

Sci-Fi Weapons + Flavor Descriptions

Name	Description	Item	Stats
<i>AMP-2030</i>	Standard issue doesn't mean you can't make a statement.	Auto Rifle	3% chance of critical for every body shot.
<i>Clubkill</i>	Enjoys synthwave and a substance called "Pop Rocks."	Auto Rifle	5 electric damage per second with a 7% chance to inflict shock.
<i>Plan G</i>	"You've got to be kidding."	Auto Rifle	Random chance to restore full health if headshot made with <10% HP.
<i>Strifebreaker</i>	Rebellion is the precursor to anarchy. Crush it.	Auto Rifle	Increases melee damage by 20 while equipped.
<i>Vermilio</i>	Dragons live in towers, but you found this beaut in an old Stellis lab. Close enough.	Auto Rifle	50 burn damage over 5 seconds. Burn damage multiplied .5x with a critical shot.
<i>Acme's Revenge</i>	Spits red dust and revs like a cartoon car engine. Looks like someone took a piece of the wasteland with them.	Auto Rifle	6% extra damage dealt to heavy armor and vehicles.
<i>Hare's Edge</i>	Slow and steady never won a cosmic race.	Carbine	Chance for instant reload when magazine is low. Passive 4% increase to running speed.
<i>G1LT</i>	Cheap takeout has nothing on this.	Carbine	Restores 25% ult charge for every 5 critical eliminations.
<i>Sparky</i>	R&D spent millions perfecting the damage and handling. "A marvel of modern destruction," they call it. You have a different name.	Carbine	Inflicts shock with chaining AOE damage for up to three enemies.
<i>Deus-WNG</i>	Half chariot, half hellbringer. All class.	Glider	6% critical chance when shooting mid-drift.
<i>Last Valentine</i>	Falling in love is like being struck by lightning—searing pain, charred skin...or was it "struck by an arrow"?	Harpoon	3% burn and 3% electric damage upon shot. Multiplies 2% for every subsequent with a chance to combust.
<i>Parting Gift</i>	Who needs frills when you've got firepower?	Machine Gun	Plus 7% damage if used after a melee attack.
<i>The Showstopper</i>	Keep the spotlight where it belongs.	Machine Gun	5% burn damage with a 4% chance to reflect damage to an attacker.
<i>Dandyllion</i>	You are my sunshine...	Pistol	Chance to combust upon critical shot. Combustions chainable for up to three enemies.
<i>Goldielocks</i>	Elyx modeled this after Sgt. Ayande's own gun. Wonder if his had a chipping chrome job too.	Pistol	Plus 2% damage per shot with chance for a one-shot kill.
<i>Maverick Star</i>	What happens when R&D gets a hold of Old Westerns.	Pistol	10% chance to fan the hammer for up to double base damage.
<i>Speedy</i>	Leave them in your dust, or in a pile of their own ashes.	Pistol	Plus 6% damage boost while running.
<i>The Pretender</i>	A relic of pre-collapse Earth. There's an inscription on the grip that says "git gud." Odd.	Pistol	Every critical shot has a 5% chance to grant Goldeneye (insta-kill gun) for 5 seconds.
<i>Tiny Dancer</i>	Won't stop until it's the only one standing.	Pistol	Plus 4 health for every critical shot when remaining squad members are injured.

<i>Binary Blight</i>	The sun rises on friend and enemy alike. You are not so merciful.	Pulse Rifle	Plus 2% poison damage for every critical shot. Upon reaching 6%, effect persists until either the enemy is dead or you are killed.
<i>The Foreteller</i>	The Feds locked this in a vault due to its "arcane behavior." It shoots void instead of bullets, but do you <i>really</i> care?	Pulse Rifle	3% void damage with every shot with rare chance for insta-kill if outnumbered by 4 or more enemies.
<i>The Loon</i>	Found on Aurelia 5, last known location of Sgt. Qi Xin. With it, a transmission: "Hahahaaaa..." The rest is sheer screams.	Pulse Rifle	Every critical shot has a 3% chance to grant Berserker state for up to 7 seconds.
<i>Thundercry</i>	Sanction 941-C: "Modification of Stellis-issued weaponry is strictly prohibited. <i>Especially</i> if you're going to name it something so asinine."	Pulse Rifle	2% electric damage with every shot for up to 6%. Chance to inflict AOE shock damage and chain to 3 enemies.
<i>VAMP 7.1</i>	All you're missing is a belltower and a velvet cape.	Pulse Rifle	Plus 4% critical damage with a chance to paralyze all enemy abilities for up to 3 seconds.
<i>Vertex</i>	They say you should bow before your betters. This gun has none.	Pulse Rifle	Consecutive critical shots multiply damage 5% for each enemy. Counter resets upon reaching 25%.
<i>Nightstrom</i>	Make a splash.	Rocket Launcher	Plus 15 electric splash damage for 10 seconds. Chance to inflict shock and chain to enemies.
<i>FTHR-Lite</i>	For the times you need a gentler touch.	Rocket Launcher	Rockets fired with this weapon make no sound. Heightened speed and stealth while equipped.
<i>Whistler</i>	Subtlety isn't its strong suit.	Rocket Launcher	Each round sparks a chain of smaller, random element explosions for 3 seconds or 200 damage, whichever comes first.
<i>Big Red</i>	Don't call me Shirley.	Shotgun	If not a kill shot, 4% bleed damage for 5 seconds.
<i>Chirpy</i>	Kicks harder than a rocket. Does more damage too.	Shotgun	Plus 5% damage for every critical shot with a small chance for instakill.
<i>Good Ol' Boy</i>	Hits like a miner's son.	Shotgun	Point blank shots inflict +1% bleed damage for 5 seconds until 10% or dead.
<i>Scarlet Spectre</i>	Markov loved red. Too bad it was the last color he saw.	Shotgun	Chance to gain an extra round for every critical shot.
<i>Rx-400</i>	Just what the doctor ordered.	Shotgun	Upon critical shot, 4% random element damage for 3 seconds.
<i>False Grandeur</i>	All hail the queen.	Sniper Rifle	Critical shots made with this weapon have a 13% chance to paralyze an enemy for 3 seconds if they are not killed.
<i>Martyr's Flourish</i>	Maris Lei's motto: "If you're going to doom a planet, may as well do it in style." You agree with the second part.	Sniper Rifle	If critical shot in a group of enemies, +7% chance to combust and burn up to 5 surrounding targets.

<i>Narcissyx</i>	Don't give it a mirror.	Sniper Rifle	6% chance to reflect damage back to attacker while equipped.
<i>S.T.R.I.V.E.</i>	Perfection is constant effort.	Sniper Rifle	For every critical shot, +2% damage for up to 12%.