Weapons:

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| --- | --- | --- | --- | --- | --- | --- |
| 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)

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| --- | --- | --- | --- | --- |
| Overcharged: Max health is 1, deal double damage | Perseverance: Max health increased by 25%, deal only 75% damage |  |  |  |
| Focus: Sprinting slows time | Rhinoceros: Sprinting deflects small bullets (up to x amount) |  |  |  |
| Mug: Melee attacks refill ammo |  |  |  |  |
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