process, and he was stuck as a bowling ball forever.

Role Melee
Damage Dealer
Pusher

Base attack Gain Momentum

Spigba gradually gains Momentum, increasing movement speed gradually and knocking back and damaging enemies. (lose some momentum as you hit enemies, all if you stop, or change direction.)

Upgrade Examples:

Increased Damage of Knockback

Lose less Momentum as you hit enemies

Gains momentum faster

Knockbacks further

Stuns enemies you hit

immunity to crowd control during momentum

Movement Outside of Momentum, Spigba moves at a medium speed and has a standard jump. (can jump during momentum without penalty to momentum) (hold left mouse while moving in a direction to increase momentum)

Primary Skill Strike!

Spigba becomes immune to damage for a certain amount of time.

Upgrade Examples:

- Increased Immunity time
- Reflects damage taken
- Decreased Cooldown
- Lose no momentum during effect
- Increases size of Spigba, increasing hit radius.
- Increases Speed

Secondary Skill

Spirit Burst

Spigba lets out a burst of Spiritual Flames, dealing damage over time to enemies surrounding Spigba.

Upgrade Examples:

- Increased damage over time
- Silences enemies
- Blinds enemies
- Increased Damage
- Increased Radius
- Decreased Cooldown

Designed by

Crouton

426 Rudra

Sex male

Backstory Rudra is part of a series of robots manufactured at the start of the first AI war, their main goal being to provide barriers for the military robots. These robots, however, were literally scrapped due to their relatively small height and tendency to have their energy barriers short circuit.

Some, however, were unaccounted for, and hundreds of years later, Rudra was found by Zork Industries.

Role Support
Pusher
Tank
Melee
Ranged

Base attack Buzzsaw

For close combat situations, Rudra uses his Buzzsaw, working similar to how Leon's blade works. Upgrades may include a minor lifesteal effect, increased damage, attack speed, a slow effect, and minor knockback effect.

Movement Rudra is around Lonestar speed initially, slightly faster, however. Rudra can jump pretty darn high, and for a double jump, can hover for a second or so, similar to how Clunk can hover.

Primary Skill Energy Barrier

A barrier is put up. This barrier only covers where he's facing (damage from above and behind him do regular amounts), absorbs 60% of damage, and lasts for about 2 seconds. Rudra moves slower with this activated. Recharge time is 10 seconds. Upgrades may include covering him entirely at the cost of barrier absorption, a very minor healing effect when activated, and reduction in recharge time.

Secondary Skill Razorblades

A small sawblade are shot out in direction of the cursor with a minor pushback effect, and pierces droids but not player characters. Blades do medium amounts of damage, and travel fast. Does not damage turret. Upgrades can include a small explosion when hitting an opposing player, increased pushback and damage, and a silencing effect.

Designed by dante1924

427 Reyna the Werefox

Sex female

Backstory Reyna survived a life on the streets of space by pick-pocketing her way through the galaxy. No mark was too small, and there were especially none too big, so long as she had food on the table and a few delightfully shiny trinkets. Eventually, her life of larceny caught up to her, when she stole an ivory idol from the Temple of Vulpa, the Fox Goddess of Tricksters. Vulpa, ever one for a nice shift of shapes, cursed the thief, causing her to sprout fuzzy ears and a bushy red tail. What's worse, when any sort of lunar light falls on Reyna's flesh, the true transformation occurs, and she becomes the Werefox, an incarnation of Vulpa's savage trickery. Fearing what might come of her curse, and with no place else to go, Reyna enlisted with the Awesomenauts, forever giving up her life of thievery...

...well, mostly, anyway.

Role Harasser
Melee
Disabler
Assassin

Base attack Half-Moon Crescents/Savagery

Less-foxy Form – Half-Moon Crescents:

In her less-foxy form, Reyna carries twin sickles attached together by a short chain, which execute a rapid three-hit melee combo for moderate damage. For comparison, Reyna's full combo might execute in the time it would take Leon or Gnaw (without Attack Speed bonuses) to make two attacks, and the range of the attacks should be a bit shorter than Gnaw's to compensate for the speed. The damage should be somewhat higher than Leon's or Gnaw's, because it will be harder to connect with the full combo, but not so high as Skolldir's, to compensate for the increase in speed and mobility.

Damage – 4/8/10

Speed – 190?

Range – 2.4?

Were Form – Savagery

In her Werefox form, Reyna uses her claws – two quick swipes followed by a heavier damage dash; the model remains stationary but a phantom Reyna extends to 1.5x range and returns, hitting in both directions.

Damage – 9/9/10x2

Speed – Cooldown between third hit and next combo should be a bit higher than in Less-foxy form.

Range – 2.4/2.4/3.6?

Upgrades

1. Tail Whip – “It's super effective!” – Adds an AoE knockback pulse behind Reyna to the third combo strike
2. Breaking and Entering – “Smashing 101: For the failed picklock” – When hitting a turret or base, Reyna's basic attack gains 15/30 extra speed for 4 seconds. (6 second cooldown)
3. Stolen Armor – “It's a little baggy... and a little piecemeal...” – Half-Moon Crescents strikes add 2/3/4 to a damage-reducing shield. Shield activates at 5 stacks.
4. No Mark too Small – “It is called petty larceny, right?” – Basic attacks against Enemy Awesomenauts below 60% max health grant 1 solar each.
5. Trickster's Blades – “Now you see me... yea, you get the picture.” – Landing the third Half-Moon Crescents strike causes Reyna to disappear from the mini-map for 3 seconds.
6. Spirit Blades – “Your enemies need help crossing over!” – The third Half-Moon Crescents strike throws a Foxfire directly forward. This has all the attributes of Foxfire (in the case of upgrades) but deals only the DoT damage, not the initial damage.

Movement

Reyna runs normally in both forms. To compensate for her fragility, she should have a high base speed. Her jump executes a mid-ranged dash (less than Vinnie's Spike Dive, and hindered by collision) in whatever direction is pressed. Without boots she can execute this twice consecutively before touching the ground. With boots, this limit is increased to three. Reyna's boots also provide a minor speed boost. Perhaps in Werefox form the boots could also negate collision while dashing, though that may prove to be too powerful a utility.

Primary Skill

Vulpa's Curse

Lunar rays bathe Reyna, and she transforms in to the Werefox Form, granting extra health, extra Movement, and changing her other abilities. She throws her sickles back, where they transform in to the ivory moon idol, which floats behind and slightly above her. Maybe this is a clock, the color draining from the idol in 8 segments, or simply blinks rapidly to signify when the form is about to expire. If Reyna is below the health extra Werefox health amount when the effect ends, she dies.

Duration: 8 seconds (can be canceled with a second press to start cooldown earlier)

Cooldown (begins after duration ends): 22 seconds

Upgrades

1. (Another) Full Moon – “How many are there up here?!” – Reduces the cooldown by 2/2/2 seconds.
2. Bad Moon's Rising – “Hope you're quite prepared to die... yea, your friends too.” – Killing an enemy Awesomenaut refreshes Werefox form duration, or reduces its Cooldown by 6 seconds.
3. Unnatural Hunger – “How to Serve Your Fellow Man: A Cookbook” – Grants 30/60% lifesteal to the third hit of Reyna's Savagery combo.
4. Foxy Fox Pheromones – “They're illegal on nine planets.” – Upon entering Werefox form, exude an area haste effect that lasts for 3 seconds.
5. Bestial Vigor – “So fierce!” – When exiting Werefox form, sends out a healing burst for 26 health. Second rank bursts for the same amount upon entering the form.
6. Spirit Mastery – “For the 'glass half-full' kind of accursed.” – Reyna's Werefox final combo strike sends out another phantom diagonally upward, or diagonally upward and downward if in midair.

Secondary Skill Grappling Chain/Foxfires

Less-foxy Form – Grappling Chain

Reyna flings one of her chained blades. This is a medium-ranged directional skill-shot that anchors to enemy Awesomenauts, turrets, or solid terrain (ie. Not platforms that can be moved through) and pulls Reyna to them, ignoring unit collision. When Reyna is pulled in, her pool of jump dashes is refreshed.

Damage – 30
Range – 9.5
Cooldown – 6 seconds

Were Form – Foxfires

Upon entering Werefox form, Reyna spawns three Foxfires that encircle her similar to Voltar's drones. These are fast-moving, medium-ranged directional skill-shots. If no target is hit upon reaching maximum range, or if the Foxfire strikes any terrain, it remains until touched by an enemy unit, or through the duration of Werefox form. Foxfire attaches to touched units, dealing initial damage, as well as inflicting damage over time and revealing them if stealthed (by the attached flame, it does not break their stealth). DoT does not stack.

Damage – 20 + 5/s
Duration – 6 seconds
Range – 6
Cooldown 1 second/3 charges per transformation

1. Manriki-Kitsune – “A thief's sorta like a ninja, right?” – After Reyna Grapples to a target, she extends chains in a small area around her, dealing no damage, but disabling jump and basic attacks of enemy Awesomenauts, and disabling droids, for .5/1/1.5 seconds.
2. Vengeful Spirits – “Revenge, served soul-burning hot.” – If any charges of Foxfire remain unused, it will automatically seek out and strike any unit striking Reyna. (2 second internal cooldown).
3. Persistent Fire – “Giving all their friends fire arms, the right way.” – Units afflicted by Foxfire leave a trail of Foxfires behind them – these have all the attributes of Foxfire, but deal only the DoT, not the initial damage.
4. Changeable Heart – “Oops! Uhh... never mind.” – If Grappling Chain hits a target above 75% max health, its Cooldown is reduced by 3/6 seconds. (6 second internal cooldown)
5. Mindfire – “Stop, drop, and ... ?” – Enemy Awesomenauts struck by Foxfire have their directional inputs reversed for 3 seconds (left = right, up = down, and vice versa), enemy droids struck will move in the wrong direction for 6 seconds.
6. On Your Mark... – “You might want to give them a head start.” – Targets hit by Grappling Chain (and Manriki-Kitsune) are marked for 3 seconds. Marked targets take 1.5x damage from Reyna's Half-Moon Crescents.

Designed by scashma1

428 Socket the Space Raccoon

Sex male

Backstory Socket is the son of billionaire space craft maker Rolls Royce III, but when his father died the company was bought by the leading space garbage truck company in the galaxy, "Get your Junk On", Socket was left in the dumps.....literally. In the junkyard Socket used his tinkering skills he learned from his father to create awesome robots and weapons. His most prized possession is his trusty wrench he outfitted with a tazer. He joined the awesomenauts to test out his inventions in the battlefield and show of his inventions in hopes of one day reclaiming his fathers company.

Role Melee
Damage Dealer
Pusher

Base attack Tinker Taze

Socket swings his Tazer wrench damaging his foes and short circuiting any robotic enemies. Droids are stunned .4 s

Damage: 8 damage against nauts .25s stun against droids

Upgrades:

Shock-it Wrench(1/3): Increase damage of Wrench Bash by +2 per upgrade

Droids you are looking for(1/2): Bash does 25% more damage to droids

Taze me bro(1/3): Wrench stun duration increased .2s. Wrench now slows nauts as well at .2s

U-Insane Bolt(1/3): Increase bash speed by +.3 sec per level

Sparked: Base now sends out 4 shock projectiles in a frontal cone that deal 2 damage each

Amped-Up: Increase damage of Wrench Bash by +4

Movement Jump: Normal Jump with Rocket Boots that allow foward, backwards, upwards boosts when tapped again.

Upgrade: Nitro Boots: Increase distance of dashes

Primary Skill Rock-ET

Bigger is always better.

Sockets Tazer transforms into a rocket blasting bazooka that fires out a large rocket dealing 40 damage with a blast radius. Rocket can only travel a set distance before exploding. Deals half damage to turrets/base.

Sockem-Rockem(1/3)-Increase damage of Rocket by +6 damage

X-Plode(1/2)- Increases explosion radius by +1

Homing sweet homing- Adds homing technology to fired rocket

Blinded by the Light- Adds a 1.5s blind to enemies in radius of explosion

Streets Ahead(1/2)- Increase range of Rocket by +1

Naa-Plam(1/2)- Fills Rocket with Napalm dealing +10 damage/sec over 5 sec

The rocket has the same mechanics and initial radius of the superdroid rockets.

Secondary Skill Summon Scrap

Spawns Socket's junkyard dog bot Scrap to aid him in battle. Dog follows you around attacking any nearby enemy for 5 damage. Activate Dog again to send him after the nearest enemy and explodes for 20 damage.

Crunchy Bolts(1/3): Increase damage of Junkyard dogs attack by +3 per level
Shock Collar(1/3): Junkyard dog has a shock collar that damages nearby enemies for +2 per level(Attack Speed: 200 cooldown: 5s)

Junkyard Bulldog: Increase health and size of Junkyard Dog

Puppy Love(1/2): Spawning Junkyard dog spawns a pupdroid that does half damage of normal dog and has half health of normal dog. Second tier adds another pup.

Uranium Collar(1/3): Increase damage of Explode by +3 damage per level

Titanium Teeth: Increase damage of Junkyard dog by +6

Designed by Brutality

429 Ug

Sex male

Backstory Ug comes from a time of approximately 65 million years B.C. where he was known as the original inventor of the "wheel" and an avid pterodactyl tamer and trainer. One day he unwittingly time-traveled to the year 3587 when he decided to relax with his favorite pet pterodactyl, Skreech, in a newly discovered hot spring which somehow turned out to be a time machine. Ug speaks fluent Cavemanese.

Role Melee
Disabler
Harasser

Base attack Konk

A large caveman club swung overhead as if to conk the enemy over the head.

Movement Ape-like movement using the feet and knuckles of one hand to move and leap about while holding the club over one shoulder with the other hand.

Primary Skill Wheel

Ug sends a wheel rolling in the indicated direction which will continue rolling until it collides with a wall, an enemy Naut, or an enemy turret. Enemy droids are temporarily squashed (or dazed). The wheel can survive a drop from off a platform and continue rolling. Hitting droids or rolling off a platform will cause the wheel to begin to crumble, decreasing it's speed and damage output. Enough punishment will cause the wheel to crumble entirely.

Secondary Skill Skreech

Ug sends his pet pterodactyl, Skreech, in the indicated direction to harass enemy Nauts. Skreech could then slow them, peck out their eyes (blindness), lacerate with its talons (bleed over time), or temporarily prevent the Naut from jumping. This would enable a nice combo attack with the wheel or greatly hinder a Naut's ability to escape.

Designed by Zenephi

430 Ninjafoot

Sex	male
Backstory	After spending thousands of years in the backcountry of Earth using his well taught skills to steal food from farmers Ninjafoot got too brave during his biggest heist yet and was caught in the act. he was then given a huge fine for his attempts to capture the magical golden carrot and has chosen to pay his due through mercenary work landing him in the middle of the war and a spot on the awesomenauts.
Role	Tank Disabler
Base attack	shuriken throw A short ranged projectile of ancient origin.
Movement	slow with high health.
Primary Skill	Foul Oder Using his ancient survival skills Ninjafoot unleashes a intoxicating oder to deter his opponents.
Secondary Skill	Log wack Using the log of wood on his back Ninjafoot unleashes a painfull blow on his opponents.
Designed by	bluebom-omb

431 Macho Meeba

Sex	male
Backstory	Evil scientists in the future were determined to create the most deadly pathogen ever, so they saturated a single cell with the lethal RASSL beam (Radioactive Atomic Single Saturation Laser.) Fortunately for us, and unfortunately for those evil scientists, it caused the cell to grow to massive size and become imbued with the power and knowledge of all professional wrestlers throughout time. So Macho Meeba snapped into some scientists (http://www.youtube.com/watch?v=sup0rV9ZERU) and broke out of the lab, to rassel his way throughout the galaxy, slammin babes and suplexing nerds.
Role	Melee Pusher
Base attack	Protozoan Push By default pushes back enemies and does no damage. (You get a small amount of solar per push like Voltar's heal wave) Must be upgraded to do damage (or have other abilities)
Movement	Starts slow, once he gets moving he gets to a pretty reasonable speed. Kind of like a freight train. Has a good jump, reasonably high, but falls slowly.
Primary Skill	Macho Membrane

Pushes enemies in direction of dash (only right or left), short invulnerability, vulnerable once ability ends.

Secondary Skill Goopy Grapple

Grabs enemy bots or nauts (or friendly!) does short DoT (or heals friendlies) and allows you to throw them in any direction.

Designed by jjjj

432 Dr. Donald Do

Sex male

Backstory An inventor and gentleman of unknown origin, Dr. Donald Do was an expert in creating steam powered gadgets and weaponry. On a dare, he created a time machine and traveled to the future. Unfortunately, due to potential damage to the time line, he was apprehended by Space-Time Immigration Agents before he could return. Unable to return to the past, Dr. Don now fights as an Awesomenaut to make money to fund his new inventions.

Role Ranged
Harasser

Base attack Steam Machine Gun

Dr. Do uses a steam powered machine gun that fires steam pellets that do a small amount of damage over time. It has a small rev-up time, starting at slightly below average speed and working it's way up to above average speed. Damage is average. Range is slightly above average. Upgrades can increase damage, rev-up speed, or even remove the rev-up time altogether.

Movement Dr. Do runs at slightly above average speed. He has a double jump using a steam powered jet pack on his back. Holding the jump button keeps the jet pack on, allowing him to descend slowly.

Primary Skill Earth-to-Moon Cannon

Dr. Do places a steam powered cannon on the ground. The first enemy Awesomenaut to touch it is shot out a short distance. The direction the cannon shoots is determined by the aiming reticule upon placement. Enemies take a small damage upon firing. If they hit a wall, the ground, or another enemy, they take some more damage. Upgrades can make the cannon do more damage, inflict status effects, fire enemies farther, or even make the cannon invisible to enemies. Great for escapes or executing team based strategies.

Secondary Skill Steamy Balloon Ride

Dr. Do launches a small hot air balloon. It moves slowly forward using steam powered propellers. As it moves, it leaves behind a trail of steam that slowly descends, afflicting all enemies that come in contact with damage over time. Status afflictions such as blind or slow can be added as upgrades. The balloon flies a fairly long distance. Good at discouraging enemies from moving into it's range.

Designed by koyote352

433 Fiona the Copy-Cat

Sex female

Backstory Nobody likes to be shown up, which is why Fiona made it her hobby. This cat loving child spent years of her life mastering the art of mimicry. The result was the ability to master any skill presented to her in an instant. She became the world champion in every sport and competition throughout the cosmos, and in the end became banned from each one. How could this ability be put to use anymore? On the battle field of course! Beware, you may be getting a taste of your own medicine.

Role Melee
Brawler
Harasser

Base attack Swipe

Fiona scratches with sharp claws at short range, dealing minor damage at high speed. Can be upgraded for damage, speed, life steal, DoT, and crits.

Movement 7.4 movement speed, same as Leon. jumps slightly low, but can double jump.

Primary Skill Skill Snatch

Shoots a medium hand projectile in any direction. In contact with an enemy, it returns to Fiona and replaces Skill Snatch with the last ability the opponent used. Once Fiona uses the enemy's ability once, it changes back to Skill Snatch. Cannot steal Suicide Drones, Siege Mode, or Weedlings. Stolen abilities are in their basic form, non upgraded, and are immediately on cooldown.

Secondary Skill Blink

With a poof, Fiona disappears and reappears a medium distance in any direction.

Designed by Seltzy

434 Feraxe mk7 7

Sex male

Backstory feraxe was a lumberjack on his home planet until the day he was trapped under a fallen branch. Forced to change his programming in order to survive, he accidentally developed a conscious. Realizing the error in his ways he turned to nature, vowing to protect it from then on. after years of work, feraxe gained a connection with nature beyond imagination, allowing him to conjure beasts to help him in his journey. he now joins the awesomenauts, not for solar, but to sway the robots from doing more harm to his precious forests.

Role Ranged
Damage Dealer
Support

Base attack summon spirit animal(or treebeast)

Feraxe summons a spirit beast(s) to assist him in battle
beasts would have their own health bar

After being summoned the spirit/beast will walk beside feraxe, attacking enemies that come near. slowly losing health as he does more damage.
(using summon again would heal him, or summon another beast)

Movement Feraxe would move relatively slow on his robotic legs but being designed to climb trees has given him tremendous jumping power to avoid climbing as much as possible.

Primary Skill SIC' EM

Feraxe commands his spirit/beast to lunge at his target. Doing damage to the enemy, then teleporting back to his masters side.

Secondary Skill Connect spirits

For a brief moment, feraxe and his spirit pet are one. some damage by feraxe is transferred to his his beast(upgrades increasing how much is sent to the beast or even to his enemies)

Designed by averagepainting

435 Charles F. Lock

Sex male

Backstory Charles is a professional game hunter who is always preying on the next big (sometimes literally) thing. He started his career hunting the little beasts in the jungles of Ribbit IV, and worked his way up to the biggest beast of all; the giant worm of Sorona. Feeling like he had no other alternative, he decided to enlist in hope of putting some mercenary heads on his wall as well.

Role Disabler
Assassin
Harasser

Base attack Olde Blunder

The weapon is essentially a blunderbuss. It shoots 3 small bullets which fan out, somewhat like the Thornfish shots do. They all do relatively low damage alone, but are decent at point-blank when they all hit one target (kinda like Vinnie's bubblegun). The bullets don't have a particularly long range, although they do travel relatively quick.

Movement Basically walks and jumps the same way Raelynn does. Could just have the Space Air Max upgrade like most 'Nauts do.

Primary Skill Bear Trap

Charles throws out a bear trap (this can be "charged" like Lonestar's dynamite and Rae's time rift). The bear trap will open up when it hits the ground, and will stay there for a good while (≈Derpl trap length). If an enemy steps on it, it'll go off and the enemy will receive a decent amount of damage and be ensnared for a couple seconds. The trap can't be activated in mid-air (ex: being thrown).

Secondary Skill K-900 Series 2

Can only be used when an enemy Naut is nearby. Sends out a rather fast robotic hunting dog that chases a nearby enemy Naut. When the dog reaches its target, it'll begin biting it. The bites may slow the target down a bit; that's up to you, as I don't know how overpowered that'd be in practice. The dog's batteries will die out after some time, and it will harmlessly (unless upgraded) explodes.

Designed by Saltonara

436 Herbert

Sex male

Backstory Herbert was once a scientist at the underground "Penguin Labs" on Pluto. One day he accidentally mistook a potion for Giga Space Mammoths as snow cone syrup, and turned into a monstrous behemoth of a penguin. He went on a rampage, and once he turned back to normal, Penguin Labs wanted him gone. He insisted he should stay, and in fear of their lives, Penguin Labs agreed to let him "stay" by sending him off to battle where he could conduct more experiments.

Role Pusher
Melee
Ranged
Damage Dealer

Base attack Snowball Cannon

Herbert uses his trusty gadget to launch plasma snowballs at the enemy. These snowballs fall in an arc, like a thrown snowball. In Berserk Mode, Herbert's base attack is a combo of two massive punches, one from each arm.

Movement Herbert is fairly slow in his normal form, waddling back and forth. He Has a moderately high jump where he flails his leg and arm (that isn't holding the Snowball Cannon) aggressively. In Berserk Mode, he runs quickly and is granted a second jump.

Primary Skill Berzerk Mode

This is Herbert's primary skill where he drinks one of his potions and turns into a beefy Penguin Monster. He is ultimately stronger in this form, which only lasts a short time before he turns back to normal, leaving him temporarily vulnerable in transformation.

Secondary Skill The Snobot

Herbert sets down a machine which deploys a robot snowman called "The Snobot" which tanks damage and emits a freezing radius around it, slowing other players. In Berzerk Mode, this skill turns into Herbert causing a vertical smash with his arms, dealing damage to players on both sides of him. This move crashes you into the ground when in midair similar to Skolldir's Earthquake.

Designed by DM1

437 captain manta

Sex male

Backstory sailing from nebula to nebula the black widow was known to be the most powerful of all space pirate fleets captained by non other than the pirate legend captain manta wanted for over 850,000 solar in several systems its not a surprise that the black widow was marooned on the harsh ocean world of Rigel 7 by a rival gang of space pirates , with little crew left captain dead manta and the Black Widow became just a folk tale until shortly after the galactic war began a scout ship in that sector detected what was left of their wreck and brought them aboard only to be tried for piracy , but after thinking how his skills could be used in battle captain manta and his twin headed space hawk were placed alongside the awsmenauts as a deal to free the remainder of his crew from a of imprisonment . to this day manta is still waiting to seek revenge on the pirate gang that tried to destroy him clutching his cutlass and his solar powered pistol his hawk gives out a cry before charging into battle

Role Melee
Harasser

Base attack the pirate jig
begins dashing forward and attacks twice with a cutlass before kicking opponent with peg leg .
can be upgraded to double cutlass attack before kick or power kick to send opponents a small distance.

Movement movement speeds change between legs going from normal on good leg and slow whilst moving on peg leg.
jumping activates the small booster built into his peg leg to give a small jump boost

Primary Skill solar pincher
the twin headed hawk resting on captain mantas shoulder gives out a cry before flying towards the nearest opponent and steals a small amount of solar with one head and doing damage with the second head for a couple of seconds before flying back to rest on mantas shoulder

Secondary Skill solar stun
charging up his solar pistol to generate a beam bright enough to stun and reduce visibility on opponents with a chance of doing damage(requires solar to use)

Designed by brutal moose

438 Morty and Vicki

Sex male

Backstory Vicki and Morty are identical twins born during the last AI war. Ever since they were born, people have treated them differently. Maybe it's because they always speak in unison. As they grew they traveled the cosmos as part of Marvelous Marvin's Circus, using their psychic link and acrobatic talents to wow audiences. Now they have joined the Awesomenauts to push their connection to its limit.

Role Melee
Brawler
Disabler

Base attack Psychic Pulse

Morty and Vicki take each others' hands and unleash a damaging psychic pulse. This attack hits in all directions at a very limited range and has a high attack speed, doing low damage by chipping away at enemies minds. This can be upgraded to add slow and increase attack speed and damage, but not range. In order to deal with the range issue, they must utilize their other powers.

Movement The two of them move in unison next to each other at nimble speeds. Thanks to their acrobatics training, Vicki can jump off of Morty's shoulders, then psychically pull him up to her. From there, he can also jump off her shoulders while she pulls herself up to him, allowing for a double jump.

Primary Skill Morty's Mind Meld

Morty's psychic power allows him to enter the minds of those around him. Using this power, he can affect enemy Awesomenauts around him. When this mental burst goes off, any enemies in range will have their controls reversed for a short duration. This does no damage, however, upgrades can alter this effect to add slow to enemies or speed to allies.

Secondary Skill Vicki's Victory Vault

Vicki's psychic power allows her to pull Morty to her. Vicki leaps off of Morty's shoulders and rockets toward her target. When she reaches it, she grabs on and pulls Morty to her. If either Morty or Vicki hits anyone while moving, they do damage. Upgrades can reverse the direction of the pull (pulling her and her target back to Morty), allow Vicki to pass through targets, or stun.

Designed by RowanTheHeralder

439 Lili The Space Jester

Sex female

Backstory Born and raised in the kingdom of Genercatio founded by the great king Genersis, Lili spend most of her time entertaining the poor folk of the kingdom by performing circus tricks which evolved; Juggling, Jumping through hoops and performing balance tricks on her giant space meteor that fell from space, that for some reason overheats when it's been rolled around too much, which served to her as a circus ball that she uses to perform tricks on. Being born with 6 spider legs rather than the normal amount of 3 which was common with the normal inhabitants of kingdom Genercatio she is extremely swift on her spider feet and can balance like no other. Over the years she has gotten quite less recognition for her amazing and "un-deadly" circus tricks on the account that...well that most of her "un-deadly" tricks ended up killing most of the Genercatios that came to watch her performance. Eventually she got banned from the kingdom for "accidentally" killing half the population of Genercatio. Being forced to leave her home planet and family made Lili seek shelter somewhere else. It was then in her space ship that she noticed a neon space sign which promoted "Join the Awesomenauts now for Deep relaxation, Lots of money and Homicidal dream fulfillment!". Being the deadly acrobat that she is she immediately followed the address and soon found her self and her magical space meteor greeted by a flow of excitement and curiosity from lots of fans, Ready to see her execute some "deadly" tricks!

Role Ranged
Support
Disabler

Base attack The Jesters's Juggling Skill

Being swift on her feet and also with her hands, Lili can harm her opponents with her fierce juggling and throwing skill. Being able to throw her juggling balls in almost any direction that will result in harming her enemies.

Movement Firing her juggling balls at her enemies will result in pain to your enemies but they will take a while to fly back to you, Because are yours afterall.

Primary Skill Hurting Hoola Hoop

When you want to sweep the floor clean of those pesky enemies of your just simply wind up your hoola hoop of doom and watch how the floor gets cleaned.

Secondary Skill Silly Space Meteor

Turn up the heat in the battlefield with Lili's strange space meteor...that fell from space. The longer you roll on it the more damage it will put out when it's used in combat. When it's used in combat, The entire area around you will be covered in a heat wave that sure as heck make your enemies sweat and even maybe get after burned.

Designed by Dyono

440 Brewgy

Sex male

Backstory Brewgy is a notorious seller of his homemade "Solar-Shine", an illegal drink is most space quadrants. As the maker of the drink, he uses it quite often, leading to "different" side effects. As a major seller of the drink, other sellers have hired gangs to hunt Brewgy down, which is why he joined the Awesomenauts to gain safety.

Role Harasser
Melee
Tank
Pusher

Base attack Headbutt

Brewgy's body has adapted to constant "Solar-Shine" drinking, which has lead to a few physical/mental side effects. One of these effects is the loss of brain matter, which Brewgy uses to his advantage. He hits enemies with his head, dealing a large amount of damage. His attack is slower as it is still a headbutt.

Movement Brewgy walks with quite a stagger as he is almost always drinking his brew. He is a slower Awesomenaut because of the stagger. Brewgy is too heavy to jump, so instead he uses his trusty keg to his advantage by letting the brew ferment inside. This produces a bubbly foam that makes Brewgy float upward. This can only happen for a limited time though, as the fermenting only lasts a little bit.

Primary Skill Keg Toss

Brewgy throws his trusty keg toward a targeted area. The keg bounces in the direction of the area, exploding on contact with the first enemy. When the keg explodes, it deals AOE damage and blinds enemies hit.

Secondary Skill Chug

Brewgy drinks brew from his trusty keg, giving him temporary bonuses that increase the longer/more he drinks. He gains health, damage, and gets a reduced cooldown on Keg Toss. Although he gains these bonuses, his movement speed gets lowered, which gets lower and lower the longer/more he drinks.

Designed by Hycissen

441 Flainar

Sex male

Backstory Flainar is a fire giant hailing from the planet Pyrotopia he is the last of his race of the fire giants of the of the galaxy of Fraycon as the last of his race he will continue th ways of his war like people.

Role Melee
Tank

Base attack Sword slash

Flainar will alternate between swinging his flaming sword and axe dealing 10 damage a hit and adding 0.8 seconds of damage over time.

Movement He would be a slow character as slow as clunk.

Primary Skill Flaming stike

Flainar would target a naut and fly toward that naut and deal 45 damage.

Secondary Skill Inferno smash

Flainar would pull out a hammer and smash the ground making an inferno that would snare enemy nauts and deal 8 damage a second.

Designed by Sir,Buttercups

442 Dr. Lyte

Sex male

Backstory Dr. Lyte was formerly a hotshot professor at the university of his home planet, but was condemned among his fellow scholars after trying to turn solar creeps into solar through mad experiments. After he was exiled noone has seen him for many years, and it is believed he has continued his mad experiments on his own.

Role Harasser
Melee
Ranged
Pusher

Base attack Flame thrower

Dr. Lyte uses his flame thrower to burn all enemies in front of him. They both take direct damage and suffer a damage over time effect. He can move while using it, however at reduced speed.

Movement Medium running speed, reduced while using flame thrower or while under the effect of berserk elixir

Primary Skill Berserk elixir

Dr. Lyte drinks berserk elixir, giving him super size and strength for a short moment. Instead of using his flame thrower, he instead fights with his bare fists. Both HP and max HP are increased while under the effect, but health is restored (by percentage) when it ends.

Secondary Skill Perplexing potion

Dr. Lyte throws a perplexing potion at the ground causing it to explode. Anyone inhaling the fumes of the potion will get confused. While confused the controls (keyboard, mouse) of the player are inverted, and any attacks made while confused will harm teammates instead. Droids will turn around and fight for the other team for a short while.

Designed by gr0th

443 Nallanox

Sex male

Backstory Nallanox used to be an average teenager named Allan Lux. However, when his father's prized Kullinan Koi was stolen, he swore revenge.

Stowing away on ships, he traversed the galaxy, learning the ways of the ninja. Unable to kick his sugar addiction, he simply incorporated it into his fighting style, creating the art of Foodjitsu.

He joined the Awesomenauts hoping to find the kidnapper of the Koi.

Role Ranged
Support
Disabler

Base attack Cookie Cutter

Drawing from his well-stocked supply of snacks, Nallanox flings forth razor sharp and melt-in-your-mouth chocolate-chip cookies, stunning enemies with deliciously painful precision.

Movement Drawing from his training, Nallanox can run incredibly fast and jump incredibly high, but is prone to slipping after a fast sprint due to his gangly teenage limbs. He can hang on walls for brief moments before plummeting to the ground.

Primary Skill Licorice Rope

Tossing one of his handy and incredibly sticky treats at the enemy, Nallanox wraps them up, leaving them unable to attack for a brief while, but still able to move.

Secondary Skill Stockpile

Clearing out some of his older snacks, Nallanox creates a pile of sugary snacks that both aids allies with various buffs and hinders enemies with various debuffs, depending on what it is he's just cleared out.

Designed by ShadowSensei

444 Jules & Romeo

Sex male

Backstory Jules is an outlaw—banished from his home for experimenting with radioactive matter. An experiment gone wrong disfigured his face and now he has to wear a mask. The same experiment that gave life to Romeo. Romeo is a huge, green, radioactive blob who leaves a sticky trail wherever he treads. Even though Jules has no control over Romeo, the two wander the space together, hoping to one day find a peaceful home.

Role Ranged
Damage Dealer
Tank

Base attack Radiation Blaster

Radiation Blaster sprays enemies with rays of powerful radiation. The Blaster can be upgraded to deal damage over time and tweaked to push enemies back with radio waves.

Movement Jules belongs to the faster guys and, with his *almost rocket* shoes, can even jump pretty high. Jules looks like an ordinary human (more or less) so he moves using his legs. (I also made a concept art for him and Romeo, if there's a need for it :))

Primary Skill Romeo

Once summoned, Romeo is a huge and a very slow blob of green matter, who deals radiation AOE damage to everyone who gets in his path. He has quite a lot of HP and deals decent damage. He can stay ingame for a maximum of 40 seconds or until killed. He leaves a trail of sticky goo behind him, is uncontrollable by player (he will go in the direction the player is facing when summoning Romeo, killing everything in his path). Romeo has a very long cooldown and levels up with a player.

Secondary Skill Trap 'em

Jules can lay traps that slow enemies for a short amount of time. The skill can be upgraded so it lays more traps and the traps paralyze enemies.

Designed by Kuronuma

445 Boom

Sex male

Backstory Boom 'The Dinotron' lived in the deep dark cybernetic jungle on the planet Boombamboo. Not satisfied with eating small insects he developed a giant bazooka to both simultaneous kill and cook larger prey.

Role	Ranged Damage Dealer Tank
Base attack	Boomzooka A giant bazooka that Boom holds on his shoulder. Releases one high damage bullet. It unfortunately fires infrequently so take aim well. I would love it if you could hold down the attack button to charge it a la Mega Man X. More charge stages could be an upgrade.
Movement	He walks on two large upright legs. When he jumps he can shoot his Boomzooka downward to give him an extra jump boost.
Primary Skill	The Big Scream Boom yells a thunderous roar (a cone shape) damaging all enemies caught inside. Upgrades would let the roar push enemies away, slow enemies, or widen the range of the cone
Secondary Skill	Dino-nano-bots Boom drops small eggs that tiny dino-robots hatch from. The dino robots stick to nearby enemies doing minimal damage. The more dino-bots on any given enemy the more damage and the more they're slowed. Upgrades would increase amount of dino-bots, the damage, and the slow amount.
Designed by	Spacebattle

446 Symc

Sex	male
Backstory	Symc is a alien blob a 1 of a kind creature made out of an unknown pink jelly substance he is powerful but also has his weaknesses he is small but not really small he is unsure of his future or his past but one thing for sure is he has got potential to be an awesomenaut
Role	Damage Dealer Brawler Harasser
Base attack	Acid Splash its main ability is to shoot splashes of acid at its enemies Upgrades for this ability may consist of damage upgrade, range upgrade, stun chance, faster shots and slowing shots his acid splashes are pretty dangerous and can cause when upgraded a reasonable amount of damage the acids color consists of a green/yellow affect
Movement	when the splashes are fired from his mouth they travel a short amount of distance and they only stay in the air for a short amount of time and make a splashing noise everytime they are shot
Primary Skill	Jelly

its main add on that does most damage will be a power where a layer of his jelly off his body removes from his body like a snake sheds his skin Symc will shed as layer of jelly which expands off his skin and then explodes shooting a layer of jelly within a small radius such as the radius of clunks self destruct or derpls nuke attack

Secondary Skill Blend

a perk where he can fold in on himself into a ball off jelly and stay like that for 3 seconds reducing any damage on any attack performed on him also healing a tiny amount but can be upgraded to heal more

Designed by Symc

447 Rex Stone

Sex male

Backstory Rex is an Ex-Con that is wanted in more solar systems than science has yet to discover. After the market for his craft has run a bit dry since he has stolen and sold nearly every artifact or item of interest available he is now a part of the mercenary buisness hoping to make a quick couple of hundreds of thousands of solar (i did not think of race/ species but i think a french dinosaur in a tux would be amazing)

Role Ranged
Support
Harasser

Base attack "Starla"

A shot from rex's lifelong weapon and companion Starla. a slower but strong medium ranged gun that can do consistent damage if accurate.

Movement Rex will not be extremely fast but base speed will be a little bit more than Coco. Rex can jump slightly higher than lonestar and has an upgrade that will allow him to move faster and double jump but this upgrade will not increase the hight of rex's jump itself

Primary Skill frapper sans pitié (strike with no mercy)

Rex takes aim and releases a burst of 3-6 shots from his gun that fire in an cone shaped AOE (that may be increasable in widht or length along with increase of projectiles or damage) these projectiles should do individual damage like lonestar's dynamite. Rex himself is slowed by about 20% as he attacks like this but the speed of the projectiles makes up for this. (medium cooldown)

Secondary Skill Info-Link

Rex call in for intelligence and everyone on his team can see every player/bot on the minimap regardless of position. Also the health of enemy bots, players, and turrets is displayed as a number over their heads along with the bar that is there. This may also buff teammates with small buffs for a short period of time. (long cooldown)

Designed by Flamelord

448 Porky the biker pig

Sex	male
Backstory	Porky was once a feared member of the cosmic bikerpirates until one day his biker "habits" landed him in the big house. After serving a 10 year sentence for dealing super rare Space Bacon to minors, he is back and a hired gun looking to make his next big score of Solar.
Role	Ranged Damage Dealer Support
Base attack	Bacon Launcher Shoot's hot bacon strips out of a cannon, causes small amount of DoT to enemies, can be upgraded to also heal team.
Movement	Since Porky is a little on the heavy side he movement speed would be around the same as maybe Skolldir, as for his jump he would use his pig tail as a spring and jump up around the same as Froggy maybe a little less. He would walk on 2 legs.
Primary Skill	F.A.R.T Creates a poison cloud simliar to V&S, causes a small DoT. Upgrades would include: Blind,Silence, extra DoT, size, Confuse(cause enemy droids to run backwards)
Secondary Skill	H.A.M bomb Throws out a Ham that will explode/stun. Upgrades can include: Health pack, increase explosion size, damage, stun duration
Designed by	TmT

449 Husk Travers

Sex	male
Backstory	Husk was raised on a diet of movies. Good ones, bad ones, ugly ones, didn't mater as long as they were movies, and he loved it. But when he turned ripe he got a even better treat, he became a movie star. Having entered into a compotion as for the place of an extra in Food Fellas he ended up hitting off with the director and becoming a star. Money, Fertilizer, Women, he had it all. Then one day he had a bold new idea. He would direct a movie. A documentary on the people who walked even larger then him, the Awesomenauts. And to do it, he would be come one. (He is a corn cob)
Role	Ranged Support Pusher
Base attack	Pop'n Corn Corn Cannon fires REAL popcorn (May attract birds) Upgrades- Damage, Attack Speed, Range, blind (cooldown like storm drum), piercing
Movement	Single jump like Gnaw and about as fast as Lonestar.

Primary Skill	Directors Cut With the skill only a director has, Husk slams his actors work with a piercing vine. Upgrades- Stun, Range, Damage, Reduced cooldown, life steal, knockback
Secondary Skill	Children of the Corn Summon small corn cereals which will march and attack like bots. Upgrades- explode on death, extra health, extra damage, spawn when damage taken to Husk (separate cooldown), snare on death, extra damage vs turrets.
Designed by	BiscuitBadger

450 Brian the brave

Sex	male
Backstory	After years of constant losses in the Galactic Knight Federation Arena, Brian decided to quit his current occupation for something he enjoyed more--- Binge eating. With his over-sized butter knife and pot belly raring, Brian the brave was still eager for battle; so he joined the AwesomeNauts.
Role	Tank
Base attack	Barbara the Butterknife A very long ranged sword that can deal some damage, but is very slow to attack.
Movement	Brian is a slow mover, and only has moderate health despite his large stature. His stubby little legs don't exactly help with jumping either...
Primary Skill	Throwing Axe Brian hurls a small axe across about half of the screen (Somewhat similar to Skolldir's Gnome).
Secondary Skill	Doves of Valour Brian can send out a small flock of doves that rain down small health pick ups for team members. An upgrade would also make them drop small, low powered bombs as well.
Designed by	MEGAmorrison

451 Spectertron

Sex male

Backstory Spectertron was a robot designed to combat paranormal activity throughout the galaxy. He was good at his job however his last mission changed him forever with him falling deep into a pool of radioactive ectoplasm. The goo fused with some of his core parts and then a ghost like version of himself rose out of the slime. Feeling free and whimsical for getting out of his robotic shell as well as empowered so he could grant the same freedom to other robots, he wandered the galaxy looking for new friends to make. Was not long before he learned about the Awesomenauts and how they send out lots of droids to mindlessly die everyday so he felt compelled to save as many of them as he could! Now Spectertron happily haunts the Awesomenauts HQ and occasionally pulls ghostly pranks on the other 'nauts.

Role Damage Dealer
Pusher

Base attack Ecto Beam

Spectertron fires a beam of ectoplasmic energy (piercing) that does increased damage to droids over enemy players (quicker lane clear in mind). When a droid is destroyed it summons a special ghost version of a droid (The existing ones. At the start sawblade ghost) that will float near him auto attack enemies. Their attacks can be focused in the direction he fires the beam. Ghosts can be used as destructible cover when they are in focus fire mode. Ghosts replace each other when player tries to summon them over the limited amount.

Movement Spectertron being the whimsical spiret he is, happily boosts himself in the air multiple times which makes for a satisfying triple jump. (Average health and slightly above average speed.)

Primary Skill Spirit Swap

Spectertron gains 2 extra types of droid ghosts he can summon. (variations on the mosquito and super droids so he can have homing shots and slow firing missiles.) Can switch between the 3 droid types on the fly. Depending on which one is active is the type of ghost you can summon with the Ecto Beam. Different summoned droid types that follow you can be mixed within the limited amount.

Secondary Skill Flaming Phantom

Spectertron ignites himself which leaves him covered in ectoplasmic fire. During the duration of this skill he can move much faster, can phase through enemy players/damage them, and the Ecto Beam does increased damage depending on how many ghosts are following you. (more ghosts=more power.) However Spectertron is prone to taking an increased damage percentage to everything and can't summon more ghosts when in this mode.

Designed by QuinkinFarn

452 Punkch'ah the Porcupine Shaman

Sex male

Backstory On a planet riddled with spires rising above the atmosphere, lives the Porcupine tribe of Ow'choo, beings of mind controlling toxins hidden in their sharp quills. Punkch'ah, a former shaman of the tribe, was raised as a medic, although after many of his patients found themselves mortally injured by his unique brand of acupuncture, Punkch'ah was banished from the tribe, and is now using his tendency to put large holes in living things by seeking work as a hired mercenary.

Role Melee
Disabler
Pusher

Base attack Spear Lunge

Punkch'ah lunges forward with his large spear to deal piercing damage to enemies in the direction of the attack. Spear Lunge is a medium range melee attack that deals slight knockback to opponents that the attack hits. Intended as a defensive and pushing tool, it deals relatively high damage per hit, but is also very slow.

Movement Punkch'ah is intended to be an average speed character with a double jump-while his first jump is regular sized, his second jump involves the rapid fanning out of his quills to give a jump half the size of his first.

Primary Skill Quill Scatter

Punkch'ah grabs a handful of his quills and throws them in the intended direction, dealing damage in an area. Intended as medium burst damage that gets higher the closer you are to the enemy, Quill Scatter also adds a small poison DOT, and has slight knockback. The move is supposed to be Punkch'ah's main source of damage, due to his more utility orientated auto attack.

Secondary Skill Voodoo Doll

A projectile weapon with many of Punkch'ah's quills sticking out of the doll. A skill with high cooldown, when it hits an enemy droid, it becomes a friendly unit when killed, similar to Genji's humming droid upgrade for the cocoon. When it hits an enemy awesomenaut, however, they deal half damage to enemy awesomenauts, and all their attacks can deal full damage to their own friendly units. Voodoo dolls cause hit enemies to emanate a purple aura, and be thrown back slightly.

Designed by Casplen

453 Windo

Sex male

Backstory Windo is a failed prototype of a wind-up toy fighter developed by Zork industries. Windo is developed to be very intelligent and strong. He even has an IQ of 500! Windo has his problems though. Since he is a prototype, some errors pop-up from time to time causing him to disfunction. Zork industries threw Windo away hoping it would be never seen again but because Windo is designed to be smart, he managed to escape from the garbage men and lives his own life as a mercenary.

Role	Harasser Ranged Damage Dealer Disabler
Base attack	Screw-bolt shot Windo attacks by rapidly shooting screws and bolts. The screws 5 damage and pierce while the bolts do 10 damage and do damage in an area.
Movement	Windo moves by winding up himself with his primary skill. The more he winds up himself the faster he can walk and attack. If Windo hasn't winded up himself enough he will barely be able to move meaning he will be as slow as clunk.
Primary Skill	Wind-up Windo uses this skill to attack and move faster by winding up himself. While winding up, Windo can't move and the winding takes up a certain amount of time depending on what upgrades you bought. If Windo hasn't winded up himself enough he barely will be able to move meaning that he will be as slow as Clunk. This can be solved by buying his boots which give him a considerable moving speed.
Secondary Skill	Hookshot This skill is similar to Leon's tongue skill. Windo shoots out a giant hook with a very short range. The range can be increased by buying an upgrade causing it to be as long as Leon's base tongue. You can use this hook for a few things. You can pull somebody with it just like Leon's tongue, when you got a hold of somebody you can fling them around causing them to get damaged and you can use it to cling yourself on something to escape or chase somebody down. This skill is inferior for pulling people because of its short range making it unique because you can use it for 2 other things.
Designed by	Buttobi

454 Kangu

Sex	female
Backstory	Kangu (the roo) was left to care for her young joey's by herself after a bushfire disaster in the outback caused her husband to suddenly disappear. She now has to fend off predators to protect herself and her young baby joey's. Over the years, her young babies have adapted and help aid Kangu to fend of any and all enemies. Kangu has now joined an underground fight club where there are no rules... Little did she know that the road ahead would be this AWESOME.
Role	Brawler Pusher
Base attack	Slam Jam A 3 attack combo (2 punches followed by a kick) where the kick is able to push enemies back
Movement	Tapping the jump button in a consistent rhythm will allow Kangu to move faster than normal (no boots available) . Holding the jump button will jump up very high.

Primary Skill Go Joey!

Kangu reaches into her pouch to grab a baby kangaroo which she can then throw towards the enemy. If the baby kangaroo hits an enemy, it will latch on, slow and do small damage over time for a short period. Can be upgraded to increase the damage and the slow duration.

Secondary Skill Boomerang

It comes back! Kangu takes a boomerang out of her pouch and then throws it towards an enemy which will then return to Kangu. This boomerang would be able to bring back small life orbs if it hits an enemy when upgraded.

Designed by RiceFace

455 Lady Zlaka

Sex female

Backstory Zlaka comes from a feudalistic, space-faring species protected by an order of Techno-Knights using high-tech weaponry and armour. Zlaka joined the order as she became an adult, but realized the life of a knight was mostly just standing guard and patrolling, and soon stole off with a ship and all her high-tech equipment.

Role Melee
Tank
Pusher

Base attack Fusion Lance

Zlaka drives her glowy fusion lance forward to deal attack to enemies in front of her, piercing all enemies in a small cone in front of her with every attack, dealing moderate damage to each. Good for killing minions and pushing lanes.

Movement Due to Zlaka's heavy armour, she's capable of using thermal discharges (read: explosions) from the fusion lance to propel herself into the air by triggering a controlled explosion underneath her feet, essentially propelling her into the air.

Primary Skill Fusion Blast

Zlaka sets her fusion lance on overdrive and activates a series of (relatively) controlled explosions in front of her, that extends in a small cone out from her - the first attack deals the highest damage but has the smallest radius the second has lower damage but larger radius, and so on.

Secondary Skill Vortex Shield

Zlaka activates a powerful magnetic field from her shield, drawing enemy 'nauts and droids towards her and slowing them as long as it lasts. The further enemies are from her, the weaker the effect becomes.

Designed by Keymonk

456 Fang

Sex male

Backstory A SCIENTIFIC EXPERIMENT GONE WRONG! Fang was an ordanari rattlesnake until aliens captured him and done some scientific experiments on him.. they turned Fang into i huge killing machine. they increased his size and they put i gun on the end of his tail, so u wont just hear a rattle sound the next time you see him, it will be the sound of bullets. he wanted to go back to his family.But no other snake liked to be around him even his parents disowned him(he was an outcast). but he saw a poster to join the AWESOMENAUTS.

Role Damage Dealer
Harasser
Assassin
Melee
Ranged

Base attack tail gun

this gun attack will be shot out of the end of his tail. he shoots spikes at his enemy. that will posin the enemy.shots are normal speed and can poison to deal damage over time

Movement floor movement. he slivers/slides on the floor.

Primary Skill Bite

like gnaw he will bite his enemies but he slows them down and deals a small amount of damage over time

Secondary Skill wrap technique

as most snakes we know that wrap around their pray.to suficate it. this is what fang can do. he wraps around the enemy and stuns the enemy. this wrap skill will also deal damage.

Designed by xi_auto_aim_ix

457 X3-Eve

Sex female

Backstory Eve was one of the a third in a series of models of artificial guardians, who were based off of the legend of "Angels", of the Celestial Garden. One day, a large fleet of spaceships came to destroy the Celestial Garden. The Guardians had never seen such large and dangerous spaceships. They all fought fiercely, but where ultimately destroyed, along with the entire Celestial Garden and its inhabitants. X3-Eve's body parts had been floating through space for thousands of years. Her parts had been picked up and gathered from different corners of the universe by the Awesomenauts. They managed to put her back together and fix her up to a good, fighting condition. X3-Eve has no sense of the passing time, but she joins the awesomenauts crew to take revenge on the fleet that destroyed the Celestial Garden, a fleet that she has no idea is long since gone.

Role Support
Disabler
Harasser

Base attack Angel Fire

X3-Eve releases a jet of fire from her "Angel dress". If held, she can continue to shoot the flame, similar to Coco's base attack.

Movement While holding the attack key, X3-Eve is automatically put into an aerial state. Then, she can move around freely in the air and attack at the same time. However, her movement speed changes depending on the direction she moves, and the direction her attack is facing. If she moves forward and shoots backwards, she moves faster than shooting forward and moving forward. Due to this mobility, her walking speed and jump height are quite low. This idea was to give the impression of a jet-like thruster, and the flight of an Angel

Primary Skill Wind Tunnel

Once activated, keep the skill key held down. Then draw a path using the in-game cursor. Once either the distance reaches max, the skill key is released, or the drawing time reaches max, the wind tunnel appears, following that path, damaging enemies inside of the path, and attempts to move enemies along the path. (Not sure how this would work for players that don't use a mouse, but I'm sure you can figure it out)

Secondary Skill Light Burst

X3-Eve releases to bursts of light from her "Angel dress". At its base stage, Light Burst only blinds enemies, it doesn't deal damage. Holding the skill key can result in larger bursts.

Designed by Eve

458 Chuck The Cyborg Lumberjack

Sex male

Backstory Chuck grew up a lumberjack with his father until their forest burnt down in a tragic "wildfire" while he was still inside. His father had nearly half of him reconstructed with Awesomantium. The fire was caused by a stray lightning ball from Coco Nebulon. Hungry for revenge and seeking new employment, Chuck stumbled upon the Awesomenauts, and is now equipped with a new ax and ready for battle.

Role Melee
Damage Dealer
Brawler

Base attack Slice

Chuck Swings his ax with strong force dealing considerable damage to the first enemy hit. Does not damage multiple targets.
Can upgrade attack speed and damage for a start. I don't think he should have crits.

Movement He is fairly slow, but has a single jump with pretty good height.

Primary Skill Hurl

Chuck sends his ax spinning through the air in a lobbed trajectory injuring the target hit.

