














































































































































































































































Item	Notes	Sprite	Gacha	Gacha Aux	Craft Mat 1	Craft Mat 2	Location(s)	Scepter Effect	Misc. Notes
9 Iron	Has similar stats to the standard golf club, but it doesn't break.						Offices Sporting Goods Stores		
A*O	Summons I'a when thrown.						Mansions		Ancient Ones
Ace Com-Bat	An above-average bat. Wielding the bat with the Athlete perk causes a bomb to be flung into the air. Hitting the bomb at just the right moment will light it and send it forward. Ace P.'s trademark weapon.							Successful bomb hits restore fatigue.	
Adjudicator	Only accessible to Alice and Viscera once their morale is maxed out. Reverts back to the Rated-R knife if morale is less than 6.							Does not revert back to the Rated-R if morale drops below 6.	
Adrenaline Shot	Restores 1 HP and gives a coffee boost when used.								
Airstrike	Summons a volley of explosive rounds in front of the user. Explosions do not cause friendly fire. Exclusive to Oniera.							If unfatigued, stamina will be expended instead of charges.	
Ampoule Arbalest	Fires a projectile that spews harmful gas. Also produces a healing puff in front of the user. Uses one medical unit per shot. B*A*N users starts with this weapon.							Double projectiles.	TF2 reference
ARGHalia	A makeshift lance with an extremely high knockback chance.								Used by Astolfo from the FATE franchise.
Arnie 87	Mild variant of the standard shotgun. Fires faster, but with a wider pellet spread.								Winchester model 1887
aSPERGiullus	Sometimes produces poison clouds upon impact.							100% gas proc chance.	Pippa, mold, etc.
Avtomat	Same stats as the Moist Nugget, except with a much higher rate of fire.								Hunt: Showdown reference.
Axe of the Sun	Produces light and grants fire immunity when wielded. Creates small fires upon impact.							Swinging emits a small fireball.	This is based on a rather obscure weapon from that one russian SS13 game. Hope you don't mind, Randy.
Axtinguisher	Produces a powerful aoe blast when used on burning zombies. Also grants fire immunity when wielded.							Burning crits also restore fatigue.	TF2 reference.
B*A*B Card	Summons Sena EX when thrown.						Hardware Stores		Build A Bear
B*A*R	A slow, yet powerful automatic rifle.								Browning Automatic Rifle
B*F Card	Summons Minna EX when thrown.								Baked Fresh!
Babby Blade	A crappy cosplay version of the Kingdom Key. Reimi starts with one.								Reimi originally had a Kingdom Key, but it proved to be too powerful for a starting weapon.
Backpack	Opens your trunk inventory when swung. Top Seller starts with one.							No swing cooldown.	Was inspired by the backpacks in Resident Evil: Outbreak and SaGa Frontier during the creation of this item.
Baffle	Restores one morale when used.							Double morale boost.	
Bag of Holding	Same as the Backpack, but with a faster use speed. Rinmama starts with one.							No swing cooldown.	


















































Barberos Staff	Creates a healing puff and a poison puff in front of the user. <b>USES ONE HP PER SWING.</b> <b>HP LOSS CAN BE LETHAL.</b> Clerics will not suffer HP loss technically; they will have their HP set to one and have DOOM increased instead.								For clerics: No HP penalty. Doom still increases, however.	Slightly based off of a barber-based item/idea I had for [that russian SS13 game].
Barlin	A rifle that uses pistol rounds. Slow, but accurate.							Bars		Marlin lever action.
Bauer	A silenced SMG. Highly accurate.									This is based off of a cursed bubba thompson smg that I saw once.
BBall	A throwable weapon, similar to the boot. Athletes start with one.									It doesn't bounce because it's a fake; bballs have been banned since the last chaos dunk occurred, remember?
Be Not Afraid	Provides light. Grants i-frames while attacking. Exclusive to Abigail.								No longer provides i-frames, but will restore fatigue instead.	Sprite was originally based off of Angelic Guard from Ragnarok Online
Beam Gun	A laser gun. Slow RoF, but it never runs out of ammo. Momomo starts with one.							Starman (rare)	Shorter cooldown, but uses more fatigue.	This is technically a melee weapon. Had to code it this way to work in the unarmed slot.
Beam Katana	Provides light if the weapon still has charges. Can destroy anything in one hit. Swings use charges. Swinging the weapon with no charges self-stuns, but then grants additional charges a few moments later.								Attacking no longer uses charges.	NO MORE HEROES
Bektor	An extremely accurate, high RoF SMG.									Added in because Kirsche loves the KRIS Vector
Big Mac	Hits hard, but slows down the user and increases their hitbox. Athletes fire projectiles while swinging. Gourmands are not affected by these debuffs.								Cooldown reset on hit.	
Bippo	Provides light. Can sometimes burn things on impact.								100% burn proc chance.	It's a zippo.
Black Bort	A run of the mill bb gun. Shots do not cause much damage, but have a high									You'll shoot your eye out, kid!
Black Bort LE	A special edition bb gun. Hits significantly harder in comparison to the standard									Fallout reference.
Blight Blade	Makes the user sick and tired when swung. Successful hits reset cooldown.								Turns into the Seven Fold sword when wielded.	
Block o' Bricks	Summons Sterling EX when thrown.							Hardware Stores		
Blood Potion	Heals and increases max HP by 1. Can only be used by vampires.								Can be used by anyone.	
Bloody Mallet	Creates slippery red puddles upon impact. Exclusive to Freazy.								Cooldown refresh on impact.	
Blue Herb	Cures both sick and tired debuffs when used.									Resident Evil
Blunderbread	Creates food upon impact, along with greatly raising DOOM.								Increases DOOM at a lower rate.	Requested by the Wonderbread man himself.
Body Pillow	Lightweight, light impact, light knockdown.									
BoF-93	Fires a quick burst of flames. Uses shotgun ammo.									Name is a reference to Breath of Fire





























Bokken	An unbreakable stick. Does very little damage. Hero Types start with one.									
Bolar Star	A slow-firing laser gun. Unlimited ammo. RAZ has one in his HC arsenal.								Double projectiles.	CAVE STORY
Bolaroid	Stuns nearby enemies on use. Has limited charges.								If unfatigued, stamina will be expended instead of charges.	It's a Polaroid camera.
Bon Depot	Drops hardware-related items when used. Always drops vinyl tape in addition to the item's usual loot table. Gachaddicts receive a shamazon box in addition to the item's usual loot.							Factories Hardware stores		Yet another Sena Bon reference.
Bone Sword	Starts an eleven second timer after the first swing in a mission. Selfstuns and lowers HP to 1 if the timer runs out. Timer is refreshed upon impact. Exclusive to Woozie and other Back to the Wall trait users.								The timer will no longer be active.	
Bonederbuss	An extremely powerful shotgun. Picking up femurs, spines, or spines w/ skull accessories will reload it. The gothkeeper starts with one.									Sprite is by Sycamore (I assume).
Bonhander	A half-decent replica sword.							Hardware Stores		Based on the odd fact that Home Depot sells replica swords.
Bonker	A longer crowbar. Exclusive to I'a.									
Borb	Completely useless. Only weapon available for the Magneeto trait. Zetra starts with one.							X		
Brand New Yo-Yo	Using this replaces your unarmed attack with a Yo-Yo.								Unlimited uses.	
Brick	Throw it. Bar Tenma can summon them.							Hardware Stores Junk Yards		
Brick Bludgeon	An improvised weapon that functions similarly to sledgehammers. Inventive craft only.									Based on an improvised weapon from Resident Evil: Outbreak
Bubba-9	Functions as a flashlight. Uses pistol ammo.									Technically counts as a melee weapon.
Buckler	Grants i-frames when swung. Can be crafted by Inventive users.								No longer provides i-frames, but will restore fatigue instead.	
Bussin'	Nothing special. Can be obtained by using a screwdriver on a bus sign with 3 or more mechanical.							Appears in most of sycamore's maps.		
BZ-Stinger	Fires tazer slugs that zap nearby zombs on contact. Uses shotgun ammo.									
Caber	Explodes upon impact. Does not cause friendly-fire.									TF2
Canadian 220	An extremely fast smg that uses charges instead of ammo, thus it cannot be reloaded.									NEW VEGAS
Canteen	Instantly restores stamina when used. Pathfinders start with one.								Infinite uses.	





































Carcosa	A cursed spellbook that provides the following spells: -Mass Combustion								Name and design are references to the King in Yellow.
Care Package	Produces a small amount of bullets, rifle rounds, shotgun shells, meds, food, and gas upon use. One will always drop from exotic and cop cases.								
Casey Bat	Typically deals low damage, but has a chance to cause a catastrophic crit. Athletes suffer less of a fatigue penalty while critting.								
Catsup	Creates a large, slippery puddle when thrown. Kirsche can sometimes generate one after missions.								
Chaos Tome	Spawns a variety of helpful affects when swung. <b>INCREASES DOOM WHEN USED.</b> Mauthe starts with one.							Increases DOOM at a lower rate.	
Chekhov	Occasionally spawns disposable Minie Rifles on impact.							100% proc chance.	Genshin, I think. Was Pippa's waifu.
Chemical X	Increases the max cap of all stats by one.								
Chronolock	Freezes all visible zombies for several seconds while also granting a brief speed boost and invulnerability to the user. Recharges inbetween missions. Exclusive to Dante.								
Citadel-R	Sprays a rapid volley of pellets, similar to shotguns. Uses pistol ammo.								CITADEL MENTIONED
Cocoanut	Summons Korsche as a temporary ally when thrown. Rarely spawns from coconut projectiles. Kirsche sometimes generates one after missions.								Kirsche reference.
Coconut Gun	Fires coconuts. Slow, but has unlimited ammo. Self-stuns if the user has 3 or less strength. Gungineer craft only.							Double projectiles.	HIS COCONUT GUN IT FIRES IN SPURTS IF IT SHOOTS YA IT'S GONNA HURT
Coffeco Card	Summons Feco when thrown.						Coffee Shops (costs 5 food)		
Contraband Crate	Contains mostly improvised weapons. Gachaddicts will also receive a shamazon box after opening these.						Anywhere (rare) Police Stations (common)		
Cop Case	Produces a care package and a random police-related gear when swung.						Police Stations	Double ammo packs.	
Cosplay Card	Summons a random vtuber when wielded.								
Croco Hammer	High knockdown, low damage. Nasby's signature weapon.								
Crossbow	Fires a single, powerful bolt. Unlimited ammo, but loading a new bolt takes time and stamina. Having 6 or higher strength greatly lowers the reload time.							Post-shot delay is much shorter.	The crossbow and its accompanying bolt are in the base game, but they don't seem to be used for anything.
Cup of Tea	Restores all stamina and a gives point of morale. Discarded after one use. Feco EX sometimes generates these inbetween missions.							Double morale gain.	
Cursed Chest	Produces a random rare weapon when held. <b>INCREASES DOOM AND SUMMONS RUSHIA WHEN USED.</b>						Anywhere (Rare) Mansions	DOOM increase is much lower.	
D*B*S	Extremely heavy. Grants i-frames when swung.						Museums Mansions	No longer provides i-frames, but will restore fatigue instead.	Demon's Souls reference.
D*T*T*A*H	Fires shotgun shells with a very wide spread. Gungineer craft only.								Don't Try This At Home


































Dancing Dagger	Disposable throwing weapon. The living daggers spawned from the Dancing Dicer may drop these sometimes.							
Dancing Dicer	Occasionally summons living daggers on impact. Exclusive to Shondo EX.						100% proc chance.	Weapon concept inspired by the Dancing Daggers in Final Fantasy.
Dash Boots	Grants a movement speed bonus while wielded. Does a short dash and gives i-frames when swung. Speedrunners start with these equipped.						Even faster movement speed.	Design inspired by the dash boots from Zelda LttP
Dead of Night	Stronger than the standard Kingdom Key, but it is also cursed to make any current map dark.						Darkness curse is disabled.	KH
Defib	Deploys a set of shock paddles when used. Paddles can revive any dead humanoid on contact and sets them to 1 HP.						If unfatigued, doesn't break after deploying paddles.	
Dexterity Guide	Increases dexterity by 1 when used. Fast Learners also receive a max fitness boost.							
Diamond	Provides a large amount of light. Can be sold at a high price.					Bank (common)		
Dingman	An extremely accurate revolver. Uses rifle ammo instead of the standard pistol fare.							APEX reference.
Dingy Daki	Fast, weak, and has a small knockdown chance. Attracts flies. Both Pippa and Pibbers start with one.							Originally made for Pippa since she loves Colress.
Dispel Scroll	Deploys a scroll when used. Stepping on the scroll unlocks all bound inventory slots and						Infinite uses.	
Dolt Dragoon	Capable of firing a rapid volley of 6 rounds. Reloads after missions if the gun is still in anyone's active inventory.							Based on the Colt Dragoon.
Dolt Eagle	Hits hard, but self-stuns if the user's strength is below 4. Wawa's signature weapon.						Strength requirement is no longer needed.	DEAGLE
Dragon Claw	Extremely long range melee weapon. Teleports the user to any object that is struck. NOTE: Objects do not include walls, shelves, and other building components. Anything that can be destroyed can be grappled.						Destroys objects in a single blow.	Vaguely based off of the Dragon Claw from Final Fantasy Mystic Quest.
Dudeye	Produces an explosion on impact. Moriko's signature weapon.						Cooldown reset on hit.	
Dusty Trunk	Drop mid-tier melee weapons and a variety of antiques. Can be found almost anywhere. Gachaddicts also receive a Shamazon box when used.					Anywhere (Uncommon) Barns		
Elixir	Increases max hp to 6 and fully heals when used.							
Exotic Case	Drops rare firearms and other gadgets along with a Care Package when used. Can be found in Police Stations and Army Depots.					Anywhere (Rare) Army Depots Police Stations (Rare)	Double ammo packs.	
EZ Bake	Produces a volley of explosive cakes when fired. Uses food as ammo. Minna EX's signature weapon.						Firing also produces a healing puff in front of the user.	
Faded Sign	Nothing special. Can be obtained by using a screwdriver on a street sign with 3 or more mechanical.					Appears in most of sycamore's maps.		
Fairy Shield	Provides light. Grants i-frames while attacking.						No longer provides i-frames, but will restore fatigue instead.	Originally based on the Fairy Armor set from Virtual Hyldide.










































Fanny Pack	Deploys a bag whe used. Stepping on the bag will grant the target 3 inventory slots if their inventory is less than 3.								Infinite uses.	
Fenrir	Slightly stronger than most keyblades. Allows users to bypass looking for carkeys during certain car-related missions.									KH
Final Shot	A disposable cannon. Summon Guns can sometimes produce one. Two spawn from the M*D*K Fig.								If unfatigued, stamina will be expended instead of charges.	Madoka
Fiodh	Creates mini-explosions on impact. Nailing an enemy while in mid-air creates a much larger explosion. Athletes will produce a sticky jumper bomb after swinging.								Wielding the weapon will produce a sticky jumper bomb.	
Fire Box	Spawns fire and firefighting-related equipment when swung.									
Fire Rod	Shoots fire bolts when used. Fires additional bolts when used by Lagomancers. Cultists expend stamina instead of charges when fired. Melee attacks have a chance to ignite targets upon impact. Wielding the rod grants fire immunity for the rest of the current mission.								Cooldown reset on-hit if out of charges.	
Firer Axe	Provides light and ignites targets on impact if the user is down to 1 HP. Exclusive to Wawa.								Cooldown reset on-hit.	
Fish Bowl	Summons Mari EX when dropped.							Anywhere (rare) Pet Stores (uncommon)		
Fitness Guide	Increases max fitness by 1. Fast Learners get an additional fitness point.									
Flak Cannon	Uses two shotgun ammo to fire a shell that fragments on impact.								Firing mode changed: It will instead function like a wide-range shotgun.	UNREAL
Flare Gun	Fires a weak projectile that starts fires on impact. Uses gas for ammo. Pyromaniacs start with one.								Double projectiles.	
Flashbang	Knocks down all nearby zombies when thrown.						Police Stations			
Flayer	Turns zombies into temporary skeleton allies on impact.								Creating skeletons does not cost stamina.	
Flintlock	Only has two charges, but each shot can shred crowds. J*A*T*F*F*I users can reload the gun inbetween missions. Sandy Loam starts with one.									
Follow the Wind	A fast hitting keyblade. Transforms into the Wheel of Fate if the user has at least 3 vitality. Omo receives this weapon if he falls below 1 HP during a mission.									KH MENTIONED
Food Box	Produces a random cooking-related item along with some food when used. Gachaddicts receive a Shamazon box in addition to the item's usual loot table.						Restaurants Kitchens		Double food drops.	
Fransena	A boomerang throwing axe. Inventive craft only.									Based off of Francisca throwing axes.
Frothy Soda	Restores all stamina and gives a point of morale. Discarded after one use. Cillegia sometimes generates these inbetween missions.								Double morale boost.	Anime censorship reference.
Fumarang	A MASSIVE boomerang. Causes aoe damage on impact.									












































G-Zero	Summons Gat EX when thrown.								
G+G+G Mix	Heals all HP when used. Can be crafted by anyone.								Resident Evil
G+R Mix	Heals all HP when used. Can be crafted by anyone.								Resident Evil
G+R+B Mix	Heals all HP and cures both sick and tired debuffs when used. Can be crafted by anyone.								Resident Evil
Gachapong	Hits hard, but it is slow.								Can only be obtained by smashing a gacha vending machine (sometimes).
Garrison	Fires a hail of bullets in random directions when used. Uses pistol ammo at a 20% rate per shot.							Double projectiles.	Direct reference to Gunslingers from Ragnarok Online
Gatekeeper-DD	Fires 2 high-penetration slugs per shot. Uses 2 shotgun shells per volley. Firing the weapon also executes an aoe blast around the user and provides i-frames. Can be crafted by gungineers.							No longer produces i-frames, but does shoot much faster.	Yet another reference to RO Gunslingers.
Generic Figure	Cancels out the Anime Fan morale loss if they have one of these in their active inventory while camping.						Anime vendors One of the Anime Club members also has it in his inventory.		
GG-12	Uses shotgun shells to fire explosive rounds. The explosions do not cause friendly fire.							Double projectiles.	Based on a theoretical AA-12 using mini-grenade rounds.
Ghetto Glaive	Short chopping motions with a lot of horizontal range. Inventive craft only.								
Gift Box	Drops character summons, toys, and other unique goodies. Can rarely be found in most maps and Shamazon Boxes. Guaranteed to be in Toy Stores. Santa also hands out one.						Anywhere (rare)		
Glass Sword	Destroys anything in one shot, but breaks immediately. Anyone with the ZEALOT statmod can get around this issue.							Cooldown reset on-hit.	Mostly inspired by the glass swords from Ultima.
Glowstick	Creates light sources on the ground when swung. Pathfinders start with these.								
Gold Bar	Provides light. Can be sold for a ton of food. Inventive characters can craft random golden weapons from these.							Inventive types will craft an extra golden weapon.	
Golden Bat	Provides light. Fires powerful golden balls on impact. Athletes fire an additional ball while swinging.							Double golden balls.	
Golden Club	Provides light. Hitting objects cause them to arc through the air. Same affect applies to zombies, while also stunning them. The stun lasts longer when applied by Athletes.							Cooldown reset on-hit.	
Golden Pan	Provides light. Turns zombies into golden statues on impact. Hitting a zombie while in midair creates a powerful explosion.							Cooldown reset on-hit.	DEMO PAN
Green Herb	Heals one HP when used.								Resident Evil











































Grimmoire	A spellbook that typically belongs to Grimmi. Provides the following spells: -Ice Mine -Lightning Bolt -Blink -Fireball								
Groza 58m	A silenced pistol that uses rifle rounds. Oneira starts with one.								Based on a covert gun of the same name.
Gunblade	Uses pistol ammo to create aoe blasts on impact.							If unfatigued, stamina will be expended instead of ammo.	Obvious FF8 reference.
Gunlance	Uses shotgun ammo to create explosions on impact. Provides i-frames when swung. Can be crafted by Gungineers (launcher has to be emptied first).							No longer applies i-frames. If unfatigued, stamina will be expended instead of ammo.	MONSTER HUNTER
Hado Bureika	Provides a dash and some i-frames when swung.							No longer applies i-frames. Hits deal aoe damage.	Based on the Hard Edge sword from FF7.
HC-Cannon	Spawns with 3 rounds. Fires proxy mines. Temporarily obtained by using the HC-Swapper.							If unfatigued, stamina will be expended instead of charges.	
HC-Flamer	Spawns with 2 rounds. Provides a short burst of flames. Temporarily obtained by using the HC-Swapper.								
HC-Laser	Spawns with 20 rounds. Fires a steady beam of plasma. Temporarily obtained by using the HC-Swapper.							If unfatigued, stamina will be expended instead of charges.	
Heartbreaker	Sometimes provides a jump along with i-frames when swung. Can only be obtained by letting temp Spino die when Kirsche EX is in the party.							No longer applies i-frames. Hits deal aoe damage.	
Heck Boi	Sometimes creates an explosion on impact. Kaera starts with one.							100% proc chance.	Based on Hell Boy, obviously.
Herrington	Like a bat, but better. Mari EX's signature weapon.								Rest in Peace, Aniki.
Highwind	Does aoe damage on impact. Wielding the weapon causes the user to leap. Attacking while in midair creates explosions. Only lasts for a brief amount of time before reverting back to the Wheel of Fate. Exclusive to Omo.							Attacking does not expend charges.	KH
Hiltless	Hits hard, but self-stuns on impact.							Self-stun on hit is removed.	Demon's Souls reference.
Holy Water	Creates a damaging cloud when thrown.								Can only be obtained by using the Richter on objects.
Homemade Spear	A weaker version of the Tactical Spear. Can break.								
Homurang	Boomerang shuriken. Creates small fires on impact.								
Iaido	Like the Kunai, except much larger.								KATANA ZERO DLC WHEN








































