MELEE DAMAGE	Unarmed: 1 Solid/Blunt. 1 on Fail.	<b>1</b>	RANGED DAMAGE	Unarmed: 0 Solid/Blunt or Solid/Sharp.
PRIMARY —			SECONDARY	-
Time Rng Dmg		Time Rng Dmg		
		=	TERTIARY	
		Time Rng Dmg		