Player Attack Ideas:

Bone Shot: Doesn’t deal damage but spawns a friendly pile of bones on impact that dies after a specific amount of time, fires rings of bullets

Water Stream: Fires a line of 6 (or more) bullets at a time using burst-fire. Projectiles move kinda slowly and doesn’t fire often but deals heavy damage if all projectiles hit.

Rainbow Shot: Fires a projectile that has a random effect on impact (Bubble, Acid Pool, Flaming, Double Damage, Etc.)