



VerdanTech Freezer Pistol

This weapon is truly state of the art, though fairly expensive. It uses Kalparian waves, which are the opposite of micro-waves. Rather than making water molecules vibrate it amkes them stop moving and condense. Also the weapon pulls water aprticles from the air and carries it along the blat. The result is that the bodily fluidods of living beings are frozen, and the water molecules from the air slip between molecules of inanimate object then freeze. The effects of this weapon on a living being are quite nasty as their body will freeze and sometimes even explode out in shards. This weapon can also be used well against blast doors or walls to weaken the structure of them to the point that a fist could be put through it. Armour will protect a target from this weapon fairly well for the first shot, but in most cases the first shot causes the wearer's armour to freeze and break leaving the target vulnerable for the next shot.

Model: Verdant Technologies Incinerator Freezer Weapon

Type: Cold Weapon

Scale: Character

Skill: Blaster

Ammo: 10

Cost: 4,600 credits (energy packs: 200)

Availability: 2, X

Fire Rate: 1/2

Range: 3-4/10/25

Blast Radius: 3 meters

Damage: 6D

Effects: Against a Living Target: Stunned: Numbness (reg dmg effect)

Wounded: Frostbite (reg dmg effect)

Incapcitated: Gangrene

Mortaly Wounded: Blood freezes

Kill: All body fluid freezes and causes
the person's body to shatter

Against an Inanimate Target: Lightly Damaged: Weakened, -1D to resist

Heavly Damaged: Severely Weakend, -3D to resist

Severely Damaged: Resist Lowered to 1D automaticly

Destroyed: Object freezes then shatters

Game Note: If the blast hits a living being wearing armour and the blast hits ON the armour, the weapon instead does damage versus tha armour's energy resist without the charachter's strength added in.

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