

Designer notes left in-line as footnotes. You can head down to [End Notes](#) to see all of them.



The Scientist

"Hoxxes is kind of beautiful, in a horrifying, highly-dangerous way."
- The Scientist

The Scientist is one of the playable Dwarves in the game. He is equipped with the **"Tyrant" Korlok Launcher** and **Cacti Rifle T-31** as his primaries, and the **Electro-wave Coil Gun** and **OMLT Egg Thrower** as his secondaries. He has the **Mobula Flight Module**, the **Korlok Siphon**, and the **"Dolphin" Armor Rig** as his equipment, and the **Acid Flask**, **Deeptora Bee Bomb**, and **Stabber Mine 2E** as his throwables.

As the Scientist, you are in-tune with the hostile ecosystem of Hoxxes IV. You carry the Korlok Siphon, which allows you to keep your allies healthy. You are also equipped with the Mobula Flight Module, allowing you to slowly fly, even while carrying heavy objects. Your Korlok Launcher and Electro-wave Coil Gun make you a deadly foe for Hoxxes' native flora and fauna alike.



Armor Undersuit

“Dolphin¹” Armor Rig

The “Dolphin” Armor Rig is the Scientist’s piece of undersuit armor. It can be upgraded to improve its resistance against Radiation damage.

At Tier 3, the **Lead Lining** mod grants 50% Radiation Resistance². The “Dolphin” Armor Rig otherwise provides the same modification options as all 4 other armor rigs.

Support Tool

Korlok Siphon

So THAT’S what R&D wanted with all those [Tyrant Shards](#). This device fires an only-recently-discovered wavelength of energy at enemies, draining them of their life force and filling its tanks. That life force can be repurposed to heal allies. No, it’s not magic - it’s SCIENCE!

The **Korlok Siphon** is a Support Tool for the Scientist. It is a large ray gun stylized like the [Korlok Healing Pods](#), with brightly-colored tubes protruding from its barrel, which looks like a miniature Korlok Tyrant Weed. It changes color, from gray-green when inactive, to purple when siphoning health, to green when healing allies. It has a door near the rear handle which releases chunks of Red Sugar.

The siphon consumes fuel and fires a beam of energy which destroys [Red Sugar](#) crystals, storing their healing value in its tanks. Red Sugar stored in this way is stored at a 1:1 ratio. The siphon is also capable of storing health by draining the health of living creatures at reduced efficiency. The device is not reloaded; instead, pressing the reload button will crystallize the contents of the tank, converting it into chunks of Red Sugar and dropping it at the feet of the Scientist.

When aimed at another player, the beam changes color (from purple to red), and begins healing³ them slowly, draining the energy storage as it does so. The device can only drain health from or heal one target at a time. Firing the weapon produces charge, measured by a meter on the weapon. If this gauge peaks, the weapon shorts out and becomes inoperable for a short duration.

The siphon only consumes fuel when draining enemies and Red Sugar.

Initial Stats

Damage (per tick ⁴)	10 Disintegrate ⁵
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Health Stored Multiplier ⁶	0.5 ⁷
Healing Rate (per second)	3
Fuel ⁸	25
Maximum Storage	150 ⁹
Range	6m ¹⁰
Short Circuit Duration ¹¹	8s
Red Sugar Conversion Rate	0.25 ¹²
Cooling Rate (per second)	1.25
Maximum Charge	5
Charge Generated (per second)	0.75 ¹³

Modifications

There are five tiers of modifications and each tier has two to three upgrades. Only one modification can be equipped per tier.

Tier 1

- Expanded Storage Tanks
 - +50 Storage
 - We've expanded your storage tanks, so now you can suck even more!
- Liquid Cooling
 - +0.25 Cooling Rate
 - +1 Maximum Charge¹⁴
 - Internal plumbing will allow the device to cool down from use much faster! Please don't ask us what the liquid is.
- Narrow Focus Beam
 - +4m Range
 - Your beam has been focused, allowing it to travel much farther.

Tier 2

- Improved Conversion Catalyst
 - +0.25 Sugar Conversion Rate¹⁵
 - A better chemical catalyst ensures less waste when converting stored energy to Red Sugar!

Tier 3

- Overclocked Healing Beam
 - +3 Healing Rate¹⁶
 - We've improved the output of your healing beam, so you can pump your friends full of life much faster. This is probably safe.
 - Superscharged Siphon Beam
 - +3 Damage¹⁷
 - An added lens will focus the beam, allowing you to deal more damage and siphon life force faster.
 - Cerebral Inhibitor Wave
 - + 35% Stun chance¹⁸
 - We've modulated the frequency of your siphon beam to interrupt thought patterns, stunning enemies hit by it. Testing this was fun.
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Primaries

"Tyrant" Korlok Launcher

Adapted from Korlok Sprouts and repurposed for Dwarven violence! R&D has taken stamen and pistils from the [Korlok Tyrant Weed](#) and home-grown their own modified version of the sprouts, isolating the... Well, it sounds like a whole lot of nonsense, but it shoots Korlok Spitballs!

The **"Tyrant"¹⁹ Korlok Launcher** is the Scientist's default primary weapon. It is a strange, plant-made, blaster-sized projectile launcher, best for taking out small groups of Swarms or armored single targets. It is reloaded using small fuel pods which are rapidly converted into the gooey projectile fired by the weapon. It appears to have a combination of metal and organic, Korlok-like elements.

Korlok Spitballs fired from this launcher deal damage on impact, and leave a small radiation²⁰ AoE which can help curb swarms of weaker enemies.