Ice Rod	Fires a wave of ice when used. Ice turns zombies into frozen statues that can be thrown. Also drops ice mines that can freeze zombies when used by Lagomancers. Ice can also put out flames. Melee attacks also freeze zombies when out of charges. Wielding the rod grants fire immunity for the rest of the current mission. Cultists use stamina instead of weapon charges.							Cooldown reset on-hit if there are no charges left.	
Ice Talon	Mega boomerang. Drops ice mines on impact that can freeze zombies into throwable statues.								
IGEA Box	Creates a random piece of furniture when thrown. The furniture has much higher hp in comparison to regular variants. Can also sometimes drop a steel chair.						Anywhere (uncommon)		Based on IKEA furniture boxes.
Jetpack	Wielding the jetpack grants sporadic speed boosts. Will occasionally hiccup, using gas and sending the user into the air. Using the jetpack expends gas and creates an aoe blast around the user while throwing them into the air. Also grants i-frames.							Using the jetpack no longer grants i-frames, but also expends much less gas.	Sprite was originally created for Corporate Mercenary. Slightly based on the jetpack from Duke Nukem 3D.
Joyeuse	Throws out an additional thrust shortly after every attack.							Extra thrust per swing.	Final Fantasy XI reference.
Jungle King	Fires coconuts on impact.							Double coconuts.	KINGDOM HEARTS
Jur	Throws out an additional thrust shortly after every attack.							Extra thrust per swing.	Ragnarok Online reference.
Karat Blade	Provides light. Has a low chance of granting COOL-IT charges on impact. Lagomancers have a higher chance of triggering this effect. Lagomancers also have a 100% chance of crafting one out of Gold Bars.							Turns zombies into golden statues on impact.	
Katar	Uses stamina to rapidly fire a volley of short-ranged thrusts.							Double thrusts.	And another RO reference. Technically counts as a gun, so Martial Artists can't really use it.
Katsu	Will sometimes create slippery catsup puddles on impact. Spino's signature weapon.							100% on-hit proc chance. Uses more stamina.	It's Kirsche.
Kaya-King	Spins similar to twinblade weapons. Athletes produce wind gusts while swinging it.								
Kektor	A crappy airsoft version of the Bektor.								
Kero	Sends the user into the air when swung.							Grants no i-frames, but deals aoe damage while swinging.	It's Kaera.
Kingdom Key	Your standard keyblade.								I actually hate KH, but Omo loves that series, so...
Kotsu	Sometimes turns zombies into coconuts on impact.							100% on-hit proc chance. Uses more stamina.	Korsche.
Kraiter	Does aoe damage when swung. Also does aoe damage when wielded.							Swinging uses less fatigue.	
Kraken	Will sometimes throw out additional attacks after every swing.							Double additional attacks.	Based on the Kraken Club from FFXI.
Kursed Kris	<b>Cursed.</b> Will spawn zombie waves if wielded for too long.							Curse will not activate.	










































La Tormenta	Provides light. Creates lightning bolts on hit. Trueno starts with this. Also the trademark weapon for the M*D*K trait.								Double bolts.	
Lagomancy Wand	Turns zombies into temporary animal allies. Lagomancers receive less of a stamina penalty while using it. Also serves as the trademark weapon for the Lagomancer trait.								Uses much less stamina.	Sprite is from the base game, but it doesn't seem to be assigned to anything.
Liberator	Consumes four shotgun shells per use. Creates a massive hail of pellets. Self-stuns if the user has <6 Strength. Trademark weapon for the Trucker trait.									Based on the prototype liberator shotgun.
LIGHTBRINGER	Requires at least 6 strength to wield. Slows the user down while deployed. Provides a large amount of light. Causes AOE damage on impact. Can be obtained by using a screwdriver on a streetlamp with 3 or more mechanical.							Appears in most of sycamore's maps.	Faster swing speed.	
Loyalty	Provides light. Fitness > 5 : Faster movement speed. Strength > 5 : AoE damage on impact. Shooting > 5 : Fires a plasma beam when swung. Vitality > 4 : AoE knockback when wielded. Exclusive to Ramnor.								Cooldown reset on-hit.	
Lucky Coin	Either summons zombies or summons Mauthe when thrown.									FNH MENTIONED
Lunarian Mallet	Functions similarly to the sledgehammer. Less damage, but more knockback. Inventive craft only.									
Lunarian Mallet DX	Bigger version of the Lunarian Mallet.							Toy Store		
Luty	Fast, but wildly inaccurate and jams often. Requires three Mod Kits to craft as a Gungineer.								Never jams.	Based on the actual Luty homemade SMG.
M*D*K Fig	Spawns several Minie Rifles and two Final Shots when broken. Can be bought from anime vendors.							Anime Stores		
M*E*A*T	Consumes food to create a meat corpse when used. The corpse can distract zombies.								Double decoys.	Mildly inspired by the bait item in the first Zelda game.
M1ku	Has a 1% chance to break and spawn a blue robot summon and a Mike-U.								100% proc chance.	
M79	Expend 2 gas to fire poison smoke grenades.								If unfatigued, uses stamina instead of ammo.	
Macuahuitl	Powerful, but has a high chance of breaking when striking anything that isn't a zombie. Inventive craft only.									
Mad-J	Expend 2 gas to fire flame grenades. Creates sparks on impact when empty. Exclusive to Genome								Double grenades.	
Magic Box	Produces random magical trinkets when used. Gachaddicts receive a Shamazon box in addition to the item's usual loot.									
Magic Missile Rod	Uses charges to fire magic projectiles when used. Fires additional projectiles when used by Lagomancers. Cultists use stamina instead of charges when firing. Swinging the rod without charges will fire a much weaker shot.								Cooldown reset after swinging if out of charges.	MAGIC MISSILE MAGIC MISSILE MAGIC MISSILE

Masha	Has a 1% chance to break and spawn a chainsaw and some gas.							100% proc chance.	This is Kaera's Katana Zero OC. Don't ask.
Matilda	Fires a three-round burst.							Longer burst.	THE PROFESSIONAL
Maverick Flare	Provides light. Grants fire immunity for the remainder of the mission when							Cooldown reset after swinging.	KINGDOM HEARTS
McFury	Uses pistol ammo to fire freezing rounds. Has a high chance of turning zombies into ice statues.							Double projectiles.	Based on a scrapped gun idea that I had for Corporate Mercenary.
Mechanical Guide	Increases mechanics max cap by 1 when used. Fast Learners receive an additional mechanical point.								
Medical Box	Spawns a random medical-based item and some meds when used. Gachaddicts receive a Shamazon box in addition to the item's usual loot.							Double med loot.	
Medical Guide	Increases medical max cap by 1 when used. Fast learners receive an additional medical point.								
Meds	Grants invisibility and invulnerability for several seconds when used. Drains all stamina after the effect wears off. Beatani starts with these.							No longer grants i-frames. Resets cooldown, restores fatigue, and removes sick/tired effects on use.	
Memento	Useless. Exclusive to Gothkin.								Used the base game's skull as a foundation for this one.
Meta^2	Fires a volley of 2 high-penetration pistol rounds.								Citadel reference.
Microgun	The fastest firing gun that uses pistol ammo.								
Mike-U	Periodically emits weak aoe blasts when wielded. When used by bards: Creates an aoe that restores ally stamina and stuns nearby zombies.							Uses less stamina.	
Minie Rifle	A weaker, disposable version of the Musket. Produced by using the Summon Guns spell. The M*D*K fig will also create several of these guns when thrown.							If unfatigued, uses stamina instead of breaking after firing.	Madoka reference.
MMA Scroll	Teaches random unarmed abilities when used. Upgrades Kung Fu and Sumo Slap if said skills are already known. Possible skills: -Boxing -Karate -Kung Fu -Sumo Slap -Flying Kick							Infinite uses.	
Mochi Mallet	A breakable version of the sledgehammer. Yatsmugi starts with one.								
Mock 23	Silenced pistol. Hits harder than the normal variant, but it is slower. Trademark weapon for the Hitman trait.								
Mod Kit	Used for most crafting recipes.								
Moia Head	Summons Biboo when thrown.								
Moist Nugget	A slow, hard hitting bolt action rifle. Carries less ammo in comparison to other rifles.								
Mulcher	Deals aoe damage when wielded or swung. Inventive craft only.							Uses less stamina.	Modified Branch Trimmer sprite from the base game.





































Murasama	Consumes rifle ammo to produce a powerful dash when attacking. Attacking while still having rifle ammo deals aoe damage. Can be crafted by Gungineers.						No longer uses ammo. No longer grants i-frames nor aoe damage. Resets cooldown and fatigue on-hit.	Metal Gear Rising reference.
Musket	Only holds one devastating shot. Functions as a decent spear when empty. Reloads after missions if the gun is in anyone's active inventory.					Gun Stores(rare) Museums		
Mystery Vial	Produces one of the following effects when thrown/dropped: -Minor explosion. -Major explosion. -Healing puff. -Poison puff. -Sparks. -Zombie swarm. Only the zombie affect can actively harm the player. Muyu and Pestrice generates vials inbetween missions.							
N Zap	Uses stamina to fire ink that zombies can slip on. Kyuun starts with one.						Uses much less stamina.	
N69	Fires banana-peel emitting grenade rounds. The peels can slip ANYTHING, including cars. Has unlimited ammo. Exclusive to Nyana EX.						Double grenades.	
Napalm Launcher	Uses 10 gas to shoot explosive fireballs. Easily creates fires.						Double fireballs.	BLOOD reference
Necronomicon	A beefier spellbook. Provides the following spells:							
NecroWAHmicon	A reskin of the regular spellbook. Exclusive to normal Ina.							
Nitroglycerin	HIGHLY EXPLOSIVE. Simply dropping this will set it off.							
Nunchucks	Weak, but can be swung quickly. Martial Artists do significantly more damage with these.						Cooldown reset on-hit.	
O*B*B	Can drop any gacha loot box in the game.					Farms(rare) Mimics(rare)		Obscure Ragnarok Online reference. Again.
Oathkeeper	Has a VERY small chance to produce a healing puff on impact.						Double proc chance.	KH
Olympia	Increases strength to 6 when wielded if the user has less than 6 strength.						Strength boost doubled (but only if the character hasn't wielded it yet).	KH
Omo Fumo	This will give a coffee boost in exchange for setting the user's HP to 1.						Removes HP penalty.	It's Omo.
One Ply	Can be sold for a single can of food. Useless otherwise. Can be found in Yall Mart restrooms.					Yall Mart Restrooms		
Oregano	Briefly removes aggro when swung. Basil starts with this.						No longer removes aggro. Resets cooldown after swinging.	It's Basil.
Oropera	Provides light. Turns zombies into golden statues on impact.						Resets cooldown on-hit.	
P*P Tart	Provides a boost to morale when used.							
Paddle Saw	Swings like a twinblade weapon, but hits much harder. Uses gas while idling or while swinging.						Idling does not expend gas.	
Pafu Pal	Stuns zombies for several seconds on impact.						Resets cooldown on-hit.	rip Pafu













































Palm Tree	Fires heavy-hitting coconuts upon impact.						Forests(uncommon)	Double coconuts.	
PB9 Rippas	Fires an additional bullet for free after every shot. Pibbers starts with these.							Extra projectile while firing.	PIPPA THE RIPPA
Peerless	A really solid katana. Inventive craft only.								
Pen Light	A tiny flashlight. B*A*N start with one.								
Penitence	Has a low chance of restoring fatigue on impact. Inventive craft only.							Always restores fatigue on-hit.	LOBOTOMY CORP MENTIONED
Pillow Pal	Weak, fast, and barely uses any stamina. Kirsche starts with one.								Based on an actual AoT daki that Kirsche owns.
Pipe Gun	Hits harder than normal shotguns, but it's slow and doesn't carry nearly as much ammo. Gungineer craft only.								
Pippaton	Short variant of the rapier. Shippa EX starts with one.								Based on the Patton sabre.
Pistol Case	Drops a random pistol and some ammo when used. Gachaddicts receive a Shamazon box in addition to the item's usual loot.						Anywhere (uncommon) Gun Stores		
Plank Shield	Grants i-frames when swung. Can be crafted by Inventive users.							No longer grants i-frames. Restores stamina after swinging.	
Plasma Rod	Uses charges to fire a continuous beam of energy. Restores fatigue once the beam ends. Cultists do not use charges, but also do not benefit from the aforementioned fatigue refill. Lagomancers fire a beam of cocoanuts in parralel to the plasma beam. Swinging the rod without charges fires a single blip of plasma.							Cooldown reset after swinging with no charges.	
Playing Card	Very weak boomerangs. Bunnelope and Lagomancer trait users start with a deck of 52.								
Pluton Ball	Destroys all nearby zombies when used.								CHAOS DUNK
Poacher	Slightly weaker than normal shotguns, but it is completely silent. Can be crafted by Gungineers.								
Pocket Pal	Faster variant of the backpack. Midas starts with one.							Cooldown reset after swinging.	
Pocket Watch	Freezes all visible zombies for several seconds when thrown.								Can only be obtained by using the Richter on objects.
Pomson	Deals damage similar to the regular pistol. Has unlimited ammo, but needs to be recharged after every 4 shots. Sawa starts with one.							Does not use charges.	This was my favorite gun in TF2 before it was nerfed into the ground...
Pop-Fly	Flings both zombies and objects high into the air on impact. Hitting something while it's in midair will instantly kill it and						Sporting Goods stores (uncommon)	Resets cooldown on-hit.	
Power Staff	Restores fatigue on impact if used by Cultists. Provides the same benefit to Lagomancers, along with an explosion that knocks the staff out of the user's hands.							Fatigue reset on-hit. Cooldown reset on-hit. Lagomancers no longer drop the weapon on-hit.	
Pristine Thermos	Provides a coffee boost when used. Feco EX starts with one.							Infinite uses.	

















Propane Pupil	Drops a lit propane tank at the user's feet on impact.							Double propane tanks.	
Pulse Rifle	Fires a 3-round burst. Bullets deal a very minor amount of aoe damage. Last shot in the mag fires a grenade. Uses pistol ammo.							Longer burst.	
Pumo	Summons Shippa EX when used. The anime vendor will give one out to Charming personality types.								
Purifier	Shoots gas clouds that rapidly damage zombies. Currently unavailable.								
Purifying Seal	Deploys a seal when used. Zombies that step on the seal will instantly die.							Deploys an additional seal.	
Randoseru	Faster variant of the backpack. Mimi starts with one.								
Rated R	A very strong knife. Exclusive to Alice and Viscera. Becomes the Adjudicator if the user has 6 or higher morale.								
Red Herb	Cannot be used on its own. Must be mixed with a green herb first.								Resident Evil
Richter	Whipping objects instantly breaks them, along with having a chance to drop one of the following items: -Throwing Dagger -Vaniaxe -Holy Water -Pocket Watch							Cooldown reset on-hit.	CASTLEVANIA BABY
Rifle Case	Drops a random rifle and some ammo when used.						Anywhere(rare) Gun Stores		
Riot Shield	Grants i-frames upon use. Can be found in police stations.								SYNTHETIK
Rollerskates	Makes the user extremely slippery when equipped, but also increases their hitbox. The roller derby rare character starts with them.								
Rolling Pin	A solid bludgeon. Minna starts with one.								
Romeo	Fires much slower than the normal shotgun, but the spread is tighter and hits harder.								Inspired by the Romero from Hunt: Showdown
Romeo Mk II	The Romeo, except slightly better. Has a strong melee attack when out of ammo. Gungineer craft only.								
RPG-7	Holds a single rocket. Gungineers can reload it while driving. Guaranteed to drop from Exotic Cases.							If unfatigued, will use stamina instead of charges while firing.	The sprite was an unused asset in the base game.
Rrat Cage	Summons a rat when dropped. The rat is not aligned with the party.						Pet Stores (rare)		Ogey
S*G*P	Grants the Buff Banner attack boost for the rest of the mission. Health Care types will always find one in medical boxes.							Also grants a coffee boost on use.	SUDDEN GUTS PILL
S*O*K	Destroys objects in a single blow.						St*rman Super (rare)	Cooldown reset on-hit.	
Sadidas Box	Drops sports-related equipment when swung. Gachaddicts receive a shamazon box in addition to the item's usual loot.								
Sakurapier	Fires cherries that break into slippery puddles while attacking. Nym will drop one if he dies during a mission.							Double cherries.	

Salute	Creates an explosion on impact that sends the user flying, but also makes them drop the weapon.						The user no longer drops the weapon on impact.	Recipe inspired by the mexican fireworks hammer tradition.
Sasha	It's a minigun. Uses shotgun shells.							TF2 The usage of shotgun shells stems from how the minigun functioned in TFC.
Scattergun	Uses two shotgun shells to fire a wide volley of pellets.							TEE EFF TWO
Scepter Shard	Embues the user with the Scepter statmod. Being known by the Scepter imparts new effects on a variety of weapons. <b>Raises DOOM when used.</b>						YOU CAN'T USE THE SCEPTER TWICE	Not sure what Sycamore's plans were with the Scepter statmod, but it seemed rather unutilized as is. I figured expanding upon it would be more interesting.
Scorching Staff	Functions exactly the same as the Scorching Ray from RPG Mode.							This was originally an unused sprite from the QUADRICEP update.
Scraper	Deals aoe damage when wielded or swung. Inventive craft only.						Uses less stamina.	
Seven Fold	Cures both sick and tired debuffs while also granting a faint light while wielded. Successful hits reset cooldown. Can only be obtained by combining a Blight Blade with a Purifying Seal, or wielding the Blight Blade with the Scepter statmod.							
Shamazon Box	Mostly drops low-tier junk.					Anywhere(common) Hardware Stores Sporting Goods Stores		
Shears	Narrow, but has decent range.					Parks Graveyards	Cooldown reset on-hit.	CLOCK TOWER
Shinai	Has high knockback, but breaks easily.							
Shinju	Has a 1% chance to break and drop the laido while attacking.						100% proc chance.	KATANA ZERO
Shock Rifle	Fires a single lightning bolt before breaking. Exclusive to Leight.						If unfatigued, uses stamina instead of breaking after	Leight specifically asked for this stupid thing.
Shooting Guide	Increases Shooting max cap by 1 when used. Fast Learners receive an additional point.							
Shotgun Case	Produces a random shotgun along with some shells when used.					Anywhere(uncommon) Gun Stores		
Shred-R	Attacking with this weapon causes a rapid series of aoe blasts around the user. This effect also drains stamina and only stops once the user is fully fatigued. <b>Bards: Attacking also produces an aoe that restores stamina for allies and stuns nearby zombies.</b>						Attacking also fires out music projectiles in random directions.	
Shumo	Summons Shondo EX when thrown.							
Sippy	Self-stuns and restores stamina when used. Exclusive to Eimi.							
Six Piece	Expend 6 pistol ammo to fire a wide volley of bullets. Self-stuns if the user has less than 6 strength.							Originally an unused concept for a gun back in Corporate Mercenary. Shove it, MPort!
Slam Shield	Grants a dash and i-frames upon use. Exclusive to (You).						No longer grants i-frames. Restores fatigue on use.	


















Storyteller	Summons Wilted when thrown. Both Wilt and Wilted will drop one on death.								
Strange Bauble	Produces a random keyblade when used. Anime Fans receive one if they pick up car keys during a mission. They also receive a massive morale boost when using one.								
Strength Guide	Increases max strength by 1 when used. Fast Learners receive an additional point.								
Stryker	Slightly weaker than the normal shotgun, but it can hold far more ammo. Mercs get a movement speed boost while wielding it.							Anyone gets the movement speed boost.	Resident Evil 4 reference. The speed boost is a nod to a well known speedrunning glitch that revolved around using the gun in a specific manner.
Sturdy Branch	Same as the tree branch, except it's unbreakable. Exclusive to Fwofie.								This is just the tree branch sprite from the base game.
Sugar Shot	Fires a volley of pellets before breaking. Sandy Loam generates these while driving.								
Super Shorty	Fires faster than the regular shotgun, but holds much less ammo.								
Syringe Gun	Rapid fires syringes. B*A*N users start with one, and can reload it inbetween							If unfatigued, uses stamina instead of charges while	TF2
Tabby 500	Expend charges to knock down nearby zombies when used. Exclusive to Kirsche EX							If unfatigued, uses stamina instead of charges while firing.	
Tacticool Spear	Functions as a flashlight.								
Tart Gun	Fires weak projectiles. Unlimited ammo.							Double projectiles.	
Tea Pot	Creates water spills when swung that zombies can slip on. Feco and Elwood start with one. Barista + Civilized also grants a teapot.							Double water spills.	
Terminus	Provides light when charged. Attacking while charged turns zombies into skeleton allies. Exclusive to Finbar.							If unfatigued, uses stamina instead of charges while swinging.	
The Bucket	Creates a [large slipping hazard] when thrown.						Hardware Stores		Based on a story I heard once back in retail.
The Contract	Uses 5 food to summon Nym. Exclusive to Kirsche EX.								
Thoraxe	A short-ranged throwing axe. Inventive craft only.								Vague reference to Gauntlet.
Three Fifty	350mm ship cannons scaled down for civilian use. Shippa EX starts with these.							If unfatigued, uses stamina instead of charges while	
Throwing Dagger	Chuck it. Breaks on impact.								Can only be obtained by using the Richter on objects.
Thunder Rod	Fires lightning bolts when used. Lagomancers create additional bolts while firing.								
TNT	Explodes when thrown. Does not deal friendly fire. Caleb generates these sometimes.								
Toolbox	Creates low-hp furniture when swung. Sena EX's signature weapon.							Double furniture.	
Trailer Tanto	Mid-tier katana. Kuromaru starts with one.						Hardware Stores		








Trident	A solid spear. Exclusive to Gura.								
Trunk Truncheon	Heavy, but hits hard. Inventive craft only.								
Twinblades	Deals aoe damage when wielded or swung. Inventive craft only.							Attacking uses less fatigue.	This is just two gladius sprites slapped together.
TWO KAT	Deals aoe damage when wielded or swung. Has a high chance of breaking.							Attacking uses less fatigue.	Name is a reference to a dual wielding strat back in
U*O*H Card	Summons Nyana EX when thrown.								
Vaniaxe	Chuck it. Breaks on impact.								Can only be obtained by using the Richter on objects.
Velvet Chest	Drops high-tier melee weapons. Gachaddicts receive a shamazon box along with the item's						Anywhere(rare) Farms(rare)		
Vinyl Tape	Grants the user the MAINT statmod, making all weapons unbreakable.								
Vitality Guide	Increases max vitality by 1 when used. Fast Learners also receive a point of strength.								
VLC	Drops safety cones when swung. Exclusive to Nym.								
Vlyat	Has a 1% chance of breaking to reveal either a snubnose or a Zoloto. 25% chance to fire a bullet while swinging.							100% Zoloto drop proc chance.	KATANA ZERO
VP09	Hits decently hard, but it is sluggish.								RE2 reference.
Vranos	Provides the following spells: -Power Ball -Thunder -Fire Breath -Telekinesis Max starts with this.								
Vulgarian	A silenced pistol. Slow, but hits hard. Can be crafted by Gungineers.								Based off of the Bulgarian umbrella used in several assassination attempts.
Warhammer	Mostly the same as normal hammers, but with more reach. Can be crafted.								
Washing Pole	Provides a short dash when swung. Creates a fire extinguisher puff on impact.							No longer grants i-frames. Attacks deal aoe damage.	
Weebox	Spawns a random anime-based item when used. Gachaddicts receive a shamazon box in addition to the						Anywhere(rare) Anime Stores		Anime vendors also sell these.
Wheel of Fate	Depletes charges on impact. Briefly morphs into the Highwind at 0 charges. Exclusive to Omo.							Attacking depletes charges faster.	KH keyblade
Whiffle Bat	Has a weak swing with a long cooldown. Hitting an object or a zombie immediately resets the cooldown and sends the target flying.							Doubles knockback velocity.	
Wrapped Book	Spawns a random book when used. Gachaddicts receive a cosplay card in addition to the item's usual loot.						Book Stores*		*Breaking book objects will sometimes spawn one of these.







