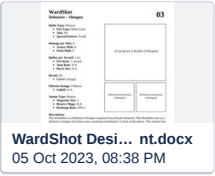


03 - WardShot



WardShot

Defensive – Shotgun

03

Bullet Type: Hitscan

- **Fire Type:** Pellet Cone
- **Aim:** No
- **Spread Pattern:** TrueR

Damage per Shot: 0

- **Armor Mult:** 0
- **Flesh Mult:** 0

Bullets per Second: 1 b/s

- **Fire Rate:** 1 second
- **Auto Rate:** N/A
- **Burst Size:** N/A

Recoil: [#]

- **Curve:** [image]

Effective Range: 6 Meters

- **Falloff:** N/A

Ammo Type: Battery

- **Magazine Size:** 3
- **Reserve Mags:** N/A
- **Recharge Rate:** 20%/s

[Concept art or Render of Weapon]

[Wireframe Perspective
of Weapon]

[Wireframe Perspective
of Weapon]

Description:

The WardShot is a Defensive Weapon acquired from [Small Enemies]. The WardShot acts as a defensive shotgun that blasts away anything immediately in front of the player. The weapon has a three-shot magazine that recharges Battery-style. When the player pulls the trigger, the WardShot blast buckshot in a wide cone in front of the player. The cone reaches 6 meters in front of the player. Any projectile within this 6-meter cone is immediately deleted. The effects of the cone linger for 0.25 seconds, deleting any further projectiles or hitscan bullets that enter the range of the cone. The WardShot has a long recovery time between shots, requiring a full 1 second before a second shot can be fired.

The WardShot's secondary function is physical propulsion. Any enemy hit by the 6-meter buckshot cone will be blasted backwards, although they will take no damage. If the player shoots at their own feet, they will be able to propel themselves upwards!