Initial Stats

Damage	36 Kinetic ²¹
Radiation Damage (AoE)	8 Radiation (per tick ²²)
AoE Radius	1m ²³
AoE Duration	5s

Magazine Size	6
Max Ammo	120
Rate of Fire (per second)	2
Armor Break Bonus	30% ²⁴
Reload Time	2.5s
Friendly Fire	50% ²⁵

Modifications

There are five tiers of modifications and each tier has two to three upgrades. Only one modification can be equipped per tier.

Tier 1

- Uranium Concentrate
 - +3 Radiation Damage
 - We've infused your projectiles with concentrated uranium, increasing their radioactive damage output!
 - Expanded Ammo Bags
 - +12 Max Ammo
 - You had to give up some sandwich-storage, but your total ammo capacity is increased!
 - High-volume Barrel Glands
 - +0.75m AoE Radius
 - More spit in the spitball! Increased damage radius.
-

Tier 2

- Expanded Ammo Bags
 - +12 Max Ammo
 - Expanded ammunition compartment. So much spit.
 - High-capacity Magazine
 - +3 Magazine Capacity
 - Increased magazine size. Who wants to reload anyway?
-

Tier 3

- Corrosive Infusion
 - +120% Armor Break
 - The spitball now melts armor right off of buggy flesh. Exercise caution when handling.
 - Incendiary Compound
 - Radiation damage converted to Heat
 - 20% AoE Damage Reduction²⁶
 - We've adapted the Korlok Spit to be something akin to organic napalm. Slightly reduce damage, but will set enemies on fire.
 - High-impact Projectile
 - +64 Damage
 - Projectile hits much harder, dealing increased initial damage.
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Tier 4

- Super Spreader
 - +0.75m AoE Radius²⁷
 - Increased damage radius. Spread the love. Also the destruction.
 - Going Nuclear
 - +3 Radiation Damage
 - Your projectiles are now even more radioactive than before, dealing greater damage! Pay attention to where you aim.
 - Radiation Sickness
 - +25% Stun Chance²⁸
 - Creatures caught in the radiated area have a chance to be stunned, slowing them down.
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Tier 5

- Time-delayed Compound
 - +Time-delayed Compound²⁹
 - The longer time between when you fire the projectile and when it impacts, the more damage it deals!
- Proximity Trigger
 - +Proximity Trigger³⁰
 - Launched projectiles will only detonate when they are in close proximity to an enemy or after the projectile comes to a complete stop. Note: The trigger takes a moment to arm, indicated by a purple glow, and until then the projectile functions as usual.
- Increased Half-life
 - +3 AoE Duration

- We've added 3 seconds to the duration of your spitball's radioactive half-life. Counting to 3 was the hardest part.³¹

Cacti Rifle T-31

All those cursed [Ejector Cacti](#) stings have finally paid off! With all the research R&D has been able to do by examining samples unwittingly brought back by miners, they've built a rifle which rapid-fires a flurry of toxic needles! Ejected shells make a good soup, too.

The **Cacti Rifle T-31**³² is one of the Scientist's primary weapons. It's a sleek rifle which appears to be blooming, and smells vaguely of damp dirt. Its long frame is made of organic material reinforced with non-corrosive alloys. The barrel of the gun resembles an Ejector Cactus, split at the end to direct needlefire.

The weapon fires a 3-shot burst of needles coated in a neurotoxin native to Hoxxes IV. When enough of these needles connect to a target, the toxin can quickly become lethal. After a few seconds, the needles degrade and fall off of the target. The gun has quite a lot of recoil, necessitating great care and control when firing.

Initial Stats

Damage	10 Kinetic
Neurotoxin Burst Damage ³³ (after 10 needles)	30 Poison
Neurotoxin DoT (per second)	12 Poison
DoT Duration	10s
Magazine Size	15
Max Ammo	225
Rate of Fire (per second)	1.5
Reload Time	2.5s

Modifications

There are five tiers of modifications and each tier has two to three upgrades. Only one modification can be equipped per tier.

Tier 1

- Grip Stabilizer
 - X0.5 Recoil
 - A better grip frame improves the accuracy of the gun, reducing recoil when firing multiple shots in a row
 - High Capacity Magazine
 - +9 Magazine Size
 - The good thing about clips, magazines, ammo drums, fuel tanks ... you can always get bigger variants.
 - Ergonomic Design
 - -1s Reload Time
 - Reload much faster, and with less chance of carpal tunnel! No idea why they aren't all designed this way.
-

Tier 2

- Sharpened Needles
 - +2 Damage
 - No idea how they managed to sharpen the damn things, but they're sharper now. Should deal more damage.
 - Expanded Ammo Bags
 - +90 Maximum Ammo
 - You had to give up some sandwich-storage, but your total ammo capacity is increased!
-

Tier 3

- Lethal Spread
 - +Lethal Spread
 - Neurotoxin triggers after 8 needles instead of 10. Poison packing a powerful punch.
 - Improved Propellant
 - +2 Damage
 - The good folk in R&D have been busy. The overall damage of your weapon is increased.
 - Supercharged Feed Mechanism³⁴
 - +1 Rate of Fire
 - We overclocked your gun. It fires faster. Don't ask. Just enjoy. Also probably don't tell Management, please.
-

Tier 4

- Concentrated Neurotoxin
 - +Concentrated Neurotoxin
 - Needles which impact a creature's weakpoint will trigger Neurotoxin much faster, after only 6 needles.
 - Disruptive Needles
 - +15% Stun chance³⁵
 - Needles will now disrupt the concentration of targets, stunning them.
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Tier 5

- Neural Overload
 - +Neural Overload³⁶
 - When Neurotoxin is triggered, chance to confuse the target, causing them to attack the nearest creature.
 - Contagion
 - +Contagion³⁷
 - Enemies affected by this weapon's Neurotoxin have a chance to spread it to nearby enemies.
 - Face Melter
 - +Face Melter
 - +6 Neurotoxin DoT
 - Your Neurotoxin is much more potent, dealing more damage over time. Additionally, enemies who die while under the effects of the Neurotoxin will disintegrate.³⁸
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Secondaries

Electro-wave Coil Gun

Bullets shmullets. The boys back in R&D have found a way to harness the innate power of Hoxxes' [electro-crystals](#), and, in a rather shocking turn of events, they've managed to weaponize them! As it turns out, it really wasn't all that hard.

