



Weapons D6 / Model: Termicorp Techno

Midochlorian Gun

Designed by Termicorp Technologies under the close supervision of Mr. Arkanian, the scientists there isolated the individual midochlorians in the body. They took these million of midochlorians and fused them into the energy core of a customized blaster so that when the blaster is fired it is basically shooting pure force energy out to it's target.

he process itself of being hit by it can have a variety of effects depending on the targets sensitivity to the force or lack thereof. Inside the power pack there is a smaller biotech chamber where the midochlorians are stored in a replica of a an organism so they dont become akin to dead cells. Inside the biotech chamber is a transfer chute connected to the main power pack. When the blaster is fired the biotech chamber activates and "forces" the midochorians into the main power pack where it combines and fuses itself to the energy core. Then the energy is shot out as normal producing what could be termed as a "force blast".

Due to the intense nature and unpredictability of the blast the prismatic crystal housing had to be doubly reinforced as well as the static pulse adaptors needed to be almost trippled in size and strangth making the barrel of the blaster about 25 percent larger than the original blaster barrel.

Model: Termicorp Technologies' Midochlorian Gun

Type: Force-enhanced blaster rifle

Scale: Character

Skill: Blasters: blaster rifles

Ammo: 15

Cost: 75,000 credits

Availability: 4, X

Range: 2-20/50/100

Damage: Varies, see Game Notes

Game Notes: Due to the unpredictability of the weapon, damage may vary greatly depending upon the fluctuating energy levels and the target's force sensitivity. Roll 1D on the following table to determine effect:

ROLL	EFFECT
1	- Midochlorian build-up failed, damage is 4D for all targets.
2	- Partial midochlorian build-up, damage is

- 4D for non force sensitive targets and
5D for force sensitive targets.
- 3 - Moderate midochlorian build-up, damage is
4D+2 for non force sensitive targets and
5D+2 for force sensitive targets.
- 4 - Heavy midochlorian build-up, damage is
5D for non force sensitive targets and
6D for force sensitive targets.
- 5 - Full midochlorian build-up, damage is
6D+2 for non force sensitive targets and
7D+2 for force sensitive targets.
- 6 - Complication during charge phase, resulting
in a blast benefiting the target. Effects
may range from gains in current force skills,
gaining of force sensitivity or increases in
the number of force points of the target.
The choice is up to the GM.