Can be upgraded to cause target to bleed (DoT) for a duration.

Secondary Skill Concuss

Chuck uses all his might pounding his foe with the back of his ax to deal damage and temporarily concuss the opponent, causing them to lose sense of direction (reversing their movement) and become slow.

Can be upgraded

Designed by FrakingToaster

459 Asther

Sex male

Backstory Trapped in fear Asther is from the Shadow clan. His homeplanet located in the Polyform galaxy which was over taken by the Fire clan. Being the son of both Shadow and Ice clan's he has powers like no one has ever seen. Now he seeks vengeance by joining the Awesomenauts and fighting for his home planet.

Role Assassin
Melee
Ranged
Pusher

Base attack Claw

Claws the opponent by outstretching a shadow like arm and deals damage. [attack speed: as fast as Derpl's cats.]

Movement Does not have feet! Rather floats but doesn't fly, leaves an icy trail which the enemy slips on. [The ice can be upgraded to deal damage, stun, ETC...]

Primary Skill Ice Kick

[Kind of like scoldiers third attack] Has a slight stun effect. Asther takes his foot and upper cuts the enemy sending them flying in the air. Deals a fair bit of damage.

Secondary Skill Vengeance

With the power of anger and wrath Asther vanishes and then power slashes the nearest enemy. [kind of like Shadow knight from Super Smash Bros brawl and his final smash attack.] Auto aims, doesn't do more than 50 damage.

Designed by romanmaster1

460 Oxen Bolo

Sex male

Backstory From the Bovinion system lives the threatening bison force known as Oxen Bolo.
He is on a constant search for Sheriff Lonestar to make him pay for wrangling his people and he will stomp anyone who gets in his way.
Oxen searched the galaxy for Lonestar with no luck, while also taking some odd jobs that required his skills.
Suddenly Oxen received a message from an unknown source who requires his skills in the droid war. At first Oxen was not interested until he heard that Sheriff Lonestar was taking part in the battle.
Oxen Bolo jumped on the next shuttle to the battle field finally hoping that the two of them will have their epic Man vs Bull showdown while also making a quick buck while doing his job.

Role Brawler

Base attack Fist of the Bovinian

Oxen Bolo's base attack is multiple punch strikes that a single hit does small damage but when combo together equals to medium damage, the base attack speed is medium.
The base attack can be increased in damage and speed.
He strikes his opponent 3 times which can be increased to a total of 5.
Oxen can purchased flame punch ability which causes a damage over time effect when the last punch hit the opponent. The time the effect last is roughly 4 seconds.

Movement Oxen's movement speed is medium and can be increased by the space boots.
His punch also moves him depending on where he is facing. His Primary attack (which will be explained later) can make move across the screen.
He has a very low jump and his max height is high enough to reach the top jump pad.

Primary Skill Otta my Way!!!
Otta my Way!!! acts like Lonestar's Bull Skill in that Oxen runs across the screen without being interrupted by opponent attacks but can be slowed down by slowing effects and stopping moves like Genji's cocoon. He cannot cancel out of it and he still take damage.
The damage of this skill can be increased, and the cool down last for 8 seconds but can be decreased to 6.
Unlike Lonestar Bull Skill Oxen does not explode but he gets a shield to protect himself while running, the shield last until the skill finishes.
Outta my Way!!! has a knock back effect.

Secondary Skill Taurus Strength
Taurus Strength is a power up skill that enhances the attack damage and defenses to both himself and teammates.
Whats unique about this ability is that you can choose to focus on attack or defense depending on what you choose for the Taurus Strength loadout.
The skill last for 4 seconds while the cool down last for 12 seconds, the cool down can be decreased to 8 seconds.

Designed by Shub125

Sex female

Backstory Zephyr hails from a gas giant populated by parasitic wind currents and gas clouds. Unsatisfied with the airhead inhabitants she took off for a more interesting atmosphere.

One evening at a Space Jazz-Ska fusion concert she was accidentally inhaled by the vulpine vocalist of Fox Glove and the Hossenfeffers. (Note it could also be one of the rabbit band members instead (alternate costume).)

Her new found love of attention and thrill seeking has led to a career of extreme sports and ultimately joining the Awesomenauts. Which may perhaps get her name out there enough to help her band hit the big time.

(Alternate costume ideas: Hipster Zephyr. Lagomorph Zephyr. Despite a female voice, possessing a male would also be possible, and if super masculine, really funny.)

(Personal wish: Voiced by Dodger from Press<3 (TGS Podcast))

Role Melee
Disabler
Harasser

Base attack Cumulus

Creates a small cloud with very slow forward motion(.5-1 as a start). Around 10 base damage with a slow attack speed(45-50), the first cloud fading by the time a fourth can be made (so 3 at a time). Each cloud can damage a target only once, piercing. Upgrade effects would be along the following lines: Blinding, .25 duration. Cloud shoots off up to 2 lightning bolts for 5 damage each with a range of 4-5. An increase in clouds speed and range(by about .5 up to 3 times). A 60% slow that lasts .1 second (a second purchase can increase the duration slightly). A damage 4 small AoE burst when the cloud dissipates. The cloud can adhere to ally buzzsaw drones(maybe flying as well for increased Genji synergy), granting a small damage resistance(increase up to 2 times) (cloud effects would trigger on touching the droid or by droid attacks rather than passing through, lightning could go off as normal as well as the AoE upon dissipating).

Having high speed and around 120 HP you need to drop clouds and run. Buffing sawblade droids is your main push. You move around quickly creating zones of harassment/disablement. This would aid campers like Derpl/Rae by controlling the area around them. It helps to fend off flyers like Yuri and Vinnie/Spike by making areas into no fly zones. You are susceptible to heavy hitters like Skol, Leon, and Clunk due to needing to move in close to be certain of a hit.

Cumulous damage would cap at 24 assuming 2 lighting bolts and the dissipating burst.

Movement

Zephyr is a mobility based character having a base speed of 10, but no speed increase available for purchase. Instead you can increase her jump skill "Dash". Zephyr's 'jump' speed is around 12, but it is restricted to a straight line. You can perform a second dash while dashing to change your direction, but you must land before you can 'jump' a third time. By upgrading her Dash you can now perform a third dash. Her 'jump' height will be equal to Froggy G with 3 uses of 'Dash'.

While this may appear very powerful, she has no arch jump and limited control. Jumping will be one of the most skill based aspects of her character. At the same time however it can allow for precise aerial positioning to place strategic Cumulus clouds.

Primary Skill

Tempest

Creates a small tornado on the ground which gets taller as it travels forwards after a short delay. It damages everything it moves through (6 damage, slow attack speed). Its speed would increase as it travels starting off around .5 and ending at 8. A range of 10 with a height starting at 5. A second press would cause the Tempest to increase in height, knocking up allied or enemy Awesomenauts (+5 height). It will also increase the forward motion of your Cumulus clouds and knock them up as an ally. The range could be increased 2 times for +2(14 total). Height could be increased allowing for a second activation of the knock up (15 height total). The Tempests' attack speed could be increased. For a cheap cost it can no longer knock up Allies. For the same cost it can no longer knock up enemies. The Tempest can also leave a frost trail which increases ally movement speed by 1 (1 second) and reduces enemy movement speed by 1 (1 second) this can be purchased 2 times.

This gives you a wide range of map control, needing a fair cool down of 10-15. The synergy with your Cumulus clouds allows for highly intricate play, however this aspect can be ignored as well.

Allowing for customization of ignoring ally or enemy 'Nauts allows you to play rescue, harasser, or spawn of chaos by choosing neither.

You can elevate allies to hit a camping Yuri.

You can knock away enemies to facilitate a push or escape.

You can aid the snipe of Rae(moving her without breaking the snipe) or allow Voltar a quick escape/advance.

It has many uses if you just apply it with cunning and skill.

Secondary Skill

Ionic Charge

You create a burst of frigid air around you charging yourself with thermal energy. One enemy in the burst (which can be upgraded to 2 enemies) becomes negatively charged, they are slowed by 5% for 3 seconds.

This ability also allows your next dash(within 3 seconds) to pass through enemies dealing 5 damage. You can upgrade this to your next 2 dashes(within 3 seconds). You can also use the following upgrades:

Reduction of enemies attack speed for the duration, 2 times.

Enemies cause a 10% HP small AoE burst when the duration expires.

Increase the duration, +2 seconds 2 times.

Reduce the cool down from 10 seconds by 1 second, 3 times.

Designed by

Electricotter

462 Aves

Sex female

Backstory Hidden somewhere in the universe, is a planet called Trochilidae. It is mainly inhabited by bird-like creatures. There lies a clan of Hummingbirds called the Nectils. The clan has been raising their young to be warriors or nectar-gatherers for millenniums. The most noticeable warrior being the one named Aves. He was always striving to be the best and most formidable Nectil in the entire clan. One day he had an idea.

To prove his worth, Aves challenged the chief to a one-on-one battle to show who should be the next clan leader. The duel went on for a good hour before they both fell down on their knees, exhausted. One had to go down...then a loud thump was heard. Aves was lying on the floor unconscious, bruised and battered. Having failed to defeat the chief, he was exiled from his clan and was requested to leave the planet for his own safety. Shamefully, he left the planet, with his pride torn in pieces, to travel around the galaxy aimlessly, looking for a purpose. He later found a place working at an illegal fight club on Zornoxus, being one of the contenders.

The Awesomenauts later came across him in the middle of one of his fights. Seeing how powerful he really was, they asked him to join them to provide help in the battlefield. He accepted hoping to gain a big enough reputation to return to his planet and finally claim back his honor as the one and only, Aves the Humming Warrior.

Role Melee
Brawler
Disabler

Base attack Peck

Aves swiftly pecks the enemy with a quick movement of his beak. This attack is pretty basic and has an above average attack speed. It would probably do about 5-6 damage.

Movement Aves jumps up and can rapidly flap his wings to quickly gain height. The jump wouldn't be too high, but the flying would take him up quite fast.

Primary Skill Feather Rain

Aves moves his wing in one fast slash, sending out 3 razor sharp feathers that damage any enemies that get hit by it. They would fly at an angle dealing about 15 damage each feather. If I were to suggest an upgrade, I would say something like adding a slowing effect or damage over time.

Secondary Skill Gale

In a flash, Aves starts flapping his wings at lightning speed dragging all enemies in a radius around him, towards him. This deals no damage and Aves cannot move while he is channeling this skill. An upgrade would be something along the lines of making it deal damage or adding a silencing effect to all enemies being pulled.

Designed by Fantastic Mr. Legion

463 Ixen, The Arsonist Mage

Sex male

Backstory Since childhood, Ixen showed some magical power affinities and so was sent to the Magic College when he reached the age. There Ixen demonstrate great ability with fire based magic and then got expelled from the college for set fire to the cafeteria after the attendant said that the mochaccino had finished. Now Ixen travels across the galaxy looking to increase their skills in the control of the fire magic.

Role Damage Dealer
Brawler
Pusher

Base attack Fire's Staff

arc based ranged attack where Ixen point his staff to the enemies and then throws a small fireball at them. Can be upgraded to add a small DOT, increase the damage of the fireballs, increase the range of the attack, increase the rate of fire, cause slow or do damage in AoE.

Movement While in his normal form Ixen is rather slow and instead of be able to jump he's able to do a little teleport in a direction above him. Max distance need to be tested. While in his Fire Elemental Form, Ixen is faster and do normal jumps.

Primary Skill Firesteal

Ixen sucks fire power from the victim. To be able to use this skill, the victim must be ensnared or stuned. After Ixen sucks some determined amount of fire power he will be able to transform itself in a Fire Elemental. While in his Fire Elemental form Ixen attacks with his claws, have increased attack speed rate and increased movement speed and have a reduction at the cooldown of his skills. While Ixen is in this form he takes damage over time of his owns flames. To transform back to his original form the player needs to activate the skill again. Can be upgraded to make Firesteal cause damage, make the firesteal cause slow, make firesteal steals more firepower, make the Fire Elemental Cause DOT around him, make Ixenhewa explodes in the transformation and make the Fire elemental cause more damage.

Secondary Skill Fire imp

Ixen spawns a fire imp that will follow him and attack any enemy nearby, Ixenhewa can hold up to 3 imps at the same time. Can be upgraded to increase base health of the imps, hold more imps at the same time, increase damage of the imps, add a chance to the imps attacks cause a ensnare effect, make the imps explode upon death and make Ixenhewa be able to sacrifice a imp in exchange of a + 40 health.

Designed by TcheORfabio

464 Adwin the Armadillo

Sex male

Backstory Adwin the Armadillo lived peacefully in the marshes of Ribbit IV, until one day he was captured by a scientist from AI Station 404, who was experimenting on animals to create the perfect soldiers. He was tested upon, given a mechanical shell, mechanical goggles, a plasma pistol and the gift of human intelligence.

The scientists underestimated Adwin's new found intelligence and he managed to escape on a rocket back to his home planet of Ribbit IV. When he arrived, he saw his habitat devastated by the war for solar. Deciding against his peaceful nature, he signed up to become part of the Awesomenauts, to protect his planet from destruction.

Role Damage Dealer
Brawler

Base attack Plasma Bolt

Using the plasma pistol he constructed, he is able to fire plasma bolts at enemies. This is a single target ability that would deal 6 damage at base. The bolt will disintegrate if it has reached its max range and does not hit anyone.

Possible upgrades include:

- Increased range
- Allows the plasma bolt to be charged, increasing damage (hold mouse button)
- Can add small AoE upon contact

Movement Adwin walks around on two legs, while hold his pistol and wrench in his hands. He has a similar base speed to Clunk and has a medium height jump. This means that fast characters like Froggy, Leon, Coco etc, would be able to escape him. Like Coco, sometimes when he jumps he spins in mid-air.

Primary Skill Wrench-a-rang

His wrench, when thrown, acts like a boomerang and returns to him. Any enemy Awesomenauts caught within its range will be stunned for a short period of time. The wrench is thrown in the direction of the cursor, and will then arc back around to the player. With no upgrades, this attack does 25 damage.

Possible upgrades include:

- Increased damage
- Pulls in enemy Awesomenauts caught within the range
- Increased stun duration

Secondary Skill Razor Roll

Adwin curls up into a ball and spikes pop out from his shell. He then rolls at enemy Awesomenauts to deal damage. While in ball form, he can move left and right and drop down through the clear platforms. When activated, this ability has a 5 second duration. If Adwin hits an enemy Awesomenaut while rolling, he stops. This ability would deal 35 damage at base and would knock back the enemy Awesomenaut.

Possible upgrades include:

- Slow upon contact
- Increased roll duration
- Damage increases with length of roll

Designed by Rosalina

465 BadooKaboo

Sex female

Backstory BadooKaboo was an experimental bacteria that mutated becoming a rather big blob of goo, she was trained to use her goo to her advantages before getting sold to the Awesomenauts to assist them with a creep problem after seeing her skills they decided to send her to fight for them.

Role Support
Disabler
Harasser

Base attack Goo whip

BadooKaboo creates a whip with her goo which can leave a rather nasty sting low damage and a slow attack making it hard for her to kill, upgrades can be a damage, damage over time and a slow effect and attack speed

Movement BadooKaboo uses her goo as a collection of legs making her rather fast making it easy for her to run around and harass

Primary Skill Goo blob

BadooKaboo throws a ball of her body at them damaging their eyes causing them to lose sight for a short time. upgrades can be a damage effect, slowing and silence effects

Secondary Skill Goo Cage

BadooKaboo uses her body as cage trapping unsuspecting awesomenauts in her body, doing so decreases her movement speed and jumping height making it hard for her to escape. turrets mistake her as a enemy stopping her from passing and sometimes attacking

Designed by HorridHeart

466 Ijime the Space Ninja Bully

Sex male

Backstory

He was raised in a little town on the planet Ni-Su. Ijime was known for his friendly personality and his excellent behavior. Unfortunately one day he lost his soul in a high school cafeteria playing hot potato. Ever since the accident he started stealing lunch money to raise enough money to build a time machine and get revenge on the one invented the game . He stole the money of every single student and employee in every single school on his planet.

When he was looking for nearby planets with a high number of school cafeterias, he heard about the Awesomenauts and he decided to join, so he can take the enemies' beloved money, saved for buying their 12 o'clock meal!

If you're against this sneaky ninja, better watch your pockets. With his lightning fast skills and laser sais, your hard earned cash will be gone in the blink of an eye.

I imagined a japanese accent for him! :)

Role

Melee
Pusher
Harasser

Base attack

Shockin' Sais

"What do you do when you want to hurt someone? Shock him with two sais of course!"

He attacks with two melee ranged sais. Two quick swipes before a small cooldown, like Skolldir, but 2 hits instead of 3.

Can be upgraded to give a chance to stun the enemy.

Also an upgrade for +50 solar per kill!

Movement

He'd be rather fast like Coco. Double jump, second jump being a mid air somersault. Can hold on a wall for a bit, and can jump off of it (giving another double jump chance). Also he can't use attack while on the wall.

Primary Skill

Clone Buddies

"Who needs friends when you can crate multiple copies of yourself?"

Similar to Leon's clones (although he doesn't turn invisible). His clones march ahead (without an upgade))until they see an enemy, which they start attacking right away (on ground). He can create 3 clones max, starting with only one. The first one will have the same speed and half the health. The other ones will have less speed and less health.

Secondary Skill

Intergalactic Food Express

" Today's special: Hot sauce between your eyes!"

He flings hot sauce at the enemy with a spoon, blinding (upgrade) and dealing damage (and overtime, with upgrade). He shoots in an arch, so it is kinda difficult to aim, but if it hits, the enemy is in trouble!

Designed by

MagicalTrevor

Sex male

Backstory Blackfoot was once a friendly ferret, residing in the forest planet of Piniferous. Years ago, Zork industries came upon Piniferous and began strip-mining the planet for its lumber. Blackfoot donned a black mask and iron claws and with calculated attacks was able to halt Zork's operations. Instead of letting the lumber go to a competitor, Blabl Zork decided to torch the planet. Blackfoot escaped and became a mercenary looking for a way to exact revenge on Zork Industries.

Role Assassin

Base attack Pounce

Blackfoot leaps and pounces forward, dealing damage to enemies in front of him when landing. Spamming Pounce moves Blackfoot forward as quickly as if he was walking. Both characters are solid so pounce can push the enemy forward slightly as Blackfoot is off the ground. Pounce can be upgraded to increase the range, (making him able to move faster than his walk speed) increase the damage, or have the pounce deal AOE damage to all enemies around when Blackfoot hits the ground.

Movement Blackfoot is an agile creature. He has a strong single jump and a double jump that has good horizontal movement and can change in a flash. He can be jumping forward and then double jump backward. As a situational movement plus, Blackfoot has a very strong horizontal wall jump that he can use on Turrets. When double jumping near a turret, Blackfoot launches himself away from the turret in the angle the turret is facing.

Primary Skill Sharpfoot

Blackfoot strikes at the eyes of all enemies around him blinding and slowing all those with-in a small AOE range. This ability has the imagery of Blackfoot's Steel Claws slashing around him in both directions as he swipes. This ability has a major upgrade that allows Blackfoot to stealth for 3 seconds or until first attack after using this ability. This ability can also be upgraded to add a lifesteal effect that increases for each enemy hit or to increase the slowing effect.

Secondary Skill Swiftfoot

Blackfoot zones out for a second and becomes untargettable. A visual representation of Blackfoot then appears above all enemies with-in range of his ability (Awesomenaut or creep) up to 5 enemies, dealing damage to each. At the end of the attack, Blackfoot teleports behind the enemy farthest left if Blackfoot was facing left or farthest right if Blackfoot was facing right. Therefore Blackfoot can turn before using this ability to position himself for either pursuit or poke.

Designed by Elementimal

468 Danny The Drover

Sex male

Backstory Hailing from the planet Auz, Danny was not just any shepherd; he had to cope with extreme conditions, lethal wildlife and even man-eating sheep! All was well until a sandstorm destroyed the flock. Danny then became a Mercenary using his adaptability and the bite of his whip. He dreams that eventually he will earn enough to find a new flock and win the Galactic award for Best Shepherd!

Role Pusher

Base attack Whip

Possessing the whip of his forefathers, Danny is able to deal a short double hitting burst of damage that if timed right, can be devastating to his foes

Movement Having the skill of the Drover, Danny is very agile and is able to turn sharply in mid run. He is also able to use his whip to grab onto see-through platforms!

Primary Skill Insight

Knowing his way around the strongest sand storms, Danny is able to use his vast knowledge of adaptation to show the positions of the enemy for him and his team on the minimap!

Secondary Skill Creep Tamer

Part of Danny's original job was knowing how to tame any creature, he is able to run into the jungle, taming and training neutral creeps to do his bidding!

Designed by Legitchicken

469 Queen Kibosh

Sex female

Backstory Queen Kibosh was a very kind and generous ruler of the city of Manam. She made sure no one under her ruled ever went hungry or suffered. Queen Kibosh was beloved by all of those of whom she ruled... almost all. One day while on a walk through the city she was kidnapped by a group of strangers, taken from her people, and murdered. The city was so devastated by the loss of their queen that they mourned to the god's so that they may bring her back. The god's seeing how the people loved her granted them their wish and returned Queen Kibosh to them. Enraged with anger, Queen Kibosh was only interested in one thing. Revenge! She left her people to travel the galaxy searching for the bandits who killed her, and will destroy anything in her way.

Role Ranged
Disabler
Harasser

Base attack Manam blast

Don't let the slowness of her attack fool you, the last person to underestimate her is lifeless around the corner. Manam blast is a slow to fire energy pulse she shoots from her hands that travels fairly far. upgrades include damage, range, DoT, piercing, and speed.

Movement Being a Queen, Queen Kibosh hardly ever had to run let alone walk at a fast pace. She is just as slow as clunk as far as movement speed. She cannot jump very high but luckily for her the god's gave her winged sandals as a gift when they returned her to earth that allow her to temporarily fly. While her sandals are activated she moves at a faster pace until she touches the ground again.

Primary Skill Cries of Manam

Channeling the cries of her people, Queen Kibosh throws out a bottle of tears which opens up into a portal that causes any enemy target that touches to become extremely slow while in it. Upgrades include increase staying time, area, damage, slowing effect, and adds lifesteal.

Secondary Skill Curse of Manam

Don't be caught in in her curse, it won't end well. When Queen Kibosh channels Curse of Manam, any enemy naut near her is subject to receiving 25% more damage and dishing out 25% less damage. upgrades include length of curse, range of curse, increase damage %, slow, affect enemy droids. (think in terms of monarch blessing for this)

Designed by x507x HECTiiC

470 Angelora

Sex female

Backstory Banned from the high court of the light spirits for associating with dark angels, Angelora became one herself.. Only to be kicked out by them too because she was growing too powerful and misusing her abilities. This wandering "Young girl" doesn't appear to have wings or a halo to the naked eye. That is, until she wants you dead. Angelora is now in search of answers for her extraordinary power in shadow- manipulating, and she's sure that the more Awesomenauts she takes out, the closer she'll get to these ever so distant secrets. . .

Role Support
Assassin

Base attack Angry Spirit

Angelora controls a small orb of darkness that floats around her right hand as she walks. She may use this ball to attack her enemies, unlike a gun this attack is not very fast but has a good, balanced damage rate. upgrades can be made such as life-steal, slowing and damage over time.

Movement Angelora moves by means of flight, ground and air, making her a mid-speed character. Feathers occasionally fall off her black wings and sparkles of light twinkle in her halo.

Primary Skill Help From The Grave

Angelora bewitches up to 3 tiny spirits of the undead to fight for and heal her at a low rate that can be steadily increased using upgrades. They fight by flying at the enemy and floating through them like bullets.

Secondary Skill Hiding In Plain Sight

Angelora can melt into the shadows and hide from enemies while moving around. her "Help From The Grave" spirits may not attack while Angelora is in this state but can still heal her. If Angelora uses an attack she will be once again exposed to turrets, Awesomenauts, and other dangers in the battlefield. This skill has a slow cooldown.

Designed by Oakyscfc

471 Cynthia

Sex female

Backstory Being one of the few space roaming species known as the harpiras, who's only mission in life is to eliminate whoever stands in their way of laying their eggs.
Cynthia being a little sceptical, wants to clear the harpiras name, as the harpiras have a very bad reputation. Therefore, she joined the Awesomenauts to battle and show that not all harpiras are bad.

Role Melee
Damage Dealer
Brawler

Base attack Sharp Nails

Cynthia uses the claws on her feet to hit the opponent.

Movement A simple melee attack that hits the opponent and does damage

Primary Skill Razor feather

Cynthia shoots out three feathers in different directions (diagonal up, diagonal down and straight ahead). The feathers will cause bleeding and do damage over time, plus the damage from the hit.

Secondary Skill Mothers boy

Cynthia hatches an egg which makes her invulnerable and not able to move for 2 seconds. When she is done, a little bird will be born and will help her fight. In order to make it attack you have to tell him to attack (working like one of Voltars droids) he will stay on the target and cause damage over time until called back or the damage over time runs out. after some time it will get tired and leave the battle arena.

Designed by TheXpertPlayer

472 Roy the armadillo

Sex male

Backstory Roy used to be bullied by other armadillos because his roll was very weak. One day he ran away from home to train. After several years he came back to his hometown avenge the armadillos who bullied him. After wrecking the whole town he went on a search for the ultimate challenge which lies on the Awesomenauts battlefield.

Role Melee
Pusher

Base attack Claw slash

Roy uses his razor sharp claws to brutally finish off his opponents. he hacks an slashes trough enemy bot waves, turrets and destroys their base.

Movement Roy is a fast character with a movement speed of about 8. He has a normal jump where the height is determined by how long the jump button is pressed.

Primary Skill Atomic roll

Roy curls up and and rolls towards his enemy with the speel of light. Well... not exactly the speed of light, but he is still very fast. When rolling Roy gains a shield and pushes enemies back.

Roy is able to turn around while rolling though it's quite slippery.

Secondary Skill Rock throw

Roy digs up a big rock and flings it at his enemies, crippling them when hit by the rock. When thrown the rock will pierce trough enemies, hitting everything else in its path. When the rock hits the ground it will break.

Designed by Kevbaum

473 Grizzle

Sex male

Backstory Hired as a circus performer, Grizzle realized his harsh nature and massive power was extremely useful in fighting mercenaries. He was hired as such, but soon proved that his angry nature couldn't handle orders. He has joined the Nauts in hopes of calming himself, and simultaneously destroying things.

Role Melee
Tank
Brawler

Base attack Claw

Grizzle uses his Bear Claws to attack. First attack using his left claw, second attack using his right claw, and third attack using both Claws.

Movement Grizzle walks around on two feet standing up. When you buy the boots upgrade from the shop he walks on all fours until you attack, then he stands up on two feet again while in combat; after a few seconds, he drops down again to move faster.

Primary Skill Call of the Wild

Grizzle lets loose with a mighty bellow, which causes nearby enemies to move slower.

Secondary Skill Bear Hug

Grizzle hugs an enemy player not allowing the enemy player or Grizzle to move.

Designed by SherTheDrunkBear

474 Mulfur

Sex male

Backstory After years of mining the deep caverns on planet Grokoal, Mulfur has been recruited by Blabl Zork. Blabl, having heard of Mulfur's excavating expertise, has hired him to tend his massive drills and oversee his corporation.

At the ripe old age of 366, Mulfur's years only equal experience. Not only experience in drilling and mining, but also in war. The caverns of Grokoal were invaded by the indigenous man eating fungus known as Basidiocarps in the years 3422-3450. Mulfur, left only with his bare paws and a lantern to light the way, lead the extermination.

His victories may be few, but Mulfur is more than ready to join the Awesomenauts and their quest to VICTORY!

(Mulfur's character is based on a mole, would be elderly, and have an Australian accent.)

Role Harasser

Base attack Paw Claw

Mulfur was born with a strange deformity, an oversized right paw with five menacing claws. His paw has assisted him in the digging up of minerals and ores without the use of tools. Now it's ready to slash fear into his foes!

"Paw Claw" is an up close and personal auto attack. Don't get hit, because there's a good chance Mulfur will latch on to you.

Movement Mulfur's old age has left him with a gimp leg. Now he has to limp around to keep the weight off. Despite that, he still has mad hops. Platforming won't be a problem for this old coot.

Primary Skill Tunnel

To evade enemies attacks, Mulfur digs himself underground (leaving a hump of dirt above him). Since Mulfur is very skillful at travelling underground, Tunnel allows him to move at a faster pace than when he's above ground. When Mulfur is finished Tunnel-ing, he pops out of the ground, damaging enemies with the minerals he's excavated. Also, Tunnel can be upgraded to reduce damage taken while underground, and create a "knockback" when he pops out.

The mechanics of Tunnel would work similarly to Derpl's turret mode. You press the action button once to dig underground, and another to pop out. A time limit might be necessary to force Mulfur out from his hole.

Secondary Skill Lantern

Mulfur's only tool for mining is his trusty Lantern. Although his eyes are adjusted to the dark of planet Grokoal, he has trouble seeing in other environments. His Lantern creates a "sepia" look to the area around him. Once activated, Mulfur's Lantern lights up in his left hand. Lantern negates "blind" effects and makes all enemies in range "see double". Lantern can be upgraded to stun enemies and deal damage.

Designed by B-Lozey

475 Shin Cline

Sex male

Backstory A beetle like alien from the home world of the Mining Corp, Shin was engineered to lead a platoon of digger Space Beetles to, well, dig mines. However during a dig, in the depths of Deep Mining Crop Mine; the main tunnel collapsed trapping Shin. Using her tools and skills was able to break her way out, however being thought for dead: she was already replaced and was forced to leave her home world for new exciting adventures!

Role Melee
Disabler
Harasser

Base attack Super Powered Pickaxe Jack Hammer

A melee attack, Shin pulls out her Super Powered Pickaxe Jack Hammer and lets it's powerful chisel to drill her enemies!

Movement Shin moves like most other nauts, however her wings will allow her to float while she falls.

Primary Skill SeeFour

Plants C4 explosives on the ground under Shin, an upgrade can be being able to place more C4. Once the maximum c4 is placed, the next time it's activated all C4 on the map will explode.

Secondary Skill Gravity Well

A disabling ability that slows enemies around the well, the more powerful it gets the slower enemies move. It is fired from her Gravity Well Gun and does nothing until it is activated by the player exploding where the shot is. It would be nullified after x distance or goes off screen.

Designed by anthonyjc

476 Ophelia

Sex female

Backstory Ophelia broke out of an experimental facility that was experimenting on rats, she grew to a large size and stole an ancient alien blade, Fang. Soon enough Ophelia and Fang became ruthless bandits, preying on scientific vehicles, after becoming very skilled she became a 'gun for hire' and joined the wars.

Role Melee
Damage Dealer
Brawler

Base attack Blade Attack

A quick swing of Fang can slice almost anything, be it fruit and vegetables or the backsides of Ophelia's enemies! Ophelia can swing Fang in quick succession and cause lots of damage, occasionally deflecting stray attacks in the flurry of sword slashes.

Movement Ophelia runs along like a normal rat (example www.youtube.com/watch?v=cMluW6hykd4), but with her blade sheathed across her back, when standing still she crouches low, with one paw resting on her sword hilt, the other resting on her back leg. Her jumps are light and floaty, like candyfloss in the wind.

Primary Skill Blade Parry
With a skillful swing of Fang, Ophelia can reflect all incoming attacks for a very short amount of time.

Secondary Skill Pinning strike
Ophelia leaps quickly towards the enemy, pinning them to the ground and inflicting massive damage, but missing could cause some recoil damage.

Designed by Oggiewarrior

477 PiiXeL

Sex female

Backstory PiiXeL is an 8-bit character who is a light gunner from the Cartridge Planet her home world has corrupted from the dust particles. She sees an ad to Join the Awesomenauts she then takes the opportunity to get skilled up to take on the dust particles.

Role Harasser

Base attack Mega Buster

Her Left click ability is Mega Buster which is a cannon which shoots out Pixels blocks.

Movement For upgrades for this ability there will be higher damage 6,9,12 , Further range 1.2 each time , More bullets fired each round, Bullets can explode and damage people around the target Damage 1,2,3 and Bullets can slow down enemies and droids).

Primary Skill Hadouken

Her Right click ability is a Hadouken which fires out a small ball of fire at her enemies (costs 130).

Secondary Skill 8-bitting Shield

For the Middle click the ability will be a 8-bit shield which goes in front of her where anything shot at PiiXeL will directly go back at the enemy or at an enemy droid (If in front of the enemy).

Designed by DaleCarey

478 Sanderella Disurupt

Sex female

Backstory From the former Awesomenaut support squad.
The dead lies in the international Naut graveyard, its muddy and its cold there.

Sanderella come to seek her revenge!

solar, solar, solar. Its everything people want these days. She used to support homeless people... And now she's here to support the future Nauts.

Role Ranged
Disabler

Base attack Skulls of the damned

Sanderella throws her dead comrades skulls.
deals 7 damage. have a 15% to silence the primary attack on characters.

Movement flying, she opens her mouth and breath out cold steam of air.

Primary Skill dead body gas
makes nauts and droids in the radius silenced.

(you guys can change this if you want to)

Secondary Skill Light of the homeless
blinds nauts for 1,5 secs and gives attack and defence to nauts's primary attack.

(you guys can change eveything if you want to.)

Designed by Lukefanwalker

479 Scrap

Sex male

Backstory I honestly don't think it matters what gender it is btw.

I imagine it like a small robot, with a relatively large head and a high pitched robot voice.

Anyways, it was built for some purpose, but was scrapped for being useless, only wanting to play and fool around instead of doing any work. Being free, it eventually ended up in the awesome-war, where it saw plenty of oppertunities to make new friends and have a good time.

Role Disabler
Harasser
Pusher
Ranged
Brawler

Base attack Zap or Short Circuit

Scrap shoots a slow projectile that, when it gets close to enemies, turns into a "chain lighting", jumping from enemy to enemy. One of the upgrades would have to be adding an AoE to the jumps, making it do no extra damage against single enemies, but it'd be highly effective against close groups of them.

Movement Scrap can open up his head to produce a propeller, making her fly like a helicopter. Unlike a helicopter, however, he can't move when flying, but it could still be used to plan an ambush from above, or to "stick to walls" after grappling to them. Alternatively the propeller could always be visible, making it look like on of those propeller hats.

Primary Skill The Claw
One of its hands is actually a claw that can be shot like a grappling hook, dealing damage and stunning the oponent before pulling Scrap to it's location. Can attach both to enemies and terrain. A good way to catch up with your friends.

(his auto attack would be shot from the other hand btw)

Secondary Skill Internet
Scrap creates an "inter-net", that attaches to any nearby enemies(possibly only Awesomenauts), doing nothing to them if they stay within its radius. If they leave the radius, however, the net breaks, dealing damage and stunning the person responsible. This is a good way to keep your friends close.

If this description doesn't make any sense, please just check Puck's ultimate from Dota :)

Designed by simum

480 Oink

Sex male

Backstory Oink retired from his 20 year service as a chef at an intergalactic truck stop when he found out there wasn't an on duty cook for the Awesomenauts. With a frying pan in hand (hoof), and an empty stomach, Oink joins the team and doles out balanced meals for justice.

Role Pusher
Healer
Harasser

Base attack Order Up!

Oink uses his frying pan as a tennis racket and flings delicious goodness against creeps and enemies alike. Upgrades may include increased damage per shot, increased range, and a chance for a flung food item to be on fire which upon landing on a target would do damage overtime in addition to its base damage.

Movement Oink skips on his hind legs and stands upright. His frying pan sways back and forth in his hoof as he skips when not aiming for an attack.

Primary Skill Swine Time

Oink gets on all four legs and stampedes towards enemies doing increasing damage for players and creeps who are stuck in the attack overtime. Upgrades may include increased movement speed (perhaps his coiled tail spins rapidly in this upgrade), knockback, and a shield while using the skill.

Secondary Skill Squeal

Oink squeals which has an area of effect radius which forces creeps and enemy players to move in the opposite direction for a few seconds. Upgrades for this skill may include a larger radius, a blinding effect, or even life steal.

Designed by Dave Rantoul

481 Master Wei Li, The Mighty Tiger

Sex male

Backstory Once he was a powerful master of kung fu, but after being betrayed by one of his once closest friends, he left the order in pursuit of his revenge. He chased him all over the world and once he finally had him cornered, he showed him no mercy.

When he returned he was rejected. His fellow masters in the order knew well what he had done. He had walked down a dark path and was banned from the order.

He later joined the awesomenauts, to seek redemption and hopefully be forgiven by his order.

Role Melee
Damage Dealer
Brawler

Base attack Thunder Paws

Melee based attack. Depending on what stance Wei Li is in his damage and attack speed is different. In the dragon stance he deal more damage, but attacks slower and in Tiger stance he attacks faster, but deal less damage.

Movement His movement is different depending on which stance he's in. In tiger stance he is faster and can jump higher, he should be about as fast as froggy G, and in the dragon stance he is slower and doesn't jump as high, he should be about as fast as clunk.

Boots shouldn't increase the movement speed in dragon stance by much.

Primary Skill The dragon shout / The leap of the tiger

The dragon shout: Wei Li rawrs, deals damage and stuns nearby enemies for a short time.

The leap of the tiger: Wei Li leaps forward, dealing damage and he can leap through other players and minions.

Secondary Skill Path of the warrior

Wei Li changes between two stances, similar to derpl. The stances are "the dragon stance" and "the tiger stance". In the dragon stance he walks on two legs, have more damage, is slower and has "the dragon shout". In the tiger stance he walks on four legs, has lower damage, moves faster and has "the tiger leap". His base stance is "the dragon stance".

Designed by elvicko

482 Mugenryu

Sex male

Backstory Mugenryu the Ninja, was named after his clan, The Eternal Dragon. After he completed his training he set out into space and joined the Awesomenauts to gain honor and wealth for his clan.

Tragedy struck however, when his clan was destroyed by space pirates. Now along with honor, and wealth. Mugenryu seeks more than anything revenge.

His pass time hobbies include: Collecting and reading comic books, and playing with his katana, which he has named Sakuragakure.

Role Ranged
Damage Dealer
Assassin

Base attack Shuriken Throw

As the name implies Shuriken Throw lets Mugenryu throw shuriken. It would be 3 Shuriken thrown at once similar to Spike Shot from Vinnie and Spike, but they could be poison tipped or on fire or cause bleed out affects, maybe increase the number of shuriken thrown in the string, range. All that good stuff.

Movement Depending on character design... If he is humanoid he could use a ninja prowess type jump, or if he is more of a dragon type being he could use wings to fly or double jump. He should be fast with a decent sized jump.

Primary Skill Flame Katana

Mugenryu would use a flaming katana or katana made of flame to swing down and create a projectile fire ball in the shape of a cresant moon (because of the arc of his swing). Anyone in melee range will be cut by the sword along with the projectile and pushed back. I also figure the projectile could do either a lot of damage and hit one enemy, or do a little damage and have a piercing affect.

Secondary Skill Dragon Caltrops

Mugenryu would drop flaming caltrops that would slow and cause damage over time on enemies. He could also be able to throw them ahead to injure and slow approaching enemies. You could also upgrade them to have smoke come off of them so it blinds the enemy.

Designed by Chester Beefbottom

483 Reginald

Sex male

Backstory As apprentice to the Great Magician Fettuccine, Reginald was just learning all kinds of small spells when, in a surprisingly spectacular bar trick, Fettuccine had disappeared except for his shoelaces, which are still on display today.

Having nobody to learn from, Reginald kept practicing and improving on his small spells until they eventually became grand spells that would amaze all that came to see. These spells had especially impressed a passing-by intergalactic drug cartel, who decided to hire the young magician for protection.

Role Harasser
Melee
Support
Disabler

Base attack Swipe

Those in front of Reginald experience a sweet-smelling cloud of utter bitterness and destructiveness.

Movement A short swipe of his wand releases a magic burst in front of him dealing damage in a small area.

Primary Skill Spectral Gust

Knocks up all enemies within an area of the spell, which releases in a short line in front of Reginald.

Secondary Skill Platform

Creates a small, floating platform a short distance away from Reginald that lasts a few seconds.

Designed by TVUpbm

484 Magnus - Master of Magnetism

Sex male

Backstory First of all, please excuse any grammatical and/or typing-errors. I am German. :)

INTRODUCTION - WHY THIS CHARACTER?

First of all I am a huge fan of the idea of "magnetism" in videogames. I love to play Magneto in games like MARvel vs Capcom (hence the Name of this Champ) or Iron Tager in BlazBlue. In addition I like to take the role of a "supporty" initiator in MOBAs. That's why I wanted to design a 'Naut who could fulfill this role.

HIS ROLE IN COMBAT - WHAT DOES MAGNUS DO?

As mentioned before, Magnus is a Support-Naut, that can be used to initiate fights or get his fellow partners a little bit of breathing room. He is best paired with a guy that can dish out damage but needs to get close to his target in order to do so.

He also is a great char to annoy people and stale the lane long enough on his own until he gets backed up by other players.

APPEARANCE - HE GOT HE LOOKS

When it comes to visual design I think of something "evil genius" in a comedic way. Maybe a guy wit a cape and big head (for his big brain) with little metal object like screws hovering around him. Maybe he is even hovering by himself. He should seem capable but it has to be clear that he thinks to highly of himself.

Role Support
Disabler
Harasser

Base attack Charge Shot

His 8 way blaster. Hitting an enemy with this only does moderate damage. But it also adds a charge-counter to this opposing Naut. This charge-counter decays after a amount of time (getting a new counter resets the time). Once a character has 3 charge-counters he will enter a magnetised-state. This state last for some time and is key for all of his other abblitys. One benefit of this effect (which you won't need any other abblity for) is, that shots of Nuats that are in the same team as Magnus have a bit of tracking-proberty to them when fired at a magnetised enemy.

Movement This is a critical point. He should be mobile enough to get away, but not to mobile since his skills also allow him to get some breathing room. I am thinking of a high, but floaty jump. He can enhance his air mobility by purchasing a "fly mode".

Primary Skill Atomic Collider/Repulsion

First of all, the name is a reference to one of Iron Tager's moves in BlazBlue (it also functioned in a similar way). This move utilises the magnetised-state which is provided by Charge Shot. When Magnus activates this Skill he pushes/pulls all magnetised enemies within range towards or away from him. Leaving the stick in a neutral position OR Down while activating this move pulls the opposing Nauts towards Magnus. It does not matter if they are behind, in front, above or below him. They all are moved a set distance into the direction of our magnetic mastermind.

Holding left or right when pushing the button will activate Repulsion and push the enemy away from Magnus. Again, it does not matter where they are located around him, they will get pushed back - even if that means you push them directly towards your fleeing partner. The default distance for repulsion should be higher than the "vacuum"-distance of Atomic Collider.

This Skill will make or break a good Magnus-Player. His team can greatly benefit from his ability to push/pull enemy into your group in order to fight them. But a mistimed Collider or Repulsion can lead to a Leon wrecking havoc within your ranks. This also gives Magnus a tool to keep enemy of him or stale them when he is on his own and defending a lane.

Secondary Skill Voltsphere

Upon activating this skill Magnus will generate a glowing sphere at his current position. The sphere is slowly drawn towards magnetised enemies. If it connects with an enemy it deals damage and refreshes the magnetise-state (granting the state if the enemy was not yet magnetised).

This gives Magnus a good zoning-tool and another way to put enemy into his magnetised-state. On the other hand it gives opponents who are magnetised a way to use this debuff to help their team out. They can drag spheres out of the way and away from their team, since this is a good way for Magnus to apply magnetism to members of the enemy team who are not yet magnetised.

Designed by I am not registred

485 Mugu

Sex male

Backstory Mugu comes from a race of moles that live in a barren planet. They believe, that a lush paradise exist in the planet's core, and try to reach it with their mining tools and claws.

Mugu's latest invention (the drillgun) shows the most promise. There's only one problem, though: it is solar-powered.

Mugu joins the Awesomenauts in hopes acquiring enough of the material to fund his experiment.

Role Melee
Brawler
Assassin

Base attack Drillgun

Mugu draws his drillgun: Hold down the button to spin the drill on the tip of the gun, dealing increasing amounts of damage up to a cap (similar to Yuri's laser). Release the button after fully charging it to fire a fast moving, powerful drill shot.

Movement Mugu moves and jumps like a "normal" naut, but his boots allow for higher jumps at the cost of slightly less movement speed than space air max.

Primary Skill

Dig

While standing on solid ground, Mugu can dig down, becoming invisible, untargetable and able to move around for 4 seconds or until he decides to pop out of the ground. When popping out, Mugu deals damage to enemy nauts above him.

Using this ability while in the air or on a glass platform will cause Mugu to dive down until he hits solid ground, where he digs normally.

Secondary Skill

Leap Strike

Mugu leaps forward a short distance and strikes targets with both claws, dealing damage to them.

Designed by

rpvarela

486 Noel, Guardian of the Astral Plane

Sex

male

Backstory

After guarding the astral plane for thousands of years, the guardian has learned to use small particles of matter to his advantage. Also given the gift to rewind his personal time. Joins awesomenauts legion after teaching his apprentice to do the guardians job for the next thousand years.

Role

Ranged
Harasser

Base attack

Orbital Slash

Using 2 orbs that are thrown on the wanted direction and deal damage and return, basically a "slashing" animation. Would be ranged attack, eventho fairly short ranged.

Movement

One of the quicker characters, would have a double jump. To compensate the fairly good speed he would be kinda squishy in terms of raw health.

Primary Skill

Spark Shield

A buff that last 3 seconds or 2 hits, which comes first, that would absord all damage taken. Basically would be his shield against nukes and allow him to go near enemy lines to harass for a moment without taking damage.

Synergies with his other ability by being able to retreat after taking the few hits he could take. Possible upgrades to the shield could be small retaliation dmg, more procs, longer duration, blind enemies on hit, no visible animation for the enemy of the shield and knockback enemies on hit. Cooldown could be fine at about 8 seconds.

Secondary Skill

Spacetime Manipulation

Return to the position where you were 3 seconds ago. Could be used to return to safety after harrasing, or just confusing enemy. Could be upgraded with knockback on appearing, damage on appearing, movement speed buff after reappearing, shorter cooldown or slow the area where he appears to or blind the area where he vanishes to. Could have cooldown of 10 seconds.

Designed by

Noel

487 Metaltron 3000

Sex male

Backstory Created by an Ancient race of Metal Worshiping Titans, Metaltron was created as the harbinger of the Rockening, Which they believed would bring about a new age in the universe like none before. However, Soon after his Awakening His ship (metal Maiden) crashed on a distant planet his age passed. awoken by the conflict, Metaltron Arises to bring about the Rockening once more!

Role Brawler
Melee
Damage Dealer
Support

Base attack Axe of the Metal Gods

A Hulking axe (looks like a guitar fused with an axe) that when swung causes burns from the sweet, Burning sensation of Pure Rock. Upgrades would include a burn damage over time effect, a larger arc swing and a ground pound crit where he hits the guitar on the ground after a certain number of hits as an epic finisher. The idea is he is close combat oriented with dots from the metal burn.

Movement Rock can not be destroyed, only harnessd. Metaltron is a being of pure Rock and without his metallacron backpack he would explode in a ball of holy rock fire. The metallacron looks like two large amps that have a red fire oozing out of them and when he jumps they shake and metal tunes shake the battlefield.After takeing the Amplified skill he can double jump, but it adds 2 seconds to the cooldown

Primary Skill Fall of the Hammer

Despite the golden age of metal being over, the ancient defence system are still in operation. The Metal hammer Defence system works via Metaltron throwing a beacon (like a grenade). Thus from the heavens a giant metal hammer missile falls on the target. cannot fall through terrain, can be upgraded to be summoned through a metal portal in front of him but deals less damage, can upgrade for explosion

Secondary Skill Amplified

By channeling the Rockenings essence through himself and his metallacron, Metaltron is able to Cause great suffering to the enemies of metal and great empowerment to his allies. is primarily a buff to base attacks and droids, can be upgraded to burn enemys, allow for double jump by using a 2 second cooldown, and can at high level be able to increase movement speed. Metaltron hates froggy G

Designed by herbertron

488 Theda

Sex female

Backstory Theda was first werewolf in the galaxy. All lifeforms over the universe fear her, and gothic outfit, sharp fangs or flaming, yellow, wolfeyes doesn't make situation any brighter. She came from peacefull planet, far away. Thousand years ago, she was bitten by mutated, laboratory experiment which was, unfortunately, a wolf. Since that she has been evading light of full moon and hunted down everything, that includes science or experiments. Nothing can prevent her from getting her revenge. She has wild and burning essence, but when you gain her trust, you receive powerfull, loyal and wise ally.

Role Melee
Brawler

Base attack Scratch

Theda scratches enemies with her razorsharp claws. Scratch extends Wolf Claw bleeding effect up to specific point.

Movement Basic running
Wild Leap: Theda jumps acrobatic leaps like wild wolf.

Primary Skill Wolf Claw

Theda's feral claws pierce the enemies and everything that comes their way. Wolf Claw causes bleed and has knockback.

Secondary Skill Full Moon Form

Shine of the full moon hits Theda's eyes and she transforms into furious beast. Her damage, health and speed increases, but beacuse of huge amount of unstable power, she take damage over time when is this form. During Full Moon Form Theda's Wolf Claw bleed effect duration in doubled and it has bigger knockback, but she takes damage when attacks whit it.

Designed by Natu

489 Spice Trader Ginseng

Sex male

Backstory From the deepest caves of Sorona, those few places untouched by nuclear bombardment, flaps a spice bat on a mission. Ginseng has travelled the galaxy trading the rare spices cultivated by his people to secure aid in revitalising his desert planet, but spice alone was not enough. To acquire a new terraforming technology, Ginseng would have to join the Awesomenauts.

Role Support
Disabler

Base attack Swoop

Swoop quickly toward the cursor, damaging and piercing enemies along the way. Swoop continues for at least one second and takes half a second to recharge. Crashing into a wall stuns you briefly. Upgrades could include damage, short-duration stuns and infliction of spice skill effect.

Movement Ginseng has a small hit box and may fly indefinitely (like Yuri) with excellent manoeuvrability, very poor pushing power and a speed of ~11. He does not lose his flying ability if he is hit, but will drop to the ground if snared or stunned. If Ginseng presses against a ceiling and does not move, he will latch onto the ceiling, wrapping his wings around himself and cloaking until he moves again.

Primary Skill Spice

Blow spice a short distance forward, denying mini-map vision to enemies and removing adverse conditions from allies. If Spice does not hit an enemy, it creates a spice pile on the ground. The spice pile is destroyed when damaged or stepped on by an enemy (causing its effect in a small area), but is never destroyed by an ally. With upgrades, further conditions could be caused on enemies.

Secondary Skill Echo Field

Release a sonic screech which blacks out a portion of the mini-map for all enemies, reveals enemy positions to allies and destroys nearby areas of effect (such as time rifts, mines and smoke screens) and projectiles on activation. With upgrades, it could silence turret distress calls and cause proximity-based knockback and damage.

Designed by curiousmoth

490 Captain Rogers

Sex male

Backstory Formally the Captain of a space pirate space ship, Captain Morgan now seeks revenge for pushing him off his steering wheel. The mutiny took place 14 years ago, the evil Pirate Lord Johnny Backstab paid Roger's crew to take over his ship and leave him on a lonely island where he died and returned as a haunting ghost with a massive pirate beard. Yarr!

Role Damage Dealer

Base attack Double Shot

Rogers uses two backloaded pistols to fire at his enemies. thus, the attack speed is quite high, the dmg output per gun is very low.

Movement Captain Rogers wears stylish ghost pirate boots which allow him to jump very high without a double jump. the downside is that his soul is still bound to the earth thus making him slower than the fastest characters in the game, yet faster than the tanks.

Primary Skill Spirit Trap

Rogers summons a green cloud of tortured souls that increase dmg taken from enemies when within this cloud. can be upgraded in size, dmg-% and duration. Also can slow down enemies.

Secondary Skill Haunted Cannon Blast

Rogers fires a cannon ball out of a cannon he took from his ship. Deals a lot of damage and can be upgraded in cooldown, dmg and an additional explosion (upgrade: radius).

Designed by SgtSpeedrock

491 Sharan

Sex female

Backstory Sharan is the last survivor of a great folk of time-travelers which lived long ago. However, she just survived by getting pushed through an last desperate attempt of a warp gate, during the great calamity that wiped out her people, sending her into the future.
She became a space archaeologist to investigate the ruins of her civilisation, recreating the time travel technology to prevent the calamity

Role Melee
Disabler
Harasser

Base attack Whip Slash

Sharan uses her whip to bring some punishment.

Damage: When the target get hit by the tip of the whip 7 damage, everything else but the tip, 2 damage.

Speed: 122

Range: 7

Movement Health: 120
Solar: 200
Solar per Minute: 30
Movement: 7
Height: 2.1

Double Jump after upgrading.

Primary Skill Plasma Rift

Sharan uses her whip to create a rift in time and space, which pushing enemies away from it's position, interrupting them and blocking they're path.

Attackspeed: 100

Range to create: 10

Range of pushing: 6

Pushing: 1.5

Time: 4

Cooldown: 12 seconds

Secondary Skill Scratchy Claws

Sharan's claws shredding the enemy apart, blinding his eyes.

