




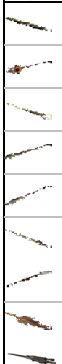
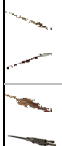



















Unarmed	Name	DMG	Avg	AP	Range	Ammo	Capacity	Type	Extras
	Brass Knuckles	Punch 8 - 16	12.00	3	1				
	Lacerators	Slash 6 - 24	15.00	3	1				
	Sappers	Punch 10 - 20	15.00	3	1				Stun
	Mace Glove	Smash 12 - 24	18.00	3	1				20 Knockdown
	Punch Dagger	Stab 10 - 30	20.00	3	1				Piercing
	Impact Gloves	Punch 16 - 32	24.00	3	1				20 Knockdown
	Shredders	Shred 10 - 40	25.00	3	1				
	Tiger Claws	Gore 14 - 42	28.00	3	1				
	Razor Claws	Slash 12 - 48	30.00	3	1				
		Stab 16 - 62	39.00	4	1				
	Punch Gun	Punch 24 - 36	30.00	3	1	1	4	12ga	
	Power Fist	Smash 28 - 56	42.00	3	1	1	25	SEC	20 Knockdown









Blades	Name	DMG	Avg	AP	Range	Ammo	Capacity	Type	Extras
	Broken Bottle	Slash 3 - 12	7.50	3	1				
	Shiv	Stab 6 - 18	12.00	4	1				
	Scalpel	Slash 6 - 24	15.00	3	1				+5% Crit Chance
	Switchblade	Stab 10 - 30	20.00	4	1				
	Knife	Slash 7 - 28	17.50	3	1				
		Thrust 9 - 36	22.75	4					
	Cleaver	Slash 10 - 40	25.00	4	1				20 Knockdown
	Combat Knife	Slash 8 - 32	20.00	3	1				
		Thrust 10 - 42	26.00	4					
	Machete	Slash 12 - 48	30.00	4	2				
	Ka-Bar	Slash 10 - 40	25.00	3	1				
		Thrust 13 - 52	32.50	4	1				
	Kukri	Slash 12 - 48	30.00	3	1				+5% Crit Chance
	Wasp Sting	Stab 12 - 36	24.00	3	1				Poison
	Ripper	Slash 16 - 64	40.00	3	1	1	30	SEC	+5% Crit Chance













Blunt	Name	DMG	Avg	AP	Range	Ammo	Capacity	Type	Extras
	Plunger	Prod 3 - 6	4.50	3	1				
	Axe Handle	Swing 12 - 24	18.00	4	2				
	Slugger	Swing 16 - 32	24.00	4	2				40 Knockdown
	Iron Pipe	Swing 18 - 36	27.00	4	2				40 Knockdown
	Spiked Club	Swing 20 - 40	30.00	4	2				40 Knockdown
	Crowbar	Gore 16 - 48	32.00	4	2				Piercing
	Rusty Old Monkey Wrench	Swing 22 - 44	33.00	4	2				40 Knockdown
	Tomahawk	Swing 18 - 54	36.00	4	2				Piercing
	Super Sledge	Smash 28 - 56	42.00	4	2				40 Knockdown
		Prod 1 - 60	30.50	4	2	1			Stun, Electric
	Cattle Prod	Overload 1 - 20	62.40	6	2	6	24	SEC	Stun, Electric, 20 Knockdown






Spear	Name	DMG	Avg	AP	Range	Ammo	Capacity	Type	Extras
	Sharpened Pole	Stab 8 - 24	16.00	4	3				
		Throw 12 - 36	24.00	6	16				
	Spear	Stab 12 - 36	24.00	4	3				
		Throw 18 - 54	36.00	6	16				
	Snake Spear	Stab 12 - 36	24.00	4	3				Poison
		Throw 18 - 54	36.00	6	16				
	Barbed Spear	Stab 14 - 42	28.00	4	3				
		Throw 21 - 63	42.00	6	16				
	Serrated Blade	Stab 16 - 48	32.00	4	3				
		Throw 24 - 72	48.00	6	16				
	Festering Spear	Stab 16 - 48	32.00	4	3				Poison
		Throw 24 - 72	48.00	6	16				
	Diamond Spear	Stab 18 - 54	36.00	4	3				Piercing
		Throw 27 - 81	54.00	6	16				
	Piston Spear	Thrust 20 - 60	40.00	4	3				20 Knockdown
		Throw 30 - 90	60.00	6	16				
	Bangstick	Thrust 36 - 54	45.00	4	3	1	5	12ga	