The **Electro-wave Coil Gun** is the Scientist's default secondary weapon. It is a short-range weapon which electrocutes nearby enemies. It has protrusions which resemble Tesla Coils, which spark with electricity. A conical barrel with an antenna protrudes from the tip of the gun. Instead of a typical magazine or clip, the gun utilizes removable batteries, which are inserted at the bottom of the gun.

When fired, the more conductive enemies there are in range, the higher the damage can climb, creating a devastating feedback loop of pure energy, with a chance of electrocuting enemies. The weapon feeds from a single large ammo pool and has an overheating mechanic. Firing the weapon produces charge, measured by a meter on the weapon. If this gauge peaks, the weapon shorts out and becomes inoperable for a short duration.

Initial Stats

Initial Damage	6 Electric
Damage Multiplier ³⁹ (per enemy in chain)	1.2x
Chain Range	1m
Max Enemies Chained	8
Magazine Size	64
Max Ammo	512
Rate of Fire (per second)	2
Cooling Rate (per second)	0.75 ⁴⁰
Charge Generated (per second, per enemy in chain)	0.05 ⁴¹
Maximum Charge	3.5 ⁴²
Short Circuit Duration	6s
Electrocution Chance	20%

Modifications

There are five tiers of modifications and each tier has two to three upgrades. Only one modification can be equipped per tier.

Tier 1

- Liquid Cooling
 - +0.25 Cooling Rate
 - +1 Maximum Charge
 - Internal plumbing will allow the device to cool down from use much faster! Please don't ask us what the liquid is.
- Increased Voltage
 - +1 Damage

- We've cranked the damage knob up to 11! Don't tell management. Also don't crank it any higher.
 - Expanded Ammo Bags
 - +128 Max Ammo
 - You had to give up some sandwich-storage, but your total ammo capacity is increased!
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Tier 2

- High Capacity Magazine
 - +16 Clip Size
 - The good thing about clips, magazines, ammo drums, fuel tanks ... you can always get bigger variants.
 - Improved Coil Efficiency
 - +1 Max Enemies Chained⁴³
 - We've tightened up the coils, making them output more efficiently, allowing you to chain an additional enemy!
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Tier 3

- Volatile Current
 - +30% Electrocuting Chance⁴⁴
 - Better chance to electrocute target
 - Increased Flux Capacitance
 - +1 Damage
 - We've managed to adjust some of the internals to make it deal more damage. Great scott!
 - Nitracarbon Dynamo
 - +0.5 Rate of Fire⁴⁵
 - A more powerful dynamo means faster-shooting electricity! Or something. That's what R&D said, anyway.
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Tier 4

- Railwave Modifications
 - +0.75 Chain Range
 - We've increased the chain range of the gun by modifying the voltage of internal railwave generators.
- Superconductor

- +1 Max Enemies Chained
 - One more enemy in the chain.
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Tier 5

- Unstable Wiring
 - +Unstable Wiring
+.03 Charge generated per enemy in chain
 - Creatures have a 25% chance to be targeted twice when calculating chain lightning damage, but will overheat the gun faster.
 - Weaponized System Overload
 - +Weaponized System Overload
+3m Electrocutation radius
-3 Short Circuit Duration
 - When the weapon short circuits, electrocutes all enemies in the area for large damage, allowing you a chance to escape and shortening recovery time.
 - Shield Sapper
 - +Shield Sapper⁴⁶
 - Will recharge your shields slowly, based on the number of targets in a chain.
-

OMLT Egg Thrower

As the old saying goes, "If you can't beat 'em, convert their offspring into tiny killing machines and unleash hell!" Or... maybe it was something about an omelette and breaking eggs?⁴⁷ Something like that.

The **OMLT Egg Thrower** is an unlockable secondary weapon used by the Scientist. It looks like a large, heavy-ordnance grenade launcher, but its payload takes the form of an unscrambled [glyphid egg](#). The eggs are created inside the N.E.S.T., or the Nodular Egg Synthesis Tank. When an egg is fired, compressed air launches the egg out of the barrel. A section of the barrel moves forward when this happens, allowing another egg to slide up into place, ready to be thrown.

The egg hatches upon impact, releasing a handful of mostly-domesticated [Glyphid Swarms](#). These swarms will attack any creatures in an area, targeting hostile creatures first. After all hostile creatures have been eliminated, the Swarms will target any remaining creatures, including one another.⁴⁸

Initial Stats

Damage	0 Explosive
Swarmers Spawned	3-5
Swarmer Damage Multiplier ⁴⁹	1.5 ⁵⁰
Swarmer Health Multiplier	2.0
Magazine Size	1
Max Ammo	9
Rate of Fire (per second)	0.5
Reload Time	3s

Modifications

There are five tiers of modifications and each tier has two to three upgrades. Only one modification can be equipped per tier.