Damage: 7 fast hits, each 3 damage

Speed: 316,2

Range: 3.7

Cooldown: 7 seconds

Blinding time: 2.3 seconds

Designed by Hellbeholder

492 Serena Star

Sex female

Backstory Serena was only a young girl when her parents died in a terrible fire. All Serena could do was helplessly watch and cry. After that day Serena became very unsocial but nothing would ever bother her. After the death of her parents she took a trip across the universe to get rid of the thoughts of her parents. Nearing the end of her trip to Ribbit IV Serena unknowingly walked onto the battlefield of the war. She was saved from the deadly super-droids by the mercenaries of the red droid army even when they were severely losing the battle. Serena knew she could help the mercs out unlike when her parents were killed and enrolled into the Awesomenauts. Using the weaponised energy shield and energy cannon she received from her father, she rushed into battle and brought the team to victory.
(Art from Tristoon
http://i1285.photobucket.com/albums/a582/TristoonTheSnowman/serena_zpsd7285d06.png)

Role Ranged
Support
Disabler

Base attack Energy Cannon

Serena uses the Energy Cannon from her father to fire large AOE shots at the enemy without much sympathy for them. Slow-medium fire rate medium-high damage.

Movement Serena is fast and has learned to jump slightly higher than most humans. Movement speed is slightly less than Leon's.

Primary Skill Energy Shield

Serena throws up her shield combined with a special energy making attacks and enemies impossible to pass through. Shield has a health bar of about 60-100 damage. High enough so most characters can't jump over it. Shield has a knockback effect and slight damage to any enemy who touches it. Can be upgraded to have a damaging/healing aura around it.

Secondary Skill Missile Barrage

Serena shoots many energy missiles from her cannon which damage and silence the enemy.
3-6 missiles shot innate silence effect homing missiles. Can be upgraded to have more status effects and more missiles.

Designed by Hobospider

493 Chilly

Sex male

Backstory When Chilly strayed from his waddle of Penguines on the ice planet of Thita he found himself alone and stranded, until a group of bounty hunters captured him for sale on the black market. Chilly now finds himself sold to the robot armies to fight for them, trading victory for freedom.

Role Ranged
Disabler
Harasser

Base attack Fish Fling

Why eat fish when you can throw them? Chilly launches his fish with brutal force to make his opponents surrender.

Movement The fish throws in a arc shape hits for decent amount due to its lose attack speed as he has to get a new fish each time, the arc of the fish is only slight.

Primary Skill Slippery slide

Chilly uses his innate Penguinite abilities to slide across the floor and knock up enemies leaving them vulnerable while suspended.

Secondary Skill Cold shoulder

Chilly resents his opponent instantly freezing them in a block of ice leaving them stunned.

Designed by Deadlygreg

494 Seno

Sex male

Backstory Seno is an alien from the planet of Alvire. His species walk on 4 legs and are fast creatures that can jump for big distances and climb on walls. They have a creepy howl that can scare away any creatures. They are fast creatures with claws on there hands, but easy to skill. But Seno is different. He has the ability to stalk which his species normally cant do. He was banished from the planet and is now joining the awesomenauts team.

Role Melee
Disabler
Harasser

Base attack Claw

Seno will use his sharp claws to damage the enemy with quick close range swipes.

Movement Seno's race have been born with legs that let him jump very far and very high into the air. He can use his 4 legs to climb on walls.

Primary Skill Lunge

Seno will use his jumping skills to jump onto the enemy and start hitting him with his claws for a few seconds. Which will disable the enemy for a short amount of time. When Seno releases the enemy Seno will make a big jump away from the enemy, so that he can escape the enemy afterwards. You need to aim where hes jumping, missing will be possible

Secondary Skill Howl

Seno will howl at the enemy which will scare away any creeps/droids and will stun the enemy for a few seconds.

Designed by Nirose

495 Dah'jinsh

Sex male

Backstory Dah'jinsh's race, the Bazengus, while generally peaceful, have always been considered too powerful to roam the galaxies freely. Their strength: Immense psychokinetic powers that were potent enough to move stars when Bazengi synergized their minds en masse. Unwilling to leave such a powerful race free to roam the galaxies, an unknown culprit bombarded Dah'jinsh's homeplanet while he was cleaning up the Cryogenically Obstructed Organic and Large Entity Room from within as requested by his mother. This ultimately saved his life, leaving a sole and confused Bazengus, intrigued to find the culprit to rub his wit into his face, literally.

Role Harasser
Melee
Support
Disabler

Base attack Psychovalation

Dah'jinsh is always surrounded by a circular psychokinetic field, that damages any trespassers with ticks. Clicking the Attack Button would make him concentrate and reform his sphere into an oval, with the elongated parts going towards/against the direction of the cursor, thus being able to change the direction at will when attacking. While in oval form, the sphere does increased damage.

Movement Dah'jinsh is able to mentally levitate himself into the air (maximum of approximately Froggy's high jump with boots). The ascension is moderately fast and occurs only while holding the jump button. Once the button is let loose, Dah'jinsh drops towards the bottom and cannot stop the fall anymore, nor reactivate the ascension until he hits any ground.

Primary Skill Interkinection

Dah'jinsh shoots a mental projectile in a straight line that when hitting an enemy leads to a strong mental pull/push process; Dah'jinsh is pushed towards the enemy position while the enemy is pulled to Dah'jinsh's original position. It's basically a position swapper (while the pull is similar to Leon's tongue, this skill also synergizes with Dah'jinsh's mental sphere as porting to an enemy position can be effective when applying damage).

Secondary Skill SmartBomb

Dah'jinsh creates projectiles in his mental sphere that lock in on nearby targets and propel themselves towards enemies, while prioritizing Nauts.

Designed by MonkeyCheez3K

496 shadow warrior

Sex male

Backstory shadow warrior was graduated from the darkness school, he learned the best speed attack and the use of dark, and then he will be employed to the most difficult assassination mission, of course Leon is his competent opponent. He doesn't believe anyone but the darkness, and dark has been his home and life.

Role	Melee Damage Dealer Assassin
Base attack	dance of shadow attack enemy left and right at the same time (gyrate) use his sickle.when you attack an enemy ,he get a dark tab last 5 seconds max 5(or more ^_^),the enemy with tab will have more damage from you skill (one tab get one more damage) level up idea when you attack and dont move your attack scope will expansion
Movement	after buy the shoes you can transmit forward about 2 man distance by double press the directiion key
Primary Skill	attack of shadow attack straight line enemy(if the enemy in mid, you rush from left to right,all the enemy you meet accept damage) levelup idea: 1 add a additional rush that you can rush back from right and let the enemy have another damage 2 add a bump effect that when you meet enemy you bump them to the right all (if learn the another rush ,you can bump them all to left too)
Secondary Skill	shadow space release a dark space under shadow warriors foot with speed reduction and all the enemy get a dark tab/1 second level up idea 1 get dot effect 2 dark space will suck enemy blood for you
Designed by	shadow

497 Lord Z'Thillien the Third

Sex	male
Backstory	Z'Thillien has kept to himself for many years, in his castle, in seclusion. The only thing he has done in all those years, has been business, with Babl Zork, with the interstellar war, business is not great, therefor, Z'Thillien has joined the battle himself, to make sure that his empire remains.
Role	Damage Dealer Pusher Brawler Melee Ranged
Base attack	Sword Slash Z'Thillien swings his medieval style mechanical blade directly in front of him, dealing damage to all targets in front of him, and knocking them back slightly. It is slow, but deals good damage.
Movement	Z'Thillien moves slightly faster than Skølldir, but is not too fast, his jump accelerates him forward ever so slightly, further with boots, like a charge.

Primary Skill Exploding Clash

Z'Thillien strikes down right before him with the blade, setting off an AoE explosion at his feet, dealing great damage to the enemy and stunning them for half a second, this ability must be used while solidly on ground.

Secondary Skill Shadow Slash

Z'Thillien strikes the air in front of him, sending out a cone of shadow in front of him, knocking back enemies at range, and doing slight damage, which decreases the further the wave goes. After the knockback, they are also slowed, hence why the damage is so slight.

Designed by KalashnikovJim

498 Sam the Engineer

Sex male

Backstory Sam is from the Earth and he was a normal engineer. Since he was a child he loved computers and stuff like that. In the school he made on own craaftmans group for everyone who was interested. As he become an scholarship for the EE (EliteEngineers) he couldn say no and since this day he become a pro and he was one of the best Engineers in the Galaxy. Somedays he become a new request to repair the turret in the AI-Station and there he met the Awesomenauts who told him that he will become much solar whene he repairs the Turrets. A new Nauts is here: Sam the Engineer!!!

Role Melee
Support
Pusher**Base attack** Spanner

Sam hat got an spanner, with the spanner he can upgrade turrets and build new ones. Same isnt verry strong in a direct fight and his spanner doesnt make that much damage, by the way!: hes really good in team fights, while his mates fight he support them with turrets and little shields. Whene sam is near the turret his spanner becomes a bit more attack speed and his spanner becomes a recoil effect like voltars heal (upgrades)

Movement Sam isnt fast, no!, hes really slow**Primary Skill** Mini-turret

Sam can build a little turret somewhere (max 3) with support his teammates and harass the enemies, later he can upgrade them so they can drive,they explode when someone destroys them and they become a little shield as well.

Secondary Skill Repair the turret!

Sam has got some awesome skills and he can upgrade turrets! Increase there range, giving the turret a little shield and a bit more damage for a time... But the most awesome thing is that same can farm with the turret, because all the creeps, which the turret kills, are sams farms!

Designed by Pain

499 Toiletron 3000

Sex male

Backstory Toiletron is a robotic toilet made on the planet Plumbus as part of their line of user-friendly toilets. However, due to a glitch, Toiletron has become sentient, escaping the planet to fulfill his dream of ruling the universe. Since that requires money, Toiletron joined the Awesomenauts to earn some cash, using his special powers.

Role Pusher
Harasser

Base attack Plunger Throw

Toiletron throws a plunger which deals low damage, but can attach to walls, and can then be used as another platform only for the team.

Movement Toiletron is medium speed and has a normal jump (like Raelynn or Leon).

Primary Skill Super Flush

Toiletron stands still and sucks all enemies in a radius towards himself, dealing extra damage to enemies who touch him.

Secondary Skill Toilet Clog

Toiletron blasts a stream of water from his mouth in a single direction, dealing damage and blasting enemies backwards.

Designed by Omernoy

500 Richard Starmen

Sex male

Backstory The Starmen were the elite security force for the Earth Colony Verg. They defended the moon from space pirates, asteroids, and horrible space monsters. Their leader Richard Kraft, thought like all Starmen, he has dropped his last name for the rank Starmen. For many years, Starmen commanded the security force with justice and bravery, until the year 3582, when Verg suddenly lost orbit with its host planet. The resources dying, Verg slowly lost its use to Earth, and all inhabitants were forced to abandon the dying moon. this included the dibandment of the Starmen. With his force gone, Starmen was forced to a life of bounty hunting and eventually joined the Awesomenauts. Even now a mercenary, Starmen still holds his former rank with pride, and still enforces justice wherever he is.

Role Damage Dealer
Disabler
Harasser

Base attack Quadplasma Emitter

Shoots out 4 plasma projectiles in a cone slowly spread out. Each 2 dealing damage with a cut of range of 7.

Unique upgrades can include: Enemies taking +1 bonus damage for each projectile that hits them, Projectiles make small bursts for light AoE damage when reaching max distance, and applying debuff to Droids that will make them explode for moderate damage upon dying.

Movement

Movement Speed: 7.2

Zero-G: Starmen can toggle his current gravity, making him descend slower.

Primary Skill

Gravity Well

Starmen places a Gravity Well in front of him. Enemies near it will be slowly sucked towards the center for a 3.5 second duration. The closer they are to the center, the stronger the pull.

Unique Upgrades can include: Enemies in the center of the well will give to Starmen and the Well will explode at the end of the duration.

Secondary Skill

Robo-Leech

Starmen throws out a robotic leech that latches onto a single enemy. The leech slowly drains health from the enemy and gives it to Starmen for 5 seconds. Grabbing health drops or entering the Healing Well will remove the leech from the enemy.

Unique Upgrades can include: Giving Starmen a speed buff for landing a leech on an enemy, the leech applying the "Malfunction" debuff to Droids, and the leech jumping to another target if the afflicted target dies before the full duration is over.

Designed by

Captain Dynamite

501 Hugo

Sex male

Backstory

Born in a family of space travellers, Hugo follows his family's tradition of performing and entertaining, training daily as a kid. But when he became an adult, he decided to leave everything behind and sets out on adventure. After living in the big city for a few years, he becomes an engineer and earned enough Solar to buy a spaceship of his own.

[One day, he picked up a distress call from a small moon nearby. The call was sent out by a girl, going by the name Coco. Her waveboard was damaged by garbage, dumped from a nearby planet, and got stranded. She tells him that she was on her way to 'like, this radical party'. Hugo soon repairs the waveboard, and Coco takes off. Charmed by the mysterious girl, he decides to take off in the same direction, hoping to see her again.]

Taking a stop to refuel, he learns about a war between robots. Strapped for cash and looking for action, he decides to sign up as a mercenary.

Role

Ranged
Damage Dealer
Harasser

Base attack Twin Plasma Rings

Hugo's autoattack uses a ring he holds in each hand. Like Genji, the ring flies out, then returns when reaching the maximum range. The boomerangs are thrown individually and have little cooldown themselves, but Hugo cannot attack when he doesn't hold either of his rings. The rings move towards Hugo only after reaching the maximum range.

Bounces off walls and maintains its direction (Like Yuri's laser) until reaching maximum length.

Movement Normal human jump, and able to do a smaller jump when against a wall.

Moonboots gives him control over his jump (Floating or falling faster), aside of speed increase.

Primary Skill Overcharge

Overcharging one of two rings, Hugo throws the ring far away, dealing damage on the way up and on the way back. On the way back, the ring moves back towards Hugo. The skill has two separate 'charges' with individual cooldowns; The two rings can be thrown individually (With the same effect), with a small delay between the two.

(Upgrade thought: When the two rings pass each other, creates a spark and deals extra damage)

Secondary Skill Matter Jump

Hugo uses his custom engineered belt to jump a short distance immediately in the direction of the mouse/controller. Doesn't deal damage at first, but can jump through thin platforms (But never into enemy-restricted places).

Can be used in combination with his autoattacks and primary skill, to make sure the return path goes through the enemy, causing more damage.

Designed by Ice Coldas

502 Captain Boom

Sex male**Backstory** No one is sure what planet Captain Boom came from but one thing is sure, he likes to pillage and he likes to make things go boom, not always in this order.

With a cannon strapped to his back and a whole lot of bombs he decided to join the awesomenauts and make all the booms and solars a pirate can get.

Role Assassin
Melee
Ranged
Damage Dealer**Base attack** Slash\Bomb Throw

Captain Boom doesn't go anywhere without his trusted Cutlass and a whole lot of highly explosive bombs. He swap between the two while using his frenzy skill.

Movement surprisingly agile, despite having a wooden leg, Captain Boom can run pretty fast. Sadly one cannot jump very high with with only one working leg. Basic movement mechanics with Fast speed but a short jump.

Primary Skill Cannon Fire

Captain Boom fire the cannon attached to his back and get knocked away from the explosion in the opposite direction of where the cannon was firing. The cannon can be aimed in any direction in order to control the direction Captain Boom get knocked back to. this can be used in a variety of interesting ways: get knocked back upward and throw bombs at enemys, get knocked back toward the enemy to chase them with your sword or get knocked back away to get escape the enemy. The explosion also does aoe damage.

Secondary Skill Frenzy

Captain Boom swap between his Cutlass and his explosive Bombs and also go into a frenzy for 6 seconds gaining 25% bonus attack speed if he is using his Cutlass and 15% more damage with his bombs.

Designed by noonameleft

503 Avira

Sex female

Backstory Avira is a birdlike creature know as nesters from planet Aera. this planet is well know for it's high peeks where the nests of nesters are located. the normal ground is 400 degrees celcius but the peeks are just 23 degrees that's why allmost all creatures there are flying. Avira was bored of her planet and searched for adventure so she went exploring space when she came across the robot war she insited to join the awesomenauts for adventure, money and a break from her annoying family.

Role Ranged
Support
Pusher

Base attack whirlwind

this autoattack has slow attackspeed and damage but high knockback for pushing (when using this attack you are locked in place)

Movement Avira is a bird so she flies around really quick but if she uses a skill or autoattack she'll be locked into place for a while.

Primary Skill claw grab

Avira dashes down and grabs an enemy awesomenauts to take him/her everywhere she wants (she can pull him/her into the turrets)

Secondary Skill ice wind

Avira begins flapping her wing very fast and creates an lcy wind that damages players nearby and has a 10% stun chance.

Designed by ikke47

504 RAMI The Rammer

Sex male

Backstory RAMI The Rammer was known of his hard tackles and fast slapshot in GRHL (Galaxy Robot Hockey League). After winning 21 championships in row and injuring over ten thousand players RAMI was inspected for the first time. They found out that there was a coding error on his system what gave him an advantage to speed and accuracy. GRHL banned RAMI from the league for 1000 years. Some people noticed his skills and recommended him to join the Awesomenauts as a mercenary. Now this bitter Robot Hockey Player just waits for the next opportunity.

Role Disabler
Melee
Damage Dealer
Brawler

Base attack Slashing
Melee ranged

There wasn't really a lot of rules in GRHL about using your stick. So it was very common to use it as a tool to get the puck from the enemy team with some strong slashing.

Upgrade Ideas:

Smelly Robot Sock on a stick -> Silence that can only occur every 5 seconds after the first hit.

Nail Tape -> More damage

High Voltage Tape -> Dot

Sticky Robot Oil Stick -> Slow

Golden Stick -> More solar per kill

Movement Feel of Coco but maybe a bit more "slidey", but jump could be like Lonestars or Skolldir with his upgrade. Robot needs his Rocket Skates!

Primary Skill Rocket Tackle

RAMI activates his Rocket Skates to propel itself forward for a high speed tackle dealing damage and knocking the enemy back for a short distance.

It could be used as a pushing tool to push other nauts back to own teams range. For example Raelynn's Snipe or Derpl trap.

Upgrade Ideas:

Rubber Shoulder Pads -> Increases the knockback

Spiked Shoulder Pads -> Damage

Shiny Golden Visor Helmet -> Blinds on contact

Hidden TNT Elbow Pads -> AoE Explosion

Smelly Armpits -> Leaves a green cloud after contact damaging enemies in it.

Robot-Up Drink -> Speed up after the dash for a few seconds.

Secondary Skill Slapshot

RAMI shoots a puck in a line stunning the enemy if hit.

Well, It's a stun so it could be used as a positional tool. For example for the tackle. Or as a escape.

Upgrade Ideas:

Scope on a stick -> Range

Heavy Steel Hammer attachment -> Stun duration

Rusty Spike Puck -> Damage

Burning Oiled Puck -> DoT

Puck from the Freezer -> Slow

Designed by Redu-

505 Nurze'kiz

Sex female

Backstory As a combat field medic Nurzekiz has saved many lives in the 2nd Ai war. However on her last mission she was accused of charming one of her teammates and send him to his ealry grave. The intergalatic space comitee was not pleased with this and sentenced her to death. She barley escaped using her sexyyness and deadly secret ninja skills. Since then she seeks redemption and tries to be the hottest, yet deadliest nurse in the galaxy....

Role Healer

Base attack Blowkiz

This skill blows a kiss to the teammate healing them directly. So instead of a over time heal she heals intanstly. 4 sec cooldown.

Movement She skips like a young schoolgirl. Hop, skip, hop, skip Lalalalaaaaaa! :3 :3

Primary Skill Escapdabra

Jumps back away from enemies, putting herself into safety. She uses her deadly ninjalike skill to do this. So when she jumps back she throws a shuriken in front of her. An enemy touched bt the shuriken is stunned for 1 second. 3 sec cooldown

Secondary Skill Lookmyaz

She gets into position and shows of her sexy body at the enemies. They are drawn to her for her mystical beauty and sexyyness :D 10 sec cooldown

Designed by elmathio

506 Ryuzen

Sex male

Backstory Ryuzen was named "everything dragon" by his ninja clan due to his appearance. After Ryuzen completed his training he set out to find honor among the battlefield.

However tragedy struck Ryuzen when his clan was destroyed by another clan of space ninja. Now the vagrant wanderer, Ryuzen, travels from battlefield to battlefield seeking revenge.

Role Ranged
Brawler
Assassin

Base attack Shuriken Throw

Ryuzen throws shuriken at his enemies with lightning speed.

Movement Ryuzen jumps using his ninja prowess

Primary Skill Katana Arch

Ryuzen swings his katana and channels fire through it and shoots out an arch of fire. Anyone within melee distance is cut and pushed back into the flaming projectile.

Secondary Skill Dragon Caltrops

Ryuzen drops or throws flaming caltrops to injure and slow his enemies.

Designed by Chester Beefbottom

507 Maxi (the octocook)

Sex male

Backstory A galaxy renown cook, Maxi, an octopus looking master chef was always fascinated with food and culinary abilities. He learned how to cook from a young age, and soon became the personal chef of Babel Zork.

One day, a disaster of unimaginable proportions happened. Maxi's kitchen was ruined by a freak accident, and he was left with nothing to cook with! Maxi decided, with the help and advice of Babel Zork, to become a mercenary of war, hunting ingredients, not heads.

Role Harasser
Melee
Support
Disabler

Base attack Octoslap

Maxi slaps his enemies with one of his tentacles, doing medium damage.

Movement Maxi moves at an average speed with his tentacles. He can also jump high up into the air, once, with all eight tentacles.

Primary Skill Kraken snack

Maxi throws a ball of radioactive meat a short-medium distance away from him (same fashion as raelynn's timerift or Lonestar's dynamite). 2 seconds later, his pet kraken cub/pup/baby will burst from the ground, doing damage (~35), a ministun and knocking enemies into the air, in a medium sized radius (Clunk X 2.1)

Secondary Skill Chocking Hazard

Maxi stuffs a nearby enemy 'naut with a big meatball, chocking them and thus silencing and dealing damage over time.

Designed by Jono00 (AKA Creepy Pie)

508 Vulkanos

Sex male

Backstory Vulkanos is a large living boulder - very round, with short but stout arms and legs. He comes from the planet Magmorium XI. Being given the title of strongest warrior on the planet, he joins Awesomenauts to bring glory and fame to his homeland. For visual imagery, see "Golem" of Pokémon, except more evil looking and volcanic.

Role Harasser
Ranged
Tank
Pusher

Base attack Fireball Volley

Vulkanos does a spin with every attack, throwing out 3 (non-upgraded) long-range, slow-moving fireball projectiles in an arc (similar to Gnaw's spit). It has high damage if all projectiles hit, but very slow attack speed. Numbers ex: 5 damage per projectile, attack speed 35. Upgrades include: damage over time, added projectile, slowing effect, small health drops from successful awesomenaut hits, short duration magma puddles on impact (ground or enemy), successful hits produce two split fireballs that deal half damage.

Movement Vulkanos has a slow general movement speed, low acceleration and high weight value. Jump mechanic is a single low height jump. Boots upgrade could include an added double jump with a fire burst moving him higher, similar to Skolldir, or a fire burst jetpack, similar in mechanics to Clunk.

Primary Skill Call of Magmorium

Summon a small volcano that spurts out fireball projectiles in an arc skyward and then lands down. Duration: 5 sec, cooldown: 10 sec. Upgrades include: faster fireball firing rate + faster falldown, projectiles leaving magma piles on the ground on impact, increased damage over time, duration and cooldown, make volcano explode into magma puddles on duration end.

Secondary Skill Magmassador

Vulkanos would engulf itself in flames, slowly regenerating health and gaining a damage over time "thorns" effect. When vulkanos is hit while this ability is active, the attacker takes a damage over time effect. Upgrades include: when duration ends, does an AoE flame burst with knockback & DoT. Increased regeneration (stacking) when hit. Increased thorns damage. Slow effect on attackers. Causing Fireball Volley projectiles to explode AoE on impact with DoT while Magmassador is active. Damage over time effect on nearby enemies.

Designed by Disillusioned

509 Hellion, The Majestic Being

Sex male

Backstory After Genji's appearance, The Space Panda decided that The Space Butterfly isn't the only one who deserves fame, He wondered between planets to find one who deserves his powers, after a long search he found Hellion, a gigantic bear-like creature with a really innocent look, but amazing physical powers, The Space Panda gave him his legendary pole, wich is basically a big stick that looks like bamboo, and sent him to fight with the Awesomenauts.

Role Melee
Tank
Brawler

Base attack Smack Attack

You use the legendary pole you got from the Space Panda and smack your enemies in short range, in a relatively slow speed, any enemy damaged by the pole gets debuffed and deals less damage to him.

Attack Speed: 100

Damage: 5

Range: 3.8

Movement Even though he is quite a big creature, his speed is 7.2 (same as Gnaw's). His jump is quite lame, but it works as a Double-Jump, sorta like Skolldir's, but instead of sort of farting there are cute little ghost pandas pushing him upwards, tell me that's not adorable.
HP: 170

Primary Skill Toxic Dart

Take your pole to shoot a Toxic Dart out of it, hitting the closest thing in front of you in range immediately, dealing regular damage and DoT.

Cooldown: 9 Seconds

Range: 7

Damage: 8

Damage Over Time: 14

Damage Over Time Duration: 7 Seconds (2 damage per second)

Doesn't affect turrets.

Secondary Skill Rage

Maybe he looks innocent, but this skill makes him a blood thirsty creature.

Cooldown: 1 Minute

Duration: 12 Seconds

Damage Bonus: +20%

HP Bonus: +40 (only for the duration of the Rage)

Heal: +40

Speed: +1

Attack Speed: +15%

Cooldown on Toxic Dart: -2 Seconds (Becomes 7 Seconds)

Designed by CreamLegit

510 Lupus McHowell The 3rd

Sex male

Backstory Lupus McHowell The Third was scientist who agreed to be apart of a British science experiment on Earth during the year 2722. The project was to infect the subject with Lycanthropy but semi reverse the effects so that they can discover a way for a human to maintain all the capabilities of a Werewolf without actually undergoing transformation. Of course this was some pipe dream to create super soldiers and of course this failed, turning McHowell into a full fledge Werewolf. He still maintained his wits and personality but he knew that wouldn't be enough to convince these scientist to abort termination of both the project and subject. So knowing the risk of such a fall out, he fled from Earth and begun spending his eternal life, traveling the galaxy. Boredom eventually led him in to becoming a mercenary in 3000, his new found powers proving him to be a very vicious and unstoppable foe. His skills seemed to be unmatched, thus catching the eye of the droid armies...

Role Melee
Damage Dealer
Brawler

Base attack Slash, Slash, Bite

Lupus performs a three hit combo, a left slash, a right slash then a quick yet furoscious bite. Damage on etrike is similar to one another.

~~~~~

Slashy Slushy: Attack Damage Increase  
Werewolves Curse: The Bite has a slight chance of transferring over lost hp from Lupus  
Cookie Cutter: 1st Slash has a chance to cause bleeding  
Stunner: 2nd Slash has a chance to cause flinch  
Golden Fang: Lupus gains Solar upon a successful Bite  
Ginger Snaps: Adds a 2nd bite at the end of the combo

**Movement** An average movement speed increase except while near a bleeding enemy naut, Lupus gains a 1 sec movement speed increase on top of this

**Primary Skill** Howl

Lupus lets out a great howl which deals a massive effect on its victums brain and causes their vision to distort.

~~~~~

Powerful Lungs:Increase Range of Howl
Double Note: Add a 2nd wave to Howl
Silenced Fat Lady: Distortion effect last longer
Genjutsu Doll: Adds a enemy invert effect to howl
High Note: Adds damage to Howl
Hold Note: Allows Lupus to hold howl

