Isoulation Game Design Document

by Matt Downey

Abstract: Isoulation is a surreal science fiction first person shooter that takes place on an archipelago. The plot takes place in a parallel dimension where Remus killed Romulus and founded Reme (not Rome). Although it takes place in the same year as our world, technology is far more advanced since the Reman Empire never fell.

Gameplay:

Blood Thermometer:

All enemies are superimposed with a blood texture when they are damaged. This means that damaged opponents will fill from their toes to their head with blood. This provides players with diegetic positive feedback. This looks better than healthbars floating near players, is less confusing, and provides a style that will be unique to Isoulation. When the “thermometer” reaches the head, the character dies. See Death Styles.

Death Styles:

Depending on player's preferences and age settings, different deaths are possible:

Soul Silhouette—Dead player is captured on the wall behind him (according to his killer's eyes), as a permanent red shadow.

Technical: Separate camera takes a RenderTexture of the player. Projected on the wall by cookies of said RenderTexture on a directional light.

Headshot/Overkill—Dead player's head explodes in a fountain of blood.

Silhouette:

Players without silencers are revealed through walls as black and white static-silhouetted figures when they shoot. Minimum silhouette duration 0.2s. Silhouettes are also produced when enemies can be seen by teammates. Silhouette is only drawn when the player is obscured by walls or is outside of the player's line of sight. The silhouette will be drawn partially if the enemy is barely visible.

Black vs. White:

Many games have issues with color distinction. Red vs. blue is a good distinction for the color blind, but often fails in bloody video games. Moreover, since teams can often change on the fly due to auto-balance, red vs. blue does not cut it. Isoulation follows the style of America's Army, the player always perceives herself/himself to be on the same team. Black is good/allied, white is evil/enemy. Lastly, team-swaps are theoretically unnoticeable, since the maps are unique.

Team distinction:

Teammates can rarely be seen. Teammates uncloak when they deal damage, are dealt damage, or make a kill. Teammates fade away like ghosts after battle. This means that color palettes for characters and individualized looks is relatively free.

Fog of War:

The player can only see roughly 32 meters in front of him. When players aim down their ironsights they can see roughly 64 meters.

Strobe/Campfire:

If a player is attacking from the fog, they and their surroundings will become visible in a strobe (or in the case of single shots, a flash) of light. Similarly, grenades reveal the surrounding areas. The minimum time reveal for a grenade or gun is .2s. For bullets, flashes fade out between shots. Flares create 10s campfires.

Light:

Due to technical difficulties, light sources do not cast shadows and illuminate all objects in a radius.

Reloading:

No reloading. Player’s ammo is attached to a chain, which goes from the gun, along the arm, and into the player’s suit. Furthermore, simple ammo types can be regained via nanobot reconstruction (Shells: 95% copper, 5% zinc, Core: lead, gunpowder: potassium nitrate, charcoal, and sulfur), so that the player can fire infinitely at the cost of lower regeneration (while firing).

Heart rate:

Players have a heart rate between 30 and 200 (without buffs), where each is based on how much strenuous activity the player performs. 30 heart rate gives the benefit of low idle sway, high contrast, louder footsteps, less fog of war and higher regeneration. 200 heart rate gives the benefit of low recoil, fast movement speed, higher jumping.

Special bar:

Each character is able to perform a special ability, from blinking (teleporting) to walking through walls to invulnerability to teleporting anywhere on the map.

Blur Box:

Latency is a huge issue in video games. To attempt to get rid latency problems, updates will happen 50-60 times a second(ideally) with extrapolation and momentum. To help laggy players, enemies will leave a blurry trail behind them of a set length (on a per character basis). Hitting closer to the front of the trail deals more damage.

Collisions:

Soft collisions with teammates and enemies when neither player is moving. No hard collisions. Period.

Assists:

Damaging a player results in an assist token being put on a player, if that player dies and you did not score the kill, you will get an assist.

Momentum:

Players cannot instantly change direction or stop. This makes jump spots harder to design and harder to do, which will hopefully make the game more rewarding.

Accuracy:

Most guns will have their conic spread tightened while they fire.

Weapon swap:

Switching weapons takes very little time (for most weapons).

Secondaries:

Slightly weaker than primaries. Since there is infinite ammo, the main reason for switching to a secondary lies in a) faster movement speed b) better close range (or long range) capabilities than the player’s primary weapon c) faster ADS speed d)

Rage:

The primary vessel of giving players “kill streaks.” Red kill streaks kill enemies (air strikes called in by red flares). Blue kill streaks on the other hand will help the team get kills, as they will call in “care packages.” Enemies will rarely see these flares, as they will appear to be black. Furthermore, enemies will get no notification of incoming crates or airstrikes. Rage is gathered by performing fast consecutive kills and actions. Rage slowly decreases over time.

Blue1: Crate (1m)

Blue2: 360 Sentry Gun (30s)

Blue3: Chronosphere—Stops enemy bomb but not allied bomb, stops enemy team for 15s, enemies do not respawn until it is over. Respawn timers are frozen.

Red1: Air Strike (little/no penetration) (all player positions shown with ally/enemy color)

Red2: Bunker Buster (2) (penetrates buildings, ie kills in an explosive column that is not based on the z-axis. (all player positions shown with ally/enemy color)(as silhouettes, cannot be put away) Volcano?

Red3: Weather Control—lasts 15s. Kills all outdoor enemies at random intervals.

Friendly Fire:

Nonexistant.

Team killing:

It is impossible to kill teammates. Griefing is hopefully impossible.

Dedicated Servers:

No host advantage. No ranked servers, players like to modify their options or play mods.

Spawning:

Players do not spawn for 6s after death. Players can spawn anywhere on their side of the map. This accomplishes two feats: 1) players cannot be spawntrapped or unfairly spawnkilled and 2) it adds a depth of spawning skill to the game.

Environment Props:

Respawn over time on a per-object basis. Recover after roughly a minute and flash in and out of existence to indicate re-exposure to the environment. Slower flashes happen around 15 seconds before respawn and the flashing rate increases in frequency until the object is about to respawn.

Class-based:

Each character has individual stats that may be customized even further to make an original character. For each six man team there will be approximately twelve characters to choose from (you cannot double up on characters). First through sixth pick is randomized so everyone has an even chance of picking the player they want.

VoIP:

Players can only hear teammates unless they are a) within the radius of a talking enemy or b) in the crosshair of a talking enemy. Players cannot talk to teammates while dead.

Vote kicking:

Teammates can vote kick each other (requires 4 out of 6 votes).

Color Palette:

The game is dark; most colors are black, white, gray and red on the allied-side of the map. The enemy side of the map has more neon colors and interesting artwork.

Statistics:

Kill: death, win: loss and accuracy are not recorded for that game when a player joins late.

Free for All:

Friends cannot join your session.

Ladders:

Hip firing is possible on ladders. Aiming down sight allows the player to turn more than 90 degrees left or right.

Hip Fire vs. ADS

Hip firing does not punish the accuracy of the weapon per se. The two disadvantages of hip firing are as follows: 1) you can see roughly half as far because of fog of war (a huge disadvantage by itself) and 2) you do not get your weapon modifier (such as Quantum Equilibrium or Target Lock, which do indirectly make you more accurate).

