

Tokir've Variable Plasma Sidearm

The Tokir've Variable Plasma Sidearm is the milspec version of the [Mekir've](#) Variable Plasma Sidearm developed by [Galactic Horizon](#) in mid [YE 41](#) to be used by members of the [Shukara Volunteer Navy](#) and [Division of Public Safety](#). Designed as a strong and versatile sidearm with an almost foolproof safety to discourage [Kingdom Fall](#) from trying to get their hands on it, the weapon is sold exclusively to the [Kingdom of Neshaten's](#) military and law enforcement forces and as such is not available on the civilian market, unlike its sibling the Mekir've - which was designed specifically to be the civilian version of this firearm.

About the Tokir've Variable Plasma Sidearm

With the rising threat of a terrorist group [Galactic Horizon](#) figured they may as well try to help out their vulpine benefactors. Taking a project that was already being prototyped for the open market and deciding to make a beefed-up version exclusively for the [Shukara Volunteer Navy](#) and [Division of Public Safety](#) with an extensive safety system tied to the weapons to help deter any terrorists trying to get their hands on it, thus making the jobs of Military and Law Enforcement personnel just a little bit safer.

Nomenclature Information

- Designer: [Galactic Horizon](#)
- Manufacturer: [Galactic Horizon](#) and [Shukara Volunteer Navy](#)
- Name: Tokir've Variable Plasma Sidearm
- Nomenclature: GH-W4-1A
- Type: Plasma Induction
- Role: Variable-output sidearm
- Length: 12 inches / 30.48cm
- Weight: 6.83lbs / 3.1kg

Appearance

The Tokir've has a blockier appearance for something classified as a sidearm though this is partially due to the fact the magazine sits beneath the barrel rather than in the handle of the pistol, the handle, in fact, has been scaled down when compared to weapons used by most species, this was to make the weapon as ergonomic as possible when being used by Neshaten's Military and Law Enforcement personnel. A small rear-facing screen sits beneath the rear sight post projector, usually displaying the available ammo and currently selected firing mode unless maintenance is being performed on the weapon. Past the trigger assembly and handle the weapon becomes a rectangular prism twice as wide as the weapon's grip though fairly flat and featureless save for the ambidextrous magazine release button and even that is a rubberized section that sits flush with the majority of the body.

The rear-facing screen, which takes up the position of where a hammer would be in most ballistic

weapons, has a small dial beneath it for cycling through the firing modes and in addition the weapon has no physical sights – just electronic sights linked up to a proprietary version of the [MOASS](#) beneath the barrel and ahead of the magazine.

Discharge Information

- Muzzle Flash: Detailed in the projectile appearance section.
- Retort: A loud crack of electricity acting as the weapon turns Jargon gas into plasma.
- Projectile Appearance: Varies depending on the currently selected firing mode:

Stun:	Pale blue bolt
Anti-Personnel:	Purple bolt
Thermal:	Bright orange grouping of orbs ¹⁾
Anti-Armour:	Yellow bolt
Heavy Anti-Armour:	Red bolt

- Effective Range: 70 Meters for Thermal rounds, 500 Meters for every other firing mode.
- Rate of Fire: Semi-Automatic, fires once with every squeeze of the trigger, as fast as the user can squeeze the trigger.
- Recoil: Varies depending on the currently selected firing mode²⁾:

Stun:	Non-existent
Anti-Personnel:	Minimal
Thermal:	Moderate
Anti-Armour:	Very Heavy ³⁾
Heavy Anti-Armour:	Dangerously Heavy ⁴⁾

Ammunition

- Ammunition:[Jargon Multiuse Standard Gas Cartridge](#)
- [Purpose](#): Variable based on firing mode, Tier 0-6
- Round Capacity: 50 Pulses

Tokir've Variable Plasma Sidearm Quickchart		
Firing Mode	Damage	Pulses ⁵⁾
Stun	Tier 0, Nonlethal	1
Anti-Personnel	Tier 1, Light Anti-Personnel	2
Thermal	Tier 3, Heavy Anti-Personnel	4
Anti-Armour	Tier 4, Light Anti-Armour	5
Heavy-Anti-Armour	Tier 6, Heavy Anti-Armour	7

Stun: Functions as a projectile with the capacity of a taser, delivers 50,000 volts, usually enough to incapacitate most individuals or fry unshielded electronics on their person.

Anti-Personnel: Has penetration qualities similar to that of a conventional handgun, what the bolt does not immediately penetrate will be coated with a glob of caustic plasma that slowly eats into whatever it impacted with, most effective against unarmoured targets.