Secondary Skill Rage

Lupus goes berzerk, increasing his viciousness and lethal capabilities. While in this form, Lupus gains a small increase in damage, attack speed and speed but loses a great deal of damage while maintainig this form. Other upgrades are negated while in Rage

~~~~~  
Razor Fangs & Claws: Increase Damage of attacks while in Rage  
Werewolf Regeneration: Killing a Naut or Deactivating Rage will slowly recover back HP loss from Rage

Ripper Nails: Attacks in Rage has a slight chance of causing Bleed

Pounce Chips: First strike while in Rage will lunge Lupus forward

Cardio Workout Plan: Slightly increase the speed and attack speed gain while in Rage

Werewolf Saliva: First strike in Rage on every new Naut will transfer over HP loss from Rage

**Designed by** JackSeifer

## 511 Isotoxin

**Sex** male

**Backstory** Codename "Isotoxin" was only given one mission: to clear the gas leaks of Dichloro XI. With a containment pack and vacuums on hand, he did his job well. However, a malfunction in his air tank left him to suffer and be forgotten on the deserted planet. But with a few deep breaths, he found himself accustomed to the burning miasma, and applied it to his combat skills with the Awesomenauts.

**Role** Melee  
Support  
Harasser

**Base attack** Gasblower

Isotoxin fires a trail of gas ahead of him which lingers for several seconds. Enemies who walk into the trail will suffer a continuous DoT until they leave. The intent of this attack is area denial. Upgrades could include a more powerful DoT, a blind if an enemy stays in it for a few seconds, or possibly a healing side-effect for teammates, similar to Voltar's old Twisted Nightmares effect.

**Movement** Isotoxin's movement would start off slow and gradually move faster until a max speed is reached. His jump "action" would allow him to glide with his gasblower, but only for a limited time. His "boots" upgrade would give him a short secondary hop before his glide begins, giving him more distance.

**Primary Skill** Compression Blast

Isotoxin launches in any direction, leaving a trail of gas behind. Anyone hit by him would take flat damage, and the gas would have the properties of the auto-attack. He can still get hurt while dashing. The intent is to quickly apply gas in an area, and could be used to initiate or flee. Possible upgrades could include a longer distance traveled, or an "explosion" of gas at the end of the dash.

**Secondary Skill** Vacuum Grenade

Isotoxin throws a vacuum grenade, sucking enemy droids and Awesomenauts towards it. The intent is to group enemies together in order to let a large burst happen. However, the vacuum will only last for several seconds, so coordination would be recommended. Upgrades could include a slow applied if the vacuum is touched, a larger radius for the vacuum, or an explosion at the end for flat damage.

**Designed by** Isotoxin

## 512 Ser Artie

**Sex** male

**Backstory** On his noble quest to save the princess from the evil Wizard Genericusmaximus. He was ambushed, completely knocked out and then they took him to a portal and banished our brave knight from his realm and time. Now in a future he doesn't understand, he, together with his now far more modern lance and robotic steed ( Ser Prance-a-lot) join the Awesomenauts to.....! Pay for illegal sprace immigration costs....

**Role** Pusher

**Base attack** Poke / Prod

As any honourous knight would do to give his opponent even the slightest chance of winning is prodding, so that the his adversary will be pushed back a little bit so he doesn't get hurt TOO badly, instead of immediately lunging his head of which he could do, of course!

(Information: Prod might be OP so he can Poke instead just do do damage without the push back hence why I named the skill Poke / Prod.)

**Movement** Ser Artie rides on top his might robotic steed Ser Prance-a-lot, he is a fine steed and swift steed, indeed! But the drawback is that he can't jump from a stand-still position, so Ser Artie is always on the move, as any good knight should be, of course!

(So he can move pretty fast, but he can't jump from a standstill)

**Primary Skill** Charge

As the dapper knight as he is, he valiantly charges,(well his might steed does all the work, but you get my point!) Tightly grips the handle of his lance and everyone who dare to be in-front of him will be pushed back so that his allies can make the way to victory! This attack is very draining however

( Information: So basically it is a more mobile bull (but he gets slowed at the end, maybe?), this together with his Poke / Prod attack really is why he is a pusher Naut, it's more mobile, but maybe a possible thing that can be is that Ser Artie can't change the direction of his charge so that there is maybe more of a risk factor when the charge ends and he is more vulnerable, because then he is also slowed for a while )

**Secondary Skill** Siege

With his new tech, he found out he could live forever using clones of himself, When Ser Artie uses Siege he jumps on the rear end of his horse who will jump with his back legs to launch the projectile that our brave knight has become!

(Information: This might be a tricky one, but it works as follows: When you use the ability you hold the right mouse button to aim and then let go when you are ready to fire, you will be standing completely still when you are using this skill, but it's very powerful! When he collides with something, be it a hostile turret enemy 'Naut or the ground he explodes, he travels in an arc. When he explodes using the skill there will be an animation where Ser Artie gets materialized on the his mount. During his launch he is very vulnerable, because as I've mentioned before Ser Prance-a-lot is standing still, but can also be attacked while Ser Artie is flying through the air. When Prance-a-lot dies when Ser Artie is not on his mount Ser Artie dies with him (seeing as he has no other place to materialize his body with!) Maybe obvious but that kill still counts as one kill :P )

**Designed by** Hybrit

## 513 Captain Sail

**Sex** male

**Backstory** Captain Sail is known and almost most wanted Space Pirate in (obviously) space. He was a Captain of great Battleship "Sally", that was built by unknown military group. On his birthday Captain Sail drank a little too much and became completely smashed and decided to play poker, and bet "Sally" instead of Solar. He lost the game, his ship and his crew.

**Role** Ranged  
Pusher  
Harasser

**Base attack** Hand Cannon

Captain Sail wields a small Hand Cannon, from which he shoots cannonballs on his enemies. Cannonballs have nice range, however they fall down because of their weight. Cannonballs fall until they hit the ground.

**Movement** Movement speed: Slow/Medium (something like Skolldir), Jump: Cannon Blast, it gives you extra push in chosen (aimed) direction, something like bouncing/jumping pad

**Primary Skill** Grog Throw

Captain Sail throws his bottle of grog. Upon the impact, glass shatters leaving glass pieces that damage enemy everytime they make a movement on top of these pieces. Direct hit with bottle also deals damage.

**Secondary Skill** Anchor Spin

The only thing that Captain Sail managed to take before "Sally" was taken, was its small anchor. Cpt. Sail spins around with it dealing damage and knocking everyone with it up. It cannot throw enemies above glass platforms.

## 514 Glop

**Sex** male

**Backstory** Glop comes for planet Zoltaria in the Red Flower Nebula. He is from a race of blob like people who live in deep caves. But Glop wanted more than a life in a cave since he was the strongest blob and a best hunter he set out to become a mercenary.

That was a garte success since the grate war was still rageing he quickly found a job and become fameus. He could destroy a whole base full of enemies with no problem.

But now he is here fighting for honor fame and money he becoame an AWESOMENAUT!

**Role** Ranged  
Pusher

**Base attack** Blob strike

well since he is a moving blob he shoots a pice of him that deals damage rande is short.and gravity aplies to his little blob.

**Movement** He is blobing around he is a meddium speed awesomenaut who can jump high no dubble jumps he is a blob.

**Primary Skill** Separation

Glop separats and creates two more smaler blobs at first lv with 20% of his health. while useing this skil his max health is rediced by 30%. little blobs deal damage and follow Glop around. after a 5 sec cooldown Glop can activate this skill again to recall his blobs and heal for 20 health.

**Secondary Skill** Blob atackc

Glop shoots a blob little bigger that his atack and smaler then separation blob.If the blob hits an enemy it sucks health out of him for a short period of time.Gravity efact his blob.

**Designed by** sry dont have it :P

## 515 Kewmbolus

**Sex** male

**Backstory** A natural explorer, Kewmbolus the Cloud Genie roams the galaxy searching for new and undiscovered places. However, when his tundra home world Cirrus is under the threat of global warming due to interstellar pollution from the A.I wars, Cumbolus joins the fray to help end the A.I wars as fast as he can to stop his home world from melting away.

**Role** Support  
Disabler

**Base attack** Freezing Breath

Kewmbolus constantly spews out a freezing wind damaging enemy Awesomenauts. Inflicts DoT as well. Deals 4 damage a tick. Can be aimed in any direction. Range is as long as Coco's melee attack

Can be upgraded with:

Slow

Longer DoT

Will fire out ice shards for extra damage

Can freeze droids (See secondary skill for Freeze status)

Can freeze the floor for a short time. (See Secondary Skill for better description of frozen floors)

Range

### **Movement**

Character moved at medium speed. Very floaty jump(Stays in air longer than the average 'Naut. Can hover horizontally in the air for a period of time. (No loss in vertical momentum.) Moves slightly faster in the air.

When breathing Freezing Wind, [Character] slows down by half of its movement speed. Can use any skill without dropping to the ground. Ice Wall still forms on the ground within range.

### **Primary Skill**

Ice Wall

Cumbolus creates an ice wall in front of him, blocking all attacks up to a certain point before crumbling. Attacks cannot pierce through the Ice Wall (Only exception being Coco's ball) Wall melts after a certain amount of time. Ally and enemy 'nauts can stand on the wall. Allies can shoot through the wall.

Can be upgraded with

More HP before breaking

Can reflect Projectiles

Explodes into ice shards when destroyed by enemies

Stays on the field longer

Icy spikes make the wall damage on contact

Freezes the floor around it.

### **Secondary Skill**

Ice Bomb

Kewmbolus Shoots out a lobbed ball of ice that freezes a section of the floor, causing enemy Awesomenauts and droids to slip around. If an Awesomenaut is struck by the lobbed ball of ice, induces Frozen status. Frozen status works like Genji's Cocoon, halting an enemy for X amount of seconds,freezing the floor while taking DoT in the ice. Allies of the frozen Awesomenaut can break the ice to free their comrade sooner for no additional damage. Enemies of the frozen Awemenaut can shatter the ice to deal extra damage. (Example would be an extra 10 damage for an enemy breaking the ice)

Upgrades can include:

Area of effect Slow. (Icy Mist)

When ice shatters it deals damage to nearby enemies.

Cooldown Reduction

Faster DoT or More DoT

Freezes a larger part of the floor.

Enemy nauts cannot jump on frozen floor.

### **Designed by**

SSS Konobi

## 516 Shadow Breaker

**Sex** female

**Backstory** Lina, or as how most now call her "Shadow Breaker" is an assassin that all the people from her homeworld "Grigas" would like to hire her to do all their dirty work. Although she likes doing things her way  
Lina was abandoned by her father at the age of 6, her mother being the only good thing left in the world for her. A gang of mercenaries have planned to burn her house down...and so they did. Lina escaped, watching her mother burn. Her extraordinary stealth skills helped her infiltrate the gang, slaughtering their necks one by one with a piece of glass shard.  
From the age of 12 she began starting her hitman career.  
If somebody sends the Shadow Breaker after you...you are going to die.  
And so she joined the Awesomenauts, hoping to find worthy adversaries and earn a bit of greens in her pocket

**Role** Disabler  
Assassin

**Base attack** Hack & Slash

Hack & Slash deals 6 damage, having a 20% chance to stun an enemy 'naut for 0.8 seconds. Attack Speed: 140; Range: 3.0  
Upgrade 1: Critical Chance. (Adds 50% chance to crit, dealing 25 damage)  
Upgrade 2: Slow (Slows target by 25%)  
Upgrade 3: Bloodthirsty (Damage over time=5; Damage over time duration: 2 seconds)

**Movement** Movement Speed: 7.2.

**Primary Skill** Stealth

Stealth allows Shadow Breaker to go invisible, slowing her movement speed by 25%. Enemy nauts can collide through her  
Upgrade 1: Silk boots (increases movement speed while in stealth by 20%)  
Upgrade 2: Sharpener (Increases first strike damage by +10)  
Upgrade 3: Regeneration (Heals Shadow Breaker by +3 health per second)

**Secondary Skill** Silence

Shadow Breaker silences the target for 1.5 seconds  
Upgrade 1: Not Fast Enough (slows the target by 10%)  
Upgrade 2: Go to sleep (increases duration of silence by +2.5 seconds)  
Upgrade 3: Gotta go (Silence makes Shadow Breaker go invisible for 1.5 seconds)

**Designed by** thefilipache

## 517 HappyDroid

**Sex** male

**Backstory** Originally a robot clown for the Galactic Premiere Circus, a short during one of his performances made his programming go haywire and turn to a life of bounty hunting, before finally ending up as a mercenary for hire.

**Role** Brawler  
Disabler

**Base attack** Tickle Fist

Attack with a flurry of fists, tickling your opponents to death. Not very strong, but very quick attacks.

**Movement** Fairly quick in terms of speed, as envisioned as not walking but with a ball built into the bottom of the character's chassis. Jump is someone limited, but uses a jetpack, similiar to something like clunk. Movement speed isn't effected by using his attack.

**Primary Skill** Flower Power  
Squirt your opponents with water from the flower on your chest, confusing them, making their moves the opposite of what they desire and their attacks only working part of the time.

**Secondary Skill** Rope of Rags  
Shoots out a rope made of rags tied together to pull you closer to your opponent while momentarily stunning them.

**Designed by** torvall

## 518 Creed

**Sex** male

**Backstory** All that is known of The Platinum Assassin is rumor spread by Creed himself. He's believed by some to be the son of an abducted Klomporian merchant famous for his precious metals. Despite having no natural fighting ability, Creed's drive was strong enough to dedicate to his mission by welding his hands with a set of platinum battle gloves. His code is simple "Precision, Survival, Results".

**Role** Disabler  
Assassin  
Harasser

**Base attack** Platinum Knuckles  
Beautifully crafted, Creed's hand-gear is often the talk of the battlefield. When his adversaries ask for a feel of the flawless works of art, he is more than happy to comply.

**Movement** Having fatally failed to design a good form of movement before welding his weaponry, he uses the pulsar as his main form of vertical and horizontal movement. A haphazard set of heeies is all the separates the Platinum Assassin from complete immobility.

**Primary Skill** Stinger  
Leaving more than just scars, Creed's Platinum Knuckles are fitted with several rounds of small spikes that wither the opponent gradually. Even Creed doesn't know all the possible side effects of the compounds in them.

**Secondary Skill** Palm Pulsars  
The Klomporian Army Knife of pulsar technology. With the proper tuning, the pulses from Creed's palm are able to provide him and his allies short windows of opportunity in even the most heated battle. He uses them to make dark techno beats when off the battlefield.

**Designed by** JaxSin



## 519 Broodmama' Thorax

**Sex** female

**Backstory** Residing on a space trailer park colony, Broodmama' the southern Dryder cannot make her ends MEAT after being fired from the galactic monster truck rally and thus joins the awesomenauts to earn solar for her countless spider babies.

**Role** Melee  
Pusher  
Assassin

**Base attack** Scratch

Melee attack using claws with average attack speed. Possible attack speed upgrades to further potential damage or life leech.

**Movement** Able to maneuver on walls and ceilings at free will but at the cost of low jump height.

**Primary Skill** Spider Minions

Hatch baby spiders to attack enemy robots and players. These spiders have a very low hp pool thus the cool-down for this skill is low just to make up for that. Spiders can be tactically spawned on wall for example and maneuver themselves around robots to the enemy players. The Spiders cannot normally move past enemy robots however.

Voltar can assist Broodmama's spiders by healing them and keeping them alive resulting in more havoc for the spiders to create. This can also come into play by having the spider babies distract turret fire for a short period of time for other classes.

**Secondary Skill** Arachnid Leap

Broodmama leaps away or towards a foe based on where the cursor is positioned. If she leaps onto an enemy, the enemy takes damage and is poisoned. This skill can be used while climbing on walls to surprise the enemy and get quick damage in. Escape can also be done with this skill if she gets into a sticky situation. A combination of this skill and Spider Minions could be possible with the correct upgrades purchased. For example, if the player were to purchase a snare effect to the Arachnid Leap then the player could use Spider Minions to ensure extra damage on the enemy.

With a team this attack can cause the enemy awesomenauts to panic thus leading to the possibility of death if not careful.

**Designed by** deftddeer

## 520 Amazon

**Sex** female

**Backstory** Amazon was born on a border planet where the only law is survival. Being extremely tough led to many thugs joining up with her to form a biker gang powerful enough to plunder many passer by ships of riches, until one day, tragedy struck. A lone wanderer beat down every last one of Amazon's thugs, taking control of her gang. Shamed and angry, she fled her sector and is joining the awesomenauts, with her mighty wrestling moves, and biker toughness.

**Role** Support  
Tank  
Harasser

**Base attack** Wrestling strikes

AA changes depending on if it is mid-air or on the ground.

Ground attack: Chains lash wildly at opponents, slowing them, dealing low damage. Hitting an opponent naut improves your chains length a little, for 3 seconds, stacking as long as you keep hitting, to a maximum of twice length.

Mid air- While mid air, Amazon will descend down very quickly, and extend her elbow out for a strike from above. If she hits a character mid air, she brings them down with her to the ground, hard. elbow attack from higher up does more damage, to a limit.

**Movement** able to charge jump, holding jump button for a second before releasing it lets you do a higher jump. Boots allow jump charging  
Movement between derpl and clunk. same size as clunk. 190 hp.

**Primary Skill** Wheelie

Amazon pulls out a motorcycle, and revs it's engine loudly. She then sends it careening forward where it explodes upon hitting an enemy, or terrain. If amazon has her disposable shield up, she throws that in addition to this motorcycle, and deals damage based on its remaining shield.  
medium cooldown.

**Secondary Skill** Disposable Shield

Amazon pulls out a motorcycle that she uses as a makeshift shield/cover. This will have 50 hp worth of blocking. Also, will change her auto attack to beating people with the motorcycle, taking health away from its shield effect. Amazon moves slower while holding this shield, and cannot jump. Very long cooldown, however grabbing health packs/jungle mobs while having full hp will lower the cooldown slightly.

**Designed by** SenorZombo

## 521 Hopkins the Kangaroo

**Sex** male

**Backstory** Hailing from the peaceful grasslands of Planet Marsupas, Hopkins had everything a kangaroo could ever want for a content life. However, unlike most of his fellow Marsupasians, Hopkins yearned for a life of action. Having always wanted to be a superhero, Hopkins mastered his native close-quarter combat techniques and bounced his way into to the Awesomenauts, looking for an action-packed experience to satisfy him.

|                        |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Role</b>            | Melee<br>Pusher                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| <b>Base attack</b>     | One-Two Punch<br><br>Throws a quick, short-ranged jab from Hopkin's front arm, followed by a slower punch from his rear arm.<br>- Deals 7 damage per hit.<br>- Single target.<br>- The slower punch has a slight knockback effect.                                                                                                                                                                                                                                              |
| <b>Movement</b>        | Platforming movement, with movement speed between Leon and Froggy G's base movement speed.<br>Highly variable, single jump. Jump height adjustable by holding and releasing space.                                                                                                                                                                                                                                                                                              |
| <b>Primary Skill</b>   | Snapping Kick<br><br>Hopkins stands on his tail and quickly unleashes a frontal kick with both his legs.<br>- Deals 30 damage, base stun 0.3s.<br>- Quickly pushes multiple targets that are in front of Hopkins, for a medium distance (overall shorter distance pushed than Lonestar, but achieves a greater distance more quickly).                                                                                                                                          |
| <b>Secondary Skill</b> | Grapple<br><br>Hopkins wraps his arms around all the enemies in front of him and chokes them into submission.<br>- Deals no base damage.<br>- Ensnares all enemies directly in front of Hopkins.<br>- Hopkins cannot move or attack while this skill is active.<br>- Can be held to a certain duration by holding down the skill button.<br>- Can be released early by releasing the skill button.<br>- Cooldown timer does not start to countdown until the skill is released. |
| <b>Designed by</b>     | HenWRYY                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |

## 522 Murger Burrows

|                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
|--------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Sex</b>         | male                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| <b>Backstory</b>   | Constructed in the deep solar mines of Coralix Prime, Murger was a digger always flush with the discovery of precious Solar. Yet day in and day out, he always saw it whisked away out of reach to serve his employers and all those who fought in the war front. Murger eventually grew so jealous of their efforts that one day he decided it was time to get some for himself. He found the Awesomenauts and joined their ranks without hesitation, leaving his dull life behind in favour of the chance to earn his own fortunes.<br><br>Description: Skulking, Tank tread moving worker bot in a miner's cap. Drills for hands. |
| <b>Role</b>        | Tank<br>Brawler                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| <b>Base attack</b> | Drill Punch<br><br>Uses his Drill bit hands, once used to punch holes in solid rock and dig, to cause his enemies Harm.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |

**Movement** A pair of twin tread tracks (much like a tank) act as an easy mobile delivery system, while an exhaust port between the treads and on the underside of his chassis, vents steam and exhaust for an extra boost jump (click spacebar again to jump a second time)

**Primary Skill** Shrapnel!  
Punches his Drill Fists into the ground, chewing and spraying rock and debris in front of him in a small Arc.

**Secondary Skill** Blitz Cannon  
Fires a Mortar shell from a mounted cannon on his back, that travels an adjustable arc (Hold button to increase range) and explodes on Contact or at maximum range. Can be detonated early with a second click of the button.

**Designed by** Gavoden

## 523 Wilson the Snobby Gentleman

**Sex** male

**Backstory** (Sorry if this is bad my writing skills are zero) Wilson is a very snobby British gentleman who thinks he is better than everyone else. But after his servants revolted burned his manor down and stole all his money he is left in need of work. He has no choice but to join the Awesomenauts Mercenary group where he will put his skills to the test.

**Role** Ranged  
Brawler

**Base attack** Shoot!  
Wilson shoots his antique revolver at the opponent at about 8 range with 5-6 damage.

**Movement** I image him running at about 7-7.4 speed with Raelynn jumping height.

**Primary Skill** Insulting scream!  
Wilson does an AOE around him that silences enemies around him. (How he does this is screams an insult to the enemy.

**Secondary Skill** Croquet catastrophe.  
Wilson throws an explosive croquet ball. I feel it should throw like Lonestars TNT then bounce a bit before explosion if it does not hit an enemy.

**Designed by** sirmentlegen

## 524 The Cetacean Siblings

**Sex** female

**Backstory** Hailing from Franland II, these twin Cetaceans were born with a rare genetic disorder that allows them to psychically communicate with each other. Unfortunately, they also feel each others pain. While they were able to rack up an impressive record of winning bar bets, they're propensity towards gambling forced them to flee from almost every planet they've ever lived on. They decided to join the Awesomenauts after waking up with a hangover and matching contracts from the Blue and Red Droid armies.

**Role** Assassin  
Pusher  
Support  
Damage Dealer  
Ranged  
Melee

**Base attack** Cetacean Six Shooter/ Rorqual Tackle

Balouis pulls out his trusty revolver and fires a powerful shot. Orcien slams her foes, crushing them under her weight.

**Movement** Balouis and Orcien both use hover belts to move around the arena at a moderate pace. Balouis modified his belt to allow him to jump successively jump several times in a row, each higher than the last. Orcien uses her hover belt to "Breach" the air, a huge jumping backflip that flies higher the longer she charges it.

**Primary Skill** Switch to Balouis/Switch to Orcien

Quickly switch between the Cetacean Siblings, Balouis and Orcien. Balouis uses his trusty revolver and Porpfield generator to fight off foes that stray to close and support his allies, while Orcien uses her brute strength and size to crush anyone foolish enough to come near.

**Secondary Skill** Porpfield Generator/Click of Doom

Balouis deploys his customize Porpfield, which creates a microgravity environment similar to the oceans of his homeworld. This field allows his allies to move faster and jump higher while slowing down enemy projectiles, reducing their damage. Orcien slams her jaws shut, creating a sonic shockwave that heavily damages and slows nearby enemies.

**Designed by** LobsterBox

## 525 Nelus

**Sex** male

**Backstory** Nelus is a La'ily, their species are known for their naughty abilities to set traps in the blink of an eye. Nelus used to work has an assisant for Blabl Zork in Zork industries. He got fired because he was always setting down some nasty traps at the employees for his own enjoyment.

After getting fired, he decided to start his own bussiness! A trap bussiness of course. But making little traps for mutant rats and little bugs was not enough for him, he wanted more action! He then decided to join the mercenaries.

You better watch out on the field, or you might get trapped!

|                        |                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Role</b>            | Melee<br>Damage Dealer<br>Pusher                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| <b>Base attack</b>     | Whip roll / Whip slash<br><br>His base attack would be a laser whip which would go back and forth. It would pierce through enemies and deal about 6 damage each time. The color of the laser whip would change to red/blue depending on what team the player is on. When the player is not using the whip, the whip will stay rolled on itself.                                                                                                                     |
| <b>Movement</b>        | His movement would be quite slow. His movement mechanics? We could compare it to a hobo that has been in the streets for 5 years. Almost crawling. After putting down a healthpack trap, his movement speed would increase.                                                                                                                                                                                                                                         |
| <b>Primary Skill</b>   | Pocket Magnet Trap<br><br>(I am not certain if this is possible, but I certainly hope so!)<br>Nelus would throw a magnet trap attached to a mini-bomb on the ground. All enemies nearby will be sucked in and blown up by the mini-bomb. It would be possible to escape with a high movement speed. The radius of the bomb/attraction of the magnet would be about the double of the size of clunk's explosion radius. Maybe less, I am not sure of the exact size. |
| <b>Secondary Skill</b> | Nasty Healthpack<br><br>Gives him the ability to put a fake healthpack down. If the enemy gets the healthpack it will deal him damage instead of healing. The color of the healthpack would be slightly different to make it less overpowered. His movement speed would also be increased when he puts it down to let him hide.                                                                                                                                     |
| <b>Designed by</b>     | Scophax                                                                                                                                                                                                                                                                                                                                                                                                                                                             |

## 526 Dantes the Ethereal Knight

|                      |                                                                                                                                                                                                                                                                                                                                                                                                                  |
|----------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Sex</b>           | male                                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>Backstory</b>     | Long ago when Dantes was a corporeal being he learned of what happens when you trust too much; After the time he became a knight and was about to marry the woman of his dreams his fellow crusaders betrayed him and left him for dead in the fire swamps of Golarieus. Even though he did die he willed himself back into reality and now works to get solar from the mining companies to invest in a revenge. |
| <b>Role</b>          | Melee<br>Disabler<br>Harasser                                                                                                                                                                                                                                                                                                                                                                                    |
| <b>Base attack</b>   | Ghostly Sword<br><br>Just a quick downwards wack with a sword to take down the enemies health, doesn't do much damage and has not much range.                                                                                                                                                                                                                                                                    |
| <b>Movement</b>      | Since he is a ghost he has no weight meaning that would possibly be able to fly around like Yuri. Has not much base speed though which is a big disadvantage.                                                                                                                                                                                                                                                    |
| <b>Primary Skill</b> | Poison Arrows                                                                                                                                                                                                                                                                                                                                                                                                    |

These arrows don't go very far but can be charged up like Lonestars dynamite throw; they are dipped in a poison which slowly eats away health but the effect of blindness and or slow down can be added through upgrades.

**Secondary Skill** Lance Thrust

A dashing forward attack like that of Froggy G's, but it doesn't stun, instead it makes the controls of the awesomenaut work in a discombobulated manner (if possible).

**Designed by** MajorasMaskKingdom

## 527 Neimarim

**Sex** female

**Backstory** Punk girl who was born during the death of his homeworld, refugee on a planet of mercenaries, without fear of death, quickly became leader, with his current and his electric chainsaw struck fear in the hearts of all who put in their way.

**Role** Melee  
Assassin

**Base attack** Chain

Base: Chain follows straight and attack enemies in range.

Skill 01: Pulls the enemy close.

Skill 02: Adds a shadow in the attack may cause critical damage (30%) at lvl1 and more at 30% lvl2

Skill 03: Increases damage lvl 1, increases attack speed lvl 2, increases speed and damage lvl 3.

Skill 04: Increases the attack range lvl 1, increases range attack lvl 2

Skill 05: Each enemy hit by the attack receives 1 solar lvl 1, one more solar - lvl 2

**Movement** Punk style, walking with normal speed, unique and high jump, while slow attacks.

**Primary Skill** Eletric Chain

Base: The current holding enemy is electrified and giving damage over time.

Skill 01: Chain explodes dealing damage in the area.

Skill 02: Stun 0.5s lvl 1 and lvl2 stun 0.9

Skill 03: Increases damage and duration lvl 1 and Increases damage and duration lvl 2

Skill 04: can walk slowly while holding the enemy lvl1, can walk a little faster lvl2

Skill 05: Drains 20% of HP lvl1, Drains 20% more HP lvl 2.

**Secondary Skill** ChainSaw

Base: Melee Damage using a chainsaw with 10s delay

Skill 01: Increases damage lvl1 and increases damage lvl 2

Skill 02: Increases the attack range.

Skill 03: Decreases Delay on 1s lvl 1, decreases delay on 1s lvl 2

Skill 04: Attack throws up the enemy.

Skill 05: Decrease damage to 2/3 but increases to 2 consecutive attacks.

**Designed by** Neimem

## 528 Chronos, the mighty owl

**Sex** male

**Backstory** Chronos, The Mighty Owl was born in a nest, near the Olympus, where all the gods were training. One day, The God Chaos put a spell in an hourglass, this object somehow was dropped into the Owl's nest, then exploded and created a new god, Chronos.

**Role** Harasser  
Damage Dealer  
Disabler  
Pusher

**Base attack** Shocking Wave

Chronos throws a golden wave, with his eyes, dealing damage to all nearby enemies.

**Movement** at the beginning, the shocking waves, travels at normal speed, in a direct line, piercing all enemies, dealing 9 damage to all. the most important upgrades will be (movement 20%, 2/2) and (Damage +2, 2/2) (why is the base attack so OP?, you will see)

**Primary Skill** Berserker

This skill, allows Chronos to move, jump and attack faster for 3 seconds, the reason he can do this, its because he can control the time.

**Secondary Skill** Slow-mo shout.

The Slow-mo Shout, consists in a powerful wave performed by the owl shout, causing the target to slow down at the basic timerift speed but with upgrades this shout will be more dangerous than the timerift.

**Designed by** The Sniper

## 529 Randi

**Sex** male

**Backstory** Randi is a quirky but powerful conjurer who summons monsters with the help of his droid sidekick Cauld-Tron. Randi wants to spread peace and reason throughout the galaxy, and has just the magic trick to do it...but his dream requires solar, so he's working as a conjurer for hire. I'm imagining Randi as looking a bit like a young warlock with an oversized witch hat with stars on it.

**Role** Support  
Healer  
Pusher  
Ranged  
Damage Dealer

**Base attack** Bat Attack



Randi blasts energy bats out of his scythe. Can be upgraded to track enemies. Can also be upgraded to shoot energy Jack-O-Lanterns instead that heal allies (tracking upgrade makes them track allies.)

**Movement** Randi is not as fast as other characters, but he can get out of pickles fast with the help of Cauld-Tron. By upgrading speed, Randi gains a double jump where he hooks his scythe onto Cauld-Tron in midair and the two blast a short distance in any direction, while Randi holds onto his hat for dear life

**Primary Skill** Monster Summon (press button to activate, menu appears above Cauld-Tron, click monster to summon with mouse or select with direction arrows)

Cauld-Tron (a cauldron-shaped droid that hovers off the ground) opens its top, smoke billows out and fluid bubbles over, and an energy monster rises from Cauld-Tron's top. Upgrades include the ability to summon a mummy or a werewolf. The mummy walks slowly across the screen and is very hard to kill, though it has no attack of its own. It can be used a moving wall for pushes. The werewolf summoned zigzags across the screen in a random manner, doing damage to anything it hits then disappears.

**Secondary Skill** Monster Summon

Secondary Monster Summon: Upgrades include ability to summon an energy ghost which moves quickly across the screen in a straight line, passing through all solid walls, doing damage to anything it hits before disappearing. Another option is to summon Prince Jack, an energy Jack-O-Lantern with a lanky vine body who walks across the screen slowly, healing allies around him. Other upgrades for both primary and secondary skills could be cool-down upgrades, monster health upgrades, and even more monsters to summon. By having a mix of support and attack monsters on both primary and secondary, the player can customize Randi as a damage dealer, a healer, or mix. Other monsters could be a vampire that steals health, or maybe cthulu tentacles that shoot out of Cauld-Tron toward allies making them immune to all push-back attacks. Or maybe a tiny gremlin that runs back and forth within a short distance doing damage to anything it hits. Perfect for leaving as a sentry in places gnaw likes to lead weedlings

**Designed by** dustinlull

## 530 Sol

**Sex** male

**Backstory** Once a powerful tyrant of a feeble solar system, Sol would demand copious amounts of food from his slaves. After a few millennium, Sol became impossibly obese. Once his captors realized this, they fled the system, leaving Sol jobless. Now, Sol has enlisted as an Awesomenaut in order to scape enough Solar together to feed his enormous appetite.

**Role** Melee  
Support  
Tank

**Base attack** Solar Flare

Sol lashes out one his rays towards the player's cursor.

**Movement** Weighing too much to support his own mass, Sol is carried by a futuristic lawn chair. Despite this chair's strength, it is still only able to lug soul around at a snail's pace. It is capable of flight, but soul's obesity only allows it to fly for a few seconds.

**Primary Skill** Lens Flare

A sphere of glass is placed on the player's cursor, reflecting a beam of light towards Sol for X seconds. All enemies caught in this light are blinded. The sphere is targetable by enemies.

**Secondary Skill** Gravitational Pull

Sol is able to take advantage of his mass to trap 'Nauts in his gravitational pull, pulling all nearby enemy 'Nauts towards him.

**Designed by** grantqg

## 531 Sofron

**Sex** male

**Backstory** Sofron is a creature of pure evil matter that feeds on the energy of other creature. He was once the ruler of his own nation but it was destroyed by the rebellion of his own people. Having faced defeat for the first time, Sofron decided to join group of mercenary's to maybe take his nation back.

**Role** Melee  
Disabler  
Harasser

**Base attack** Syphon Matter

Syphon Matter is a short range attack that shots a small burst of electricity from Sofron. Everytime this attack is used, Matter overload becomes stronger. The upgrades for this skill is attack speed, stun, upgraded damage buff for Matter Overload.

**Movement** Since Sofron is a ball of matter, he has the ability to teleport over a small distance horizontally but since he likes tall places he is accustomed to go quit high thou. His appearance is of an energy ball in a round ball (like a hamster ball)

**Primary Skill** Matter Overload

This skill is the main attack skill of Sofron. If Charged with Syphon Matter, this skill will do increasing damage. This skill basically does low damage but has a huge cone like range that you can aim and release (like Snipe).The upgrade for the skill add all known debuffs and reduce cooldown.

**Secondary Skill** Overlord's Rule

This skill is an AoE skill that when you are caught in it, you cannot get healed. When buffed, you can increase the duration, add debuffs like slow and blind.

**Designed by** ChibiDragon

## 532 Sir Grizzly

**Sex** male

**Backstory** Sir Grizzly heeds from the planet Rawrar 6, and was born during the Third Bear War. Grizzly was always a skilled Bear, becoming a squire at only age nine, being knighted at age eleven and becoming a Bear of the Bear Table at only fifteen years of age. He is the only bear to survive being launched from a catapult and the only bear to wield the legendary Excalibear.

**Role** Melee  
Pusher

**Base attack** Excalibear

Sir Grizzly cleaves his sword to the left and right with brutal force, cleaving through all foes who stand in his path. No knockback, very little charge up time on each swing, moves very slowly while attacking.

**Movement** Walks pretty slowly, doesn't jump very high but instead pounces forward. Jump has a one second cool down after hitting the ground.

**Primary Skill** Battering Bear

Pulls out a Battering Ram with a bear on the front from pocket space and charges forward dealing 28 damage. 33% extra damage to turrets.

**Secondary Skill** Roar of Bear Vigor

Lets out a bloodcurdling roar that strikes terror into all foes. All foes in a decently sized radius have their attack damage reduced by 20% on all skills and all allies in the same radius have their attack damage increased by 20% on all skills.

**Designed by** Xenfare

## 533 Fuzzy

**Sex** male

**Backstory** A space ninja headhunter cat that kill's anyone for money, or for his fun

**Role** Assassin

**Base attack** Scratch

Fuzzy use claws to deal damage with two hands

**Movement** He is fast like every cat and have a high jump because of his cat abilities

**Primary Skill** Ball of fur

Fuzzy spit a big ball of fur on the enemy that deal damage and slow effect.

**Secondary Skill** Catnip

Fuzzy throw a bag with catnip that deals damage during a time and slow enemies.

**Designed by** Fernando\_RF

## 534 Arcturus the Druid

**Sex** male

**Backstory** In the frozen lands of Culdra 7, the Druids of Usgard practice their ancient magics under the shade of the ancient forests of pine. For centuries they have exercised a restraint against modern society, shunning them for their reckless use of technology on warfare and wonderful digital watches. It is in their grand halls they worship the animal spirits, such as the Stag, Bear, Raven, Owl and so on.

Arcturus was a student of the Druids of Usgard. He channeled the essence of the bear by doing menial tasks that even a wild bear could do; he dugged through beehives for honey, slept for many months through the winter, and prevented forest fires. However, other students distrusted him and framed him, and the Usgardian Druidic Council banished him for the plotted murder of the druid's sacred moose Charlie.

Now, banished for a crime he did not commit, he wanders the universe looking for any who would also follow the path of the bear and druidism.

**Role** Tank  
Melee  
Ranged  
Support

**Base attack** Druidic Blast / Thrash  
[Druid Form]

Arcturus shoots forward a ball of natural energies that bounce off any surface it hits. It bounces several times before returning to Arcturus, or if it reaches a certain distance. This is a ranged attack.

[Enraged Form]

Arcturus, in his Enraged Bear form, slashes any enemy units in front of him with his claws. Any units hit take bleeding damage for a set duration. This is a melee attack.

**Movement** Arcturus leaps forward, through druidic energies or brute strength. Wherever the mouse is pointing, Arcturus will attempt to leap to that position, as long as no impassable objects are in the way.

**Primary Skill** Nature Ward / Bestial Roar  
[Druid Form]

Arcturus plants down an ancient druidic ward, giving rejuvenating energies to his allies. The ward releases a pulse every once in a while, giving allies a buff to attack speed. An additional effect is that with every pulse, the cooldown on abilities is reduced by a slight amount.

[Enraged Form]

Arcturus, in his Enraged Bear form, roars mightly. Any nearby enemy units around Arcturus are slowed for a set duration. If an enemy that is slowed is hit by his Thrash ability, the slow duration is increased (only on the first hit).

**Secondary Skill** Enrage!

After taking a set amount of instances of damage (a number of hits) from other 'Nauts, Arcturus summons his wild nature to transform him into the essence of an angry bear. Enrage can only be activated when Arcturus takes damage in 10 ways, either through spells or normal attacks only by other 'Nauts.

During Enrage, Arcturus receives new spells; Thrash replaces Druidic Blast, and Bestial Roar replaces Nature Ward. He also gains bonus movement speed.

Enrage wears off either after a set duration or when it is turned off manually by Arcturus. After the Enrage period Arcturus suffers a slight weakness to all forms of damage for a short duration.

**Designed by** Arcturis

## 535 Jack & Hydro

**Sex** male

**Backstory** In the mines from planet Durt, Jack the mole spend his life learning to engineer to make his job easier. Mining for solar and metals with his trusty drill is just a hobby compared to the time he spent building his mastermind invention, Hydro. Hydro is his metallic teammate who does less talking and much more pushing. Loyal to Jack like peanut butter is to jelly. With his protective hardhat, the 2 of them joined war and escaped the life of labor and dirt pushing to help turn tides in the galactic stalemate.

**Role** Melee  
Support  
Pusher

**Base attack** Power Drill

Jack's drill is something he can't live without. He can spin it while rushing forward to harvest metal from droids to build, and to dish damage against enemies. The longer he keeps the drill running, the bigger and stronger it gets but the slower he moves.

**Movement** Living in tunnels and darkness with nothing but a flashlight on his head, Jack is a nimble navigator... until he let himself go. He runs at medium pace and can jump as any normal Awesomenaut could. But from his digging expertise he's able to fall through floors faster. Fast going down rather than up.

**Primary Skill** Wrench Swing

Jack swings his gigantic wrench like a baseball bat and sends enemies flying back. Can stun, gain metal and health with upgrades. Good for keeping enemies away when trying to build.

**Secondary Skill** Hydro Summon

Summon the powerful titanic ally, Hydro into battle. With metal Jack gets from drilling and killing droids, he uses a hefty sum to summon Hydro. Hydro is a slow bulldozer-like droid that pushes forward and can endure a few heavy hits. Jack can also use metal to heal Hydro and keep him running strong.

**Designed by** Octa8t8

## 536 Gabriel

**Sex** male

**Backstory** Gabriel is a templar on a mission. Sent by the gods themselves, Gabriel wishes to cleanse the world from the evils that inhabit it. A secondary goal for both Gabriel and the gods is to eliminate all the heretics, such as Gengi who believes in the infamous Space Butterfly, in order to stop the spread of other religions so that the entire world will once again worship the true gods of the world!

**Role** Melee  
Disabler  
Pusher

**Base attack** Lash

Gabriel hits his enemies with his massive holy sword, a gift from the God of War himself.

**Movement** Gabriel moves slowly through the battlefield, weighted down by his heavy armor. In order to jump, the God of the air blesses his feet, which allows him to surge towards the heavens.

**Primary Skill** Shield Bash

Gabriel thrusts forward his great shield, a famous artifact from the Great Heavenly War. The attack knocks back enemies and deals damage.

**Secondary Skill** Shock and Awe

Gabriel focuses all of his heavenly energy to his eyes. The energy is emitted as a beam of blinding light, paralyzing everyone who is unholy before the gods if they so happen to even glance at this heavenly light. The victim then enters a state of shock in which they are blinded and slowed. (Note: The ability starts out as just a blind and slow, but it can be upgraded to replace the slow with a stun)

**Designed by** Cobalt16

## 537 Rikki the Gear Box mechanic

**Sex** male

**Backstory** Rikki once lived in a machine planet known as Mullitus. The planet was inhabited by millions of workers who called themselves the Greasers. Always singing while they worked and build, and perfecting their their Mullets with their biggest buy product that they made, " hair Gell ". but not Rikki. He was always in is tower inventing new things and dreaming of leaving Mullitus. Little that he knew that he would get his wish when one day he was running around with his toy water gun squeirtdriver (that he made) when he "accidentally" squirt the planets main generator light bulb. Anger and rage swept the Greasers as Rikki hightailed out of Mullitus with only his trusty water-gun screwdriver and his toolbox.

(He looks like a dwarf like mechanic with a Mullet like Macgyver and a Magnum P.I. mustache.)

**Role** Harasser  
Ranged  
Disabler  
Pusher

**Base attack** Squertdriver (this can change)

Rikki uses his Squertdriver as a little water gun. it has the range of Lonestar but the power of froggy G (late game i hope :P)

it acts like a pump too almost like a real water gun, you can also charge it up to increase the damage. also if you walk up to any pad Rikki will fix it by shooting it.

(note all of this can change)

Upgrades:

jet hose:  
increase damage

zapper:  
adds DOT to Squertdriver.

repetition:  
increase attack speed.

Slick Gell Formula:  
enemy players will lose little bit of movement control.

Pump it:  
increase rage of attack.

Overtime:  
Fix pads Faster.

(note all of this can change)

**Movement** He is a short dude and very venerable hence the telliporting pads. he has the movement of Lonestar but worse but with boots hes almost like like Raelynn. and his jump is first a jump like leon but smaller. but if he lands down he will use springs from his boots to jump higher. He is the Shortest naut but his BIG mullet and magnum P.I. mustache makes up for that.  
(can be changed)

**Primary Skill** Asembler!! (can be changed)

Rikki sets down a pad that he can use for his advantage. he can place down 3 at a time. what upgrades you chose for it can affect what they can do.

Upgrades:

Health Regen:

Pad will regenerate health when damaged.

C4:

exposed violently 1 second after been triggered by an enemy player damaging the pad but not enough to destroy it.

bear trap:

Ensnares the enemy:

Yapper shutter:

silence's enemy

treadmill:

increase the movement speed for 6 seconds when walked over by an ally or friendly creep.

coffee brake:

Gives regen to allies when walked over

when you have no more pads up your secondary skill Rikki will telliport to the nearest ally. or something elts...

(note all this can be changed)

**Secondary Skill** Recall!!!!



Rikki Teleports to any of the three pads that he has set down. What upgrade you chose affect what happens after.

swicherew:

when you stand on the pad an alley can swap places if they are on your destination.

Rage mechanic:

when you telliport in your damage is dubbed for three or two hits or for 5 seconds.

Lagg:

when you telliport in you let out a burst that slows enemy's

Backup:

spawns a droid when you telliport in.

Prideful thinking:

gives a temporary shield agents all debuffs.

Mullet Might:

heals Rikki for 40 hp.

(note all this can be changed)

**Designed by** Vivi911 (also Bezix on steam)

## 538 Butler

**Sex** male

**Backstory** he was a crime fighter butler till he got into a chemical accident where he turned half peanut butter

**Role** Pusher

**Base attack** swiper

he swipes his hand medium range

**Movement** he swings his arm which is made of peanut butter

**Primary Skill** Drill

shoots a drill that is made of peanut butter to push back enemies

**Secondary Skill** allergic

causes the enemy player to get poisoned because he's "allergic"

**Designed by** Pacman the game

## 539 Slackjaw

**Sex** male

**Backstory** Mutated into a shark by his father's rival, the evil Doctor Touchstone, Slackjaw the shark found himself cruisin' for a bruise when he abused his new shark powers. Jailed for rowdiness, Slackjaw is now diving straight into the second AI war to pay off fines and blow some minds; perhaps he'll finally prove to his three other shark bro's that he has the skills to pay the bills.

**Role** Melee  
Assassin

**Base attack** Party Punch

A melee attack that hits single targets and increases damage on consecutive hits before the damage buff hits a cap. The damage buff goes away after three seconds without hitting the target or a stun. The animation is a headbutt.

**Movement** Slackjaw moves at moderately fast speed on land, with an arcing leap. When he reaches the peak height of the jump he rapidly falls. Slackjaw's loses all speed picked up by momentum when jumping.

**Primary Skill** Puddle Pitch

Slackjaw spits out a wave that moves across the ground in one direction. The attack only hits with the extending end of the wave, doing a stun and no damage. The wave leaves a puddle area effect. This area affect increases the movement speed of friendlies and enables the second aspect of Tide Roll. The wave hits single target. Upgrades can improve impact effects or debuff enemies in the puddle.

**Secondary Skill** Tide Roll

Slackjaw tackles at the enemy, moving a small distance forward (the attack hits multiple targets). Enemies hit with the tackle are knocked back and take damage. If Tide Roll is used on a puddle, Slackjaw moves rapidly to the other end and does extra damage to any enemies hit. Upgrades add debuffs or increase damage.

**Designed by** DoctorShua

## 540 Kamakiri

**Sex** female

**Backstory** Kamakiri (Kami for short), lived on one of the few remaining colonies on JapV13 that still held the older traditions to heart, while accepting few technological advances. The one major tradition for their people to become part of the militia is to prove their worth in combat, and Kami chose to do just that by becoming a mercenary, not just to prove herself, but to support herself outside of her home land.

**Role** Assassin  
Melee  
Damage Dealer  
Brawler

**Base attack** Slice

Kami swings her arm forward, cutting enemies in her path

**Movement** Kami has a simple movement and jump, but can become much more with her skills

**Primary Skill** Ways of Nature

Activating this will allow Kami to take stance (Movement still possible), and attacking up, behind, or in front of her will determine what attack she performs. Front will perform a lion leap, giving a leap and using a basic attack. Attacking upward will make her perform Rising dragon, twirling and hitting multiple times. Backward will perform snake strike, slowing her target for a short time.

**Secondary Skill** Zantetsuken

Kami halts all movement, preparing for a final attack. Upon charge, she instantly dashes forward, killing opponents under a percentage.

**Designed by** WizardRed

## 541 Chill

**Sex** male

**Backstory** Chill was a unique boy. All through middle school and high school he loved to freeze things in liquid hydrogen. For christmas he asked for liquid hydrogen. Then one day while he was playing around with it, he got it all over him. It didn't freeze him, but his body had a reaction turning him into a walking, tough glacier.

Chill then joined the awesomenauts hoping his awesome powers would help them.

**Role** Melee  
Support  
Tank

**Base attack** Glacial Punch

Chill grows an icy spike on his hand, and punches his target in the face, messing it up, literally!

**Movement** Since Chill is a tank he walks at the same speed as Clunk.  
Chills jumping ability is called Pillar Jump, Chill jumps into the air and a sudden pillar of ice boosts him up, acting like a double jump.

**Primary Skill** Frozen Spikes

Chills awesome ice powers allows him to shoot out 3 spikes from his arm, and they impale his foes. Considering the spikes are cold, very, very cold, they stun for a SHORT time.

**Secondary Skill** Icy Armor

Since Chill is stuck in ice all the time sometimes he just has to let it all out. Chill lets out all of his ice shards giving near by allied awesomenauts a shield, while impaling enemy nauts.

**Designed by** Lindrith

## 542 Drake

**Sex** male

**Backstory** Drake is a dinosaur who has always had a passion for bartending, but eventually it just got boring. Working at an interstellar biker bar, Drake has always heard stories about the epic adventures of criminals, mercenaries and even bounty hunters. Setting aside money from each of his paychecks Drake finally raised enough solar to buy some weaponry and even make himself a flamethrower fueled by his own secret brew! Drake is now touring the universe living life on the edge while listening to classic rock.

**Role** Pusher

**Base attack** Flamethrower

Using his flammable beverages as fuel Drake can use his flamethrower to burn anything in his path. The flamethrower's range is medium while the attack speed is also medium, but while Drake is standing still his attack speed slowly increases

**Movement** After a cool down period of 5 seconds Drake can perform a sprint in a single direction for a short time to increase his movement speed by double tapping the left or right movement key and the sprint can be interrupted by tapping the opposite movement key, while the character is sprinting his jump height is decreased.

**Primary Skill** Missile launcher

Character pulls out a missile launcher and is able to aim it in any direction. The longer the skill is held down the missile's velocity will be increased upon release, if the skill is held down too long it will automatically fire.

**Secondary Skill** Holo Shield

Character creates a small shield slightly in front of him that absorbs a moderate amount of damage and blocks enemies from passing through. Upon shield destruction enemies nearby will be hit with a slight knock-back

**Designed by** Flyinapplez

## 543 Capt. Sharque

**Sex** male

**Backstory** The Bite Nebula is known for its rampant piracy. But there is one pirate who can only be spoken of in hushed tones, his name is Admiral Requin. The then known as First Mate Sharque was preparing to usurp Admiral Requin and take his place as the most feared pirate in all of the Bite! Unfortunately for him Admiral Requin was prepared for his sudden but inevitable betrayal, leaving First Mate Sharque in the middle of a battle to be torn up by bots and turrets, but he survived and is now a mercenary earning solar to build a crew and take down Admiral Requin once and for all!

**Role** Pusher  
Melee  
Support  
Brawler

**Base attack** Toothcutting Cutlass

a basic melee attack with decent vertical range (slower than Leon, but with a taller arc)

**Movement** Capt. Sharque moves at about as brisk a pace as anyone else, but his experience in traversing shaky ships in the heat of combat means he won't get pushed around very easily, though his jumping isn't anything special.

**Primary Skill** Swab the deck!

Capt. Sharque sweeps across the ground knocking any enemies he hits upward. In the air he flails his sword around knocking enemies backward. Potential upgrades: increased sweep range/slide distance, firing missiles (missiles shoot upward from ground, shoot at downward angle in air)

**Secondary Skill** Rally!

Capt. Sharque lets out a battle cry, increasing the defense of his allies and increasing his allies' ability to push enemies by walking into them.

possible upgrades: a push upon activating, increased damage (small)

**Designed by** LandsharkRAWR

## 544 Ditzzy Starjet

**Sex** female

**Backstory** A star of a once popular kids show, a childish, scatterbrained and intolerably cheerful plane robot. She was never ever the voice of reason, but after a recent accident on her show put the network in hot water, she was given a new mission, to show the Awesomenauts the 'magic' of her friendship.

**Role** Assassin  
Harasser

**Base attack** Throw Presents

Throws presents which either explode, inflict random status ailments, cause them to constantly be visible to her shortly or do nothing. Presents can sometimes not detonate on contact, and will sometimes need to be triggered by enemy attacks. Upgrades will include minor increases to present effectiveness, and attack speed increases.

**Movement** She moves at the average speed, but can jump incredibly high, with increased aerial speeds, which could potentially help get her out of sticky situations.

**Primary Skill** Death Glomp / Dive

She pulls out a present, runs into the opponent and trips into them, causing high damage, bombarding foes with random status ailments and temporarily stunning her. She also will drop some random presents. Becomes a dive if used in the air, which goes farther the higher up she is, slamming any aerial foes in her way into the ground with her, doing good damage and stuns both.

**Secondary Skill** Feign Death

If she is attacked during this, she goes invisible, and drops fake solar which causes damage. This move can initiate into her Death Glomp, the foe she was hit by is also made constantly visible to her for a short period. Upgrades include improving fake solar damage, inflict more status ailments, and increases invisibility length.

## 545 Xehanorix

**Sex** male

**Backstory** Xehanorix was born and raised in a land filled with dragons. When he was young, he was chosen as one of the elite to raise his own dragon. Driven mad, he ventured on a quest to become the most powerful on his planet, a quest that led him to lose his dragon. With some of the secrets of dark magic, he then decided to join the 'Nauts to reign terror against those who challenge him.

**Role** Harasser  
Assassin  
Disabler  
Support  
Damage Dealer  
Melee

**Base attack** Slash

Xehanorix has spent years in the art of sword mastery, also obtaining a sword of unique nature. He wields a weapon of ultimate power, forged from Solar that fell to his planet one day and imbued with magic to create a mighty sword he calls "Red Fang". His basic attack is as implied, a basic sword slash.

**Movement** Being a lifeform similar to a human, yet imbued with magic, he has increased movement speed and jump height, compared to a regular human.

**Primary Skill** Magic Swipe

Xehanorix can use magic imbued within himself and the sword to create a giant sword swipe dealing massive damage. (one could say its almost a lightsaber) This skill could stun the target, enable a silence, or just be a giant damage dealer.

**Secondary Skill** Dragon's Breath

While journeying across his planet, he came across a magician that learned how to conjure fire from his mouth, his nickname was "The Dragon of the West." Xehanorix also adopted this and can use it for a short time. Intended upgrades could be range, slow, and damage.

**Designed by** cpudude30k

## 546 Gorrlaf Norgat

**Sex** male

**Backstory** Born to the barbaric tribes of planet Hindrok, all Kindors are given a duty to protect their tribe from the savage Grubalv lizards on the planet. One day, the Grubalv attacked Gorrlaf's tribe, but only they were hurt. At this point, Gorrlaf took in a hurt Grubalv and was exiled for caring for it. He took his hammer and went to join the Awesomenauts he had heard of, riding his Grubalv into battle.

**Role** Tank  
Pusher  
Brawler  
Melee  
Damage Dealer

**Base attack** Sonic Smash

Gorrlaf brings down his hammer upon his foes, propelled by a sonic boom at the back of the head.

**Movement** Lizard can jump and glide. Jump is about as high as Skolldir's jump. Moves about as fast as Derpl.

**Primary Skill** Hammer Throw

Using his mighty arm, Gorrlaf launches his hammer at his foes, knocking them back and bashing them in.

**Secondary Skill** Lizard Rush

Gorrlaf's Grubalv rushes toward his enemies as Gorrlaf swings his mighty hammer.

**Designed by** darklinkrulesHyrule

## 547 Chuck, the intergalactic zoologist

**Sex** male

**Backstory** The last survivor of his civilization in the wild planet of Savglands, Chuck has learnt his ways with the beasts, becoming himself a part of the Ecosystem. That until a plague of Skroggles devastated his world, forcing him to flee and make a living as a mercenary.

**Role** Tank  
Pusher  
Brawler  
Melee  
Ranged

**Base attack** The Xenotamer

His tool of trade and also main weapon. Chuck has only managed to survive the harsh environment of Savglands thanks to this whip, a memento from his father. High range, low base damage and moderate attack speed. Possible upgrades include DoT, Damage, Attack speed and Increased damage against Turrets.

**Movement** He should be a swift character in his main form, with a single high jump(not as mobile as Froggy G though). In his Beast Mode, he should have Brawler mobility, similar to Skolldir.

**Primary Skill** Skroggle Eaters

Chuck summons a small beast, which functions similar to Leon's attacking clones. The main beast should have good mobility and low damage. Upgrade options include Increased Damage, increased HP, increased mobility, Lifesteal to main character (high percentage), explosion and DoT.

**Secondary Skill** The Beast Within

Chuck transforms into a large Feral creature. Functions similar to Siege, with indefinite duration and reversible. The character becomes a slow Brawler, with a One-Two Claw-Combo. Possible upgrades include a third combo attack (Life Stealing or Snaring Bite), DoT (poison claws), increased mobility, shield and increased Damage.

**Designed by** Shierzhi

## 548 Balthazar Dali, Mage of Horror! Irreverence! Theatrics!

**Sex** male

**Backstory** Having led a difficult life of pain and destruction, Balthazar finally concluded that the best way to settle old age gracefully was to become the warlord of a volcanic planet populated largely by giant rock people. However after a few imperialistic mistakes (excusing his annexations as "his retirement fund") a young magical prude undid his regime and shackled his body into a doll. Blissfully immortal yet rightfully humiliated, Balthazar--through (abstract) strings--joined the Awesomenauts to hemorrhage money from the company and to track his mortal enemy.

**Role** Brawler

**Base attack** Empowered Ray

Having taken a rigorous course in the Humanities in wizard school Balthazar has finally learned to completely obliterate a body. Tap the base attack to release a quick, long-ranged projectile, hold the base attack and release to release a powerful, short-ranged, piercing beam.

**Movement** Has a double jump, otherwise nothing out of the ordinary. Considered medium-fast.

**Primary Skill** Shadow Step

Shadowmancy is the dumbest magic ever and a disgrace to real wizards, unless you're as nimble and light as a doll! Balthazar dashes a set distance; on contact, he appears behind the enemy--facing toward the 'naut--with base attack fully charged. The enemy is stunned in the meanwhile. If Balthazar was already charged, Shadow Step is automatically cooled down after the first application.

**Secondary Skill** Summon Kyle

What's worse than a doll holding the soul of a malevolent sorcerer? His super-intelligent demigod buddy Kyle! When summoned, Kyle will shine a "spotlight" from his eye through Balthazar toward a southern corner. The spell petrifies anyone in range of the light--including Balthazar. Allied 'nauts are not affected. If charged Kyle will shoot a fireball after the freeze.

**Designed by** marzipansadness



## 549 Frosty bonnie

|                        |                                                                                                                                                                           |
|------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Sex</b>             | male                                                                                                                                                                      |
| <b>Backstory</b>       | Frosty is a skeleton archer that shoots ice arrows on his enemies, but, if only his presence makes them freeze scared with frosty's presence, what his ice arrow can do?! |
| <b>Role</b>            | Ranged                                                                                                                                                                    |
| <b>Base attack</b>     | Frost arrow<br>His base attack is a frost arrow that slows the enemy by freezing them                                                                                     |
| <b>Movement</b>        | he walks like a "normal" skeleton                                                                                                                                         |
| <b>Primary Skill</b>   | Frosty presence<br>When frosty is near his enemies, they be slowed by 20%                                                                                                 |
| <b>Secondary Skill</b> | Wind walk<br>frosty be invisible and walks faster for 5 seconds, enough to make his job! But if he attacks, the invisibility is out .                                     |
| <b>Designed by</b>     | _eliott_                                                                                                                                                                  |

## 550 La Espirita

|                      |                                                                                                                                                                                                                                                                                                                                                                                                            |
|----------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Sex</b>           | female                                                                                                                                                                                                                                                                                                                                                                                                     |
| <b>Backstory</b>     | Espirita always found joy in the nonliving. Withered plants and rotted meat always gave her a sense of meaning. She never felt comfortable living a boring life, or living at all. So when she was drafted to become an Naut, she saw as a miracle. She died on the battlefield, and now is as happy as ever, spreading the joys of the afterlife and supporting her fellow allies from the spooky beyond! |
| <b>Role</b>          | Harasser<br>Ranged<br>Support<br>Pusher                                                                                                                                                                                                                                                                                                                                                                    |