Tier 1

- Sharpened Fangs
 - +0.5 Swarmer Damage Multiplier
 - Lost a few fingers in the process, but now these suckers will deal more damage!
 - Expanded Ammo Bags
 - +3 Max Ammo
 - You had to give up some sandwich-storage, but your total ammo capacity is increased!
 - Improved Case Ejector
 - -0.5s Reload Time
 - A heavily preloaded spring combined with a smaller latch shorten the time it takes to reload.
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Tier 2

- Redundant Organs
 - +0.5 Swarmer Health Multiplier
 - Now they've got two of everything! Should be a lot harder to kill these buggers now.
- Superfertilization
 - +1 Swarmers Spawned

- Glyphid eggs: Now with more Swarmers!

Tier 3

- Powerful Jaws
 - +0.5 Swarmer Damage Multiplier
- Expanded Ammo Bags
 - +3 Max Ammo
 - You had to give up some sandwich-storage, but your total ammo capacity is increased!
- Obedience Training
 - +Well-trained
 - Glyphid swarmers spawned from this gun will no longer attack you or your allies.⁵¹

Tier 4

- Twinsies
 - +1 Swarmers Spawned
 - I have no idea how we did it, but some of the glyphids now form as twins. That means more Swarmers per egg!
- Protein Infusion
 - +0.5 Swarmer Health Multiplier
 - Now THAT'S a hearty bug. Way healthier than before! Not fit for Dwarven consumption.

Tier 5

- Thick Hides
 - +Thick Hides⁵²
 - Swarmers gain very high elemental resistances, making them tough little bastards!
- Eggshell Shrapnel
 - +80 Explosive Damage
 - -1 Swarmers Spawned
 - We added explosive ordinance to the eggs, making them deal massive damage on impact. We also managed to keep most of the swarmers unharmed by this!
- Venom Glands
 - +Venom Glands

- Swarmers will now deal poison damage, with a chance⁵³ to poison enemies.

Throwables

Acid Flask

A classic tool in the toolbelt of any scientist worth their salt. Simply hurl this onto any surface to convert it into a puddle of dangerous, mushy ground.

The **Acid Flask** is the default Throwable for the Scientist. It is a simple glass flask filled with green, highly-corrosive acid. The glass flask is reinforced with a metal casing around the center, to protect from accidental damage.

When thrown, the flask smashes onto a surface or creature, dispersing acid into the area and damaging creatures who come into contact with it. Creatures will attempt to walk around the acid if possible. The acid will slightly dissolve terrain it comes in contact with, allowing it to be used to extract mineral deposits from walls.⁵⁴

Initial Stats

Damage	10 Kinetic
Acid Damage (per tick ⁵⁵)	20 Disintegrate ⁵⁶
Splash Radius	3m
Duration	15s
Carried Amount	4
Friendly Fire	25%
Bug Repellant Multiplier ⁵⁷	2.0

Deeptora Bee Bomb

Be careful: this thing is full of barely-trained, very pissed-off bugs. Handle with care.

The **Deeptora Bee Bomb** is an unlockable throwable for the Scientist. It is a small, artificial honeycomb filled with angrily-buzzing bees from a [Deeptora Honeycomb](#). Inside it is a small concussive proximity charge, filled with compressed air.

Throw a small honeycomb through the air. When the honeycomb comes in proximity to an enemy, it spawns an Insect Swarm which will attack any enemies in an area, targeting flying creatures first. After all hostile creatures have been eliminated, the Insect Swarm will target any remaining creatures. If no creatures are damaged by the swarm within a short timeframe, they will dissipate.⁵⁸ They will die immediately if exposed to fire.

The Bee Bomb is activated after 1 second of airtime, which makes it easy to throw them into a swarm of aerial enemies without necessitating much accuracy.

Initial Stats

Damage	0
Insect Swarm Damage (per tick ⁵⁹)	15 Melee
Proximity Activation Range	1.5m
Time Before Dispersal	15s
Carried Amount	4

Stabber Mine 2E

Those boys in R&D extracted seeds from the [Stabber Vines](#) and found a way to inject them with a rapid-growth solution, allowing them to be deployed anywhere. Careful though, this is one bad plant.

The **Stabber Mine 2E**⁶⁰ is an unlockable throwable for the Scientist. It is a small metallic disc with a bed of dirt and a single purple seed seated directly in the center. Its rim is composed of tubes filled with plant food, glowing green in low light.

When thrown, the mine will attach to any surface. Once it does, it activates, growing two friendly purple Mini Stabber Vines⁶¹ at its location over a few seconds. Once fully grown, the Mini Stabber Vines will attack nearby hostile enemies, dealing large single-target damage. Each vine attacks independently. After a short duration, the vines will have consumed all of the plant food in the mine, and wither away.

Initial Stats

Damage	27 Melee ⁶²
Range (radius)	5m
Attack Rate (per second)	1

Knockback Force	4m ⁶³
Time Before Decay	20s
Carried Amount	4

Utility Tool

Mobula Flight Module

[Cave Angels](#) are beautiful things, swimming through the air like nothing. Now you can too! This experimental flight pack allows you to gently glide through the air, regardless of your weight. Be sure to pay attention to how much fuel is left in the ballast, or you'll go splat. Do not inhale exhaust.

The **Mobula Flight Module** is a Utility Tool for the Scientist. It is a back-mounted set of deployable air ballasts and collapsible wings. When collapsed, the device looks like a sleek gray backpack. When deployed, the backpack opens up to reveal wings and an inflated air bladder, which slowly deflates as the Scientist flies.