Fall Damage:

Players can roll to reduce fall damage. Falling on another player transfers fall damage to said player. Falling on a dead body results in no fall damage.

Health (Blood):

Health will be handled so that when a player reaches 0% temporary health, he will die. Temporary health is not max health. Max health is lowered upon taking damage (not bleed damage). For instance, if the player has 1000 health and receives 900 damage, he might lose 10% of the damage received (which can never be recovered), so that his max health is now 910. Max health will eventually cap off so that a player cannot reach miniscule health.

Damage:

Damage is found by multiplying the base value by several multipliers. The base damage is a property of the gun, which is the average amount of damage delivered to the torso of an enemy point blank. The first multiplier is random (cumulative distribution function, where the multiplier is between y = 0.5x and y = 1.5x. The second multiplier is the range (or corrosion) multiplier, where you do more damage based on how far away the player is (if there is an 80% chance of hitting an enemy point blank, then the separation distance at which accuracy is 40% will have a 2x multiplier to ensure DPS is always the same (multiplier is y >= 1x). The third multiplier is verticallity, where the head is 2x damage and the legs are 1x. The fourth multiplier is stealth, where shooting the player in the back deals 2x damage and the front deals 1x damage. The fifth multiplier is blur, where shooting the most recent instance of the player deals the most damage. The sixth multiplier is angle, where shooting the enemy's force field head on deals full damage (1x) and skimming it does nearly none (0x).

![](data:None;base64,)

![](data:None;base64,)

<http://www.alglib.net/specialfunctions/distributions/normal.php>

Regeneration:

Regeneration has a constant velocity. The player is always regenerating at a capped rate unless he suffers bleed damage, which will slow down his healing or reverse it (to degeneration).

Bleed\* Damage (See also burn/poison/nanobot damage):

Bleed Damage is (similar to damage) affected by multipliers (all three: random). Bleed damage immediately lowers/stops/reverses regeneration.

Recovery:

The “recovery” of regeneration is approximately +100hp/s2. This value is the same for all characters. This number will be zero when a player reaches his/her max regeneration. Medic Syringe increases this number significantly.

Range:

After a gun reaches its maximum range, it will no longer reap further benefits from range multipliers.

Idle sway:

Automatics have reduced idle sway when aiming down the sight. Snipers have an infinity-sign idle sway.

Recoil:

Guns have recoil based on the bell shaped curve. Left of the mean implies a negative (counterclockwise) standard deviation for horizontal recoil. The bell-shaped curves have different standard deviations between vertical and horizontal (vertical is usually more). If there is a tendency to go in one direction, the mean shifts away from the center of the screen. Furthermore, these bell shaped curves do not go until infinity, they are cut off preemptively.

HUD:

Less is more. Because of silhouettes, there will be no mini-map. Because of chain ammo, there will be no reloading. Heartrate will be heard diegetically through heartbeats. The gun will take up less than one third of the screen. The gun’s name will be shown when swapping weapons. The player (you) will always be shown, so the player knows when he is standing, crouching, prone. The player’s vision will become dark (low contrast) when he is near death. Score is not shown. No crosshair. Diegetic laser pointer. The gun becomes translucent during aim down sight.

Parkour:

Players will be able to mantle walls, climb ladders, and use zip lines.

Crates:

Crates contain random weapons. These random weapons will be anywhere from base spawn weapon strength to very strong. Power weapons, for instance, cannot be attained without using crates. Power weapons are fairly rare, but are essential to map dominance. Crates will not show up on the map for the first minute of the game, but they will always give a minute heads up time and position so that the player knows that when that counter reaches zero, a crate will be in that position. If you want a new weapon, then you may hold “X” to take an unknown weapon, but only after giving up your other weapon.

Types of Balancing (Theory):

Public: 100% of people, players pick their class, usually best characters/gun/etc.

Skill: 1% of people, randomized characters/etc to balance, figure out which pub characters, equipment, specials, syringes, flares, bullets, attachments, grenades, and proficiencies are hardest to play for the average player. Each pre-game, players will be given the run down on their equipment.

Controller layout:

Unlike other games on console, players can revamp the button layout to any style they want.

RT—Fire

LT—If not sprinting, aim down sight. If sprinting, reduce speed slightly, reduce mouse/analog sensitivity, increase line of sight slightly, make gun translucent. If a sniper scopes in on an enemy, then it goes to a specific shot (w/ respect to cameras a medium shot, where the enemy is fairly large in the box, you can also make the zoom so it is close or far shot, etc).

RB—special

LB—grenade

Left Analog—Move; sprint, rowdy run, quick crawl. While prone, click analog and press to the left roll left/right. Hold sprint in midair to roll when you hit the ground. If you sprint left or right, the player is running in that direction with his head turned to run and gun.

Right Analog—While sprinting aim above horizontal view and click analog to jump; while sprinting, aim below horizontal view and click to slide;(option) while standing to running, aim below the horizontal and click once to crouch or hold the analog to go prone; while running to standing still, aim above the horizontal and click analog to jump straight up. While in the air, press the analog to use boot abilities.

A—syringe

B—prone/crouch

X—action

Y—cycle vision (nightvision/thermal/normal/etc)

Select—map

Start—menu

D-pad:

Up—Flare (Blue or Red preset customized) or if none green.

Left—Switch to secondary (PWR weapon)

Right—Switch to primary

Down—Melee (PWR melee)

PC Layout:

Shift = Sprint

Spacebar = Jump

1 = primary

2 = secondary (PWR weapon)

3 = melee (PWR melee)

4 = flare

mouse1: Fire

mouse2: Aim

mouse3: Special

f = syringe

g = grenade

r = scavenge

q = lean/roll

e = lean/roll

v = visor

z = prone

control = crouch

tab = map

escape = menu

Dog Tags:

Walking over enemy gives some bonus, walking over teammates gives some bonus. First person to a body gets the dog tag (enemies can take the dog tags from your kills); players get extra RAGE for picking up dog tags.

Melee:

Delayed death, faster run speed, 3 hit kill normally, 2 hit kill with adrenaline (normally), 1 shot kill with a spine shot or a headshot. Melee utilizes a hitscan and does a lunge if the player hits.

Exaggeration:

Obnoxious muzzle flash/sound, loud guns. White tracers are visible to enemies, but teammates see tracers as black. Enemies see flares as black.

Spawning:

Cyclic spawning; spawns move clockwise (because most players turn right). In cyclic spawning, both spawns (friendly and hostile) are given positions via lighting.

In case of sky spawn, the pods drop on a chosen position. A map pops up and gives current/closest position of teammates and any known enemies. Spawning via skyspawn depends on spawn heartrate, the choices are 30 or 200. You can spawn anywhere, but spawning causes a lot of noise.

Maps:

Five Points--modeled off of Five Points, Manhattan. Intersection of five streets, each corner has control of a sniper tower. Buildings are between 2 and 5 stories and are very unpredictable, thus cover is everywhere on the shanty rooftops. There are only four large streets, other than that alleyways are the main attraction, many of which lead to brick walls (though they may have doors by those brick walls). There are several windows that have the view of opposing walls (literally three to five feet away in dark alleys. One side has more clearings (flaunting an overgrown park), whereas the other side is mainly buildings and back door flanking routes. This side has taller buildings by an average of one story. Along the west street, there are power lines which connect to every major sniper post. It also allows players on the lower side to reach the higher buildings without chancing the streets, which might be camped by snipers. These power lines will start to hiss, when they do they will release an electric shock in a few seconds that will kill anyone in contact with the floor (duration of 5 sec). The map is historically accurate (more or less). There might be subways or something that helps the side with many clearings. Also, the map will have plenty of mobile cover in the streets, much of which will be explosive. The buildings will have plenty of routes to travel by, but will primarily be close range. Underground will be moderate range, and streets will generally be long range. The wires kill you after making a hissing noise. Really quick, so jump. Doom train, the subway bisects, if you are in the main tunnel there is a 100% of dying, in another tunnel it’s 50% chance. Very few ways to get out of the way. Ways to tell the train is coming: a massively electrocuted rail (touches it and die) + the headlights (look at them and freeze like to a Gorgon? (Medusa) You can be shot between the wires. Cyclic/Looping (Six Points). Hexagons. Hitting street polls upon approach running down a street at a resonant frequency results in a manhole exploding, pushing the player into the air. Hygrometer that measures air density. Low density means fog/clouds will be high, high density means they will be close to the ground. Hitting a center of the map event (fire hydrant?) results in a wavefront of fog that approaches the enemy base to give cover. Ultra-violent and some scopes can see through the dense fog. Nearly dying to trains results in adrenaline increase. Repairing destructibles through flashing mechanic. Rails in the subway and levers for changing rail paths. Subway trains merge at center? Maybe there are two running in parallel that meet and become one? Poison sludge in sewer system. Destructible windows (wooden boards). Explosive cars and barrels. Food trucks with canvas overhangs that can be shot down. Slings that trebuchet the player. Temporary ledges that when grabbed fall within 5-10 seconds or on second grab. Manholes/ladders that can be shot to trigger a fall animation that kills players below. Fire hydrants can be shot to create water elevators. Speakeasy in hidden telephone booth that is sort of like the Star Trek elevator in that it doesn't go exclusively up/down. Church alter that kills unholy enemies. Church cannot be accessed by unholy entities period due to invisible walls? Saloon-style doors. Locks on doors.

Skyscrapers: A 60 floor doughnut shaped skyscraper. Cyclic spawning, as usual. The middle is an overhanging garden with glass catwalks and such. Lots of glass pathways, so running along major garden paths may result in falling... Bridge-like material. Spawn on top levels. Working and not working elevators, skyscraper cleaning catwalk things. Glass hurts your hands\* Overgrown elevator? With a huge vine going up (Forest dungeon in Ocarina of Time). Elevators need to be epic. Shoot buttons to change floor. (Pressing a second will null the previous floor), secret floor can be achieved by going into a specific elevator and hitting a certain number combination. This is a pro start! Penetrating the elevator and hitting floors for your enemy is also a pro start (because near 85% of floors lead to death). Pressing a floor that is below the accessible floors will result in the elevator cable slipping, letting you fall to your death. Elevator button panel is as tall as the elevator? Emphasis by Expansion.

Steam works/—Map w/ "water" that you can breathe in. Actually Per fluorocarbon pool with carbon dioxide pump, so your brain isn't damaged. You can fight underwater, and moreover it adds a cool subplot to the campaign. Machinery. Water based map (not that other maps don’t have water). Water is green, steel pipes underwater are gray, some muddy, gauges, etc. Lots of imagery. Plenty of paths, ladder, even ramps out of water (because Tank can’t resurface by himself). Aqueducts, Water wheels, etc. Real map

Meat Locker—High Ground consists of ledges overhanging the ground 10-20 feet below. Tons and tons of meat carcasses hanging by chains in the middle. Can be jumped upon to cross high ground. Shoot chains to make carcasses fall. Carcasses that hit people below kill. Moving carcasses also on assembly line. Oven of FIRE. Frozen area that is blue (as opposed to red) with a ton of shelves for spray and flank. Real map, Cyclic.

Slums—Map loops up and down and in all cardinal directions. See slums in the new Total Recall.

Coliseum—advanced "Roman" Coliseum. Has a crowd watching the fight. You cannot kill spectators because there is a force field that blocks bullets. The underground hypogeum section of the Coliseum is used primarily for close range on flanking routes, top glass-floored area is for sniping/long range. Doors are automatic. Trapdoors in the sand. Fire columns, rotating traps, can be activated/deactivated, traps tend to be closer to spawn points but they are on the walls opposite of the spawn (so enemies can’t spawn trap with them). Traps could also be available to the home team only. The Coliseum is glass/metallic. Grenades can be thrown out of coliseum spawns. Grenade immunity inside of spawns. Only players in spawn can see out of spawn, not vice versa.

Game Modes:

Chance Star—killing players results in their temporary death, which is undone when you die. Suicide results in permanent death. When a player is killed they go into ghost mode, where they cannot see enemies. Upon the killer being killed, the player is released back into the game (TF2 spy uncloak sound plays?), whereupon they are able to kill again after 3ish seconds of materializing. When the player phases in they regain control of abilities.

Team Deathmatch—team points are measured by enemy deaths minus denied kills. Utilize teamwork to capture random crates dropped across the map in order to get random weapons. Players can only switch at specific crates once. Power weapons can only be found in crates. Other weapons are also crate-exclusive.  First to X kills, lead by at least 2 kills for average kill time per map and the leading team wins.

Takeover—players are randomly thrown onto two teams 6vs.6. When an enemy gets shot they enter a cocoon. If the cocoon is not fully denied in 6 secs then the enemy will join your team and spawn back at base. If cocoon is denied then that teammate stays on his team and spawns at base. Ends when a team has all 12 players. The team whose original players had the greatest amount of kills wins.

Tag: collect dog tags and bring them to the enemy spawn. Able to throw dog tags to teammates in place of grenades. No grenade.

Blitzkrieg—Elimination. Capture the Flag in a circle, attacking and defending team.  Attackers pick their positions on the outer ring.  If attackers get the flag and bring it to the outer ring, they win.  Using a special while holding the flag results in a flag drop before special is used.

Characters:

Restitution — 100H0.5 (Arm Strength)

Parkour time — 1.00x (1x\* 100/RestitutionC)

Swap time — 1.0x (Arm Speed)

ADS time — 1.0x ( = Swap time)

Trigger speed — 1x 30/H (Nerve)

RunSpeed — 1.0x (Stability)

SprintSpeed — 1.5x (Leg Strength)

Jump height — 1.0x (((Sprint Speed \* (2/3))^2)

Run time — 1x (Leg Endurance)

Momentum — 1x (Weight)

Blood — 1000blood (if blood is high, regeneration is usually low and vice versa)

Regeneration — (Cblood/s)/((H+310)(%movespeed+100%/200%)) \* 1.5x if not firing

1) Bruce Churchill (Nickname: Church; Human):

A socially-withdrawn British ex-special ops agent.  Protagonist.

…Firepower—faster rate of fire, no recharge, but ammo will not recover fast enough if it is used too often, thus eventually you will fire at normal speed.

