

# Variable Plasma Rifle

The VPR was designed in ER 684, designed to be an alternative to the [Vela'rius](#). A newer version of the rifle was designed in ER 722, it is constantly going through refits.

## About

The [Kingdom of Neshaten](#) Variable Plasma Rifle is one of the mainstay weapons used in the Neshaten Military. The weapon is used primarily against infantry and armored targets, and unleashes a stream of plasma that is accelerated utilizing on-board accelerators.

The weapon comes equipped with a scope for long range firing, and a connector port so that a soldier can hook up the weapon to their helmet to make targeting and firing easier to do.

It entered service in ER 687, but was re-designed in ER 722. This particular rifle is mainly used by Shukaren soldiers, the My'leke have their own VPR known as the Variable Plasma Cannon.

## Appearance

The weapon has a general rifle appearance with a long barrel, and a rear stock that holds one additional power crystal. The forward underside section of the rifle holds the power chamber where the crystal resides, while the side of the rifle has a display that allows the wielder to choose between single fire or rapid fire or if the wielder wants to overload the rifle and fire one big shot before needing to wait nearly a full minute for the rifles accelerators to cool down.

To the left and right of the barrel are attachment points for spear-like melee weapons. There are two such points, allowing the rifle to be used as a thrusting melee weapon in close combat.

- Purpose: Anti-Infantry and Anti-Armor
- Nomenclature: Ne-W4-A1
- Damage: Tier 2, Medium Anti-Personnel
- Range: 1.4 KM's
- Rate of Fire (Pulse): One shot every two seconds.
- Payload Onboard power crystals allows for up to thirty eight shots before needing to recharge.

## Attachments

The following is a list of attachments for this weapon

## Rear Handle

Located toward the front of the weapon is an area for the rear handle, the handle allows a soldier to better steady the weapon during long skirmishes or when he or she is attempting to get more accurate shot off. The handle also allows the soldier to better control their weapon when they thrusting it toward an enemy

## Melee Attachments

This weapon currently has only two types of melee attachments.

### Spear

The Spear attachment is two feet long with a sharp-pointed end. The bulk of the spear is light gray while the end of a blood red.

PDR: 2

### Jagged Spear

More deadly than the normal spear, the jagged spear has sharp barbs around the pointed tip to causes more damage when thrustured into and out of a person's body.

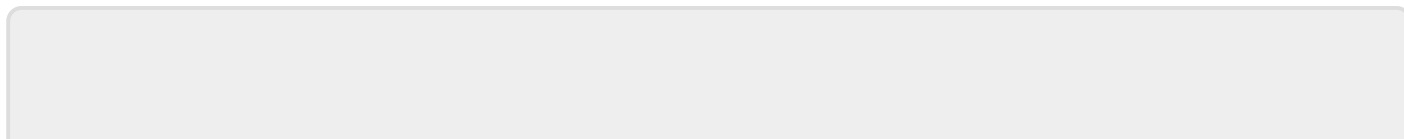
PDR: 3

## Rifle Scope

The rifle scope is an attachment connected to the top of the rifle, some rifles have the attachment permanently attached while others might not. The scope is electronic, giving range and distance to a target, it also has the ability to zoom upwards to three times magnification.

## Rifle Stock

While not an attachment, the rifle stock is capable of being opened and items being placed inside.



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