When the module is used, after a few seconds of activation time, the Scientist lifts gently into the air. So long as the jump button is pressed, the ballasts will be flooded with the gaseous fuel, and the Scientist will continue lifting into the air. When the button is released while still airborne, the Scientist will glide gently downward, consuming less fuel than when ascending. If fuel runs out, the module collapses, and the Scientist begins to fall regularly.

The Scientist can pick up and carry heavy objects while the flight module is equipped, even during flight (with increased fuel cost). He can also fire his weapons while in flight. Taking too much damage⁶⁴ while flying will cause the module to deactivate. Walking enemies that can shoot are more likely to target a player using the flight module.

Initial Stats

Ascension Fuel Consumption (per tick)	1
Glide Fuel Consumption (per tick)	0.5
Max Fuel	60
Heavy Object Fuel Cost Multiplier	1.5
Max Speed	400
Activation Time	3s

Modifications

There are three tiers of modifications and each tier has one to three upgrades. Only one modification can be equipped per tier.

Tier 1

- Improved Weight Distribution
 - -0.5 Heavy Object Fuel Cost Multiplier
 - With better weight distribution, you'll have no fuel penalty for carrying heavier objects.
 - Aerodynamic Construction
 - +100 Max Speed
 - With a more sleek, sporty design, the Flight Module moves even faster than before!
 - Preloaded Springs
 - -1.5s Activation Time
 - Built-in springs will help you activate your Flight Module much faster, which means you'll be that much less likely to wind up a dwarf-flavored pancake.
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Tier 2

- Bigger Ballasts
 - +20 Max Fuel
 - Ballasts will now store more fuel, so you can fly further.
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Tier 3

- Improved Fuel Efficiency
 - -0.2 Ascension Fuel Consumption
 - -0.15 Glide Fuel
 - An improved fuel formula allows your fuel to take you further than before.
 - Carbon Fiber Frame
 - +100 Max Speed
 - We've reconstructed the internal frame of the device, negating a lot of weight in the process. You should fly much faster now.
-

Tier 4

- Reactive Airbag

- +25% Fall Damage Resistance
 - Take less damage if you fall from the Mobula Flight Module.
- Paraglider Design
 - -0.35 Glide Fuel Consumption
 - -0.75s Activation Time
 - The flight module has been outfitted to act as a perfect glider, drastically reducing the cost of gliding and the deployment time.
- Unshakable
 - +Unshakable
 - Taking too much damage will no longer deactivate the Mobula Flight Module.

Voice Responses

Class Selected/Joining an Active Mission

- "The boys back in R&D would be so jealous."
- "I love field work!"
- "Hoxxes is kind of beautiful, in a horrifying, highly-dangerous way."
- "I wonder what strange new minerals we'll find today."
- "SCIENCE!!!"
- "Don't worry, guys. I'll be the brains, and you can be the... yeah, well."
- "Has anybody seen my graduated cylinder?"
- "Anyone need a Study Buddy?"
- "Inertia is a property of matter, and I make bugs go splatter!"

When using Mobula Flight Module

- "Let's fly!"
- "Time to take flight!"
- "Look at me go!"
- "Do I look like a Cave Angel?"
- "I LOVE this thing!"

When out of Mobula Flight Module fuel

- "Out of fuel!"
- "Damn, I'm out."
- "Out of fuel? That can't be good."
- "No more gas in the tanks!"

When using the Korlok Siphon on an enemy

- “Just collecting a few samples.”
- “Just need some samples here.”
- “It’s not magic, it’s SCIENCE!”
- “Gathering life force!”
- “Haha, this thing SUCKS!”
- “Filling the tank!”
- “Juice in the tank!”
- “Juicing up the tank!”

When using the Korlok Siphon on an ally

- “Tasty, tasty life force!”
- “Incoming heals!”
- “Don’t call me a healer.”
- “I got you!”
- “Heal up!”
- “Here, heal up.”

When converting life force to Red Sugar

- “Heals here!”
- “Dropping Red Sugar.”
- “Red Sugar over here!”
- “Making some Sugar!”
- “Give me some Sugar!”

Notes

Special thanks to Santiago Baquin, who provided the concept art for this class. You should follow him on [Instagram](#), or check out his [ArtStation](#). Further special thanks to my friends Daniel and Mark, who offered a lot of incredibly valuable feedback as I worked through this.

The design intent here was to create a class which uses mostly already-existing lore and mechanics, fleshing out and giving life to some of Hoxxes' well-known but under-studied flora and fauna, and also give some meaning to the Dwarves bringing back things like Tyrant Shards. *Still wondering what the hell those error cubes are for, though.*

The class fills both somewhat of a healer role, as well as a beast master role or a DoT/Status-focused DPS role.

I considered a throwable grenade that simply generated a shit-ton of fear in an AoE, which would be pretty useful for reviving downed teammates, but ultimately I liked the other 3 throwables too much to cut one of them in favor of the fear throwable. Big "Scarecrow" vibes on that one. I also considered a throwable Red Sugar Sample, which would have just been... well, throwable Red Sugar. But that felt TOO much like a healing ability, and I couldn't think of a good way to balance it. So I scrapped it.

For the Mobula Flight Module, I contemplated styling it after the Hexawings or the Fester Fleas. I like their designs more, but the Mobula Cave Angel is the creature that actually allows players a taste of flight, and it's also the closest to how the module should work mechanically (slow drifting flight, like a hot air balloon), so I went with that.

