Weapons

This documents contains weapon keywords and weapon concepts, you can also request weapons at the end of this document.

Weapon design

This is the pattern I'm using to design weapons.

Stats: for every 3 damage points I give 1 stat point to assign either to accuracy or crit. It's not necessary to assign them all, this is also flexible, might get over the limit on variants, tweaked, modified, improved, etc. models.

Flamethrower and other blast/spray weapons: high accuracy, no crit. Might have evasion penalty if they require a backpack.
Anti-tank rifles/coilguns/railguns: high power, penetrating, some penalties because of size and recoil.
Chainguns/multi-barrel: high damage, penetrating, accuracy penalty, flurry bonus.
Explosives: Kinetic/burning hybrid, no particular bonuses or penalties.
Freezing weapons: chance to freeze

Laser and projectile weapons are the most common type of weaponry because they're both proven technologies, easy to manufacture, efficient and reliable. All lasers deal burning damage+1 electric damage.
Plasma weapons are high tier energy weapons, pure burning damage with burn chance.
Other types of weapons are less common, niche weapons, just like in real live we don't give every single footsoldier a rocket launcher and don't sell high-tech anti-tank weapons on your run-of-the-mill weapon store.

Standard weapon types:

LMGs: higher damage than rifles, large accuracy penalty, flurry bonus.
Rifles/battle rifles: powerful, accurate, low crit. In real live they fire full power cartridges.
- **Bullpup variants:** get 1 point bonus crit.

Assault rifles: less accuracy but more crit than rifles, same damage than rifles or 1 more than pistols if they are of the same family. in real live most fire intermediate-powered cartridges. Might get flurry bonus.
Carbines: Shortened rifles, might have the same power as rifles or might fire pistol ammo. crit and aim are equals, damage is either rifle or pistol of the same tier/family.
Shotguns: right now I'm treating them like blast weapons, based on the only shotgun in game, the trench shotgun. I'm planning on making them more powerful than rifles with high crit but an accuracy penalty.
SMGs/machine pistols: accuracy penalty but higher crit than pistols and higher damage than revolvers. Might get flurry bonus

Pistols: lowest damage, low accuracy, high crit. Usually they have reversed crit/acc stats when compared to rifles of the same family.
Revolvers: higher crit and damage than pistols, but even less accuracy.

For a weapon of the same family, i.e: say "Judgement" series of firearms.

- **LMG:** 26dmg, -5acc, 5crit
- **Shotgun:** 26dmg, -4acc, 4crit
- **Rifle**: 25dmg, 5acc, 3crit, bullpup +1 crit.
- **Carbine**: 25/22dmg, 4acc, 4crit
- **Assault rifle**: 24dmg, 4acc, 5crit
- **SMG**: 23 dmg, -1acc, 7crit
- **Revolver:** 23dmg, 2acc, 6crit
- **Pistol:** 22dmg, 3acc, 5 crit

Now, I'm probably not going to make and entire family of weapons because too many weapons with the same name and similar descriptions are boring and bland, but I keep that pattern in mind whilemaking single weapons or a couple of the same family.

Note: this only applies to bullet based weapons.

Living weapons keywords

Biomorph, symbiote, scourge, biomechanical, bioplasma, exocrine, impaler, spitter, devourer, glaive, reaper, spine, barb, cyst, stinger, spore, lash, pincer, talon, scythe, mandibles, maws, talon, swarm, hive, miasma, bio-electric/electrogenic, exoskeleton, xeno, carapace, shell, chameleon skin, meiotic, assimilation, infest, corrupt, tendrils, urticator, chitin, bone.

Urticators: shotguns, can spew a lot of small urticating hairs
Spitters: acid pistols
Scourge: heavy weapon, fires large spikes that contain acid and poison, the spikes explode inside the target.
Bio-plasma: anti-armor, superheated acid.
Venom rifles/pistols: fire barbs/spines coated in poison and/or acid.
Spore-launcher: crowd control, lust weapons.
Swarmers: living hives, fire pheromones which "paint" the target for the swarmers inside the hive to attack.
Shock-rifles: fire tendrils which can deliver a powerful bio-electric shock.
Devourers: vampiric weapons.

Primary damage types: poison, corrosive, kinetic.
Other: pheromone, burning, electric.

<u>Basic design:</u>
HP penalty.
Stats are slightly better, price is slightly cheaper than equivalent weapons.
Based on real organisms and named after those organisms' scientific names.

Manufacturer: Cnossian consciousness, owns Aurant Biotech.

Weapon concepts

Ranged

- Rocket-fist: feel like Mazinger, or big boss if you are not old enough to remember Mazinger.
- Trickshot bow: upgradeable, simple weapon earlygame, becomes more complex and powerful, exchangeable arrowheads, explosive, poison, electric, etc.
- Explosive sticky-goo rifle: glue-like explosive, can be detonated remotely.
- Shurikens
- More shotguns
- Crossbow
- Flintlock
- Blowgun
- Bolas
- EMP/Ion weapons: shield damage only
- Hardlight rifle: fires hardlight bullets.
- Default power armor ranged weapon: Wrist laser, used when you unequip your ranged weapon while wearing power armor.
- Sonic guns
- Shotgun revolver
- Scrap/junk/scavenged weapons: for tarkus, xandam. Decrease sexiness, poor accuracy.
- Speargun
- Dual-guns
- Throwable stuff, javelins, axes, knifes, etc.
- Nailgun

Melee

- katana
- Morning star/flail/mace
- Tek spear: hardlight, survival
- Sai
- Lance/spear
- Harpoon

- Axes
- Poison/aphrodisiac coated stuff
- Poison ring: a ring with a poisoned needle.
- Powerfist/claw
- Scythes
- Primitive stuff: obsidian blades, think aztec swords, clubs, etc.
- Rapier
- whips
- Trech-shovel
- Ballistic fist: shotgun attached to the fist, activated by punching, odd WWII weapon I found.
- Vibroblades
- Taserfist
- Halberd/Naginata
- Torch/blowtorch
- Thermal lance: industrial welding/cutting tool
- Shivs and other prison weapons
- Chainsaw
- Flaming sword
- Industrial-saw
- Brass knuckles
- Injection knife: A knife with a gas capsule hidden on the handle, terrifying weapon I found on the internet, a way to add freezing damage to melee weapons.

Weapon request

If you want something in particular ask below: