# Procedural Weapon System

* Barrels
  + Short Barrel – does nothing, you have an infinite amount of those
  + Double Barrel - allows 2 shots one after the other(but cooldown is 2 times longer)
  + Rotating Barrel – for faster shooting/reloading
  + Engraved Barrel – for better shot precision
  + Large Barrel – allows launching large projectiles(rockets/nades)
  + Silenced Barrel – shots make no sound
* Under-barrel Accessories
  + Fancy Metal Piece – does nothing, you have an infinite amount of these
  + Flashlight – toggled with alt
  + Laser – deals a small amount of damage constantly to anyone in the beam
  + Damage Amplifier – some more damage
  + Kamikaze set – when you die, you explode
  + Bayonet - when you get very close to someone, it will act as a knife and instakill
  + Reloader – makes your gun shoot/reload faster(see shotgun)
  + Gravity Generator – the gravgun, but with a much higher cooldown(fired with alt)
  + Time Relativiser – everyone freezes in their locations for 1 second, except for the user(fired with alt)
  + Wormhole Opener – the swapper, fired with alt
* Over-barrel Accessories
  + Artistic Cylinder – does nothing, infinite
  + Optical Zoom – MMB(?) to zoom
  + Damage Compensator – you take 5% less damage
  + V-amplifier – applies 5% Vamp (get it? :D)
* Firing Chamber
  + Stylish Firing Chamber – does nothing, infinite
  + Poison-engraved Firing Chamber – bullets deal more damage
  + Vacuum Firing Chamber – shots leave no trace
  + Amortized Firing Chamber – no knockback
  + Large Firing Chamber – allows the firing of large projectiles
  + Enhanced Firing Chamber – you can shoot faster
* Main Body
  + Amazing Main Body – does nothing, infinite
  + Light Main Body – you move 10% faster
  + Powered Main Body – sacrifice some energy every time you shoot for slightly better damage
  + Main Body of Immortality – if you take lethal damage that would only reduce your health to a value larger than -5, your health is set to 1 and you live
  + Cushioned Main Body – Any damage that exceeds 30 is reduced by 20%
* Ammunition
  + Frightening Ammunition – standard pistol ammo, infinite
  + Rocket
  + Grenade
  + Smoke Grenade(deals nearly as much damage as the normal one)
  + Incendiary ammo – more damage, leaves a trace when flying
  + Ammo Tape – faster shooting/reloading
* Handle
  + Useful Handle – does nothing, infinite
  + Automatic Handle – full auto
  + Ergonomic Handle – more damage
  + Sacrificial handle – even more damage, but you take 10% of the damage you deal

All of the “does nothing” fields just act like the pistol.

Example weapons:

* Sniper rifle
  + Engraved Barrel
  + Damage Amplifier
  + Optical Zoom
  + Poison-engraved Firing Chamber
  + Powered Main Body
  + Incendiary Ammo
  + Ergonomic Handle
* Machine Gun
  + Rotating Barrel
  + Reloader
  + Damage Compensator
  + Enhanced Firing Chamber
  + Cushioned Main Body
  + Ammo Tape
  + Automatic Handle