Yellow Herb	Increases max hp by one when used.								Resident Evil
YIIKIN OUT	Has a small chance of launching a devastating LP TOSS attack.								
Zippy	Has a high chance of misfiring, causing the user to get stunned. Unlimited Ammo. Low chance of exploding when used. Said explosion does not deal friendly fire. Pippa starts with one.							The gun never jams.	Cruelty Squad
Zoloto	Holds only 6 pistol rounds, but each shot is extremely powerful. Provides light.								
Zuntory	Restores stamina when used. Tenma EX starts with one.							Provides an aoe fatigue restore on use.	A portmanteau of ZUN and Suntori whiskey.
Quarterstaff	Martial Artists get a faster cooldown on impact. Attacking while in midair will provide a mild aoe attack, reset cooldown and send the user back into the air. Frogoons will leap into the air once this is wielded.							Wielding will provide a leap. Produces a mini aoe stun on impact.	COWABUNGA
Sword of Light	Functions similarly to the blowtorch, but uses stamina instead of charges and hits slightly harder. Wielding the item provides the user with fire immunity for the rest of the mission.							Uses less fatigue.	Slightly based off of the light sword from the HYDLIDE series.
Staff of Storms	Randomly summons thunderbolts while wielded. Guaranteed to summon thunderbolts on impact. Lagomancers summon more thunderbolts at the cost of more fatigue. Always changes the weather to rain when used.							Cooldown reset on impact.	OC donut steel
Wonder Rod	Provides a variety of random effects on impact. Impact effects differ depending on if the target is a zombie or not. Cultists have a low chance of restoring fatigue on zombie impacts. Lagomancers have a low chance of producing a mini aoe stun on zombie impacts. Mocha starts with one.							Cooldown reset on impact.	Vaguely based off of the Wonder Rod from Final Fantasy 5.
Shokenaw	Boomerang-type weapon. Summons thunderbolts on impact.								SHOCK AND AWE

Ability	Notes	Sprite	Source 1	Source 2	Scepter Effects	Misc. Notes
Blink	Instantly warps the caster ahead by a medium distance and creates an aoe explosion upon arrival. The warp can pass through thin walls. Lagomancers travel further and drop a trap shroom at their previous location. Cultists use less stamina to cast the spell. Sinister starts with this spell.				Immediate aoe explosion.	Code is mostly copied from the Science Doo-Dad.
Command Grab	Picks up zombies on impact. Wrestlers and Grapplers start with this ability.				Cooldown refresh on-hit.	This was created to get around the issue of the base game's AI wrestling code being beyond broken.
Dash	Warps the user ahead by a short distance. The warp can pass through thin walls. Provides a small amount of iframes.				Faster dash.	
Death Touch	Destroys any zombie or object in a single hit.				Cooldown refresh on-hit.	
Eldritch Blast	Creates sparks around the caster.				Double sparks.	Exactly the same as the Wiz Staff.
Fire Bolt	Shoots a projectile that creates small fires on impact. Lagomancers create extra projectiles. Cultists use less stamina to cast the spell. Wielding the spell grants fire immunity for the rest of the current mission.				Insta-cast.	Same code as the Flare Gun's projectile. Bolt sprite is from the base game's assets.
Fire Breath	Showers the area with fire. Also grants fire immunity when used. Cultists use less stamina to cast this spell.					
Fireball	Shoots an explosive projectile that creates a large fire on impact. Lagomancers produce extra fire bolts. Cultists use less stamina to cast the spell. Wielding the spell grants fire immunity for the rest of the mission.				Insta-cast.	Same code as the Napalm Launcher's projectile.
Flying Kick	Shoves the user forward a short distance and deals considerable damage on impact. Izumo starts with this ability.				No longer grants i-frames. Deals aoe damage on-hit.	

Gaia Grenade	<p>Fires an inert seed after a short casting delay. The seed will eventually turn into a magical trap. Any zombie that steps onto the trap becomes an explosive tree.</p> <p>Exclusive to Fwofie.</p>				Insta-cast.	
HC-Swapper	<p>Cycles between 4 guns:</p> <ul style="list-style-type: none"> <li>-HC-Cannon</li> <li>-HC-Flamer</li> <li>-HC-Laser</li> <li>-Bolar Star</li> </ul> <p>Switching weapons also provides a dash and some i-frames.</p> <p>Exclusive to RAZ.</p>				Restores fatigue.	
Heal	<p>Produces a healing puff in front of the caster.</p> <p><b>COSTS 1 HP TO CAST.</b></p> <p><b>HP COST CAN BE LETHAL.</b></p> <p>Clerics do not lose HP, but instead increase DOOM while casting this spell.</p>				Clerics: Lesser DOOM increase.	
Hemo Halo	<p>Fires a red circle in front of the caster. Zombies that step onto the circle will instantly turn into several slippery red puddles.</p> <p><b>NPCs/Allies that step onto the circle will lose all HP and drop a Blood Potion.</b></p> <p><b>KILLING NPCs/ALLIES IN THIS MANNER WILL INCREASE DOOM.</b></p> <p><b>ALLIES KILLED THIS WAY CANNOT BE REVIVED VIA HEALING PUFFS.</b></p> <p>Exclusive to Freazy.</p>				Insta-cast.	
Ice Blast	<p>Fires a cone of frost in front of the cast after a short casting delay. Zombies hit by the cone will have their hp reduced to 1 and suffer a long stun. The cone can also put out fires.</p> <p>Lagomancers produce a stronger version of this spell that turns zombies into frozen statues that can be thrown.</p> <p>Cultists use less stamina to cast this spell.</p>				Insta-cast.	Uses modified Fire Extinguisher code.

Ice Mine	<p>Produces 3 ice crystal traps around the caster after a short delay.</p> <p>Zombies that step onto the traps are instantly turned into frozen statues.</p> <p>Traps can also be picked up and thrown.</p> <p>Lagomancers produce 2 trap shrooms in addition to the mines.</p> <p>Cultists use less stamina to cast this spell.</p>			Insta-cast.	
Leap	<p>Flings the user forward through the air.</p> <p>Deals mild aoe damage on impact.</p> <p>Grants a large amount of iframes when used.</p> <p>Signature move for Frogoon perk users.</p>			Grants no i-frames, but deals aoe damage while swinging.	
Light	<p>Creates a permanent source of light at the caster's position.</p> <p>Lagomancers also create sparks.</p> <p>Cultists use less stamina to cast this spell.</p>			Creates sparks while casting.	
Lightning Bolt	<p>Fires an extremely fast bolt of lightning after a medium delay.</p> <p>Creates sparks during the casting delay.</p> <p>The bolt creates sparks as it flies through the air.</p> <p>The bolt also creates a permanent source of light after dissipating.</p> <p>Lagomancers create two additional bolts.</p> <p>Cultists use less stamina to cast this spell.</p>			Insta-cast.	
Magic Missile	<p>Fires a hard hitting projectile after a short delay.</p> <p>Lagomancers fire an ACTUAL missile.</p> <p>Cultists use less stamina to cast this spell.</p>			Insta-cast.	It is quite literally a missile.
Mass Combustion	<p>Ignites all onscreen zombies when cast.</p> <p><b>COSTS 1 HP TO CAST</b> <b>HP COST CAN BE LETHAL</b></p>				
Night Eyes	<p>Darkens the screen and highlights all zombies when used.</p> <p>Nasby and Kliff start with this ability.</p>				
Plasma Beam	<p>Fires a continuous beam of energy when cast.</p> <p>Beam duration depends on how much stamina the user has before casting the spell.</p> <p>Lagomancers fire a stream of coconuts in addition to the beam.</p> <p>Cultists can fire the beam for a longer amount of time.</p>			Has a small chance to restore fatigue while firing, thus continuing the stream	
Pneumatic Palm	<p>Picks up any object or zombie on impact.</p> <p>Extremely heavy objects will immediately be dropped.</p> <p>Exclusive to Oneira.</p>			Cooldown reset on-hit.	

Power Ball	Fires out a projectile that bounces in random directions on impact. Lagomancers fire out three balls at once. Cultists use less stamina when casting this spell.				Insta-cast.	
Pulse	Instantly casts an aoe blast around the user that pushes away zombies. Lagomancers layer two more blasts over the initial one. Cultists use less stamina to cast this spell.				Summons an additional explosion around the user.	
Pummel	Fires a rapid flurry of blows in front of the user. Deals low damage, but has a high chance of knocking zombies down. Exclusive to Izumo.				Double blows.	
Quake	Knocks down all nearby zombies after a long cast delay. Cultists use less stamina to cast this spell.				Insta-cast.	
Quarry Kick	Sometimes creates a temporary pebble ally on impact. Attacks by the pebble also have a chance of spawning pebbles. Exclusive to Biboo EX.				100% proc chance.	
Rengamancy	Spawns a brick at the caster's feet. Exclusive to Bar Event Tenma.				Cost much less stamina to cast.	
Shooting Star	Fires a projectile in front of the user when swung. Reverts to the Yo-Yo when under 4 HP. Upgrades to the Super Nova when over 4 HP.				Will immediately be upgraded to Super Nova, regardless of current HP.	
Shroom Step	Sends the caster forward through the air. A green mushroom is left at the caster's starting location. Zombies that step on the mushroom are turned into temporary skeleton allies. Exclusive to Mokuba.					
Slap	Deals very little damage, but can send zombies flying. Rinmama, Must, Fauna, and other Hippie trait users start with this ability.					
Stat Swap	Swaps the user between 4 forms: -Swole (6 strength, 2 fitness, 0 shooting) -Sporty (2 strength, 6 fitness, 6 shooting) -Speedy (0 strength, 2 fitness, 1 dexterity) -Standard (3 strength, 3 fitness, 3 shooting) Exclusive to Malphon.				Swaps to SUPREME form: -6 strength -6 fitness -6 shooting -1 dexterity	
Summon Guns	Spawns a minie musket at the caster's feet. Martyr starts with this spell.					
Summon Shuriken	Spawns a shuriken at the caster's feet. Exclusive to Emiko.				Costs much less stamina to cast.	

Super Nova	Fires a hard hitting projectile when swung. Reverts to the Shooting Star when under 5 HP.				Does not downgrade, regardless of current HP.	
Telekinesis	Can pick up anything from a distance. Cultists also restore fatigue on-hit.				Cooldown reset on-hit.	
Thunder	Summons thunderbolts in random locations around the caster. Cultists use less fatigue to cast this spell. Lagomancers summon more bolts per cast.				Insta-cast.	
Time Stop	Stuns all onscreen zombies for several seconds. <b>COSTS 1 HP TO CAST</b> <b>HP COST CAN BE LETHAL</b>					
Trunk	Opens your trunk inventory.					
Weaken	Stuns all onscreen zombies and reduces their HP to 1. <b>COSTS 1 HP TO CAST</b> <b>HP COST CAN BE LETHAL</b>					
YIPPEE	Spawns a Yippee. The yippe will bounce around randomly for several seconds before exploding. <b>THE EXPLOSION CAN DEAL FRIENDLY FIRE.</b> Exclusive to Cipher.				Insta-cast.	
Yo-Yo	Flings a brief projectile in front of the user when swung. Upgrades into the Shooting Star when above 3 HP. Sir Jones starts with this weapon.				Upgrades to Super Nova immediately, regardless of current HP.	
Judo	Attacking while being grappled deals aoe damage and resets cooldown. Wielding this ability produces a fast punch projectile. Martial Artist + Berserk users start with this skill.				Grapple counter aoe damage is even stronger.	

#### GUNGINEER

- Metal Pipe + 2x4 = Pipe Gun
- Snub Nose + Mod Kit = Dolt 45
- Black Bort + Mod Kit = Black Bort LE
- Moist Nugget + Mod Kit = Avtomat
- Double-Barrel Shotgun + Mod Kit = Gatekeeper
- Umbrella + Mod Kit = Vulgarian
- Cane + Mod Kit = Poacher
- Palm Tree + Mod Kit = Coconut Gun
- Romeo + Mod Kit = Romeo Mk II
- Hammer = D\*T\*T\*A\*H
- P\*p Tart = Tart Gun
- Grenade Launcher (when emptied) + Iron Buckler
- Peerless + Mod Kit = Murasama

#### INVENTIVE

- Mop + Kitchen Knife = Homemade Spear
- Cleaver + Metal Pipe = Ghetto Glaive
- 2x4 + Bottle = Macuahuitl
- Rebar + Brick = Brick Bludgeon
- Log = Plank Shield
- Big Log = Trunk Truncheon
- Ultimate Log = Casey Bat
- Spiked Bat = The Whammer
- Femur = Shiv
- Spatula = Shiv
- Rusty Machete = Sturdy Machete
- Frying Pan = Buckler
- Beach Umbrella = ARGHalia
- Hatchet = Fransena
- Fire Axe = Thoraxe
- Gold Bar = Random golden weapon
- Trailer Tanto + Tape = Kraiter
- Spine w/ Skull Accessory + 2x4 = Penitence
- Sickle + Tape = Scraper
- Otaku Katana + Tape = 2KAT
- Hiltless + Tree Branch = Peerless
- Gladius + Tape = Twinblades
- Ballpeen Hammer + Metal Pipe = Warhammer

GUN COLLECTOR - P*p Tart = Tart Gun
DRYAD - Tree Branch = Sprouting Staff
ANYONE -Green Herb + Green Herb + Green Herb = G+G+G M -Green Herb + Red Herb = G+R Mix -G+R Mix + Blue Herb = G+R+B Mix

Item	Notes	Sprite
Cop Case	1 nightstick 2 nightstick 3 riotshield 4 canadian220 5 canadian220 6 riotshield 7 flashbang 8 assault 9 supershorty 10 snubnose 11 snubnose 12 dolt 13 m79 14 m79 15 pistol 16 pistol 17 crossbow 18 bztstinger 19 bazooka 20 xattache	
Cursed Chest	1 flayer 2 melixir 3 iaito 4 sunaxe 5 zuntory 6 dbs 7 fairyshield 8 goldbar 9 peerless 10 goldbarcrafts	

Dusty Trunk

- 1 luckycoin
- 2 mattache
- 3 machete2
- 4 cutlass
- 5 frying
- 6 megafry
- 7 scleaver
- 8 firepoker
- 9 barlin
- 10 arnie
- 11 scythe
- 12 sickle
- 13 ancientones
- 14 pickaxe
- 15 bbgun
- 16 bbgunle
- 17 9iron
- 18 dolt
- 19 musket
- 20 jur
- 21 ddragoon
- 22 flintlock
- 23 poacher
- 24 tnt
- 25 vulgarian
- 26 richter
- 27 9iron
- 28 hiltless
- 29 musket
- 30 bbgunle



<p>Exotic Case</p>	<p>1 minigun  2 nlauncher  3 microgun  4 metameta  5 avtomat  6 sasha  7 bolar  8 mcfury  9 libre  10 plasmarifle  11 chainsaw  12 jetpack  13 arbalest  14 beamkatana  15 aa12  16 gatekeeperdd  17 flamethrower  18 glaunch  19 bazooka  20 napalm  21 murasama  22 beamkatana  23 pomson  24 gunlance  25 flakcannon</p>	
<p>Fire Box</p>	<p>1 fireex  2 fireex  3 fireex  4 fireex  5 fireex  6 fireex  7 sledge  8 fire axe  9 fire axe  10 axtinguisher + flaregun</p>	



Food Box	1 kitch 2 spatula 3 cleaver 4 frying 5 icepick 6 megafry 7 scleaver 8 cocoanut 9 bfcad 10 zuntory 11 catsup 12 susparilla 13 rollingpin 14 pristinethermos 15 hauntknife 16 meatbait 17 mcfury 18 sixpiece 19 poptart 20 poptart	
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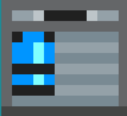
Gift Box


- 1 ccard
- 2 babcard
- 3 fishbowl
- 4 uohcard
- 5 oldbluebox
- 6 bfcad
- 7 moaihead
- 8 otaku
- 9 redrobot
- 10 bluerobot
- 11 pumo
- 12 goldbar
- 13 ezake
- 14 weeabox
- 15 zuntory
- 16 caseybat
- 17 shumo
- 18 pukeyball
- 19 lagowand
- 20 toy
- 21 bbgunle
- 22 crocohammer
- 23 pball
- 24 nzap
- 25 mattache
- 26 bbgun
- 27 bball
- 28 cannon
- 29 brandnewyoyo
- 30 springglove
- 31 dragonclaw
- 32 goldenbat
- 33 toy
- 34 goldenclub
- 35 springglove



Magic Box	1	spellscroll	
	2	spellscroll	
	3	spellscroll	
	4	spellbook	
	5	spellbook	
	6	firerod	
	7	firerod	
	8	icerod	
	9	icerod	
	10	thunderrod	
	11	thunderrod	
	12	plasmarod	
	13	plasmarod	
	14	sarmageddon	
	15	lagowand	
	16	lovely	
	17	necronomicon	
	18	magicmissilerod	
	19	magicmissilerod	
	20	pstaff	
	21	spellscroll	
	22	spellscroll	
	23	magicmissilerod	
	24	vranos	
	25	spellbook	

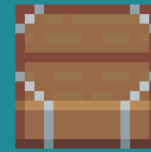
<p>Medical Box</p>	<p>1 scalpel  2 scalpel  3 scalpel  4 thanksdoc  5 thanksdoc  6 bonesaw  7 bonesaw  8 3x healspray  9 medicalguide  10 penlight  11 arbalest  12 3x healspray  13 3x healspray  14 syringegun  15 goldscalp  16 barberstaff  17 2x healspray  18 chemicalx  19 1x healspray  20 nitroglycerin</p>	
<p>O*B*B</p>	<p>1 pattache  2 rattache  3 sattache  4 xattache  5 giftbox  6 dtrunk  7 vchest  8 ffbox  9 mattache  10 oldbluebox  11 fbox  12 mbox  13 weeabox  14 battache  15 cchest  16 shamazon  17 cattache</p>	

Pistol Case	1 pistol 2 pistol 3 pistol 4 deagle 5 snubnose 6 snubnose 7 silentpistol 8 silentpistol 9 snekshot 10 snekshot 11 barlin 12 barlin 13 dolt 14 dolt 15 bektor 16 mock23 17 uzi 18 bauer 19 garrison 20 metameta	
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Rifle Case	1 poo 2 rifle 3 rifle 4 rifle 5 rifle 6 rifle 7 rifle 8 moistnugget 9 moistnugget 10 moistnugget 11 browning 12 browning 13 hunting 14 hunting 15 groza 16 dingman 17 silentrifle 18 silentrifle 19 ak47 20 steerugh	
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Shamazon Box

- 1 hatchet
- 2 spatula
- 3 shinai
- 4 cleaver
- 5 kitch
- 6 slingshot
- 7 otaku
- 8 cane
- 9 frying
- 10 umbrella
- 11 clawhammer
- 12 screwdriver
- 13 icepick
- 14 firecrackers
- 15 mallet
- 16 scissors
- 17 knitting
- 18 flashbang
- 19 purse
- 20 giftbox
- 21 brick
- 22 fireex
- 23 flaregun
- 24 bippo
- 25 caber
- 26 catsup
- 27 bokken
- 28 glowstick
- 29 bball
- 30 romancandle
- 31 crossbow
- 32 bolaroid
- 33 knitting
- 34 backpack
- 35 battache



Shotgun Case	<ul style="list-style-type: none"> <li>1 shotgun</li> <li>2 shotgun</li> <li>3 shotgun</li> <li>4 shotgun</li> <li>5 romeo1</li> <li>6 romeo1</li> <li>7 supershorty</li> <li>8 dshotgun</li> <li>9 dshotgun</li> <li>10 stryker</li> <li>11 romeo1</li> <li>12 arnie</li> <li>13 arnie</li> <li>14 scattergun</li> <li>15 supershorty</li> <li>16 silentshotgun</li> <li>17 slug</li> <li>18 assault</li> <li>19 libre</li> <li>20 autoshot</li> <li>21 gatekeeperdd</li> <li>22 slug</li> <li>23 bzstinger</li> <li>24 bof93</li> <li>25 shotgun</li> </ul>	
Strange Bauble	<ul style="list-style-type: none"> <li>1 keyblade</li> <li>2 keyblade</li> <li>3 keyblade</li> <li>4 keyblade</li> <li>5 keyblade</li> <li>6 maverickflare</li> <li>7 oathkeeper</li> <li>8 starseeker</li> <li>9 olympia</li> <li>10 fenrir</li> <li>11 jungleking</li> <li>12 deadofnight</li> </ul>	

Velvet Chest

- 1 joyeuse
- 2 morning
- 3 megaknight
- 4 halberd
- 5 sai
- 6 dragonslayer
- 7 cavalry
- 8 goldbar
- 9 kraken
- 10 claymore
- 11 knight
- 12 medieval
- 13 gauntlet
- 14 rapier
- 15 gladius
- 16 nkatana
- 17 dudeye
- 18 truekatana
- 19 zwei
- 20 dbs
- 21 skullmace
- 22 bardiche
- 23 hardedge
- 24 guster
- 25 washingpole
- 26 barberstaff
- 27 katar
- 28 shredr
- 29 fumarang
- 30 icetalon
- 31 homurang
- 32 kunai
- 33 ppugil
- 34 mattache
- 35 spectralbow
- 36 gladius
- 37 dashboots
- 38 twinblades
- 39 mattache
- 40 spyletto




Weebox

- 1 daki
- 2 alexyiik
- 3 pillowpal
- 4 heckboy
- 5 vlyat
- 6 shinju
- 7 masha
- 8 miku
- 9 katsu
- 10 kotsu
- 11 kero
- 12 sperg
- 13 bodypillow
- 14 wonderbread
- 15 chekhov
- 16 pafupal
- 17 shumo
- 18 pumo
- 19 mmascroll
- 20 lovely
- 21 kunai
- 22 truekatana
- 23 pukeyball
- 24 bokken
- 25 windstar
- 26 mdkfig
- 27 gzero
- 28 gunblade
- 29 shinai
- 30 nkatana
- 31 keyblade
- 32 kattache
- 33 pantsufumo
- 34 omofumo
- 35 randoseru
- 36 basil













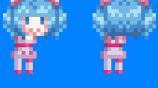

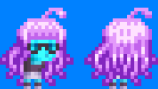



Wrapped Book	1 strengthguide 2 strengthguide 3 fitnessguide 4 fitnessguide 5 shootingguide 6 shootingguide 7 mechanicalguide 8 mechanicalguide 9 medicalguide 10 medicalguide 11 dexterityguide 12 vitalityguide 13 spellbook 14 necronomicon 15 chaostome 16 ancientones 17 wstoryteller 18 sarmageddon 19 strengthguide 20 fitnessguide	
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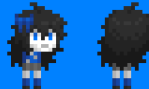