Thrown	Name	DMG	Avg	AP	Range	Ammo	Capacity	Type	Extras
	Rock	Throw 6 - 12	9.00	3	16				
	Dart	Throw 6 - 18	12.00	3	16				
	Throwing Stars	Throw 6 - 24	15.00	3	16				
	Throwing Knife	Stab 10 - 30	20.00	3	1				
		Throw		3	16				
	Fantasy Ball	Throw 10 - 40	25.00	3	16				
	Boomerang	Throw 12 - 48	30.00	3	16				
	Chakram	Throw 14 - 56	35.00	3	16				


Pistol	Name	DMG	Avg	AP	Range	Ammo	Capacity	Type	Extras
	Zip Gun	Single 4 - 12	8.00	4	12	1	1	9mm	
	9mm M9FS Beretta	Single 6 - 24	15.00	4	20	1	15	9mm	
		Triple 45.00		5		3			-10% Accuracy
	9mm Browning HP	Single 8 - 32	20.00	4	20	1	12	9mm	
	9mm H&M Mauser	Single 9 - 27	18.00	4	24	1	8		+5% accuracy
	Colt 45	Single 15 - 30	22.50	4	20	1	10	.45	
	44 M29 revolver	Single 20 - 30	25.00	4	24	1	6	.44	
	P220 Sig Sauer	Single 9 - 36	22.50	4	20	1	9	9mm	
		Triple 67.50	5			3			-10% Accuracy
	Casull .45 Revolver	Single 18 - 36	27.00	4	24	1	6	.45	
	Needler Pistol	Single 12 - 36	24.00	4	20	1	10	HN	Poison
	Desert Eagle .44	Single 24 - 36	30.00	4	24	1	8	.44	
	5223 Pistol (calcopistol)	Single 22 - 44	33.00	4	28	1	5	7.62	Knockdown
	PPK12 Gauss pistol	Single 30 - 40	35.00	4	32	1	16	EC	+5% Accuracy
	Flamer Pistol	Spray 40 - 50	45.00	5	4	1	5	Fuel	Flame, Stun
	Water Gun	Squirt 50 - 60	55.00	4	12	1	10	Acid	Energy, Piercing
	Grenade pistol	Launch 24 - 32	28.00	6	24	1	1	40mm	-10% Accuracy, Explosive, Knockdown


SMG	Name	DMG	Avg	AP	Range	Ammo	Capacity	Type	Extras
	Uzi	Single 5 - 20	12.50	4	20	1	30	9mm	
		Burst 75.00	6			6			-10% Accuracy
	Scorpio	Single 5 - 20	12.50	4	16	1	24	9mm	
		Burst 100.00	6			8			-10% Accuracy
	MP5 H&K	Single 6 - 24	15.00	4	20	1	32	9mm	
		Burst 120.00	6			8			-10% Accuracy
	PPSh-41	Single 6 - 24	15.00	4	20	1	50	9mm	
		Burst 150.00	6			10			-10% Accuracy
	Galil SAR	Single 10 - 30	20.00	4	24	1	32	5.56	
		Burst 160.00	6			8			-20% Accuracy
	Tommy gun	Single 16 - 32	24.00	4	20	1	48	.45	
		Burst 192.00	6			8			-20% Accuracy
	Steyr AUG	Single 12 - 36	24.00	5	28	1	40	5.56	
		Burst 192.00	6			8			-10% Accuracy
	Spectre M4	Single 8 - 32	20.00	4	24	1	50	9mm	
		Burst 200.00	6			10			-10% Accuracy

Rifles	Name	DMG	Avg	AP	Range	Ammo	Capacity	Type	Extras
	Harpoon Gun	Single 4 - 12	8.00	5	16	1	1	Spear	
	Hunting Rifle	Single 18 - 36	27.00	6	40	1	8	7.62	+5% Accuracy, Long Range
	M14 Rifle	Single 16 - 24	20.00	5	32	1	24	.303	
		Burst 120.00	6			6			-20% Accuracy
	AK47	Single 14 - 28	21.00	5	28	1	24	7.62	
		Burst 126.00	6			6			-20% Accuracy
	M16	Single 8 - 24	16.00	5	36	1	32	5.56	
		Burst 128.00	6			8			-10% Accuracy
	M1 Garand	Single 24 - 36	30.00	6	40	1	8	.303	+5% Accuracy, Long Range
	Enfield	Single 10 - 30	20.00	5	36	1	32	5.56	+5% Accuracy
		Burst 160.00	6			8			
	Tac-50	Single 40 - 50	45.00	6	48	1	5	.50	+10% Accuracy, Scoped
	Browning Auto Rifle	Single 24 - 36	30.00	5	36	1	20	.303	
		Burst 150.00	6			5			-20% Accuracy
	FN FAL	Single 20 - 40	30.00	5	36	1	24	7.62	
		Burst 180.00	6			6			-20% Accuracy
	M72 Gauss rifle	Single 45 - 60	52.50	5	48	1	20	EC	+5% Accuracy, Long Range
	M79 grenade launcher	Launch 30 - 40	35.00	6	32	1	1	40mm	-10% Accuracy, Explosive, Knockdown

