

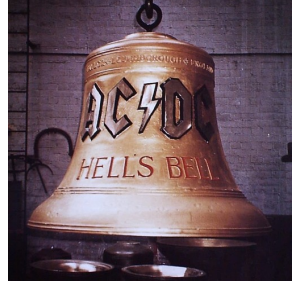
Player Skills:

Player Skill	Description	How it Interacts with the Player	Icon
<i>Lunge</i>	Stab your weapon forward, and at the same time, dart ahead by five feet.	Lunging attack that deals damage and moves the player in the direction of the attack.	
<i>Double Cut</i>	Swing once, cut twice. Deal double damage with the same attack.	A one hit attack that, if it connects, will deal double damage	
<i>Bulwark</i>	Hunker down, and become impervious to physical damage.	Renders the player immune to physical damage, but locks them in place.	
<i>Kick to the Groin</i>	A less than gentlemanly attack that leaves foes doubled over. <i>"Augh, whatever happened to fighting fair?!"</i>	A stun based attack that deals zero damage, but holds an enemy in place. Doesn't work against larger enemies.	

<i>Sprint</i>	<i>"Put those glutes to work!"</i> Increase movement speed while out of combat.	Increases the player's movement speed, deactivates upon entering combat.	
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Player Items:

Item Name	Description	How it Interacts with the Player.	Visual Reference
<i>Fabled Longsword</i>	A sword once thought forgotten, has been reclaimed. Unusable in its current state.	Primary Weapon, one handed longsword. Quest Relevant, cannot be thrown away.	
<i>Thingamabob.</i>	You're not quite sure what this is, but it's too interesting to throw away.	Can be thrown away, useless for most of the game, but can be placed with the Fabled Longsword to increase damage.	
<i>Doomsday Switch</i>	A small red switch, that, if it's to be believed, signals the end of the world. <i>"Best not to touch it."</i>	Plot item, cannot be thrown away. To be combined with the Doomsday Device later in the story.	

<i>Hell's Bells</i>	A set of three bells belonging to the multiple necks of Cerberus. How you got your hands on this is a mystery.	An affection boosting item for Cerburus, should the player happen to meet them.	
Health Serum	A serum that, once injected into your veins, will heal you. Best not to wonder about the condition of the needle, and think of happy places as you stab yourself with this.	Restores the players health for twenty points.	

Player Weapons:

Item Name	Description	How it Interacts with the Player.	Visual Reference
<i>Fabled Longsword</i>	A legend, once forgotten, has been reforged. <i>"There's a reason this thing is fabled."</i>	Endgame weapon, One handed Longsword, increases player's stats across the board.	
<i>Two for one</i>	A pistol that fires two bullets at once. It took a master craftsman to build it, so take care not to break it	One handed pistol, fires two shots at once, low capacity, deals high damage.	

<i>Your Starting Revolver</i>	It's not pretty, but this six shot shooter will see you through most troubles.	Starting gun, not that impressive, but a reliable fall back option.	
<i>A candy cane?</i>	How, and why, you turned this thing into a weapon is beyond even the greatest of weaponsmiths, but in your hands, it is both deadly and delicious. <i>"Ah, I can feel the peppermint in my spleen!"</i>	A joke weapon, small, one handed dagger. Holiday themed item.	
<i>Stabby Stabs.</i>	While the name might seem childish, that only says that the original owner had a sick sense of humor. <i>"It's a bloody greatsword, how is that--ARGH!"</i> <i>"That's how."</i>	A two handed greatsword, deals additional piercing damage upon contact.	

Player Armor:

Item Name	Description	How it Interacts with the Player.	Visual Reference
<i>Old reliable</i>	A helmet from distant days still works well enough. <i>"I have a randevu with a certain woman, and I will not fail that randevu. But it can wait."</i>	Early game helm, has a large dent in the top. Increases player defense.	

<i>Thorn Mail</i>	Roses and thorns are often the subject of many poems, but this hunk of metal will be the subject of many deaths.	Medium grade armor, deals additional piercing damage when the player runs into something.	
<i>Iron Plate</i>	While a bit basic, iron plate is surprisingly effective at stopping low caliber bullets. <i>"Got a fistful of dollars for it?"</i>	Early game armor, increases bullet defense.	
<i>Buckler</i>	This shield, while small, is the chosen defense of many duelists, and for good reason.	Off hand item, increases dex when paired with a rapier or similar one handed 'dueling' weapon.	
<i>Reaper's Robe</i>	The robes of Death. Perhaps it's best not to return them. <i>"I have a date, but he keeps postponing...wait, where's my robe?"</i>	Special armor, increases stealth and crit based damage when using 'farm' based weapons.	