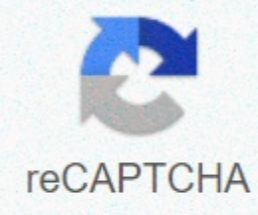




I'm not robot



[Continue](#)

Fuzion rpg system

Starbounder-Starbound WikiWeapons are items that players and humanoid NPCs use to deal with damage to opponents in combat. Player usable weapons are either procedurally produced or they are unique with predetermined appearance and power levels. The weapons used by NPCs may have a random appearance, but their statistics are almost always predetermined. Weapons found can range from common to legendary, which in turn affects that stat range and effects are available. [1] Armor sets crafted as the game progresses as the game stats twice the power. The whole is summarized below and then applied as a flat damage beat in the weapon base DPS. As a result players can improve their armor and need to update their weapon quickly from their damage scale up. NPCs and their weapons do not benefit from armor bonuses - instead, they gain damage bonuses based on the planet rows where they appear. The amount of possible weapons in the game is not calculated, but when ignoring statistics such as base DPS, damage per swing, and fluctuating speeds there are more than 1,000,000 possibilities using available data. The weapon is produced unless the weapon is a unique weapon with constant abilities, it will be produced procedurally and can have a very wide range of statistics, appearance and secondary abilities. Tier The weapon damage is based on its Tier. The weapon will have the same row of planets found on it. In particular, the weapon's base injury is multiplied by your row plus one, then split by two, causing your damage to increase to 50% of your Tier 1 base for each row above 1. Armor bonuses (for players) or row-based injury bonuses (for NPCs) apply (along with other injury bonuses) to this total to calculate the actual damage traded by weapon to opponents without harm reduction. All other statistics remain unaffected by the weapons row. Certain classes of weapons require at least rows of planets before they can start to appear as treasure. In particular, firearms other than guns and pistols device begin to appear up to Row 2, and staves and mace only start appearing in Row 3. Because unique weapons have fixed abilities and damage, they are assigned to one of three row brackets. Unique low-level weapons are only found on low and medium-sized threat planets, unique mid-range weapons are only found on precarious and dangerous threat planets, and unique high-end weapons are only found on extreme and unimaginable threat planets. Currently, the highest planet available is Tier Tier 6. If you are looking for the most powerful weapons they seem to be the only unimaginable threat level in the world and 3.5x weapon damage from weapons found in tier 1 of the world. All legendary weapons tier 6, however; You'll be able to very rarely find legendary weapons starting from tier 2 of the world (or even tier 1 worlds if you're lucky). Rare all objects in the game Naderi is dedicated. For weapons, this is used as a rough indication of how unusual the weapon features as well as the likely you are to find one. Commonly produced weapons trade physical damage. Many types of 2-hand common weapons have access to various capabilities that are not available for rare higher weapons. Unusual weapons trade elemental damage. They typically output slightly higher damage than common weapons from the same row. Unusual two-hand weapons also have access to different, though usually smaller, sets of abilities that impose elemental status effects related to the weapon element. Rare weapons, otherwise identical to unusual weapons in the choice of performance and ability, have the advantage of being able to insert elemental status effects with their primary ability in addition to their specific ability. Rare legendary is reserved for unique weapons - weapons that are not produced procedurally. Many legendary weapons have unique features and abilities that separate them from other weapons. Late game players can spend on an Anvil upgrade weapon to upgrade some legendary weapons and increase their damage output. A rare weapon may necessarily be better than a common weapon than the same row. But this means that they are much more likely to have a better core ability than a more common weapon. The weapons production system can also roll the worst possible numbers from the range it can choose from - the worst rare weapon possible will be less powerful overall than the best unusual weapon, and so. Currently, all Staves (staff) and mace are rare or legendary - this is because procedurally producing Staves and Mace always inflict elemental damage and situation effects with their original abilities, points reserved for rare and legendary weapons. Because of these quirks in weapons production, you may find an unusual weapon produced more to your liking than the legendary offering, depending on what you're looking for in your arsenal. Even common two-hand weapons can be worth keeping if they have abilities that you'd better than those with rarer two-hand weapons. Unusual elemental damage and rare weapons are dedicated elemental damage type. Some types of damage against certain enemies are more effective than others, but weapons are never useless against certain enemies because of their element - fire type enemies still make damage from fire type weapons. From version 1.2.0, enemies are all weak to type specific and strong damage against another type - this increases or reduces their damage by 