Shotguns	Name	DMG	Avg	AP	Range	Ammo	Capacity	Type	Extras
	Ithaca 37	Single 20 - 30	25.00	6	20	1	6	12ga	
	Sawed-off Shotgun	Single 20 - 30	25.00	5	16	1	2	12ga	
		Double 50.00	5			2			
	SPAS-12	Single 24 - 36	30.00	5	24	1	9	12ga	
	AA-12	Single 20 - 30	25.00	5	20	1	20	12ga	
		Burst 100.00	6			4			-20% Accuracy
	H&K CAWS	Single 32 - 48	40.00	5	24	1	12	12ga	
		Burst 120.00	6			3			-20% Accuracy

Heavy	Name	DMG	Avg	AP	Range	Ammo	Capacity	Type	Extras
	Bozar	Single 32 - 48	40.00	5	48	1	12	.303	+10% Accuracy, Scoped
		Triple 120.00	6			3			Scoped, No Spread
	RPK	Single 18 - 36	27.00	5	40	1	40	7.62	
		Burst 162.00	6			6			
	Lewis	Single 28 - 42	175.00	6	40	5	30	.303	
	M249 SAW	Single 14 - 42	224.00	5	44	8	80	5.56	
	M60	Burst 20 - 40	180.00	6	40	6	60	7.62	
	Avenger Minigun	Burst 8 - 24	320.00	6	40	20	240	5.56	
	Vindicator Minigun	Burst 14 - 28	336.00	6	36	16	160	7.62	
	Browning M2	Burst 32 - 40	360.00	6	44	10	120	.50	
	MEC Gauss Minigun	Burst 30 - 40	420.00	6	40	12	60	EC	
	Flamer	Spray 80 - 100	90.00	6	8	1	10	Fuel	Flame, Stun
	Rocket Launcher	Launch 60 - 80	70.00	6	36	1	1	Rocket	- 20% Accuracy, Explosive, Knockdown

Energy	Name	DMG	Avg	AP	Range	Ammo	Capacity	Type	Extras
	Laser Pistol	Single 20 - 40	30.00	4	32	1	20	SEC	+5%Accuracy, Energy
	Plasma Pistol	Single 30 - 45	37.50	4	20	1	10	SEC	Energy
	YK32 Pulse Pistol	Single 1 - 80	40.50	4	24	1	5	SEC	Electric
	Laser Rifle	Single 30 - 60	45.00	5	48	1	20	MFC	+10% Accuracy, Energy
	Plasma Rifle	Single 40 - 60	50.00	5	28	1	10	MFC	Energy
	Pulse Rifle Prototype	Single 1 - 100	50.50	5	24	1	3	MFC	Electric
	YK42B pulse rifle	Single 1 - 120	60.50	5	32	1	5	MFC	Electric
	Laser SMG	Single 15 - 30	22.50	4	24	1	40	SEC	Energy
		Burst	180.00	6		8			
	Plasma Shotgun	Single 50 - 75	62.50	5	16	1	5	MFC	Energy
	Gatling Laser	Burst 20 - 40	360.00	6	40	12	60	MFC	Energy

Grenade	Name	DMG	Avg	AP	Range	Ammo	Capacity	Type	Extras
	Powder Bag	Throw 4 - 8	6.00	3	16				Stun
	Flash Grenade	Throw 6 - 12	9.00	3	16				Stun
	Molotov	Throw 24 - 30	27.00	6	16				Flame
	Boom Bug	Throw 24 - 32	28.00	6	16				Explosive
	Frag Grenade	Throw 30 - 40	35.00	6	16				Explosive
	Incendiary Grenade	Throw 40 - 50	45.00	6	16				Flame
	Acid Grenade	Throw 50 - 60	55.00	6	16				Energy, Piercing
	Plasma Grenade	Throw 40 - 60	50.00	6	16				Plasma
	Pulse Grenade	Throw 1 - 200	100.50	6	16				Electric