Restitution — 200H0.5

Parkour time — 0.5x

Swap time — 0.8x

ADS time — 0.8x

Trigger speed — 1x 30/H

Speed — 1.0x

SprintSpeed — 1.5x

Jump height — 1.0x

Run time — 4x

Momentum — 1x

Blood — 1000blood

Regeneration — (400blood/s)/((H+310)(%movespeed+100%/200%)) (\* 1.5x if not firing OR ammo <(maxammo – 2) (takes effect for at least .2s after last bullet))

2)  Sigmund (Nickname: Sig; Mutant):

He's always sick (with every imaginable disease), out of breath due to asthma, and has a wicked body layout (body tattoos and scars alongside the mutations).  Skin is green.

…Light-Phase—walk through walls.

1. faster movement
2. inability to fire
3. movement at sprinting speed through water
4. walk through walls slowly
5. immunity to bullets, although they slow him down similarly to walls
6. Overcomes foreign substances, tetanus, poison,

Restitution — 80H0.5

Parkour time — 1.25x

Swap time — 1.4x

ADS time — 1.4x

Trigger speed — 0s

RunSpeed — 1.1x

SprintSpeed — 1.6x

Jump height — 2.25x

Run time — 0.5x

Momentum — 0s

Blood — 800blood

Regeneration — (400blood/s)/((H+310)(%movespeed+100%/200%)) \* 1.5x if not firing

3)  Leviticus Artemis Thanato (Nickname: Levi; Priest):

 De-buff enemies based on actions of ethereal dove (enemies read: raven).  Ethereal dove can be summoned to follow others, automatically follows you. If the player the ethereal dove is protecting dies, the dove encircles and de-buffs the player's killer until the dove dies. The dove dies in the process, each special having a different dove respawn time.  When a dove is on a player it can be killed by that player's teammate to get rid of negative effects, but FF is on, and the dove has more than a little health.

Special: Let there be light—beacon on player until his death. (raven time + 10s beacon fade) beacon isn't seen by friendlies.

Restitution — 130H0.5

Parkour time — 0.77x

Swap time — 1.2x

ADS time — 1.2x

Trigger speed — 0.4x 30/H

RunSpeed — 0.9x

SprintSpeed—1.4x

Jump height — 0.81x

Run time — 3x

Momentum — 0.4x

Blood — 1000blood

Regeneration — (400blood/s)/((H+310)(%movespeed+100%/200%)) \* 1.5x if not firing

4) Agnostos (Nickname: Nox; Ghost):

Shadow figure that eludes the senses.  All guns sheathed in jacket while running. When re-aiming after sprinting, your gun is pulled out of jacket similar to pulling a gun out of a white hole in your body.  Overcome foreign substances, tetanus, poison with blink. Blink sets vertical speed to zero but keeps horizontal speed.

Specials: Blink v1—teleport a set distance in the direction you are aiming. Can teleport through walls, but you receive non-lethal reset distance damage if you teleport inside of a wall/underground.

Blink v2—teleport to the spot you are aiming or as far as your special bar will allow.

Restitution — 50H0.5

Parkour time — 2x

Swap time — 0.4x

ADS time — 0.4x

Trigger speed — 0.7x 30/H

RunSpeed — 1.3x

SprintSpeed—1.8x

Jump height — 1.7x

Run time — infinite

Momentum — 0.7x

Blood — 700blood

Regeneration — (400blood/s)/((H+310)(%movespeed+100%/200%)) \* 1.5x if not firing

5) Lester (Nickname: Les; Werewolf):

Tall/Wide target, thin though so hard to hit in profile.

Special: Berserk—take less damage, sprint very fast, cannot fire, melee is very powerful (600blood and some bleed). Cannot cancel early, cannot stop running. Take no fall damage. Lunge with left trigger melee (slower recovery). Jump is very high, parkour time is fast.

Restitution — 200H0.5

Parkour time — 0.5x

Swap time — 0.5x

ADS time — 0.5x

Trigger speed — 1x 30/H

RunSpeed — 0.5x

SprintSpeed — 1.5x

Jump height — 2.25x

Run time — 0.5x

Momentum — 1x

Blood — 1500blood

Regeneration — (200blood/s)/((H+310)(%movespeed+100%/200%)) \* 1.5x if not firing

6) Rimidalv Elucard M (Nickname: R.E.M; Vampire):

 A vampire prince with a gold cross hanging around his neck and a silver cross’ chain either hanging from his scope or interlocked between his shooting hand’s fingers. Wears full cloak on sun maps.  Very low idle sway, takes less fall damage, falls slower.  Can run on water. Can’t see Tank with bloodlust.  Pinpoint accurate no-scope. Scope is faster than other players (2x approx.).  Vincent's heart rate is wrought oddly: if he is running, his heart rate acts like 200, if he is still it acts like 30. Every speed between is within those two values. Has no real heartbeat or wristwatch.

Special: Blood lust—special, reveals players who you have damaged in the past X seconds. Good for chasing players without sacrificing meeting them face to face.

Restitution — 50H0.5

Parkour time — 2x

Swap time — 0.8x

ADS time — 0.8x

Trigger speed — 0.5x 30/H

RunSpeed — 1.5x

SprintSpeed — 2.5x

Jump height — 4x

Run time — infinite

Momentum — 2x

Blood — 600blood

Regeneration — (400blood/s)/((H+310)(%movespeed+100%/200%)) \* 1.5x if not firing

7) Cloudscape Tank (Nickname: Tank; Automaton/Robot):

Receives no headshots.  Can isolate distant sounds. Sinks completely in water.  Weak against EMP.  Strife cannot steal Tank’s body. Combat intuition, if a line can be drawn between Tank and an enemy’s head, then Tank gets a yellow directional arrow telling him of said presence. Immune to poison, tetanus.  Has no heart rate. Heart rate is always treated as 200.

Special: Piston—damage increase.

Restitution — 350(200)0.5

Parkour time — 0.3x

Swap time — 0.5x

ADS time — 0.5x

Trigger speed — 0s

RunSpeed — 0.8x

SprintSpeed—2x

Jump height — 2x

Run time — 2.5x

Momentum — 2x

Blood — 2000blood, 0.5x headshot multiplier, 1.2x body multiplier

Regeneration — (50blood/s)/((510)(%movespeed+100%/200%)) \* 1.5x if not firing

8) Tourniquet (Nickname: Tor; Pyroskin):

Sound vision.  Walks slower when taking damage. Only character who can see through fire/smoke/explosions. Can see movement (footstep epicenter), gunfire, bullets, explosion epicenters, smoke fuses, grenades. Has no Fog of War.  Can hear things very, very far away.  Combat intuition, if a line can be drawn between Tor and an enemy’s head, then Tor gets a yellow directional arrow telling him of said presence.

…Dead Violence—out of sight out of mind, switch to alter ghost persona, character can walk around while main body is left undefended. Overcomes foreign substances, tetanus, poison. When exiting the special, you may return to your body or teleport to the position, instantly firing (with recoil) during a 1s self hold (movement). Can cook a nade and teleport.

