Weapons:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Knife | Handgun | Scattergun/spreadgun | Rifle | Grenade Launcher | Disc Gun | Tommy Gun |
| Fast, very short range | Basic, low damage, lots of ammo, average fire rate | Low to high damage depending on how many bullets hit, can damage groups of enemies from afar, average fire rate | High damage, long range and precise, very slow fire rate | High damage, low fire rate, must wait for projectile to explode, can friendly fire | Fires a disc projectile that bounces off of objects, can friendly fire, high damage and average fire rate | Quick firing machine gun with decent damage and very fast fire rate but high recoil |

Skills: (player can take one per row)

|  |  |  |  |
| --- | --- | --- | --- |
| Overcharged: Max health is 1, deal double damage | Perseverance: Max health increased by 25%, deal only 75% damage |  |  |
| Focus: Increases stamina usage, sprinting slows time | Rhinoceros: Sprinting deflects small bullets (up to x amount) | Blink: Doubles (maybe triples?) stamina usage, grants invincibility during sprinting |  |
| Mug: Melee attacks refill ammo | Reflex: Melee attacks can reflect bullets |  |  |
| Drone team: Two drones follow player around and fire at enemies for low damage | Heavy Bolts: Deal 75% damage, but bullets explode for 25% splash damage | Extending Arm: Melee attack has longer range, larger and longer-lasting hitbox, and does increased damage |  |
|  |  |  |  |