

**Tasin Weapons Systems: Freezing Arsenal**  
**By: RanmaChan**

**CODEX ENTRY:**

**Company Name:** Tasin Weapons Systems

**Industry:** Experimental weapons developer and manufacturer.

**Description:**

Tasin Weapons Systems, abbreviated as TWS, are a company known for their unusual approach to designing and building weapons. They see the galactic weapons market in a different way from other companies, and seek to work their way into the niche markets that haven't yet been filled. Weapons that shoot bullets? That has been done for millennia! Regular old lasers? Boring! QWS seeks to design specialty weapons that suit specific needs, and do it in a new and interesting way.

(End of Codex Entry)

(The store, merchant, and weapons one through four are located on the next pages. Each item will be given their own page(s) for clarity and ease of reading.)

## **-TASIN WEAPONS SYSTEMS AUTOMATED STORE-**

//Already in the game, from the Myrellion DMZ:

This path leads off from the bustling crossing to the north, away from the airstrip and the elevators into Gildenmere, and towards a number of buildings crawling with spacers.

//To be added to the above world's blurb:

Along the side of the path you see a small prefabricated building, which seems to have just been plopped down haphazardly and without a care in the world as to where it was placed.

//Going inside the structure:

Walking inside the structure you notice that nothing has really been changed from the regular prefabricated floor plan and outline that these store units usually follow. The walls have been whitewashed, and the floors have been laid out with plain blue tiles. This has helped to get rid of the drab greyness that usually accompanies these things, but the smell of 'new building' still haunts the place.

There are no holo or video displays, just basic cases filled with a number of goods, and covered with a thick layer of protective clear plastic panes. Bright fluorescent tubes attached to the ceiling throw light everywhere, making the place look even more unflattering. On the white walls hang a few display pieces, as well as purple Tasin Weapons Systems logos, which have been inlaid into the sides and back of the showroom. If you could call it that. This place is pure functionality, plain and simple.

Directly across from the front door is an automated droid, looking neither male or female. It doesn't look all that advanced either, just a basic customer relations and transactions machine. It too looks fresh from a factory.

As you walk towards it, it turns from whatever it was doing to face you.

"Greetings customer. Welcome to Tasin Weapons Systems' Myrellion branch." {First time:Your Codex beeps, informing you that new information has been downloaded off the extranet. Ignoring the beeping coming from your wrist, the robot continues: //else: The machine pauses its pre-programmed speech for a moment, then continues onto the next part.} "TWS is dedicated to bringing you unique and exciting weapons that will be sure to fill any missing gaps in your collection!"

Interesting and unique? If this place is anything to go by, their stock probably amounts to less than a corner store back on one of the inner rim worlds.

The robot pauses its speech again, loading the next bit, then lets out one last final burst of words at you. "Please explore our new line of weapons, what TWS like to call The Freezing Arsenal!"

Hmm, maybe this place does have something interesting after all?

## **-ICE RIFLE-**

**Name:** Tasin Weapons Systems Mk.I Ice Rifle

**Abbreviated Name:** TMk.I Ice Rifle

**Shop Tooltip:** Created by Tasin Weapons Systems, who foresaw a niche in the market for equipment that utilizes freezing technologies, this weapon essentially fires icicles in place of bullets. The Ice Rifle collects water vapour from the atmosphere around it, and using an internal compressor, collects it into a number of basins surrounded with small chambers of freezing cold liquid nitrogen. These basins shape the water vapour and freeze it into long and sharp projectiles. Then using the same compressor, only in reverse, it fires these icicles, rotated by grooves in the barrel, to accurately hit foes. Warning: The compressors in this device are loud. Hearing protection is advised by UGC health officials.

**Regular Tooltip:** The Ice Rifle TMk.I is an odd looking weapon; resembling a conventional rifle when it comes to the barrel and the trigger, but the action and the stock are completely alien. These latter parts are chubby and covered with large fanned grates that are constantly sucking or expelling air. It is cold to the touch, as expected from something that shoots icicles.

**Attack Verb:** "Shoot, Fire"

**Weapon Flags:** ENERGY\_WEAPON, projectile (rather than bullet or laser?), ranged.

**Base Damage:** Physical Damage: 20, 10 Freezing and 10 Kinetic.

**Attributes:** Accuracy +3, crit bonus +2. (Are these stats alright?)

CHANCE\_APPLY\_BURN

Chance to frostburn DoT target for (unknown) number of rounds for (unknown) damage per round. On critical hit? Normal chances?

**Vendor:** Tasin Weapons Systems' Myrellion branch, automated merchant droid.

**Price:** 19,000 credits.

**Maximum Stack Size:** 1

The [pc.rangedWeapon] fires with a hiss followed by a loud crack, as the compressors do their job and expel the chilly ice projectile at high speeds.

If the target's shields are hit: As the icicle strikes (the?) [target's] (couldn't find the parser for enemy) shield the icy projectile shatters into dust with a twinkling, almost chime-like noise.