Restitution — 100H0.5

Parkour time — 1x

Swap time — 0.2x

ADS time — 0.2x

Trigger speed — 0s

RunSpeed — 0.7x

SprintSpeed — 2.0x

Jump height — 1.0x

Run time — 2x

Momentum — 0.4x

Blood — 1200blood

Bleed Reduction Multiplier — 0.5x

Regeneration — (300blood/s)/((H+310)(%movespeed+100%/200%)) \* 1.5x if not firing

9) Exult (Nickname: Ult; Nesarta)

Can see all enemy footsteps until the enemy dies.  Instant scope up. Not quite pinpoint accurate no-scope. Passive—see enemies for an extra second after they disappear out of sight.

Special: Omniscience—create an eye (that can be destroyed (1blood), which deflects bullets). After creating the eye, the player resumes control of it (cannot move old body), he can then create an extra eye for 2x drain (3rd = 3x drain, etc) or shoot, whereupon the bullet will deflect from Ult to the eye to the next

Restitution — 200H0.5

Parkour time — 0.5x

Swap time — 0.1x

ADS time — 0.1x

Trigger speed — x 30/H

RunSpeed — 0.5x

SprintSpeed — 1x

Jump height — 0.75x

Run time — infinite

Momentum — 1.3x

Blood — 1000blood

Regeneration — (200blood/s)/((H+310)(%movespeed+100%/200%)) \* 1.5x if not firing

10) Manticore (Nickname: Mana; Sand Wraith)

 Run is a sand cloud, larger target but receives less damage. Bullets do not penetrate body.  Fleeing while severely wounded hurts wraith (Based on damage). If he touches a player, he activates "quick sand", which slows enemy movement speed. Only 1x body multipliers (including back), cannot be crippled. Receives less damage while running (in a cloud). Doesn’t regenerate without standing still. Strife cannot steal Mana’s body.

Special: Quicksand—pulls enemies in AoE towards Mana. Same speed regardless of distance as long as enemy is touching quicksand.

Restitution — 100H0.5

Parkour time — 1.0x

Swap time — 1x

ADS time — 1x

Trigger speed — 1x 30/H

RunSpeed — 1.2x

SprintSpeed — 2.0x

Jump height — 4x

Run time — 0.5x

RunEffect— 0.3x damage while running, no positive regeneration or recovery while running

Momentum — 0.2x

Blood — 1000blood, all body multipliers 1.0x

Regeneration — (150blood/s)/((H+310)(%movespeed+100%/200%)) \* 1.5x if not firing

11) Straefael (Nickname: Strife; Undead):

Motionless enemies are revealed in an AoE.

Special: Sleight of Soul—steals a body until he is shot, whereupon he will go back to his once dead body.

Restitution — 150H0.5

Parkour time — 0.67x

Swap time — 2.0x

ADS time — 2.0x

Trigger speed — 1x 30/H

RunSpeed — 1.0x + (1000-d)/1000x1.0 (based on distance to closest enemy).

SprintSpeed — 1.5x + (1000-d)/1000x1.0 (based on distance to closest enemy).

Jump height — 1.5x + (1000-d)/1000x2.0 (based on distance to closest enemy).

Run time — infinte

Momentum — 0.7x

Blood — 600blood

Regeneration — (400blood/s)/((H+310)(%movespeed+100%/100%)) \* 1.5x if not firing + 0.2x(blooddamage dealt) (where 2nd value hurts)

12) Kronos (Nickname: Krow; Lightning)

Special: Blitzkrieg—teleport anywhere on the map, facing any direction when prompted with a map.

Restitution — 350H0.5

Parkour time — 0.3x

Swap time — 0.5x

ADS time — 0.5x

Trigger speed — 0s

Speed — 1.0x

SprintSpeed — 2.0x

Jump height — 0.7x

Run time — 3.0x

Momentum — 0x

Blood — 600blood

Regeneration — (600blood/s)/((H+310)(%movespeed+100%/200%))

Current Miscellaneous:

Out of Sight, Out of Mind – cannot see enemies but cannot be seen.

Eye hacker/Sight distortion – enemies and temporary entities are partitioned into two sections, enemies within X meters and otherwise. Bullets and enemies cannot be seen if they fall out of that radius but can be seen otherwise.

Equipment:

OverArmor types:

Dragon scales—The player has as many health bars as there are enemies and his original health bar. Original healthbar takes % damage.

Flak jacket—Explosive damage reduction only absorbs so much damage, released in a fiery explosion upon death based on how much explosive damage absorbed. "Return to Sender"-bullets that hit the flak jacket ricochet giving the chance for your assailant to share in your damage (which is slightly reduced).

Cloak—Do not appear as red when shot.

Camouflage—Become invisible while standing still. While turning, there is a slight lag so you are more visible (depending on how fast you turn). Takes a few seconds to perfectly fade. Shooting will make the player visible.

Solar—Increases any stat (choice).

Eyes:

Professional—silhouettes

Old school—radar

Hardcore Peripherals—increased peripherals, extra contrast.

Thermal Vision—

Arms:

Braces—reduces recoil

Auto/Enhanced Loader—either faster reloads, or no reloads.

Preemptive Strike—faster aim down sights

Fortitude—faster/new parkour/climbing, because it gives the ability to jump with arms when doing parkour.

Injection Types:

Fight—increased heart rate passively and significantly to a new max (max + 50). Melee does more damage, massive recoil reduction. Minor Run/Jump increase.

Flight—Run speed/jump increase. Insane speed. Bullets to the feet do more damage.

Noradrenaline—passively lower heart rate, no idle sway, enhanced hearing/contrast

Medic—increased hp regen, reverses all negative regen and grants partial immunity, heals tetanus (from nail bombs) and other diseases, mini EMP in blood stream, disables EM Mark of Man.

Morphine—reduces damage taken to half initially, but incurs an equal amount of damage that is received over the next five seconds. Heart rate easier to increase. Increased recoil. Momentum is harder to change. Trigger delay. Slight heart rate max increase (+20). TAS-ER immunity.

Boots:

Tracker’s boots—leave no footsteps, far less noise.

Heel Springs—jump higher based on movement speed, no fall damage, no jump reducer, does not make aim bounce after falling, making fall shotting easier, head is harder to hit due to "sine curve" movement. Holding the jump button will cause the player to bounce off of the ground (requires recharge based on how high the player jumps)

Momentum—Run faster

Cleats—faster movement while aiming down sights, more accuracy while hip-firing. Receive less pushback.

Steam Boots—charged double jump.  Can be used before full charge, but not as effective.  The faster you move, the faster your boots will charge (due to greater area/pressure of water on membrane, causing more condensation.

Gun pedals—less or no ammo-jumping damage.  The gun has a multiplier on self-pushback as well, treating every bullet as a crit.

Heigth—Turns down gravity constant (permanent), higher jumping, less fall damage. Run on water. Press jump again to fall at normal gravity or press jump in the water to sink.

Proficiencies (Perks/Abilities):

Arms (incremental)—Nerve Speed, Muscle Strength, Muscle Speed.

Legs (incremental)—Nerve Speed, Muscle Strength, Muscle Endurance

Blood Boiler—the higher you hit, the more damage you do.

Fear—makes heart rate change build at a rate of 10bpm/s, 5s resistance, falls at a rate of -10bpm/s, 10 burnout. Increases heart rate by 20

Paranoia—heart rate builds at a rate of 40bpm/s, 10 second resistance, skips fall and goes straight to burnout. Increases heart rate by 40. 3rd person view progressively with high heart rate. Fall below 60 and die!