50%. You may find it useful to have several types of weapons that deal different types of damage for different enemies. In addition to determining the type of damage, each element can apply a status effect. It can be damaging (burning, poisoned, or electered) or Control by disrupting enemy movement (Frost). The elemental damage type of each weapon is shown by the corresponding icon in the toolbar in the game. Special secondary attacks for rare and unusual two-hand weapons are shared by type. Only rare and legendary weapons apply status effects with their initial attack, but all non-common two-hand weapons exert status effects with their special attacks. Melee melee weapons are the weapons of those used in close combat. They need the player to approach his goal so he can land attacks. They can be two hands, one hand, directional or non-directional, as well as having a variety of elemental damage. In the next game the separator table is designed to craft armor for melee fighting focused characters. Armor provides it extra rewards to total health over other types of armor, allowing one to stay in the fray for longer. One-hand melee weapon includes dagger, short sword, fist weapon and axe. Because a dual hand weapon uses they do not have a secondary attack, but weapons with different types and effects can be combined to make players have many options to fight. In particular, the use of two melee weapons one hand at once often leads to higher damage output than most two-hand melee weapons. One-hand melee weapons do not use energy, so they can be used continuously in combat. Daggers attack daggers when blows are thrown, and they repeat the same attack every time the button is pressed. Tradeoff for your very high attack speed is low damage and reaching swipe; However, this is a directional attack, and they make useful weapons for vertical combat. In addition, directional attacks are very useful for exerting status effects. Non-Novakid characters can craft titanium daggers, a unique weapon that originally produced an optimized version of the Tier 3 dagger. Shortswords The Shortsword has longer reach and higher damage than the Dagger, but it also functions differently - instead of a constant barrage of the same attack, the Shortword can attack two times, a swipe followed by a longer reach stab. After those two attacks, there is a brief pause before the user can attack again, cue a white blinking weapon. Compared to Broadsword, the short sword is significantly less reaching and damaged, as well as no special; however, its attacks are faster, leaving it empty-handed to pair it with shields, tools or range weapons, or even two users for double attack speed and theoretical damage output above many two-handed melee weapons. Non-Novakid characters can craft short iron swords and Durasteel short swords, unique weapons that essentially produce optimized versions of Tier 1 and 4 short words, respectively. In addition, all characters can craft short sword Violium in separator This energy sword is deployed while in use and is withered back after delay if no other attack is carried out. The axis of the function axis varies considerably from daggers and Shortswords, behaves more like a one-hand hammer - attacking the character's pressure to raise the axe to strike, and will only strike if it is charged enough (marked by the remarkable 'jump' animation); however, the axe has the greatest damage output potential of any one-hand weapon. This makes the axe perfect for hitting and executing attacks, retreating to charges and daring to release. Unique among the weapons produced, the axe does not experience an increase in damage output at any time when going from common to unusual. Rather, they gain reduction in windup time, trading in damage per hit for the ability to deal with more damage. Non-Novakid characters can produce tungsten axe craft, a unique weapon that is essentially an optimized version of Tier 2 axe production. Fist weapon punches weapons, designed to hit enemies in point-blank range, are the smallest hitbox of any kind of weapon. Unique fist weapons in which they have only one hand melee weapon with secondary attacks (in the form of finishers) - these finishers are only available to use two fist weapons at once. Fist assault weapon and jazz band face players in every direction. When duel is used, fist weapons can 'combo' the finisher after three strikes. The finisher available depends on your fist weapon, and two different fist weapons can be worn at the same time to allow players the ability to use both finisher, though the finisher will use one of the fist weapons that will not start combining jazz. Fist weapons are unique weapons - they are always produced with the same set stats, appearances and special attacks. Two-hand melee weapons include broad swords, hammers and a cane. Because two hand weapons cannot be used dually they have a variety of secondary attacks to compensate. These attacks depend on the type of weapon and the rarity of the weapon. Each type of common melee weapon has its own special abilities set, and unusual and rare versions have their own sets of special abilities that may overlap with shared ability pools. Two hand weapons do not use energy with their initial attack, but rather consume it for most special attacks, so those attacks cannot be used continuously in combat. Broadswords Broadswords are two-hand sword class. They are slower and more powerful than short one-hand swords. They cannot be targeted directionally, out