| <b>Base attack</b>   | Deaths Grace<br>Deaths Grace is basically a portable cemetery. La Espirita can raise a row ghastly projectiles from the ground, one by one, in front of her enemy, moving from a distance, towards her. With increased range, it can even rise from the ground behind turrets, so always be careful and jump from deaths touch.                                                                            |
| <b>Movement</b>      | Due to the whole, undead, situation she has going on, La Espiritas movement by herself is rather limited. But she has a cling ability! Wrapping her arms around an ally, she can get dragged along by a faster friend away from dangerous situations by passing a non moving character. Who said being dead was lonely!                                                                                    |
| <b>Primary Skill</b> | UnDeademies                                                                                                                                                                                                                                                                                                                                                                                                |

Espirita can raise reincarnated zombies from the ground of the last enemy that was killed. Like Lonestars bull, these enemies have a relatively short and gradually decreasing health. What could possibly be interesting is that these undead images will have the same attack speed and power of the last killed enemies current primary skill. This could make Espirita a threatening mid and late game pusher, and can turn the tide in battle.

**Secondary Skill** Rest In Peace

Espirita can create two graves with tombstones. These tombstones are connected, and act as teleports from one to the other. They will have health, like gnaws weedlings, so they can be destroyed by enemies. This could be a huge support for low health allies that need to go to the base quick, but they take time and attention to build, so they can't just be sprung in the heat of a situation. Upgrades can be related to the consequences of enemies destroying the tombstones.

**Designed by** jellysoda

## 551 Yuggoth Tekeli-li

**Sex** male

**Backstory** Hailing from the tribal Fungi clans of Mycelia TXR, Yuggoth has been tasked with spreading the lifestyle of the Fungi people: Peace, love and understanding! If the denizens of the cosmos should for some reason not embrace the Fungi way of life, Yuggoth is equipped with debilitating poisons that will render them unable to fight, giving them no option but to peace out!

**Role** Support  
Harasser  
Disabler  
Ranged  
Damage Dealer

**Base attack** Spore bomb launcher

Shoots an arcing "cannonball" that sticks onto surfaces/'nauts/droids and explodes after a short while after sticking to something in a small AoE explosion.

Attack button can be held to increase the range of the projectile (Similar to Lonestar's dynamite).

Slow attack speed, medium-long range (Depending on charge time), low damage against turrets, high damage against 'nauts/droids (burst).

**Movement** Fungi don't like leaving the ground. Yuggoth's movement speed on the ground is fast, but as soon as he jumps, he gets a slight slow that sticks with him until he touches ground again. Boots would be a special kind that makes him heavier, causing him to fall faster making sure he's on the ground as much as possible as well as increasing movement speed and jump height a little.

**Primary Skill** Poison sting

A medium range, high speed, single target projectile that boost the amount of damage dealt to the marked target for a short while. Upgrades would be further debuffs such as slow, blind, reduced damage against turrets/droids and stopping the cooldown timers of the target. An offensive support ability but instead of buffing friends, it debuffs enemies lowering their effectiveness.

**Secondary Skill** Armor of Thorns

Posions anyone who comes into contact with his hitbox during the duration of the armor. Upgrades: Increased DoT damage, faster movement speed, reduced damage done when under the effect of the DoT, longer duration, slow and other debuff effects or self buffs. It's meant to be a defensive support ability, making enemies wanting to stay away but also being an additional tool in team fights.

**Designed by** ToasterTank

## 552 Hillary the Flamestress

**Sex** female

**Backstory** Hillary was born from the ashes of the Phoenix. Going from planet to planet burning everything in her path just like the Phoenix wanted. She realized that she could never love anything because whatever she touched would burn in her hands. She joined the Awesomenauts to fight for a better cause than the mission she was intrusted to by the Phoenix. Now if you see incapacitated bodies and faces melted off you should beware because the Flamestress is near.

**Role** Brawler  
Pusher  
Harasser

**Base attack** Flare

Hillary, without care for her enemies, releases blasts of heat that will melt and fry all objects in her path.

**Movement** Movement Speed: 7

Hillary glides on the fire from her feet.

(Jump)Fire Rocket: Channeling her fire power into her hands and feet, Hillary is able to shoot up like a rocket into the skis.

**Primary Skill** Meteor Shot

Harnessing the power of the Phoenix, Hillary develops massive bird wings and jumps in the air and charges full force towards the ground causing an explosion of fire.

**Secondary Skill** Flame Control

Having the power of the flames under her control, Hillary sets herself a blaze sending the opponents that she touches to their fiery doom.

**Designed by** shoful

## 553 Bruce Payne

**Sex** male

**Backstory** Being the owner of a multi-billion solar cybernetics company, Bruce Payne decided the only way to spend his free time was to become an intergalactic superhero and crime fighter.

As a child, Bruce Payne was always afraid of vampires. His mom used to sing the “Vampire Song” to him every night before he went to bed. That is, she sang to him every night until both she and her husband were killed in a mugging. Wracked with grief, Payne swore that one day he would avenge his parents’ death and eliminate all crime in the universe!

Bruce Payne embraced his fear of vampires and used it to strengthen his resolve. With his impressive cybernetic technology, Payne enhanced his body to be better suited for combat and developed cybernetic teeth implants that could literally suck the life right out of his enemies. He gave himself a robotic arm that allows him to close in on his targets and enhanced his vocal cords to produce ear-splitting screams.

Yet, no matter how many criminals he captures, the echoes of Payne’s past constantly haunt him. Some nights he still hears his mother singing, “There’s no such thing as a vampire, there’s no such thing as a vampire, there’s no such thing as a vampire ohhh...”

**Role** Melee  
Brawler  
Disabler

**Base attack** Vampiric Bite

Bites an enemy Awesomenaut, doing damage. Also has a lifesteal effect

**Movement** Bat Jump: Being a crime fighter in the future has it's advantages. Bruce Payne transforms his cloak into a pair of bat wings and uses it to get an extra boost while jumping. (double jump)

**Primary Skill** Robotic Claw

Bruce Payne shoots his robotic claw out at the escaping criminal and uses it to pull himself toward his target. He then bites down on the offender’s neck and sucks the life out of them, immobilizing both Bruce Payne and his target for a period of time. (Can be interrupted, has a lifesteal effect dealing X amount of damage and gaining X amount of life every half a second.)

**Secondary Skill** Bat Scream

Using his enhanced vocal cords, Bruce Payne sends out a cone of sound that slightly damages his enemies in addition to pushing them back and confusing them. (New game mechanic: Confusion: switches enemy’s controls to do the opposite of what they want. Ex: “A” on computer or left on a controller moves right instead of left, “S” or down makes you jump, Space or “W” (or their controller counterparts) make you go down through platforms. If confusion isn’t an option, replace confusion with small stun)

**Designed by** AStrayBrick

## 554 Gaz the Infector

**Sex** male

**Backstory** Gaz is a mischievous feline with a knack for alchemy and violence. He is part of the rare Gideon breed, hyper-intelligent stocky cats known for their ingenious inventions and skill in battle. His work with chemistry accidentally created a plague known as the Fur Flu, causing him to become hated among feline kind. Escaping a relentless life sentence in jail, he fled to the one place he knew he would be safe: The Awesomenauts.

**Role** Harasser  
Ranged  
Damage Dealer  
Support

**Base attack** Needle Gun

Gaz fires his rapid-fire needle gun, which spews out bolts laced with deadly poison at high speed and range. Each needle inflicts a weak DoT. It would stack, so you the longer you can delay the fight the better. After firing 4 shots, a reload animation occurs, just to slow down spammability.

**Movement** Gaz is a fast character, even faster when he uses his Caffeine ability. However, his jump is weak. He has poor vertical movement skills to compensate for his ability to do tremendous DoT. Hunting down fliers will be difficult for him, but this is to counteract his ability to sustain damage over long periods of time.

**Primary Skill** Bottled Plague

Gaz aims and throws a long-range potion which shatters, spreading a virulent sickness to all enemies hit. It is a powerful damage DoT, which requires lots of aim and timing to use most effectively. Excellent for weakening massive pushes.

EXTRA NOTE: Since I couldn't find any other room, I need this. This character has lots of variation. You could focus on being a run and gunner, using Needles and Overload, or be a more tanky Sniper using your Plague to decimate pushes from afar.

**Secondary Skill** Overload

Gaz chugs a delicious carbonated beverage of his own creation, which overloads his nerves and causes him to enter a state of extreme hyperactivity. He runs at extremely fast speeds, fights extremely fast, and has a powerful resistance to damage. This would go great with Needle Gaz, because he needs that extra mobility to deliver a solid punch and keep a DoT up on his enemies.

**Designed by** Klawbster

## 555 Tinker

**Sex** female

**Backstory** Tinker is the daughter of a skilled mechanic, and takes after him in his skill with machines and robots. At age 10 she built her first and favorite robot, Sam. Tragedy struck when she lost her right hand in a competitive game of thumb wrestling, and her hand was replaced with a fully functional robotic hand. Many years passed, she has moved out on her own and the AI wars have broken out again. The down on her luck mechanic becomes a mercenary to support her robot friends, reoutfitting Sam and her right hand for combat. Just what adventures await her in the future?

**Role** Melee  
Brawler  
Pusher

**Base attack** Wrench Whack

Tinker swings her wrench in front of her. (similar to Leon's basic attack, but not as damaging.)

**Movement** Tinker moves at a decent pace, not too fast and not too slow. Her jump consists of her Jetpack shoes, propelling her similarly to Clunk and Derpl.

**Primary Skill** Summon Sam

Tinker throws a small ball (works like Lonestar's dynamite and Raelynn's time rift ball), and upon landing, her robotic pal Sam emerges for 5 seconds before retreating back to Tinker in his ball form.

Sam himself is a melee unit who attacks the closest enemy near him but prioritizes the last unit Tinker hits. He cannot jump without a specific upgrade and is affected by unit collision.

**Secondary Skill** Hand Gun

Tinker fires a bullet in the direction of the cursor from her right hand's index finger, which works like a standard bullet for other characters such as Lonestar, but is more damaging.

There can be an upgrade for Sam which gives him this ability as well, but dealing less damage.

**Designed by** Schizofriendly

## 556 Cybersnappy

**Sex** male

**Backstory** He is a Snapping Turtle Cyborg, Very Slow, Tanky, High Dmg.

Voice References: Have him quote Robocop / Inspector Gadget / Adam Jensen(Deus Ex) stuff!

Soundtrack: Cheesy sounding Industrial Metal(Metal with Synth/A kind of techno influence)!

**Role** Brawler  
Melee  
Damage Dealer  
Tank

**Base attack** Mecha-Snap

Its a very slow auto-attack, it will happen almost instantly when you press the button but you are only able to snap every 2 seconds!

^

Upgrades:

Tazer Teeth: If hit your enemy is stunned for 0,25 / 0,75 / 1,25 sec.

Extentable Neck: Increases range of your snap!

Motorized Neck: Increases attack speed, 1,85 / 1,75 / 1,50 sec.

Spring Neck: Gives snap a Charge with increased dmg. Holding snap charged slows you down, takes 1sec to charge.

Grapple Neck: Grapples the enemy hit by snap to you!

### Movement

Jump: Jump + Jet Spin

A low jumper even with the cybernetics!

First jump: Low , just enough to get a bit above low platforms.

Second jump: Triggers jet boots and spins him around, needed to reach normal platforms.

### Primary Skill

Shell Slam

Jets inflict low dmg on the way up and the slam inflict high dmg on its way down. 6sec cooldown.

Boosts quickly up in the air to slam down into the ground! Goes up in an angle and slams right down \*|\* !

^

Upgrades:

Watercooled Jets: Reduces cooldown by 0,75 / 1,50 sec.

Heavy Augmentations: Increases dmg by 10 / 20, also slams down faster.

Pulse Button: When hitting the ground creates a pulse wave, knocking back enemies.

Explosive Start: Jets will start up with an explosion, enemies close will be set on fire for 3sec.

### Secondary Skill

Jet Tackle

The tackle stops at direct contact of an enemy and will inflict medium dmg. 7sec cooldown.

^

Upgrades:

Metal Spikes: Makes the target hit by the tackle bleed for 2 / 3 secs, low dmg.

Hardened Shell: Stuns an enemy for 0,25 / 0,50 / 0,75sec.

Tackle Dance: Target hit by the tackle will be hugged for 0,5 sec and flip its direction.

Extended Fuel Tank: Increases movement speed after Jet Tackle by 10 / 25%.

Oil Spill: Leaves a trail of oil after you, making players stand in it slip around / jump lower.

### Designed by

NintenDoingIt

## 557 Rampike

Sex male

**Backstory** When the Amphibians of Ribbit IV needed a way to clear the vast forests of their homeworld, they turned to the robotics experts of the frigid planet Hyperborea. They got much more than they expected: Rampike, the robot lumberjack. He cleared forests, filled in swamps, and mined more minerals than the Amphibians could dream of. His job done, he now sells his destructive services as an Awesomenaut.

**Role** Melee  
Pusher  
Harasser

**Base attack** HyperAxe

Rampike's HyperAxe was his favored tool for clearing the forests of Ribbit IV, and now for clearing the battlefields he frequents as a member of the Awesomenauts. He swings his axe a short distance in front of himself, slicing through his opponents. Pierces, with a medium attack speed and damage.

**Movement** Rampike lumbers along (pun definitely intended) on his two robotic feet. He has a short single jump, similar to Leon, and moves with medium speed.

**Primary Skill** "TIMBER!"

Rampike shouts that timeless lumberjack call with deafening force, physically shoving back all enemies (creeps & Awesomenauts) ahead of him. The shout can be aimed, cast in the direction of the mouse cursor, similar to Leon's tongue. Short to medium range, no base damage.

**Secondary Skill** Rolling B.O.O.M.

Rampike rolls a lit barrel of explosive black powder down the lane. The barrel goes a small distance from Rampike before landing and rolling, then rolls for a short distance before exploding. If the barrel contacts any enemy creeps or Awesomenauts, it explodes on contact, dealing burst damage in a small area. The throw cannot be aimed, it simply activates in the direction Rampike's body is facing.

**Designed by** TicklishCage

## 558 Zahrani

**Sex** female

**Backstory** A witch doctor from the jungle planet of Nablur, Zahrani enters the fray with her cryptic incantations. Ever since she was little, she was taught in the ways of herbal medicine. Her curious nature soon became her undoing, as she was exiled from Nablur for the crime of using science in their once science-free rituals. Now, she travels the cosmos with her personal puppet bodyguard Shakalaka on a quest to perfect her potions, while aiding all those who may or may not need them.

**Role** Melee  
Damage Dealer  
Support

**Base attack** Juju Cloud



Zahrani throws out a cloud made of her special blend of herbs. Allied Awesomenauts who are hit by the mist will gain a temporary attack boost; enemy Awesomenauts will temporarily have their defense lowered. The attack is short-ranged, does no damage, and has a slow fire rate.

With puppet skill, the puppet will perform a melee attack whenever she throws out a cloud.

**Movement** Zahrani moves relatively slow in comparison to the other Nauts, but not as slow as Clunk or Derpl. She can only jump once, but pressing jump again will make her use a burst potion to slingshot her a very short distance in the direction of the cursor.

**Primary Skill** Puppet / Shrapnel Coconut

Zahrani summons her puppet Shakalaka to aid her, whose wood is ingrained with a magic potion. It hovers beside her and faces the cursor. It has a health bar and can be destroyed, and has a cooldown for when it respawns. It will attack with its arms whenever she uses her base attack.

Right-clicking will make it fire a shrapnel coconut from its chest, which damages Awesomenauts and droids. Coconut has a cooldown.

**Secondary Skill** Elixir of Strength

Temporarily boosts the puppet's attack power and Zahrani's own movement speed, but lowers both her and the puppet's defense.

**Designed by** OmniTurtle

## 559 GreyBack

**Sex** male

**Backstory** During a battle on Sorona, a stick of dynamite thrown by Lone Star accidentally flew out of the map and landed in a near by cave. When the dynamite stick went off it disturbed the hibernation of a rather grumpy wear wolf named Grey Back, who now demands pay back for being awoken. (oh and did I mention he's been sleeping for ten thousand years so he's a little hungry) He also has a heavy German/Russian accent

**Role** Tank  
Disabler  
Brawler  
Melee  
Damage Dealer

**Base attack** Claw Swipe

A succession of claw swipes that get stronger and have a longer range (sort of like Skolldir's fist attack)

**Movement** A slow lethargic Lumber-- due to the fact that he just woke up after a ten thousand year nap, (about the pace of Clunk maybe slower.)

**Primary Skill** Doggie Love

A long pink tongue comes out of GreyBack's mouth and picks up a droid or enemy awesomenaut and steals life from them. After, he throws the poor sap in front of him and is slowed due to all of the slobber on them. They are now left exposed and have a healthy fear of dogs.

|                        |                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Secondary Skill</b> | Guard Dog<br><br>GrayBack purposely blinds himself so that his other senses are better, He is now able to "sense" enemys that are invisible. (Ever see the move daredevil? yeah something like that...) Also GrayBack has a momentary increase in health. While using the Guard Dog skill GrayBack's attacks are completely random, they could deal one damage to a critical hit. As more up grades are gained the chances for a critical hit increase. |
| <b>Designed by</b>     | ChawklitPudding (you guys should defiantly friend me on steam)                                                                                                                                                                                                                                                                                                                                                                                          |

## 560 Shimi

|                        |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Sex</b>             | male                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>Backstory</b>       | (Rough attempt, I sort of struggled to find a way to fit him into the continuity)<br><br>Shimi was originally a samurai in ancient feudal Japan until the 'incident' occurred. Due to a freak cosmic event and a rather unfortunate placement of a wormhole, Shimi's home, lord, and family was destroyed while he was displaced in time to the year 3587 where he has augmented his ancient battle gear with technological marvels to level the playing field as he works as a mercenary so that he might find an honorable death to admonish him of his shame. |
| <b>Role</b>            | Pusher<br>Melee<br>Damage Dealer<br>Brawler                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| <b>Base attack</b>     | Honorable Strike<br><br>Shimmi swings his beam sword. Each third swing is slower, but projects an energy wave.<br><br>(Potential upgrades - + melee swing, + range, + DoT, + Slow, + knockback on third swing)                                                                                                                                                                                                                                                                                                                                                   |
| <b>Movement</b>        | Walk/run.<br>Jump + Double Jump (Front flip optional but entirely badass.)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <b>Primary Skill</b>   | Temporal Shift<br><br>A 'blink' move, where Shini shifts through time and space to move around the battlefield.<br><br>(Potential upgrade - + damage to anyone Shimi passes through, + slow to anyone Shimi passes through, etc.)                                                                                                                                                                                                                                                                                                                                |
| <b>Secondary Skill</b> | Sonic Shield<br><br>Shimi throws up an energy shield that covers his front, which lasts for x amount of time OR after absorbing x amount of damage.<br><br>The shield should only cover the front to play into the idea that Samurai did not armor their backs to encourage warriors to always push forwards.<br><br>(Potential upgrades - Damage reflect, + duration, + absorption, + AoE damage.)                                                                                                                                                              |

## 561 Lola Phaze

**Sex** female

**Backstory** Lola Phaze is an intergalactic poprock star, shredding on her rad Vibrotar. While her talent as a recording artist has made her plenty of cash and brought her into the spotlight, she's looking for an even bigger pay-off by joining the Awesomenauts and turning her Vibrotar up to 11. No other 'naut is as truly outrageous as Lola Phaze.

**Role** Healer  
Melee  
Support  
Pusher

**Base attack** Power Chord

Killer Riff emits a small pulse around Lola, dealing low damage to any enemies within it. What with being an AoE, however small, it shouldn't have an incredibly high rate of attack. Fingerboarding guitar licks and sweep arpeggios would make the perfect sound effects. Upgrades would include an added slow effect, increased damage, a "convert damage to ally healing" like an inverse Twisted Nightmares, increased attack rate, and an increase to the size of the pulse.

**Movement** Lola has a middling speed at best, and a decent jump, with a rather high double jump and shorter third jump made available by blasting out power chords from her Vibrotar.

**Primary Skill** Killer Riff

Killer Riff creates an aura around Lola, increasing the movement speed and attack damage of any allied 'nauts within the aura. Lasts approximately 5 seconds. Upgrades could include reduced cooldown, increased movement boost, increased attack boost, and increased aura size.

**Secondary Skill** Face Melter

Face Melter creates a rapidly expanding PBAoE, shoving away any enemy 'nauts or creeps pushed by the bubble of sound. Face Melter additionally deals minor damage to affected enemies, dealing more damage based on how far the enemy was pushed by the blast. Upgrades could include increased AoE size, reduced cooldown, increased damage, making the aura stay at it's maximum size for a short duration to keep enemies from advancing briefly, et cetera.

**Designed by** SpacerGal

## 562 Banshee

**Sex** female

**Backstory** Banshee was your average pop star until one of her biggest fans decided to kidnap her and give her the gift of eternal life and beauty. However, all did not go to plan when it came to the end result. Banshee's spirit got ripped from her body giving her eternal life to haunt the living and seek vengeance for what was done to her.

[NOTE: This Awesomenaut may seem Overpowered but I believe she could be fun and very helpful with reasonable stats, I am no where near a designing pro, but It was fun sending you my idea!]

**Role** Disabler  
Harasser  
Assassin  
Melee  
Support

**Base attack** Death's Grip

Banshee uses her nails to claw at the opponent to deal damage, her claws can be upgraded to slow the opponent and cause damage over time, as well as give her life force.

**Movement** Banshee hovers above the ground and is able to jump slowly float as well as descend for three to five seconds.

**Primary Skill** Banshees Call

Banshee screams painfully, possibly trying to re-create the beautiful songs she once sang. Her song deals Area Of Effect damage weakening her opponents damage dealt for a short time when upgraded. At can also have it's range upgraded and grant her allies some additional health until they are damaged for the amount of health granted (DOES NOT STACK!!)

**Secondary Skill** Fear The Reaper

Banshee takes over her opponents body for a short time allowing her to use their abilities and hurt they're teammates. This new found power comes at a price removing half of banshees health when not upgraded and bringing the possibility of an early death. While Banshee is in control of her enemy (5-10 seconds/Death) She takes 1/4 of the damage they receive. She can leave there body after the time limit, or through death. However, if they die while she is inside she dies too.

**Designed by** Grim

## 563 Handsome Dan

**Sex** male

**Backstory** From a savage land that time forgot, came an epic warrior of mighty proportions; that warrior was Handsome Dan. Equipped with his weapon "McMighty-Mallet", and accompanied by his bone-headed pet T-Rex "Groovy", Dan scours the galaxy and aids those in need. When he's not out saving the day, Dan can either be found conversing with the locals; (usually being admired for his handsome, rugged appearance along with his manly body hair) or he can be found back at his cave den asleep.

**Role** Harasser  
Melee  
Support  
Brawler

**Base attack** McMighty Mallet

A two-handed melee ability that can be upgraded into an aoe, knockback, or stun. Great for pushing back the enemy tide.

**Movement** "Hairy Man Legs":  
Slabs upon slabs of manly muscle make your legs strong, but evidently not so nimble. Your movement speed is slow, but with your pet T-Rex "Groovy" summoned, you can hop on him for a movement increase. While mounted upon Groovy, you are unable to attack.

**Primary Skill** Groovy the Dinosaur

Summons your faithful T-Rex companion: "Groovy". Though he's still in his infantile stage, Groovy can be quite vicious, mowing and knocking his way through hordes of enemies, but he also must follow and remain close to Dan, otherwise he'll get scared and refuse to fight. Can be upgraded for more damage/health/dependency distance.

**Secondary Skill** Beard of no Escape

Your renowned facial hair strikes forward, grasping the first enemy it comes in contact with and brings them in closer in towards you. Can be upgraded for /damage infliction/snare/more range.

**Designed by** Handsome\_Dan

## 564 Aegikus the Defender

**Sex** male

**Backstory** Aegikus was a proud general of the Theracus, famous warriors of the planet Thermydas. The Theracus were the planet's best soldiers, numbering at around three hundred and one soldiers. Thermydas was known for its civil wars and slave uprisings. Armed with shield and Energy Spear, the Theracus put down each enemy and rebellion against their king and general.

One day an invading alien force known as the Xerks attacked the planet. Though they fought valiantly the Theracus were vastly outnumbered and were swiftly defeated. Aegikus escaped capture and death, but only because he had a cold during the night of the final battle. With his men defeated and shame on his heart for being unable to help them, he fled the planet. He swore vengeance on the Xerks, vowing to take down their empire on his own if he had to. After realizing the futility of one man taking on an entire race of conquering aliens, Aegikus abandoned his quest and became a mercenary instead. With shield and Energy Spear in hand, Aegikus now seeks to earn enough Solar to hire his own private army and rebuild the Theracus, and one day challenge the Xerks.

**Role** Melee  
Tank  
Pusher

**Base attack** Energy Spear Thrust

Aegikus thrusts his Energy Spear forwards, dealing X damage to all enemy units in front of him. The initial enemy unit hit takes extra damage, and all enemies behind that take the basic damage.

**Movement** Aegikus' movement is a simple double jump. He can fall faster in midair if one were to command him to move down.

**Primary Skill** Phalanx

Aegikus raises his shield in front of him, blocking all incoming damage from the front. Aegikus' next basic attack will be a Shield Bash, slowing enemy movement speed by 50%. Lasts X seconds.

**Secondary Skill** Spear Charge

The end of Aegikus' spear shoots forward in a chain, stunning the first target it hits for 1.5 seconds and pulling Aegikus towards it. Deals X damage.

**Designed by** Silos97

## 565 Elfoul the Talon of Justice

**Sex** male

**Backstory** Life on the planet Nocturnus for this rich space owl was pretty good until the day that Elfoul refused to pay protection fees to the Born Owl Gang, a notorious crime syndicate on the eternally dark planet that resulted in Elfouls wings being clipped. After that grim day, Elfoul used his vast wealth to build a sleek leather battle suit with matching belt to combat evil across the universe. After taking a few martial arts lessons first from his loyal butler.

**Role** Brawler  
Melee  
Ranged  
Damage Dealer

**Base attack** Feathers of Fury

A mid range attack (Think lonestar blaster range.) that deals low damage with a fast attack speed. Can be upgraded to pierce and have a longer range.

**Movement** Medium movement speed, single medium height jump.

Boot upgrade grants a glide that can also be upgraded to drop bombs/feathers while gliding.

**Primary Skill** Justice Mode

Turns Elfoul into a melee brawler with increased attack speed and movement speed for a short duration. Basic attack turns into a fast, low damage dealing three hit combo with the third hit inflicting a bleed DoT that deals a low amount of damage.

Can be upgraded for a longer duration and other effects.  
Can be ended early by pressing the skill button again.

**Secondary Skill** Talon Grapple/Talonrang

Elfoul tosses out a talon shaped grapple hook that can attach to any solid surface. Elfoul will quickly fly to that location and stick to the surface for several seconds.

Upgrades can include Stealth while clinging and increased duration.

This skill is replaced when entering Justice mode with the Talonrang skill. Elfoul will fling a Talonrang in the direction of the cursor, this Talonrang will go through all solid objects until it collides with an enemy naut. Upon being struck by the Talonrang, enemy nauts are slowed for 2 seconds and will take bonus damage from only Elfoul for 5 seconds. Talonrang does not deal damage, but can be upgraded to do. There can also be a bonus damage duration upgrade for Talonrang.

**Designed by** Fang

## 566 Sneaky Trout

**Sex** male

**Backstory** Sneaky Trout was like any other cosmic fish there ever was. He swam through space imparting cosmic wisdom, and of course dispensing cosmic-laden Justice to those who looked to upset the balance of his precious cosmos. One day whilst blissfully gliding past the planet of Sorona, a pod, containing an odd little fellow with an afro, bumpy Sneaky Trout right on his cosmic head. Upset with this Sneaky Trout went straight to management and confronted no one other than Babl Zork. Unfortunately to get to Babl Zork he damaged quite a lot of property in his rage and now has to pay off Babl Zork by working as an Awesomenaut. One day however, SneakyTrout will have his revenge.

**Role** Ranged  
Damage Dealer  
Harasser

**Base attack** Cosmic Flurry

Sneaky Trout fires flurries of cosmic energies at any enemy foolish enough to get too close

**Movement** Sneaky Trout glides around with ease on his cosmic flippers, limited suspended flight can also be attained.

**Primary Skill** Cosmic Loogie

Sneaky Trout expectorates cosmic drool from a distance, stunning the first enemy it hits, and giving vision of the target.

**Secondary Skill** Cosmic Drizzle

Sneaky Trout rains down meteors in a selected area from a distance slowing and damaging all enemies stood under it. \* This ability must be channeled

**Designed by** SneakyTrout

## 567 Gernan Goolash

**Sex** male

### Backstory

Gernan was a small boy just wanting to fit in on his home planet gredius but all the other gredions had stripes all over and Gernan didn't. His stripes stopped just before his mouth, so he got bullied throughout his childhood. When he grew older he moved to Herconious where he trained to become a mechanic but lived a lonely, sad life. He spent all his time working in his mechanics shop, fixing all types of machinery and created many little robots. One day he heard there was a spaceship landing near his home. This interested him, so he walked down to the site to check it out. He found the door to the ship open and no one around, so he climbed on board to look around. To his surprise he found a young boy inside with melted legs and a melted hand. He felt so sorry for the boy named Blake that he brought him to his shop and called over his friend Dr.Klast. They examined him for hours then Gernan built him special robot legs and a hand. Gernan thought it wouldn't be right to send him away without any training with his new robot body so he trained him for months. He encouraged the boy to do something with his special limbs and powers and told him that his super powers would diminish if he didn't keep using them. They agreed that the boy should try to join the Awesomenauts so they called the people hiring mercenaries for the Awesomenauts. They both signed up and joined the Awesomenauts. Gernan was excited to prove to the people on his home planet that he could be great even though he doesn't have the extra stripes.

**Role** Support  
Tank  
Pusher

**Base attack** Lazer shot

Gernan uses his cane as a lazer shotgun (1 second recharge 12 damage)

**Movement** Gernan Goolash can jump only once but super high.

Gernan moves a tiny bit slower than gnaw.

Gernan floats down like a ballon after jumping.

**Primary Skill** Baby droid

Gernan makes a droid (droid does 2 damage droids gun has 1 second recharge and skill has 10 second recharge)

**Secondary Skill** Droid skin

Gernan takes out a small case and jumps in side turning him into a robot version of him self. (during robot form, Gernan cant attack but has 550 health) ( the skill has a 15 second recharge)



## 568 Paradex

**Sex** male

**Backstory** This energy being was pulled from the mysterious 1337th dimension around 500 years ago and was confined by scientists to serve as a power core. Due to a clumsy scientist's mistake Paradex's confinement chamber broke and in his rage he destroyed the space station he was held captive.

However in the event that he would escape the scientists made a special suppression suit which would automatically home in on the energy being and imprison him forever in this dimension. Paradex was trapped for many years harnessing whatever power he could muster and destroyed anyone that would refuse to free him or those he just disliked.

With the power of time and space at his disposal Paradex joins the Awesomenauts in the hopes that someone can finally get him the heck out of that stupid suit!

**Role** Disabler  
Harasser  
Healer  
Ranged  
Damage Dealer

**Base attack** The Not So Oblida-Ray.

He fires a blueish beam from his hand and ticks for very low damage which can also cause a Damage over Time effect if you purchase the proper upgrade

**Movement** Similar to Yuri's flying except that he flies a bit faster but not as fast as Vinnie and Spike. When he is on the ground he hovers a slight bit above the ground and has pretty slow movement speed

**Primary Skill** Stop! Hammertime!

This skill shows a clock-ish aura going counter-clockwise for a short time on enemy Awesomenauts and droids causing them to be Slowed for a bit longer than most other skills. It does minor damage and with upgrades it also has the possibility to reduce the enemy's HP for a while or even let them become stunned

**Secondary Skill** Cosmic Sphere

This ball pulls in enemy Awesomenauts who are close to it and then explodes dealing high damage, with upgrades this ball can be split into 3 balls each going their own direction (with lowered damage of course) and it can also heal friendly awesomenauts if the ball passes through them.

**Designed by** Shams

## 569 Siarra

**Sex** female

**Backstory** As Siarra grew up on the planet Fiansa, (Fee-on-sah) filled with all kinds of dangers and mysterious areas, she learned to fight there, eventually controlling golems and spirits. However, she quickly tired of the world, and left one day, in search of those who she could challenge. While travelling, Siarra's rude and quite repulsive personality got her constant enemies.

Siarra was later found deep within space, lost, and looking for allies for the first time in her life.

**Role** Melee  
Support  
Pusher

**Base attack** Whack

Hits the enemy with your staff for a small base damage. It is not that fast with attack speed, either. Slows you down when attacking.

**Movement** Medium movement speed, high jump. Faster fall.

**Primary Skill** Summon Golem

Summons a golem that will defend you.

**Secondary Skill** Summon Spirit

Summons a random spirit to help you push, support, or fight.

**Designed by** Iconus

## 570 Shift

**Sex** male

**Backstory** Shift never likes to be himself, infact he enjoys following other people's paths, and learning new ways to annoy the ones he doesn't follow, not a lot is known about shift, but all we know is that he has the ability to mimic and to annoy other awesomenauts.

**Role** Assassin  
Healer  
Pusher  
Disabler  
Brawler  
Tank  
Support  
Damage Dealer  
Ranged  
Melee  
Harasser

**Base attack** Knife Slash

Deals 10 dmg attack speed (half the attack speed from a leon)

**Movement** As fast as gnaw

**Primary Skill** Shift

Can mimic an enemy (turns into the selected enemy, also copies the enemy's moves and purchases, lasts 30 seconds, can eventually be upgraded to 90 seconds.)

**Secondary Skill** Weakness

Deals more damage to a type of class (From the shop, Shift can buy a token that deals more damage to a certain type of class, for instance If shift buys an anti nuker class token, he will deal more damage to nuker types, it is not a passive ability so shift will need to be more careful when using this ability).

**Designed by** PHibrilatoR

## 571 **Catrina Felinia**

**Sex** female

**Backstory** Born on the planet of Kyottaria, Katrina got lost on a mission transporting goods to a different planet. She learned to survive and deal with the strange wild-life with the aid of a strange artifact she stole from her the transport, which contained odd powers. Being stranded completely changed her into a powerful and vicious cat. After finding civilization on the rural planet, she took professional combat training, which eventually led to her becoming a mercenary in hopes to gain enough money to find her old home. She uses brutish warfare along with her agile movements and fast legs to take down other mercenaries to get the job done. What she lacks in health she makes up with speed and power (although she works best with a partner).

**Role** Melee  
Damage Dealer  
Harasser

**Base attack** Scratch

Quick swipes from Katrina's claws which deal hard damage in succession. Super fast speed, 1 damage per swipe.

**Movement** Katrina's low health means she has to be able to get out of the battle in a wink, and back in in a blink. Her speed is great, and her (double) jumps are quick and precise.

**Primary Skill** Freezeburn

This ability allows Katrina to move twice her normal speed for a short amount of time and adds an aura to her body which affects any enemy she touches. The uniqueness of the ability is that you can choose one of two paths for it. You can make it a flame aura, which lights enemies on fire for a short amount of time, dealing nice damage. Alternatively, it can be a frost aura, which slightly slows enemies temporarily (, and stunts their attack by a small percent... if that's not too overpowered?) This ability would require a little bit of a different mechanic, and I'm thinking you could switch between flame and frost at the shop by clicking the icon for the power (for free). This aura is thanks to the artifact Katrina stole.

**Secondary Skill** Bite

Sink your teeth into the enemy, causing fierce damage. Can be upgraded to increase blood loss and temporarily make enemies woozy. 50 damage, 10s cooldown.

**Designed by** Ross

## 572 Dr Mors

**Sex** male

**Backstory** Mors was small compared to the other walrus people of the intensely cold and harsh planet of Gigarot, where the winters were harsh, the people were harsher, always making remarks about his small size and remarkably amusing accent, but luckily for Mors, his drive and passion for science and power was harsher than any blizzard the icy winds could cook up. He spent many months preparing for what he knew would change his life forever in his basement, and when he came out, he was no longer as small as the others said. He had created the most magnificent and powerful of any electric wheelchair the world had seen, with weapons so violent and brutal, no one would ever try to insult him again. With this fact in mind, he left his planet and joined the awesomenauts, hungry for more of this new found respect that he had just found, His chair, hovering ready and able to carry out deeds of tremendous violence and partake in the most glorious of battles with those who thought of themselves "bigger" than he was.

**Role** Damage Dealer

**Base attack** Munitions on sticks

Three appendages stuck to the end of the chair, each with a different gun, one with a pistol, one with a shotgun and one with a small RPG. Think of it like a combo of lone stars pistol, except with a spread shot to go with it. Not only that, but when upgrades are available, you can make either of these weapons more powerful, somewhat like a skill tree.

**Movement** Mors has a similar style to coco, (floating, can jump rather high) but because of the amount of damage you can deal, he would be a lot slower.

**Primary Skill** Saucy Sawblade

Its a large spinning saw blade, when activated, it will be thrust in front of Mors, slicing all who are in your way, however, this will cause you to move very slowly, and will have a time limit of around 5 seconds, with a 15 second cool down to follow on.

**Secondary Skill** Gangway Rocket

Though Mors may be slow, with this ability, he can move incredibly fast (3 times as fast) with this ability for 10 seconds, allowing him to make a quick getaway. However, the cool down for this is at least 30 seconds, meaning use of this ability must be done wisely.

**Designed by** gentlemanwalrus

## 573 Yowie the Yeti

**Sex** male

**Backstory** Coming from the iced over planet known as Freezle, Yowie has been training since he was big enough to pick up a hammer. All he has wanted to do is fight for his home world. Unfortunately, the Yeti's on Freezle are quite an easy going, peaceful race and as a result have no enemies to fight off. So after years of waiting for conflict, Yowie has decided to take his will to fight to the Awesomenauts!

**Role** Melee  
Tank  
Disabler

**Base attack** Cold Smash

Holds a hammer crafted from his home world's strongest form of ice. "The ice from Freezle never breaks!"

Attack speed is slow and it would hit at melee range. However since Yowie attacks swinging downwards, when he smashes the ground it would hit all enemies in the AoE.

**Movement** Moves on the slow side, and only has a single jump. The idea here is that his movement is one of his weaknesses, he will be a large 'naut with a nice amount of HP but unable to escape well without using up a skill.

**Primary Skill** Snow Baller

By swinging his hammer in such a way, a ball of snow is released and will begin rolling on the ground. As it rolls it becomes slightly larger. The 1st enemy unit that is hit by this snowball will be caught rolling with it, the 2nd enemy will break the ball and deal damage to both equally. If 1 enemy is in the ball and it hits a wall or structure it will deal twice as much damage.

**Secondary Skill** Freezing Clap

Yowie claps the target by swinging his cold hands together. If an enemy is hit by this skill, they take some damage and are frozen in place. While frozen you can take damage, but cannot attack. The special thing about this frozen state is that it would last a lengthy amount of time, but if you are the frozen one your allies can free you sooner by attacking the ice surrounding you.

**Designed by** Dragy

## 574 Karnys

**Sex** male

**Backstory** Karnys has always been lonesome, he didn't know his parents. Blind he learned to feel the danger and under the harsh tutelage of blind martial arts master, Karnys mastered his heightened senses and became a formidable fighter. He has always searched for a meaning of his life, one day he decided to travel to discover his destiny.

**Role** Brawler

**Base attack** Claws

Attack with his claws 10dmg

**Movement** He's fast, like Froggy. Jump twice and with boots can lean against a wall.

**Primary Skill** Dighole  
Dig a hole on the floor, when 2 are digged Karnys can get on to go to the other one.  
After one use, both holes disappear. You can't dig on glasses platform.

**Secondary Skill** Mudwall  
Karnys quickly dig and get out few meters in front of him making a wall of mud, enemies can't go through. You can't dig on glasses platform, if you do Karnys, get through until he reach the ground.

**Designed by** HoNoRoW

## 575 Penn Umbra the survivor

**Sex** male

**Backstory** He is one of the few of his race who survived the great attack on there planet. He looks like a classic gray alien but with dark lines and shapes along his body, he also wears a suit. To survive the monsters, he had to use anything he could as a weapon including the solar (Money) he had in his pocket. He crafting a solar shotgun to fend off the creatures until help arrived.

**Role** Damage Dealer  
Brawler  
Pusher

**Base attack** Solar shotgun  
He shoots a golden blast from his solar shotgun losing some solar in the process and generating some recoil (if penn is in the air the recoil is stronger). The closer the enemy is the more dam/knockback it deals, than the enemy drops solar based on the amount of dam it dealt. Upgrades could include dam, fire rate, more solar after use, knockback (adds more recoil) and slow effect.

**Movement** Similar speed to Lonestar, his jump sends out a small golden wave similar in look to his gravity suit.

**Primary Skill** Improvised projectile  
Penn picks up the nearest droid/creep, sticks it in his shotgun and after a few seconds of charging launches it with a lot of recoil, dealing dam to whatever it hits and the droid/creep itself. It has a very long range but is effected by gravity. He can't move while picking up the droid but can move while charging. Upgrades could include more dam to the target and the droid, explosion if droid dies, less recoil and range

**Secondary Skill** Gravity suit  
His race built special machines to cope with the planets low gravity, Penn modified it to turn it into a tool to hunt monsters. The gravity suit creates a golden wave around him attracting solar, droids, health and other naughts. Upgrades could include size, explosion after use, speed upgrade, quicker downtime and strength which could help keep an enemy close.

**Designed by** Neoquake

## 576 Jinx the Slayer

**Sex** female

**Backstory** Jinx lived a rather dormant, calm life on Nyan VI until the canines of BowWow X decided that they were getting tired of her peoples' cat naps. She was forced into a life of thievery (opposed to actually entering the military) to survive and eventually helped the uprising of felines against the oppressive BowWowians, driving them off Nyan VI for good. Afterwards, she found that dropping her thieving ways like a bad habit impossible, eventually finding herself dealing with multiple warrants for her arrest across the planet along with bounties for her head up in the millions. More fond of her thieving skills than the planet she fought to liberate, Jinx fled Nyan VI, not before "relocating" some of the prized scratching posts and mouse toys of Nyan's citizens. How Jinx found herself amongst the ranks of the Awesomenauts is a mystery. Some say she stole the spot that had be reserved for someone else.

Jinx is an anthropomorphic cheetah with one bright blue eye (her left eye) and a pure, glossy white eye (right eye) that is blind. There is a scar extending from her jawline up through her right eye to her forehead. She has bright blue hair with shining, white streaks that she holds up in a ponytail near the top of her head. She wears a deep-red vest over a tattered, white t-shirt imprinted with a lion's paw and long, brown pants bound around the thighs and lower legs by tightly-drawn belts. They sheaths for her daggers are located on her upper arms, the left one appearing to be a bit more battered than the right. Her hands and feet are bandaged, more to protect them from damage rather than cover actual wounds.

**Role** Harasser  
Melee  
Damage Dealer  
Assassin

**Base attack** Blades of the Slayer

Jinx attacks with dual blades, two daggers she wields with skill and expertise. She alternates between the blades for each attack, starting with the blade in her right hand and then following this attack by the blade in her left hand. Because Jinx is left handed, her left blade does more damage than the right but is slightly slower. The range is close, much like Leon's range, and the base damage for her daggers is 4 (right dagger) and 5 (left dagger). Jinx's attack speed is fairly fast, but still requires upgrades to be as fast as you'd expect a thief's blade to be. This attack does minimal damage to turrets, worthy damage against creeps, and can reach Awesomenauts that are barely behind a turret or barrier.

Her basic attack can be upgraded to:

-increase attack speed (2 upgrades; 1-attacks as fast as Leon at half increased speed | 2-attacks as fast as Leon at max increased speed)

-add poison damage to her left dagger (2 upgrades; 1-poison damage: 2 hp per sec., poison duration 1 sec | 2-poison damage: 4 hp per sec., poison duration: 2 sec.)

-increase damage (3 upgrades; 1-right dagger: 5, left dagger: 6 | 2-right dagger: 6, left dagger: 7 | 3-right dagger: 7, left dagger: 8)

-steal health with left dagger (Does not apply to creeps or turrets; 2 upgrades; 1-2 hp stolen per left dagger strike | 2-4 hp stolen per left dagger strike)

-cause knockback with left dagger (2 upgrades; 1-slight knockback upon left dagger strike | 2-moderate knockback plus 1 sec. of stun upon left dagger strike)

-increase solar upon killing an enemy Awesomenaut (Single upgrade; solar gain increased by 10 solar)

### **Movement**

Jinx, thanks to her thieving days on Nyan VI, is rather speedy, eliminating the need for any sort of speed upgrade; she runs about as fast as Coco moves when she has a speed upgrade. She has a single, rather high jump that can later be upgraded to permit her to stick to walls using her sharpened claws and attack enemy Awesomenauts lingering below. Jinx has a lot of momentum, meaning that even if you do stop moving, she will slide slightly across the floor before coming to a halt, meaning she will also slide into turrets or off of edges if she is not careful. When latched onto a wall, Jinx can attack in any direction that is away from the wall she is holding onto and can hold onto the wall until she jumps again or sustains enough damage. Furthermore, she can leapfrog up walls.

### **Primary Skill**

Toss of the Slayer



(base damage: 35, base effect: pulls enemies at end of throw back towards Jinx, cooldown: 8 sec.)

Jinx throws her right dagger out in the direction she is pointed much like one would toss a boomerang. It flies forward at a distance similar to that of Raelynn's snipe base range, slicing through all enemy Awesomenauts and creeps in the way. Once thrown out, the dagger's direction cannot be changed and will fly back to wherever Jinx stood when she threw it. If pointed at the ground, causing the range to go "through" the floor, the dagger will bounce off the floor and damage enemies that happen to run over it as it bounces. If thrown at a turret, the dagger will bounce off onto the ground after dealing a bit of damage.

Toss of the Slayer can be upgraded to:

-cause DoT on enemy Awesomenauts struck directly by her thrown dagger (dagger lodges itself into first enemy Awesomenaut in its path; applies to both daggers if double dagger throw is active; 3 upgrades; 1-4 hp per sec. over 4 sec. | 2-4 hp per sec. over 6 sec. | 3-4 hp per sec. over 8 sec.)

-stun those struck by the blade (applies to only right dagger if double dagger throw is active; 2 upgrades; 1-stun duration 2 sec. | 2-stun duration 4 sec.)

-increase speed of blade flying (applies to both daggers; single upgrade)

-throw two daggers at once (left dagger flies farther than right, but deals less damage; 2 upgrades; 1-left dagger damage 20 | 2-left dagger damage 25)

-corrupt turrets (applies to left dagger if double dagger throw is active; single upgrade; dagger is lodged into the first turret struck and causes it to malfunction, shooting off in random directions, for 3 sec.)

-pickpocket enemy Awesomenauts (applies to left dagger if double dagger throw is active; does not steal twice from one target; 2 upgrades; 1-solar steal 1% of enemy Awesomenaut's solar | 2-solar steal-3% of enemy Awesomenaut's solar)

## **Secondary Skill** Rally of the Slayer

(base effects: boost attack by 2, increase speed by .5, duration: 5 sec., cooldown: 14 sec., AoE: Awesomenauts and creeps very close to Jinx [about half the size of Yuri's base Warp Time ability])

A master of rallying warriors and common folk alike to fight against oppression, Jinx has mastered the ability to rally those near her to raise their running speed and bolster their damage output. She lets out a powerful battle cry that affects those close to her, causing them to run faster and deal more damage for a set amount of time, even if they leave rally's AoE. It affects allied Awesomenauts and creeps alike and grants Jinx 2 seconds of immunity to all negative buffs and slight resistance against actual damage. Allied 'Nauts above and below Jinx, as long as they are in range, can reap rally's rewards, along with 'Nauts beyond walls or below floors--they just have to be close enough.

Rally of the Slayer can be upgrade to:

-increase its AoE (single upgrade; about the size of Yuri's base Warp Time ability)

-increase its attack buff (2 upgrades; 1-increase attack by 3 | 2-increase attack by 5)

-increase its duration (3 upgrades; 1-duration 6 sec. | 2-duration 7 sec. | 3-duration 8 sec.)

-increase its speed buff (2 upgrades; 1-increase speed by factor of 1 | 2-increase speed by factor of 2)

-add a stun chance (single upgrade; enemy Awesomenauts and creeps in the AoE of rally have a chance of being stunned upon Jinx deploying it; chance of stun 50%)

-add invulnerability for allied Awesomenauts (2 upgrades; 1-invulnerability duration 2 sec. | 2-invulnerability duration 4 sec.)

**Designed by** TH3BL00DRUNN3R

## 577 Mr. Ivan Anthony Boo

**Sex** male

**Backstory** In a previous life, Ivan Boo's only goal was to join the awesomenauts. However, in his first match, he went 0/1 and never respawned. Embarrassed and defeated, he could never move on to the afterlife without fighting for the awesomenauts again. After studying every Naut's skills, he's back. With the powers of the undead, he's sending the other Nauts into the afterlife, while refusing to go himself.

**Role** Harasser

**Base attack** Ectoplasm

Shoots a ball of ectoplasmic energy that pierces through enemies. Possible upgrades might include increased damage, range, slow, attack speed, and increased damage against haunted or bonded enemies (Will explain later).

**Movement** Movement speed is the same as leons. The jump, however, would be a double jump like lonestars. However, since he's a ghost, the rise and fall of him would be a bit slow slower, Allowing the player to guide his ascent and decent. Boots add an additional jump too.

**Primary Skill** Soul Bond  
Bond with the soul of an enemy Naut that is right in front of you. The last special skill that they used now replaces this skill for a limited time. Holding the button for 7 seconds will break the bond early. Damage of the stolen skill is at 50%. Whatever upgrades they have for it are also stolen. Upgrades would include increasing % damage of stolen skill, damaging the enemy when the bond is broken, stunning them when it's broken, silence when you form the bond, or increasing time length of the bond.

**Secondary Skill** Haunting  
A very short dash. However, if you make contact with an enemy Naut, you place a haunting bond on them, signified by a faint aura around the enemy. Only 1 enemy can be haunted at a time. A haunted enemy slowly loses health while you are within a certain distance from them. Upgrades include a short blind when come into view on their screen, increase damage drain, increase haunting area range, slows when you are in range, and adding damage if you dash into enemy.

**Designed by** Lonemagic

## 578 Hee Haww "The Intergalatic Space Donkey"

**Sex** male

**Backstory** Hee Haww was once part of a great race called the Donkinians that were a very loyal, kind, hardworking and industrious race. They had a great relationship with their neighbors the Bovinians until they were betrayed by them. The Bovinians thought the Donkinians had got to wealthy and powerful and put an end to them by wiping out their race and their entire planet. Any survivors were to be considered a fugitive of the law. At that time Hee Haww was a smuggler with his very own ship traveling the universe and not knowing what was happening. He smuggled anything and everything that wasn't living from Neutron hyper Batteries, Nuclear fusion reactor cores, to Bionic weapons of mass destruction to name a few. He was carrying a payload of Donkey bombs towards home when the Bovinian federation caught up with him and shot his ship down. He lost his pursuers in an asteroid belt before he crashed landed on a remote moon called Hyzeroth. Using the last of his ship's power he sent out a distress beacon for help, that the Awesomenauts finally picked up and found after 3 weeks. When they found his camp he was barely alive. The Awesomenauts took him in and healed him and salvaged useful parts of his ship. Once better he joined the Awesomenauts for saving his life under the vow of destroying all Bovinians!

**Role** Disabler

**Base attack** Tail Whip

Hee Haww whips you with his donkey tail. It's kind of slow like clunks missile but does good damage. Can be upgraded to yank enemies closer in like Leon's tongue but has a cool down like Genji's storm drum. It also covers behind him a little bit during the wind up so he can cover himself on both sides.

**Movement** He stands on two legs to walk normal speed. If he gets boots he runs on all fours and can trample people (can pass through grounded enemies while doing damage). His base jump is moderately high but really far like he's jumping a fence.

**Primary Skill** DonkeyNado

Hee Haww sprints forward then runs around in a circle really fast creating a giant tornado sucking all enemies and life or creeps inside. It does damage and spits them out up in the air. All enemies are also confused for a period of a time (controls are reversed.)

**Secondary Skill** Super Buck

Hee Haww Turns around and rears his hind legs and bucks multiple enemies. This also sends out a rainbow image of his rear end and legs stunning any one that gets hit. If he actually hits you, it does mass damage and teleports you out of the immediate area.

**Designed by** Drwily77

## 579 Master Ti

**Sex** male

**Backstory** Master Ti, known for his bravery and courage, is a former leader among the Tigris-clan. Countless stories are told based on his heroic actions such as the time he single-handedly thwarted the Entin's plan of devouring Carnivora, his home planet. Or the time he put an end to the Skroggle infestation by leading them to a far off marsh planet. Regardless of the story, Master Ti is a living legend.

**Role** Melee  
Brawler

**Base attack** Scratch

As a tiger, Master Ti uses his sharp claws to scratch anyone who dares come within arm's reach of him. He is able to deal blows in quick fury, each scratch being just as deadly as the last. With the right abilities, Master Ti is able to puncture foes causing them to bleed during battle. In a matter of seconds, Master Ti is able to rip his enemies into shreds if they are not careful.

**Movement** Master Ti strides across the battlefield at a medium pace. He has the ability to get in and out of battle with ease thanks to his calm and smooth movement. He has a medium jump height in which he can spring off of walls for additional height and mobility, if the situation ever arises. Master Ti is amongst the few that have mastered the art of movement.

**Primary Skill** Pounce

When Master Ti is ready, he will pounce on top of his enemies causing them to take severe damage if they are not careful. With an arc-like leap, he can strike multiple enemies in an area which can deal both damage and negative status effects. With a blink of the eye, Master Ti can take the life of anyone he chooses with his immense power and skill on the battlefield.

**Secondary Skill** Growl

When Master Ti growls it distills fear in his enemies eyes. His growl alone can stop his enemy in their tracks which provides ample opportunity for him to have the first strike. Not only can his growl psychologically effect his enemies but it can also amp himself up, even further, in the middle of battle. When enemies hear Master Ti growl, it is best that they head in the opposite direction.

**Designed by** devintorfan

## 580 Mara Von Transylva

**Sex** female

**Backstory** I haven't completely fleshed it out but I do have Bullet Points :D

Created the first teleporter that paved the way for the teleporters that the Awesomenauts use.  
Her first test using the teleporter went terribly wrong due to an immortal bat residing in the teleporter she went into which caused a genetic splice to happen (This is straight from the movie "The Fly") causing her to become immortal with various bat-like features and a thirst for blood.  
Joins the Awesomenauts to help keep her humanity.

**Role** Ranged  
Disabler  
Harasser

**Base attack** Bats

2 Forms: Human Form: Calls forth an illusory bat to attack, has piercing and comes up at a curve

Bat Form: Calls forth an illusory bat to attack and goes straight but has no piercing.

**Movement** 2 Forms: Human Form: Simply glides (Think Coco but slightly above the ground)

Bat Form: Accessed by Double Jumping. Transforms Mara Von Transylva into a large bat that flies like Vinnie & Spike.

**Primary Skill** Hammer

(Only available in Ground Form) Is thrown straight and after a certain distance it curves downward (Think kind of like Derpl Cats but farther) and it stuns for .5 seconds (times are merely placeholders)

**Secondary Skill** Leech

Human Form: Bites Victim for 30 health (100% life steal) and causes them to lose half of that permanently until they die. Has a .2 second charge up time (again merely a placeholder)

Bat Form: Launches Bat(s) that latch onto the enemy and leeches health from the victim over 5 seconds dealing 6 damage per second (100% life steal) Also these bats have their own life bar and can be killed by anyone.

**Designed by** Kibroy (My friend and I actually came up with this together) & DJParsley

## 581 Tyrannox the Chainsaur

**Sex** male

**Backstory** After many horrible natural disasters, the Velocirax people cling to a dim hope. With resources running low, all of the dinosaurs turned to their leader, Tyrannox. He gave words of wisdom and hope to them for many years, but has decided that enough is enough. He replaced his arms with chainsaws and now fights alongside the Awesomenauts to earn enough solar to move his people to a new planet.

**Role** Disabler  
Melee  
Damage Dealer  
Brawler

**Base attack** Rev it Up!!

Simply clicking the attack button will cause Tyrannox to slowly swing his arms, dealing one instance of damage. Holding the attack button will cause Tyrannox to hold his whirling chainsaws in front of him, dealing his attack damage twice per second.

**Movement** Tyrannox stomps about slowly, but can vault himself very far with his jump if he takes a running start. His jump would be comparable to Froggy G's if he was standing still.

**Primary Skill** Eat Dirt, Chumps

Tyrannox uses his massive tail to pound enemy 'nauts into the ground, snaring them in place and dealing damage.

**Secondary Skill** RAWR Means "I KILL YOU"

Tyrannox unleashes a primal and badass roar, slowing all enemies caught inside and causing them to take bonus damage from Tyrannox.

**Designed by** KniBBleR

## 582 Jackson Hex

**Sex** male

**Backstory** Jackson is a bounty hunter that fought the most powerful creatures in the universe but when he got contracted by military to kill awesomenauts he met his equals. He went back to his hide-out and enhanced himself with technology. Creating a katana which feeds of the blood of his opponents.

|                        |                                                                                                                                                                                                                                                                                              |
|------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Role</b>            | Brawler                                                                                                                                                                                                                                                                                      |
| <b>Base attack</b>     | Double slash<br>Jackson Swings his katana back and forth hitting all enemy's surrounding twice dealing more damage on the second hit. As bonus upgrade he can add lifesteal to his katana, other upgrade could be he can store damage on the (every second not attacking builds up a charge) |
| <b>Movement</b>        | He can charge his boots to make him jump higher, for every second charge he jumps higher, to a max.                                                                                                                                                                                          |
| <b>Primary Skill</b>   | Double dash<br>Jackson Dashes forward hitting all enemy's in a line. if Jackson hits a target at the end of the dash hit kicks that enemy then jumps back to his original location. Dealing additional damage to targets who were hit by the first dash.                                     |
| <b>Secondary Skill</b> | Maximum Hex<br>Jackson Charges his self to deal double damage for the next 5 seconds, And makes himself move 2 times as fast. after the duration he goes in a state of recovery unable to use his Double dash this last for 2 seconds, his is still able to jump and basic attack            |
| <b>Designed by</b>     | Ezzz                                                                                                                                                                                                                                                                                         |

## 583 Ludvig Von Cogswell

|                        |                                                                                                                                                                                                                                                                                                                                                                           |
|------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Sex</b>             | male                                                                                                                                                                                                                                                                                                                                                                      |
| <b>Backstory</b>       | A Gear based machine who was a royal guard of the planet Clockwork Omega 9. After the planet's hostile takeover Ludvig's Loyalty and combat prowess was caught by the eyes of a general who thought his abilities would be perfect for the Awesomenauts. He now assists them hoping one day he can make the universe a peaceful place for the honor of his fallen planet. |
| <b>Role</b>            | Melee<br>Support<br>Brawler                                                                                                                                                                                                                                                                                                                                               |
| <b>Base attack</b>     | Gear Jab<br>The gears on his fist fly out to dish out a one-two punch and return back to his arms                                                                                                                                                                                                                                                                         |
| <b>Movement</b>        | On his feet are tank treads so he scoots across the ground. for his jump he has springs loaded under his feet he can jump really high but it has very little control.                                                                                                                                                                                                     |
| <b>Primary Skill</b>   | Gyro Copter<br>His torso and arms Spin at a high velocity like a helicopter as he dashes at his target Dealing multiple hits but low damage                                                                                                                                                                                                                               |
| <b>Secondary Skill</b> | Overdrive<br>At the cost of 10% of his health Ludvig gains a buff that increases his movement and attack speed by 15% for 15 seconds                                                                                                                                                                                                                                      |
| <b>Designed by</b>     | Vonsont                                                                                                                                                                                                                                                                                                                                                                   |

## 584 Clanes the Fireant

|                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|----------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Sex</b>           | male                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>Backstory</b>     | <p>Clanes is a part of a group of humanoid ant people that live in the tree of ages, an amber filled plateau, his people rely on the Amber as their main source of income.</p> <p>Clanes is from a group of experienced alchemists, who find uses for the Amber supplied by The tree of ages, his group fell on the breakthrough of creating Amber into a long burning weapon. He has joined the Awesomenauts in order to chip in solar for his people's cause</p> |
| <b>Role</b>          | Harasser<br>Ranged<br>Damage Dealer<br>Pusher                                                                                                                                                                                                                                                                                                                                                                                                                      |
| <b>Base attack</b>   | <p>Flamethrower</p> <p>Prime your flamethrower and leave your foes with nasty burns!<br/>Range: 8<br/>Damage: 3<br/>Damage over time: 12<br/>Attack Speed: 280</p> <p>[Upgrades]<br/>Lingering fire: DoT time increase<br/>MORE OIL!: Increase range + Initial Damage<br/>Amber lined flames: Initial damage causes slow</p>                                                                                                                                       |
| <b>Movement</b>      | <p>Must stand still while firing<br/>Flame slowly loses range after continuous use</p> <p>Movement: 7.4<br/>Long legs: Clanes leaps in the air. Press W to jump</p>                                                                                                                                                                                                                                                                                                |
| <b>Primary Skill</b> | Overload                                                                                                                                                                                                                                                                                                                                                                                                                                                           |



Clanes overloads his flamethrower and blasts him and his target away from each other, doing slight damage to himself and moderate damage to his target.  
Both Clanes and his target are knocked back from the force of the explosion.

Damage: 20  
Damage over time: 15  
Damage self: 15  
Damage over time self: 5  
Explosion size: 6  
Knockback: 7  
Knockback self: 2  
Cooldown: 9s

[Upgrade]  
Caustic fire: Self damage DoT is replaced by power HoT

Oil laced fingers: Explosion size + Knockback increase

Fire chamber: Clanes feet catch on fire, increasing Movement speed, but increasing initial damage taken from explosion.

### **Secondary Skill** Amber Vial

Clanes throws a vial of preserved amber, decreasing enemy movement speed/making team mates move faster at the cost of traction

[Upgrades]  
Oil lined vial: Causes enemies to take extra fire DoT's from Clanes attacks as long as the slow is applied

Ant genetics: Clanes natural strength increases and allows him to throw vials further

Amber of the great tree: Increase enemy movement speed decrease + increases team mates movement speed

Molotov Amber: Causes enemies to receive a small DoT from amber shot

**Designed by** Emeexuqu

## **585 Cynja (cygnus and ninja)**

**Sex** female

**Backstory** Cynja was rejected by her family due to her repulsive looks. She masked herself to hide her identity and ran away from home. She was taken in by a wise and kind Sensei who presumed she was a new student at his temple. She learned many techniques and skills to conquer all who stand in her way. (her name comes from 'genus cygnus' basically swan, I based the character somewhat off of the ugly duckling story)

**Role** Harasser  
Melee  
Ranged  
Assassin

**Base attack** Duckfu

Starts out as a basic chop which can be upgraded to become a combo move with a kick thrown in as the final of the combo. Another upgrade that I think would work is like Leon's backstab where if hit from behind the attack does extra damage. Other upgrades like life steal could work but I feel like it would make her too alike to my favourite character Leon.

**Movement** Cynja has a little over average movement speed and can wall jump/stick to walls like a ninja (or a plumber in some cases) Maybe a double jump could be in place but only when jumping from the ground. Perhaps as a new upgrade there could be a jump increase in some way or another (height or double jumps) that some characters get (characters who don't have any means of hovering or flying)

**Primary Skill** Shuriken

Cynja throws a shuriken at the cursor which will go in a straight line at a rapid speed until hitting an object. Upgrades for this could add extra shurikens or other effects such as bleed/poison damage or stun and even penetrating shurikens for an extra target or two.

**Secondary Skill** Egg bomb

A smoke bomb esc projectile shaped like an egg is thrown blinding the enemy in a cloud of eggy smoke, this projectile would arc. Upgrades for this could include a slow effect, a bounce effect allowing for it to dispel smoke on bounce and also explode on contact with an enemy. Another upgrade could be that on use you turn invisible or when inside the smoke you are invisible. An extra addition is that it could damage targets inside the area due to the gas being noxious.

**Designed by** PKblaze**586 Sady McLash****Sex** female

**Backstory** Due to her idea of fun being too... "extreme," Sady McLash was banished from her home planet at a young age. She doesn't mind though, for she travel the galaxy with just her elemental whip by her side in search for more fun to sate her slightly twisted craving for causing pain.

**Role** Ranged  
Damage Dealer  
Harasser

**Base attack** Lash

Sady whips an enemy target from a medium range, dealing some base damage and additional fire damage as a DoT.  
If used with the electric affinity (see secondary skill for explanation), it does a .5-second stun every other hit.  
Medium-slow attack speed

**Movement** Sady moves at a speed similar to that of Raelynn's and jumps slightly lower; however, her base attack can be used to "grapple," onto platforms and/or jump pads for additional flexibility.

**Primary Skill** Whiplash

Fire affinity: The whip pierces creeps, dealing a short DoT of fire damage. Upon hitting an enemy 'Naut, Sady flings him/her/it behind her while she gets slingshotted in the opposite direction, also gaining a fire shield, which reduces all incoming damage by 25%.

Electric affinity: Chain lightning damage + stun with diminishing returns based on # of bounces.

**Secondary Skill** Affinity swap

Switches between the electricity and fire affinity

Does an AoE knockback effect, dealing a little damage and causing either a burn or stun depending on which affinity she swaps to.

11-second cooldown (2 upgrade stages- 8-secs, 5-secs)

**Designed by** Iniwid

## 587 Hildrwulf

**Sex** female

**Backstory** After a quick subjugation of the her homeplanet Hildrwulf was ordered to join the Imperial Wolves.  
although first reluctant, she started to love the sound of battle and even came as far as an Imperial Guard, wearing the wings of a Valkyrie.  
not everyone was so happy with here, the lord commander betrayed here and took her wings  
angered and dishonored she joined the Awesomenauts in hope of revenge.

**Role** Pusher  
Melee  
Tank  
Brawler

**Base attack** Wolfbane (Warhammer) swing

a slow attack (it takes 1 second for one swing to finish(but if this is to weak it could be buffed to 0.75 seconds or even lower)) with a two swings combo which will hit like a warhammer would (really hard) and which can swing in 4 directions (up down left and right).

**Movement** the character will be rather fast but will have no speed upgrade, it does get a double jump upgrade since its basic jump (which can only be used once) wont be that great (only just able to reach next platform).

**Primary Skill** Wrath of a Valkyrie

cast vertical lighting bolt on the ground where the cursor is aiming.(a small cloud will appear above the target area for one second, telegraphing the attack, and the lighting bolt will come out of this small cloud)

**Secondary Skill** Call of the pack

summon a wolf (maximum of 2 alive (with one or two more through the use of upgrades)) which are basicly droids which will follow you around, are upgradeable and wont get the shield upgrade against a turret.  
(this ability makes her great for pushing turrets aswell as tanking)

**Designed by** Halorecon95

## 588 Planta

**Sex** male

**Backstory** He came from a planet far away, because his planet was too terraformed, and they didn't have more carbon-dioxide. They travel through very large seeds, until they reach a planet dirty enough...

**Role** Tank  
Healer  
Disabler  
Ranged  
Support

**Base attack** Leaf throw

Throws his leaves on middle range, and they slowly go downwards in a curve. Not a too big damage dealing, rather for DPS assist.

Some recommended upgrades:

+Range  
+Speed  
2 leaves at once

**Movement** As a tree, he moves slow, but as he loses life, he moves faster, like +1% movement speed/-2% health. Maybe need some balancing. Moving root by root, he slowly clears the air.  
He's low jump is just regular jumping up from his roots, but when you're holding the jump key, he jumps higher, leaving some branches behind for 0,5 seconds, and any other Naut can jump on them, while they are there.

**Primary Skill** Roots of Life

Sends out one of his roots, if it hits an enemy, it starts draining out some of its health, and with an upgrade, it also stunts it. If it hits an ally, it gives your health slowly to them, with an upgrade, make them faster as well!

Some recommended upgrades:

Slow enemies  
Haste allies

**Secondary Skill** Planting seeds

Drops down a seed. If an enemy steps on it, it explodes, if not, until its time expires, a little plant grows out from it. Any ally can get +10 health by picking up them.

Some recommended upgrades:

Apple: Instead of seeds, he drops apples. When the time expires, an apple tree grows out, giving +20 health to allies, instead of +10.

+health  
+time  
+damage

**Designed by** Akster

## 589 Neil the Quantum Sloth

**Sex** male

**Backstory** While searching for a nice place to nap deep within the forests of Druul, young Neil stumbled across a cave containing the mysterious ROD OF TIME. Being as stupid as was is lazy, Neil immediately tried to eat the Time Rod, resulting in his becoming his own grandfather, setting wrong what once went right, and the entire planet of Druul being erased from history. Finding himself alone, tired, and hungry, Neil the Quantum Sloth joined the Awesomenauts in hopes of making up for his past foolishness, and possibly to get the money to buy king size mattress.

**Role** Melee  
Brawler  
Disabler

**Base attack** Flurry

Neil very slowly bashes his enemies with his Time Rod. Whenever Neil successfully hits a creep or an enemy Awesomenaut his attack speed is temporarily doubled (Up to 5 times). As Neil's attack speed increases, so do his voice clips and a blur effect is applied to his sprite.

**Movement** Neil's base movement speed is slower than Clunk's, although his jump height is similar to Leon's. Neil's boots give him increased movement speed upon hitting with a successful bash, but do not give him any benefit otherwise.

**Primary Skill** Quantum Leap

Neil temporarily pulls himself from reality, making himself untargetable, granting him the ability to move through enemies, and greatly increasing his movement speed. This effect ends if Neil attacks or uses an ability.

**Secondary Skill** Continuum

Neil holds aloft his Time Rod and slows the movement (not attack speed) of all adjacent Awesomenauts (Friendly and enemy), and gives himself a temporary movement speed boost.

**Designed by** Oulurocks

## 590 Kirby

**Sex** male

**Backstory** From the planet Equine-Etoile, Kirby: The Gamer Pony lived out his life of helping everypony out and dominating the leaderboards, so when the Awesomenauts came looking for a new recruit, he was the first one to jump on his "once chance to dominate no0bs IRL and show them that I do lift!" Kirby avid abilities at magic that he learned from playing hours of "Epicspacemen" allows him to be an avid supporter to any team, and gives him plenty of reason to yell at his teammates and in no way blame himself for a loss.  
Voiced by: TigerKirby215 (<http://www.youtube.com/user/mic2000100>)

**Role** Harasser  
Ranged  
Damage Dealer  
Support

**Base attack**

Magic blast

"Fire some unicorn magic in the form of your true desires, or whatever kills the other guy the fastest."

Fires fairly slow moving projectiles in a straight line. (Clunk's Missiles) Causes a small AOE on impact and causes a lot of Knockback. Can damage one's self to also cause knockback to oneself. (Soldier's Rocket Launcher from Team Fortress 2)

Stats: Damage 15, Range 10, Attack Speed 100, Explosive Size 1.0, Knockback 1.5, Self damage 100%

Upgrades: Damage, Explosive Size, Attack speed, Knockback, Damage over time, Damage to self.

**Movement**

Equine Jump: "Jump a jump that many use to jump hurdles, to bad all that time spent gaming didn't help Kirby's physique."

Stats: Health: 150, Movement 7.2, Height 1.5 (Gnaw), Jump Height Raelynn

Upgrades: All the default upgrades. (No Crab Burger or Fancy Speed upgrade)

**Primary Skill**

Magi-beam

Fire a helpful laser that only years of playing support (and every other class) can grant you.

A beam laser (well no duh) that causes many status effects but does considerably low damage. Can be shot to infinity. (No cooldown at all, it's basically another Auto Attack) Works like Raelynn's protoblaster but causes Status Effects, shoots slowly and does little to no damage.

Stats: Damage 5 (as little as possible), Attack Speed 150, Range 7, Slowdown +15%

Upgrades: Attack Speed, Range, Slowdown, Cause Silencing, Cause Blind, Any one of these can have a full version thing.

**Secondary Skill**

Magi-tube

Since ponies can not carry around guns (Stupid Hooves), Kirby uses his "vast knowledge" of guns to create a magical "OP" bullet!

A strong, concentrated blast of Magic that does serious damage and causes short snaring. Needs time to charge up and moves slowly but you can move while charging and blast whenever you want. (We don't want another Raelynn now do we?) Works like default magic blast.

Stats: Damage 30, Cooldown 7s, Range 9.5, Attack Speed 75, Charge Time 0.2s, Snare 0.3s

Upgrades: Magi-tube: Damage upgrade, regen time upgrade, Snaring upgrade, Attack speed upgrade, any two of these can have a full version thing.

**Designed by**

TigerKirby215

**591 E-7****Sex** male

**Backstory** a little robot lonely around the univers seeking for answers of who created him and why , what is hes purpose in the world.

**Role** Ranged  
Pusher

**Base attack** laser pointer

he have two arms and will fire laser points that will go through enemies he will fire pretty fast so hes base dmg will be 2-3 (kinda like vinni n spike bubbles but with longer rang).

**Movement** E-7 is a small little robot with glowing eyes he could double jump and if you press and hold jump he could hover for a little while with hes tiny jet pack.

**Primary Skill** cannon blaster

hes right hand turn into a cannon that will fire laser beam the will hit one enemy at a time that will deal 10 dmg on base the rang will be as raeyln sniper base rang and he could walk slower during the attack.

**Secondary Skill** electric shield

hes left hand will turn into a big electric shield that could push enemies doids and enemies them self (E-7 will have to move with the shield to push enemies away) the shield will to electric dmg over time.

**Designed by** or1239

**Sex** male

**Backstory** As a member of the quickly decreasing Solians, Torch had to find work anywhere. Becoming the janitor of a security was a good idea, but difficult when he had no hands of his own. After being given a special suit with legs and floating hands. Torch left after what he calls an "unrelated" burning down of the prison. Now under control of his fire power, Torch joins the Awesomenauts in search of testing his new powers.

**Role** Damage Dealer  
Harasser

**Base attack** Scorch Flicker

Torch lets out a continuous burning streak from his mouth.

**Movement** During Scorch Flicker, Torch is immobile but he change the direction of the flame at higher 45 degree and a straight line.

**Primary Skill** Fist Fury

Torch shoots his fists off in a direction and they ram against an opponent! Fortunately, the suit contains back up hands.

**Secondary Skill** Heat Sphere

Torch summons a floating sphere of pure heat which can take enemy fire or explode.

**Designed by** Zyusouken

## 593 Pingot

**Sex** male

**Backstory** As a young hatchling Pingot grew up like any other inflatable penguin, on his home planet Fridgon, a solid core of ice and cold waters. However on one fateful day during their beak festival, the Steveals, a barbaric race of seals, invaded his hometown and wiping his race out. However Pingot managed to escape, just barely and losing a wing and an eye along the way. Propelled into space by a geyser he floated until a group of scientists found him and replaced his wing with a new Flipper Buster cannon and his eye with a nifty laser eye, turning Pingot into half cyborg half penguin but he still managed to preserve his precious red bowtie. now he is recruited to perform his bounty hunting duties and his everlasting goal is to defeat the Steveals.

**Role** Ranged  
Pusher  
Harasser

**Base attack** Flipper Buster

A cannon that is able to charge up over time increasing damage and an explosion when fully charged.

**Movement** Moves normally with a small acceleration. Has a small slide at the end of movement. Standard jump with a very small float down by holding the jump button.

**Primary Skill** Inflation

Inflates self increasing size and causing a knockback to those near him.



|                        |                                                                                                                                                                                 |
|------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Secondary Skill</b> | Pingbots<br>Sends out a small penguin droid that follows you and can be sent forward by another click, up to 3 can be produced at a time and they explode after moving forward. |
| <b>Designed by</b>     | RobotXUnicorn                                                                                                                                                                   |

## 594 Zectra

|                        |                                                                                                                                                                                                                                                                                                                                                                                                       |
|------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Sex</b>             | female                                                                                                                                                                                                                                                                                                                                                                                                |
| <b>Backstory</b>       | Zectra is very unknown, as she hardly ever leaves her ship. She first appeared under attack by some other mercenaries, and was plummeting through space, where she was taken in by Blabl. After that, her ship, which was found to be a very old model, was fixed, and she refused to get a new one. Her ship, the SS-4739, is her type of movement, and damage. The ship is very weak, but powerful. |
| <b>Role</b>            | Harasser<br>Ranged<br>Damage Dealer<br>Pusher                                                                                                                                                                                                                                                                                                                                                         |
| <b>Base attack</b>     | Pew Pew!<br>Simply fires her ship's cannon.                                                                                                                                                                                                                                                                                                                                                           |
| <b>Movement</b>        | She is in her star ship, and flys around. Very Fast.                                                                                                                                                                                                                                                                                                                                                  |
| <b>Primary Skill</b>   | Tractor Beam.<br>Her tractor beam pulls in enemy nauts. The attack pulls in nauts, unable to move, and slowly sucking life out of them, but, if hit by another naut, she takes major damage, and the captured naut is free. If a naut is pulled into the ship, the naut takes a base of 25+ damage. Large Cool down.                                                                                  |
| <b>Secondary Skill</b> | Missiles<br>1 missile is shot from the ship, which is seeking, to hit players beyond turrets, chasing them for 3 seconds. Large Cool down. When upgraded, seeks longer, Sends more missiles, etc                                                                                                                                                                                                      |
| <b>Designed by</b>     | zedgamer                                                                                                                                                                                                                                                                                                                                                                                              |

## 595 Pitstop

**Sex** male

**Backstory** Three times World Galactic Space-Kart Series champion, Pitstop has built a career on blood, sweat and speed. Originally a mechanic, Pitstop soon realised his potential when he was given the chance on the latest model of the Nova-Kart 12000 series. After dominating race after race, Pitstop quickly built a formidable reputation as a brutal but effective winner. Before long however, Pitstop became infamous for shrewd tactics which caused acrimony between him and the opposition. After winning his third Galactic Space-Kart title, too many people were making accusations towards him: "He hit me off the track!", "The glare on his helmet was too bright!" to name a couple. These accusations became so frequent; it was having a negative effect on the sponsors of Pitstop. This left all the sponsors with no option but to abandon him. Burdened with the lust for revenge, Pitstop thrusts throughout the galaxy in search of his victims.

**Role** Disabler

**Base attack** Minigun

As the attack is held down, the rate of fire of the minigun will increase and many low damage bullets will be fired with relatively long range. After an extended period of time, the minigun will overheat and a 5 second cool-down will follow afterwards.

**Movement** Pitstop's movement will be similar to that of a vehicle. As the acceleration is held, the speed of the character will increase. The maximum speed of Pitstop will be unmatched by all other awesomenauts. Jumping will be the downside to Pitstop since he can only jump high enough to just about reach the platforms.

**Primary Skill** Drive through

There will be a 2 second charge rate, once finished Pitstop will travel very quickly over a short distance. Any Awesomenatus who are caught in this charge will receive damage as well as be launched into the air.

**Secondary Skill** Oil slick

When used, a wide radius of oil will be spewed out of the back of the 'naut for 3 seconds (Pitstop will be unable to move at this time) which will blind enemies who are in the oil for 2 seconds. After the oil has finished being spewed, there will be oil left on the floor. Anyone who standing on the oil afterwards will find movement similar to Coco's (slippery).

**Designed by** mattycopro

## 596 Kid

**Sex** male

**Backstory** Kid is an engineer. He's been fixing up droids ever since most of his planet was lost to the Collision. Poor kid. Still carries the shield his father gave him. Not the sturdiest of shields, mind you. But it'll give him a chance. Won't go down without a fight.

|                        |                                                                                                                                                                                                                                                                                     |
|------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Role</b>            | Pusher<br>Melee<br>Support<br>Tank                                                                                                                                                                                                                                                  |
| <b>Base attack</b>     | Swing<br><br>Kid swings his wrench, dealing damage to enemies and healing friendly droids. Swing can be charged up by holding the attack button for buffed effects (stun on enemies, placing a small absorption shield on friendly turrets, etc.)                                   |
| <b>Movement</b>        | Kid moves at an average speed and can double jump. His boots upgrade slightly increases his movement speed while using his abilities.                                                                                                                                               |
| <b>Primary Skill</b>   | Block<br><br>Kid uses his old battered shield that blocks all incoming attacks. Block has no cooldown, but it severely reduces movement speed, prevents Kid from attacking, and must be aimed. If too much damage is absorbed in a period of time, the shield breaks and stuns Kid. |
| <b>Secondary Skill</b> | Scrap Gun<br><br>Kid uses his scrap shotgun and rapidly fires off a few shells, spraying scrap bullets as a frontal cone attack. Kid can quickly adjust his aim while the shells fire off, but he can't move.                                                                       |
| <b>Designed by</b>     | Moonfeather                                                                                                                                                                                                                                                                         |

## 597 Irawkho

|                        |                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Sex</b>             | male                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>Backstory</b>       | Deep from hairy areas of space, Chief Irawkho was abducted by a team of muscular mad scientists.<br><br>Irawkho was changed into a beast based from a planet far away (A Bear of sorts) and was forced to kill random experiments.<br><br>After killing all rouge experiments Irawkho was put into anger management to serve the Angry Mad Scientists.<br><br>Irawkho escaped from the group leaving with mercenaries hoping to find his home one day. |
| <b>Role</b>            | Melee<br>Brawler                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <b>Base attack</b>     | Bare hands<br><br>Irawkho smacks enemies with moderate force.                                                                                                                                                                                                                                                                                                                                                                                          |
| <b>Movement</b>        | Causes Knockback and will cause more damage if knocked into enemies                                                                                                                                                                                                                                                                                                                                                                                    |
| <b>Primary Skill</b>   | Motivational Grow<br><br>Irawkho Grows that causes bots and teammates speed and power to boost for a short while, can stun small bots.                                                                                                                                                                                                                                                                                                                 |
| <b>Secondary Skill</b> | Bearing Roll                                                                                                                                                                                                                                                                                                                                                                                                                                           |

Like a pinball rolls into enemies and bounces back and forth.

Physic based, there is no control other than teammates/enemies hitting Irawkho.

**Designed by** RoverTHX

## 598 Constrox

**Sex** male

**Backstory** With the conflict taking place in the galaxy, it was inevitable that side-effects would happen. A Unique Advance AI Core fell from a Star Destroyer Class War Ship when the ship was obliterated by laser fire.

The core plummeted to a Scrap planet below where upon impacted, the AI Core was damaged, merging with the metal, rust and nearby solar around itself. Once the smoke cleared, a large golem of metal and scrap arose from the crater, forming Constrox.

Constrox wandered the Scrap lands alone and confused about it's origins, collecting scrap and solar to maintain it's ability to function it's core, till it stumbled accross the Awesomenauts.

Witnessing the conflict, Constrox instinctively joined in the battling, enlisting with the Awesomenauts and craving the energy of the solar of his foes.

**Role** Harasser  
Melee  
Tank  
Brawler

**Base attack** Girder Hammer

Fused to his hand, this iron girder has become a useful tool for Constrox , allowing him to throw his weight around to his advantage, hitting his foes with great momentum before slamming down to the earth causing a minor shockwave.

**Movement** Although he is made of scrap metal and powered by solar, Constrox can use his iron girder to vault around, moving his heavy body from place to place but at a cost. Constrox is hindered by his girder hand since it is so heavy, that it is dragged along the floor where ever he goes, causing him to take longer to get anywhere.

**Primary Skill** Rejection

Constrox would give his own arm sometimes for the solar of an opposing awesomenaut, so much so that he WILL give his arm to get a hold of it. Constrox is capabill of firing his own arm from his body to deal damage to an Awesomenaut, but even Constrox needs 2 arms to fight. If the arm is not retrieved after a set amount of time, he will use solar to regenerate a new arm whilst the old loses its power and dismantles back into solar.

**Secondary Skill** Over-Clock

Construct is always power hungry, friend or foe, no droid is safe. Construct will obliterate the nearest droid, empowering himself, boosting his abilities randomly, from movement speed, attack power or Max HP. Once the energy is used up however, these effects are reversed till his body stabilises with his core again.

**Designed by** Royalty

## 599 Vivi

**Sex** female

**Backstory** From the fox-planet of Temporica comes Vivi, master of espionage! Sneaking around and poking her snout into other's business since she was only a kit, Vivi's natural grasp of the art of stealth has earned her many missions from various military commanders, evil business overlords, and angry exes across the galaxy. Abandoned by her spy parents at an early age for her own safety, Vivi had to use her deftness and cute charms to survive on the streets. Now living in a high-class shuttle somewhere out in space, Vivi's joined the Awesomenauts in hopes of finding out what's REALLY driving the war!

**Role** Harasser  
Ranged  
Support  
Disabler

**Base attack** Mirror Shot

Vivi swipes her wand, firing a long-range bolt of energy that leaves a trail that deflects enemy projectiles and deals moderate damage on impact, then sparking off to another enemy up to four times.

**Movement** Quickly walks along the ground. When out of combat for three seconds, Vivi grabs her wand in her teeth and drops to all fours, running even faster. Vivi's jumps are low but can be chained together when landing ala Mario.

**Primary Skill** Vex

Vivi stealths and gives off a damaging aura, harming any enemies near her without giving her away. If Vivi is hit hard enough or attacks, the stealth and aura will wear off.

Lots of neat upgrades could be applied to this, such as a heal for teammates or a slowing aura.

**Secondary Skill** Out-Fox

Vivi dashes, leaving behind a trail of powder that slows and blinds anyone hit. Can be used a second time for three seconds before it goes on cooldown. Also can go through walls, allowing for a quick escape.

**Designed by** Mataata

## 600 Piru Prime

**Sex** female

**Backstory** Piru lost her memory and seems to be one of the very last of her species. She is searching the galaxy for artifacts that give back her memory. The moment she woke up she knew, that something about her was different. She seems to have immense powers. She hates war but got into the conflicts between Planets while searching for artifacts.

**Role** Damage Dealer  
Brawler  
Harasser

**Base attack** Kinetical Blast

Nearby enemies can be sucked towards/ or pushed away by you while dealing damage.

**Movement** Looks like a beam out of the hands, similar to the force of yedi's (force push, and force pull)

**Primary Skill** Psychokinesis

Allows Piru to hold nearby or mid ranged enemies in a sort of forcefield for a short time (max 0,7 seconds) she is able to move the enemy (a bit) in this Forcefield.

**Secondary Skill** Pacifism/ Path of War

Nearby attacking enemies are pushed away, while Piru is able to give a small healbuff to herself and nearby allies.

Path of War.

Piru sucks nearby enemies towards her while dealing damage.

**Designed by** unimpher

## 601 Rek Cypher

**Sex** male

**Backstory** Member of the project to create a super soldier, organized by the government authorized the intergalactic alliance. After an experiment has acquired a strong body's regeneration and physical strength. At one point did not want to perform the task of cleaning peaceful Kalona and became a free mercenary. Is wanted. <http://gyazo.com/494689952bc28d2e3bb0e42ffeb76dd6.png>

**Role** Ranged  
Damage Dealer

**Base attack** Groza-28

Quickly fires a few rounds, after which a recharge.  
<http://img703.imageshack.us/img703/1673/groza1.jpg>

**Movement** Standing still for three seconds and starting the movement received a boost (running).

**Primary Skill** Bayonet

Strikes an enemy stuck on the Groza-28X with a knife. The enemy gets a bleeding, because of which in a few seconds slower and periodically receives damage.

**Secondary Skill** black hole

Puts a bomb that explodes with a delay and attracts enemies.

**Designed by** Rekombo

## 602 Lil' Ellie

**Sex** female

**Backstory** Raised in a laboratory in the deepest reaches of space by an aging scientist that experimented on her so that she could go gather life essence for him and prolong his own life. She has escaped now and is looking for somewhere to fit in but is only finding mayhem along the way.

**Role** Melee  
Support  
Harasser

**Base attack** Life Drain

Stab with weapon, ideally something similar to the needle guns the little sisters from Bioshock carry, and drain enemy health(both creeps and players) to gain charges for her secondary skill.

**Movement** Medium movement speed and normal jumping(i.e. no holding "W" to jump higher or double jumping). Can also jump off the back of a character she is riding

**Primary Skill** Hitch a Ride

Small jump forward where you are aiming, if she makes contact with an ally she gets a ride and grants a small speed boost, also takes the damage the ally otherwise would. Upgrades could include buffs for an ally and the ability to jump on an enemy to slow them for a short time, can be hit by any enemy except for the one you are riding. Can use Injection while riding.

**Secondary Skill** Injection

Uses her charges to inject into either allies for buffs and healing, or into enemies for de-buffs and damage. Initially just heals or damages depending on target being either enemy or ally. Upgrades could include more healing or damage and buffs and de-buffs. Charges similar to Gnaw's weedlings and the effects scaling with how many charges are stored.

**Designed by** cptmrrm

## 603 Blabl Zork

**Sex** male

**Backstory** After years of intense fighting against the opposing robot armies, the boss of the mining facilities himself has lost patience and has entered the battlefield to finally get the job done. With the help of his nuclear-powered hoverchair, Blabl is determined to slaughter his foes and claim his prize at last.

|                        |                                                                                                                                                                                                                                                                                            |
|------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Role</b>            | Melee<br>Pusher                                                                                                                                                                                                                                                                            |
| <b>Base attack</b>     | Shockwaves<br><br>Blabl releases a small shockwaves around him, damaging and knocking back enemies in a 360 degrees.<br>(Melee, fast attack speed, knockback is only small.)                                                                                                               |
| <b>Movement</b>        | Jump = Exhaust<br>Blabl's hoverchair gives a short burst of energy shooting him upwards with immense vertical speed.<br>(Almost like a blink ability.)<br>Blabl moves around in his hoverchair quickly but takes a while to pick up speed.<br>(Very slow acceleration but high max speed.) |
| <b>Primary Skill</b>   | Skroggle Clamp<br><br>Blabl throws a toothed clamp which attaches to enemies, damaging them and slows them which gets weaker as the target moves around.<br>(Thrown like dynamite, damages on impact and slows afterwards until slowing effect reaches 0.)                                 |
| <b>Secondary Skill</b> | Centrifuge<br><br>Blabl launches a large but slow moving spinning saw blade which deals large amounts of damage to enemies caught in its path.<br>(Like Ball Lightning except much, much slower and damages enemies within it. Used to force enemies away from its path.)                  |
| <b>Designed by</b>     | conorbebe                                                                                                                                                                                                                                                                                  |

## 604 Dr. Parastica

|                      |                                                                                                                                                                                                                                                                                                                                                                                        |
|----------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Sex</b>           | female                                                                                                                                                                                                                                                                                                                                                                                 |
| <b>Backstory</b>     | Small, smaller, smallest! Nothing were too farfetched for Dr. Parastica, professor of cybernetics and homecooking. In her struggle to achieve eternal life, she sacrificed her very own being to become the greatest (and smallest!) computer chip there is. 50% organic, and 50% robotic, she is leeching on fellow awesomenauts to gain enough solar to create her own perfect body. |
| <b>Role</b>          | Harasser<br>Support<br>Pusher<br>Healer                                                                                                                                                                                                                                                                                                                                                |
| <b>Base attack</b>   | Parasitic Love<br><br>Shoots small balls of energy from the host, granting additional damage over time. After being on your host for 10 seconds, damage is maxed. You die if your host dies.                                                                                                                                                                                           |
| <b>Movement</b>      | Aiming works as if you are playing Clunk. Aim with mouse.                                                                                                                                                                                                                                                                                                                              |
| <b>Primary Skill</b> | Host Migration                                                                                                                                                                                                                                                                                                                                                                         |



Changes host. By default you spawn as a droid (maybe flyingdroid late game, or via upgrade?). When you migrate to a fellow awesomenaut, you grant the naut boosts over time. Such as a small health regen, slight extra movement speed or a small shield. If you migrate to an enemy awesomenaut, he get debuffs the same way, with a slight lifesteal. You can only migrate to an enemy for ten seconds, and you teleport back to your original host after that set time. (This is to prevent backdooring turrets) Cooldown 8 seconds.

**Secondary Skill** The power of robotics

Turns you into a Super Droid, granting you huge damage against turrets, all though making you vulnerable to awesomenauts. Lasts 20 seconds, Cooldown 15 seconds.

**Designed by** Henrik

## 605 Rawr

**Sex** male

**Backstory** King Rawr, Once the biggest name in the 7th galaxy of Amorta now banished from galaxy's 5 through 234 for his crimes against the actual crown.

(Did we mention hes not actually a king)

Rawr is a mean green om nom noming machine and hes not gonna stop at number 235, Now a poor washed up star with no home, Rawr decided to enlist in the Awesomenauts league.

**Role** Melee  
Damage Dealer  
Tank

**Base attack** Scepter Swipe

Shove your previous fame right down your enemies throat (Literally).

**Movement** Spread your wings and...float...

**Primary Skill** Flame Thrower

If you cant beat em, Burn em.

**Secondary Skill** Wing Flash

Daze your enemies with a quick clash from your mighty wings.

**Designed by** Koolaidman64

## 606 Chef

**Sex** male

**Backstory** Chef was the owner of Solar Krab, a popular intergalactic fast-food chain. When the company went bankrupt and Babl Zork bought it, Chef came along with the package. Now he fights along with the other 'nauts, using nothing but his spatula and weird alien powers.  
Chef is a dark-pink, slightly overweight, suspiciously manly alien dressed in typical chef attire.

**Role** Harasser  
Melee  
Pusher  
Healer

**Base attack** Spatula Chop

Chef hits his enemies with his spatula. For each hamburger he makes, the hotter it gets. The spatula may store as much as 5 charges, dealing more damage as they increase.

**Movement** Chef is slightly overweight, but moves faster by upgrading the oily fat on his boots. Chef moves by literally sliding on the fat. When he lands after jumping, Chef spills oil around him. With upgrades this oil can make teammates faster or slow down enemies.

**Primary Skill** On the House

Chef conjures a bad hamburger and hurls it toward an enemy, causing damage. The hamburger may be upgraded to be poisonous, blinding or explosive. For each hamburger made, Chef's spatula gets hotter, dealing more damage until it cools down after some time.

**Secondary Skill** Set up Shop

Chef sets up a portable fast-food shop for his fellow 'nauts to feast on, every teammate can click the shop to buy a healing burger for a cheap amount of solar, which goes up as chef upgrades his skill.  
The shop takes some time to set itself up, and when it's done it'll distract the enemy droids, who'll stop by and buy some poisoned burgers, damaging themselves.

**Designed by** Virgula

## 607 Spartankus

**Sex** male

**Backstory** A Heleumite escaped from slavery, decided to join the Awesomenauts because his people are the jerks who sold him in the first place. As what is effectively a floating bubble of gases with lightweight organs, he is extremely hard to attack effectively, reflected by his relatively large healthbar.

**Role** Tank  
Harasser  
Healer  
Ranged  
Support

**Base attack** Pass the gas

Throws a small amount of his gaseous bubble-self at an enemy, causing them to rise into the air for half a second (disables jumps, but they are otherwise able to control their movement as normal).

**Movement** Floats, similar to Yuri but without the ability to turn off his floating. Stuns affect him as they do Yuri, but when the stun wears off he halts immediately instead of having to reactivate the float. Movement is unaffected by glass platforms.

**Primary Skill** Canned Healium

Arced bouncing shot; latches onto the first awesomenaut it hits. Causes enemy naut's attacks to give Spartankus a percentage of the damage as health, while allies regain the same amount of health (so if an enemy dealing 10 damage would send 5 health to Spartankus, an ally with the can dealing 10 damage would send 5 to Spartankus, and heal 5 themselves).

**Secondary Skill** Gas who?

Releases a large cloud of gas that lingers for a few seconds, dealing damage over time to all enemies with in; in addition enemies within the cloud are stricken with temporary dementia, and all of their targets become the same amorphous silhouette (including drones).

**Designed by** genereaver

## 608 Ytir Goliath

**Sex** female

**Backstory** Created in 2745 on the distant planet of Lemnu IV, Ytir was created by combining rare crystals. She was supposed to be a protector, a guardian, helping others in need, but she couldn't prevent the disease that eradicated her planet. When they found her, they added a new directive to her original functions, "help retrieve as much solar as possible". And thus she joined the Awesomenauts.

**Role** Tank

**Base attack** Proteron Shield

Ytir deploys her shield, absorbing part of the damage and reflecting it back to any who dare strike her.

Reduce Damage: 50%

Reflect Damage: 50%

(While the shield is deployed movement is only forward and very slow.)

**Movement** Crystals brimming with concentrated energy allow Ytir a high burst jump. Hold W to charge up the jump and release to jump. The longer you hold the higher the jump.

**Primary Skill** Martyr's Zeal

Protect every ally close to you, taking part of their damage in their place for a short period of time.

Damage Transferred: 50%

Duration: 3s

Cooldown: 8s

Range: 15

**Secondary Skill** Prismatic Armor

Creates an armor that disperses excess kinetic energy, while absorbing plasma energy.

Max Damage From physical attack: 30

Absorb as health from energy attacks: 50%

Duration: 5s

Cooldown: 15s

**Designed by** Maelstron

## 609 Sir LunAire

**Sex** male

**Backstory** Sir LunAire was a member of the Moon Knights, a gallivanting band of crusaders whose M.O. was to base themselves on a planet's moon, quest upon the planet's surface, and demand rewards. Eventually, planetary police forces and armies tired of being rendered obsolete by these men, and forced them to break up. Sir LunAire refused to let go of his lifestyle, and now works with the Awesomenauts.

**Role** Melee  
Brawler  
Harasser

**Base attack** Lunar Lance

Jabs forward with his lance.

**Movement** Gallops upon his space stallion Moonstang, accelerating as he continues moving in one direction. Has a high jump.

**Primary Skill** Gravity Shift

Uses his Graviton Armor to reverse his personal gravity, causing him to canter upon the underside of platforms and fall up. Reaching the top of the screen will return gravity to normal.

**Secondary Skill** Rocket Joust

Moonstang immediately goes to high speed doing higher damage to the first thing he hits the farther he's gone. Stops ONLY when he hits an enemy, a wall, or reactivating the ability will start to slow him down to a halt.

**Designed by** Zerglinator

## 610 Dr. Boist

**Sex** male

**Backstory**

Boist was a once a young boy on the planet of Sorona, a harsh hospitable desert planet chock full of war's for solar, crashing meteorites and giant man eating worms too!

On a nearby battlefield, Boist could see the legendary (and endless) solar war's commencing every day and aspired to become a Awesomenaut one day, many year's crafting many different robotic enhancements for his body, Dr. Boist's enhanced body and brain got a degree (in sand science) and finally set out to sign up!

Now Dr. Boist roams the battlefield striking fear in any who appose his biotic enhancements and living his childhood dream!

**Role**

Ranged  
Damage Dealer

**Base attack**

Sand Gun

Sand gun:

Dr Boist shoots sand from his bionic enhanced arm with terrific force! Charge up to release powerful shots!

Fire rate: once every 0.75 s.

Range: Mid range (base) About the same range as base derpl's turret shot

Uncharged Damage: 3

damage increases by 2 every second of charge-up until a maximum of 11 damage.

Charge up works thus:

Every charge up (base:per 2 seconds the attack button is held down)

increases the charge meter by 1 until a base maximum of 4, charge meter effects the charged shot for example:

charge up meter= 3 = Shot damage + 6

Upgrades: \*No funny names as of yet ! :p

Decrease each charge by 1 second

Makes each charge add range (+1 range each charge level)

Increases damage per charge up +1 (1/2)

Increase max charge up +1 (1/2)

Decreases charge time -0.75 seconds

Shots charged at meter level 5 will induce slow on target

**Movement**

Dr. Boist activates his back jetpack!

(Like Genji's wings except jetpack has far more vertical prowess, but less horizontal speed)

Speed: Medium

**Primary Skill**

Sand Bomb

**Sand Bomb:**  
Dr Boist shoots a sticky sand bomb that latches onto any surface!

Damage: 30  
cool Down:

Mechanics: Like coco's lighting ball except the bomb sticks to surfaces, cannot be remote detonates, flies faster and requires 1.5 seconds to explode. (Has radius same as clunks Xplode.)

Upgrades:  
Increases damage +10 (1/2)  
Increases flight speed (Double flight speed)  
Decrease explode time -0.7 s.  
Explosion causes blindness and slowing + 1.5 seconds  
Makes sand bomb invisible until it has attached to a surface

**Secondary Skill** Sand Storm

Dr. Boist shoots a wave of sand from his back that engulfs enemies like flame!

Shoots sand at mouse once activated for 3 seconds  
Range: short (same as lonestars pistol)  
Damage: 1 Damage every (0.3) seconds. (like raelynns time warp)  
Charge up takes 1.2 seconds

Upgrades:  
Range +1  
Damage +1 (1/2)  
Induces Blind +0.75 second's (1.2)  
Increases movement speed while using Sand Storm +1.3 movement speed  
Induces damage over time +9 over a period of 10 seconds (1/3)

Thanks for reading and I hope you like the naut! Love ya Ronma

**Designed by** The Beast

## 611 Nova

**Sex** male

**Backstory** From an isolated planet codenamed "Absolute 0" hails "Nova" a member of the race of Huskarians. A proud dog-like creature which focus in the art stealth and assassination, striking the enemy before they can react and pinpointing vital spots. Although Nova had the ambition to be a great warrior he lacked one thing all Huskarians had. Sight. Even though sight wasn't a much needed aspect within the Huskarians it was still needed to help with perception. Because of this Nova was condemned and wasn't allowed to train with his fellow peers. Though forgotten, Nova didn't give up. He chose to practice with what he still had left, Sound, Direction of wind and the vibrations through the air and ground. Before long Nova made a name for himself as the most skilled Huskarian. No one could best him in one on one combat. But this didn't make Nova accepted among his people, Instead they feared him. Feared what he became. Since he wasn't accepted on his planet, he journeyed and searched for where he could be accepted. He found himself being hired by pirates and other organisations to hunt down enemies. Although this would bring shame to his home planet he found solace in the fact that he was finally wanted. Needed. Accepted.

**Role** Assassin

**Base attack** Huskarian Strike.

Nova spreads his rock like claws out and swipes adding Mark of Skoll on the enemy. Once Nova hits with his third strike he hits for extra damage. If Nova attacks another enemy with his melee strikes this passive is reset and switches to his current target.

**Movement** Nova moves like a predator. When running he gets gets down on all fours with his mouth closed as if he is using full concentration. Standard jump, but if he hits a wall he can bounce off it to gain further distance.

**Primary Skill** Skoll's Edge.

Nova waits for his enemy to tire out before pinpointing the enemies weakspot. He strikes in melee range with a devastating bite that does more damage the lower health the target is.

**Secondary Skill** Skoll's Presence.

Nova dashes forward into the shadows and gains stealth for 3 seconds. The first attack done in the stealth deals extra damage. More damage based on how long you've stayed in the stealth.

**Designed by** Bunnysaurus

## 612 Robin the Human Mongolid

**Sex** male

**Backstory** Robin, born on Sorona, is one of rarest species in the Awesomenauts universe, a Human Mongolid. Before he got to the Archer University on Station 404, he was a member of the Sorona Raiders, an ancient clan formed in 2964 by his ancestors who raided rich pimpers. Now he fights against the evil along with his brothers and sisters.

|                        |                                                                                                                                                                                                                                                                                              |
|------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Role</b>            | Ranged<br>Support<br>Assassin                                                                                                                                                                                                                                                                |
| <b>Base attack</b>     | Arrow shot<br><br>Damage 8/10/12      Attacks the enemy with a bow with Ruby edges<br><br>Attack speed 60/80      and Jade arrows. Cooldown is 5 secs<br>Range 8.9/9.5                                                                                                                       |
| <b>Movement</b>        | Robin has diamond boots gifted to him by finishin the Archer University. First its a 1-jump but you can upgrade it to a double-jump. He moves like a normal human.                                                                                                                           |
| <b>Primary Skill</b>   | Poison ball<br><br>Robin can cast a magic poisounus ball witch deals damage over time (30HP / 45HP). It can also be upgraded to have a life steal efect and attack speed by 35%,                                                                                                             |
| <b>Secondary Skill</b> | Wings of Faith<br><br>When Robin casts Wings of Faith, he and allied characters in the range of 5.5 get wings and can fly for 3secs/upgrade5secs. It also heals 40HP for Robin, and 20HP for other players instantly. It also enables a shield witch reduces 25% damage from ranged enemies. |
| <b>Designed by</b>     | Sherlo4                                                                                                                                                                                                                                                                                      |

## 613 Cameron

|                      |                                                                                                                                                                                                                                                                                                                                    |
|----------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Sex</b>           | male                                                                                                                                                                                                                                                                                                                               |
| <b>Backstory</b>     | Cameron the shrimp was bullied in school because he didn't have Arms, so he made himself some robotic arms and beat the hell outta them.<br><br>As a result he joined the Awesomenauts because he is being looked for by the law of federal crustacean & his mother.<br>He is vegan also.<br>PD: he has a 'Spain' air (and accent) |
| <b>Role</b>          | Melee<br>Assassin                                                                                                                                                                                                                                                                                                                  |
| <b>Base attack</b>   | R0B0_F1ST<br><br>-The R0b0_F1st Prototype is designed to cause fear to you enemies, equipped some of the most expensive (cheap) metal you could find on a school laboratory,<br>His fists can make some damage and have decent speed (like Skolldir first punch to second)                                                         |
| <b>Movement</b>      | 7.2 Under the sea jump: it jumps high like in the water but falls really slow                                                                                                                                                                                                                                                      |
| <b>Primary Skill</b> | W0MB0/C0MB0                                                                                                                                                                                                                                                                                                                        |



-The WOMB0/C0MBO doesn't have cooldown, it can only be activated after 4 hits to the same enemy in a row when activated the character jumps in the air and hits the enemy in the chest, dealing DOT to the enemy and giving 0.2 +speed to the character for 5 secs (0.1 permanently if enemy gets killed, this buff ends til' death) (stackable, 3 stacks max)

**Secondary Skill** H34L-R4G3

(no cooldown either) After 5 hits to the same enemy in a row, the character pulls a giant syringe from his arms and use it for lifesteal enemies HP for 5 sec (lifesteal 10%)  
in use, removes the buffs from WOMB0/C0MBO

**Designed by** Rubyest

## 614 Wallace

**Sex** male

**Backstory** Those were the glory days! Ah, yes, in days of war a knight could stand tall and proud. Representing one's country on the battlefield was indeed an honor. One was a hero to the land during these times of warfare, but alas these times come to an end. The fame, the glory, the 20 foot beauties, it all fades away. What is a giraffe to do in times of peace? No more struggle remains in this planet of ungulates, yet this warrior's heart still cries out for battle. A once famous brave soul easily falls under depression.

Ah! But what is this? News that out in the stars there is conflict reaches this warrior's ears. Brave anythings are being requested? Wallace is here! Full armored neck, years of experience in chivalry, and one incredibly towering stature, none of it goes to waste as The Wall charges into the battlefield with his heart ablaze once more.

**Role** Brawler  
Melee  
Support  
Tank

**Base attack** Pierce

Thrusts lance forward.

**Movement** Average ground walking speed. Single jump.

**Primary Skill** Joust

Charges forward a set amount of space with his lance pointing forward, taking everything caught in its way with it, and damaging that which touches the lance. Could be upgraded to dash a longer distance, do more damage, resist damage while charging, push enemies further after completion, etc. Can be combined with secondary ability to.

**Secondary Skill** Elongate

Elongates his armored neck upwards, now functioning like a wall, letting him block enemies from attacking teammates or turrets, or blocking an enemy from escaping back to their territory. Upgrades could make it last longer, add damaging spikes to the neck armor, make it resist damage, etc. Can combo with primary skill Joust to push a larger group of enemies towards your turret or teammates like Clunk, Derpl and Yuri's mines.

**Designed by** Funk Boss

## 615 Sina

**Sex** male

**Backstory** Sina was an orphan that grew up in the streets of New Earth City, learning to rob and steal for sustenance, but most importantly, he learned to escape. Sina could run away from anyone and, when they least expected it, stab them in the back. Some say that the robots killed Sina's mother after they lost the A.I. war, and he's finally come back for revenge.

**Role** Support  
Disabler  
Harasser

**Base attack** Dual Knives

A dual-wielded pair of daggers, they have melee range and high attack speed. It's a low damage attack that is used in order to harass enemies before they can strike back. It's good against slow attack speed enemies, but shouldn't be used against high-attack speed melees. If an enemy is facing away from Sina, he will deal more damage (a backstab).

**Movement** Having one of the highest move speeds in the game and high jump height, he can come in and get away without anyone noticing. Sina can also dash, moving extremely fast for a short distance and passing through enemies, but this can only be used sparingly. His move speed is around Coco's, but with the added dash, can be the fastest 'Naut in the game.

**Primary Skill** Evasion

Sina is able to dodge even the most expert marksman's bullets, dodging an enemy's attack and receiving no damage. The next attack will be dodged, dealing no damage. Anything dodged will act like Sina is not there, going through him and will be able to attack behind him.

**Secondary Skill** Confusion

By attacking from several angles at once, Sina is able to deal minor damage to enemies and slow and blind them for a short duration. When activated, everyone in a radius takes 20 damage and is blinded for a couple of seconds, letting his team deal more damage. It can also be used to run away, and combined with Evade, he can avoid crucial damage.

**Designed by** CwisyLiu

## 616 Zombert

**Sex** male

**Backstory** Herbert was once a normal scientist on his own planet until a zombie infection broke out and before he could develop a cure he had already been bitten but managed to keep his sanity due to his concoctions (which also came with the side effect of glowing eyes). He now lives his days as an outcast, wearing his lab coat and a paper-bag over his head to hide his true identity of a zombie, he is now looking into doing a bit of mercenary work where he won't be judged as a horrifying death-ridden monster.

**Role** Harasser

**Base attack** Forward swipe

He jumps forward and swipes at his enemies to cause damage, very small cool-down after each pounce.

**Movement** He is a very light and agile Awesomenaut meaning that he will move pretty fast also using walls to jump up higher than other nauts.

**Primary Skill** Concoction bomb

As a scientist he always has a few potions to hand (and not the nice kind) he can throw out a bottle that causes a small gas cloud, this causes anyone who enters to be poisoned but this poison will spread to other enemy Awesomenauts who go near the original poisoned Awesomenaut.

**Secondary Skill** Brain bite

He may seem a nice guy but he still carries the traits of a zombie and what he would do for some brains, he is able to bite his enemies to give himself an over-time heal and the enemy a weak but long-lasting slow (and a little bit of damage).

**Designed by** curtisio

## 617 Snig Diggins

**Sex** male

**Backstory** Agent Snig, or Snig Diggins to call him by his real name, is a member of the Secret Tentacled Intelligence Niche of Krillionzt, or STINK. This group of Krillionzs (the correct term for natives of Krillionzt) are a sector of the group of Krillionzs rebels who left their home planet after it was invaded and conquered by intergalactic humanoid jellyfish known as Voivons, and the native population of octopus-like Krillionzs enslaved. The rebel Krillionzs who escaped wish to overthrow the Voivons and retake their water-coated homeland, and STINK forms their intelligence agency, who spy on the planet and seek weaknesses within, with varying degrees of success.

Recently, STINK noticed the ongoing conflict over solar taking place on nearby planet Ribbit IV, and sent Agent Snig, one of the more skilled combatants within STINK, to go and join in, and attempt to form alliances to help overthrow the Voivons. Snig however was not hugely pleased by this, preferring the finer aspects of Krillionzt culture such as death metal and fine octo-women to violence and action, so begrudgingly entered the war over solar.

**Role** Damage Dealer  
Assassin

**Base attack** Sucker Slap

Snig slaps the enemy repeatedly with his tentacles, doing a medium amount of damage with a very high attack speed. The damage on this ability increases after each successive hit, but resets after a miss or another ability is used. For example five successive hits on a single target would do a large amount of damage, but five hits spliced in with some misses would do far less.

**Movement** Snig is a very fast character, running along the ground on the six of his eight tentacles that are not used for attacking. He has a medium-sized jump, and has no flying or hovering capabilities.

**Primary Skill** Ink Sphere

Snig fires a large ball of ink at an area after a short period of charging time, which sits on the ground for a short period of time then explodes, significantly slowing and blinding all enemies inside the explode radius. It does no damage, but the slow and blind allows Snig and his allies an opportunity to inflict damage easily. The area where the ink landed also leaves a residue for about ten seconds afterwards, which applies a weak DOT if stood in. This ability can not be used while in Octostealth.

**Secondary Skill** Octostealth

Snig changes his skin colour to camouflage with his surroundings, becoming invisible. Snig cannot move during this time, and is also surrounded by a shield of discrete but still very slightly visible ink, making him invincible while stealthed. Snig comes out of by either deactivating it, or by waiting for an enemy to come near his chosen hiding place and attacking. This ability is similar to Leon's cloak but is different in that he is rendered both invincible and immobile while cloaked, as well as that he has no ranged ability to use while stealthed so has to wait for enemies to come near before attacking.

**Designed by** Lord Necroworm

## 618 Goomba The Sporebringer

**Sex** male

**Backstory** Flying in a desolate stretch of the universe a lone carrier belonging to the zero fleet is approached by a large asteroid. An epic maneuver saves the crew and they escape with minor damage to the hull. Little did they know they piked up a hitchhiker. A small spore belonging to a race of sentient parasitic fungi makes it's way flawlessly through the ships air-ducts and lands on an unsuspecting member of 'magnum terrantantula'. Goomba the Spore Bringer sprouts from his host and wastes no time making the monster make a fool out of itself. With a vicious dummy under his control Goomba sees nothing stopping him from consuming the galaxy and putting on a giant puppet show.

**Role** Harasser  
Melee  
Support  
Disabler

**Base attack** Spider Bite

Single target melee skill that applies a attack damage debuff at base to an enemy awesomenaut. This will also turn killed droids into stacks of fungi with a small amount of hp.

**Movement** Goomba starts with a double jump and when making contact to surfaces descends much slower and resets his jumps, giving him the ability to scale vertical walls quicker than most and the ability to wall jump.

**Primary Skill** Web Shot

A conal skill shot that leaves behind a web with slow. Can upgrade web shot to shoot a bigger web, let you platform on the web and spawn spiderlings on web that bite enemies.

**Secondary Skill** Spore Cloud

Goomba emits a thick trail of spores that makes enemy nauts dizzy. Can upgrade to blind, emit from fungi stacks and make cloud spores move around randomly, potentially covering a larger area behind you.

**Designed by** Xcalez

## 619 Zed Blacksmith

**Sex** male

**Backstory** Destined from birth to be a reckless thrashing machine, life for Zed Blacksmith was nothing short of violent. While on the search for stronger and stronger opponents, he was baffled at how weak his opponents seemed to become over time due to his growing power, until he heard of the Awesomenauts and sought to defeat the strongest fighters known to any sentient beings in the known universe.

**Role** Brawler  
Melee  
Damage Dealer  
Tank

**Base attack** Thrash

Zed starts thrashing around (as in, wildly throwing punches), dealing increased damage the longer he thrashes but in turn reduces his range. Preferably low damage (4-6) with medium range (larger than, say, Leon) in the beginning, with huge damage (30) and low range (Around 90% of Gnaw) with "full stacks". I am terrible with numbers.

**Movement** Speed about the same as other humans. When jumping, he propels himself upwards for a short duration by wildly spinning, and then allowing slower descent if you keep pressing jump key (similar to Voltar).

**Primary Skill** Into the Pit!

Creates a stationary area around Zed, slowing and dealing damage to enemies who are on the area, with the values getting increased the longer you stay in. The zone should stay there for 5 or so seconds, with the maximum slow being around 65% or so, and damage being around 53 on last tick IF you stand in for full duration. Would essentially counter Derpl pretty well.