I wasn't sure what to do for his third primary (since all the Dwarves get one in Update 35), so I ultimately left it open. I think third primaries in their current iterations were designed based on the roles that each class wound up filling, so I'd probably want to see the class in action to know how it's used before I wanted to roll out a third primary. I wanted the third primary, whatever it would be, to expand on some materials we already know about (since that's kind of the basis of the Scientist, is to give meaning to some of what DRG does). Here were a few ideas I kicked around:

- Liquid Morkite Gun
- Some kind of Detonator explosive gun? Nanite explosives, like what's used to destroy tritilyte deposits?
- An ebonite or tritilyte gun that you could use to buff allies. Like, spray-on tritilyte or something similar. Could also do a Warden-like buff. Kind of silly, but a decent support gun. Though, this sort of feels more like a secondary, or a utility tool.
- Something like what the [Nayaka Trawler](#) does, where you could momentarily enter the terrain to move quickly and deal some damage/knockback, and you'd be pretty safe while you did it. This is honestly my favorite.

- A kursite ray that can infect enemies, where enemies get slowed/DoT. If they reach a threshold of infection, they drop Kursite, which can be picked up for extra (money? xp?). Maybe a mod or an overclock that makes them Confused or Friendly when infected.
- Something to do with an [Ommoran Heartstone](#)
- Some kind of gun that can be used to take control of glyphids, like an advanced Steeve. Proc them with a Control Dart or something, and then they'll go where you laser point, attack what you laser point, follow you, etc. (this has the potential to be super duper broken though, and if we did something like this, it would need a LOT of balance points)

Realistically, I know this class wouldn't ever be implemented (see bullet points), but it's still a fun thought.

- Devs have said they don't have plans to add a 5th class [\[07.10.2021 Dev Stream\]](#)
- Devs have also said that a healer class won't happen [\[07.01.2021 Dev Stream\]](#)

I didn't design Overclocks (with exception to a few suggestions in design note comments) because I wanted to see what people thought would be cool, fun, or interesting. Also this was already a dumb amount of my time.

I mostly did this for game design practice. I design tabletop, board, and video games at [Action Fiction](#), and sometimes when I'm playing a game like Deep Rock, I like to let my brain run wild. It was a lot of fun to try and balance all of the equipment with existing stuff, and also to utilize some of the really cool worldbuilding Ghost Ship has done.

You can follow me on [Twitter/Instagram](#) if you want. Action Fiction also has a [community Discord server](#) if you want to see what we're cooking up.

Everything under "Endnotes" are essentially designer's commentary, and include a lot of notes on how and why I balanced things the way that I did. It's a lot of math, and a few shitposts, mostly. Proceed at your own risk.

-jrmj

Everybody hates Mission Control, but those boys in R&D sure know how to party!

Endnotes

1. Chose Dolphin because they're wicked smart, but also because memes. There's precedent for water critters with the Barracuda armor set, so it seemed appropriate.
2. Radiation feels like an obvious choice for the Scientist. Radiation is the next most common affliction in the game which isn't already resisted, plus Radiation and Science definitely go hand-in-hand.
3. So, Devs have historically said that they don't want a healing class. I balanced this so that it shouldn't affect the difficulty too much (essentially, the amount of effort and time it takes to fill the siphon should balance out the benefit of being able to fully heal 1 Dwarf, and the storage cap makes it so you can't just constantly spam heals).

I think an overclock which allows you to store the energy, then spit it out as a highly-concentrated, high-damage beam at the enemy, might help to make this a more dynamic tool as well. Really useful for Hiveguard Dreadnaughts and Detonators.

4. Same tick interval as fuel consumption on this and on the reinforced power drills: 0.75s tick interval, or 1.5 ticks per second.
5. I realize we're doing a whole lot of Disintegrate damage in this kit. I went back and forth on this one in particular. I'm not sure how Disintegrate works on Loot Bugs, but the idea here is to make this damage type make it so that, when you're life-stealing Loot Bugs, they don't drop loot. That way the Scientist isn't just immediately ganking every LB they see on EDDs, because you never know whether you'll want them for health or nitra.
6. To calculate storage rate:
 $\text{Damage Dealt} * \text{Health Stored Multiplier} = \text{Stored Health}$
7. 30 continuous seconds of damage in order to fill the tank.
8. Fuel consumption here works exactly like on the Driller's drills: will consume 0.25 liters of Fuel per tick, with a 0.75s tick interval. At 25 fuel, the player can use exclusive damage (see: never siphoning Red Sugar directly) to gather up 500 total Health Stored.
9. Dwarves have 148 health, so this can fully restore a Dwarf with some leftover juice in the tank.

To fully restore a Dwarf's health, it takes 50 seconds. So it's a slow burn, making it useful between swarms, but not necessarily during them (during swarms is when you fill the tank).
10. 6m keeps them relatively in the danger zone, so they can't easily just farm-fill the siphon.
11. This functions exactly like Overheat, it's just different flavor.
12. Red Sugar heals ~60 health per hit. The Siphon drops ~38 health when emptied, making it essentially equal to 1 hit of Red Sugar.