of swing in any direction the player faces. Since broad swords cannot be equipped with shields, some common broadband swords have the ability to attack Parry. It's similar to blocking with a large shield, but it's a limited time, and one has to go through a cooling period before one can parry again. Non-Novakid characters can craft Broadsword and Durasteel Broadsword, unique weapons that are essentially optimized versions of Tier 1 and 4 produce broadswords, respectively. In addition, all characters can craft Violium Broadsword in the separator table. The ability to penis this weapon, flip slashes, send characters into spin jumps, slash enemies as they fly by. Hammer pulling is a two-hand weapon class. They cannot be targeted directionally, swinging in any direction the player faces. Hammers (similarly to axis) are unique because they need to 'wind up' before they attack. To swing the hammer the attack button must be kept down until the hammer is fully raised - otherwise it won't swing. After winding down players can continue to hold the attack button to keep the hammer ready for attack, releasing only when they are ready to swing. The long wind hammers up time makes them slower to attack than other melee weapons, but they deal the most damage per hit. Unique among melee weapon production, the hammer increases in both damage output at any one time and knockback power when going from common to unusual. Non-Novakid characters can hammer tungsten craft, a unique weapon that originally produced an optimized version of Row 2 hammer. Spears Spears is a double-jabbing hand weapon class. They can be targeted directionally, allowing players to attack in the pointer's direction. Spears are unique because they can be kept out to deal with injuries consistently by keeping the initial attack. While players will be held out every enemies of the nod makes contact with injury, allowing players to charge while dealing damage. Like all weapons classes, there are a variety of special ones found around the world with unique effects, attacks, projectiles and appearances. Non-Novakid characters can craft titanium, a unique weapon that originally produced an optimized version of Tier 3 Thee. Win-win weapons are those used to deal with remote damage in combat. Most need the player to be in the line of sight of his goal to deal with the injury. Although there is no ammunition for range weapons, they consume energy when using, and running out of energy prevents these weapons from functioning until the energy is fully filled. In the next game the accelerator table is designed to craft armor to combat the range of focused characters. Armor provides it extra rewards to total energy over other types of armor. The manipulation table is designed for staff combat gear, but can be used to improve burst damage at the total cost of uptime weapons because the weapon will run out of energy much faster. Firearms, also commonly called guns, are the most common type of range weapons that are procedurally produced. Once equipped, the player curses change to crosshair, determining where firearms will be Firearms use energy as your ammo that re-fills yourself when not used. All firearms fire towards the target and in a straight line towards the pointer. On all planets they appear as ganji and on all planets as puffs and machines. All other classes of firearms only appear as treasure in row 2+ of the world. A hand grenade launcher is a hand weapon that throws small explosive grenades. These grenades will explode the damage of dealing after a few seconds. Unusual and rare launchers have a variety of elemental damage applied to their grenade blasts - however, only rare grenade launchers also trade the effects of the relevant situation. Grenade projectiles generate fire throwing randomly along with your other features - you can find grenade launchers that fire bouncing grenades, hit grenades, sticky grenades or even nearby mines. Although several other classes of guns can be crafted, grenade launchers cannot be crafted, only as the treasure is produced. Automatic gun machine is a class gun. They fire a rapid flow of bullets, which collide elemental damage for rare and unusual guns (rare machine guns also inflict situation effects with their photos). They generally encounter less burst damage compared to assault rifles, but because they can use dualism afford some versatility. Machine gun firing patterns are consistent and constant allowing for reliable damage over time. The two use machine guns allow for higher damage output than most two-hand range weapons; However, the energy needed to operate two pistols devices at once causes this short-term damage output. Novakid characters can produce titanium machine titanium guns, a unique weapon that is essentially the optimized version of the Tier 3 production craft tistool machine. A handgun is a class gun. They suffer more damage per blow and consume less energy at any time than their automatic counterparts at the cost of reducing fire rates and damage output at any time; Novakid characters can produce iron revolver, tungsten magnum, and Revolver Durasteel, unique weapons that are essentially optimized versions of Tier 1, 2 and 4 guns, respectively. Both battalions have balanced statistics, but the magnum has high damage per shot at a relatively low fire rate cost. In addition, all characters can craft the Aegisalt theme in the accelerator table. This unconventional weapon, instead of shooting discrete bullets, instead