If the target is hit: As the icy projectile hits (the?) [target] (couldn't find the parser for enemy) it explodes into a dozen smaller fragments, each looking like they have done significant damage by themselves.

If the target is hit and suffers from (critical hit?) freezing DoT effect: As (the?) [target] (couldn't find the parser for enemy) is struck by the icicle, it fractures into a dozen pieces, spreading across (the?) [target] (couldn't find the parser for enemy) and coating them in a fine layer of chilly ice particles. Until those particles melt or are brushed away, (the?) [target] (couldn't find the parser for enemy) is going to be suffering from some frostburn! (How much damage should be dealt per turn, and for how long?)

## **-BLIZZARD BLASTGUN-**

**Name:** Tasin Weapons Systems Mk.I Blizzard Blastgun

**Abbreviated Name:** TMk.I Blizzard Blastgun

**Shop Tooltip:** Created by Tasin Weapons Systems, the Blizzard Blastgun is the second device in their arsenal of freezing weapons. Using a compressor and a high powered electrical generator, the Blizzard Blastgun collects the atmosphere around it, condenses it, super cools it, and finally fires it. Trying to fire supercooled gases at an enemy proved to be tough, especially at long ranges, so Tasin Weapons Systems added in a high powered electrical generator and emitter that surrounds the blast with an orb of electricity. This helps to improve the effective range of the weapon. Warning: The recoil on this weapon when firing is immense. Please use caution when handling this weapon. Not for use by children or small humanoids.

**Regular Tooltip:** The TMk.I Blizzard Blastgun is a short, fat barreled weapon; kind of like an old Earth blunderbuss, but that is where any similarities end. It has large tanks of compressed gasses attached underneath it, with dozens of exposed wires running all around. It sounds bizarre, but it utilizes large electrical pulses to help fire blasts of freezing atmosphere.

**Attack Verb:** "Shoot, Fire"

**Weapon Flags:** ENERGY\_WEAPON, projectile (rather than bullet or laser?), ranged.

**Base Damage:** Physical Damage: 16, 8 Freezing and 8 Electric.

**Attributes:** Accuracy +15, crit bonus +3. (Are these stats alright?)

CHANCE\_APPLY\_BURN

Chance to frostburn DoT target for (unknown) number of rounds for (unknown) damage per round. On critical hit? Normal chances?

**Vendor:** Tasin Weapons Systems' Myrellion branch, automated merchant droid.

**Price:** 21,000 credits.

**Maximum Stack Size:** 1

The [pc.rangedWeapon] fires with a concussive boom, as a shock wave of freezing atmospheric gases and electrical discharges are let loose from the stubby barrel.

If the target's shields are hit: The ball of supercooled gases and electricity washes against (the?) [target's] (couldn't find the parser for enemy) shields. It is almost beautiful as the electricity dances against the shield and the freezing air curls and spirals around it.

If the target is hit: The blast of electricity infused freezing atmosphere strikes (the?) [target] (couldn't find the parser for enemy) with a whoosh, crashing over (the?) [target] (couldn't find the parser for enemy) and unleashing it's destructive energies.

If the target is hit and suffers from (critical hit?) freezing DoT effect: (The?) [target] (couldn't find the parser for enemy) is struck by the blastwave of electricity and freezing atmosphere, which quickly whips and swirls around (them) (target flag instead?) (couldn't find the parser for enemy) in a blizzard of frozen gases. (They) (target flag instead?) (are/is) surely going to be suffering from some frostbite! (How long should this effect last, and how much damage should it do?)

## **-HYPERBOREAN GAUSS PROTOTYPE-**

**Name:** Tasin Weapons Systems Mk.I Hyperborean Gauss Prototype

**Abbreviated Name:** TMk.I HGP

**Shop Tooltip:** Created by Tasin Weapons Systems. Though released as the third installment in their line of freezing devices, this weapon is still technically a prototype. The Hyperborean Gauss Prototype, known affectionately at TWS as the HGP, is a strange weapon. Using high powered electromagnetic coils attuned to the electrical frequency of the element Nitrogen's electrons, it is able to take canisters of Nitrogen gas and run it through its system of conductive coils to cool it into a liquid. Then using those same coils, which run up and into the barrel, fire the supercooled liquid at immense speed. Being magnetically propelled, the liquid is forced into a small pellet, which when it hits a hard surface, splashes outwards. Warning: Do not touch the barrel after usage. Appendages may become frozen and/or stuck.

**Regular Tooltip:** The TMk.I HGP is a strange device, bulky in some places but streamlined in others. It has an extremely long barrel, around which a large metal wire coils. This wire seems to run throughout the device, entering and exiting it seemingly at random. Along the right side of the weapon is a vent that constantly expels hot air, while the left has a tank that reads: LN<sub>2</sub>

**Attack Verb:** "Shoot, Fire"

**Weapon Flags:** ENERGY\_WEAPON, projectile (rather than bullet or laser?), ranged.

**Base Damage:** Physical Damage: 20 Freezing.

**Attributes:** Accuracy +2, crit bonus +4. (Are these stats alright?)

CHANCE\_APPLY\_BURN

Chance to stun/freeze target for (unknown) number of rounds. On critical hit? Normal chances?