**Secondary Skill** Brewtality

Zed takes a sip off his pocket flask, reducing his damage taken by 15% and increasing his attackspeed by 20% for 10 seconds. After the buff dissipates, the values are reversed for 3 seconds. This should create interesting decisions on when to use it to soak damage or get slightly more DPS out.

## 620 Arthur

**Sex** male

**Backstory** A noble English knight stuck in this new era of spaceships and... WOAH! A TALKING ENERGY SWORD! WHAT?! PLATINUM ARMOR? Arthur and Therox, his sword, go on many adventures across the galaxy, discovering what this era has brought for them. Obviously, with an overexaggerated British accent and his flawless smooth moves makes all the women fall for him, like it's nothing.

**Role** Melee  
Brawler

**Base attack** Therox

A simple slash from Arthur's fancy Energy Sword, Therox.

**Movement** Similar to Leon's slash, but only vertical. It leaves a fancy blue-lightsaber effect. I don't have any clue about the balancing, but a high damage slash would be nice (~12 base damage) while slashing slower.

**Primary Skill** Slash

A powerful strike from Arthur's muscled arm fused with the warcry of Therox. The fast moving long range strike will soon hit you...

**Secondary Skill** Holy Blessing

Arthur uses his Incantation and blesses himself and allied 'Nauts. The blessing slowly regenerates health, increases movement speed and creates a damage absorbing shield around him.

**Designed by** Raytiger3

## 621 Vladimir

**Sex** male

**Backstory** When Vladimir sprouted from the earth on the lush planet of Atyrra he did so with a big grin on his face. He spent his days playing cruel pranks on his fellow Spreeggin and enjoyed every moment of it. Eventually the Spreeggin elders decided that they'd had enough of Vladimir's twisted sense of humor. He was exiled from his home and sent into the galaxy on his own, still donning the same grin which he was born with.

As Vladimir traveled the galaxy he kept pulling the same twisted pranks on those he met, and like clockwork he was met with the same hate he saw on his home planet.

When word of the Awesomenauts reached Vladimir he knew where he belonged. A place where he could joke to his hearts content sounded like a dream to him, and thus he set off to join the Awesomenauts.

|                        |                                                                                                                                                                                                         |
|------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Role</b>            | Melee<br>Tank<br>Disabler                                                                                                                                                                               |
| <b>Base attack</b>     | Wicked Sickie<br><br>Vladimir morphs his arm into the shape of a sickle to swipe at enemies in an arc.                                                                                                  |
| <b>Movement</b>        | Basic movement and basic jump.                                                                                                                                                                          |
| <b>Primary Skill</b>   | Twisted Advance<br><br>Vladimir morphs his arm into a hook and grabs the first enemy Awesomenaut it hits. Both Vladimir and the enemy Naut will be pulled towards each other and collide in the middle. |
| <b>Secondary Skill</b> | Pumpkin Grenades<br><br>Vladimir tosses two pumpkin grenades in the direction of the cursor. Any enemy Naut hit by a grenade will be damaged and blinded (possibly silenced?) for 1 second.             |
| <b>Designed by</b>     | Ezduz                                                                                                                                                                                                   |

## 622 daiya

|                        |                                                                                                                                                                                                                                                                                                                                   |
|------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Sex</b>             | male                                                                                                                                                                                                                                                                                                                              |
| <b>Backstory</b>       | daiya the swift, a ratman from a distant planet, was once one of the great leaders of his planet.<br>But a few years ago, his planet was destroyed, and he was the only survivor..<br>Wanting revenge, he joined the awesomenauts, so he could actually train his skill with his weapon, the shadowblade. (Wolverine-like blades) |
| <b>Role</b>            | Melee<br>Assassin                                                                                                                                                                                                                                                                                                                 |
| <b>Base attack</b>     | backslash<br><br>Daiya slashes his blade, causing physical damage and a small bleed. If the enemy is struck from behind, it will deal bonus damage, and the bleed's duration will be doubled                                                                                                                                      |
| <b>Movement</b>        | Sprint - the longer Daiya runs without pausing, the faster he wil get.<br>Becoming stealthed at max speed.<br><br>charge- Daiya can charge his jump, making it go higher the longer you hold.                                                                                                                                     |
| <b>Primary Skill</b>   | stalker<br><br>Daiya stealths for a brief moment, sending out blades around him when he reveals.                                                                                                                                                                                                                                  |
| <b>Secondary Skill</b> | shout of the ratman leader<br><br>Daiya shouts, granting bonus attack speed and to every ally close to him.                                                                                                                                                                                                                       |
| <b>Designed by</b>     | dylfaras                                                                                                                                                                                                                                                                                                                          |

## 623 Kaer The "Gardener"

**Sex** male

**Backstory** Kaer comes from a different dimension, the vegetable dimension and in such a dimension he learned "tricks" to grow plants of many types and sizes. However as well as Kaer learning how to grow flowers so too did he learn how to kill weeds and now he searches the galaxy for a perfect garden an Eden where flowers blossom all year but just as he found it the conflict for solar began and so he must protect the garden lest it and its archives of plants be lost

**Role** Harasser  
Healer  
Disabler  
Support  
Damage Dealer  
Melee

**Base attack** Endless Stream/Lightning Scissors

Kaer uses his watering can to sprinkle healing droplets on friendly units or slow the movement of enemies with fast-growing vines. This attack happens in the immediate vicinity of Kaer and is not long ranged, but can be kept up as a constant stream like Yuri's laser.

**Movement** Kaer moves with the same speed as Lonestar but has a slow glide like Voltar, this is accomplished by a swarm of bees helping him fall further and much more slowly.

**Primary Skill** Tree of Rejuvenation/Venus Flytrap

Transforms Kaer into a large wall (Tree) that neither friend nor enemy may pass but slows all enemies touching it and grants a heal over time affect to nearby friendly awesomenauts.

**Secondary Skill** Natural Selection/Edenseeker

Much like Derpl's "Turret Mode" this ability changes the way the character plays it changes Kaer from a docile gardener to a homicidal weed-killer changing his base-attack to a giant golden pair of scissors that do melee damage and his Primary skill to a rooted Venus flytrap that slowly grows out vines that pull in enemy awesomenauts to the damaging mouth.

**Designed by** Nanukapik

## 624 W1-F1

**Sex** male

**Backstory** This friendly robot served Zork Industries' mascot, providing "reliable" information to consumers and investors in his own amiable way. ("Work First! Fun First!") However, once Derpl Zork went off to join the Awesomenauts, he was re-purposed, armed, and instructed to keep Blabl's son safe, while still being chipper and informative. Can't have Derpl ruining the company's image on the battlefield.



**Role** Melee  
Support  
Pusher

**Base attack** Anti-Theft Taser

This discount taser packs little in the way of punch, has short range, and is entirely unreliable, but gives W1-F1 some way to defend himself if backed into a corner. Potential upgrades could include a blind or slow to improve its efficacy as an escape tool. Even fully upgraded, it should not be comparable to other melee characters in terms of damage output.

**Movement** Yuri-style flight mechanics. Somewhat faster than Yuri while airborne, but extremely sluggish while grounded (if able to move at all). Potentially includes special boots, granting a Raelynn-style speed boost upon taking a hit that disables the "jetpack."

**Primary Skill** Magnetic Beam

W1-F1's magnetic beam allows him to grab, carry, and throw small Buzzsaw Droids at his enemies. Once thrown, the Droids act as a single-target projectile until landing. Can be utilized defensively to provide support, to ferry droids more quickly to the front lines, or to move droids between lanes for extra pushing power.

**Secondary Skill** Remote Control

By hacking into its control system, W1-F1 can take manual control of a Buzzsaw Droid or Super Droid for a short period of time, granting the droid bonuses to attack, defense, and movement speed for the duration. While active, damage dealt to the droid is proportionally shared with W1-F1, and the droid's death will spell the death of W1-F1 as well, unless he manually aborts the ability beforehand.

**Designed by** binarian

## 625 Dr. Heckle and Mr. Snide

**Sex** male

**Backstory** Dr. Heckle is best mad scientist this side of the Bournemouth nebula. Unfortunately for him that means jack squat, as no mind can match his madness or creativity for lightyears. This proved to be his "downfall" as one night, an attempt to stifle the ramblings, caused a vat of Kullfoam spill on Heckle. The formula made of Skroggle eyelashes and Pulvan Monkey sweat tended to cause sudden aggressive mutations in living creatures. This released all the inner madness he had felt for years, changing him into the beast Mr.Snide. Now free of Bournemouth, Heckle and Snide are roaming the galaxy, killing government leaders here, working with secret agents there. Searching for an end, be it permanent separation or therapy, is up to them.

**Role** Damage Dealer  
Disabler  
Harasser

**Base attack** Vial Throw/Crushing Combo

Heckle tosses a vial of some vile concoction in a slight arc. Direct impact deals damage with a chemical burn after effect. If no direct impact, then the vial bursts leaving a cloud where the vial hit, while in the cloud damage is taken. While in the form of Snide, the player had a 4 attack combo, the first is a light punch, the second a heavy punch, the third Snide throws a Vial in a straight throw, the final is a two handed whirlwind swing around snide.

**Movement**

Heckle moves at a very average speed, but his genius has lead to several creations that help him move about the battlefield. The first are his Gravity Smacker (patent pending) wrist wraps that allow him to jump a second time after his first jump. The second is his Trench coat which allows him to hover above ground for a few seconds at any point in mid air. Snide however has not time for silly techy stuff. He prefers to move with near reckless abandon about the battlefield. The muscles he has built up over time allow him to spring with a great bound.

**Primary Skill**

Kullfoam (shared ability)

Causes Heckle to change into Snide. The process takes a few seconds as a result, Heckle can be attacked. This is also used to change Snide back into Heckle. Upgrades will be tweaks to the formula, that cause different effects to the pair after or during the transformation. Damage resistance while in the process, momentary health regeneration, allies nearby getting buffed with bonuses to speed ect.

**Secondary Skill**

Malpractice/Charge

Heckle's medical license ripped to shreds he began to use his skills to cause more harm than good. If caught in the 90 degree swipe of his scalpel (oddly enough it happens to be a laser hatchet) the target will take some damage but any additional damage they receive will be increased. Snide on the other hand puts his head down and gets in close. This charges has a notable knock back, complemented by a small stun. If Snide manages to clobber enough stuff will also be to dazed to move, so chose the best moments will the right targets or pay the price.

**Designed by**

Coze0pwnage

## 626 Gash & Garst

**Sex** male

**Backstory**

Everyone thought that dragoidz were a myth, or at least long extinct. No one knew atomic attacks on their planet had left all dead, except of course Gash & Garst, two friends who when playing games in their hovel, were mutated into one beast from the atomic energy.

(planned collaboration with the Game Grumps on Youtube, they have been notified of my entry, and it will be discussed if the entry moves forward.)

**Role**

Tank  
Harasser  
Disabler  
Ranged  
Damage Dealer

**Base attack**

Gash's Atomic Yell

An atomic beam that gets slightly wider and weaker from his mouth. Fired similar to Yuri's laser, but can't be moved once fired unless stopped and re-aimed, also, slowed movement while shooting.

**Movement** Slower movement, similar to Skolldir, with a similar double jump, but an added glide if held.

**Primary Skill** ECKHH

Garst summons a mighty ball of atomic tumors and phlegm from his innards and hurls it out to slow, or even stop an enemy 'naut in their tracks, leaving them open for attack.

**Secondary Skill** Ba-Boom

With a mighty charge, the duo hurls their body forth to crash with whatever may be in their way, sending droids and 'nauts hurling back.

**Designed by** None, registration isn't working for me.

## 627 Ph'frong the Eater

**Sex** male

**Backstory** Hailing from the unknown vasts of the ever-consuming Blackness, Ph'frong feeds on the fears and Silver Solar of his(?) victims.

Ph'frong is of a wicked Teuthidan race, only to be seen by businessmen in their greediest nightmares. However, as rumour about massive Solar Drilling Operations spread from tongue to tongue, this mystical being appeared in the shadows of the Awesomenauts, spreading despair to everything getting in his(?) way, to get a share of the sweet solar.

**Role** Disabler  
Harasser

**Base attack** Leech Hug

Lashes out with barby tentacles at a short range, doing a fair amount of damage depending on how close he(?) is, the closer the stronger. Has a mild (10%) slow debuff, lasting 0,3 seconds after the tick. The damage is dealt in 4 small doses at 2 damage each. Can hit multiple targets.

(Upgrades such as Health Drain, Solar Drain, Increased Slow, Range Buff and Damage Buff)

**Movement** Standard Movement Speed would be 7,2, +1,2 with Boots. With Boots, Ph'frong recieves a passive bonus movement speed based on how close he(?) is to enemy Mobs and Awesomenauts (Solar thirst of sorts). 2,4 if within a medium range of enemy Awesomenauts, 1,2 if bots.

Ph'frong spins his(?) tentacles like a propeller, slowly moving him(?) upwards. Can be used without a limit, but movement speed is cut by 30% while doing so.

**Primary Skill** Inky Hole

Ph'frrong shoots a black stream of ink in a straight line where he(?) aims, creating a 'Naut-sized black hole where the ink collides, slowly sucking 'Nauts and Bots near into it at strenght of around 8,2 movement speed. (Clunk would get sucked towards it at a speed of 1)

(Upgrades would put debuffs or damage on Nauts while they touch the hole itself)

**Secondary Skill** Tentawarp

Disappears in a small cloud of black smoke, appearing a short lenght away, lashing his(?) tentacles in every direction. This deals 30 damage to every enemy nearby (not turrets), and drains further 10 Health and 2 Solar. Can't go through walls or enemy turrets.

**Designed by** Cean

## 628 Scurvy Boots

**Sex** male

**Backstory** After roaming the seventy-two seas of the secret planet with no name (because its secret. Duh), the fierce pirate Scurvy 'Bob' Boots had grown tired of his domain of all riches and treasure and turned himself in. However, instead of setting him up with an eternity of community service they decided to put his skills to better use as a part of the awesomanauts!

**Role** Melee  
Damage Dealer

**Base attack** Saber 'O Booty

As Scurvy swings his mighty blade he secretly pickpockets his opponent, gaining one solar each hit. While the the hit itself is piercing the pickpocket effect will only give one solar each successful hit.

**Movement** Like from a cannon, Scurvy charges up his jump and flings himself towards the sky. Besides this little effect its pretty much an average, single, non-impressive jump.

**Primary Skill** Wasted Rum

Scurvy sends a quickly rolling bottle along the ground, breaking on first hit. On impact the bottle breaks and spews out 200 year old rum covering all nearby enemies in its alcoholic goodness. once greased up the enemies will have slower movement and attack speed. If used mid-air the bottle goes straight downand breakes when it hits the ground instead of rolling in the faced direction.

**Secondary Skill** Grog on a Blade

Grants Scurvy the power to destroy all filthy land lubber in his way by setting his own saber on fire! while the effect is in work he deals extra damage but if used in conjunction with greased up enemies they catch fire on hit, thus giving them a burn dot which spreads on contact with other bots and nauts, even to your own team.

**Designed by** scurvyboots

## 629 Captain Tamaskan O'Bark

**Sex** male

**Backstory** From a long line of decorated Tamaskan breed space captains, Tamaskan O'Bark is a fearless leader. There is no planet he won't explore, no red-collar ensign he won't sacrifice, and no space dame he won't woo. He's had the in most in depth training available at the "Obedience School for Captains" (with a major in "Crew Sacrifice Logistics) on planet Chewtoy 4 and he's armed himself with the best equipment available. And now he's broke.

Forced to pay for his Obedience School loans after genetically engineered Galactic Loan Sharks began to tail him, the only line of work available for Tamaskan is a mercenary gig with the Awesomenauts. With his advanced training and cutting edge equipment, he's ready to do whatever it takes to get the sharks off his back, even if it means barking orders at his new droid ensigns.

**Role** Harasser  
Melee  
Support  
Pusher

**Base attack** Judo Chop

Tamaskan O'Bark's melee attack is a classic space captain judo chop. It is of medium speed with modest damage, but second purpose is to build up his resource: confidence. Confidence works a lot like Gnaw's parts meter, but it slowly decays 1% per 4 seconds. Confidence improves Tamaskan's ability to order around droids.

**Movement** Tamaskan O'Bark is a medium speed character with a double jump. While his first hop is almost useless, his second jump uses his Razzma-tazzmic Jetpack, which allows him to shoot himself a short distance (1.5 character lengths) in one of the 8 cardinal directions. Recharging his second jump takes 2-3 seconds. This is O'Bark's only means of escape, and, later on, is easily outclassed by abilities of other Awesomenauts. This ability could be balanced with the use of a movement upgrade to split the power of his second jump.

**Primary Skill** Dog-o-tronic Blaster

O'Bark shoots his Dog-o-tronic blaster in the direction of the mouse cursor, which does modest damage at a short range. On hit, an enemy Awesomenaut's movement is inverted for .5-1.5 seconds. This could also make the enemy mouse cursor wobbily or inverted as well. On enemy droids, it merely blinds them. Cooldown would be around 8-14 seconds.

**Secondary Skill** Captain's Orders

Tamaskan O'Bark does a bark animation and noise, and buffs the droids in his area. It would only be useable with 50% confidence or more, and at 95% confidence or more, the benefits would increase. The buff would last for about 10 seconds and would have a cooldown of approximately 14-16 seconds. Resources would effect the rate of usage.

At 50%, droids would be given a small speed (5%-10%) boost and small defensive (3-6% or flat +1-+2) bonus.

At 95% or more, this buff would be double of the 50%'s rate, and also change how droids behaved. Basic droids would be immune to blind, while humming droids would shoot at twice their original rate, and super droids would see a 10% HP regen increase for the duration of the buff.

**Designed by** Auburok

## 630 Troy/Quote Nada

**Sex** male

**Backstory** Troy/Quote (don't know what sounds better) Nada used to live on a planet where having emotions is seen as blockade from your true potential since it muddies your thought and what not. One day he forgot to take his medicine that blocks hi emotions and he felt something he never had, emotions. Knowing that this is forbidden he left. I imagine him having sudden outbursts of emotion like a madman because he is learning how to 'feel'.

**Role** Melee  
Ranged  
Damage Dealer

**Base attack** Gun-fu (1)

If you have seen the movie equillibrium, played noel in blazblue or played dante from devil may cry in gunslinger mode, you should know what i mean. If you didn't, gun-fu is basicly kung-fu with guns. One could be a dash/slide, a jump, a hop and perhaps a circularattack

**Movement** Gun-fu (4) or running and jumping when out of ammo. With his gun-fu attacks he sometimes jumps around. his ground-based jupming gun-fu i imagine is a bit like the new DmC's "reverse rainstorm" and the air-based jumping gun-fu be a bit like the "rainstorm" from DMC4

**Primary Skill** Gun-fu (2)

Continuing from base attack: My idea is that Troy/Quote's moves are all based on gun-kata/gun-fu, and that they can follow up one another. But to not make him too overpowered, his attacks are very very short range.

**Secondary Skill** Gun-fu (3)

Continuing from prime skill: He uses guns. Guns have ammo. The way his skills work is that they have a very low shared cooldown. But he has ammo clips, wich means that every skill uses 1 of the bullets from the "clip" and when the clip is empty he has to reload by standing still.

**Designed by** RoastedTurkey

## 631 Kalimah

|                        |                                                                                                                                                                                                                                                                                                                                                                                                         |
|------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Sex</b>             | female                                                                                                                                                                                                                                                                                                                                                                                                  |
| <b>Backstory</b>       | Kalimah is the village witch doctor from a planet completely taken over by otters. He is exiled from the planet for performing a ritual completely wrong which summoned the Grand Solar Boss, who proceeded to destroy everything. After hearing about the Awesomenauts, Kalimah joined up in hope to earn enough solar to pay for all of the damage he caused, and be accept once again by his people. |
| <b>Role</b>            | Disabler<br>Harasser<br>Healer<br>Ranged<br>Support                                                                                                                                                                                                                                                                                                                                                     |
| <b>Base attack</b>     | Urchin Blaster<br><br>The Urchin Blaster fires sea urchins which can stick to enemy 'nauts on chance.                                                                                                                                                                                                                                                                                                   |
| <b>Movement</b>        | Kalimah runs at a base speed of 7.2. He will run on all four legs, and when attacking will run on his back two.                                                                                                                                                                                                                                                                                         |
| <b>Primary Skill</b>   | Curse<br><br>Kalimah curses a targeted enemy 'naut causing them to be unable to use any skills for a limited time.                                                                                                                                                                                                                                                                                      |
| <b>Secondary Skill</b> | Rain Cloud<br><br>Kalimah summons a cloud of acid rain to pour down on enemy 'nauts. Friendly 'nauts who walk through it will be healed.                                                                                                                                                                                                                                                                |
| <b>Designed by</b>     | Blupants                                                                                                                                                                                                                                                                                                                                                                                                |

## 632 Clint Seeker

|                    |                                                                                                                                                                                                                                                                                                                                                                          |
|--------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Sex</b>         | male                                                                                                                                                                                                                                                                                                                                                                     |
| <b>Backstory</b>   | Clint Seeker is a mediveal ish treasure hunter/adventurer who travels through the galaxy in order to find different kinds of treasure. He's a very cocky man and likes to brag about pretty much everything and he is very unlikable due to that (which in itself makes him likeable and funny). He is interested in the so called "solar" so he joined the awesomenauts |
| <b>Role</b>        | Melee<br>Ranged<br>Damage Dealer                                                                                                                                                                                                                                                                                                                                         |
| <b>Base attack</b> | Sword Slash/Bow shot<br><br>Sword slash is a melle basic attack which is like the name spoils a sword slash. Upgrades could be added bleeding, attack speed, damage, range, (between bow and sword)<br><br>Bow shot= Bow attack. Projectiles move through the air like arrows. Shares upgrades with sword slash.                                                         |

**Movement** He is relatively quick and he is able to double jump. Nothing really too fancy here. I'm thinking that he should be able to do a roll in some way but I'm not sure if that would work balance wise.

**Primary Skill** Weapon switch

Clint Seeker switches from his sword to his bow vice versa. There is a cooldown for the skill which makes you think about when to switch. Upgrades could be: Extra damage after switch, cooldown, switch speed,

**Secondary Skill** Grappling hook

Clint Seeker uses his grappling hook to move to teammates. The hook will move him to the target once it's locked on. It only works with friendly awesomenauts (so it does not work with surfaces enemy nauts or jungle creatures). The skill is mainly used to aid teammates who are being attacked. Upgrades could be: Damage in area upon release, range, cooldown, speed, works with friendly bots.

**Designed by** RoastedCat

## 633 Blinky

**Sex** male

**Backstory** Blinky used to live his life in peace without his awesome, high powered, and "fully funtional" space ball! Without it he was a simple pile of mush on a distant meteorite (which he named Kevin), destined to one day drift far away from all existence, UNTIL... Another meteorite by the name of Tyler collided into Kevin. The crash sent Blinky flying into space and beyond. During a 1000 year drift along space, Blinky saw many pieces of a lost space cruiser and an old jukebox from the early 1980s. He later turned the pieces from the jukebox and broken ship into his "working" orb-craft. The ship was working so well in fact, it led him straight towards the robot wars instead of where he originally wanted to go, "Mc' SpaceBurger." While playing a complete megamix of 80s tunes. Even in battle Blinky cant help but pull out a quick snack to calm himself. Fast food is simply his desire in the universe and the reason why he wants all the solar he can get... that and to one day be reunited with his old meteor friend Kevin.

**Role** Harasser

**Base attack** ZAP (used while inside of 1st form) and Blob Lob (used in second form)

First Auto Attack:(Ability used inside Ball form) Blinky's Space orb malfunctions and creates an aura of static discharge that damages targets on impact.

-This is a continuous ability that surrounds Blinky. It effects anyone who is touched by Blinky as he's using it.

2nd Auto Attack: Blob Lob (Ability used when outside of ball) Does High damage but is very slow.

Blinky will lob a pile of goo that inflicts damage on impact.

-Balls of goo will aim in an arch formation and travel slower than average projectiles in mid air.



**Movement** Blinky has 2 different move sets-The way Blinky reacts to the enviroment is like a ball. Blinky will bounce on surfaces and shift around the area really quickly. While control is released from Blinky (and if there's momentum) then Blinky will continue to roll or bounce. (Like dropping a basketball into a war field)  
-The way Blinky will jump outside of his ball is very difficult feeling... though you can still leap as high as any other naut.. the sticky blobiness from Blinky's body slows him down quite a bit. Blinky can also stick himself to surfaces around his environment. After Blinky is stuck on a wall he will begin to slowly slide down from his position. (Im not sure if he would be able to stick to ceilings but if he did then it would only be for a split second)

**Primary Skill** Blink  
This ability will shoot an electric blob that will cause damage to any enemy target it touches. It would act a lot like Coco's ball but can not go through walls, instead this projectile will travel through all enemy nauts in its way only to disappear when it hits surfaces around the map (might also include thin platforms.) While this projectile travels in a direction Blinky can decide to teleport directly to the projectiles current location by activating it again. Cool down will only begin until the projectile has made contact with a surface or until Blinky has activated his teleport.  
Blink can be used outside or inside of ball form

**Secondary Skill** Escape Pod  
Blinky will blast himself outside of his pod launching behind his small space ball to deal explosize damage on impact. Will regenerate Ball form when outside of Ball instead.  
-This ability will release Blinky from his ball, launching his space ball in the opposite direction at which he is launching himself. Will then allow Blinky to slither around (at slower speed) with an alternate auto attack with higher damage. (Blink ability can still be used in and outside of ball)  
  
To enter back into Ball form Blinky has to wait for cooldown and activate the pod ability again.

**Designed by** EldridgeSandokan

## 634 Geralgo the Zebro

**Sex** male

**Backstory**

On one particular planet in the Bovinion system resides the Zebro, a zebra-like race that follows one code, the Bro Code. Always equipped with shades, collars popped, and mane's spiked, these Zebro's are ready to party with their bestest of bros. The Bovinions however, with their more tribal society, are not particular keen on these Zebros acting as such in their parts.

Out on a mission to keep the Zebros parties down at a low murmur, as opposed to the mad crazy brofests that are the usual, the Bovinions always push their weight around. Attempting to keep the Zebro race in check, the Bovinions make it very clear that as long as the Zebro graze in their parts of the Milky Way system, that they will abide by Bovinion curfews and rule regulations.

This doesn't sit well with one Zebro in particular. Geralgo, a bro of the highest caliber and star of his local hoofball team, realizes if he wants to keep the party going, to keep the babes and drinks keep on coming, he's got to make some solar, and lots of it. Checking out a flyer at the community college he attends, he finds the solution to all his solartary problems. With the fear of a life filled with dull dinner parties and having to wear slacks ahead of him, Geralgo now sets out with the determination to fight in the robot-wars for whoever will hire him, and fund the wild life he and his bros want to live.

**Role**

Brawler  
Pusher

**Base attack**

Back and Forth

Geralgo whips his head forward in a swift motion, his head at an angle so his spiked mane, gelled to the hardest it can be, slashes out at anything in melee range.

Upgrades could include:

-Attack Damage 1/3

-Attack Speed

-Gelled hair rubs off on foe, slowing them

-Bonus damage when attacking foe from the front, it takes courage, bro.

-Range. Gels the mane out just a bit further, extending the range ever so slightly

-Attack Damage 1

**Movement**

Bipedal character, walks at a quickened pace due to his Equidae-like features. Strong calf muscles give him a high jump.

**Primary Skill**

Blitz

A defensive maneuver Geralgo utilized in hoofball, he now uses it in the heat of battle. Geralgo lunges a distance with a great force, shoulder tackling anything in his way. Any foes struck by the shoulder tackle take a stint of damage and are knocked back. Due to his strength, Geralgo can tackle in any direction, not simply ahead of him. He can tackle in the air as well, but at a cost. He can't tackle in far in the air as he can grounded.

Upgrades could include:

-Incomplete Pass: Removal of Air Restrictions

-Fumble: Damage Upgrade

-Touchdown: Range Increase

-Gassed: Some people just don't have the stamina for sports, slows enemy.

-Blitzkrieg: Lightning Damage-over-Time effect

-Good play!: You looked good out there, you should show respect. If Hoof Bump is on cooldown, shortens it.

**Secondary Skill** Hoof Bump

The ultimate symbol of giving respect to the Zebro packs more of a punch than one would think. Especially in rapid succession. Geralgo lets out a quick flurry of Hoof Bumps, striking opponents in melee range.

Upgrades could include:

-Damage Upgrade

-Cooldown

-Short stun

-Upholding the Ways of the Bro brings joy to your heart, and heals you for a bit of health

-Giving props to others is like giving props to yourself, speed increase for a short period

-Showing respect brings back memories of parties, and with those memories of parties comes memories of tunes, and with those tunes comes headbanging. Attack damage bonus to your next "Back and Forth"

**Designed by** Soul\_of\_Mana

## 635 Cryokai

**Sex** male

**Backstory** Cryokai, Originally born on the Ice planet "Arxon" was taken by Marauders as a child, 12 Years passed and showing himself to be Ruthless and unforgiving he slowly climbed the ranks of the marauders to become their leader.

He now roams the stars to prove he is without a doubt the strongest person the galaxy has faced.

**Role** Damage Dealer

**Base attack** Icicle blast

Cryokaim Fires a spike Projectile in a straight line

Slows the movement speed of anything it comes into contact with.

**Movement** Freezing the ground beneath him and sliding along, his boots upgrade makes the enemy slowed when they walk upon it.

**Primary Skill** Frozen Tomb  
Cryokai Fires a Large ice block, stunning them if it comes into contact with an enemy  
Stun Starts at 0.5s, 1/3, and increases by 0.5s per upgrade.  
Damage Starts at 40, 1/3 and increases by 30 per upgrade.  
(play with the numbers obviously :D)

**Secondary Skill** Glacial Armor  
Cryokai gives himself a Icy shell, Reducing all damage taken.  
Duration 0.5s, 1/3 and increases by 0.5s per upgrade.  
Damage reduction 10%, 1/3 and increases by 10 per upgrade.  
(play with the numbers obviously :D)

**Designed by** Cryokhai

## 636 Richy

**Sex** male

**Backstory** Sir Richard of Sorona (Or Just Richy For short) Hails from a rich bloodline of royals. On the day of his 30th Birthday he realised that his family was being hunted for bloodmoney. Not much later he decided to join the Awesomenauts mercenary team to avoid being hunted and having his body traded for solar.

**Role** Damage Dealer  
Harasser

**Base attack** Cane Sword  
Ethan Higgins: Stabs the enemy with a blade with the bottom of his cane  
Deals 8 damage a hit normal

**Movement** Walks normally medium speed jumps by pole vaulting with his cane.

**Primary Skill** Flintlock Pistol  
Pulls out a flintlock and shoots them dealing 25 damage. Has a short to medium cooldown.

**Secondary Skill** Magic Top Hat  
On use gives player a speed boost in attack and movement for a short duration.

**Designed by** Fudge321

## 637 Mr.Smiths

**Sex** male

**Backstory** After becoming incredibly wealthy by owning the galaxy's biggest producer of clothing, Mr.Smiths used 20% of his fortune on a steam-powered powerhouse robot. He then proceeded to join the awesomenauts to live out his lifelong dream of setting the galaxy ablaze.

**Role** Damage Dealer  
Pusher  
Tank  
Melee  
Ranged

**Base attack** Wealth-gun

Mr.Smith uses his robots Wealth-gun to shoot his enemies, it gives Mr.Smith 10 % of the damage done back as solar.

**Movement** His speed is slightly above that of clunks, his jump becomes weaker the more times he jumps. The first jump is a burst jump while his mid-air jumps are small hovering jumps like clunks, but also slowly decreasing in effectiveness. He falls down faster than other nauts because of his robot's heavy weight.

**Primary Skill** Engulfing Inferno

"Is it just me or is it getting hot in here?" Oh it will, Mr.Smith's robot spews out a mixture of flames and coal in a short range in front of him. It sets the target ablaze dealing a lot of damage over time.

**Secondary Skill** Trail of fire

Mr.Smith uses some of his wealth to power his robot making it rush towards the selected direction as well as going through enemies. He leaves a trail of fire behind him.

**Designed by** Whoophee

## 638 Merlin/Melvin

**Sex** male

**Backstory** Merlin being the greatest wizard around on planet No-Wizards. The other people of No-Wizards were jealous and kicked him off the planet. In his immense depression and denial he turned into his darker side Melvin, who looks like a werewolf. He then blew up the planet No-Wizards. He then learned to control his anger and can turn from Merlin to Melvin at any time.

**Role** Ranged  
Brawler

**Base attack** Magic Burst/Claws of Death

The Magic Burst is Merlin's main attack that comes from his magic staff. He shoots a small shot that much resembles Coco's wave but more precise and larger and weaker. When transformed into Melvin, he grows claws that do melee damage and rip his opponents to shreds.

**Movement** as Merlin moving can be quite the dilemma with a robe in the way, so he moves fairly slow. But as Melvin, his clothes are ripped allowing for faster movement.

**Primary Skill** Magic Shot/Ferocious Bite

Magic shot is a little shot from Merlin's staff that goes a decent range and explodes upon impact. As Melvin he bites his opponent with his enlarged teeth. It can get DoT, Life Steal, etc.

**Secondary Skill** Magic Bubble/Howl at the Moon

Magic Bubble will surround Merlin in a bubble that not only adds some protection, but also allows him to jump higher. As Melvin, he howls to the remaining moon of No-Wizard and gains a blood lust to go out and kill increasing attack, but decreasing his defense.

**Designed by** TheSaxantonio

## 639 Captain Steamwork

**Sex** male

**Backstory** Origin of Captain Steamwork is not known well. Even his birth name is not known.

What is well known is his legend. He is known across the whole universe as the most feared of the space pirates and that he has not lost a battle even once. It is rumored though that only once he has come close to be beaten and that that was the time when he lost most of his organs which were then swiftly replaced by powerful steam powered gravitation engine. Thus his name. Now he has been attracted by lust for power and solar and has joined the War.

**Role** Disabler  
Brawler  
Support  
Damage Dealer  
Ranged  
Melee

**Base attack** Musket & sword

When there is enemies at melee range sword will be used. When using sword every third attack is also a block.

When there is no enemies at melee musket will be used. Musket shoots slowly and deals next to no damage but will apply stun to the enemy.

**Movement** Movement speed is about the speed of current slowest 'nauts and the jump height is very low. Instead of traditional movement the grappling hook is relied when it comes to the movement.

**Primary Skill** Grappling hook

When used first time it shoots grappling hook which connects to solid surfaces or enemy 'nauts. When used second time inside certain time period hook will be pulled. When pulling heavier 'naut or static objects this will pull the player towards the target. Otherwise the target is pulled to the player.

**Secondary Skill** Gravitation engine

Creates an AoE field which will increase the gravity in an area preventing horizontal movement.  
This also prevents the player from jumping, but still allows usage of grappling. When grappling the player is considered heavier than enemy allowing towards pulling of even heaviest 'nauts.

**Designed by** WA\_delmaw

## 640 Plugg

**Sex** male

**Backstory** Plugg is an experiment with electricity gone wrong. A team of scientists at AI station 404 were trying to make a man into an electrical super weapon by exposing him to extreme radiation and charging him with plasma. As the test was finishing, the radiation escaped the enclosure and killed all of the on-lookers. As he emerged from the plutonium capsule, he counted himself an accident and could not find his purpose or past life.

To this day he still doesn't know his purpose and with his family dead he continues to try to find someone who knows who he really is and absorbing the liquid called solar to keep him alive. Along this journey tagging along with the 1s and 0s to fight for solar. Little does he know he is closer to his purpose than he knows...

**Role** Ranged  
Disabler  
Harasser

**Base attack** Pulse  
fires a small pulse that stuns sawblade and humming bird droids

**Movement** gnaw-ish speed

**Primary Skill** Chain-Lightning  
A bolt of lightning that travel between enemies at small range

**Secondary Skill** Burst  
a expanding sphere of electricity that pushes enemies away from you

**Designed by** eawages3

## 641 Sir Scree

**Sex** male

**Backstory** Sir Scree is a Mantis knight from a noble family. He needs to earn his own money as his family doesn't want to provide more after his long years of expensive training. But while practising his evasive jumps away from the hungry worms on Sorona, he heard the distant sounds of war and thus he decided to join the clash and earn his living there.

**Role** Disabler  
Melee  
Support  
Tank

**Base attack** Scythe cut

Sir Scree cuts all enemies in front of him, similar to Leon. Due to his bulkyness he his slower though. He makes this up by making more damage per hit.

One attack upgrade outside of the "classic" auto attack upgrades is:

- Pocket Blacksmith (1/2):

Increases base attack damage by 2 every 3 seconds (up to 8). Second upgrade doubles attack damage increase and max damage increase (4 every 3 seconds up to 16). Each attack "depletes" a stage of the damage up.

**Movement** Sir Scree has a slow to medium speed. His jump reaches the same height as Froggy G, but there is a catch. Unlike Froggy, he doesn't jump instantly but rather charges his jump. Hold the jump button to prepare the jump and release it to make a quick leap.

**Primary Skill** Stance Change

Sir Scree switches over to a more defensive stance, losing 10% of his attack and running speed. He recieves 10% damage absorption in return.

Possible upgrades:

- Health regen
- Additional damage absorption
- Redirect damage meant to teammates to himself
- Speed increase when returning to attack stance
- Reflect and CC immunity when switching into defense
- Cooldown reduction

**Secondary Skill** Scythe Stab (offensive stance) / Scythe Bash (defensive stance)

Scythe Stab is an aimable ability with the range of an unupgraded 3rd Skolldir punch.

~ 25 dmg

Scythe Bash only hits enemies directly in front of Sir Scree, inflicting a 0.2s Stun.

~ 15 dmg

Possible upgrades:

- Scythe Stab cripples the enemy (blocks the enemy jump)
- Damage increase
- Snare for scythe bash
- Lifesteal on both abilites
- Range increase on both abilities
- Piercing for both abilities

**Designed by** MrPOW



## 642 Kreek

**Sex** male

**Backstory** Kreek is a mimic, a treasure chest. Ever wonder where all that solar went in the shop? Well there are minions called Delvers their job is to work in the background and carry the things that the overlords need. Kreek is SICK AND TIRED of hauling everyone else's solar he wants his own now, and to get a little revenge on the ones that make him carry it all. An old crate-style treasure chest with some tech pieces like an ear piece and a robotic monocle. The opening is his mouth with sharp teeth, to keep those that would take solar away. his eyes are located just below that. His limbs are ethereal and ghost-like with two long arms, and four legs, although even with four legs his still claws his way around trudging his massive solar stockpile. He's not really a he... he's genderless.

**Role** Brawler  
Melee  
Support  
Tank

**Base attack** Shadow Arms

Kreek loses a significant amount of movement speed while he attacks, since he is no longer pulling him self along, but his arms are long (short but ranged), and his shadowy arms have sharp claws.  
Upgrades include: attack speed, movement speed, additional solar per minute, range increase, and damage increase with some attack speed.

**Movement** While Kreek is not attacking or using his primary skill his movement speed is increased greatly. His four little legs do most of the work to move him around, but he uses his claws to drag himself to go faster most of the time. His jump is called Trunk Jump where he uses his arms to propel himself upwards.

**Primary Skill** Lockjaw

Kreek starts biting fiercely as a melee basic attack and gains a very very small increase in health for the solar he picks up this way. If takes his first upgrade he can turn it into a stun ability with a cool-down instead of a secondary base attack. Other upgrades for this can slow enemies, increase damage, increase health, and a piercing stun (only works with the first upgrade).

**Secondary Skill** Geronimo!

Kreek uses his arms to propel himself into an fast, low-arch, forward jump. Then crashes down, mouth-opened. The skill will stun and blind anyone directly under the center of the dive, and deal damage to anyone caught in it, Kreek then pulls himself back up.  
Upgrades include increased range, add knock back (on the jump not damage), increase stun duration, add splash damage, instant recovery.

**Designed by** Dorotheus

## 643 Shangurai

**Sex** male

**Backstory** He is one of the death guardians from the planet Hadars. The death guardians was a people of pride and honor who followed the rules of life and death that have been there for millions of years. But the Shangurai was different. He was a greedy man who took the law of death by his own hands and tried to take the lives innocent people so he could control them in the afterlife. But it didn't take long before the other death guardians saw what he was doing and was going to punish him by death so he would suffer the same way as his victims. The Shangurai couldn't handle all his brother by himself so he had to escape Hadars. He became a mercenary because death was the only thing his corrupted mind know.

**Role** Melee  
Pusher

**Base attack** Stab

A powerfull stab with slow attack speed. Can stab at all directions with a long sword with greater reach than a normal melee.

**Movement** Slow movement speed and a mid hight jump. Shoes gives a double jump with a cool down thats let out a really small smokescreen. Always fun with unique shoe abilities. Will always face the direction the mouse is pointing.

**Primary Skill** Shadow strike

You stab everything once in a mid ranged radius. Medium cool down with medium high damage.

**Secondary Skill** Shield of the tormented

Giving him a frontal shield with damage reduction for great pushing ability. the shield is always facing the same way the mouse points. The shield will be pushing away or pulling in enemies but can be interrupted by some skills from behind.

**Designed by** Kazoi

## 644 Zumo The proplem Scorio

**Sex** male

**Backstory** Zumo was abandoned as a baby at the top of mount Kurlu'Allyfras'morlieshu as his parents were not ready to look after a child. He survived up the mount for a day before someone found him. The inner circle of Proplem Scorpion warriors saw he had fighting spirit and trained him to be a ruthless killing machine. He seeked out his parents to gain revenge, and soon found out that Coco and Leon were his parents. To gain his revenge he joined ' THE AWESOMENAUTS' His fiery weapons and fiery spirit make him a force to be reckoned with.

**Role** Harasser  
Melee  
Brawler  
Assassin

**Base attack** Double slash

Aww it's Zumo's first knives :). Does 2 damage per knife (he slashes with both at once) And leaves 2 dot damage per both knife. Attacks at the same speed as leons base attack.

**Movement** He's a slippery one he is. Zumo runs slightly faster than froggy g but has the same jump height as raeylnn. (In his second jump he spins around swinging both his knives in the air if it hits it does 50% reduced damage)

**Primary Skill** Hookshot

Headshot with da Hookshot. Zumo fires a hookshot which makes him hook onto walls for a period of time. If it hits any surface zumo flies towards it. if he aims it at a creep or awesomenauts he flies towards them stunning them for 0.3 seconds. The length is the whole screen.

**Secondary Skill** Sneak attack

Zumo slashes his target to mark him for death. Zumo slashes his enemy and then burrows when he feels clicks (set button) He bursts out the ground dealing a critical hit.

**Designed by** allyfras

## 645 Klaw

**Sex** male

**Backstory** From Leon's home planet, he was granted sentience by a mad scientist and discovered by Leon in the jungles one day. They battled furiously but were both so elusive they hardly struck each other, and collapsed exhausted. It was then Leon asked Klaw to join the Awesomenauts.

**Role** Harasser  
Assassin  
Pusher  
Disabler  
Support  
Damage Dealer  
Melee

**Base attack** Claw or Swipe

Swipes the enemy for (possibly aoe?) damage, 2nd swipe applies a damage over time bleed effect. Possible upgrades of slow, perpetual bleeding while the target is moving, speedup, I have other ideas as well.

**Movement** Fast and mobile catlike creature, so my idea for the jump is the first jump like normal, both short hop and normal height available, with a double jump teleport type ability, picture night crawler of the X men, with a poof! on each end of the teleport! Potential utility row upgrade for a 3rd teleport or perma stealth after teleport.

**Primary Skill** Roar

Bufs allies with speed up and debuffs enemies with slow. 6 sec CD. Upgrades can include blind, damage, heal, and stun on next swipe.

**Secondary Skill** Furball

Coughs up a furball and knocks the enemy away a short distance, dealing 25 damage and removing all debuffs from Klaw. 10 sec CD. Upgrades can include range on furball, damage, replace enemies knockback with stun and backwards roll by Klaw.

**Designed by** Binion

## 646 Tortuga

**Sex** male

**Backstory** Tortuga hails from Freeport, a planet known for rampant piracy. An infamous pirate captain himself, Tortuga is known for his deadly skill with a dual wielded cutlass/flintlock pistol combo. His love of dirty fighting has kept him safe and one step ahead of authorities on Freeport until now. Captured, he is given a choice - the gallows, or the Awesomenauts. He has elected to fight for his freedom.

**Role** Brawler  
Melee  
Ranged  
Tank

**Base attack** Flint & Steel

Tortuga carries both a cutlass and a flintlock pistol. For his base attack, he hacks at melee range with his cutlass. At intervals, he alternates with an extra shot from his flintlock pistol. The cutlass slashes would be more frequent. This provides a unique combination of melee and ranged capabilities for Tortuga, and is in keeping with his pirate theme.

**Movement** Resembling a turtle or tortoise, Tortuga is a bit on the slow side. His jumping is average at best. He only has a single jump. Tortuga's boots upgrade improves his speed, but does not improve his jumping abilities. His secondary ability (Bombshell) is similar to Vinnie or Froggy G's dash, as it is useful for a brief burst of speed.

**Primary Skill** Shell Toss

Tortuga has moderate passive damage reduction. When Tortuga activates Shell Toss, he flings his shell in a straight line with a boomerang effect, so that it returns to him. It will damage all enemies in its path. However, when Shell Toss (or Bombshell) is on cooldown, Tortuga loses the passive damage reduction. This is accompanied by a visual loss of his shell.

**Secondary Skill** Bombshell

Tortuga retracts his limbs into his shell and dashes in a straight direction. If he makes contact with an enemy, turret, base, or any solid object that would impede his movement, Bombshell results in explosive area damage. However, when Bombshell (or Shell Toss) is on cooldown, Tortuga loses the passive damage reduction. This is accompanied by a visual loss of his shell.

**Designed by** w00tasaurus

## 647 Newo

**Sex** female

**Backstory** Newo hails from Osmium, a planet with extreme gravity. After millions of years her race developed the ability to control and manipulate the powerful laws of gravity. Most use it this ability for the betterment of life on their planet. Newo, however, used her power crush the hearts of the men she loved, literally. Her uncontrollable jealousy lead to her arrest warrant in her solar system causing her to flee and start her life new. She found her place as an Awesomenaut where her light spirit and weighty mood swings would be appreciated.

**Role** Support  
Disabler  
Harasser

**Base attack** Satellite

Newo 'picks up' droids in front of her (using gravity powers) and throws them, causing damage to enemy players upon collision.

Upgrades:

Pick up enemy Nauts and throw them

Pick up and throw friendly Nauts

throw farther/harder

cause anything that is hit buy the thrown character to bounce in a random direction ala-pin ball

**Movement** fast movement.

jumping: Newo doesn't jump, she changes gravity for herself and falls up. When players are on glass platforms they must hold up and jump to go through them.

**Primary Skill** Black Hole

Newo creates a temporary black hole for a few seconds that pulls enemy units into it. When the power is activated Newo stands still and has a combination of aiming between raelynn's snipe and lonestar's grenades. Holding down the button pushes the creation of the bh farther from her.

Upgrades:

Pull faster-gravity is increased pulling everything faster.

Pull friendly Nauts only- when friendly nauts touch the black hole they are no longer pulled in

Pull in solar

Deal damage at the center of the black hole.

Increased duration time

**Secondary Skill** Orbit

Newo causes gravity to increase around an enemy player causing your teams projectiles and droids to gravitate toward them.

Upgrades:

Increased speed of gravity pull

-Effects friendly players only-causes enemy nauts and friendly droids to -gravitate to that player ( does not cause enemy fire to hone in on them)

-Gravity reverse- droids and nauts are repelled from that player

-Anything that collides with the enemy player causes damage. If effect is on friendly player, anything that collides with them gives health.

**Designed by** Siljin

|                        |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Sex</b>             | male                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| <b>Backstory</b>       | <p>(Please forgive me for the grammatical errors and for my bad RP, my primary language is French and I'm bad at writing great stories)</p> <p>Blorb was one of the Bigi Jello. The race of the big jelly eater. A pact was made on his home planet : You can't eat other Bigi Jello. Blorb didn't respect this sacred rule and everyone wanted to kill him. He finally escaped and became a mercenary.</p>                                                                                                                                                                                                                                                                                               |
| <b>Role</b>            | Support<br>Brawler                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>Base attack</b>     | <p>Tongue Twist</p> <p>It's a basic short range attack. It acts like a tongue licks.<br/>Possible amelioration idea : As a change to stun the enemy, more damage, more speed, more range.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>Movement</b>        | It's like a slow jumping jelly (Just want to say that even if he's slow he will not necessarily have a huge amount of life).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| <b>Primary Skill</b>   | <p>Jelly Dessert</p> <p>It gives him a temporary speed boost for him and his allies in the zone (It acts like the Warp Time of Yuri).<br/>Possible amelioration idea : Slow the enemies around, heal boost (for you), damage boost (for you).</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <b>Secondary Skill</b> | <p>'Nauts Sandwich</p> <p>It eats the enemy in front of you like the Vacuum Bite of Clunk but instead of stealing life you can carry him in your stomach for a certain amount of time. If you get too much damage from the allies of your enemy the enemy is released but when the enemy is released (After the amount of time or by getting damaged) the enemy gets a damage over time depending of how long he was in your stomach (The enemy is stunned when he's in your stomach).<br/>Possible amelioration idea : Slow the enemy after release, more over time damage after release, speed boost after release (for you), increase maximum health for each eaten enemy after release (for you).</p> |
| <b>Designed by</b>     | Dussodjomo                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |

## 649 DJ Rodney

|                  |                                                                                                                                                                                                                                                                                                                                                  |
|------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Sex</b>       | male                                                                                                                                                                                                                                                                                                                                             |
| <b>Backstory</b> | At a young age, Rodney began learning the ancient art of being a DJ. He studied which forms of music had what effects and how to choose songs to play for certain occasions. A true scholar, Rodney developed a style of fighting known as D-jitsu. He uses music and sounds to simultaneously invigorate his allies and demotivate his enemies. |
| <b>Role</b>      | Harasser<br>Healer<br>Pusher<br>Support<br>Damage Dealer<br>Ranged                                                                                                                                                                                                                                                                               |

**Base attack** D-Jitsu

D-Jitsu does increased damage against droids and mechanical targets. D-Jitsu does standard damage against all other enemies. Can be upgraded to heal allies.

**Movement** By angling his boombox downwards, Rodney manages to fly loudly, dealing small amounts of damage to anyone he flies over. Rodney moves slowly because of all of the equipment he has to carry.

**Primary Skill** Heavy Metal

Does more damage the more Solar you have. Can be upgraded to do a knockback (also scales with how much Solar you have)

**Secondary Skill** Awesome Theme

The Boom of your box invigorates your allies and instills fear into your enemies! All nearby allies get a boost to their speed, damage, defense, and all of their cool-downs move at twice the speed.  
can be upgraded to do the opposite to enemies and to increase the buff or debuff.

**Designed by** nalyd4

## 650 Despal

**Sex** male

**Backstory** Despal, the last robot series D3S has joined to the battle for Solar. Only thing he wants, is revenge. Revenge for his fallen brothers and sisters on any enemy which cross his way . His skills makes him strong, but his computer soul makes warrior from him.

**Role** Ranged  
Assassin  
Harasser

**Base attack** Shoot

He'll shoot like Lonestar, but a bit further, like Raelynn.

**Movement** Moving same speed like Raelynn, his jumping will be same as Clunk.

**Primary Skill** Holographic shotgun

Holographic shotgun will appear in his hand and it'll lasts for one shot. However, it'll do a lot of damage.

**Secondary Skill** Holographic skin

His skin will become holographic, making him invisible for a second.

**Designed by** WorDym

## 651 Blobb

**Sex** male

**Backstory** A pretty stupid scientist who should not be mentioned in more detail, has once made the fatal decision to pour his latest creation in the laboratory into the sewer. Mixed with the waste water under the earth evolved along with the chemicals, a flabby, sticky substance with a huge weight: Blobb. Thanks to his flexibility, he could quickly get out of the underground to take revenge.

**Role** Melee  
Support  
Brawler

**Base attack** Flubs

While pressing the button, Blobb throws a handful of Flubs (little slimy substances) in the desired direction. Those Flubs are bouncing off the walls and are killed after a certain amount of time or by hitting an enemy.

**Movement** Blobb is a very heavy Character. Because he consists of a flabby substance, he is always hopping a bit to move on.

**Primary Skill** Wallsticking

While pushing this button and pressing into the desired direction, Blobb jumps in this direction and sticks himself to the wall. From this position he can perfectly use his Secondary Skill.

**Secondary Skill** Ba Boom

While sticking on the wall, Blobb can use this skill to fall down from the wall. With his massive bulk, he falls on top of his opponent, dealing very high damage. The longer he sticks to the wall, the greater is the damage he causes when falling down. He can use this skill while jumping in the air, too, but its not that effective.

**Designed by** SiqloI

## 652 A.C.E. The Anxious Coffee Embassee

**Sex** male

**Backstory** An unfortunate accident on planet Tixif, which involved coffee machine, supercomputer and a toaster created the supercomputer who now joins Awesomenauts to fund himself a human body. Because deep in his heart, A.C.E. wants to be just a little boy serving coffee.

**Role** Ranged  
Disabler  
Harasser

**Base attack** Breakfast shot

Using his newly configured toaster, A.C.E. now fires toast harder than bullet, and faster than one.  
Toaster cannon that can be shot in arc, similiar to Derpl's cat shot. Extra attributes could be nuke bread and staright flight.

**Movement** By simply calculating and adjusting himself to planet's gravity, A.C.E floats around the air new Gravitron X98. Which also makes great coffee in split second.  
Similiar to Yuri's flight, although bit more slipperly yet faster flight.

**Primary Skill** Quick Breakfast



A spread attack in which A.C.E. shoots a burst of damage and knockback around it, serving breakfast to all who need it. And who don't.  
Extra attributes in example: small recovery on any ally, damage over time on enemies, wider burst, greater knockback on enemies.

**Secondary Skill** Coffee Spill

A.C.E. overheats and starts spilling boiling hot coffee while moving around fast. Coffee will spill in arc.  
Possible extra attributes: Damage over time, minor stun, slow.

**Designed by** JayEmPlays

## 653 Slim Jim

**Sex** male

**Backstory** From the depths of Ribbit IV's marshlands comes an unknown creature emerging from the slimy waters. It's Slim Jim, a salamander bounty hunter that uses slime as his weapon! Hardly ever seen in action because nobody lives to tell the slimy tale!

**Role** Disabler  
Ranged  
Support  
Tank

**Base attack** Snot Shoot

Snot Shoot does not deal a lot of damage initially, but it does stick to the target. The more slime pellets are attached to the target, the more damage your shots will do and the slower your target's attacks become! The gun that shoots these pellets is attached to Slim Jim's nasal cavities through a series of tubes.

**Movement** Slim Jim does not run very fast, as he is ironically a bit fat. However, with proper jump upgrades he can upgrade his his jumps to bouncing jumps making him move faster than during his normal walk. Of course, this also poses a problem of control of the movement, so this is better used with caution.

**Primary Skill** Big Ball O' Booger

Big Ball O' Booger releases a big ball of slime from Slim Jim's mouth, rolling down the screen and making everyone it runs into stick to the ball (even your teammates if they are not careful!). The ball deals a significant amount of damage if you're stuck in it while rolling, and at the end of the roll this ball stops and becomes a stationary trap for a few seconds.

**Secondary Skill** Slime Time

This shot leaves a trail of slime by shooting a stream of slime from his gun. This trail of slime can have one of the two following properties:  
a. It's the sticky variant, and enemies that run on this trail of slime will be slowed down.  
b. It's the slippery variant, and enemies that run on this trail of slime will slide all over the place, making it hard for them to control their movement.

**Designed by** Tristan

## 654 Achillon

**Sex** male

**Backstory** Hailing from the planet of the giants [Jourduskam], the [Reidum] were turned into the giant's slave population. After years of service, one servant killed his master, stole his cruiser and made a deal with the Awesomennauts; a haven from the giants for his service. He since freed many from one master with deals resulting in cool tools for his quest for freedom!

**Role** Melee  
Disabler  
Harasser

**Base attack** Claw

A very fast but weak attack, can hit 3 times a second but does 3 damage per hit. Penetrates multiple enemies. Upgrade ideas : DoT, Damage increase, Slow, Attack Speed, Range, 5% snare.

**Movement** ~10 Should be the fastest. Has to convey speed with maybe a flowing cloak behind him. Jump should be up-to 4 low jumps. 5 medium on the movement increase

**Primary Skill** Wire cloud

Drops a field of wire that causes ~3 damage per second if you move inside of it, silences. Upgrade ideas : +1 damage, larger AoE, Lasts longer, Rolls in direction "cast", Blind, Slows

**Secondary Skill** Martyr

Loses half remaining health, 3 second stun on enemies and 2 seconds on self in certain range. Upgrade ideas : Life steal 10hp per enemy hit, Reduced self stun by ~0.8s, reduced cool-down, increases enemy stun (~0.8s),

**Designed by** Lord Truffle

## 655 Sari

**Sex** female

**Backstory** Sari was the student of the galaxy renown sword master Tong, learning 17 different martial from his expertise and wisdom. Unfortunately for her, her arrogance caused a great dispute which ended with Tong's life being given to an angry flock of Prindy Birds. In redemption she joined the awesomenauts hoping she can prove herself to a future teacher.

**Role** Harasser  
Support  
Brawler  
Healer

**Base attack** Long Strike

Each time an attack hits on target, Sari will heal nearby nauts a percentage of the damage dealt (double health healed if target is enemy naut) (possible upgrade to allow her to regen health from the attacks too)

**Movement** Medium speed movement and can triple jump (each subsequent jump after the 1st jump is reduced height (No jump upgrade)

**Primary Skill** Wutai Dash

Sari will dash in a straight line a certain distance dealing damage and slowing all enemies in the path (slowing enemies may be upgrade?)

**Secondary Skill** Sephistrike

When used, Will take away half of Sari's current health and heal Allies by a proportion of the health subtracted (possible upgrade will heal nearby droids aswell)

**Designed by** Redskye

## 656 Pepe Adejumo

**Sex** male

**Backstory** Pepe is a tribal lion-looking humanoid from some primitive planet. His people never knew about the awesome nuts, so during fights he'll usually question everything.

**Role** Disabler  
Harasser  
Pusher  
Melee  
Support

**Base attack** Spear

Pokes with his long spear, which pierces enemies

**Movement** Moves slightly slower when attacking with his spear. When jumping mid air, he spawns a teamcolored whirlwind that can give a boost to ally jumps. The whirlwind will disappear about 2 seconds after getting deployed.

**Primary Skill** Leap

Pepe leaps forward, damaging all touched bots and graps onto any awesomenaut in the way. Click the skill button again to throw the enemy in the chosen direction, or do nothing to hold the enemy for about 1 second before you get forced to let go.

**Secondary Skill** Grandma's ghost

Pepe throws out a fuming skull that scares ANY bot away from it (even ally). If an enemy awesomenaut gets hit, the skull will explode, dealing area poison damage.