Juggernaut—Infinite energy (i.e. perfect endurance), increases heart rate by 50, positives/negatives: heart rate builds at a rate of 10bpm/s, resistance lasts 3s, falls at a rate of -9999bpm/s, burnout=0 (there is no burnout).

Blood rage—damage/death delay by .2-.5s

Trigger happy—if firing before death, continue firing after death for .5-ish seconds (with reduced accuracy)

Retribution—reduces incoming damage when standing on the body of a comrade (bodies disappear fairly fast, sinking into the ground). Overall you have 5 seconds non-sinking and 10-15 sinking or 15-20 seconds to avenge your comrade.

Coordinator—Gun accuracy increases faster.

Grenades:

Peg damage—50

Grenades can be picked up like knives and reused, but unlike knives they need to recharge. Player’s grenade is always highlighted in red silhouette.

Objective Game types: grenades do not work in the proximity of the (bomb) site. Radio frequencies from the bomb site diffuse all grenades.

The player can cook grenades while shooting.

Grenade Options:

Enemy grenades do not have grenade indicators.

Proximity and Radius—Explode X seconds after proximity tripped at proximity R

Stick (includes stick when stepped on)

Spin—Forward/Back

Max Damage (damage works like light, it is less intense the further you get from the source)

Max Radius

Radius speed

Air stick (on re-pressing grenade button)

Scavenged Nades

Recharge Rate of scavenged nades

Throw Speed

Penetration (similar to claymore through walls)

Fragmentation—can roll down hill, can set fuse time from 0-30sec, bounce, throw distance 50m based on 45 degree angle for best distance. Radius- 1.5m, damage- 2000, 1000 per .5m

Stalingrad—can set fuse time from 0-30sec, weak radius of 1m, good in rooms. Grenades do massive damage in buildings, damage- 1900 if in building and if in same room

EMP—acts like a flash bang, stronger against tank, radius- 7m

Nail Bomb—30 nails glued onto a glass bottle, which is filled with gunpowder (can stick)(can get headshots (by randomly fired nail projectiles, which can travel across the map, but getting kills by long distance headshots from a grenade is all down to chance)) tetanus—slows movement (momentary) Damage- 250, headshot multiplier 4x

Molotov—bleed damage: -250/s, damage- 1000, -1000 per meter

Assassin Shroud—Smoke Grenade, Instant, Thrown straight down.

Chronosphere—On pulling pin, logs the positions of all players. When thrown all players in the radius are thrown back in time to that timestamp if they have not spawned since then (even if they are dead corpses (and points are taken away and turned into imaginary points)).

Time bomb—slows rate of fire, turn speed (neg multiplier, not point block) and speed of enemies in AoE. 80% reduction seems pretty fair.

Poison Glass (Poison gas): Heals teammates, damages enemies. 3x splash radius underwater. Crush in hand (cannot throw). Glass shatters, green liquid splatters and vaporizes (gas), nanobots regenerates friendly health health, and hurt enemies, can be used in battle. Grenade has a health investment. When you crush the glass you hurt yourself for ~.25X damage. This method can be used to deny kills.

Discus—rusty plate—throwing knife/tomahawk thrown sideways that cripples body part it hits and deals poison damage over time (Head/neck=instikill, body=stop regen, arm=reduce turn sensitivity by 25%, lower accuracy, leg=lower movement speed by 25%, and decreasing poison damage over time)).  Bonus damage within an arm's length (3 feet).  Neck shots decapitate with penetration.  This potentially makes for sick double/triple/etc kills.

Black hole grenade—instantly spawns enemy players in a random location (do not receive kills).

Special ammo:

Hollow point—makes gun less accurate; little to no bullet penetration; bullet does more bleed damage, but no more impact damage.

Plasma bullets—infinite wall penetration; deals no bleed damage.

Needle—deals far less impact damage for the bullet; poisons enemies on impact, slowing, stoping, or reversing their regeneration (drastic compared to hollow point); no wall penetration; causes positive regeneration in allies at the cost of the impact damage of the bullet.

TAS-ER (Tactical Assault Sensor-Effecter Repressor)—when this bullet hits an enemy, the enemy goes blind for ~.1-.2seconds; for immersion reasons, when this bullet hits an enemy player, all kinetic objects disappear for a few frames, rather than making the screen go black, which can be disorienting; this bullet also disables player input changes for that same duration (including turning and shooting), these effects could simply be delayed, or thrown out altogether (the first option would likely feel less frustrating).

Ricochet bullets—damage increases after ricochet (for a maximum of one ricochet;, can deal self-damage; always ricochets, even perpendicular to the wall due to a perfectly elastic collision with all surfaces; these bullets have a pushback effect, which enables the user to ricochet jump at the cost of some health; this bullet deals more bleed damage; bullets can reflect off of enemies, putting the player in harm’s way, thus banking bullets off of walls, floors and ceilings is recommended before hitting your opponent, lest you share in your opponent’s damage.

Explosive rounds—explode a set distance away from the first point of collision (usually in a player or a wall), pushing radially outwards; this bullet type exceeds at killing targets through exactly one wall, but lacks the ability to go through multiple walls; great for pulling specific targets towards you and separating and/or disorienting large groups of enemies; the bullet instantiates an explosion a set distance after it’s first point of contact; the explosion has a radius larger than the distance away from the bullet’s collision point to ensure player’s hit by this bullet are affected by the explosion.

Geyser bullets—upon collision with a surface, these bullets create a steam vent perpendicular to the surface the bullet hits; the geyser consists of a graphical particle steam/water effect and a box trigger; the trigger pushes players into the air and deals some damage; great for geyser jumping (a weaker form of ricochet jumping with no health investment) and messing up an enemies shot; particularly good at high vantage points when you can shoot below your enemy’s feet.

Options:

Tracer (Y/N)

Powder:

Sound

Light

Smoke

Size:

5.56 Pistol/SMG

7.62 AR

9.8 LMG

.357 Magnum bullets

.416 Bolt-action

.50 Deathcog

Attachments:

Gun Sling—

Transformer gun (problems: The Jackhammer)

Muzzle Break—lowers vertical recoil, must be balanced with silencer + lengthened barrel

Silencer—shooting does not result in a silhouette penalty unless within the fulcrum (or observation as a special case for Tank/other) of an enemy player.

Lengthened barrel—more vertical recoil, longer scope time, small damage buff

Red dot sight—no FoW in 1m radius of dot

ACOG Sight—FoW radius 2: 500m, no extra idle sway, but vertical recoil is shifted up above the x-axis, range multiplier goes on forever.

Holographic Sight—no FoW in 1m radius of dot

Laser Sight Module—does constant negative regeneration to all enemies in a line, the laser sight will penetrate players, obvious when scoped in. No FoW within 2m radius of laser.

Thermal Module—highlights enemies with contrast to distinguish them from setting.

No Fog of war. Longer ADS time.

Flashlight—blinds enemy to the point where he cannot see anything but the source of light and most of his peripherals. On while scoped.

Extended chain—1.5- 2x ammo

Stock—increase scope time, less vertical/horizontal recoil

Grip—Less vertical/horizontal recoil, -x max heart rate

Burst Module—pick number (1-4), fires at a normal rate during that time, cannot fire for fireinterval after finishing.

