

New Weapons

flying_moustache

(^here on google drive also jackie.borntoparty^)

S.M.A.S.H.

//Tooltip: The Special Melee Action Support Hardlight system is a dependable, if somewhat costly, weapon system for close range melee combat, replacing old fashioned combat knives or machetes in the loadouts of modern soldiers. Strapped onto the users lower arm it gives immediate access to a hardlight blade of adjustable length while leaving the users hands unoccupied. Advanced users may even use the forward motion of the blade upon startup to supplement a punch with additional destructive force.

Damage: 18 (Kinetic/Penetrating)

Accuracy: +0

Nova II Shotgun

//Tooltip: After considerable criticism the manufacturer decided to withdraw the Nova I from the market for its flawed heat sink system, which was leaving the otherwise well built energy shotgun incapable of firing two shots in quick succession. The Nova II relaunch features enhanced awe inducing destructive capabilities at improved accuracy and handling, and is considered as a complete redesign of the Nova I...except for the cooling system which was left unchanged.

Damage: 4 (Laser) per shot. 4 + 6 shots.

Acc: -3

Crit: +0

Special (Shotgun hit roll): Hit with a minimum of 4 pellets up to a maximum of 10, higher accuracy roll means more hits.

Special "Weapon overheated!": Upon use, grant the PC the status effect "Weapon overheated!". Blocks the use of the PCs ranged weapons and skills implying the use of a ranged weapon. Wears off after a single turn.

T.E.M. Thunderbolt SMG

//Tooltip: What is commonly known as "Tactical Energy Missile" is a spiritual successor project to an aged terran weapon design. The aim of the original project was to simplify the process of spotting and then launching a guided short-distance missile at a specific target. Unable to achieve satisfying results for modern combat situations the original weapon designs were scrapped, but are now again being researched with state-of-the-art technology, with the T.E.M. Thunderbolt SMG being one of the first results of said research.

With decent handling but its regular destructive capabilities being below average, it is a reliable but also unremarkable firearm while used strictly in "standard" mode. The Thunderbolts true potential however, lies in "marking" a target by hitting it with a sufficient amount of regular shots and by doing so allowing for the use of a guided, powerful electric discharge.

Damage: 0.5 per bullet (0.4 Kinetic / 0.1 Electric) (full volley is 30 bullets for a max of 15 damage)

Acc: -2
Crit: +0

Hit roll: Hit anywhere between 0 and 30 based on accuracy roll.

Special "T.E.M. charge": For every bullet that hits the target add 1 to the "T.E.M. charge" counter. At the end of a turn reduce the counter by 5. If the counter reaches 35, remove the status effect and the target is automatically hit by the "T.E.M." attack.

Damage: 40 (Electric)

Custom attack: "A flashing red miniscreen and an ear piercingly high pitched sound announce the completion of the "marking" process of your Thunderbolt SMG. You keep the Thunderbolt aligned with its target and promptly trigger the T.E.M. The unleashed energy connects momentarily with your target in a thunderous, glaringly bright discharge."

Custom output: "Your target is electrically charged, sometimes crackling with little sparks. ([current charge]/35)"

A.S.S.A.I.L. (goo halberd)

//Tooltip: The A.S.S.A.I.L. (or Advanced Shape Shifting Artificial Intelligence Liquid) is the result of recent advancements in the handling of shapeable liquids by A.I.s by Steele Corp. On Standby it acts as a vambrace on the users arm and changes shape to a staff in combat. At the start of a swing it shifts weight into its tip for a hammer-like shape to improve its striking force and changes shape again right before impact to a halberd-like form. Although promising tests were conducted, there is currently a flaw in this prototype series which manifests itself in suboptimal processing speed, and thus overall performance, if the A.I. is not interested in the fight.

Damage: $12 + \text{lusttotal} * (\text{lusttotal} / 1000)$
 $\text{lusttotal} = \text{PC.lust} + \text{Enemy.lust}$
Damage type: cutting/penetrating
Acc: +0
Crit: +1

Custom attack (lust total < 50): As you swing A.S.S.A.I.L. at your enemy you can make out a strangely artificial sounding voice, that gives you a very good idea about what WASN'T a priority in its development. "Huh?! What?! Were we fighting already? Didn't notice at all. Wake me up when you're doing your taxes, can only get better from here."

Custom attack (lust total > 50 but < 100): As you swing A.S.S.A.I.L. at your enemy you can make out a strangely artificial sounding voice, that gives you a very good idea about what WASN'T a priority in its development. "Is it just me, or are your hands getting sweaty? Because your crotch sure is. But we both know that's not sweat, eh?"

Custom attack (lust total > 100 but < 150): As you swing A.S.S.A.I.L. at your enemy you can make out a strangely artificial sounding voice, that gives you a very good idea about what WASN'T a priority in its development. "Will there be sex?! There'll be sex, right?! I'll be allowed to watch, right?! You won't switch me to standby before, right?!"

Custom attack (lust total > 150): "As you swing A.S.S.A.I.L. at your enemy you can make out a strangely artificial sounding voice, that gives you a very good idea about what WASN'T a priority in its development. "Love is in the air! Nanana-nanana! Love is in the a-air!""