**Kinetic**

Kinetic weapons shoot physical bullets at the target with the use of the kinetic launcher or a melee weapon that uses the kinetic launcher to boost the momentum of the weapon.

Kinetic ammunition can be made from scrap but then proficiency can’t be added to neither the attack neither the damage roll.

Kinetic weapons are weak against barriers but strong against nanofiber armor.

**Laser**

Laser weapons shoot a focused beam of light at the target or generate a laser blade.

Laser ammunition can’t be crafted by hand but the laser ammo strength can vary depending on the ammo:

Focuse: +2 attack roll, -2 damage roll

Basic: -

Spread: -2 attack roll, +2 damage roll

Laser weapons are weak against nanofiber armor but strong against Thermo plated armor

**Plasma**

Ranged plasma weapons shoot superheated matter at the target or melee weapons use the superheated material as the “blade”.

Plasma ammunition can’t be crafted by hand but the Plasma ammo behaviour can vary depending on the ammo:

Volatile: Roll attack roll against an enemy 5 feet from the target. If it hits the 2. target takes half of the original damage.

Basic: -

Ionized: On a critical hit it ignores resistances and immunities.

Plasma weapons are weak against Thermo plated armor but strong against barriers

**Weapon Grades**

Archaic, Civilian, Military, Heavy, Alien