Chance to frostburn DoT target for (unknown) number of rounds for (unknown) damage per round. On critical hit? Normal chances?

**Vendor:** Tasin Weapons Systems' Myrellion branch, automated merchant droid.

**Price:** 25,000 credits.

**Maximum Stack Size:** 1

The [pc.rangedWeapon] fires with a light whirring noise, and no recoil at all. You expected it to make a little bit more noise than that, but it was almost completely silent. The only thing you can hear is a slight hiss as the chilly barrel starts to warm up.

If the target's shields are hit: The pellet of electromagnetically propelled liquid Nitrogen strikes (the?) [target's] (couldn't find the parser for enemy) shields silently. The only thing you can hear is the hiss and crackle of the liquid splashing against the shielding.

If the target is hit: The pellet of electromagnetically propelled liquid Nitrogen strikes (the?) [target] (couldn't find the parser for enemy) with little to no initial noise. All you can hear is the hiss and crackle of the liquid freezing everything it comes in contact with.

If the target is hit and suffers from (critical hit?) freezing/stunning effect: The pellet of electromagnetically propelled liquid Nitrogen strikes (the?) [target] (couldn't find the parser for enemy) dead on, splashing against a large portion of (the?) [target] (couldn't find the parser for enemy). Immediately the liquid Nitrogen does its cold work, freezing everything it comes in contact with in a swathe of chilly destruction. (The?) [target] (couldn't find the parser for enemy) has been frozen for a short time! (How long should this effect last?)

If the target is hit and suffers from (critical hit?) freezing DoT effect: The pellet of electromagnetically propelled liquid Nitrogen strikes (the?) [target] (couldn't find the parser for enemy) dead on, splashing against a large portion of (the?) [target] (couldn't find the parser for enemy). Immediately the liquid Nitrogen does its cold work, freezing everything it comes in contact with in a swathe of chilly destruction. (The?) [target] (couldn't find the parser for enemy) is surely going to be suffering from some frostburn after this! (How long, and how much damage dealt per turn?)

## **-CRYO-BLADE-**

**Name:** Tasin Weapons Systems Cryogenic Blade

**Abbreviated Name:** TMk.I Cryo-Blade

**Shop Tooltip:** Utilizing liquid Nitrogen and the electromagnetic coil technology from the HGP weapon, Tasin Weapons Systems has designed a blade that allows the wielder to literally hit foes with the power of a glacier. A thin composite metal holds the Nitrogen gas in place within a reservoir surrounding the conducting coil. When turned on the electromagnetic coil slows down the gases' electrons, instantly turning it into a freezing liquid that fills up the edges of the weapon. The electromagnetic forces exerted on the metal of the blade are immense, causing the weapon to glow an icy blue. Warning: The liquid Nitrogen fuel can develop a coat of frozen water all along the edges of the blade, please provide regular cleaning and maintenance when blade is not in use. Not doing so will void the warranty.

**Regular Tooltip:** The TMk.I Cryo-Blade is a long sharp weapon, looking almost like a rapier out of Earth's history. The metal edges of the blade are very thin, and from what you can tell, hollow, until you turn it on. When powered it draws fuel from a reservoir located in the hilt, and gradually glows a brilliant blue. Even when turned off it is painfully cold to the touch.

**Attack Verb:** "Slash, Stab"

**Weapon Flags:** ENERGY\_WEAPON, slashing.

**Base Damage:** Physical Damage: 18, 14 Freezing and 4 Kinetic.

**Attributes:** Accuracy +5, crit bonus +2. (Are these stats alright?)

CHANCE\_APPLY\_BURN

Chance to frostburn DoT target for (unknown) number of rounds for (unknown) damage per round. On critical hit? Normal chances?

**Vendor:** Tasin Weapons Systems' Myrellion branch, automated merchant droid.

**Price:** 22,000 credits.

**Maximum Stack Size:** 1

The [pc.meleeWeapon] slashes forward, leaving a glittering trail of ice crystals through it's arc and into the air as it travels to the target.

The [pc.meleeWeapon] thrusts towards the foe, leaving a glowing blue afterimage in its wake.

If the target's shields are hit: The [pc.meleeWeapon] crashes against (the?) [target's] (couldn't find the parser for enemy) shields. Shards of ice go flying off of the blade as it makes contact with the invisible force.

If the target is hit: The [pc.meleeWeapon] strikes the [target] (couldn't find the parser for enemy) with a crunch, staggering (the?) [target] (couldn't find the parser for enemy) backwards and leaving a smear of frozen particulates behind.

If the target is hit and suffers from (critical hit?) freezing DoT effect: (The?) [target] (couldn't find the parser for enemy) is struck by the [pc.meleeWeapon], right on target! A large film of ice is left behind on (the?) [target] (couldn't find parser for enemy), which unless they quickly brush it off, hopefully not with any bare appendages, will cause (the?) [target] to suffer from some major frostbite! (How long should this effect last, and how much damage should it do?)