Cool down Module—fire faster at the cost of overheating

Bolt Module (Auto)—faster bolt

2piece ammo expulsion—less left/right recoil, -x max heart rate

Vector—recoil is constant rather than jumpy, -x max heart rate

Cooling—Lowers recoil, slows fire rate

Heating—Heightens recoil, increases fire rate

Expand—amplifies explosion, more damage, more recoil

Exhaust—explosion ventilation, lowers damage, lowers recoil

Under camos—Solar (increases any element of the guns functioning), Camouflage (invisible while standing still)

Weapons:

After killing an opponent, you have the choice to take their guns (press scavenge) regardless of distance to the corpse. Any item you no longer have (i.e. grenade/syringe) is auto-scavenged. Any item that is not out of ammo will prompt scavenge to switch.

Red—calls in self-oriented rage streaks (almost immediately falls, if bunker buster, a sticked player dies, if outside, stuck air strike or weather control will instantly kill).

Green flare—will shoot up on death, indicating player’s position to teammate. Also a campfire weapon. Weapon has a charge meter of 10s. If fully charged, the flare goes max distance and lasts 10s as a campfire that is hardly visible to enemies. Otherwise, the flare will last (charge (s)/10s)x1 times as long. Flare is not a hitmark.

Blue—calls in team-oriented rage streaks (almost immediately falls, if crate/sentry gun a stuck player will instantly be killed)

FogRadius1: 60m

ARs:

TactiKill—AR

Damage — -130blood

Bleed damage — -70blood/s

Fire Interval — 0.08s

Fog radius2— 180m

VRecoil — 50x1.5 + 35 where –50 < x < 50

HRecoil — 50x1.5 where –50 < x < 50

Coordination —

Idle —

MomentumMultiplier — 1x

SMGS:

The Devourer—SMG

Damage — -60blood

Bleed damage — -60blood/s

Fire Interval — 0.04s

Fog radius 2 — 120m

VRecoil — 30x1.5 + 25 where –50 < x < 50

HRecoil — 30x1.5 where –50 < x < 50

Coordination —

Idle —

MomentumMultiplier — 0.7x

Clutch—heavy rate of fire/spray, but primarily effective close range.

Damage — -60blood

Bleed damage — -60blood/s

Fire Interval — 0.06s

Fog radius 2 — 120m

VRecoil — 30x1.5 + 40 where –50 < x < 50

HRecoil — 70x1.5 + 10 where –50 < x < 50

Coordination —

Idle —

MomentumMultiplier — 0.65x

MMGs:

Rushin’ Roulette: LMG/minigun, slow-moving bullets that can be seen/lob/spread, slows movement significantly while preping and firing.

Rev. Time — 0.5s

Damage — -200blood

Bleed damage — -40blood/s

Fire Interval — 0.05s

VRecoil — 20x1.5 + 50 where –50 < x < 50

HRecoil — 100x1.5 where –50 < x < 50

Coordination —

Idle —

MomentumMultiplier — 3x

The Jackhammer—LMG, when you ADS, the bottom front grip rotates 180 degrees clockwise and is pulled back similar to a hammer. The entire gun is then rotated 90 degrees counterclockwise. There are metal supports on the bottom of each arm to negate torque without applying massive pressure to a single area.

Damage — -275blood

Bleed damage — -100blood/s

Fire Interval — 0.16s

Fog radius 2 — 240m

VRecoil — 15x1.5 + 100 where –50 < x < 50

HRecoil — 20x1.5 where –50 < x < 50

Coordination —

Idle —

MomentumMultiplier — 2x

Shotguns:

Power Pellet—semi-auto-shot Shotgun that has severe push-back (instant kill up close) when charged. Is a charged gun, the damage and range are added increasingly with charge. Gets more accurate as it is charged. If trigger is held, it will fire upon death at last point of aim.

Pellets — 12

Damage — -50blood/pellet, upon charge — -20blood/second/pellet, cap charge after 5 seconds.

Bleed damage — -50blood/s

Fire Interval — 0.35s

Fog radius 2 — 120m

VRecoil — 5x1.5 + 120 where –50 < x < 50

HRecoil — 15x1.5 where –50 < x < 50

Coordination —

MomentumMultiplier — 0.65x

Double Barrel Pump—action shotgun

Pellet in each shell — 6

Damage — -130blood

Bleed damage — -130blood/s

Fire Interval — 0.15s

Pump Interval — 0.45s

VRecoil — 5x1.5 + 50 where –50 < x < 50

HRecoil — 20x1.5 + 40 where –50 < x < 50

MomentumMultiplier — 0.8x

Snipers:

Sniper Bolt—action. Does high damage (though not as high as death cog)

Damage — -550blood

Bleed damage — -150blood/s

Fire Interval — 0.86s

Fog radius 2 — infinite

VRecoil — 30x1.5 + 50 where –50 < x < 50

HRecoil — 75x1.5 + 5where –50 < x < 50

Idle —

MomentumMultiplier — 1.0x

Deathcog—single shot, has no gun “casing”. Has a laser sight tracer that can be seen by anyone, after each bullet is fired the gun’s inner machinery moves (mostly cogs).

Damage — -700blood

Bleed damage — -300blood/s

Other Effects—on leg shot—player speed x0.7, on body—stop recovery for 5s, on arm—player recoil x1.3, on head/neck shot—kill.

Fire Interval — 1.72s

Fog radius 2 — infinite

VRecoil — 5x1.5 + 140 where –50 < x < 50

HRecoil — 20x1.5 where –50 < x < 50

Idle —

MomentumMultiplier — 0.8x

Sidearms:

M9 style Pistol—high bullet capacity, low damage rounds.

Damage — -120blood

Bleed damage — -180blood/s

Fire Interval — 0.05

Fog radius 2 — 120m

VRecoil — 40x1.5 + 20 where –50 < x < 50

HRecoil — 5x1.5 where –50 < x < 50

MomentumMultiplier — 0.3x

Auto-Pistol—

Damage — -200blood

Bleed damage — -120blood/s

Fire Interval — 0.065s

Fog radius 2 — 120m

VRecoil — 30x1.5 + 55 where –50 < x < 50

HRecoil — 75x1.5 where –50 < x < 50

Coordination —

Idle —

MomentumMultiplier — 0.5x

Sniper Pistol (One-shot)—regular scope, a pocket sniper (even has a quick swap)

Damage — -100blood

Bleed damage — -550blood/s

Fire Interval — 1.72s

Fog radius 2 — infinite

VRecoil — 25x1.5 + 90 where –50 < x < 50

HRecoil — 15x1.5 + 75 where –50 < x < 50

Idle —

MomentumMultiplier — 0.9x

Katana—extended range

Damage — -340blood

Bleed damage — -50blood/s

Effect—no positive regeneration for 0.4s

Fire Interval — 0.8s (0.4s on hit)

Reach — 1m

MomentumMultiplier — 0x

Machete—when wielded, death is delayed by half a second.

