## Guns:

Radial Spitter (Assault Rifle): Fires 8 bullets, each in one of the cardinal + intermediate directions around the player.

Recursive Assassin (Sniper Rifle): Fires a bullet which spawns three other bullets, which spawns three other bullets…

Vampire (SMG): Replenishes health and ammo with each hit, drains health slowly while equipped.

Sandstorm (SMG): Shoots projectiles which split once, halfway across the screen.

Eye of the Storm (Assault Rifle): Shoots projectiles which split on death 3 times and orbit the player

Vortex (Pistol): Fires a swirling vortex of bullets which shield the user.

Slingshot (Pistol): Spawns projectiles which orbit in front of the player for a short moment before shooting off at maximum velocity.

Chernobyl (Shotgun) - Bullets orbit the player momentarily then explode in all directions.

Black Hole (Sniper Rifle): Spawns projectiles in a radius around a point in front of the player; they then shoot towards the centerpoint and explode on impact, dealing elemental damage.

Million (Shotgun): Fires a large number of bullets which cover the entire screen, slow firerate.

64-Trigrams (Assault Rifle): Burst fire gun with mag size of 64, fires 8 of its bullets per burst. Bullet speed increases the less bullets are left in the mag.

Cherry Blossom (Assault Rifle): Bullets which explode into more bullets on hit.

Bloodhound (Sniper Rifle): Bullets split once and track whichever target is closest upon splitting.

Fully automatic sniper rifle.

Shotgun with tight spread.

## Shields:

Riot Shield: A tall, thin shield which remains stationary in front of the player.

Turtle: Exceptional capacity.

Hare: Exceptional recharge rate.

Bee: Increases damage while capacity is full.