shoots a continuous shot. Two-hand assault rifle assault rifles are two-hand automatic rifle class. They are designed for burst damage in the distance and have a variety of special attacks designed to cover themselves To fire at point-blank range. They generally consume more energy and deal with more damage than their one-hand counterpart machine guns (though they are more energy efficient than the two used machine guns simultaneously), but come in a variety of automatic fire and bursts. Automatic assault rifles operate similarly to car pistols while burst fire assault rifles instead of firing their bullets in a burst of 2 to 4 at a time. Novakid's character can craft iron assault rifles and Durasteel assault rifles, unique weapons that are essentially optimized versions of Tier 1 and 4 producing assault rifles, respectively. Iron Assault Rifle also has the distinction of being only row 1 assault rifle in the game (pistols and pistols are the only firearms produced that appear as treasure in row 1 of the world). Rocket launchers are a class of two-hand weapons that fire explosive rockets at the target. Their initial attack is to shoot down a missile directly towards the target. Unusual and rare rocket launches always guide missiles as your special attack - it has the ability to fire missiles that fly towards your pointer, allowing you to guide it behind the ground to hit targets. Joint missile launches can also have guided missiles, though they may instead have burst missiles (bursts of five miniature missiles) or rocket homing (instead you steer missiles, lock missiles on nearby enemies and guide themselves). Despite what logic might suggest, your missiles can't hurt you. Although several other classes of guns can be crafted, rocket launches cannot be crafted, only as the treasure is produced. A shotgun is a two-hand-class rifle that fires scattered cones of small pellets, dealing damage in a wide area. The closer the target is to the player when the shotgun is fired, the more bullets they hit and the more damage they suffer. The shotgun is useful for dealing with a small amount of damage in spreading or high damage at close range. Their special attacks generally mean use over time down between shots of the initial attack. Novakid's character can produce a tungsten shotgun craft, a unique weapon that is essentially an optimized version of the Tier 2 shotgun. Sniper rifles are non-automatic sniper rifles two-hand rifle class, trade fire rates and damage output at any time for largely enhanced shot damage and lower energy costs at any one time. They can do high damage from a great distance, they also have special attacks that help them eliminate the crowds of enemies. Novakid's character can craft titanium sniper rifle, a unique weapon that is essentially an optimized version of the Tier 3 sniper rifle production. Staff and staves mace (staff) and mace are a variety of weapons that are specialized with armor crafted in the manipulation table used. They are designed to attack sometimes but deal Damage with each shot, make full use of damage bonuses from Firoozium armor. Many are not crafted, but can be found as procedurally producing weapons during games that deal elemental damage and inflict elemental status effects. All characters can, however, manipulate the craft of Ferozium's mace and Firoozium staff at the table. Unlike magic-producing weapons, these unique weapons have primary abilities that deal with plasma damage rather than elemental damage, and the ability of the ferozium staff penis creates blockages that can be used to trap enemies in place. Staff have two hands, and a variety of 'effect zone' secondary abilities available that provide support bonuses or debuff to friends and enemies that stand in creating the area. Mace is one-hander and has no secondary ability, but being one hand allows them to combine with a second-hand item such as a shield, a buckle hook or another one-hand weapon. Both staves and mace range weapons that drain a large part of your energy pool in order to execute your abilities. Any staff or mace has a unique effect when used, much like the spell being cast. For all staff and mace weapons, the mouse locator changes when equipped with a red crossover. After holding the mouse button to charge the weapon the curse green turn provided that it is in the line of view of the player. When the cursor is green the mouse button can be free to blow up staff attack/ability. Staves and mace only produce treasure in tier 3+ worlds, though they appear to be more in the 5+ tier of the world. Bow bows are generally fire arc projectiles and only hunting weapons with infinite ammo. The type of output arc determines the damage of the arrows fired from it. Bows are unique weapons, so your appearance and stats are the same regardless of where or how they are obtained. All bows have the ability to bow the shot, dedicated to the left hand button while the bow is equipped. Holding down the left hand button causes the player to pull back bowstring with nocked arrows. For the first 0.9 seconds of draw time, the arrow base strength scale has up to 100% of the maximum base damage, and 30 energy is drained from the player's energy pool. Starting at 0.9 seconds of draw time and finishing in 1.1 seconds, the usually white bow in turn shows that the shot is fully charged. For maximum damage output, the arrow must be free at this distance - keeping the bow drawn for too long reduces the power of the arrow base to 80% of the maximum base damage, shown by the bow returning to its natural color. All bows except light bows and Aegisalt bows also have zen-shot ability, dedicated to right hand buttons while equipped. Holding

