

Kyle Katarn: Firefighter

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Kyle Katarn was an imperial stormtrooper who defected from the Empire when he found out the truth about his father's death from the Rebel spy Jan Ors. Since then, he's been running missions as a mercenary for alliance. Over his career, he's gotten quite the record going, up to and including besting Boba Fett and killing Kell Dragons with his bare hands, before going on to disable the Dark Trooper's production factory... while besting more dark troopers than it took to torch a rebel base alone, along with the sole Phase III dark trooper prototype.

Traits

A good supply of power cells: In *Dark Forces*, Kyle was often exposed to more direct firefights with imperials, thanks to the higher shot speeds of the game. As such, he carries a personal energy shield, starting him with 100 armor, getting 20 armor and health from medikits. In addition, Kyle's shield is absolute: it absorbs all damage as long as it stands, although it maxes at 200 as usual.

This has got to be bad for my health: However, this does come at a cost. As per the original game, Kyle is limited to a maximum of 100 health, and obtaining a megasphere or soulsphere merely sets this maximum.

Changes from Dark Forces:

- Kyle does not use shells. Ammo 1 and 2 follow the same scheme: a weapon is 8/16 ammo (depending on drop or not), a large box is 40 bullets/8 cells, and a small box is 8 bullets/2 cells. This allows Kyle to function on no/low cell maps with some effectiveness.
- Kyle takes slightly less damage from hitscan enemies, helping cement his status as a ranged duelist and firefighter.
- Damage scaling has been increased from the original dark forces, as damage scaling was rather low there (The final boss was at 1000 hp, and our much-feared phase 2s had about 500, when they were close to cyberdemon equivalents)
- The blaster rifle's relative damage has been nerfed to bring it in line with slot 2s, and nerfed further in DM to prevent it from being a spamable win button.
- Assault Cannon missiles now force radius damage
- Concussion Rifle has had its cost increased from 4 to 8 cells, because rocket level damage high-radius AoE hitscan for 4 cells in an item that tends to break role.... nope.avi.
- Mortar bounce distance increased a bit, to increase its versatility for slot 5.
- Concussion Rifle uses a projectile in deathmatch because one-shot hitscans are extremely fun and balanced.
- Power boost is now a carryable item, since its duration is limited.
- Medikits/shield recharges are folded into one item.

(Slot 0: Fists

Slot 1: Bryar Pistol/Thermal Detonators/Landmines

Slot 2: Blaster Rifle

Slot 3: Fusion Cutter

Slot 4: Repeater

Slot 5: Mortar Launcher

Slot 6: Concussion Rifle

Slot 7: Assault Cannon

Unique: Power Boost (fire rate up))

Original Damage Values (from <http://www.df-21.net/articles/dfweapons.html>)

Fist: 18

Bryar/Blaster: 10

Repeater: 10 per bullet

Fusion Cutter: 15 per shot

Mortar: 40 Splash

Concussion Rifle: 30 splash

Assault Cannon: 30

Assault Cannon Missile: 60 splash

Phase 2 Dark Trooper (miniboss/THAT ONE ENEMY): 500 hp

Phase 3 (mohc/final boss): 1000 hp

Weapon Spritesheet: http://www.sprisers-resource.com/pc_computer/darkforces/sheet/35834