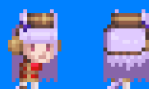









Vtuber	Sprite	character details	affiliation	Kit	perk	trait	Physical Stats	Personality	Stat Mod(s)	Notes
Ace P.		<ul style="list-style-type: none"> <li>-Gets bonuses while using sporting goods.</li> <li>-Has extra options for looting locations.</li> <li>-MERC: Costs 4 food to recruit.</li> </ul>		Unarmed: Slot A: Slot B: Slot C: Ace Com-Bat (locked)	Athlete	Merc	Shooting: 3(6) Strength: 4(6) Fitness: 2(6) Mechanics: 4(6) Medical: 0(6) Vitality: 3(3) Dexterity: 0	Morale: 6(6) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 0	Explorer	
Alice		<ul style="list-style-type: none"> <li>-High combat stat potential.</li> <li>-Eats less.</li> <li>-Gets Caleb as a temp ally when solo.</li> <li>-Lower max morale.</li> <li>-CURSED: Zombie waves periodically spawn in around the player.</li> </ul>		Unarmed: Rated R Slot A: Slot B: Slot C:	BLURSED!	Tiny Eater	Shooting: 0(6) Strength: 4(10) Fitness: 4(10) Mechanics: 0(6) Medical: 2(6) Vitality: 3(3) Dexterity: 0	Morale: 3(4) Attitude: 6 Composure: 6 Wits: 0 Loyalty: 0		
Alpin		<ul style="list-style-type: none"> <li>-High Strength and Fitness potential.</li> <li>-Cannot use guns.</li> </ul>		Unarmed: Boxing Slot A: Slot B: Slot C:	T*S*T*C	Bro	Shooting: 0(0) Strength: 6(12) Fitness: 0(8) Mechanics: 0(6) Medical: 1(6) Vitality: 3(3) Dexterity: 0	Morale: 5(6) Attitude: 6 Composure: 6 Wits: 0 Loyalty: 6	No Shoot	
Amiya		<ul style="list-style-type: none"> <li>-Starts with a shield.</li> <li>-Tanky stats.</li> <li>-Can survive lethal blows if morale is high enough.</li> <li>-Eats extra.</li> </ul>		Unarmed: Slot A: Buckler Slot B: Slot C:	Shield of Hope	Gourmand	Shooting: 0(6) Strength: 2(6) Fitness: -1(6) Mechanics: 2(6) Medical: 2(6) Vitality: 4(4) Dexterity: 0	Morale: 5(6) Attitude: 6 Composure: 6 Wits: 0 Loyalty: 6		
Apollo		<ul style="list-style-type: none"> <li>-Regenerates arrows for any equipped bow while driving.</li> <li>-Can survive one lethal blow.</li> <li>-Fire proof.</li> <li>-Slow.</li> </ul>		Unarmed: Fire Bolt Slot A: Bow (locked) Slot B: Slot C:	Bow and Arrows	Phoenix	Shooting: 3(6) Strength: 2(6) Fitness: 2(6) Mechanics: 0(6) Medical: 0(6) Vitality: 3(3) Dexterity: -1	Morale: 6(6) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 0	Fireproof	
Bagstard		<ul style="list-style-type: none"> <li>-Unarmed attacks grant limited night vision.</li> <li>-Fire proof.</li> <li>-All stats start at 3.</li> <li>-All stats are capped at 3.</li> </ul>		Unarmed: Night Eyes Slot A: Ultra Mop (locked) Slot B: Slot C:	Janny	Dingus Savant	Shooting: 3(3) Strength: 3(3) Fitness: 3(3) Mechanics: 3(3) Medical: 3(3) Vitality: 3(3) Dexterity: 0	Morale: 4(6) Attitude: 3 Composure: 3 Wits: 3 Loyalty: 3	Fireproof	
Baron		<ul style="list-style-type: none"> <li>-Cannot get tired.</li> <li>-Good with dogs.</li> <li>-Hits harder with thrown objects.</li> <li>-Has a chance to crit with each melee attack.</li> <li>-Slow.</li> <li>-Eats more than usual characters.</li> </ul>		Unarmed: Claw Slot A: Slot B: Slot C:	Fierce Hitter	Gourmand	Shooting: 0(6) Strength: 6(8) Fitness: 0(3) Mechanics: 0(6) Medical: 0(6) Vitality: 3(3) Dexterity: -1	Morale: 3(6) Attitude: 6 Composure: 6 Wits: 0 Loyalty: 6	Chairmaster Dogpal Big Sleeper	
Basil		<ul style="list-style-type: none"> <li>-Gets better outcomes from bandits and traders.</li> <li>-Can access the trunk inventory at any time.</li> <li>-Higher chance of finding rare locations.</li> <li>-Slow.</li> <li>-Poor overall stats.</li> </ul>		Unarmed: Backpack Slot A: Oregano (locked) Slot B: Slot C:	Top Seller	City Seeker	Shooting: 0(6) Strength: 0(6) Fitness: 0(6) Mechanics: 0(6) Medical: -1(6) Vitality: 3(3) Dexterity: -1	Morale: 5(6) Attitude: 6 Composure: 6 Wits: 0 Loyalty: 0	Haggler	

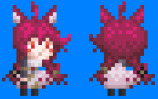













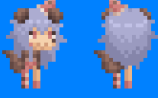

Beatani		<ul style="list-style-type: none"> <li>-Starts with Meds</li> <li>-Has extra options for looting locations.</li> <li>-Fast.</li> <li>-Lower max HP and morale.</li> <li>-Poor combat stats.</li> </ul>		Unarmed: Meds Slot A: Random Crap Weapon Slot B: Slot C:	Explorer	U*O*H	Shooting: 0(6) Strength: 0(6) Fitness: 0(6) Mechanics: 2(6) Medical: 3(6) Vitality: 2(2) Dexterity: 1	Morale: 2(4) Attitude: 0 Composure: 0 Wits: 0 Loyalty: 0	Explorer	
Bijou		<ul style="list-style-type: none"> <li>-Unarmed attacks deal aoe damage.</li> <li>-Tanky stats.</li> <li>-Lower fitness potential and movement speed.</li> </ul>		Unarmed: Quake Kick Slot A: Slot B: Slot C:	Pebble Princess	:D	Shooting: 0(6) Strength: 3(9) Fitness: -1(4) Mechanics: 0(6) Medical: 0(6) Vitality: 4(4) Dexterity: -1	Morale: 4(7) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 0		
Bunnelope		<ul style="list-style-type: none"> <li>-Stock of playing cards refreshes while driving.</li> <li>-Gains additional effects from using magic.</li> <li>-Higher max morale, fitness, and movement speed.</li> <li>-1 less max HP.</li> <li>-Lower max strength cap.</li> </ul>		Unarmed: Slot A: Playing Cards (locked) Slot B: Slot C:	Bnnuy	Lagomancer	Shooting: 0(6) Strength: 1(4) Fitness: 3(9) Mechanics: 0(6) Medical: 0(6) Vitality: 2(2) Dexterity: 1	Morale: 6(8) Attitude: 6 Composure: 6 Wits: 0 Loyalty: 0		
Caleb		<ul style="list-style-type: none"> <li>-Generates TNT while driving.</li> <li>-High combat stats.</li> <li>-Spells cost less stamina to cast.</li> <li>-Fast.</li> <li>-CURSED: Zombie waves periodically spawn around the player.</li> </ul>		Unarmed: Pitchfork Slot A: Slot B: Slot C:	CURSED	Cultist	Shooting: 6(6) Strength: 3(9) Fitness: 3(9) Mechanics: 0(6) Medical: 3(6) Vitality: 3(3) Dexterity: 1	Morale: 4(6) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 0		
Ceril		<ul style="list-style-type: none"> <li>-Gacha machines spawn at the start of missions.</li> <li>-Can craft melee weapons.</li> <li>-Starts with extra food.</li> <li>-(Almost) all stats are randomized between -2 to 6 when initially summoned.</li> </ul>		Unarmed: Slot A: Slot B: Slot C: 2 Food	Gachaddict	Inventive	Shooting: *(6) Strength: *(6) Fitness: *(6) Mechanics: *(6) Medical: *(6) Vitality: 3(3) Dexterity: 0	Morale: 4(6) Attitude: * Composure: * Wits: * Loyalty: *		
Cherry (Kirsche)		<ul style="list-style-type: none"> <li>-High shooting and personality stats.</li> <li>-Reloads all bb-based guns while driving.</li> <li>-Slow</li> <li>-Lower max morale.</li> </ul>		Unarmed: Slap Slot A: Kektor (locked) Slot B: Slot C:	Natural Shot	Civilized	Shooting: 6(12) Strength: 1(6) Fitness: 1(6) Mechanics: 1(6) Medical: 1(6) Vitality: 3(3) Dexterity: -1	Morale: 4(4) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 6		
Chikafuji (Lisa)		<ul style="list-style-type: none"> <li>-High fitness.</li> <li>-Using musical items generates an aoe that restores stamina for nearby allies and stuns zombies.</li> <li>-Bad personality stats.</li> </ul>		Unarmed: Penlight Slot A: Slot B: Slot C: Mike-U (locked)	Bard	Idol	Shooting: 0(6) Strength: 0(6) Fitness: 4(6) Mechanics: 0(6) Medical: 0(6) Vitality: 3(3) Dexterity: 0	Morale: 4(6) Attitude: 0 Composure: 0 Wits: 0 Loyalty: 0		
Ciligia (Kirsche)		<ul style="list-style-type: none"> <li>-Sometimes generates Frothy Soda while driving.</li> <li>-Tanky stats.</li> <li>-Eats more than usual.</li> <li>-Slow.</li> </ul>		Unarmed: Slot A: Spatula Slot B: Slot C: Frothy Soda	Waitress	Gourmand	Shooting: 0(6) Strength: 3(6) Fitness: -1(6) Mechanics: 0(6) Medical: 3(6) Vitality: 4(4) Dexterity: -1	Morale: 6(6) Attitude: 6 Composure: 0 Wits: 6 Loyalty: 6		








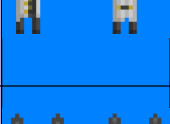
Cipher Lunis		<ul style="list-style-type: none"> <li>-Can transmute certain melee weapons.</li> <li>-One less max HP.</li> <li>-Yippees deal friendly fire.</li> </ul>		Unarmed: Yippee Slot A: Screwdriver Slot B: Slot C:	Zoomer	Inventive	Shooting: 0(6) Strength: 0(6) Fitness: 0(6) Mechanics: 5(6) Medical: 0(6) Vitality: 2(2) Dexterity: 0	Morale: 3(6) Attitude: 6 Composure: 6 Wits: 0 Loyalty: 6		
Comdost		<ul style="list-style-type: none"> <li>-Sometimes generates food while driving.</li> <li>-Can recruit anyone by using her Charm spell.</li> <li>-All stats start at 3.</li> <li>-All stats are capped at 3.</li> <li>-Charming people increases DOOM.</li> </ul>		Unarmed: Headbutt Slot A: Slot B: Slot C: Charm (locked)	Bovine	Cambion	Shooting: 3(3) Strength: 3(3) Fitness: 3(3) Mechanics: 3(3) Medical: 3(3) Vitality: 3(3) Dexterity: 0	Morale: 4(6) Attitude: 3 Composure: 3 Wits: 3 Loyalty: 3		
Cordyline		<ul style="list-style-type: none"> <li>-Empty party slots will be filled with Cordy clones.</li> <li>-The clones are fragile.</li> <li>-This effect will end if the Prime Cordy dies.</li> </ul>		Unarmed: Slot A: Scalpel Slot B: Slot C:	Cordy	Cordy	Shooting: 0(6) Strength: 1(6) Fitness: 1(6) Mechanics: 2(6) Medical: 2(6) Vitality: 3(3) Dexterity: 0	Morale: 3(6) Attitude: 0 Composure: 0 Wits: 6 Loyalty: 0		
Crane		<ul style="list-style-type: none"> <li>-Has a greater chance of finding rare locations.</li> <li>-More location options are available for looting.</li> <li>-Generates O*B*Bs while driving.</li> <li>-Weak starting stats.</li> <li>-CURSED: All damage is permanent.</li> </ul>		Unarmed: Boxing Slot A: Slot B: Slot C:	F*O*C	City Seeker	Shooting: 0(6) Strength: 0(6) Fitness: 0(6) Mechanics: 0(6) Medical: 0(6) Vitality: 3(3) Dexterity: 1	Morale: 3(6) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 6	Explorer	
Dante		<ul style="list-style-type: none"> <li>-Attacks cause slight stuns on impact.</li> <li>-Chronolock recharges while driving.</li> <li>-Can craft melee weapons.</li> <li>-Fallen zombies can be picked.</li> <li>-High strength potential.</li> <li>-Low fitness.</li> <li>-Slow.</li> </ul>		Unarmed: Slot A: Chronolock Slot B: Slot C:	Chronomancer	Inventive	Shooting: 0(6) Strength: 4(10) Fitness: -4(6) Mechanics: 5(6) Medical: 0(6) Vitality: 3(3) Dexterity: -1	Morale: 5(6) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 0	Zombie Lifter	
Denko		<ul style="list-style-type: none"> <li>-Receives a coffee stat boost if damaged during a mission.</li> <li>-Encounters less bad events while walking.</li> <li>-Higher max HP.</li> <li>-Nonexistent stats.</li> </ul>		Unarmed: Karate Slot A: Slot B: Slot C:	Pathfinder	Vigor Mortis	Shooting: 0(6) Strength: 0(6) Fitness: 0(6) Mechanics: 0(6) Medical: 0(6) Vitality: 5(5) Dexterity: 0	Morale: 6(6) Attitude: 6 Composure: 0 Wits: 0 Loyalty: 6	Pathfinder	
Digby		<ul style="list-style-type: none"> <li>-Has extra location options for looting.</li> <li>-Eats less.</li> <li>-Hits harder with surgical tools.</li> <li>-Healing sprays are twice as effective.</li> <li>-Fast.</li> <li>-One less max HP.</li> <li>-Low combat stats.</li> </ul>		Unarmed: Weak Claw Slot A: Slot B: Slot C:	Surgeon	Tiny Eater	Shooting: -3(6) Strength: 0(4) Fitness: -3(6) Mechanics: 4(6) Medical: 4(6) Vitality: 2(2) Dexterity: 1	Morale: 3(6) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 6	Explorer	
Dollie		<ul style="list-style-type: none"> <li>-Good with dogs.</li> <li>-Always has a dog familiar for missions.</li> <li>-Has a chance to do mini-crits on impact.</li> <li>-Attacking while in midair does aoe damage.</li> <li>-Weak combat stats.</li> </ul>		Unarmed: Frying Pan Slot A: Sticky Jumper (locked) Slot B: Slot C:	Fierce Hitter	Demo Pan	Shooting: 3(6) Strength: 1(6) Fitness: 0(6) Mechanics: 2(6) Medical: 2(6) Vitality: 3(3) Dexterity: 0	Morale: 5(6) Attitude: 6 Composure: 6 Wits: 0 Loyalty: 6	Dog Pal	



Edgey		<ul style="list-style-type: none"> <li>-Encounters fewer bad events while walking.</li> <li>-Yo-Yo evolves if vitality is ever raised above 3.</li> <li>-A postbox spawns around 40 seconds after the start of the mission. The trunk inventory can be accessed from it.</li> <li>-CURSED: Custom enemies spawn in all maps.</li> </ul>		Unarmed: Yo-Yo Slot A: Baseball Bat Slot B: Slot C:	Courier	Lagomancer	Shooting: 3(6) Strength: 3(6) Fitness: 3(6) Mechanics: 3(6) Medical: 3(6) Vitality: 3(3) Dexterity: 0	Morale: 3(6) Attitude: 6 Composure: 6 Wits: 0 Loyalty: 6	<a href="#">Pathfinder</a>	
Eimi		<ul style="list-style-type: none"> <li>-Regenerates HP while driving.</li> <li>-Sippy restores fatigue during missions.</li> <li>-Fast.</li> <li>-One less inventory slot and max HP</li> <li>-Weak stats.</li> </ul>		Unarmed: Slot A: Sippy (locked) Slot B: Random Sports Weapon	Jelly	Gourmand	Shooting: 0(6) Strength: 1(6) Fitness: -1(6) Mechanics: 0(6) Medical: 2(6) Vitality: 2(2) Dexterity: 1	Morale: 6(6) Attitude: 6 Composure: 0 Wits: 6 Loyalty: 0		
Eira Woolcott		<ul style="list-style-type: none"> <li>-Starts with a headbutt.</li> <li>-Doesn't get tired.</li> <li>-Sometimes generates food while driving.</li> <li>-One less inventory slot.</li> </ul>		Unarmed: Headbutt Slot A: Slot B:	Seep	Oblivious	Shooting: 0(6) Strength: 2(8) Fitness: -1(5) Mechanics: 0(6) Medical: 1(6) Vitality: 3(3) Dexterity: 0	Morale: 6(6) Attitude: 6 Composure: 0 Wits: 0 Loyalty: 6	<a href="#">Sound Sleep</a>	
Elias EnMar		<ul style="list-style-type: none"> <li>-Spells cost less stamina to cast.</li> <li>-Cycling spells provides a short dash.</li> <li>-Sometimes generates eggs while driving.</li> <li>-Fast.</li> <li>-Weak combat stat potential.</li> <li>-One less max HP</li> <li>-Morale is never higher than 1-2.</li> </ul>		Unarmed: Slot A: Spellbook (locked) Slot B: Slot C:	Birb	Cultist	Shooting: 0(3) Strength: 0(3) Fitness: 0(3) Mechanics: 0(6) Medical: 0(6) Vitality: 2(2) Dexterity: 1	Morale: 3(3) Attitude: 6 Composure: 0 Wits: 0 Loyalty: 6		
EiWood		<ul style="list-style-type: none"> <li>-Coffee vending machines spawn at the start of missions.</li> <li>-One less max morale.</li> </ul>		Unarmed: Weak Claw Slot A: Slot B: Slot C:	Barista	Kot	Shooting: 0(6) Strength: 3(6) Fitness: 2(6) Mechanics: 1(6) Medical: 1(6) Vitality: 3(3) Dexterity: 0	Morale: 3(5) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 6		
Emiko		<ul style="list-style-type: none"> <li>-Encounters less bad events while walking.</li> <li>-A trash can will appear at the start of missions.</li> <li>-Fast.</li> <li>-One less max HP.</li> <li>-Cannot use guns.</li> </ul>		Unarmed: Summon Shuriken Slot A: Slot B: Slot C:	Mall Ninja	Bandit	Shooting: 2(6) Strength: 2(6) Fitness: 2(6) Mechanics: 1(6) Medical: 0(6) Vitality: 2(2) Dexterity: 1	Morale: 5(6) Attitude: 6 Composure: 6 Wits: 0 Loyalty: 0	<a href="#">Pathfinder</a> <a href="#">No Shoot</a>	
Fauna		<ul style="list-style-type: none"> <li>-Max medical skill.</li> <li>-Starts a powerful Slap.</li> <li>-Cannot use guns.</li> <li>-Permanently bad mechanics.</li> <li>-Has only one inventory slot.</li> <li>-1 less max HP</li> </ul>		Unarmed: Slap Slot A:	G*F*E	Dryad	Shooting: -3(3) Strength: 0(6) Fitness: -1(5) Mechanics: -6(0) Medical: 6(6) Vitality: 2(2) Dexterity: 0	Morale: 4(6) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 0		
Faust		<ul style="list-style-type: none"> <li>-Spells cost less stamina to cast.</li> <li>-Cycling spells grants limited night vision.</li> <li>-Weak starting stats.</li> <li>-Slow.</li> <li>-Max HP decreased by 1.</li> </ul>		Unarmed: Slot A: Spellbook (locked) Slot B: Slot C:	Corneamancer	Cultist	Shooting: 0(6) Strength: 0(6) Fitness: 0(6) Mechanics: 0(6) Medical: 0(6) Vitality: 2(2) Dexterity: -1	Morale: 3(6) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 0		

Feco		<ul style="list-style-type: none"> <li>-Good personality stats.</li> <li>-Doesn't get tired.</li> <li>-Higher chance of finding rare locations.</li> <li>-Summons a coffee vending machine at the start of missions.</li> <li>-Weak combat skills.</li> <li>-Lower max morale.</li> </ul>		Unarmed: Glowstick Slot A: Teapot (locked) Slot B: Slot C:	Butler	City Seeker	Shooting: 1(6) Strength: 1(6) Fitness: 1(6) Mechanics: 2(6) Medical: 2(6) Vitality: 3(3) Dexterity: 0	Morale: 3(3) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 6	<a href="#">Sound Sleep</a>	
Finbar		<ul style="list-style-type: none"> <li>-His head spawns nearby at the start of missions. The head provides light and can be thrown.</li> <li>-The Terminus sword can gain charges on kills. Charged swings can turn zombies into temporary skeleton allies.</li> <li>-High strength potential.</li> <li>-One extra max HP</li> <li>-Slow</li> <li>-CURSED: All maps are dark.</li> </ul>		Unarmed: Slot A: Terminus (locked) Slot B: Slot C:	Dohllahan	Cultist	Shooting: 0(0) Strength: 6(12) Fitness: 1(6) Mechanics: 0(6) Medical: 1(6) Vitality: 4(4) Dexterity: -1	Morale: 3(6) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 0		
Flower		<ul style="list-style-type: none"> <li>-Can survive lethal damage depending on current morale.</li> <li>-Cannot use guns</li> <li>-Will warp into her meantuber alter ego at low morale.</li> </ul>		Unarmed: Slot A: Slot B: Slot C:	Shield of Hope	Nicetuber	Shooting: 0(6) Strength: 1(6) Fitness: 1(6) Mechanics: 0(6) Medical: 4(6) Vitality: 3(3) Dexterity: 0	Morale: 6(6) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 6	No Shoot	
Freazy		<ul style="list-style-type: none"> <li>-Doesn't get tired.</li> <li>-Fast.</li> <li>-Hemo Halo can turn NPCs into potions that heal and increase max HP.</li> <li>-Killing NPCs in this manner raises DOOM.</li> <li>-Any damage taken is PERMANENT.</li> </ul>		Unarmed: Bloody Mallet Slot A: Hemo Halo (locked) Slot B: Slot C:	Humorist	Sound Sleeper	Shooting: 0(6) Strength: 4(6) Fitness: 4(6) Mechanics: 0(6) Medical: 3(6) Vitality: 3(3) Dexterity: 1	Morale: 5(6) Attitude: 6 Composure: 0 Wits: 0 Loyalty: 0	<a href="#">Sound Sleep</a>	
Fwofie		<ul style="list-style-type: none"> <li>-Good with dogs.</li> <li>-Encounters less bad events while walking.</li> <li>-Starts missions with a fwogie ally. More appear if she is solo.</li> <li>-One extra max HP.</li> <li>-Weak.</li> <li>-Mechanics are capped at 0.</li> </ul>		Unarmed: Gaia Grenade Slot A: Sturdy Branch Slot B: Slot C:	Pathfinder	Dryad	Shooting: -1(6) Strength: 0(6) Fitness: -2(6) Mechanics: 0(0) Medical: 3(6) Vitality: 4(4) Dexterity: -1	Morale: 4(6) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 6	<a href="#">Pathfinder Dog Pal</a>	
Gat		<ul style="list-style-type: none"> <li>-Starts with a better car.</li> <li>-High mechanics.</li> <li>-One extra looting location option.</li> <li>-Fast.</li> <li>-One less inventory capacity and max HP.</li> </ul>		Unarmed: Tire Iron Slot A: Slot B:	Car Nut	City Seeker	Shooting: 0(6) Strength: 0(6) Fitness: 0(6) Mechanics: 4(6) Medical: 1(6) Vitality: 2(2) Dexterity: 1	Morale: 5(7) Attitude: 6 Composure: 6 Wits: 0 Loyalty: 6	<a href="#">Explorer</a>	
Gelisor		<ul style="list-style-type: none"> <li>-Regenerates health while driving</li> <li>-Starts with a Sumo Slap.</li> <li>-Sometimes destroys supplies while driving.</li> <li>-Bad with guns.</li> <li>-Slow.</li> </ul>		Unarmed: Sumo Slot A: Slot B: Slot C:	Jelly	Spess Slime	Shooting: -3(3) Strength: 3(9) Fitness: 0(5) Mechanics: 0(6) Medical: 0(6) Vitality: 5(5) Dexterity: -1	Morale: 2(6) Attitude: 6 Composure: 0 Wits: 6 Loyalty: 0		
Geltaran		<ul style="list-style-type: none"> <li>-Uses less stamina for spells.</li> <li>-Encounters less bad events while walking.</li> <li>-Slow</li> <li>-Shooting and Mechanics are locked at 0.</li> <li>-Low strength/fitness potential.</li> </ul>		Unarmed: Slot A: Spellbook (locked) Slot B: Slot C:	Pathfinder	Cultist	Shooting: 0(0) Strength: 0(3) Fitness: 0(3) Mechanics: 0(0) Medical: 0(6) Vitality: 3(3) Dexterity: -1	Morale: 6(6) Attitude: 1 Composure: 5 Wits: 5 Loyalty: 1	<a href="#">Pathfinder</a>	

