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Undead Live!

Weapon Samples:

THE WITCH-STICKER:

A rapier intricately carved from the bones of a woman burned as a witch, the *Witch-Sticker* has become something of a status symbol among the elite of the undead despite the rumor of the sword being cursed. Those willing to forgo such dangers, however, find the blade to be perfectly balanced for both offense and defense.

INCENDIARY URNS:

These holy relics contain the ashes of patron saints which have been known to ignite upon contact with the skin of the undead. As such, certain factions have made use of these rare items, lobbing them at one another as grenades. The fragile and finite nature of the Urns bear with them an expensive upkeep cost due to their rarity.

Armor Samples:

FANG SKIN:

Cast in silver, the *Fang Skin* is a torso covering armor with a series of two-inch barbs protruding from the outer shell. Particularly deadly to Werewolves and other creatures with an aversion to silver, many of the wearers of *Fang Skin* armor have been known to lace the barbs with poison, giving the armor an offensive advantage as well as defensive.

GOLEM MAIL:

Stone armor created by enchanted and hardened mud covering the body, *Golem Mail* is exceptionally durable and adds a substantial defense bonus to those who choose to wear it. One drawback, however, is the daily monetary upkeep required to sustain the spell lest the hardened shell revert to mud once again.

Vehicle Sample:

TRAINED BASILISK:

Sleek and destructive (not to mention imbued with a venom known to turn victims to stone), the *Trained Basilisk* is the perfect mount for those foolhardy enough to risk a painful demise-- promising a greatly enhanced offensive bonus coupled with a low defensive reward due to the dangers of the creature itself.

MARK of MAFIA

Weapon Samples:

RC CAR BOMB:

Created by the Mob for driving underneath parked cars and removing rival Bosses from a distance, the *RC Car Bomb* is a radio controlled toy *Sedan* equipped with a complement of C4 and wired to a remote detonator. Nearly undetectable until it is too late, the *RC Car Bomb* packs quite a punch with a sizable attack bonus while still allowing the user to attack from a safe distance and ensuring a respectable defensive bonus as well.

ROCK SALT SHOTGUN:

Although non-lethal, few weapons have the stopping power of this conventional shotgun packed with rock salt. A lack of any real attack bonus is made up for with a substantial defensive stat increase-- which makes the *Rock Salt Shotgun* the weapon of choice for defense-savvy players who just want to survive.

Armor Samples:

DYNAMITE VEST:

Worn beneath a coat or uniform, the *Dynamite Vest* is little more than twelve sticks of TNT strapped to a man's torso and wired to a trigger hidden in the subject's palm. Perfect for robbing banks and hostage situations, wearing this baby proves to the world that you aren't a criminal to be messed with and would make any copper or two-bit thug think twice before taking a shot at you-- thus giving you both an offensive *and* defensive stat buff.

MONEY CLIP:

Stylish and simple, what the *Money Clip* lacks in a defensive or offensive buff it makes up with a slight boost to your bank account by giving you a percentage increase to your daily income. Plus, it was a gift from your mother... and you wouldn't want to break your mother's heart by not using it.

Vehicle Sample:

CONCRETE MIXING TRUCK:

It's a big, beefy machine perfect for driving through your competition *and* disposing of their bodies when you are finished. This vehicle would be unavailable until a player has purchased a construction or other work site.

ENGINES of WAR:

Weapon Samples:

AERIAL RECON DRONE:

The *Aerial Drone* comes complete with its own A.I. processors and a small assortment of infiltration equipment and offensive weaponry-- giving its user both an offensive and defensive boost. Part scout, part long-range assassin, it also speaks two-hundred languages and is programmed to be your very own *Robotic Operated Buddy*.

SONIC AUTO-DEPLOYMENT (S.A.D.) MINES:

Left in abandoned buildings or other urban areas with cramped quarters, the *S.A.D. Mines* respond to sound, sending out a sonar pulse used to pinpoint objects in an environment before releasing a complement of small, explosive barbs at moving targets. A rumor among troops is that standing perfectly still can make you invisible to its targeting systems. As of yet, no one has survived to either confirm or deny the validity of this theory. Players using S.A.D. Mines gain a high attack bonus, yet suffer a minimal defensive bonus due to the unpredictability of the mine's targeting system.

Armor Samples:

ALL TERRAIN (AT) POWER HARNESS:

Designed to fit over the lower body and legs of infantry while navigating rough terrain or crossing extended distances, the *AT Power Harness* allows the wearer to run over uneven paths and reach top speeds of around 45mph (equivalent to that of a Greyhound dog) on flat terrain. The "legs" also have the ability to carry approx. 450lbs of additional weight and provide defensive bonuses to players as well as slight energy regeneration bonuses.

SR-7 H.U.D. HELMET:

Linked to a vast array of networks and telecommunication satellites, the *SR-7 Helmet* combines the most advanced information technology on the planet with state of the art reflex armor fabrication techniques. The *Retinal Interface Visor* doubles as a blast shield as well as a display monitor to relate everything from weather conditions to an enemy's heat signature and blood pressure, giving the player a slight bonus to offensive stats as well as defensive.

Vehicle Sample:

ARMORED BRIDGE LAYER:

A support vehicle, the *ABL* comes equipped with a folded bridge held atop its chassis which may be deployed when a trench, river, or any other obstacle might threaten the progress of a military operation. Relatively without offensive capabilities (although heavily armored, giving players a high defensive boost) the *ABL* is essential for a successful ground campaign.