The idea of this limitation is so the Scientist doesn't just leave Red Sugar everywhere they go,

because it's so much less efficient. It's mostly for when everybody is at full health, and a wave is coming

13. You get about 6 seconds of charge at a time before it needs to cool down for 4 seconds. This means you'll need to do 5 cycles in order to fully fill the tanks. So, while it would normally take 30 seconds to fill the tank, with the base cooling rate, it actually takes 50

14. With this math, we're looking at:
8 seconds before overheat
4 seconds to cool down

Now it's taking 3.75 cycles to fill the tanks, at 42 seconds total (instead of the previous 50). Still a long time, but effectively 16% faster

15. This is effectively a permanent upgrade, now making the Siphon drop 75 health, which is slightly more than a single hit of Red Sugar. Given that it takes 30 consecutive seconds of damaging (limited by the Charge Generation, which slows it down drastically), you should really only be filling the Siphon once per wave anyway, so converting to Red Sugar is still much less preferable than saving your tank and directly healing allies
16. Doubling the healing rate takes us to 25 seconds to heal a Dwarf to full, which makes it ALMOST effective to use in swarms. But not quite. That 25 seconds is not accounting for overheat times.
17. This perk will allow you to fill the tank in a little over 23 seconds (assuming you don't take Liquid Cooling or Expanded Storage) instead of the previous 30. About 24% faster
18. This triggers every time a creature takes damage from the Siphon, and would not affect allies
19. Everybody loves the primary weapons that have some kind of cool quotation-mark name. Tyrant feels VERY badass, and also kind of mad-scientist-y, which I felt was appropriate. Plus, Korlok shit
20. Korlok Spit actually does Poison, but I chose Radiation because the Scientist's kit is based off of Radiation and Disintegration, and Radiation is the damage type that the Scientist resists
21. This is the impact of the spit. Korlok spit does Kinetic damage, and its AoE is poison damage
22. Tick intervals are typically anywhere from 0.25 seconds (most damage ticks) to 1.25 seconds (Driller cooldown ticks).

For most of these, tick intervals already exist. Radiation damage minimum tick interval is 0.5 seconds, and 6 damage is pretty much the standard (ignoring the Fat Boy Overclock, because memes).

23. Much smaller than the Deepcore, but this weapon deals DoT instead of direct impact explosive damage.

Base figures are somewhat comparable: 64 damage over time + 36 impact damage = 100 damage total, over 4 seconds.

Deepcore base damage is 110, but with damage falloff after 2m down to 50%

24. Less than half of Deepcore - this weapon will not shred armor in one shot, but you can fire several shots in a row as a trade-off.

25. This applies to both impact damage AND DoT.

26. This is to balance out the 200 damage that comes from Temperature Shock.

27. If you take both this and High-volume Gland, you're looking at 2.5 AoE radius, which is comparable to the Deepcore (3m radius, 2m effective radius, average 2.5)

28. Nerfed down from 100%, particularly because, the longer they stay in the area, the more damage they take, and the more ticks they have to be stun-locked.

29. The math on this is a little wonky, which is why it has a named perk instead of illustrated math (see: Bug Repellant on the Platform Gun)

Basically, the base Damage AND DoT is cut down by 40%, but for every tick the projectile spends between being fired and impacting, the base Damage AND DoT increase by 20%.

The tick interval for this is 0.25 seconds. Interval has to be relatively small, this is a quick calculation. But, if you can keep the projectile airborne for a full second, you're looking at 40% damage increase.

30. So, although this reads pretty much the same as Deepcores, there are a few key differences:

- No Radius increase (since you have so much ammunition, this isn't necessary)
- The application of this is slightly different. Rather than setting one big bomb, you can carpet an area, effectively converting this weapon into a mine launcher instead of a grenade launcher.

31. I'm pretty sure this is funny.

32. Reference to the Needle Rifle from Halo (Type 31)

33. The math on this is sort of weird, so I'm gonna break it down below. This is a long comment with a lot of math, so if that's not your thing, move along.

You fire needles into the target. Each needle deals 10 damage (so a single trigger pull deals roughly 30 damage).

When you have 10 needles connected to a single target, they immediately take 30 damage (for a total of 130). They are also poisoned when this happens, using the Neurotoxin status effect (see Neurotoxin Grenade, Bulldog revolver with coating, Thunderhead with NT Payload OC, etc)

The Neurotoxin damage has a duration of 10s, dealing 12 damage every tick, with a tick interval average of 1 second. This is an additional 120 damage over 10 seconds. Neurotoxin also gives a 30% speed reduction.

So, what we're left with is, with perfect accuracy, you're pulling the trigger 4 times over 6 seconds, shooting 12 needles and dealing:

- An initial 144 damage from 12 needles
- 30 initial damage from Neurotoxin triggering
- 120 damage over time (which ignores armor)
- 30% speed reduction for 10s.

So our grand total here is 294 damage + speed reduction.

Compare that to the Scout's M1000, which deals 55 damage on impact, and has a 4/s Rate of Fire. In 2 seconds, you can empty the magazine and deal 440 damage with 30% armor break. The M1000 clearly wins in terms of raw damage, but the speed reduction of NT (and the DoT allowing you to focus multiple targets) definitely helps.

Compare to Scout's Deepcore, where you empty the clip in 3.5 seconds and deal 375 damage with no armor break (but some stun chance).

34. Does anybody actually pick these?
35. Gotta keep this relatively low, since we're dishing out a lot of needles
36. This is a 50% chance.
37. Every tick (interval 0.75-1.25 seconds) that a creature is within 1.2m of another creature, 15% chance to trigger Neurotoxin on them. Triggering Neurotoxin in this way does not apply the initial 30 Neurotoxin damage, but does apply the damage over time and slow.
38. Kind of a nice perk, will prevent Detonators and Exploders from doing the exploding thing, will prevent certain Praetorians from triggering on-death effects, will prevent goo bombers from leaking goo out of their butts on death, will prevent Glyphid Brood Nexus' from exploding into Glyphid Spawn, etc. Probably gonna be more stuff when the update comes out
39. Alright, let's break down the math on this one, too.
40. Most of the time players will probably start cooling around 3 Charge, which should take them 4 seconds of not using the weapon before it's back in action.