Thermal: Not unlike a more effective version of dragon's breath shotgun rounds, multiple wads of thermal plasma that burn at around 2,000 degrees Celsius, extremely effective against organic materials.

Anti-Armour: A longer and more defined bolt-like ejection of plasma that aims to consistently burn into one spot rather than a larger area, they are designed to pierce through lighter armor or at least weaken it for subsequent shots to punch through.

Heavy Anti-Armour: A larger bolt than the Anti-Armour setting, it is simply a more powerful version designed to do the same against greater protection.

Weapon Mechanisms

- **Firing Mechanism:** Jargon gas is drawn up from the cartridge and passed through a chamber, where measured amounts of electricity are surged through the gas to excite it into plasma before it reaches the magnetic coils of the barrel, that then uses pulsed electromagnetic fields to accelerate the plasma as a projectile.
- **Loading:** The cartridge is inserted into a mag-well on the underside of the Tokir've, sitting flush with the body of the pistol when correctly seated.
- **Mode Selector:** A small ambidextrous dial located above the grip cycles between modes, with the currently selected mode and available shots for that mode being displayed on a rear-facing screen.
- **Firing Modes:** Stun, Anti-Personnel, Thermal, Anti-Armour, Heavy-Anti-Armour
- **Safety Mechanism:** The weapon must remain within one foot of a compatible user's forearm in order to fire when the trigger is squeezed, and if the microchip embedded in said forearm goes unpowered then it destroys itself.
- **Weapon Sight:** The Tokir've is aimed through a volumetric rear sight post linked to a [MOASS](#) under the barrel.
- **Attachment Hard Points:** attachment lugs on the back of the grip and the front of the barrel, with a rail that can be used to attach physical sights if the user prefers those over the volumetric ones, any electronic scope systems with a display system can make use of the weapon's [MOASS](#).

Other


Other miscellaneous information about the Tokir've Variable Plasma Sidearm.

Pricing

Below is information retaining to the pricing of the Tokir've and its availability.

- **Tokir've Variable Plasma Sidearm:** Not available for public purchase and as such no price is listed.

Safety

The Tokir've Variable Plasma Sidearm's safety system isn't the normal switch that disables the firing pin from striking a primer, instead, it consists of two parts; a small microchip in a capsule that is then embedded into the forearm of an officer's shooting hand and a receiver inside the handle of the weapon. The microchip is a bioelectrically powered wireless communicator with a range of one foot that uses a small measure of  [micro thermite](#) to destroy itself if it becomes unpowered⁶⁾. Outside of the microchip's radius the weapon is unable to fire, all this was put in place to deter [Kingdom Fall](#) members or other similarly shady individuals from harming military or law enforcement personnel to get their hands on a powerful weapon, the time and resources that it would take to get the firearm operational outside of its intended use in the hands of military and law enforcement personnel are disproportionate to the payout one would get from having a single functional plasma weapon.

Replaceable Parts and Components

Below is a list of the most common replacement parts for the Tokir've

- Replacement [MOASS](#)
- Replacement Logic Board
- Replacement Coil Assembly
- Replacement Fusion Power Supply
- Replacement Energy Chamber
- Replacement Display Module

Optional Attachments

Below is a list of officially supported optional attachments for the Tokir've

- **Folding Stock:** Attaches to the lug on the back of the weapon's grip, a basic skeleton stock that can fold down under the weapon when not in use, it helps manage recoil and does not obstruct the loading mechanism of the weapon when folded away.
- **Fixed Brace:** Attaches to the same lug that the folding stock uses, designed for the user to slip their forearm through the back of to assist in dampening the weapon's recoil and making it easy to fire one-handed.
- **[Multispectral Marksman Scope](#):** A powerful and robust scope that can attach to the weapon's rail.
- **Flared Magwell:** A slightly wider version of the weapon's mag-well that tapers back to the original width, makes quickly reloading the weapon easier.

Ammunition

Jargon Multiuse Gas Cartridge Price Quickchart	
Type	Price (Per Cartridge)
Jargon Multiuse Standard Gas Cartridge	25ks/50rn

OOO Notes

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1)

with a 2 Meter spread at their maximum range

2)

Table is based on what a species with human-like strength would experience

3)

requires bracing and slow firing to use effectively, prone to injuring the user's wrists and hands if they hold the weapon incorrectly

4)

Will cause significant injury to the arms of a user without strength augmentations

5)

the magazine contains 50 'pulses' and this states how many are used with each squeeze of the trigger depending on the selected firing mode

6)

with the intention being that if the intended operator's body is no longer able to power it due to either their own death or loss of limb then the weapon will no longer able to fire without one half of its system

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