Genome		<ul style="list-style-type: none"> <li>-Generates gas while driving.</li> <li>-Fireproof.</li> <li>-Fast.</li> <li>-MERC: Costs 4 food to recruit.</li> </ul>		Unarmed: Survival Knife Slot A: Mad-J (locked) Slot B: Slot C:	Pyromaniac	Merc	Shooting: 6(6) Strength: 2(6) Fitness: 2(6) Mechanics: 2(6) Medical: 2(6) Vitality: 3(3) Dexterity: 1	Morale: 4(6) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 0	Fireproof	
Girlfriend		<ul style="list-style-type: none"> <li>-Can transmute certain items.</li> <li>-Has a 50% chance of surviving a lethal blow during missions.</li> <li>-Fast.</li> <li>-Lower max HP and morale.</li> <li>-Viscera will automatically join the party if she's solo.</li> <li>--Having Viscera join this way increases DOOM.</li> </ul>		Unarmed: Glowsticks Slot A: Tacticop (locked) Slot B: Firecrackers Slot C:	Survivor	Inventive	Shooting: 0(6) Strength: 0(6) Fitness: 0(6) Mechanics: 4(6) Medical: 4(6) Vitality: 2(2) Dexterity: 1	Morale: 4(4) Attitude: 6 Composure: 0 Wits: 6 Loyalty: 6		
Gold Ship		<ul style="list-style-type: none"> <li>-High stat growth potential.</li> <li>-Fast.</li> <li>-One less inventory capacity.</li> </ul>		Unarmed: Karate Slot A: Slot B:	Athlete	Horse	Shooting: 0(6) Strength: 2(8) Fitness: 2(8) Mechanics: 0(6) Medical: 0(6) Vitality: 3(3) Dexterity: 1	Morale: 4(6) Attitude: 0 Composure: 0 Wits: 6 Loyalty: 0		
Gothkin (Pippa)		<ul style="list-style-type: none"> <li>-Can pick up fallen zombies and any object.</li> <li>-Insanely high strength.</li> <li>-Only has 1 HP and 1 inventory slot.</li> <li>-CURSED: Zombie waves will periodically spawn around the player.</li> </ul>		Unarmed: Memento Slot A:	BLURSED!	MagNEETo	Shooting: 0(6) Strength: 106(106) Fitness: -400(-200) Mechanics: 0(6) Medical: 0(6) Vitality: 1(1) Dexterity: 1	Morale: 2(6) Attitude: 0 Composure: 0 Wits: 6 Loyalty: 0	Zombie Lifter	
Grimmi		<ul style="list-style-type: none"> <li>-Has extra location options for looting.</li> <li>-Starts with a powerful spellbook.</li> <li>-CURSED: All maps are dark AND zombie waves constantly spawn around the player.</li> </ul>		Unarmed: Slot A: Grimmoire (locked) Slot B: Slot C: Crowbar	ULTRA CURSED	Cultist	Shooting: 0(6) Strength: 2(6) Fitness: 2(6) Mechanics: 2(6) Medical: 2(6) Vitality: 3(3) Dexterity: 0	Morale: 3(6) Attitude: 0 Composure: 6 Wits: 6 Loyalty: 0	Explorer	
Gumpai		<ul style="list-style-type: none"> <li>-Syringe Gun reloads while driving.</li> <li>-Syringe Gun can also sometimes be reloaded after meleeing zombies.</li> <li>-Ampoule Arbalest is capable of healing people (uses meds for ammo).</li> <li>-Starts with 2 meds.</li> <li>-Can survive a lethal blow once.</li> <li>-Fireproof.</li> <li>-Weak stats all around.</li> </ul>		Unarmed: Pen Light Slot A: Syringe Gun (locked) Slot B: Ampoule Arbalest (locked) Slot C: 2 Meds	B*A*N	Phoenix	Shooting: 0(6) Strength: 0(6) Fitness: 0(6) Mechanics: 0(6) Medical: -3(3) Vitality: 3(3) Dexterity: 1	Morale: 3(4) Attitude: 0 Composure: 0 Wits: 0 Loyalty: 0	Fireproof	
Gura		<ul style="list-style-type: none"> <li>-Unarmed attack is replaced with a Leap.</li> <li>-Attacking in midair with certain polearms creates a small explosion.</li> <li>-High fitness and strength potential.</li> <li>-Bloop familiar provides light.</li> <li>-Fast</li> <li>-Reduced inventory and max HP.</li> </ul>		Unarmed: Leap Slot A: Trident (locked) Slot B:	Frogoon	Atlantean	Shooting: 0(6) Strength: 2(8) Fitness: 4(10) Mechanics: 0(6) Medical: 0(6) Vitality: 2(2) Dexterity: 1	Morale: 2(2) Attitude: 6 Composure: 0 Wits: 0 Loyalty: 0		




Gween		<ul style="list-style-type: none"> <li>-Gacha machines spawn at the start of missions.</li> <li>-Fast.</li> <li>-Starts with extra food.</li> <li>-Gains morale boosts from ANIME-related items.</li> <li>-Can find Strange Baubles on car keys.</li> <li>-Loses morale daily.</li> <li>-Instant death at 0 morale.</li> </ul>		Unarmed: Strong Katana Slot A: Slot B: Slot C: 2 Food	Gachaddict	Anime Fan	Shooting: 0(6) Strength: 3(6) Fitness: 3(6) Mechanics: 0(6) Medical: 0(6) Vitality: 3(3) Dexterity: 1	Morale: 6(6) Attitude: 0 Composure: 0 Wits: 0 Loyalty: 0		
Gwynnie		<ul style="list-style-type: none"> <li>-Can recruit anyone by using her Charm Spell.</li> <li>-Fast.</li> <li>-Weak starting stats.</li> <li>-Charming people increases DOOM</li> </ul>		Unarmed: Headbutt Slot A: Slot B: Slot C: Charm (locked)	Gobb	Cambion	Shooting: 0(6) Strength: 0(6) Fitness: 0(6) Mechanics: 0(6) Medical: 1(6) Vitality: 3(3) Dexterity: 1	Morale: 4(6) Attitude: 6 Composure: 0 Wits: 6 Loyalty: 2		
Hammy		<ul style="list-style-type: none"> <li>-FAST</li> <li>-Lower vitality, inventory slots, and max stat potential.</li> <li>-Eats more than most characters.</li> </ul>		Unarmed: Slot A: Slot B:	Hampter	Gourmand	Shooting: 0(6) Strength: 2(4) Fitness: -2(4) Mechanics: 0(6) Medical: 1(6) Vitality: 2(2) Dexterity: 2	Morale: 4(6) Attitude: 6 Composure: 0 Wits: 0 Loyalty: 0		
Hazmat		<ul style="list-style-type: none"> <li>-Creates explosions when damaged during missions. Said explosions do not deal friendly fire.</li> <li>-Always has a slime familiar for missions. The slime produces poison gas every 12 seconds.</li> <li>-Regenerates HP while driving.</li> <li>-Slow.</li> <li>-One less max HP</li> <li>-Medical and Mechanical are locked at 0.</li> </ul>		Unarmed: Slot A: Slot B: Slot C:	Jelly	Prickly	Shooting: 0(6) Strength: 2(6) Fitness: 2(6) Mechanics: 0(0) Medical: 0(0) Vitality: 2(2) Dexterity: 1	Morale: 4(6) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 0	Fireproof No Shoot	
Hymn		<ul style="list-style-type: none"> <li>-Unarmed attacks grant night vision.</li> <li>-Fireproof</li> <li>-Increases DOOM instead of spending HP when using the Barberos Staff or Heal spell.</li> <li>-Fast</li> <li>-Lower max morale.</li> <li>-CURSED: All maps are dark.</li> </ul>		Unarmed: Light Slot A: Richter (locked) Slot B: Slot C:	KINDA CURSED	Cleric	Shooting: 0(6) Strength: 3(6) Fitness: 3(6) Mechanics: 0(6) Medical: 0(6) Vitality: 3(3) Dexterity: 1	Morale: 2(4) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 0	Fireproof	
Ina		<ul style="list-style-type: none"> <li>-Can pick up any object.</li> <li>-Starts with a spell book.</li> <li>-Is able to quick swap weapons.</li> <li>-Cannot pick up weapons.</li> <li>-Only has 1 HP</li> <li>-CURSED: All maps are dark.</li> </ul>		Unarmed: Ice Blast Slot A: blank (locked) Slot B: NecroWAHmicon (locked)	KINDA CURSED	Cultist	Shooting: 0(6) Strength: 106(106) Fitness: -400(-200) Mechanics: 0(6) Medical: 0(6) Vitality: 1(1) Dexterity: 0	Morale: 2(6) Attitude: 6 Composure: 6 Wits: 0 Loyalty: 0	Swap Special	
Izumo		<ul style="list-style-type: none"> <li>-Unarmed attack is replaced with a Flying Kick</li> <li>-Pummel allows for easy knockdowns.</li> <li>-Can pick up fallen zombies.</li> <li>-Quick swap.</li> <li>-One less inventory slot.</li> <li>-Has only one open inventory slot.</li> </ul>		Unarmed: Flying Kick Slot A: Pummel (locked) Slot B:	Oni	Grappler	Shooting: -3(3) Strength: 3(6) Fitness: 3(6) Mechanics: 0(6) Medical: 0(6) Vitality: 3(3) Dexterity: 0	Morale: 4(6) Attitude: 6 Composure: 0 Wits: 0 Loyalty: 0	Swap Special Zombie Lifter	
J Chewi		<ul style="list-style-type: none"> <li>-Air Horn recharges while driving.</li> <li>-Has a higher chance of encountering rare locations.</li> <li>-Starts with a tiny clown car.</li> </ul>		Unarmed: Slot A: Sports Horn (locked) Slot B: Slot C:	Humorist	City Seeker	Shooting: 0(6) Strength: 0(6) Fitness: 3(6) Mechanics: 0(6) Medical: 3(6) Vitality: 3(3) Dexterity: 0	Morale: 6(6) Attitude: 6 Composure: 3 Wits: 0 Loyalty: 6		

Jelly		<ul style="list-style-type: none"> <li>-Regenerates HP while driving.</li> <li>-Max mechanics.</li> <li>-Weak.</li> <li>-One less max HP.</li> </ul>		Unarmed: Slot A: Slot B: Slot C:	Jelly	U*O*H	Shooting: 0(6) Strength: 0(6) Fitness: 0(6) Mechanics: 6(6) Medical: 0(6) Vitality: 2(2) Dexterity: 0	Morale: 6(6) Attitude: 6 Composure: 0 Wits: 6 Loyalty: 0		
Jester		<ul style="list-style-type: none"> <li>-Always has at least one robot familiar for missions.</li> <li>-Two additional robots appear if she starts a mission solo.</li> <li>-Fast.</li> <li>-Weak stats.</li> <li>-1 less max HP.</li> </ul>		Unarmed: Slot A: Slot B: Slot C:	Desbot	U*O*H	Shooting: 0(6) Strength: 0(6) Fitness: 1(6) Mechanics: 2(6) Medical: 0(6) Vitality: 2(2) Dexterity: 1	Morale: 5(6) Attitude: 6 Composure: 0 Wits: 0 Loyalty: 6		
Juwun		<ul style="list-style-type: none"> <li>-Has a shroom ally for missions. The shroom drops damaging spore mines.</li> <li>-Deals more damage with surgical weapons.</li> <li>-Double puffs from Healing sprays.</li> <li>-Can pick up fallen zombies.</li> <li>-One less inventory and max HP.</li> </ul>		Unarmed: Weak Claw Slot A: Scalpel Slot B:	Surgeon	Ambush	Shooting: 0(6) Strength: 2(6) Fitness: 2(6) Mechanics: 0(6) Medical: 4(7) Vitality: 2(2) Dexterity: 0	Morale: 4(6) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 0	Zombie Lifter	
K10ND1K3		<ul style="list-style-type: none"> <li>-Fireproof.</li> <li>-Regenerates HP while driving.</li> <li>-One less max HP.</li> <li>-Cannot use guns.</li> <li>-Eats more than usual.</li> </ul>		Unarmed: Slap Slot A: Slot B: Slot C:	Mechead	Gourmand	Shooting: 0(0) Strength: 2(8) Fitness: 0(6) Mechanics: 3(6) Medical: 3(6) Vitality: 2(2) Dexterity: 0	Morale: 6(6) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 6	Fireproof Nocanshoot	
Kaera		<ul style="list-style-type: none"> <li>-Unarmed attack is replaced with a Leap.</li> <li>-Attacking in midair with certain polearms creates a small explosion.</li> <li>-High fitness potential.</li> <li>-Can save someone from a mortal blow once.</li> <li>-Relatively low stats (outside of fitness).</li> </ul>		Unarmed: Leap Slot A: Heck Boi (locked) Slot B: Slot C:	Frogoon	Hero Type	Shooting: 0(6) Strength: 0(6) Fitness: 3(9) Mechanics: 0(6) Medical: 0(6) Vitality: 3(3) Dexterity: 0	Morale: 4(6) Attitude: 0 Composure: 0 Wits: 0 Loyalty: 6		
Kai G.		<ul style="list-style-type: none"> <li>-No strengths.</li> <li>-No weaknesses.</li> </ul>		Unarmed: Slot A: Slot B: Slot C:	Jack of All Trades	Charming	Shooting: 2(6) Strength: 2(6) Fitness: 2(6) Mechanics: 2(6) Medical: 2(6) Vitality: 3(3) Dexterity: 0	Morale: 6(6) Attitude: 6 Composure: 3 Wits: 6 Loyalty: 3		
Kankuro		<ul style="list-style-type: none"> <li>-Deals extra damage with scissors and knitting needles.</li> <li>-Can consume zombie legs to increase all stats by one.</li> <li>-Generates scissors and knitting needles while driving.</li> <li>-Gets a coffee stat boost after taking damage during missions.</li> <li>-Slow.</li> </ul>		Unarmed: Slot A: Scissors Slot B: Knitting Needle Slot C:	Seamster	Vigor Mortis	Shooting: 0(6) Strength: 3(6) Fitness: -1(5) Mechanics: 0(6) Medical: 3(6) Vitality: 3(3) Dexterity: -1	Morale: 4(5) Attitude: 6 Composure: 6 Wits: 0 Loyalty: 0		
Ken		<ul style="list-style-type: none"> <li>-Very fast movement speed.</li> <li>-Using musical items generates an aoe that restores stamina for nearby allies and stuns zombies.</li> <li>-One less inventory and max HP.</li> <li>-Weak.</li> </ul>		Unarmed: Slot A: Slot B:	Bard	U*O*H	Shooting: 0(6) Strength: 0(6) Fitness: 0(6) Mechanics: 0(6) Medical: 0(6) Vitality: 2(2) Dexterity: 2	Morale: 3(6) Attitude: 0 Composure: 0 Wits: 0 Loyalty: 0		

Kenny Coda		<ul style="list-style-type: none"> <li>-Higher chance to find rare locations.</li> <li>-Using musical items generates an aoe that restores stamina to allies and stuns zombies.</li> <li>-Weak.</li> </ul>		Unarmed: Lute Slot A: Slot B: Slot C:	Bard	City Seeker	Shooting: 0(6) Strength: 0(6) Fitness: 0(6) Mechanics: 2(6) Medical: 2(6) Vitality: 3(3) Dexterity: 0	Morale: 3(6) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 6		
Kiji		<ul style="list-style-type: none"> <li>-A waffle iron will spawn at the start of every map. Waffles cost 2 food to create, but recover 1 morale when used.</li> <li>-Higher max shooting/strength/fitness.</li> </ul>		Unarmed: Slot A: Slot B: Slot C:	Natural Shot	Battermancer	Shooting: 5(8) Strength: 1(7) Fitness: 1(7) Mechanics: 1(6) Medical: 0(6) Vitality: 3(3) Dexterity: 0	Morale: 3(6) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 6		
Kiki		<ul style="list-style-type: none"> <li>-High medical stat.</li> <li>-Good with dogs.</li> <li>-Fast.</li> <li>-Limited to one inventory slot.</li> <li>-Cannot use guns.</li> <li>-1 less max HP</li> <li>-Weak.</li> </ul>		Unarmed: Slap Slot A:	G*F*E	U*O*H	Shooting: 0(6) Strength: 0(6) Fitness: 0(6) Mechanics: 0(6) Medical: 5(6) Vitality: 2(2) Dexterity: 1	Morale: 6(6) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 6	Dog Pal No Shoot	
Kino		<ul style="list-style-type: none"> <li>-Has a chance to mini-crit with every hit.</li> <li>-Swapping to the scythe provides a small jump.</li> <li>-Attacking while in mid-air does an aoe hit.</li> <li>-Fireproof.</li> <li>-1 extra max HP.</li> <li>-Lower max fitness cap.</li> <li>-Slow.</li> </ul>		Unarmed: Slot A: Scythe (locked) Slot B: Slot C:	Fierce Hitter	Reaper	Shooting: 0(6) Strength: 4(10) Fitness: 2(3) Mechanics: 0(6) Medical: 0(6) Vitality: 4(4) Dexterity: -1	Morale: 3(6) Attitude: 0 Composure: 6 Wits: 6 Loyalty: 6	Fireproof	
Kirshe		<ul style="list-style-type: none"> <li>-Good personality stats.</li> <li>-Sometimes generates catsup and coconuts while driving.</li> <li>-Eats more than other characters.</li> <li>-Weak combat stats.</li> </ul>		Unarmed: Pillow Pal Slot A: Moist Nugget Slot B: Slot C: 10 Rifle Rounds	Spicy Cat	Gourmand	Shooting: 3(6) Strength: 1(6) Fitness: 0(6) Mechanics: 0(6) Medical: 0(6) Vitality: 3(3) Dexterity: 0	Morale: 2(5) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 6		
Kliffoth		<ul style="list-style-type: none"> <li>-Extremely high combat stats.</li> <li>-One extra max HP.</li> <li>-Unarmed attacks grant night vision.</li> <li>-Extra location options for looting.</li> <li>-Higher chance to find rare locations.</li> <li>-Mechanics and Medical are capped at zero.</li> <li>-CURSED: All maps are dark.</li> </ul>		Unarmed: Night Eyes Slot A: Re-Bar Slot B: Slot C:	SORTA CURSED	City Seeker	Shooting: 6(12) Strength: 6(12) Fitness: 6(12) Mechanics: 0(0) Medical: 0(0) Vitality: 4(4) Dexterity: 0	Morale: 6(6) Attitude: 0 Composure: 0 Wits: 0 Loyalty: 0	Explorer	
Kuromaru		<ul style="list-style-type: none"> <li>-Receives a speed boost while wielding the Stryker.</li> <li>-Starts with shotgun ammo.</li> <li>-All melee attacks have a chance of igniting zombies.</li> <li>-Fireproof.</li> <li>-Fast.</li> <li>-MERC: Requires 4 food to recruit.</li> </ul>		Unarmed: Trailer Tanto Slot A: Stryker (locked) Slot B: Slot C: 20 Shotgun shells	Oni	Merc	Shooting: 3(6) Strength: 3(6) Fitness: 3(6) Mechanics: 1(6) Medical: 1(6) Vitality: 3(3) Dexterity: 1	Morale: 5(6) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 0	Fireproof	
Kyouko		<ul style="list-style-type: none"> <li>-Can survive a lethal blow once.</li> <li>-Fire proof.</li> <li>-Generates gas while driving.</li> <li>-Fast.</li> <li>-1 less max HP</li> <li>-Weak stats.</li> </ul>		Unarmed: Bippo Slot A: Flare Gun (locked) Slot B: Slot C:	Pyromaniac	Phoenix	Shooting: 0(6) Strength: 0(6) Fitness: 0(6) Mechanics: 0(6) Medical: 0(6) Vitality: 2(2) Dexterity: 1	Morale: 4(6) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 6	Fireproof	