**Designed by** My ip is blacklisted somehow, so i can't create an account

## 657 Sunny

**Sex** female

**Backstory** Sunny hails from a planet of deadly ninjas. Wanting to show her strength to her clan, she assassinated all the ninjas who had wanted to fight for the Awesomenauts, and then joined herself as the sole representative of her world. It is hard to say what was more frightening: How she had slain so many ninjas with ease, or how she kept a cheerful demeanor as she went about her murderous spree.

**Role** Ranged  
Disabler  
Assassin

**Base attack** Shurikens

What would any ninja be without good ol' fashioned shurikens? Small yet deadly, these blades will make everyone see stars. The shurikens would fall down after traveling a medium ranged distance

**Movement** Being a ninja, it is a given that among other techniques, Sunny can walk on walls and hang on ceilings. Miscellaneous acrobatic techniques include but are not limited to: walking on water, aerial somersaults and handstands. Her speed is on the higher end of the Awesomenauts.

**Primary Skill** Shadow Sprint

Dissolving into the shadows, Sunny turns invisible for a short time, dashing towards her destination and passing through enemies. It would almost be perfect for assassination, if Sunny didn't giggle so much before and after turning invisible.

**Secondary Skill** Spike Trap

Sometimes, when Sunny is frustrated over failed assassinations, she decides to resort to less conspicuous methods in the form of spike traps. Once Sunny throws down a trap, it will damage all enemies near the trap when it is tripped.

**Designed by** PhiyreBawl

## 658 Menhit

**Sex** female

**Backstory** A war Goddess reincarnated. She uses her mighty bow and arrow to deal great damage, while getting assist from her loyal lioness pet named Arena.

**Role** Ranged  
Damage Dealer  
Assassin

**Base attack** Piercing Arrow

Menhit shoots an arrow from her bow, the longer you charge it, the more damage it deals (Up to a certain amount which the developers would consider appropriate, gravitational rules also apply).

**Movement** She travels on foot, but can also mount her lioness pet for achieving faster speeds (losing the additional damage that Arena otherwise automatically deals).

**Primary Skill** Penetrating Arrow

A powerful ranged attack that shoots an arrow in a straight line, dealing 40 base damage and crippling the enemies, slowing their movement speed by 10%.

**Secondary Skill** Rock Fling

Menhit shoots a small rock, stunning the enemy for 1 second.

**Designed by** Akaforty

## 659 Gaunt

**Sex** male

**Backstory** Once produced as a physical polycount set for a popular Universal RPG, the Gaunt armor set was the only one of it's kind. Traded from owner to owner the set gradually picked up enough life from the lack it's owners had to become autonomous. Now it wanders the stars, complete & content in it's freedom, Never used by anyone but itself. Until Blabl Zork found it and 'recruited' it to the awesomenauts.

**Role** Pusher  
Melee  
Support  
Tank

**Base attack** Smite

Gaunt slowly charges an attack that can be released early for minor damage or late for major damage and a knockback. His attack range is between that of Coco and Froggy. Can be upgraded to be able to hold a fully charged attack for until it is used, to gain damage based on current movement speed or to stun a target when fully charged.

**Movement** Gaunt has very slow acceleration but can eventually move up to as fast as Leon without boots. His jump mechanic will be chargeable. His base jump will be that of Lonestar when uncharged and Froggy at base when charged. His boots will increase his acceleration, max move speed and jump charge rate. Can charge jump while moving but reduces movement speed. Falls as fast as Skolldir.

**Primary Skill** Shield Bash

Launches an ethereal shield the same distance as Skolldir's range upgraded bash at an enemy after a 0.5 second charge time. Does 30 damage and knocks back enemies with similar force to Coco's lightning ball. Can be upgraded to block projectile attacks while the shield is in play, stun enemies or pierce through enemies.

**Secondary Skill** Aura of Needfulness

Reduces Gaunt's movement speed by 50% and makes him unable to jump, but grants himself an (upgradable) 40% damage shield and draws nearby awesomenauts to him. Gaunt cannot attack during this time. Has a cooldown of 15 seconds and lasts 2 seconds at base. (can be upgraded to last longer, heal allies, knock back enemies instead, do damage, slow, etc)

**Designed by** Brentendo11

## 660 Zommy the Undead Farmer

**Sex** male

**Backstory** No one knows his real name. They just new he was the craziest and strangest farmer in the entire planet Marf-780. One fateful day a meteorite crashed turning all the dead into zombies. He was bitten and transformed, but even worse, their plantations were trampled and he wander through space, replacing its vegetable-hungry for an alien's blood-hungry.

**Role** Brawler  
Assassin  
Harasser

**Base attack** Dead's Hoe

Zommy uses his hoe as a lance (mesures like 1,5m approx), can perfore players. You can add upgrades like life-steal, progressive damage, etc.

**Movement** Medium speed and normal jump.

**Primary Skill** Whip-bowels

Zommy uses his own bowels (awesome!) to catch his victim and move himself to the enemy (similar to Leon's tongue, but in another way).

**Secondary Skill** Vegetable bites

Zommy lunges against a single victim and bites him for 5 secs. On one hand, his victim will be paralyzed and losing about 20-30 HP. On the other hand, you will get a shield that blocks 25% of the damage. You could add upgrades like a better shield or progressive damage.

**Designed by** JUGOSILLOSO

## 661 Fingther

**Sex** male

**Backstory** Fingther was a zoo animal once, he loved playing with his siblings and doing nothing in particular. Scientists thought it would be interesting to take the smartest of the panthers and make it smarter. This worked so well that Fingther became a hunter in the most dangerous of jungles until he actidentally shot a scientist that he escorted.

He then fled to see if someone else would require a hunter of his skill.

**Role** Ranged  
Damage Dealer  
Harasser

**Base attack** Poison Dart

Using a blowpipe Fingther spits darts at the opponent from slightly over avarage range. Possibly with a lot of saliva still attached to it. Upgrades include poison (dot) and faster attack speed.

**Movement** Being a panther, jumping highly comes naturally.  
With his claws he can hold on to walls and ceilings when jumping at them.

**Primary Skill** Jungle Caltrops  
Jumping backward and leaving these things behind will slow the opponent down for sure.  
Upgrades include turning the slow into a snare and poisoning.

**Secondary Skill** Dangerous mixture.  
Throwing this potion in a upward curve this little thing packs quite the punch.  
Dealing a good amount of damage and possibly sucking things towards it.  
Upgrades leave a smoke cloud and making the mixture leave shrapnel.

**Designed by** KillerChair

## 662 Palós the Pathfinder

**Sex** male

**Backstory** [NO BACKSTORY]  
I'm not good with that kind of stuff... Sorry!  
Something to note though: I do have all the stats typed up (item names, ability stats, upgrades and pricings etc., so feel free to contact me if you'd like). Though things that haven't been made publicly available (like weight measurements) I do not have typed up.

**Role** Ranged  
Damage Dealer  
Harasser

**Base attack** Disc Launcher/ E3ZY Rifle

Disc Launcher:  
Launches an exploding projectile in a straight line.  
Projectile explodes on contact; surface, creep or 'naut.  
No speed limitation while being fired.

E3ZY Rifle:  
A rapid-fire, bullet based weapon.  
The longer the fire button is held down, the less accurate the shots become.  
Inaccuracy finally caps after 5 seconds of firing.  
The gun needs to "stabilize"\* after you let go of the firing button. This "stabilization" period is as long as you held the button for, up to a maximum of 5 seconds.  
The gun slows Palós to a speed of 6.4 while it is being fired.

E3ZY Rifle has no upgrades in this slot; instead it has its upgrades in the Primary Skill slot.

**Movement** Base movement of 9.2.  
Acceleration is low; it would take at least 3 seconds of movement to reach full speed.  
The jump is a jetpack that is slightly stronger than Derpl's, yet weaker than Clunk's.

**Primary Skill** Weapon Swap

Palós has two modes. One mode consists of his Disc Launcher Auto Attack and his Sonic Bomb ability. The other consists of his E3ZY Rifle auto Attack and his Impact Bomb ability.

All five of the six upgrades for this ability apply to E3ZY Rifle.

**Secondary Skill** Sonic Bomb/Impact Bomb

When Disc Launcher is equipped, Sonic Bomb is available.  
When E3ZY Rifle is equipped, Impact Bomb is available.  
Both explosives are thrown in an arc, and explode on-contact.

Sonic Bomb is a grenade that has a longer cooldown, a smaller (base) explosion radius, but heavily stuns the target and also can be thrown further.

Impact bomb has a smaller range and a smaller (max) explosion radius. But it does damage and also has a slightly shorter cooldown.

**Designed by** Duralumi

## 663 Mr.Chip

**Sex** male

**Backstory** [Character Both male and female.]

Mr.Chip isnt human, he's a dwarf/elf hybrid from a dangerous planet. See, His planet is a very dangerous one and with every passing day, his species is in danger of becoming extinct. Mr.Chip is quite smart and so he made a mechanical daughter, human size, to defend his planet.

Mr.Chip and his daughter's style is mostly Steampunk, so his clothes are made of gears and he wears a monocle gear eyepiece.

She Is also made of gears and works on steam power.

He is quite small and sits on her shoulder, while she is the average size of Yuri.

**Role** Ranged  
Damage Dealer  
Pusher

**Base attack** Minigun

Mr.Chip's daughter has a steampunk Minigun that shoots (slowly) to deal 6-7 a second, Alot like Derpl's Siege Mode.

It can be upgraded to shoot faster, shoot through people, chance to light on fire, upgrade range, chance to knockback and more damage.



**Movement** Mr. Chip rides ontop of his daughter and she has the average speed of 7.6. She has rocket propelled shoes that shoots fire depending on what direction she is going. (for example if she jumps the flames shoot down). She can have a long jump by pressing + holding jump

**Primary Skill** Fire Ball

Fiery Ball that blows up, dealing dmg over time. AOE. Alot like Coco's lightning ball but it does not pushback.

It can be upgraded to; Add Range, leave fire where it landed (hurts even more over time), become bigger, Increase damage, decrease cooldown and add duration of the afterburn.

**Secondary Skill** Airblast

Out of her unoccupied hand she can shoot out a puff of air capable of knocking enemies back, also reflecting projectiles. You can use 3 blast to avoid spamming. [This attack is short ranged]

Upgrades; Reflections count as crits, bigger airblast (NOT knockback) just bigger radius, airblast more than one enemy away, Add an airblast (+2), chance to cause blind, and Knockback

**Designed by** BobxRawks

## 664 Flux the Electrical Electrician

**Sex** male

**Backstory** Flux was nothing but a regular old Electrician. But didnt want to be, OH how he wanted to join the Awesomenauts, but unfortunately he lacked any skills that would help him in an actual combat scenario. That is, until one day when he was dispatched to fix an electrical problem in a robotics factory. While he was repairing the main reactor, it short circuited, sending thousands of Volts through poor Flux's Body and a Nearby, unfinished Robot Prototype. However, Flux was not killed, instead, when he finally came to his senses, he realized he was now made of Electricity, his consciousness still intact in the constant flow of electrons. Taking control of the nearby unfinished prototype he finally set off to join the Awesomenauts, armed with his own current, and a slew of horrible Electricity based puns.

**Role** Ranged  
Disabler  
Pusher

**Base attack** Chain Spark

Sends out an instant bolt of electricity to the target, if it hits then it chains to X additional enemy targets up to a certain distance away.

Besides the standard Damage based upgrades, other upgrades could include an increase in targets chained to, a (really)small stun on hit and droid related upgrades.

**Movement** Has a regular jump, much like Raelynn or Coco. Pressing jump again in mid air makes him bolt downwards, greatly increasing his fall speed and dealing some knockback to nearby foes.

**Primary Skill****Static Burst**

Passively makes Flux emit bolts of electricity at the closest enemy target for a certain amount of time. By default, this ability should do more damage to Droids when compared to nauts. Flux cannot attack or use his other skill while this is in effect. It could, or not, work on turrets.

Upgrades could include a REALLY short stun time per bolt, longer duration of the skill, more damage per bolt, chaining bolts. Potentially also an upgrade that makes the farthest enemy be targeted instead of the closest.

**Secondary Skill****Short Circuit**

Sends a small bot of electricity to the target. When used on Nauts it simply does a small amount of damage and causes a small stun. If used on droids however, it deals the same damage but reprograms the droid to fight for your team. These Droids last a short amount of time before self destructing and are unable to use turret shields. Super Droids are also affected, but instead of self destructing they simply revert back to their original team.

Upgrades could focus on better Droid Conversion or on making it better Vs actual nauts. Damage on Self Destruct could be a possibility.

**Designed by**

Hammerfan

**665 Juime****Sex** male**Backstory**

Juime was a cheetah who was in a scientific center because humans hunted all the cheetah. He was alone, no other survived. Then one day one scientific man dropped an intelligent virus that infected Juime, and he became more stronger, faster, and smarter than all the scientifics. He managed how to escape and he built a space shuttle. For that reason he joined the mercenaries, he has no place to go and no place to return...

**Role**

Melee  
Damage Dealer  
Assassin

**Base attack**

Hack and slash

A continuously double slash that hits any enemy in range. He can do a lot of damage due to his attack speed that can be increased with an upgrade. But his damage is a bit low in early game, he only does 2-2 damage but he can hit 2 times a second.

**Movement**

He runs like a cheetah but he can stare like a human. It's faster than froggy g but he jumps like coco.

**Primary Skill****Double slash**

Juime does a faster charge and he returns to his position. Anyone who Juime touch suffers damage and gets marked, if Juime hits anyone while they are marked he does double damage. The mark can be stacked with Cheetah vision.

**Secondary Skill****Cheetah vision**

Juime uses his feline vision to mark and see any enemy in the minimap. The mark can be stacked so he can do the double or the quadruple damage if he does the Double slash skill.

**Designed by** epten197

## 666 Dr. Juderlock

**Sex** male

**Backstory** Dr. Juderlock was graduated from the Latrop University on Mardis V, only because he sent every other candidate in the space-time continuum. And the jury.  
His researches on the time and space bending were successful enough to start wandering in space to sell this technology. Unfortunately, the STC device only work locally and thus, he must earn more solar to continue the development.

**Role** Support  
Harasser

**Base attack** Knowledge Assault

With his STC device (Space-Time Continuum), Juderlock is able to teleport a book from his own semi-digital library and throw it to the enemy. From his words "the more they are stupid, the more it hurts". This has yet to be proven.  
By upgrading his device, he can summon larger books like Skroggle Translation Dictionaries or even stun his oponents with awesome (but false) theories.

**Movement** Walking to the class you're supposed to be, in the Latrop University, can sometimes be problematic. You often arrive 3 days late to the room, implying you found it.  
When the STC Device was completed, Juderlock used it to walk faster or even teleport himself directly to the classroom.  
Unfortunately, the energy needed prevented him to do it too often, so using his legs was the only thing to do.

**Primary Skill** Warp Gate

The Space control function of the STC Device allows Juderlock to place an anomaly near him and then walk away from it. When the device is used again, the user is sucked into a tiny black hole and reappears from the anomaly.  
To be used more often or to make the anomaly stay longer, the device has to be upgraded. Those upgrades can also provide area damage to any enemy near the exiting point.

**Secondary Skill** Ticking Clock

The Time control function of the STC Device. It has two states: if the needle is going clockwise, Juderlock will be faster. Counter-clockwise and your friends will be. Since time is relative, the area of effect can vary depending of the upgrades. Be careful, changing the mode will take some time!... unless you want to spend few blocks of Solar to upgrade it, of course.

**Designed by** Warp

## 667 Tiranimo

**Sex** male

**Backstory** Banished from his home planet Fairian for making too much trouble, Tiranimo grew up alone and fell into a depression. But then a fairy came to him and told him to start training for a big battle was at hand! So Tiranimo listened, as he was hungry for a fight, and more, since he had eaten every living thing on his now barren rock of a planet. With his fiery hot 2 handed sword, he roams the battlefield, looking for food and a fight.

Tiranimo is a Fat Bastard with a big 2-handed fiery sword. He's some sort of rock, combined with a hedgehog.

With cleave attacks, gas cloud explosions and his strong rock defences, he molds into a tank and push 'naut, who can gain some good disabling tools once he starts upgrading!

**Role** Tank  
Disabler  
Pusher

**Base attack** Flame Cleave

Tiranimo cleaves up to 4 enemies in front of him for X damage and leaves a damage over time fireburn that deals X damage every second for 3 seconds.

Upgrades may include:

Fireburn: When Flame Cleave hits a single target, the dot combusts instantly, dealing X damage.

Atk speed modifier, Damage modifier, Dot damage modifier. (the basics)

Firegrasp: Flame Cleave has a X chance to trigger Firegrasp, slowing targets movement by X.

Fireaura: Tiranimo gains a fireshield whenever he hits a target, dealing X damage on contact. Lasts X seconds, and has X seconds cooldown.

**Movement** When Tiranimo gets his boots, he can do a jump much like the backflip from the Worms games. The mouse serves as a target to which he backflips. Set a max distance to make it balanced.

But since Tiranimo is a bit of a fat bastard, the backflip looks more like a weird cannonroll into the air :)

**Primary Skill** Gas attack

Tiranimo drops on his ass, leaving a gas cloud which combusts after X seconds, dealing X damage and leaving a fireburn dot, which deals X damage over 3 seconds.

Possible upgrades:

That's gotta burn: After Meteor explodes a firestorm will form for X seconds. Enemies that walk into firestorm gain the fireburn dot.

Looking stinky: Gives the cloud a blinding effect.

Chain stink: transforms the gas cloud in 3 small clouds, covering a bigger area but dealing less damage per cloud.

Ass attack: when Tiranimo hits someone with the initial attack, the target gets stunned for X seconds.

MORE SMELL: damage modifiers

### Secondary Skill

Molten Core

Tiranimo goes into a molten form for X seconds, raising his defence, taking only X% damage. Enemies that hit Tiranimo take X damage and are slowed by X% for X seconds.

Possible upgrades:

Harder! Stronger! Better! : decrease damage taken further by X%

Feel the burn! increase damage return.

The pain makes me stronger! minions that hit Tiranimo while Molten Core is on heal him for X health. Also increases cooldown by X (so it doesnt get imbalanced).

### Designed by

Tiranimo

## 668 Rocko

**Sex** male

**Backstory** Ever since Rocko was a child he's been a huge sports fan. However, since he's lazy he never got to be the great sportsman he always wanted to be. Now being 45 years old in the middle of his midlife crisis he decided to become an Awesomenaut to, in a way, finally live his dream as a sportsman... Barely.

**Role** Harasser  
Melee  
Ranged  
Tank

**Base attack** Passing pass

He throws an american football for a short distance dealing damage to whoever it hits first, he was never really the greatest thrower, but it'll pass.

**Movement** He was never really the greatest runner, so he moves around slower than other 'nauts. However, he's saved up enough money for a jetpack over the years that he isn't quite able to figure out completely... Stupid kids and their gadgets nowadays. So his jumps are a bit higher than average.

**Primary Skill** Batter up!

Rocko flails around his ol' baseball bat for a short amount of time hitting the targets in front of him 3 times max dealing moderate damage and knocking them back each hit.

**Secondary Skill** Rocket Rocko

He puts on his dad's old boxing glove he never got to 'really' use and propels himself forward using his jetpack. This move allows him to fly in any direction for a short amount of time or until he hits an enemy/ a wall. Once it hits he gets knocked back a little.

**Designed by** I'm not really a forum guy.

## 669 Forty-Two

**Sex** female

**Backstory** Created to speed a long the assassination of Derpl Zork by an associate of Blabl Zork. The associate wanted to prove himself to the mogul and rightfully earn a higher place in the company.

He was fired, and now to pay the bills he has sent Forty-Two out to earn solar as a mercenary. Forty-Two's personality is naive and curious

**Role** Melee  
Disabler  
Assassin

**Base attack** Slap chop

A two-prong melee attack that first slashes downwards then slashes upwards. Arms turn into blades on second attack. Fast but not spam able. Upgrades could include reach, double the hits, Stuns, or a launcher.

**Movement** Morph able body to make legs stretchy covering long distances, use arms to stretch to ledges for extra jump distance.

**Primary Skill** Buzzcut

Arms morph into spinning blades dealing heavy damage maybe even slowing Forty-Two and opponent. Upgrades could include multiple opponents caught, bigger blades, and even extending the blades from her.

**Secondary Skill** Smash and grab

Stretches arms out to drag opponents to her, could be followed up with other skills. Could be used the escape by using it on environment. Upgrades shorter cool down, longer reach, slow on release of opponent.

**Designed by** ircannonfodder

## 670 Haxx

|                        |                                                                                                                                                                                                                                                                                                                                                                                                                        |
|------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Sex</b>             | male                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>Backstory</b>       | Being a smaller chap, Haxx had to focus on outsmarting his adversaries. Using his innate ability to tinker, Haxx quickly found himself able to break into any computer system on the Solarnet. While having a plethora of secure information at his fingertips is helpful, the real reason Haxx likes to get into electronic places he doesn't belong is simple: giant robot armies.                                   |
| <b>Role</b>            | Support<br>Pusher                                                                                                                                                                                                                                                                                                                                                                                                      |
| <b>Base attack</b>     | Point and Click<br><br>While overloading his power-armor, Haxx uses his favorite gaming-mouse to accurately apply a solid lazer of pure energy that pierces through enemies. Since it's coming from an optical mouse, the lazer is fairly short-ranged and not very powerful.                                                                                                                                          |
| <b>Movement</b>        | Haxx isn't really very physically adept (spent too much time on the computer) so he rides around on a hacked BuzzDroid to keep up with other 'nauts. Other than a fairly high leap (thanks to the Droid), his movement is normal-to-slow.                                                                                                                                                                              |
| <b>Primary Skill</b>   | Hack<br><br>Haxx sends out a short-range, wireless signal to override and take control of any nearby friendly droids. The droids follow Haxx until killed and attack any targets 'tagged' by his Point-and-Click attack. Via upgrades, he can reconfigure the signal to take control of enemy droids (while losing the ability to take control friendly droids). Other upgrades can bestow buffs to controlled droids. |
| <b>Secondary Skill</b> | Virus<br><br>Haxx infects enemy droids with a computer virus. This ability initially just shuts the droid down for a certain amount of time, making it easy prey. Upgrades can change the way the virus affects the droids. One could cause the droid to explode after a short cooldown, or another could make the droid randomly attack friend or foe (like a confusion effect).                                      |
| <b>Designed by</b>     | Reks                                                                                                                                                                                                                                                                                                                                                                                                                   |

## 671 Lenny the Space Crab

|                    |                                                                                                                                                                                                      |
|--------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Sex</b>         | male                                                                                                                                                                                                 |
| <b>Backstory</b>   | Born and raised on the planet Crustaceous Omega, Lenny has always had a fairly violent personality. It started with bullying kids in school, and has escalated to casual murder every day.           |
| <b>Role</b>        | Melee<br>Damage Dealer<br>Brawler                                                                                                                                                                    |
| <b>Base attack</b> | Pincer Crush<br><br>A quick but deadly pinch forward. Each hit reduces the target's defenses, increasing damage taken by 1 for 3 seconds, stacking up to 3 times.                                    |
| <b>Movement</b>    | Lenny doesn't really walk, he kinda scuttles instead. He starts slow, but can accelerate to a high top speed. Boots don't raise his speed, but rather his acceleration. His jump is fairly standard. |

**Primary Skill** Bubble Blitz

Creates a clump of 5 bubbles that after 2 seconds will fire off in random directions. When a bubble hits an enemy, the target is stunned for a second. Bubbles pop when they hit walls.

**Secondary Skill** Execution Claw

Does high melee damage. Can cleave and hit multiple close targets. If the enemy is below 25% health, instantly brings them to 1 health.

**Designed by** MrWeirdGuy

## 672 Chester Huffle

**Sex** male**Backstory** Chester Huffle is an Badger from the Old England Star System. He was brought up amongst nobility but sought rebellion and conflict. He toured the local pubs, taking on any who challenged him, but soon found that his talent was wasted on these mere peasants. He joined the Awesomenauts seeking new enemies with more potential.**Role** Melee  
Support  
Harasser**Base attack** Smashed Bottle of Nobility

A broken glass bottle that while doing damage also causes random debuffs. Fast hitting and moderate damage. Upgrades could provide pure damage or pure debuff builds making him either a brawler or support/harasser respectively

**Movement** Similar to Raelynn, Chester could have a slower movement speed during combat on his hind legs, but move quicker out of combat on 4 legs. This is irrelevant but Chester would have a flat cap, pipe and tweed suit on. Just saying.**Primary Skill** Upper-Class Uppercut

A Savage punch that while doing tremendous damage also knocks the enemy upwards along with moving Chester with him.

**Secondary Skill** Feral Screech

Causes enemy creeps to run in fear. Upgrades could be: Buffed friendly dmg, Increased movement speed,

**Designed by** Cluffy Byro

## 673 The Thunder from down under

**Sex** male



**Backstory** Once a great ninja in ancient Japan, this hero, was kidnapped by a time-travelling race of Australian like aliens, the Australiens. The great ninja soon found to love this new planet and soon developed an australien accent. Not long after, the wars between the robot armadas infested the planet of the Australiens, Thunder raced into action to protect his new home.

**Role** Harasser  
Ranged  
Disabler  
Assassin

**Base attack** Boomerang

The character throws a boomerang that comes back to him in an arc like fashion and deals a base damage of 5 damage on any hit, it can be upgraded with more damage, more boomerangs, slowing e.c.t...

**Movement** The character runs on his two legs as he is a human, he can also step on the air a total of 3 times to get higher. he will run with his arms behind him like a ninja.

**Primary Skill** Cork bombs

Premium Australian explosives. The character takes the corks hanging around his hat and throws them at his enemy's, little do they know they're filled with explosives, this ability can be upgraded with ninja smoke, and a blinding effect as well as damage over time or amount of bombs.

**Secondary Skill** Down under

The character inverts the gravity for himself, allowing him to walk on the underside of platforms, this ability will also make the character translucent for the time he is upside down, this ability can be upgraded to increase the time duration of the affect and to give allied players a heal and/or movement speed bonus, whilst he is upside down, or when he lands he sends out a small electric shock hitting nearby creeps and enemy's.

**Designed by** BritishBatman

## 674 Princess

**Sex** female

**Backstory** Heir to the throne of a huge Spawnling colony, she found the idea of sitting around all day laying eggs to be very dull. So she left to try out as a model with the intergalactic fashion agency, from which she was promptly kicked out after eating a few too many camera men and swarming a planet with hoards of ravenous spawnlings.

After trying her luck with several other modelling agencies news of her accidental planet devouring exploits reached the awsmenauts, into which she was promptly recruited.

Now she happily thunders around the battle field with her electrified exoskeleton, laying eggs and swarming enemies with hoards of ravenous spawnlings.

**Role** Harasser  
Melee  
Damage Dealer  
Tank

**Base attack** Spawn Spawnling

Princess lays a small egg that hatches into a Spawnling (smaller version of herself, with only a basic melee attack, these follow her around and attack enemy droids and nauts). Spawnlings can be upgraded with extra health, damage etc, limited number active at once.

**Movement** Either spits up egg or lays in the conventional manner. egg hatches after about 2 seconds, egg is can be targeted and will die if damaged too much. eggs hatch in small explosion (not damaging) of goo.

**Primary Skill** Claw swipe

Arms move forward in a swinging motion, both left and right arms used one after another. Slow attack speed, causes highish damage+ knock-back. Damage should be done per arm, similar to skoldir (First arm does damage, then 2nd hits a bit after if enemy is still in range).

**Secondary Skill** Lunge

Princess launches forward a shot distance, causes small electrical explosion at end. Enemies hit during movement take damage and knockback, enemies hit with explosion take additional damage.

**Designed by** succeeddamnyou

## 675 Kahl

**Sex** male

**Backstory** Kahl used to be one of the greatest soldiers of the Lanacian army, but he lost his mouth, nose, right eye and his entire body in a war. His body was restored by a Lanacian scientist and his torso and limbs were replaced by chains. Feeling like he needs a challenge, he joins the Awesomenauts to try out his new body and abilities. His mouth, nose and right eye are covered with some sort of robotic enhancements. He wears some kind of an army jacket.

**Role** Disabler  
Melee  
Tank  
Brawler

**Base attack** Iron Kick

Kahl Kicks in front of him, dealing damage. Fairly fast but a powerful melee attack. Upgrades would include many variables, for example :  
Increased range  
Every kill increases maximum HP, caps at certain point  
Striking enemy Naut gives a shield for a short time, has a cooldown of maybe 15-30 seconds.

**Movement** Fairly slow and has a long, single jump, similar to Froggy G. Walking animation would have him having his left hand inside his army jacket, while right arm would be swinging on his side.

**Primary Skill** Chain Pull

Kahl shoots a chain from his hand, dealing damage to first enemy it hits. If it hits terrain of any form, Kahl pulls himself to the terrain. Fairly short cooldown, but not the highest damage. Upgrades would include:  
Shoots 2 extra chains, but only the middle one has the pull property  
Piercing, dealing damage to all enemies the chain hits  
Increases the range of the chain  
The chain immobilizes the first enemy it hits, can immobilize all if piercing is upgraded

**Secondary Skill** Eye Sensor

Kahls right eye can be used as a sensor. When activated, all enemies around him can be seen, even when invisible or inside a brush, for couple of seconds. Upgrades would include:  
Weak Points, Kahl deals more damage for the duration  
Increased duration  
Kahl gains increased movement speed for the duration  
Allies gain movement speed

**Designed by** Konanza

## 676 Duper

**Sex** male

**Backstory** Duper was a lonely person, always tried to be some kind of a hero but he never could help people by his methods he always tried to help the "bad guys" then after knowing people were after him he tried to change his personality and appearance and it worked then in search of money he joined awesomenauts

**Role** Assassin

**Base attack** Flash Kick

He keeps using his roller skate to kick the enemies

**Movement** Fast roller skating

**Primary Skill** Fast Change

He changes his appearance to look like one of the awesomenauts of the enemy team

**Secondary Skill** Do a barrel roll

He takes a barrel and he cover all his body with it and start rolling

**Designed by** zetur

## 677 Juras

**Sex** male

**Backstory** Juras the Velociraptor left his planet, Creta, after nearly being killed by a large asteroid on his home planet. He joins the Awesomenauts in hopes of giving his life new meaning, using the combat knowledge he learned while in the Cretaceous Army. He attributed his lucky survival to his shiny monocle which he wears wherever he goes. The Awesomenauts refer to him as the "dapper dinosaur".

**Role** Brawler  
Melee  
Damage Dealer  
Tank

**Base attack** Flail

He takes quick little bites, lunging forward with each one. The bite is chained twice, then he recovers before starting again. The bite causes small bleed damage over time. Base damage of 10 and 12 for follow up bite, attack speed is a little bit slower than Skolldir's one-two punch.

**Movement** Base movement speed of 7.1 (in between Skolldir and Clunk's walkspeed). If the direction is tapped twice then held, he can charge a dash and go at 1.5x speed. Jump is equivalent to Leon.

**Primary Skill** Jurassic Roar

Juras roars at the top of his large dinosaur lungs, instilling fear into the spirits of the enemy Awesomenauts! A shockwave is sent rumbling in front of him, stunning enemy Awesomenauts for 1.1s (0.4s longer than Froggy G's splash dash). Friendly Awesomenauts and droids are given a 10% movement boost. Cooldown is 6.5s.

**Secondary Skill** Survival of the Fittest

Juras is sent into a rage, filled with the strength of 100 dinosaurs! In this state, he can do 40% more damage with his base attack, while at the cost of 15% damage taken. The shockwave stun is increased to 1.7s, but cooldown increased by 2 seconds.

**Designed by** Aggrosaurus

## 678 Rockin'ria

**Sex** female

**Backstory** Rockin'ria toured the galaxy with her band the "AwesomeRockers!" until the day her band played on AI station 404 in a droid pub. It was the day the space station came under attack and the band couldn't flee the scene since it was already too late. Unfortunately for her, her band sold her out to some droids in order to escape the scene. She was modified by the droids to fight in the war and since then has been a cyborg-squirrel guitarist. Being lucky enough to find a way out of battle, Rockin'ria now roams the galaxy alone, as a mercenary for hire, in order to fund her next sonic-implant so that she can have revenge on her band!

Rockin'ria is a squirrel-like humanoid with a fuzzy tail (could have skins with spikes on it and stuff like that!) that has been modified with an amplifier-like-thingy on her helmet and her legs and arms are pretty much the only thing squirrel-like she has left on her.

**Role** Ranged  
Support

**Base attack** Sonic Strum

Rockin'ria strums her guitar up and down to create a sonic wave of notes to damage her enemies. The range won't be that big at the start, but can be upgraded. The sonic-wave-notes will not be affected by gravity, since they travel through air as sound.

Upgrades could include fun stuff called like "Soloing 101" to increase damage or speed of strumming. It could also have an upgrade whereas it makes it a twin-necked guitar to shoot 2 waves of notes (like froggy's double shotgun upgrade)

**Movement** Rockin'ria walks like any other character in the game, except she can double-tap the jump button to make a power-slide with her guitar for a sprint onwards. Her speed is average and her jump as well (somewhat like Coco's probably so that the power-slide sprint ability isn't abused). The power-slide sprint could be implemented as a utility item that you have to buy to actually use.

**Primary Skill** Crank-it-UP!

Rockin'ria summons the sonic power of a huge virtual amplifier to send a sonic wave through her powerful power-chord strum on her guitar against her enemies doing damage in a frontal cone aoe attack with a range somewhat half of raelynn's base snipe range.

(a little amplifier could appear behind her when she does that ability and send wave forward in a frontal cone damaging all enemies caught in it)

Upgrades could include stuff like, slow, extra damage, bigger aoe, make it an all around aoe (like clunk's) etc.etc.

**Secondary Skill** Feedback Screech

Rockin'ria reverses her sound signal to produce feedback screech targetting an enemy. This attack will damage and additionally slow that enemy for a period of 4 seconds. Over those 4 seconds the slow will decrease while it's running out. It will start with something like 30% reduced speed, then after 1 second 20%, then after 2 secs 10%, and then disappear.

This ability works like Raelynn's snipe but has a role that is more about snaring rather than doing damage, thus the upgrades will include stuns, increased damage on that target for a small period of time (like 1-2 seconds) and relevant CrowdControl things.

**Designed by** Kelfecil

## 679 Lord E. Vile

**Sex** male

**Backstory** Vile was once an evil mastermind residing in the Omega 666 cluster. One day, a young orphan came knocking at his door. Thinking he could use an evil assistant, Vile took her in. Over time, the girl had slowly changed him for the better. Eventually, his Evil Lair became an Evil orphanage. A broken down Evil orphanage. To afford the repairs to the derelict orphanage, he's joined the Awesomenauts!

**Role** Melee  
Brawler  
Harasser

**Base attack** Swing

Lord E. Vile, like any self respecting evil mastermind, bought a broadsword far too big for someone his size. This means that the large sword, while having above average reach and damage for melee, also has a windup to the actual attack, similar to Skolldir's bash. This encourages the player to calculate each swing instead of just wildly flailing about.

**Movement** Vile's movement mechanics wouldn't be too strange, in comparison to most other awesomenauts. Due to his excellent melee reach, his speed would very likely be below average to average. His boot upgrade simply gives him an EVIL high jump, as being airborne is vital to one of his skills.

**Primary Skill** Blindside

Instead of swinging his sword, Vile slaps the enemy with the broad side of the sword. This causes knockback, but at the cost of reduced damage. However, where the enemy will be knocked back depends on Vile's stance. If Vile is running, the enemy will be hit in the direction of his run. If Vile is jumping, the enemy will be hit downwards. If standing still, Vile will hit them straight up.

**Secondary Skill** Somersault

This skill first makes Vile jump up into the air if on the ground. Then Vile does several somersaults while holding his sword in both hands, creating a deadly circle that does immense damage to airborne enemies. This skill not only synergizes well with his standing blindside, but also adds an air denial skill that can help protect against pesky flying enemies or bunny hoppers.

**Designed by** retromenace

## 680 Megataur

**Sex** male

**Backstory** Megataur was rejected from his home planet, tauros 1540, for being too powerful for them to handle. In his rage he destroyed his planet using his mighty hammer. His rage still burns strongly if he is disturbed he will break out in outrage.

**Role** Melee  
Damage Dealer

**Base attack** Hammer blow

the hammer hits people in a small cone aoe in front of him doing 9dmg(looks like the hammer from Thor). at the attack speed of leon maybe a little bit less speed.

upgrades: when you attack another ghost-like hammer appears going a little bit further than the normal hammer, speed, damage, more aoe, knockback.

**Movement** he uses his 2 hands and smashes his hammer if he hits someone stars come out of them(like a stun but it does not actually stun them)

**Primary Skill** hammer smash

he smashes it on the ground letting out small pillars of rock(maybe the ground shakes if they are hit?)

upgrade:more damage, rocks encaging the enemy which will despawn or the enemy can attack your rocks to make it go faster, rocks appearing twice, more range and explosive rocks

**Secondary Skill** Outrage

when this skill is activated megataurs attacks speed, speed and damage are temporarily increased(about 8 seconds?), it will increase more the lower your health is, but during outrage you will take more damage as well.

upgrades: cooldown reduction, more increase, less damage taken, continue outrage after death until it runs out and then you die, increase duration.

**Designed by** theminpop123

## 681 Mic Jamn

**Sex** male

**Backstory** Once a raido player he was famous for his lines of power, until it was dug up for solar in the 2nd AI War he wanted to get some solar to rebuild his tower and his dreams. Now he drops small towers and shoots GAIN T waves of sound.

**Role** Ranged  
Pusher

**Base attack** Brocast

Stops player in place and sents sound waves that damage players and stuns them for 0.2 seconds.

**Movement** He can jump very high and fast as froggy G.

**Primary Skill** Sound wave

Fires a big sound wave that Snares players for 0.5 seconds.

**Secondary Skill** Ultimate Super Build

Summons a tower that can be upgraded to be stonger and damage players and turrets!

**Designed by** Wargreymon

## 682 Throner

|                        |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Sex</b>             | male                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>Backstory</b>       | Throner was the king of the Ghorn empire. Everyone in the realm loved their king with his mighty hammer. He fought great battles and never lost any for years. But once his arch enemy called Lorthen stole his hammer. Throner went insane cause of it. He hired everyone he could to find his hammer. One day when he was walking in his castle he saw something strange. He saw the shadow of his hammer. He followed the shadow all to the gates of the city. There he saw that it was an ambush. Lorthen planned it. Throner went angry. He made a rush for his hammer. Once he had it, the fight was over. He finished all of Lorthen's men. His arch enemy was dead so the realm was in peace. He joined the Awesomenauts, because he needed some furor in his life. |
| <b>Role</b>            | Harasser<br>Melee<br>Damage Dealer<br>Assassin                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| <b>Base attack</b>     | Crackin'<br><br>"Throner swings his hammer in the enemy crashing their head to pieces"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| <b>Movement</b>        | Throner walks slow but precisely with his mighty hammer.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| <b>Primary Skill</b>   | Throwing Hammer<br><br>Throner throws his hammer at an area dealing damage and stun all enemies. In the way back Throner pulls all enemies to him.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| <b>Secondary Skill</b> | The Talent of the Warrior<br><br>Throner grants himself attack damage, attack range and damage reduction for a short duration                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>Designed by</b>     | Resaer                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |

## 683 Shinbija

|                    |                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|--------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Sex</b>         | male                                                                                                                                                                                                                                                                                                                                                                                                                                |
| <b>Backstory</b>   | Shinbija was a member of a ninja clan back in 1300 year. He was one of the best. Until his was betrayed by Warushinko who helped samurai in slaughter of his fellow clan members. Shinbija was left half dead until he had been found by one of Entian Monk's who decided to rescue him. Long story short Shinbija is now 2000 year old ninja zombie who want to get revenge on every alien for causing him to suffer for eternity. |
| <b>Role</b>        | Melee<br>Damage Dealer<br>Assassin                                                                                                                                                                                                                                                                                                                                                                                                  |
| <b>Base attack</b> | Dorabudo<br><br>Even if you have only one arm left, you still can handle blade like yesterday. The speed mixed with such elegance, makes you one deadly son of a gun (if you actually used one).                                                                                                                                                                                                                                    |



**Movement** Thanks to skills you had learned in past in the ninja clan you can still jump higher than normal humans, and also if you get back your claws you might have the ability to stick to walls for short time.

**Primary Skill** Hidzume  
By getting back you claws you can now use them to fight. Just them around so the enemy will fell the wrath of the tiger (or at least some angry Japanese guy). They can also have burning effect on them, but where you had seen tiger on fire?

**Secondary Skill** Gepda  
By the 2000 years Shinbija's organs had turned into poison gas makers. Now he can easily free them at his enemies by simply burping at them. Cloud created that way can damage not only lungs of your enemy but also their brains causing hallucinations and even making you invisible for them.

**Designed by** Crokiet

## 684 The General

**Sex** male

**Backstory** Robot general of a once magnificent planet, he and his army are now reduced to lowly mercenaries after his planet was destroyed.

**Role** Support  
Pusher  
Harasser

**Base attack** 1000mm laserpistol  
This laser pistol has a high rate of fire and can deal small amounts of dmg per hit

**Movement** Drives around in his official military grade hovering humvee.

**Primary Skill** Alpha Squadron  
Calls in a squad of his robot army to fight for him. They push forward and deal damage.

**Secondary Skill** Artillery support  
Calls in an artillery strike to a selected point,(tank or something) and hits for about 30-50 maybe over a widespread area.

**Designed by** Werdnamanhill

## 685 Weird-spanner

**Sex** male

**Backstory** Weird-spanner formerly called Leaman, once a humble space mechanic in a fixing business, was one day faced with a challenge of fixing a flame-coloured chopper (motorbike). The problem was that the wheel spokes had all snapped. It was here that Weird-spanner had reached a problem, This bike had struck a cord inside him, 'why do I fix cars instead of being awesome?' A dark version of him asked, drooling over the bike. It was then that he had an idea: he pulled out a collection of spanners and began piecing together new wheels of spanners and pure awesome. come the next morning Leaman was nowhere to be seen, and neither was the bike. They say he now jackknifes around on his spanner bike, and he prefers to go by 'Weird-spanner' nowadays as he swoops around kicking booty and owning the word awesome.

**Role** Ranged  
Disabler  
Harasser

**Base attack** Spanner in the works!

Throws a spanner off the wheel of his bike damaging the enemies it hits and remaining there for a few seconds dealing minor damage to those foolish enough to walk into it.

**Movement** is on his flame paint-job motorbike which progressively gets faster as you travel (bonus ends when you stop and is not interrupted by jumping). a double jump in which the wheels spring the motorbike up and then sends out jets from random exhausts for the double jump.

**Primary Skill** Wheel-Reel

Weird-spanner unhinges one of his wheels (only in animation, grows back afterwards or rebuilds itself) and throws it in the desired direction, the wheel damages all enemies it hits and throws them a short distance in the direction the wheel came from (Droids are not thrown as far away).

this would help to give him some self-synergy as he could combo this with his 'Accelerate!' to give some to great harrass

**Secondary Skill** Accelerate!

Launches Weird-spanner on his motorcycle towards the mouse cursor for a couple of seconds (it can curve in flight). If it hits an enemy 'Naut' or 'droid' then the ability stops and red hot spanners shoot into the ground around him (Only hits objects e.g the floor, platforms and towers. cannot hover in mid air). the spanners damage and slow all enemies they hit.

this makes for an increased amount of zoning/ a reliable escape for smart players who choose to target the ground with it when running away to leave the slow field.

**Designed by** Weirspanner

## 686 Archduke Tiberius Rex, The Stompinator

**Sex** male

**Backstory** The Dino-commandos are the roughest and toughest carnivores in the galaxy but due to irreconcilable anger issues, a young Tiberius Rex was discharged after a soldering accident left two officers welded together. Bringing shame on his royal family, Ti sought employment as an extreme environment welder, soldering where other Dinos dared not. Realising his passion was for destruction however, Ti joined the Awesomenauts in search of more fuel to burn.

**Role** Ranged  
Pusher  
Harasser

**Base attack** Chomp

Ti saves his arm mounted welders for when things really matter, using his natural assets for the majority of combat. With his massive death he can cleave through enemies and with some cash to splash might even pay for some electrical implants, or a throat blender to allow him to devour a creep for health.

**Movement** Ti should be large and slow, except when his secondary skill is activated, but spend most of his time stomping about. For elevation, Ti sends jets of fire from the flamethrowers strapped to his arms to get a powerful but momentary lift. Because he is reliant on his weapons for jumping however, he cannot jump while his secondary skill is active.

**Primary Skill** Tyrannic Roar

'HURAWR!' as the Dino-commandos say. Ti lets out a growl which curdles the blood and slows an enemy for fear of his stompiness. With investment Ti can implant vocal modulators and tuning forks to find deadlier frequencies and perhaps echolocate a stealthier target.

**Secondary Skill** Burning Fury

Ti enters one of his characteristic rage black, setting fire to all in his wake. For a short period of time Ti cannot stop moving forwards, nor jump, as he lets out a torrent of vicious flames. Why not invest in some Agent Iguanodon to cause the fire to linger for a while or increase the thrust of the welders to slowly push an opponent back.

**Designed by** Doomsday-Dragon

## 687 Vex

**Sex** male

**Backstory** Since he was a boy, Vex had grown up on the military planet of Zerellion, he was brought up as a soldier and displayed advanced skills and knowledge at the academy, however, on his first field mission with his platoon, the driver lost control of the aircraft and crashed, permemently disabling Vex, exiled from his planet as an invalid, he was reconstructed as a cyborg he has joined the awesomenauts to demonstrate his military prowess.

**Role** Brawler

**Base attack** Optic Blast

Vex fires a small low-powerful automatic laser burst that bounces of 3 surfaces before destroying itself.

**Movement** Vex has an average paced walking movement, his jump is a normal jump and then after the second jump cyborg wings extend out his back and can fly on them for 3 beats before dropping.

**Primary Skill** Blink

Vex blinks in the direction of the crosshair, this can be upgraded to do damage, leave stun trails, blink further etc....

**Secondary Skill** Bladestorm

Blades extend out of Vex's arms and he flurries them to do massive damage in a small radius in front of him

**Designed by** staminasap

## 688 Commander Raptor

**Sex** male

**Backstory** Born on the colonial world of Romanii, Raptor never payed attention in school and never could make anything of himself, he rather listen to stories about robots and the AI wars. His teachers and parents said that he much preferred destroying things rather than making them. After a horrible accident at the demolition company he worked at Raptor joined the Praetorians a group dedicated to keeping order(Something Raptor and no concept of) and fighting off Skroggle infections armed with light armour and a Gladius Rifle. After a taste of battle Raptor fell in love with three things: Death, Skroggles and his trusty Mark III Vigilem turret. After a few years on the field and many MANY explosions left in his wake Raptor accidentally destroyed the Imperators manor and was sentenced to death. However using smuggled explosives he escaped and now searches the stars looking for more things to blow up and more Skroggles to hug.

**Role** Ranged  
Support

**Base attack** Gladius Rifle

The Gladius Rifle is one of the deadliest weapons in the Galaxy and fires specialized chaos rounds which tear flesh, metal and dignity. You'd have to be crazy to give this to someone who got kicked out of a demolition company.

**Movement** Praetorians suffer under massive amounts of training and often die in the process, Raptor did not and as a result he can outrun most men/women/trains.

**Primary Skill** Prodigium Missle Launcher

At a young age Raptors dream was to fire this monster of a cannon. He realized his dream at age 7 when he dug one up in the back yard. Since then has maintained and decorated this instrument of war mainly with blood.

**Secondary Skill** Mark III Vigilem Turret

Raptor loves many things including this turret. In the short time it is active it can mow down legions of Skroggles or angry civilians and can even be made to explode in some circumstances.

**Designed by** Tairan

## 689 Clow

**Sex** male

**Backstory** An interglagic bar owner whos not only a drink supplier but also the entertainer (Cow/Clown Hence 'Clow') with so many bar fights breaking out weekly Clow has become trained in the arts of getting rid of the trash with a good sense of humor.

**Role** Disabler  
Healer  
Harasser

**Base attack** Udderly Insane belly burst  
use's udders to bring the smack back on those crooks.  
can knock back enemys

**Movement** skips like a cheerfull clown in giant shoes, uses a burst of udder milk for a double jump

**Primary Skill** Funny Milk  
milk that heals himself but has the option to poison the crooks if too close during a milk swig

**Secondary Skill** party bull-loons  
balloons get let loose that slowly float up, if popped they can cause crooks to be stunned as well as drop confetti, which is just plain pretty.  
upgrades could let loose more balloons

**Designed by** GrinWeeper

## 690 Master Li

**Sex** male

**Backstory** Master Li was a kung fu master from Earth. For years he wandered searching for wisdom and power. His battles eventually grew weaker, so he looked for cybernetic parts to make up for his loss.  
After many years, he became a dragon-like cyborg. His implants are special and allow him to use his inner energy (chi) even tough he's a cyborg. Has a dragon face and wings.

**Role** Pusher  
Brawler  
Tank  
Damage Dealer  
Ranged  
Melee

**Base attack** Lightning Fists  
Using his chi to empower himself, Li launches a multitude of lightning-fast punches. Short ranged, but high damaging.

**Movement** Second Jump + Float  
Using his Dragon Wings, Li can perform a midair jump and float for a short period of time.

**Primary Skill** Chi Cannon  
Chargeable chi attack. Li concentrates his chi in his hands, then releases as a short chi wave (5m). The longer it's charged, the stronger it gets.  
Possible Upgrades - cooldown, damage, size, multi-target

**Secondary Skill** Dragon Force  
Counter Attack. Li enters a state of mental alertness. Projectiles that hit him will be returned back and physical attacks trigger an area explosion. Weak in damage, but pushes enemies.  
Possible Upgrades - Stun, Lifesteal, Damage, Faster projectile return, Bigger explosion

**Designed by** Daeyrat

## 691 Sonoske tenchi

**Sex** male

**Backstory** A samurai from the planet new nihongo whose legendary assassin skills earned him the name of black tiger. His inner soul has been tampered with over the years by new nihongo's demons and he has tried to resist the urge of becoming one himself. He has left countless villages demolished but he ability to control his inner demon is sometimes too much. He has been enlisted in the awesomenauts as a formidable ally, but do not turn your back on his deadly skills.

**Role** Assassin

**Base attack** Sword swipe

The base attack of the character allows for a power up to a slash and hack ability but can be upgraded to give more strength and weather element damage once fully upgraded.

**Movement** Just regular hack and slash move similar to leon

**Primary Skill** Uncontrolled demon

This ability allows for sonoske's sword to gain a great deal of demon energy and can slash an opponent multiple times with its increased speed. Allowing yourself to be wide open can lead to multiple hits over the course of seconds.

**Secondary Skill** Ghost of the fallen

This ability allows for sonoske to call upon the slain fallen that he has destroyed and call them upon the battlefield. The ability to have fallen come upon the battlefield in a stagnant position while sonoske turns into a ghost (not invisible) to deal his sword swipe damage may make him the first invulnerable awesomenauts over the course of five seconds.

**Designed by** OpM | King Iceman

## 692 salimo

|                        |                                                                                                                                                                                                                                                                                                                                                                                                    |
|------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Sex</b>             | male                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>Backstory</b>       | a former pyrotechnic in the booming movie industry he was fired after he caught the set of the soon to be hit teen romance moon light on fire costing the the company behind it over a billion solar he was soon let go with his dreams shattered of ever being able to light things on fire in glorious fashion he decided to join the awesomenauts in hope that he could still fulfill his dream |
| <b>Role</b>            | Disabler                                                                                                                                                                                                                                                                                                                                                                                           |
| <b>Base attack</b>     | flam thrower<br>he uses a flame thrower to attack people with short range splash damage                                                                                                                                                                                                                                                                                                            |
| <b>Movement</b>        | moves normally but he dose have the ability to cling to walls                                                                                                                                                                                                                                                                                                                                      |
| <b>Primary Skill</b>   | fire bomb<br>a thrown attack that sets a small area a blaze and cases incinerary effect to those who leave it                                                                                                                                                                                                                                                                                      |
| <b>Secondary Skill</b> | fire works<br>a ranged ability that causes a small amount of damage targets with in a small area and a short term silence                                                                                                                                                                                                                                                                          |
| <b>Designed by</b>     | grimshade                                                                                                                                                                                                                                                                                                                                                                                          |

## 693 Arceus

|                        |                                                                                                                                                                                                                                                                                                                                             |
|------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Sex</b>             | male                                                                                                                                                                                                                                                                                                                                        |
| <b>Backstory</b>       | In a galaxy far far away, there was a planet named Yrania. Yranians were rich and healthy people until the day their leader Korgan got corrupt. After he got corrupted he sold out to a gang of Kitopians all of the Yranians were annihilated and now the only survior Arceus joined the awesomenauts looking to avenge his fallen planet. |
| <b>Role</b>            | Ranged<br>Damage Dealer<br>Pusher                                                                                                                                                                                                                                                                                                           |
| <b>Base attack</b>     | Arch shot<br>Arceus uses his bow to shoot down the opponents. He was well trained by the other Yranians to use his bow to a full extent and is able to headshot people for 150% extra damage.                                                                                                                                               |
| <b>Movement</b>        | The Yranians were very known for their swift speed and jumping skills. Their light weight made it so they could fall very slowly, allowing them to hunt airborne targets without messing up their aim.                                                                                                                                      |
| <b>Primary Skill</b>   | Yranians final shot<br>Arceus draws power from his killed brethren to charge up a powerful shot that will pass trough everything it hits. However due to his small thin body Arceus is slowed until he released the arrow.                                                                                                                  |
| <b>Secondary Skill</b> | Yranians destination                                                                                                                                                                                                                                                                                                                        |

Arceus uses a special technique to instantly blink a very short distance in any way he wants. As he shifts through space and time he fires an arrow to the closes enemy damaging them and slowing them. Yranians destination will blink you in the direction your cursor is in

**Designed by** Tenshou

## 694 Xeena

**Sex** female

**Backstory** Leaking from the pipes of AI Station 404, Xeena was born. A thick unknown goop, with the help of some exposed cables had brought life out of nothing. Her affinity for wealth had drove her to thievery, though a life of crime left her bored.

After hearing of a team called "The Awesomenauts", Xeena wasted no time in leaving her homeworld in search of adventure and solar. Should one meet Xeena on the battlefield, their best bet would be to run in head first, at least they could go down with a fight.

**Role** Support  
Assassin

**Base attack** Spew

Xeena hurls a ball of goop at an enemy, dealing light damage. This attack bounces off of all surfaces with a medium range.

**Movement** She would have a base movement speed of 7, just under Froggy G's. Her base attack would stop her in her tracks if on the ground, however if she were jumping she would continue to move until she lands.

**Primary Skill** Lunge

Xeena morphs herself into a large spike, lunging at the enemy. After lunging she returns to where she had used the attack. This skill would start off doing about the same damage as Genji's autoattack with the beads upgrade, though it could be upgraded to one-shot a base-health Froggy.

**Secondary Skill** Parasite

Xeena fuses herself with a teammate for five seconds, combining their health then splitting it evenly upon wearing off. If the awesomenaut fused to Xeena is hit with Tongue snatch, Xeena is pulled with the other 'naut unharmed.

**Designed by** Khashix

## 695 regy the dingo

**Sex** male



**Backstory** once there was a dingo named regy, he got thrown out of his tribe beacus he stole the tribe leaders baby, so regy traveled to a planet called ringodingies, to get trained by the master dingo, bobba dingo wich is the master of being a douche of the so called humans and to revenge against he's tribe, he wanted to be trained in the bow and the assains way,

**Role** Ranged  
Damage Dealer

**Base attack** flinchy dirk attack

he pulls back he's bow as long as he can, (wich is not that long) and attacks with a flinchy dirk as arrow,

**Movement** jumps on a pogostick and getting up tp 15% more movement when out of combat

**Primary Skill** pogodash

charges up he's pogostick to unleash a ruthless charge against he's opponent and back again dealing good dmg and steals 20%of movement speed for 3 seconds

**Secondary Skill** long bow charge

upgrades he's bow to be the most awesome bow in the universe, and attackes his opponent with a long range dirk, dealing heavy dmg against opponents with under 25%hp

**Designed by** sasukedk9

## 696 Bimmo

**Sex** male

**Backstory** After his grand campaigns of taking down major companies, Blabl was so scared of his corporate empire to fall to such man so he contracted assassins to eliminate him such thing didnt happen because he turned them against Blabl. So with no other option he abducted him and sent him to the awesomenauts

**Role** Disabler

**Base attack** Shout of Freedom

Bimmo Shouts through his megaphone with low damage and high attack speed after 10 shouts in a row Bimmo must regain his breath so he can reshout this takes 3 seconds to regain his breath

**Movement** Bimmo thank to his light body moves really fast and has a lot of presence in the battlefield while to jump you need to mash the jump button so you can go higher and higher

**Primary Skill** Cardboard Truth

Bimmo raises a poster with the dirty truth this is a toggle effect that lasts for 6 seconds, if Bimmo hits an enemy he gets taunted and starts following Bimmo until the effect is over the ability does low damage

**Secondary Skill** Earsplitter

Bimmo grabs a giant megaphone and yells through it silencing all foes and doing low damage after using this ability Bimmo must regain his breath like it was an auto attack, there is also a low chance of stunning or slowing the enemy

**Designed by** Woodsman

## 697 Tinker Bell

**Sex** female

**Backstory** Having been born into a poor, mechanic family, Tinker's two greatest loves were robotics and fantasy stories. As she grew up, she began to realise that people frowned upon her childish antics, saying she was "too old". Remembering a fantasy story about a place where children never grew up, she created a suit of armour based around her favourite character from the story, and set out to show the world that a kid doesn't have to grow up, to be strong...

**Role** Harasser  
Ranged  
Disabler  
Pusher

**Base attack** Fairy sparks

Grinding her arm guards together, she creates a shower of sparks that do minor damage in an area in front of her, a kind of shotgun mechanic.

**Movement** Moves like normal, has a double jump, but then a glide.

**Primary Skill** Nano Glow

Summons an amount of nano-bots around her that can be upgraded to do various things, such as slow enemies close by, damage enemies near by, shield against damage, heal herself over time.

**Secondary Skill** Shock and Awe

By firing bolts of electricity from her wings, she can stun and damage enemies, having them slow down or have weaker attacks afterwards.

**Designed by** Nightfather