

# Evil Dead: The Game Survivor Characters Abilities

Abilities of Evil Dead: The Game Survivor Characters, List of Survivor Characters and Their Abilities in Evil Dead: The Game,

Evil Dead: The Game has a lot of characters of different classes with unique abilities for players to choose from to fight off the onslaught of demons.

With each class, players will gain unique skills that change the approach to the game through a multitude of abilities and upgrades. In this article, let's find out the list of survivor characters and their abilities in Evil Dead: The Game.

## Evil Dead: The Game Survivor Class Abilities

As for the survivor role, there are a total of 4 classes: Leader, Warrior, Hunter and Support. Each class has a variety of playable characters, from Cheryl Williams to Henry the Red, each with their own special active and passive abilities.



However, some of these characters will need to be unlocked by completing missions, so players will need to spend some time in the game if they want to own Amanda or Pablo Simon Bolivar.

### Characters in the Leader class

Leader class characters Annie Knowby, Lord Arthur and Ash Williams (Ash vs Evil Dead) take familiar buff elements from RPG and MMO games, which can increase the stats of themselves and those around them.



On top of that, they're also slightly more resistant to fear than others, meaning that their chances of being possessed by a Kandarian Demon are somewhat reduced.

Character	Active ability	Passive ability		
<b>Annie Knowby</b>	When activated, this skill increases ranged damage to Annie and any nearby allies.	<b>Howitzer</b> : Players and all allies within this effect radius deal more damage with ranged weapons.	<b>Haymaker</b> : Players and allies attacking within this effect radius deal more damage to the balance bar of the base devil units.	<b>Sluggish</b> : Attacks within this effect radius deal more damage to the balance bar of elite and demonic units.
<b>Lord Arthur</b>	Increases melee damage to Arthur and nearby allies, and reduces fear. If Lord Arthur has a sword, he can deal more damage.	<b>Weapon Master, Heavy Attack</b> : All teams within this effect radius take increased damage from Heavy Melee attacks. Start the match with a sword.	<b>Weapon Master, Light Attack</b> : All teams within this effect radius gain increased damage from Light Melee attacks.	<b>Finish With Fire</b> : After performing the finishing move, both the player and his teammates can use the skill The Lord's Wrath.
<b>Ash Williams (Ash vs Evil Dead)</b>	Causing an explosion that lowers the enemy's balance bar.	<b>El Jefe</b> : Reduces incoming damage and fear level to survivors within the effect range.	<b>Old Friend</b> : Start the match with a Saw.	<b>El Jefe Grande</b> : The effect is the same as El Jefe, but when performing a finish or knockdown on an enemy, the effects will be enhanced.

## Characters in the Warrior class

If you're looking for a pure, powerful damage dealer, it's the Warrior class. In general, they have more health than the other Survivor classes, and with resistance these characters will deal more melee damage to Kandarian.

Character	Active ability	Passive ability
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<b>Ash Williams (Army of Darkness)</b>	Reduces fear, increases health and damage dealt, and reduces damage taken when activated.	<b>Shield Blast :</b> Activate an explosion that deals damage to nearby enemies when the shield loses one bar.	<b>Finish Strong :</b> Restores part of Ash's shield when killing an enemy with the finishing blow.	<b>Weapon Master , Chainsaw :</b> Gives Chainsaw faster attack speed, increasing health, balance bar, and shards damage.
<b>Scotty</b>	An explosive special move that deals damage to enemies in the area when activated.	<b>Collateral Damage :</b> Heavy melee attacks deal additional damage to enemies.	<b>Exposure Therapy :</b> Partially reduces fear level with each kill of an enemy.	<b>Weapon Master, Lumberjack Ax :</b> Gives the ax faster attack speed, increased health, balance bar, and damage.
<b>Henry the Red</b>	Temporarily prevents health or shield damage when active.	<b>Shields Up :</b> Start the match with an additional health bar.	<b>Rebound :</b> Reflects the percentage of damage received back to the enemy.	<b>Battle Hardened :</b> Increases maximum health and shield bar length.

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