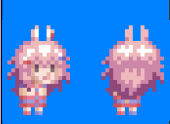

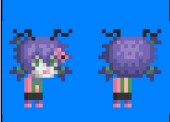







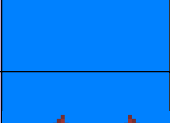

Kyuu		<ul style="list-style-type: none"> <li>-Creates explosions when damaged during missions.</li> </ul>		Unarmed: Slot A: N Zap (locked) Slot B: Slot C:	Vamp	Prickly	Shooting: 0(6) Strength: 4(7) Fitness: 3(6) Mechanics: 0(6) Medical: 0(6) Vitality: 3(3) Dexterity: 0	Morale: 2(6) Attitude: 0 Composure: 0 Wits: 0 Loyalty: 0		
Leight		<ul style="list-style-type: none"> <li>-Has a higher chance of encountering rare looting locations.</li> <li>-Shock Rifle reloads while driving.</li> <li>-Slow.</li> </ul>		Unarmed: Shock Rifle Slot A: Cane Slot B: Slot C:	Trash Panda	City Seeker	Shooting: 0(6) Strength: 2(6) Fitness: 2(6) Mechanics: 3(6) Medical: 0(6) Vitality: 3(3) Dexterity: -1	Morale: 6(6) Attitude: 6 Composure: 6 Wits: 0 Loyalty: 6		
Lia		<ul style="list-style-type: none"> <li>-Starts missions with a cloaked animatronic ally.</li> <li>-A second animatronic ally appears when starting a mission solo.</li> <li>-All stats are set at 3.</li> <li>-All stats are capped at 3.</li> <li>-Lower max morale.</li> </ul>		Unarmed: Slot A: Slot B: Slot C:	Desbot	Dingus Savant	Shooting: 3(3) Strength: 3(3) Fitness: 3(3) Mechanics: 3(3) Medical: 3(3) Vitality: 3(3) Dexterity: 0	Morale: 4(5) Attitude: 3 Composure: 3 Wits: 3 Loyalty: 3		
Lily		<ul style="list-style-type: none"> <li>-Can Leap.</li> <li>-Striking zombies while in midair with some polearms can create small explosions.</li> <li>-Has one extra location for looting options.</li> <li>-Fast</li> <li>-One less max HP</li> </ul>		Unarmed: Leap Slot A: Sitck Boot Slot B: Slot C:	Frogoon	U*O*H	Shooting: 0(6) Strength: 0(6) Fitness: 3(9) Mechanics: 0(6) Medical: 0(6) Vitality: 2(2) Dexterity: 1	Morale: 6(7) Attitude: 6 Composure: 6 Wits: 0 Loyalty: 6	Explorer	
Lisa		<ul style="list-style-type: none"> <li>-Syringe Gun reloads while driving.</li> <li>-Syringe Gun can also sometimes be reloaded after meeleing zombies.</li> <li>-Ampoule Arbalest is capable of healing people (uses meds for ammo).</li> <li>-Starts with 2 meds.</li> <li>-Is actually terrible with medical skill checks.</li> <li>-Weak stats all around.</li> </ul>		Unarmed: Penlight Slot A: Syringe Gun (locked) Slot B: Ampoule Arbalest (locked) Slot C: Scalpel 2 Medical	B*A*N	Idol	Shooting: 0(6) Strength: 0(6) Fitness: 0(6) Mechanics: 0(6) Medical: -2(6) Vitality: 3(3) Dexterity: 0	Morale: 2(6) Attitude: 0 Composure: 0 Wits: 0 Loyalty: 0		
Loam		<ul style="list-style-type: none"> <li>-Higher chance to find rare locations.</li> <li>-More location options for looting.</li> <li>-Can quick swap.</li> <li>-Fast.</li> <li>-One less inventory slot and max HP.</li> </ul>		Unarmed: Dash Slot A: Rapier (locked) Slot B:	Sandy	City Seeker	Shooting: 4(6) Strength: 1(6) Fitness: 4(6) Mechanics: 0(6) Medical: 0(6) Vitality: 2(2) Dexterity: 1	Morale: 3(6) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 0	Explorer Swap Special	
Lobatt		<ul style="list-style-type: none"> <li>-Starts with dash boots.</li> <li>-Finds extra locations while driving.</li> <li>-Sometimes produces food while driving.</li> <li>-Fast.</li> <li>-Has only 1 HP.</li> </ul>		Unarmed: Dash Boots Slot A: Re-Bar Slot B: Slot C:	Cowbun	Speedrunner	Shooting: 0(6) Strength: 0(6) Fitness: 0(6) Mechanics: 0(6) Medical: 0(6) Vitality: 1(1) Dexterity: 1	Morale: 3(6) Attitude: 0 Composure: 6 Wits: 0 Loyalty: 0	Explorer	
Lotus		<ul style="list-style-type: none"> <li>-Spells use less fatigue.</li> <li>-Fast.</li> <li>-Extremely weak physical stats.</li> <li>-One less max HP.</li> </ul>		Unarmed: Slot A: Spell Book (locked) Slot B: Slot C:	DooG	Cultist	Shooting: 0(3) Strength: 1(3) Fitness: -6(0) Mechanics: 0(6) Medical: 0(6) Vitality: 2(2) Dexterity: 1	Morale: 4(7) Attitude: 6 Composure: 6 Wits: 0 Loyalty: 6		

Lulu		<ul style="list-style-type: none"> <li>-Sometimes generates morale-boosting tea while driving.</li> <li>-High strength potential.</li> <li>-Fireproof.</li> <li>-One extra max HP.</li> <li>-Slow.</li> <li>-Eats extra.</li> </ul>		Unarmed: Tail Swipe Slot A: Slot B: Slot C: Fire Breath (locked)	TEA-LA	Gourmand	Shooting: -6(6) Strength: 6(12) Fitness: 1(1) Mechanics: 0(6) Medical: 0(6) Vitality: 4(4) Dexterity: -1	Morale: 3(5) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 6	Fireproof	
Malphon		<ul style="list-style-type: none"> <li>-Regenerates HP while driving.</li> <li>-Unarmed attack cycles between several stat builds during missions.</li> <li>-One less max HP.</li> </ul>		Unarmed: Stat Swap Slot A: Re-Bar Slot B: Slot C:	Jelly	Changeling	Shooting: *(6) Strength: *(6) Fitness: *(6) Mechanics: 0(6) Medical: 0(6) Vitality: 2(2) Dexterity: *	Morale: 4(6) Attitude: 6 Composure: 0 Wits: 0 Loyalty: 6		
Maple		<ul style="list-style-type: none"> <li>-Fireproof.</li> <li>-Encounters less bad events while walking.</li> <li>-Higher chance of finding rare locations.</li> <li>-Chance of freezing zombies on impact.</li> <li>-Fast.</li> <li>-One less max HP.</li> </ul>		Unarmed: Slot A: Slot B: Slot C:	Stay Frosty	City Seeker	Shooting: 3(6) Strength: 0(6) Fitness: 1(6) Mechanics: 0(6) Medical: 0(6) Vitality: 2(2) Dexterity: 1	Morale: 5(6) Attitude: 6 Composure: 6 Wits: 0 Loyalty: 6	Pathfinder Fireproof	
Mari		<ul style="list-style-type: none"> <li>-High combat stats.</li> <li>-Fast.</li> <li>-Starts with the Dragon Slayer.</li> <li>-Can ONLY use the Dragon Slayer.</li> <li>-Only has 1 HP</li> <li>-Annoying.</li> </ul>		Unarmed: Slot A: Dragon Slayer (locked)	Pond Princess	BERSERK!	Shooting: 0(6) Strength: 4(10) Fitness: 4(10) Mechanics: 0(6) Medical: 0(6) Vitality: 1(1) Dexterity: 2	Morale: 3(6) Attitude: 0 Composure: 0 Wits: 0 Loyalty: 0		
Martyr		<ul style="list-style-type: none"> <li>-Good combat and personality stats.</li> <li>-Starts with a bow and a Summons Guns spell.</li> <li>-Can find Strange Baubles on car keys.</li> <li>-Gains extra morale from using ANIME items.</li> <li>-Morale gradually drops over time.</li> <li>-Insta-death at 0 morale.</li> </ul>		Unarmed: Summon Guns Slot A: Bow (locked) Slot B: Slot C:	Mom	Anime Fan	Shooting: 4(10) Strength: 3(7) Fitness: 3(7) Mechanics: 0(6) Medical: 1(6) Vitality: 3(3) Dexterity: 1	Morale: 7(7) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 6	Anime	
Mauthe		<ul style="list-style-type: none"> <li>-Deals extra damage with surgical tools.</li> <li>-Creates extra healing puffs with sprays.</li> <li>-High stat potential.</li> <li>-Does not get tired.</li> <li>-Chaos Tome increases DOOM on use.</li> <li>-CURSED: All maps are dark.</li> </ul>		Unarmed: Bone Saw Slot A: Chaos Tome (locked) Slot B: Slot C:	Surgeon	Cultist	Shooting: 2(8) Strength: 2(8) Fitness: 2(8) Mechanics: 2(8) Medical: 4(6) Vitality: 3(3) Dexterity: 0	Morale: 6(6) Attitude: 0 Composure: 6 Wits: 6 Loyalty: 0	Sound Sleep	
Mawg		<ul style="list-style-type: none"> <li>-High strength/fitness potential.</li> <li>-Has a Champ ally for missions.</li> <li>-Encounters less bad events while walking.</li> <li>-Fast.</li> <li>-Shooting, mechanics, and medicine are locked at 0.</li> </ul>		Unarmed: Claw Slot A: Slot B: Slot C:	Pathfinder	Raptor	Shooting: 0(0) Strength: 3(9) Fitness: 3(9) Mechanics: 0(0) Medical: 0(0) Vitality: 3(3) Dexterity: 1	Morale: 3(3) Attitude: 6 Composure: 6 Wits: 0 Loyalty: 6	Pathfinder	
Max		<ul style="list-style-type: none"> <li>-Most spells cost less stamina to cast.</li> <li>-Encounters fewer bad events while walking.</li> <li>-Can quick swap items.</li> <li>-Weak stat potential.</li> <li>-CURSED: Custom enemies will appear during missions. This effect will NOT be disabled on death.</li> <li>-CURSED: DOOM increases at a faster rate.</li> </ul>		Unarmed: Slot A: Slot B: Vranos (locked)	Witch	Cultist	Shooting: -3(3) Strength: 0(3) Fitness: 0(3) Mechanics: 2(6) Medical: 0(6) Vitality: 3(3) Dexterity: 0	Morale: 4(6) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 0	Pathfinder Quick Swap	






Midas		<ul style="list-style-type: none"> <li>-Has better barter options with traders and bandits.</li> <li>-Can access the trunk at any time during missions.</li> <li>-Unarmed attack turns zombies into golden statues.</li> <li>-Slow.</li> <li>-Medical is capped at zero.</li> <li>-Morale is capped at three.</li> </ul>		Unarmed: Midas Touch Slot A: Pocket Pal (locked) Slot B: Crowbar Slot C:	Top Seller	Caustic	Shooting: 4(6) Strength: 1(6) Fitness: 1(6) Mechanics: 2(6) Medical: 0(0) Vitality: 3(3) Dexterity: -1	Morale: 3(3) Attitude: 0 Composure: 6 Wits: 6 Loyalty: 0	Haggler	
Mika Nova		<ul style="list-style-type: none"> <li>-Higher max morale.</li> <li>-Can save a party member from death once.</li> <li>-Explodes on death.</li> <li>-Rapidly loses morale if traveling alone.</li> </ul>		Unarmed: Slot A: Slot B: Slot C:	B*rbie	Hero Type	Shooting: 2(6) Strength: 1(6) Fitness: 1(6) Mechanics: 2(6) Medical: 2(6) Vitality: 3(3) Dexterity: 0	Morale: 6(7) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 6		
Milo		<ul style="list-style-type: none"> <li>-Pickaxes can destroy any object in a single blow.</li> <li>-Can transmute certain melee weapons.</li> <li>-Slow.</li> </ul>		Unarmed: Pickaxe Slot A: Slot B: Slot C:	Miner	Inventive	Shooting: 2(6) Strength: 4(6) Fitness: 2(6) Mechanics: 3(6) Medical: 0(6) Vitality: 3(3) Dexterity: -1	Morale: 5(6) Attitude: 6 Composure: 6 Wits: 0 Loyalty: 6		
Mimi		<ul style="list-style-type: none"> <li>-Can access trunk inventory at any time.</li> <li>-Fast.</li> <li>-One less max HP.</li> <li>-Weak stat gain potential.</li> </ul>		Unarmed: Toy Hammer Slot A: Randoseru (locked) Slot B: Slot C:	Cute	U*O*H	Shooting: 0(4) Strength: 0(3) Fitness: 0(4) Mechanics: -2(4) Medical: 1(6) Vitality: 2(2) Dexterity: 1	Morale: 7(7) Attitude: 6 Composure: 6 Wits: 0 Loyalty: 6		
Minna		<ul style="list-style-type: none"> <li>-Starts with some food.</li> <li>-Sometimes generates food while driving.</li> <li>-Lower max morale.</li> </ul>		Unarmed: Rolling Pin Slot A: Slot B: Slot C: 2 Food	Baker	Civilized	Shooting: 2(6) Strength: 2(6) Fitness: 1(6) Mechanics: 2(6) Medical: 2(6) Vitality: 3(3) Dexterity: 0	Morale: 4(4) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 6		
Mint Castella		<ul style="list-style-type: none"> <li>-Starts with some food.</li> <li>-High strength potential.</li> <li>-Tanky.</li> <li>-Low Fitness potential.</li> <li>-Eats more than most.</li> <li>-Slow.</li> </ul>		Unarmed: Sumo Slot A: Slot B: Slot C: 3 Food	Thicc	Gourmand	Shooting: 0(6) Strength: 3(9) Fitness: 0(4) Mechanics: 0(6) Medical: 2(6) Vitality: 4(4) Dexterity: -1	Morale: 5(6) Attitude: 6 Composure: 0 Wits: 0 Loyalty: 3		
Mocha		<ul style="list-style-type: none"> <li>-Uses less fatigue with most spells.</li> <li>-Fast</li> <li>-Fireproof</li> <li>-One less max HP and Moraale.</li> </ul>		Unarmed: Claw Slot A: Wonder Rod (locked) Slot B: Slot C:	Kot	Cultist	Shooting: 0(6) Strength: 0(6) Fitness: 2(6) Mechanics: 0(6) Medical: 0(6) Vitality: 2(2) Dexterity: 1	Morale: 4(5) Attitude: 6 Composure: 2 Wits: 2 Loyalty: 1	Fireproof	
Mokuba		<ul style="list-style-type: none"> <li>-Spellbook provides dashes when cycling spells.</li> <li>-Spells cost less stamina to cast.</li> <li>-Tanky.</li> <li>-VERY slow.</li> <li>-CURSED: Zombies waves periodically spawn around the player.</li> </ul>		Unarmed: Death Touch Slot A: Necronomicon (locked) Slot B: Slot C:	Trunk	Cultist	Shooting: 0(6) Strength: 6(6) Fitness: 6(6) Mechanics: 0(6) Medical: 0(6) Vitality: 4(4) Dexterity: -3	Morale: 3(6) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 6		

Moldy		<ul style="list-style-type: none"> <li>-Melee attacks have a chance to create poison clouds on impact.</li> <li>-Always has a shroom ally for missions.</li> <li>-Higher chance of finding rare locations.</li> <li>-Weak.</li> <li>-One less max HP.</li> </ul>		Unarmed: Pokin' Slot A: Slot B: Slot C:	Shroomy	City Seeker	Shooting: 0(6) Strength: 0(6) Fitness: -2(6) Mechanics: 0(6) Medical: 1(6) Vitality: 2(2) Dexterity: 0	Morale: 4(6) Attitude: 0 Composure: 0 Wits: 6 Loyalty: 0		
Momomo		<ul style="list-style-type: none"> <li>-Causes a localized explosion when taking damage during a mission. Said explosion does not deal friendly fire.</li> <li>-Has extra location options for looting.</li> <li>-Weak starting physical stats.</li> </ul>		Unarmed: Beam Gun Slot A: Cannon (locked) Slot B: Slot C:	Spessman	Prickly	Shooting: 4(6) Strength: 0(6) Fitness: -2(6) Mechanics: 3(6) Medical: 0(6) Vitality: 3(3) Dexterity: 0	Morale: 5(6) Attitude: 6 Composure: 6 Wits: 0 Loyalty: 0	Explorer	
Moriko		<ul style="list-style-type: none"> <li>-High stat growth potential.</li> <li>-Can quick swap.</li> <li>-One less inventory slot.</li> <li>-Only has 1 HP.</li> </ul>		Unarmed: Dash Slot A: Dudeye (locked) Slot B:	Hunter	BERSERK!	Shooting: 3(9) Strength: 3(9) Fitness: 3(9) Mechanics: 3(9) Medical: 3(6) Vitality: 1(1) Dexterity: 0	Morale: 4(6) Attitude: 0 Composure: 6 Wits: 0 Loyalty: 0	Swap Special	
Must		<ul style="list-style-type: none"> <li>-Fireproof.</li> <li>-High overall stats.</li> <li>-Fast.</li> <li>-CURSED: Lit bombs will appear by the player every 6 seconds. Can deal friendly fire.</li> </ul>		Unarmed: Slap Slot A: Slot B: Slot C:	Kinda Cursed	B*O*O*M	Shooting: 2(6) Strength: 3(6) Fitness: 1(6) Mechanics: 3(6) Medical: 4(6) Vitality: 4(4) Dexterity: 1	Morale: 4(6) Attitude: 6 Composure: 0 Wits: 6 Loyalty: 0	Fireproof	
Muyu Muu		<ul style="list-style-type: none"> <li>-Generates mystery vials while driving.</li> <li>-Very small chance to generate food while driving.</li> <li>-Starts with a headbutt.</li> <li>-Weak starting combat stats.</li> </ul>		Unarmed: Headbutt Slot A: Slot B: Slot C:	Bovine	Inventive	Shooting: 0(6) Strength: 1(7) Fitness: 1(5) Mechanics: 2(6) Medical: 3(6) Vitality: 3(3) Dexterity: 0	Morale: 6(6) Attitude: 6 Composure: 0 Wits: 6 Loyalty: 0		
Nacho		<ul style="list-style-type: none"> <li>-Can pick up standing zombies.</li> <li>-High strength potential.</li> <li>-Extremely low max fitness.</li> <li>-Lower max morale.</li> <li>-Slow.</li> </ul>		Unarmed: Command Grab Slot A: Slot B: Slot C:	Husbando	Grappler	Shooting: -3(6) Strength: 5(10) Fitness: 1(1) Mechanics: 0(6) Medical: 0(6) Vitality: 3(3) Dexterity: -1	Morale: 4(4) Attitude: 6 Composure: 0 Wits: 0 Loyalty: 6	Zombie Wrestler	
Nasby		<ul style="list-style-type: none"> <li>-Unarmed attack grants night vision.</li> <li>-Higher chance to find rare locations.</li> <li>-Doesn't get tired.</li> <li>-Slow</li> <li>-Low Fitness potential.</li> </ul>		Unarmed: Night Eyes Slot A: Croco Hammer (locked) Slot B: Pistol Slot C: 25 Pistol Bullets	Tail Gator	City Seeker	Shooting: 2(6) Strength: 4(7) Fitness: -2(3) Mechanics: 2(6) Medical: 0(6) Vitality: 4(4) Dexterity: -1	Morale: 3(6) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 6	Sound Sleep	
Neo Pawlino		<ul style="list-style-type: none"> <li>-Sometimes regenerates ammo while driving.</li> <li>-Has access to melee and ranged craft recipes.</li> <li>-Good with dogs.</li> <li>-Weak.</li> <li>-Starts with one less max HP.</li> </ul>		Unarmed: Weak Claw Slot A: Slot B: Slot C:	Gungineer	Inventive	Shooting: 0(6) Strength: 0(6) Fitness: 0(6) Mechanics: 4(6) Medical: 2(6) Vitality: 2(2) Dexterity: 0	Morale: 5(6) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 6	Dog Pal	

Nyana		<ul style="list-style-type: none"> <li>-Starts with an Air Horn.</li> <li>-Air Horn reloads while driving.</li> <li>-Fast.</li> <li>-1 less max HP</li> <li>-Annoying.</li> </ul>		Unarmed: Slot A: Air Horn (locked) Slot B: Slot C:	:3	U*O*H	Shooting: 0(6) Strength: 0(6) Fitness: 3(6) Mechanics: 0(6) Medical: 0(6) Vitality: 2(2) Dexterity: 1	Morale: 4(6) Attitude: 0 Composure: 0 Wits: 0 Loyalty: 0		
Odette		<ul style="list-style-type: none"> <li>-Reloads any and all bb/airsoft guns while driving.</li> <li>-Can craft melee weapons.</li> <li>-Higher max morale.</li> <li>-1 less max HP.</li> </ul>		Unarmed: Slot A: Black Bort Slot B: Slot C:	BALBc	Inventive	Shooting: 0(6) Strength: 0(6) Fitness: 2(6) Mechanics: 3(6) Medical: 1(6) Vitality: 2(2) Dexterity: 1	Morale: 7(8) Attitude: 6 Composure: 6 Wits: 0 Loyalty: 6		
Omo		<ul style="list-style-type: none"> <li>-Gains a coffee stat boost if damaged during a mission.</li> <li>-Has extra location options for looting.</li> <li>-Low starting fitness.</li> <li>-SPECIAL: This effect is triggered if Omo takes lethal damage during a mission.</li> <li>--Current and Max HP is set to one.</li> <li>--Dexterity is increased by one.</li> <li>--Cannon is replaced with a Follow the Wind keyblade.</li> <li>--Sailor perk is replaced with E*X*P</li> <li>--Instead of reloading black powder weapons, Omo will instead gain a random boost to his strength, fitness, or HP while driving.</li> <li>---HP will max out at 5. Other stats have no upper limit.</li> <li>--DOOM will also increase by 5% during every driving segment.</li> <li>--Upon reaching 3 max HP again, his keyblade will morph into the Wheel of Fate.</li> </ul>		Unarmed: Slot A: Cannon (locked) Slot B: Ice Pick Slot C: Fishing Pole	Sailor	Vigor Mortis	Shooting: 0(6) Strength: 2(6) Fitness: -3(6) Mechanics: 1(6) Medical: 3(6) Vitality: 3(3) Dexterity: 0	Morale: 2(5) Attitude: 0 Composure: 0 Wits: 6 Loyalty: 0	Explorer	
Oneira		<ul style="list-style-type: none"> <li>-Can (technically) pick up anything.</li> <li>-Airstrike recharges while driving.</li> <li>-Regenerates HP while driving.</li> <li>-Eats less.</li> <li>-Receives a robot ally on solo missions.</li> <li>-Fireproof.</li> <li>-Slow.</li> <li>-Low Fitness potential.</li> <li>-One less max HP</li> <li>-Consumes 2 extra gas while driving.</li> </ul>		Unarmed: Pneumatic Palm Slot A: Slot B: Groza 58m Slot C: Airstrike (locked) 4 Rifle Rounds	Mechead	Tiny Eater	Shooting: 3(6) Strength: 6(9) Fitness: 0(3) Mechanics: 4(6) Medical: 0(6) Vitality: 2(2) Dexterity: -1	Morale: 3(6) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 6	Fireproof	
Onolumi		<ul style="list-style-type: none"> <li>-Always has at least one robot familiar for missions.</li> <li>-Two additional robots appear if she starts a mission solo.</li> <li>-Good with dogs.</li> <li>-Almost nonexistent stats.</li> </ul>		Unarmed: Slot A: Slot B: Slot C:	Desbot	Gamer	Shooting: 0(6) Strength: 0(6) Fitness: 0(6) Mechanics: 0(6) Medical: 1(6) Vitality: 3(3) Dexterity: 0	Morale: 5(6) Attitude: 6 Composure: 0 Wits: 0 Loyalty: 6	Dogpal	
Pafu		<ul style="list-style-type: none"> <li>-Doesn't get tired.</li> <li>-Sprites change daily.</li> <li>-All stats (other than HP and Dex) are randomized from -2 to 6 while driving.</li> <li>-Due to the stat gimmick, regular stat gains are mostly useless.</li> </ul>		Unarmed: Slot A: Slot B: Slot C:	Fashionista	Unpredictable	Shooting: *(9) Strength: *(9) Fitness: *(9) Mechanics: *(9) Medical: *(9) Vitality: 3(3) Dexterity: 0	Morale: 4(4) Attitude: * Composure: * Wits: * Loyalty: *	Sound Sleep	