Unarmed	Name	DMG	Avg	AP	Range	Ammo	Capacity	Type	Extras
	Punch 0	Punch 3 - 6	4.50	3	1				
	Punch 1	Strong Punch 4 - 8	6.00	3	1				
	Punch 2	Strong Punch 4 - 8	6.00	3	1				
		Jab 8 - 16	12.00	6	1				10% Crit Chance, Knockdown
	Punch 3	Hammer Punch 6 - 12	9.00	3	1				5% Crit Chance
	Punch 4	Hammer Punch 6 - 12	9.00	3	1				5% Crit Chance
		Jab 12 - 24	18.00	6	1				10% Crit Chance, Knockdown
	Punch 5	Hammer Punch 6 - 12	9.00	3	1				5% Crit Chance
		Palm Strike 12 - 24	18.00	6	1				20% Crit Chance, Knockdown, Piercing
	Punch 6	Haymaker 10 - 20	15.00	3	1				10% Crit Chance
		Palm Strike 20 - 40	30.00	6	1				20% Crit Chance, Knockdown, Piercing
	Punch 7	Haymaker 10 - 20	15.00	3	1				10% Crit Chance
		Pierce Strike 20 - 40	30.00	6	1				40% Crit Chance, Knockdown, Piercing
	Kick 1	Kick 4 - 8	6.00	4	2				
	Kick 2	Strong Kick 6 - 12	9.00	4	2				
	Kick 3	Snap Kick 8 - 16	12.00	4	2				5% Crit Chance
	Kick 4	Snap Kick 8 - 16	12.00	4	2				5% Crit Chance
		Hip Kick 16 - 32	24.00	8	2				10% Crit Chance, Knockdown
	Kick 5	Power Kick 12 - 24	18.00	4	2				10% Crit Chance
		Hip Kick 24 - 48	36.00	8	2				10% Crit Chance, Knockdown
	Kick 6	Power Kick 12 - 24	18.00	4	2				10% Crit Chance
		Hook Kick 24 - 48	36.00	8	2				20% Crit Chance, Knockdown, Piercing
	Kick 7	Power Kick 12 - 24	18.00	4	2				10% Crit Chance
		Single 24 - 48	36.00	8	2				40% Crit Chance, Knockdown, Piercing

Armor	AC	Normal		Energy		Fire		Gas		Explode		Electric		Extras
Leather Armor	5	20	4	30	6	20	4	0	0	20	4	20	4	
Leather Armor Mk.2	10	20	6	30	9	20	6	0	0	20	6	20	6	
Metal Armor	15	30	6	40	8	30	6	0	0	40	8	0	0	-40 Sneak
Metal Armor Mk.2	20	30	9	40	12	30	9	0	0	40	12	0	0	-40 Sneak
Tesla Armor	20	30	9	80	24	30	9	0	0	40	12	80	24	-40 Sneak
Environmental Armor	25	40	8	50	10	40	8	80	16	50	10	30	6	+40% Poison and Rad Resist, -20 Sneak
Environmental Armor Mk.2	30	40	12	50	15	40	12	80	24	50	15	30	9	+60% Poison and Rad Resist, -20 Sneak
Power Armor	35	60	12	60	12	60	12	40	8	60	12	10	2	+20% Poison and Rad Resist, +2 STR, -80 Sneak
Advanced Power Armor	40	60	18	60	18	60	18	40	12	60	18	10	4	+40% Poison and Rad Resist, +4 STR, -80 Sneak
Raider Armor	5	20	4	30	6	20	4	0	0	20	4	0	0	-20 Sneak
Vandal Armor	10	20	6	30	9	20	6	0	0	20	6	0	0	-20 Sneak
Reaver Banding	25	40	8	40	8	30	6	40	8	30	6	20	4	-20 Sneak
Greater Banding	30	40	12	40	12	30	9	40	12	30	9	20	6	-20 Sneak
Ghoul Armor	15	20	4	30	6	10	2	0	0	20	4	30	6	
Superior Ghoul Armor	20	20	6	30	9	10	3	0	0	20	6	30	9	
Plating Mutant Armor	5	30	6	30	6	20	4	0	0	40	8	0	0	-40 Sneak
Spiked Mutant Armor	10	30	9	30	9	20	6	0	0	40	12	0	0	-40 Sneak