

Weapons D6 / Model: Termicorp Techn

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 midochlorians 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.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Gaib Riviere, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).