For reference, Lead Storm has a maximum Heat value of 9.5, and a cooling rate of 1.5 per second. Most people stop firing it around 8 or 9, which takes a little over 5 and a half seconds before it completely cools.
41. Chaining the maximum 8 enemies will generate 0.4 charge per second, giving you 8.75 consecutive seconds of blasting them before the weapon overheats.

This math changes slightly if the chain amount is increased to 10, which generates 0.5 charge per second, giving you only 7 consecutive seconds.
42. Honestly, I could probably finagle all of the overheating math so that they're whole integers, but who has that kind of time? I mean, I do, but I'm not gonna do that.
43. Putting more enemies in a chain increases damage output overall, since it's multiplicative. Balance with care.
44. This puts it on par with the Stubby

45. Effectively a 25% boost in Rate of Fire

46. Math on shields in Deep Rock seems weird to me, but I'm not Ghost Ship and they're smarter than me.

Players have 25 shield points.

This perk's math SHOULD work out as:

For every time an enemy in the chain takes damage, regenerate 0.5 Shield. This should be okay, since most enemies will knock off all your shields at once, or close to it, at higher difficulties.

The caveat here is that I don't know if shields can be calculated in floating point numbers. If they CAN'T, then it would probably make more sense to assign a percent chance that was high enough that it triggered every tick, but low enough that it didn't regenerate all your shields at once.

Realistically this means that bad RNG could make this perk just... not work. But, statistics and all that.

47. Get ready for a lot of egg puns

48. This is kind of a risk/reward scenario. This thing is great for taking down beefier enemies, especially if you're willing to blow all your ammunition in one go. But, afterwards, you'll either have to be patient enough to wait for them to take themselves out, or you'll have a new problem to deal with.

49. So, we have to use Multipliers instead of integers, since these have to be able to scale at different difficulties. This is especially important because you may have to fight your own swarms, and they should feel more powerful than regular swarms in the area.

50. This is the same way Beast Master damage is calculated. Damage increases for this weapon will not increase damage at the same rates, however, because you're getting a lot of little guys dealing pretty decent damage.

A glyphid grunt has a maximum base damage of 13.6, and a slasher goes up to 34. A glyphid grunt has a maximum base health of 108, and a slasher has 177.6.

A single glyphid swarmer has a maximum base damage of 6.8, and maximum base health of 14.4.

Since we're hatching 3-5 glyphid swarmers, we take the average of 4, and multiply the above base values to give us 27.2 damage and 57.6 health. This is ALREADY really comparable to the base grunts and slashers, since it takes a minimum of 4 attacks to kill all 4 of them.

Of course, with our multipliers, the actual base values of the Scientist's swarmers are pretty high.

A maximum Beastmaster Slasher can deal upwards of 136 damage per hit. Our Swarmers will be dealing about 10.2 damage per swarmer, for an average total of 40.8 at base. Of course, AoE abilities will destroy them immediately (making them not very good for dreadnought fights), but we can use mods to scale their health and damage to make them at least competitive to use.

Another thing we have to balance for is the fact that you can launch the eggs, then switch to another weapon to deal damage while you deal damage. So, this weapon SHOULD deal relatively low damage, since it's meant to be utilized in a slightly similar way to Engie's turrets. I won't put in all the math for how I balanced this with Engie's turrets, because it was a huge pain in my ass. But it is something I considered when designing this.

- 51.** They will not follow the player around, the player can still damage them, and they will still attack one another. I was originally gonna have them follow the player around like a Steeve army, but that's a little too OP, unfortunately.
- 52.** This grants several bonuses:
75% Resistance to:
Explosive
Fire
Frost
Radiation
Poison

50% Resistance to:
Melee
Kinetic

This keeps them from IMMEDIATELY wiping from AoE attacks and environmental statuses, but not by much, since they still have such a relatively small health pool.
- 53.** 20% Chance
- 54.** A fringe use case not dissimilar to the Experimental Plasma Charger.
- 55.** Tick interval: 0.25s
- 56.** This is disintegrate damage specifically so it does the same thing as Facemelter above: Prevents on-death effects, like detonators exploding, from happening.
- 57.** So bugs won't walk on Acid. Lets Scientist do some crowd control, like Engie's platforms.
- 58.** So, they deal low damage, but they last quite a long time. A perfect throw will yield about 450 damage, but they can only target one thing at a time. For reference, Cluster Bombs deal 360 damage (but AoE explosive damage) AND have a stun chance. So the Bee Bombs hit a little harder, but are a little more focused.
- 59.** Tick interval: 0.5 seconds
- 60.** Little Shop of Horrors reference. If you don't think this is funny, get out of my face
- 61.** I think this is right, but I hate this sentence.
<https://www.gingersoftware.com/content/grammar-rules/adjectives/order-of-adjectives/>
- 62.** This makes it so the two vines together can kill a grunt (108 health on Haz 5) in about 2 seconds. Their maximum damage output potential is 1080 damage, but none of that is AoE. By comparison, a proximity mine detonates 4 times, dealing 110 damage each time, for a total of 440 damage to a 3-5 meter area, able to target many creatures. High damage, but low rate of attack, and they can miss.
- 63.** This should help balance the mines, so they're not attacking the same creatures over and over. Also allows you to strategically place them in tunnels, so they don't knock Glyphids out of their own range.

I can't find anywhere if Knockback can even affect Glyphids, though. So this may not actually function the way it should.

- 64.** I cannot find the exact value of damage that a player takes before being knocked off of a zipline, but it should be equal to that amount of damage.