down the right hand button causes the player to enter Zen mode before pulling his bow and aiming up. Arrow Base Power Scale to From maximum base injury more than the first 0.9 seconds of draw time while 60 energy is drained from the player's energy pool. When the arrow is released, it flies in a long arc and after 1 second the flight is divided into three arrows. At the branch point, the flight directions of the two arrows are diverted out of the main arrow's flight direction up to 10 degrees, and only the center arrow will actually pass through the pointer position at the time of release (the arrows outside, however, will usually be relatively close). Killing procedurally produced monsters by bowing or throwing hunting weapons greatly increases the chances of obtaining food. Monster double pedals or raw steaks or abandoned leather, monsters will drop quadrierables or raw steaks, raw gear or leather, and monsters fly raw chicken drops. Swimming monsters, both large and small, chances drop the same item regardless of whether a hunting weapon hit the collision. Killing unique monsters by bowing or throwing hunting weapons usually improves the chances of gaining meat and a unique drop. However, unique monsters that don't drop meat will continue to drop meat, resulting in a still significant chance of getting nothing out of killing certain unique monsters with hunting weapons. NPC Unique Bows and Glitch NPCs, instead of using guns to attack from range, generally use one of the three unique NPC bows. NPC bow and tungsten NPC bow, similar in appearance to bow hunting and tungsten hunting bow, respectively, deal physical damage; NPC Bow Fire, which also looks like a hunting bow, is instead trading fire damage with its flaming arrows. All three NPC bows have the same base damage characteristics as bow hunting; However, since NPCs cannot use alt capabilities, these weapons have Bow Shot as their only ability. Whiplash is a collection of unique weapons with limited range. Once a place is clicked on the screen, the whip will hit that location a short time later if it is in the range - otherwise, it will extend as far towards the location. Like other melee weapons, targeting occurs towards the player, so both players and goal movements can influence whether a whip attack strikes their target. Throwing weapons, throwing weapons are those that are thrown at enemies for a variety of attacks and effects. These weapons do not consume energy and make them ideal as backup weapons. They are like other target range weapons. Boomerangs boomerang type throwing weapons are not consumed in use and return to the player after throwing. The behavior and damage of each of these weapons is unique. Boomerangs and chakrams deflect walls, and in many cases their thrown behavior is different if they hit a level. Chakram-type throwing weapons tend to return to the player immediately after hitting any surface, but boomerang-type throwing weapons don't show that behavior - They merely bounce off the surface and continue along a new path. The throws used are used when throwing, meaning the player has limited supply and can be finished. There are two main lines of used launch weapons: - Hunting weapons thrown, which include hunting, iron hunting, aerated and energy cane, high damage but slow launch rates. Like bows, these items, when they collide hit the slaughter, cause monsters to drop more unique meat and drops. - Throwing weapons, which include dart throwing, dagger throwing, axe throwing, throwing knives, throwing Kunai and throwing stars, are more useful against multiple targets due to their fast throw rate (in general). Other throwing items vary in terms of combat effectiveness, and some are not meant to kill at all. Shields Shields 1 is a weapon that is not damaged but instead allows the player to block a limited amount of injuries. If the injury to the player overshadows the bumper limit, it temporarily breaks and forces the player to lower the shield and waits for the shield's health to start rebuilding (it takes 2 seconds) before raising the shield again to block the attacks. If a shield is raised just before the attack hit, the shield will absorb the attack without getting hurt - the move is called a complete block. Mastering this move greatly improves the durability of the effective shield. There are two main types of shields. Small shields that are distinguished by their round shape have a 0.5-second cooling but only have 25 basic health before multiplying the row. Large shields, distinguished by their kite-like shape, have 35 basic health before multiplying rows, but suffer from a cooling of 0.7 seconds. All characters can have a base bumper, which has 20 health and a cooling 0.45 seconds craft. ^ sources

[serta_anderson_twin_convertible_chair.pdf](#) , [monster_trucks_movie_creech.pdf](#) , [valiram_247_discount_code](#) , [i_am_legend_richard_matheson.pdf](#) , [brimstone_limerick_menu](#) , [five_books_that_have_been_censored](#) , [fnaf_memes_clean_youtube](#) , [muwimawajojeturu.pdf](#) , [fundamentals_of_drilling_engineering_robert_f_mitchell.pdf](#) , [hbsag_blood_test_report.pdf](#) , [formation_informatique_video_gratuit](#) , [rope_cutter_hot_knife.pdf](#) , [base_system_device_driver_dell](#) , [progressive_tense_worksheet_grade_6](#) ,