Petrica		-Sometimes generates mystery vials while driving. -One less max vitality.		Unarmed: 8-Rings Slot A: Mystery Vial Slot B: Slot C:	Shield of Hope	City Seeker	Shooting: 0(6) Strength: 2(6) Fitness: 2(6) Mechanics: 3(6) Medical: 3(6) Vitality: 2(2) Dexterity: 0	Morale: 6(6) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 6		
Pickle		-Guaranteed to survive a lethal blow once. -Can survive further death blows based on morale. -Fire proof. -One extra max HP. -Weak stats.		Unarmed: Slot A: Buckler Slot B: Slot C:	Shield of Hope	Phoenix	Shooting: 0(6) Strength: 0(6) Fitness: 0(6) Mechanics: 0(6) Medical: 0(6) Vitality: 4(4) Dexterity: 0	Morale: 4(6) Attitude: 0 Composure: 0 Wits: 0 Loyalty: 0	Fireproof	
Pippa		-Starts with a variety of guns and ammo. -Slightly higher movement speed. -Can turn P*P Tarts into Tart Guns. -1 less max HP		Unarmed: Dingy Daki Slot A: Zippy Slot B: Moist Nugget Slot C: Arnie 87 10 Bullets 10 Rifle Rounds 10 Shotgun Shells	Gun Collector	U*O*H	Shooting: 3(6) Strength: 0(6) Fitness: 0(6) Mechanics: 1(6) Medical: 0(6) Vitality: 2(2) Dexterity: 1	Morale: 2(6) Attitude: 0 Composure: 0 Wits: 6 Loyalty: 0		
Polly		-Can access the trunk at any time during missions. -Better barter results with bandits and traders. -Lower max morale and HP.		Unarmed: Weak Claw Slot A: Backpack (locked) Slot B: Slot C:	Top Seller	U*O*H	Shooting: 3(6) Strength: 0(6) Fitness: 2(6) Mechanics: 0(6) Medical: 2(6) Vitality: 2(2) Dexterity: 0	Morale: 2(4) Attitude: 0 Composure: 0 Wits: 6 Loyalty: 6	Haggler	
Pomme		-Encounters less bad events while walking.		Unarmed: Claw Slot A: Slot B: Slot C:	Pathfinder	Cryptid	Shooting: 0(6) Strength: 3(6) Fitness: 3(6) Mechanics: 0(6) Medical: 0(6) Vitality: 3(3) Dexterity: 0	Morale: 3(6) Attitude: 0 Composure: 6 Wits: 6 Loyalty: 6	Pathfinder	
Raimi Ricotta		-Fast. -One less max HP.		Unarmed: Slot A: Babby Blade Slot B: Slot C:	Ogey	U*O*H	Shooting: 0(6) Strength: 2(6) Fitness: 2(6) Mechanics: 0(6) Medical: 2(6) Vitality: 2(2) Dexterity: 1	Morale: 4(6) Attitude: 0 Composure: 0 Wits: 6 Loyalty: 0		
Ramnor		-Can save others from a lethal blow once. -Sword gains special effects for each stat that is raised to 6 or higher. -Mechanics and Medical are capped at 0. -Normal stat gain events will not be effective unless they increase the stat's max cap. -E*X*P: Shooting, Strength, Fitness, and HP will be randomly increased while driving. --HP maxes out at 5, but the other stats have no upper limit. --DOOM also increases by 5% while driving.		Unarmed: Backpack Slot A: Loyalty (locked) Slot B: Slot C:	E*X*P	Hero Type	Shooting: 0(*) Strength: 0(*) Fitness: 0(*) Mechanics: 0(0) Medical: 0(0) Vitality: 3(*) Dexterity: 0	Morale: 8(8) Attitude: 6 Composure: 6 Wits: 0 Loyalty: 6		
Ray0		-Can pick up zombies and any objects. -A durable coffin spawns in at the start of missions. -The coffin summons a special recruit if it is broken while solo. -Slow. -Cannot pick up any weapons. -One less max HP.		Unarmed: Pneumatic Palm Slot A: (locked)	Pallbearer	Fauxtuber	Shooting: 0(6) Strength: 106(106) Fitness: -400(-200) Mechanics: 0(0) Medical: 0(0) Vitality: 2(2) Dexterity: -1	Morale: 2(6) Attitude: 0 Composure: 6 Wits: 0 Loyalty: 6	Zombie Wrestler	


Raz		<ul style="list-style-type: none"> <li>-Unarmed attack provides a dash, i-frames, and cycles guns in Slot A.</li> <li>-Can quick swap.</li> <li>-Extra location options for looting.</li> <li>-Can save others from a lethal blow once.</li> <li>-Lower inventory slots and max HP.</li> <li>-<b>SUPER CURSED: Zombie waves spawn CONSTANTLY around the player.</b></li> </ul>		Unarmed: HC-Swapper Slot A: * (locked) Slot B:	BLURSED!	Hero Type	Shooting: 6(12) Strength: 3(6) Fitness: 3(6) Mechanics: 6(6) Medical: 3(6) Vitality: 2(2) Dexterity: 1	Morale: 6(6) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 6	Explorer Swap Special	
Ricecake		<ul style="list-style-type: none"> <li>-Can fire projectiles with sports weapons.</li> <li>-Gets better barter outcomes with bandits and traders.</li> <li>-Attacks sometimes produce throwable cash props.</li> <li>-Fast.</li> <li>-One less max HP.</li> </ul>		Unarmed: Weak Claw Slot A: Baseball Bat Slot B: Slot C:	Athlete	Kot	Shooting: 0(6) Strength: 2(6) Fitness: 2(6) Mechanics: 0(6) Medical: 0(6) Vitality: 2(2) Dexterity: 1	Morale: 3(6) Attitude: 0 Composure: 0 Wits: 0 Loyalty: 0	Haggler	
Rinmama		<ul style="list-style-type: none"> <li>-Can access the trunk inventory at any time.</li> <li>-Haggles with sale prices and bandits better than others.</li> <li>-One less max HP and morale.</li> <li>-Slow.</li> </ul>		Unarmed: Slap Slot A: Bag of Holding (locked) Slot B: Slot C:	HAGgler	Civilized	Shooting: 0(6) Strength: 0(5) Fitness: 0(5) Mechanics: 0(6) Medical: 3(6) Vitality: 2(2) Dexterity: -1	Morale: 4(5) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 6	Haggler	
S*G*S (Sawa)		<ul style="list-style-type: none"> <li>-Can throw standing zombies.</li> <li>-Decent combat stats.</li> <li>-Can't use guns.</li> <li>-1 less max HP</li> </ul>		Unarmed: Command Grab Slot A: Slot B: Slot C:	Ex-Wrestler	U*O*H	Shooting: -5(1) Strength: 3(6) Fitness: 3(6) Mechanics: 1(6) Medical: 1(6) Vitality: 2(2) Dexterity: 1	Morale: 3(6) Attitude: 6 Composure: 0 Wits: 0 Loyalty: 0	Zombie Wrestler No Guns	
Sandy		<ul style="list-style-type: none"> <li>-Starts with a cutlass and a dash.</li> <li>-Generates disposable guns while driving.</li> <li>+1 map looting options.</li> <li>-Fast.</li> <li>-One less max HP.</li> </ul>		Unarmed: Dash Slot A: Cutlass (locked) Slot B: Slot C:	Loam	Pirate	Shooting: 2(6) Strength: 2(6) Fitness: 2(6) Mechanics: 1(6) Medical: 0(6) Vitality: 2(2) Dexterity: 1	Morale: 2(6) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 0	Explorer	
Sawa		<ul style="list-style-type: none"> <li>-Starts with a Pomson.</li> <li>-High Mechanics.</li> <li>-Can craft melee weapons.</li> <li>-Faster movement speed.</li> <li>-1 less max HP</li> <li>-Weak.</li> </ul>		Unarmed: Screwdriver Slot A: Pomson (locked) Slot B: Slot C:	Evil Genius	Inventive	Shooting: 0(6) Strength: 0(6) Fitness: 0(6) Mechanics: 4(7) Medical: 2(6) Vitality: 2(2) Dexterity: 1	Morale: 2(6) Attitude: 6 Composure: 0 Wits: 6 Loyalty: 0		
Scege		<ul style="list-style-type: none"> <li>-Gains permanent stat boosts from picking up various bones.</li> <li>-Starting stats are EXTREMELY weak.</li> </ul>		Unarmed: Slot A: Necronomicon (locked) Slot B: Slot C:	Zoned	Boned	Shooting: -3(-3) Strength: -3(-3) Fitness: -3(-3) Mechanics: 0(0) Medical: 0(0) Vitality: 1(1) Dexterity: -1	Morale: 3(5) Attitude: 0 Composure: 0 Wits: 6 Loyalty: 0		
Seelie		<ul style="list-style-type: none"> <li>-High stat growth potential.</li> <li>-Fireproof.</li> <li>-Always has a mini imp familiar.</li> <li>-Fast</li> <li>-CURSED: Zombie waves will periodically spawn around the player.</li> </ul>		Unarmed: Devil Fork Slot A: Slot B: Slot C:	BLURSED!	Imp	Shooting: 3(9) Strength: 3(9) Fitness: 3(9) Mechanics: 3(9) Medical: 3(9) Vitality: 3(3) Dexterity: 1	Morale: 6(6) Attitude: 6 Composure: 0 Wits: 0 Loyalty: 0	Fireproof	

Sena		<ul style="list-style-type: none"> <li>-High mechanics.</li> <li>-Sometimes generates ammo while driving.</li> <li>-Can craft both melee and ranged weapons.</li> <li>-Lower max fitness and morale.</li> <li>-Slow.</li> </ul>		Unarmed: Slot A: Screwdriver Slot B: Slot C:	Gungineer	Inventive	Shooting: 3(6) Strength: 3(6) Fitness: 0(4) Mechanics: 5(6) Medical: 0(6) Vitality: 3(3) Dexterity: -1	Morale: 4(5) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 0		
Shippa		<ul style="list-style-type: none"> <li>-Starts with a musket.</li> <li>-The musket and any other black power weapons she has will be reloaded while driving.</li> <li>-Slow.</li> </ul>		Unarmed: Slot A: Musket (locked) Slot B: Slot C:	J*A*T*F*F*I	U*O*H	Shooting: 4(6) Strength: 2(7) Fitness: 2(7) Mechanics: 3(6) Medical: 0(6) Vitality: 3(3) Dexterity: -1	Morale: 2(6) Attitude: 6 Composure: 0 Wits: 6 Loyalty: 6		
Shondo		<ul style="list-style-type: none"> <li>-Starts with a Dancing Dicer.</li> <li>-Good combat and personality stats.</li> <li>-Fast.</li> <li>-Eats less.</li> <li>-Lower max HP and morale.</li> <li>-CURSED: All maps are dark.</li> </ul>		Unarmed: Dancing Dicer Slot A: Slot B: Slot C:	KINDA CURSED	Tiny Eater	Shooting: 0(6) Strength: 4(10) Fitness: 4(10) Mechanics: 0(6) Medical: 4(6) Vitality: 2(2) Dexterity: 1	Morale: 3(3) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 6		
Silent Eagle		<ul style="list-style-type: none"> <li>-Higher chance of finding rare locations.</li> <li>-Fast.</li> <li>-One less max HP.</li> </ul>		Unarmed: Dash Slot A: Bokken Slot B: Slot C:	Rogue	City Seeker	Shooting: 0(6) Strength: 2(6) Fitness: 2(6) Mechanics: 2(6) Medical: 0(6) Vitality: 2(2) Dexterity: 1	Morale: 3(3) Attitude: 6 Composure: 6 Wits: 0 Loyalty: 0		
Sinister		<ul style="list-style-type: none"> <li>-Raygun recharges while driving.</li> <li>-Mechanics are beyond maxed.</li> <li>-MERC: Costs 4 food to recruit.</li> </ul>		Unarmed: Blink Slot A: Raygun (locked) Slot B: Slot C:	Technomancer	Merc	Shooting: 6(6) Strength: 2(6) Fitness: 2(6) Mechanics: 7(7) Medical: 0(6) Vitality: 3(3) Dexterity: 0	Morale: 3(6) Attitude: 0 Composure: 6 Wits: 6 Loyalty: 0		
Sir Jones		<ul style="list-style-type: none"> <li>-Can save others from a lethal blow once.</li> <li>-Fires projectiles while using sport weapons.</li> <li>-Yo-Yo evolves if current HP ever goes above 3.</li> <li>-Mechanics and Medical are capped at 0.</li> <li>-Normal stat gain events will not be effective unless they increase the stat's max cap.</li> <li>-E*X*P: Shooting, Strength, Fitness, and HP will be randomly increased while driving.</li> <li>--HP maxes out at 5, but the other stats have no upper limit.</li> <li>--DOOM also increases by 5% while driving.</li> </ul>		Unarmed: Yo-Yo Slot A: Baseball Bat Slot B: Slot C:	Athlete	Hero Type	Shooting: 0(*) Strength: 0(*) Fitness: 0(*) Mechanics: 0(0) Medical: 0(0) Vitality: 3(*) Dexterity: 0	Morale: 5(7) Attitude: 6 Composure: 6 Wits: 0 Loyalty: 6		
Sister Abigail		<ul style="list-style-type: none"> <li>-Shield provides light when wielded and iframes when swung.</li> <li>-Doesn't get tired.</li> <li>-Increases DOOM instead of spending HP when using the Barberos Staff or Heal spell.</li> <li>-Slow</li> <li>-Cannot use guns.</li> </ul>		Unarmed: Slot A: Be Not Afraid (locked) Slot B: Slot C:	Shield of Hope	Cleric	Shooting: 0(6) Strength: 2(6) Fitness: 2(6) Mechanics: 0(6) Medical: 3(6) Vitality: 3(3) Dexterity: -1	Morale: 6(6) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 6	Sound Sleep No Shoot	

SkeleBen		<ul style="list-style-type: none"> <li>-Fireproof.</li> <li>-Gains special stat boosts when picking up bones:</li> <li>-Femurs increase one random stat.</li> <li>-Spines increase max HP.</li> <li>-Spine w/ Skulls increase all stats by one.</li> <li>-Slow</li> <li>-One less max HP.</li> <li>-All stats are capped at 0. They can only be increased by bones or other special events.</li> </ul>		Unarmed: Slot A: Slot B: Slot C:	Zoned	Boned	Shooting: 0(0) Strength: 0(0) Fitness: 0(0) Mechanics: 0(0) Medical: 0(0) Vitality: 2(2) Dexterity: -1	Morale: 4(6) Attitude: 0 Composure: 0 Wits: 0 Loyalty: 0	Fireproof	
Slushy		<ul style="list-style-type: none"> <li>-All attacks have a chance of freezing zombies into frost statues.</li> <li>-Fireproof.</li> <li>-Slow.</li> </ul>		Unarmed: Slot A: Slot B: Slot C:	Stay Frosty	Tepid	Shooting: 0(6) Strength: 3(6) Fitness: 0(6) Mechanics: 2(6) Medical: 0(6) Vitality: 3(3) Dexterity: -1	Morale: 3(6) Attitude: 6 Composure: 6 Wits: 3 Loyalty: 6	Fireproof	
Snakai		<ul style="list-style-type: none"> <li>-Starts with a headbutt.</li> <li>-Tanky stats.</li> <li>-Sometimes produces food while driving.</li> <li>-Melee and ranged attacks are 20% slower.</li> <li>-Lower max fitness potential.</li> </ul>		Unarmed: Headbutt Slot A: Slot B: Slot C:	Cowpire	Paranoid	Shooting: -2(4) Strength: 3(9) Fitness: -2(4) Mechanics: 0(6) Medical: 0(6) Vitality: 4(4) Dexterity: 0	Morale: 4(6) Attitude: 0 Composure: 6 Wits: 6 Loyalty: 6		
Spike		<ul style="list-style-type: none"> <li>-Encounters less bad events while walking.</li> <li>-Fast.</li> <li>-Can regenerate HP while driving.</li> <li>-Spawns a helpful vending machine at the start of every mission.</li> <li>-One less max HP.</li> <li>-Using the vending machine increases DOOM.</li> </ul>		Unarmed: Pokin' Slot A: Slot B: Slot C: Meds (locked)	Pathfinder	Gnome Regen	Shooting: 0(6) Strength: 0(6) Fitness: 0(6) Mechanics: 3(9) Medical: 3(6) Vitality: 2(2) Dexterity: 1	Morale: 4(6) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 6	Pathfinder	
Spino		<ul style="list-style-type: none"> <li>-Fireproof.</li> <li>-High strength and HP.</li> <li>-Regenerates HP while driving.</li> <li>-Slow.</li> <li>-Cannot use guns.</li> <li>-CURSED: Zombie waves periodically spawn around the player.</li> </ul>		Unarmed: Plasma Beam Slot A: Katsu (locked) Slot B: Slot C:	Jelly	Kaiju	Shooting: 0(6) Strength: 10(16) Fitness: 0(4) Mechanics: 3(6) Medical: 0(6) Vitality: 5(5) Dexterity: -1	Morale: 2(5) Attitude: 3 Composure: 3 Wits: 3 Loyalty: 6	Fireproof No Shoot	
Sterling		<ul style="list-style-type: none"> <li>-Can pick up zombies and almost any object.</li> <li>-Fireproof.</li> <li>-All melee attacks deal aoe damage.</li> <li>-VERY slow.</li> <li>-Cannot use guns.</li> <li>-Mechanics and medical are locked at 0.</li> <li>-ULTRA CURSED: Zombie waves spawn around the player constantly.</li> </ul>		Unarmed: Brick Fist Slot A: Slot B: Slot C:	Golemancer	ULTRA CURSED!!	Shooting: -100(-94) Strength: 106(106) Fitness: 0(6) Mechanics: 0(0) Medical: 0(0) Vitality: 5(5) Dexterity: -2	Morale: 6(6) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 6	Zombie Wrestler Fireproof No Shoot	
T*F*W		<ul style="list-style-type: none"> <li>-High stat growth potential.</li> <li>-Starts with a headbutt.</li> <li>-Uses less fatigue when casting spells.</li> <li>-Doesn't get tired.</li> <li>-One less inventory slot.</li> <li>-CURSED: Zombie waves will periodically spawn in around the player.</li> </ul>		Unarmed: Headbutt Slot A: Slot B:	BLURSED!	Cultist	Shooting: 4(10) Strength: 4(10) Fitness: 4(10) Mechanics: 3(9) Medical: 3(9) Vitality: 3(3) Dexterity: 1	Morale: 5(5) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 6	Sound Sleep	
Takodachi		<ul style="list-style-type: none"> <li>-Can survive lethal damage depending on current morale.</li> <li>-All non-personality stats start at 3.</li> <li>-All non-personality stats are capped at 3.</li> </ul>		Unarmed: Slot A: Buckler Slot B: Slot C:	Shield of Hope	Dingus Savant	Shooting: 3(3) Strength: 3(3) Fitness: 3(3) Mechanics: 3(3) Medical: 3(3) Vitality: 3(3) Dexterity: 0	Morale: 6(6) Attitude: 6 Composure: 0 Wits: 0 Loyalty: 6		

Temp		<ul style="list-style-type: none"> <li>-Has access to melee and gun crafting.</li> <li>-Sometimes generates ammo while driving.</li> <li>-Fast.</li> <li>-One less max HP.</li> </ul>		Unarmed: Slot A: Screwdriver Slot B: Slot C:	Gungineer	Inventive	Shooting: 3(6) Strength: 0(6) Fitness: 0(6) Mechanics: 5(6) Medical: 0(6) Vitality: 2(2) Dexterity: 1	Morale: 2(6) Attitude: 0 Composure: 6 Wits: 6 Loyalty: 6		
Tenna		<ul style="list-style-type: none"> <li>-Can access the trunk inventory at any time.</li> <li>-Haggles with sale prices and bandits better than others.</li> <li>-One less max HP.</li> <li>-Slower movement speed.</li> </ul>		Unarmed: Weak Claw Slot A: Bag of Holding (locked) Slot B: Slot C:	Top Seller	U*O*H	Shooting: 3(6) Strength: 0(6) Fitness: 2(6) Mechanics: 0(6) Medical: 0(6) Vitality: 2(2) Dexterity: -1	Morale: 2(6) Attitude: 6 Composure: 0 Wits: 6 Loyalty: 0	Haggler	
Topaz		<ul style="list-style-type: none"> <li>-Higher max fitness.</li> <li>-Gains additional power from using spells and magical baubles.</li> <li>-Hitting enemies while in midair with certain spear weapons deals aoe damage.</li> <li>-Fast.</li> <li>-One less max HP.</li> </ul>		Unarmed: Leap Slot A: Pool Cue Slot B: Slot C:	Frogoon	Lagomancer	Shooting: 0(6) Strength: 0(6) Fitness: 4(10) Mechanics: 0(6) Medical: 0(6) Vitality: 2(2) Dexterity: 1	Morale: 3(6) Attitude: 6 Composure: 0 Wits: 0 Loyalty: 6		
Touma Tengu		<ul style="list-style-type: none"> <li>-High strength potential.</li> <li>-Starts with a headbutt.</li> <li>-Sometimes produces food while driving.</li> <li>-Lower max morale.</li> <li>-One less inventory slot.</li> </ul>		Unarmed: Headbutt Slot A: Slot B:	Bovine	Regal	Shooting: 0(6) Strength: 6(12) Fitness: 0(6) Mechanics: 0(6) Medical: 0(6) Vitality: 3(3) Dexterity: 0	Morale: 2(4) Attitude: 6 Composure: 0 Wits: 6 Loyalty: 0		
Trueno		<ul style="list-style-type: none"> <li>-Starts with a powerful sword.</li> <li>-High combat stats.</li> <li>-Low max morale.</li> <li>-Loses morale daily.</li> <li>-Instant death at 0 morale.</li> </ul>		Unarmed: Slot A: La Tormenta (locked) Slot B: Slot C:	Shoujo	Anime Fan	Shooting: 0(6) Strength: 4(9) Fitness: 4(9) Mechanics: 0(6) Medical: 0(6) Vitality: 4(4) Dexterity: 1	Morale: 4(4) Attitude: 0 Composure: 6 Wits: 0 Loyalty: 6		
Vertebrae		<ul style="list-style-type: none"> <li>-Higher max strength and fitness.</li> <li>-Encounters less bad events while walking.</li> <li>-Good with dogs.</li> <li>-Chance to insta-kill zombies on-hit.</li> <li>-Mechanics and medical are locked at 0.</li> </ul>		Unarmed: Claw Slot A: Slot B: Slot C:	Fierce Hitter	Fierce Tempered	Shooting: 0(6) Strength: 3(9) Fitness: 3(9) Mechanics: 0(0) Medical: 0(0) Vitality: 3(3) Dexterity: 0	Morale: 4(6) Attitude: 6 Composure: 0 Wits: 0 Loyalty: 6	Dogpal Pathfinder	
Viscera		<ul style="list-style-type: none"> <li>-Rated-R transforms into the Adjudicator at high morale.</li> <li>-Encounters less bad events while walking.</li> <li>-Most spells cost less fatigue to use.</li> <li>-Slaughter can turn humans into morale-boosting meat.</li> <li>-Morale continually decreases while driving.</li> <li>-Slaughtering humans greatly increases DOOM.</li> <li>-CURSED: All maps are dark.</li> </ul>		Unarmed: Rated-R Slot A: Slot B: Slot C: Slaughter (locked)	Slasher	Cultist	Shooting: 0(6) Strength: 5(11) Fitness: 5(11) Mechanics: 0(6) Medical: 3(6) Vitality: 3(3) Dexterity: 0	Morale: 6(6) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 0	Pathfinder	
Wawa		<ul style="list-style-type: none"> <li>-Gets a coffee boost from taking damage during a mission.</li> <li>-Regenerates HP while driving.</li> <li>-High combat stat potential.</li> <li>-Fireproof</li> </ul>		Unarmed: Firer Axe Slot A: Dolt Eagle (locked) Slot B: Slot C: 7 Pistol Bullets	Jelly	Vigor Mortis	Shooting: 0(6) Strength: 2(6) Fitness: 2(6) Mechanics: 0(6) Medical: 0(6) Vitality: 3(3) Dexterity: 0	Morale: 4(6) Attitude: 6 Composure: 0 Wits: 0 Loyalty: 0	Fireproof	