Damage — -340blood/s

Bleed damage — -100blood/s

Effect—no positive regeneration for 0.4s

Radius — 0.5m

Fire Interval — 0.6s (0.4s on hit)

Fog radius 1 — 16m

MomentumMultiplier — 0x

Non-spawn weapons:

Magmum—infinite penetration, less bleed

Damage — -333blood

Bleed damage — -40blood/s

Fire Interval — 0.08s

Fog radius 2 — 120m

VRecoil — 20x1.5 + 60 where –50 < x < 50

HRecoil — 10x1.5 + 40where –50 < x < 50

MomentumMultiplier — 0.8x

Turbiaux Palm-Squeezer Pistol--Assassin pistol, only good extremely close range.

Damage — -20blood, headshot x8 multiplier

Bleed damage — -100blood/s

Fire Interval — 0.1s

VRecoil — 5x1.5 where –50 < x < 50

HRecoil — 5x1.5 where –50 < x < 50

MomentumMultiplier — 0.4x

Stapler—shoots nails that cause tetanus

Ammo count — 36

Damage — -50blood

Bleed damage — -340blood/s

Fire Interval — 0.1s

Fog radius 2 — 240m

VRecoil — 30x1.5 + 40 where –50 < x < 50

HRecoil — 50x1.5 where –50 < x < 50

Idle —

MomentumMultiplier — 1.1x

Flamethrower—fogs enemy vision, not short range.

Ammo count — 700, 7 seconds

Bleed Damage — -400hp/s(r-d2/m)

Range — 10m

Effects — near-death low contrast

Fire Interval — 0.01s

Coordination — +1m/s

Idle —

MomentumMultiplier — 1.5x

Grenade Launcher—This is a makeshift weapon. In order to use it you have to set up the wiring, making reloading annoying. Does greatest damage in buildings, esp concrete. Back Spin.

Ammo count — 4

Damage — -4000blood

Bleed damage — -150blood/s(r-d3/m)

Radius — -4000hp(r-d3/m)

Fire Interval — 3s

Fog radius 2 — 500m

VRecoil — 15x1.5 + 85 where –50 < x < 50

HRecoil — 15x1.5 where –50 < x < 50

Idle —

MomentumMultiplier — 1.5x

Davidka/Eye of the Storm—Inaccurate mortar that kills everything but what it hits.

Ammo count —2

Damage — -8000blood

Bleed damage — -350blood/s(r-d3/m)

Radius — -4000(r-d3/m)

Fire Interval — 0.3s + travel time

Fog radius 1 — 500m

MomentumMultiplier — 3x

Harpoon Gun—pulls enemy towards player when fire is clicked once. If held, the shooter will be pulled towards whatever he is shooting at (even if it is an object/wall). Hitting opponent counts as a melee, auto switches to melee and instantly hits the player once. Semi-power weapon. Without adrenaline this does ~.8X damage, so it cannot kill most players in its double hit action. Can jump for 1s after pulling towards enemy (even if in midair).

Ammo count — infinite

Damage — -1000blood impact, -1500blood after melee (if necessary)

Bleed damage — -200blood/s (impact) – 100blood/s (melee)

Fire Interval — 1.5s recovery

VRecoil — 5x1.5 + 30 where –50 < x < 50

HRecoil — 10x1.5 where –50 < x < 50

Idle —

MomentumMultiplier — 2x3

Katana (v2)—logs certain death hits on opponents but only kills upon sheathing the blade. When sheathed the blade dissolves.

Double Tap—hitting an opponent at a certain frequency results in damage. If the attack time is 1 second, then hitting twice in 1 second results in 100% damage, in 1.5 seconds results in 50% damage, and 2 seconds results in 0% damage.

Rocket Hammer—hits in a circle around the player, but the player loses control of the direction of motion (continues moving in previous direction of attack).

Magnesium Thermite Claws—claws that have a short-fuse insta-kill.

The Burrows Negative Nine Point Eight—explodes after travelling through a material other than water or air. Grenadier-esque, but better for shooting through cover and impossible for close quarters combat unless you peg the enemy or shoot straight down.

Ammo count — 6

Damage — -6000blood

Bleed damage — -250blood/s(r-d3/m)

Radius — -4000hp(r-d3)/m

Radius — 1.5m

Fire Interval — 1s

Fog radius 1 — 500m

VRecoil — 5x1.5 + 60 where –50 < x < 50

HRecoil — 5x1.5 where –50 < x < 50

Idle —

MomentumMultiplier — 1.2x

Flame saw—LT rev’s the chainsaw by pulling the cord to rev. the engine.

Ammo count — 12 seconds revved

Rev time — 0.5s,

Damage — -550blood

Bleed damage — -350blood/s

Fire Interval — 0.85, 1.25s (on hit)

MomentumMultiplier — 0.8x

Power Weapons:

Recoilless Machine Gun—

Ammo count — 120

Damage — -80blood

Bleed damage — -80blood/s

Fire Interval — 0.05s

Fog radius 2 — infinite

MomentumMultiplier — 0.2x

Platecton—set down in the direction you wish to fire it, similar to the Davidka, but instead of distance being measured by adjusting the gun, every half-second or so the ground moves beneath the position in front of you, then the one in front of that position, etc, on release of the trigger a pillar/column of flames erupts out of the ground about 30ft into the sky, wide fire radius. Can only work on certain ground types, to avoid spawn killing. Same concept but ultra-accelerated and dropped to the ground really fast for extremely fast kills.

Ammo count — 6

Duration — 5 second volcano, re-firing cancels previous volcano

Radius — 2 meters

Damage — -5000blood

Fire Interval — 0.3s + travel time

Fog radius 1 — infinite

MomentumMultiplier — 0.2x

Teslarang and Power glove—guided boomerang, one hit kill at a range, Power glove is a one hit kill up close (for stealth kills), if from behind the glove could control the opponents mind, creating a puppet meat-shield effect. Teslarang is a link of shuriken-like blades held together by electricity. If enemy bullets pass close by they are rendered null. Only gun with target lock-on. Re-“firing” recalls the teslarang

Ammo count — 2 minutes of use for shruikens in air or power glove (double drain)

Damage — -5000blood for shuriken/power glove

Fire Interval — 0.5s recovery after catch

MomentumMultiplier — 0.2x

Electromotive Field Gun (EMFG)—tri-shot fast firing, recoilless, electricity-driven killer.

Ammo count — 3 triple shots

Damage — -5000blood

Fire Interval — 0s, 3s reload

Fog radius 2 — infinite

MomentumMultiplier — 0.2x

Gun of Asclepius—Shoots a beam (instant-damage or instant-heal)--must be charged between shots (similar to bolt reload but longer). Deflects off walls, travels through enemies. (useful with shadows) has a wavelength (snakes side to side) no arc. Disappears after set time, damage reduction/poison reducer over time.

Ammo count — 8

Damage — -2500blood, +500blood/s

Bleed Damage — -250blood/s + 50blood/s

Fire Interval — 1s

Fog radius 2 — infinite

MomentumMultiplier — 0.2x

The Scythe—when fired, character spins and the scythe blade emits a cutting edge projectile that instant-kills all players. Dodge by prone/jump. Slow at first, but accelerates.

Ammo count — 13 swings

Damage — -8000blood, +6000 after 1 meter

Bleed damage — -450blood/s + 150blood/m

Radius — 1 meter

Fire Interval — 1s

MomentumMultiplier — 0.2x