Player: 100 Hit Points 3 Lives (Max 5?)

Kick: 1-8 damage, Fast.

Sword: 2-12 (random 1 through 6 plus random 1-6) dmg, Medium.

Shuriken: 1-5 dmg, Slow, straight-line, full screen range, deals no stun/knockback.

Block: -25% incoming dmg (not including fire dmg), if attack is blocked immediately before it hits, deal 2 second Stun.

Critical Hits:

Attack Roll tracker= 1 through 20. A 20 is a Crit, which equals (max damage \* 2).

Basic Enemies: Name- Hit Points, Attack Rate, Damage, Special Features

Melee:

Batters- 18 hp, Fast, 1-6 dmg (random 1 through 6), N/A.

Ranged:

Molotov Men- 12 hp, Slow, 1-8 dmg (initial, if hit by bottle) 1-4 (moving through fire, per second), Fire lasts 4 seconds.

Balanced:

Hunter- 16 hp, 2-8 dmg (random 1-4 plus random 1-4), Weapon Spread: Shotgun blast hits in a cone-shaped area (immediately straight, above, and below) .

Boss Characters:

Currently: None