

ITEMS				WEAPONS				
Name	Sanity	Health	N* of uses	Name	Damage	Type	Durability	
Beer	-5	3.5+	Random	Plank	10	Blunt	20	
Pills	10+	1.5+	1	Rusty Pipe	25	Blunt	35	
Water	0	4+	Random	Metal Rod	20	Blunt	35	
Soda	1+	3+	1	Stick	5	Blunt	10	
Wine	2.5+	4+	1	Glass Shard	38	Sharp	15	
Sandwich	0	5+	1	Glass Bottle	25	Blunt	5	
Chocolate bar (open)	0	2.5+	1	Glass Bottle (broken)	40	Sharp	25	
Chocolate bar (closed)	0	3.85+	1	Scissors	35	Sharp	30	
Potato Chips	0	3+	1	Syringe	30	Sharp	10	
Bread (Moldy)	-1	1.5+	1	Shopping Cart (env)	50	Blunt		
Bread	0	2+	1	Chair Leg	37	Blunt	40	
Pain Killers	0	6+	1	Crowbar	69	Blunt	100	Easter Eggs
				A dead rat lol	99	Projectile		
[Values are subject to change]								