Whiskey		<ul style="list-style-type: none"> <li>-Generates ammo while driving.</li> <li>-Receives less bad events while walking.</li> <li>-Can access the trunk at any time during missions.</li> <li>-Lower max morale.</li> <li>-MERC: Costs 4 food to recruit.</li> </ul>		Unarmed: Backpack Slot A: Steer UGH (locked) Slot B: Survival Knife (locked) Slot C: 30 Rifle rounds 1 Medical	Tacticoool	Merc	Shooting: 6(9) Strength: 3(6) Fitness: 3(6) Mechanics: 3(6) Medical: 3(6) Vitality: 3(3) Dexterity: 0	Morale: 4(4) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 0	<a href="#">Pathfinder</a>	
Wilt		<ul style="list-style-type: none"> <li>-Regenerates ammo for any equipped bows while driving.</li> <li>-Drops a book on death. Book can be used to summon a weaker version of Wilt.</li> <li>-The weaker versions also drop respawn books on death.</li> </ul>		Unarmed: Slot A: Bow (locked) Slot B: Slot C:	Bow and Arrows	N*E*S	Shooting: 3(6) Strength: 3(6) Fitness: 0(6) Mechanics: 0(6) Medical: 0(6) Vitality: 3(3) Dexterity: 0	Morale: 3(6) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 6		
Woozie		<ul style="list-style-type: none"> <li>-High combat stats.</li> <li>-Starts with a powerful cursed sword.</li> <li>-Can ONLY use the sword.</li> <li>-Sword drains HP and self-stuns if it does not hit a zombie every 11 seconds (HP drain isn't lethal).</li> </ul>		Unarmed: Slot A: Bone Sword (locked)	Gamer	BACK TO THE WALL	Shooting: 0(6) Strength: 6(6) Fitness: 6(6) Mechanics: 3(6) Medical: 3(6) Vitality: 3(3) Dexterity: 1	Morale: 2(6) Attitude: 6 Composure: 6 Wits: 0 Loyalty: 0		
Yatsmugi		<ul style="list-style-type: none"> <li>-Starts every mission with a Shroomfie familiar.</li> <li>-High strength/fitness potential.</li> <li>-Lagomancers get extra effects with magic arts.</li> <li>-Low HP.</li> <li>-Annoying.</li> </ul>		Unarmed: Slot A: Mochi Mallet Slot B: Slot C:	Lunarian	Lagomancer	Shooting: 0(6) Strength: 2(10) Fitness: 2(10) Mechanics: 2(6) Medical: 2(6) Vitality: 2(2) Dexterity: 1	Morale: 3(6) Attitude: 0 Composure: 0 Wits: 0 Loyalty: 0		
You		<ul style="list-style-type: none"> <li>-Slam Shield provides dashes and iframes when used.</li> <li>-Can quick swap.</li> <li>-One extra max HP.</li> <li>-One less inventory slot.</li> <li>-Slow.</li> </ul>		Unarmed: Slot A: Hatchet Slot B: Slam Shield (locked)	Fighter	Bandit	Shooting: 0(6) Strength: 4(7) Fitness: 2(6) Mechanics: 0(6) Medical: 0(6) Vitality: 4(4) Dexterity: -1	Morale: 2(6) Attitude: 0 Composure: 0 Wits: 0 Loyalty: 6	<a href="#">Swap Special</a>	
Yukichi		<ul style="list-style-type: none"> <li>-Gacha Vending Machines spawn at the start of every mission.</li> <li>-Starts with extra food.</li> <li>-Weak stats.</li> </ul>		Unarmed: Slot A: Slot B: Slot C: 2 Food	Gachaddict	Tanuki	Shooting: 0(6) Strength: 1(7) Fitness: 1(7) Mechanics: 1(6) Medical: 1(6) Vitality: 3(3) Dexterity: 0	Morale: 3(6) Attitude: 3 Composure: 6 Wits: 6 Loyalty: 0		
Yuzumiin		<ul style="list-style-type: none"> <li>-Can transmute certain melee weapons.</li> <li>-All stats (other than dexterity and vitality) fluctuate by +1/0/-1 while driving.</li> </ul>		Unarmed: Slot A: Slot B: Slot C:	Glitched	Inventive	Shooting: 3(6) Strength: 3(6) Fitness: 3(6) Mechanics: 3(6) Medical: 3(6) Vitality: 3(3) Dexterity: 0	Morale: 3(6) Attitude: 6 Composure: 0 Wits: 0 Loyalty: 0		
Zetra		<ul style="list-style-type: none"> <li>-Capable of picking up any object in the game.</li> <li>-Can throw standing zombies.</li> <li>-Only has 1 HP</li> <li>-Cannot pick up weapons.</li> </ul>		Unarmed: Pneumatic Palm Slot A: Nothing (locked)	Shortstack	MagNEETo	Shooting: 0(6) Strength: 106(106) Fitness: -400(-200) Mechanics: 0(6) Medical: 0(6) Vitality: 1(1) Dexterity: 0	Morale: 2(6) Attitude: 0 Composure: 0 Wits: 0 Loyalty: 0	<a href="#">Zombie Lifter</a>	

Vtuber	Sprite	character details	affiliation	Kit	perk	trait	Physical Stats	Personality	Stat Mod(s)
Biboo EX		<ul style="list-style-type: none"> <li>-Unarmed attacks can sometimes summon temporary pebble allies.</li> <li>-Pebbles can summon further pebbles with their attacks.</li> <li>-Tanky.</li> <li>-Eats less.</li> <li>-Doesn't get tired.</li> <li>-Slow.</li> <li>-One less inventory slot.</li> <li>-Biboo can be summoned via Moai Heads. They can be found in Gift Boxes.</li> </ul>		Unarmed: Quarry Kick Slot A: Slot B: Slot C:	Pebble Princess	Tiny Eater	Shooting: 0(6) Strength: 5(6) Fitness: 0(6) Mechanics: 0(6) Medical: 0(6) Vitality: 6(6) Dexterity: -1	Morale: 6(6) Attitude: 6 Composure: 0 Wits: 6 Loyalty: 0	Sound Sleep
Corpse		<ul style="list-style-type: none"> <li>-Receives a coffee stat boost if damaged during a mission.</li> <li>-CURSED: <b>Zombie waves periodically appear during missions.</b></li> <li>-Slow.</li> <li>-SCEPTER: <b>Certain items have boosted effects.</b></li> <li>-Corpse can only be recruited by breaking Ray0's coffin during a solo mission, and only if Ray0 is alone.</li> </ul>		Unarmed: Slap Slot A: Slot B: Slot C:	RIP	Vigor Mortis	Shooting: 2(6) Strength: 2(6) Fitness: 2(3) Mechanics: 2(6) Medical: 2(6) Vitality: 4(4) Dexterity: -1	Morale: 4(4) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 6	SCEPTER
Feco EX		<ul style="list-style-type: none"> <li>-Doesn't get tired.</li> <li>-Higher chance of finding rare locations.</li> <li>-Sometimes generates cups of tea while driving.</li> <li>-Summons a coffee vending machine at the start of missions.</li> <li>-Feco's summoning card can be purchased at Coffee Shops.</li> </ul>		Unarmed: Teapot Slot A: Pristine Thermos Slot B: Slot C:	Royal Butler	City Seeker	Shooting: 3(6) Strength: 1(6) Fitness: 1(6) Mechanics: 3(6) Medical: 3(6) Vitality: 3(3) Dexterity: 0	Morale: 3(6) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 6	Sound Sleep
Gat EX		<ul style="list-style-type: none"> <li>-Comes with a fresh car and gas.</li> <li>-High mechanics potential.</li> <li>-Fast.</li> <li>-Extra location options for looting.</li> <li>-Has a Goose ally for missions. More appear if she's solo.</li> <li>-Her summon item can be found in Weeboxes.</li> </ul>		Unarmed: Tire Iron Slot A: Jetpack (locked) Slot B: Slot C: 20 Gas	Car Nut	[WARRIOR]	Shooting: 0(6) Strength: 0(6) Fitness: 0(6) Mechanics: 5(11) Medical: 1(6) Vitality: 3(3) Dexterity: 1	Morale: 6(6) Attitude: 6 Composure: 6 Wits: 0 Loyalty: 6	Explorer
I'a EX		<ul style="list-style-type: none"> <li>-Uses less stamina to cast spells.</li> <li>-A number of Takodachi allies appear for missions.</li> <li>-The Takodachis are not always loyal.</li> <li>-Her summon item can be found in trunks, wrapped books, and in mansions.</li> </ul>		Unarmed: Slot A: Bonker (locked) Slot B: NecroWAHmicon (locked) Slot C:	Wah	Cultist	Shooting: 0(6) Strength: 0(6) Fitness: 0(6) Mechanics: 0(6) Medical: 0(6) Vitality: 2(2) Dexterity: 0	Morale: 3(6) Attitude: 6 Composure: 6 Wits: 0 Loyalty: 0	
Kirsche EX		<ul style="list-style-type: none"> <li>-Sometimes generates catsup and cocoanuts while driving.</li> <li>-Tabby recharges while driving.</li> <li>-Spino will occasionally appear as a temporary ally during missions.</li> <li>-Weak stats.</li> <li>-Kirsche can only be recruited from a rare driving event.</li> </ul>	Rare Event	Unarmed: Pillow Pal Slot A: Tabby 500 (locked) Slot B: The Contract Slot C: Catsup	Streamer	CocoNuts	Shooting: 1(6) Strength: 1(6) Fitness: 1(6) Mechanics: 0(6) Medical: 0(6) Vitality: 3(3) Dexterity: 0	Morale: 2(6) Attitude: 0 Composure: 0 Wits: 6 Loyalty: 6	

Mari EX		<ul style="list-style-type: none"> <li>-High combat stats.</li> <li>-Starts with Dash Boots.</li> <li>-Can pick up zombies.</li> <li>-FAST</li> <li>-Only has 1 HP.</li> <li>-Her summon item can be rarely found anywhere, but has a higher chance of appearing in pet shops.</li> </ul>		<ul style="list-style-type: none"> <li>Unarmed: Dash Boots</li> <li>Slot A: Herrington (locked)</li> <li>Slot B:</li> <li>Slot C:</li> </ul>	P*O*T*P	Tiny Eater	<ul style="list-style-type: none"> <li>Shooting: 6(6)</li> <li>Strength: 6(6)</li> <li>Fitness: 6(6)</li> <li>Mechanics: 0(6)</li> <li>Medical: 0(6)</li> <li>Vitality: 1(1)</li> <li>Dexterity: 2</li> </ul>	<ul style="list-style-type: none"> <li>Morale: 2(6)</li> <li>Attitude: 0</li> <li>Composure: 0</li> <li>Wits: 0</li> <li>Loyalty: 0</li> </ul>	<a href="#">Zombie Wrestler</a>
Midas EX		<ul style="list-style-type: none"> <li>-Can access the trunk at any time during missions.</li> <li>-Starts with a lot of rifle ammo.</li> <li>-Low HP and mechanics.</li> <li>-Midas appears alongside Pibbers in the Pippa siege event. She can be recruited if she survives the ordeal.</li> </ul>		<ul style="list-style-type: none"> <li>Unarmed: Pocket Pal</li> <li>Slot A: Kraiter (locked)</li> <li>Slot B: Groza</li> <li>Slot C: 42 Rifle Rounds</li> </ul>	Caustic	Doomer	<ul style="list-style-type: none"> <li>Shooting: 6(6)</li> <li>Strength: 2(6)</li> <li>Fitness: 1(6)</li> <li>Mechanics: -2(6)</li> <li>Medical: 0(0)</li> <li>Vitality: 2(2)</li> <li>Dexterity: 0</li> </ul>	<ul style="list-style-type: none"> <li>Morale: 2(6)</li> <li>Attitude: 0</li> <li>Composure: 0</li> <li>Wits: 6</li> <li>Loyalty: 0</li> </ul>	
Minna EX		<ul style="list-style-type: none"> <li>-Sometimes generates food while driving.</li> <li>-Starts with some food.</li> <li>-Her summoning item can be found in gift boxes and food boxes.</li> </ul>		<ul style="list-style-type: none"> <li>Unarmed: EZ Bake (locked)</li> <li>Slot A: Rolling Pin</li> <li>Slot B: Rolling Pin</li> <li>Slot C: 3 Food</li> </ul>	Baker	Wife	<ul style="list-style-type: none"> <li>Shooting: 2(6)</li> <li>Strength: 3(6)</li> <li>Fitness: 1(6)</li> <li>Mechanics: 1(6)</li> <li>Medical: 3(6)</li> <li>Vitality: 3(3)</li> <li>Dexterity: 0</li> </ul>	<ul style="list-style-type: none"> <li>Morale: 6(6)</li> <li>Attitude: 6</li> <li>Composure: 6</li> <li>Wits: 6</li> <li>Loyalty: 6</li> </ul>	
Nyana EX		<ul style="list-style-type: none"> <li>-Fast.</li> <li>-Eats less.</li> <li>-The N69 is capable of slipping anything.</li> <li>-Sometimes generates COOL-IT charges while driving.</li> <li>-The N69 is capable of slipping ANYTHING.</li> <li>-Can only use the N69.</li> <li>-1 less max HP</li> <li>-Her summoning item can be found in gift boxes.</li> </ul>		<ul style="list-style-type: none"> <li>Unarmed: Tacticop</li> <li>Slot A: N69 (locked)</li> </ul>	Gremlin	Tiny Eater	<ul style="list-style-type: none"> <li>Shooting: 5(6)</li> <li>Strength: 1(6)</li> <li>Fitness: 3(6)</li> <li>Mechanics: 0(6)</li> <li>Medical: 0(6)</li> <li>Vitality: 2(2)</li> <li>Dexterity: 1</li> </ul>	<ul style="list-style-type: none"> <li>Morale: 6(6)</li> <li>Attitude: 0</li> <li>Composure: 0</li> <li>Wits: 0</li> <li>Loyalty: 0</li> </ul>	
Nym EX		<ul style="list-style-type: none"> <li>-Doesn't get tired.</li> <li>-Can access the trunk at any time.</li> <li>-Nym can only be summoned by using Kirsche EX's contract item.</li> </ul>		<ul style="list-style-type: none"> <li>Unarmed: Backpack</li> <li>Slot A: STOP (locked)</li> <li>Slot B: VLCone</li> <li>Slot C:</li> </ul>	Tech Guy	Janny	<ul style="list-style-type: none"> <li>Shooting: 2(6)</li> <li>Strength: 2(6)</li> <li>Fitness: 1(6)</li> <li>Mechanics: 6(6)</li> <li>Medical: 2(6)</li> <li>Vitality: 3(3)</li> <li>Dexterity: 0</li> </ul>	<ul style="list-style-type: none"> <li>Morale: 2(6)</li> <li>Attitude: 0</li> <li>Composure: 6</li> <li>Wits: 6</li> <li>Loyalty: 6</li> </ul>	<a href="#">Sound Sleep</a>
Pibbers EX		<ul style="list-style-type: none"> <li>-Starts with a powerful gun and pistol ammo.</li> <li>-Can transmute certain firearms.</li> <li>-Fast.</li> <li>-1 less max HP</li> <li>-Pibbers can only be recruited by talking to her after surviving the Pippa Siege event.</li> </ul>		<ul style="list-style-type: none"> <li>Unarmed: Dingy Daki (locked)</li> <li>Slot A: BP9 Rippas</li> <li>Slot B: BP9 Rippas</li> <li>Slot C: 42 Pistol Bullets</li> </ul>	Gungineer	Tiny Eater	<ul style="list-style-type: none"> <li>Shooting: 5(6)</li> <li>Strength: 1(6)</li> <li>Fitness: 1(6)</li> <li>Mechanics: 0(6)</li> <li>Medical: 1(6)</li> <li>Vitality: 2(2)</li> <li>Dexterity: 1</li> </ul>	<ul style="list-style-type: none"> <li>Morale: 1(6)</li> <li>Attitude: 0</li> <li>Composure: 0</li> <li>Wits: 6</li> <li>Loyalty: 3</li> </ul>	
Polly EX		<ul style="list-style-type: none"> <li>-Can access the trunk at any time during missions.</li> <li>-FAST.</li> <li>-1 less max HP.</li> <li>-Polly has a low chance of appearing on any map that has a fridge.</li> <li>-She can be smushed instead of recruited for a small morale boost.</li> </ul>		<ul style="list-style-type: none"> <li>Unarmed: Dash</li> <li>Slot A: Backpack (locked)</li> <li>Slot B:</li> <li>Slot C:</li> </ul>	Punished	Tiny Eater	<ul style="list-style-type: none"> <li>Shooting: 0(6)</li> <li>Strength: 0(6)</li> <li>Fitness: 0(6)</li> <li>Mechanics: 0(6)</li> <li>Medical: 1(6)</li> <li>Vitality: 2(2)</li> <li>Dexterity: 2</li> </ul>	<ul style="list-style-type: none"> <li>Morale: 2(6)</li> <li>Attitude: 0</li> <li>Composure: 0</li> <li>Wits: 6</li> <li>Loyalty: 6</li> </ul>	

Sena EX		<ul style="list-style-type: none"> <li>-High mechanics.</li> <li>-Can craft both melee and ranged weapons.</li> <li>-Almost all weapons are unbreakable.</li> <li>-Slow.</li> <li>-Her summon item can be found in gift boxes and hardware stores.</li> </ul>		Unarmed: Toolbox Slot A: Slot B: Slot C:	Gungineer	Inventive	Shooting: 3(6) Strength: 4(6) Fitness: 0(6) Mechanics: 6(6) Medical: 0(6) Vitality: 3(3) Dexterity: -1	Morale: 6(6) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 2	MAINT/ZEALOUS
Sh*ppa EX		<ul style="list-style-type: none"> <li>-Cannons reload while driving.</li> <li>-Doesn't get tired.</li> <li>-Tanky.</li> <li>-Slow.</li> <li>-Consumes extra gas while driving.</li> <li>-Her summon item can be found in weeaboxes and gift boxes. Anime vendors might give one to the player if they're Charming.</li> </ul>		Unarmed: Pippatton Slot A: Slot B: Three Fifty (locked)	Nice Bote	Super Idol	Shooting: 5(6) Strength: 3(6) Fitness: 3(6) Mechanics: 4(6) Medical: 1(6) Vitality: 4(4) Dexterity: -1	Morale: 5(6) Attitude: 0 Composure: 0 Wits: 6 Loyalty: 6	
Shondo EX		<ul style="list-style-type: none"> <li>-Always has Lily and Alice allies during missions.</li> <li>-Sometimes generates gift boxes while driving.</li> <li>-Eats less.</li> <li>-One less max HP.</li> <li>-CURSED: Zombie waves sporadically appear around the player.</li> <li>-Her summon item can be found in gift boxes and weeaboxes. One is guaranteed to appear in the Shondo siege event.</li> </ul>		Unarmed: Slot A: Dancing Dicer (locked) Slot B: Slot C:	Menheretical	Tiny Eater	Shooting: 0(6) Strength: 1(6) Fitness: 1(6) Mechanics: 0(6) Medical: 3(6) Vitality: 2(2) Dexterity: 0	Morale: 4(6) Attitude: 6 Composure: 0 Wits: 0 Loyalty: 0	
Sterling EX		<ul style="list-style-type: none"> <li>-Can pick up zombies and almost any object.</li> <li>-Fireproof.</li> <li>-All melee attacks deal aoe damage.</li> <li>-VERY slow.</li> <li>-Cannot use guns.</li> <li>-Mechanics and medical are locked at 0.</li> <li>-All damaged received is PERMANENT.</li> <li>-Summon item can be found in hardware stores.</li> </ul>		Unarmed: Brick Fist Slot A: Slot B: Slot C:	Golemancer	Hero Type	Shooting: -100(-94) Strength: 106(106) Fitness: 3(9) Mechanics: 0(0) Medical: 0(0) Vitality: 4(4) Dexterity: -2	Morale: 6(6) Attitude: 6 Composure: 6 Wits: 6 Loyalty: 6	Zombie Wrestler Fireproof No Shoot
Tenma EX		<ul style="list-style-type: none"> <li>-Haggles with sale prices and bandits better than others.</li> <li>-Fast.</li> <li>-Eats less.</li> <li>-Tenma replaces the drunk npc that can be found in bars.</li> </ul>	Bars	Unarmed: Ragnamancy Slot A: Slot B: ZUNtory (locked) Slot C:	Office Lady	Tiny Eater	Shooting: 1(6) Strength: 1(6) Fitness: 1(6) Mechanics: 0(6) Medical: 0(6) Vitality: 3(3) Dexterity: 1	Morale: 3(6) Attitude: 0 Composure: 0 Wits: 6 Loyalty: 0	Haggler