A.R.M.S.

The KSSA is proud to present the Adaptive Retrofit & Modification System (ARMS). Using materials recovered from various industrial ruins, our engineers have found a way to modify any item that could be potentially used as weapon. This guide will provide a detailed outline of just how to accomplish this.

Proficiency By Weapon Category Overview

Each of you have been given a Field Operator Proficiency System (FOPS). This system will bind weapons to the user and track proficiency with each weapon type. As you kill zeds with your weapons, you'll slowly gain proficiency in that weapon's category. FOPS interfaces with the KSSA Zed Zone ID (ZZ-ID), rewarding a higher proficiency for zeds killed in more dangerous areas. Another advantage of FOPS is proficiency is stored on unique keyed identification system tracking proficiency even through death. Meaning you will not lose any proficiency on death.

> Only the bound user can upgrade a weapon. Anyone can use it.

> Note: Types of weapons are defined as such: Long Blunt, Short Blunt, Axe, Long Blade, Short Blade, Spear, Rifle, Pistol, and Shotgun.

Proficiency

A measure of how proficient you are with any type of weapon.

> Note: Proficiency gained is directly measured by the amount of hits it takes to kill a zed.

Proficiency Level

Levels gained after reaching various proficiency cut offs. These vary per weapon type. Each level unlocks the ability to fill the next available slot in a weapon.

> Max Proficiency drops the proficiency requirement on modifications.

>

> Example: You have a Fire Axe with 3 total slots and no current modifications. At Level 1 Proficiency for Axes you can add one modification. At Level 2 Proficiency you can add the second modification, and so forth.

Modification Overview

Bound Weapons

FOPS. binds weapons once used. Once bound, you will be able to interact with ARMS by equipping the weapon and interfacing with the armory table. Only those the weapon is bound to can modify it, however, anyone can use it.

Materials

Materials can be found in industrial locations. Our engineers are hard at work refining a processes of converting everyday materials into these base elements in the hopes of making this available to everyone. For now, we'll just have to scavenge them.

> Note: Materials include: Cobalt, Carbon Steel, Tungsten, Titanium, Zinc, Diamond.

Modifications

Each material has one more more modifications associated with it.

- Cobalt
  - Impact Booster
    - Increases min damage
  - Overstrike Amplifier
    - Increases critical strike damage
- Carbon Steel
  - Reinforced Structure
    - Increases total condition
  - Extended Barrel
    - Increases firearm range
- Tungsten
  - Vital Targeting Module
    - Increases critical strike chance
  - Force Multiplier
    - Increases max damage
- Titanium
  - Stamina Regulator
    - Reduced endurance usage
  - Resilience Coating

        - Decreases condition lower chance
- Zinc
    - Advanced Targeting Matrix
        - Increases firearm hit chance
    - Hardened Projectiles
        - Increases firearm projectile pierce
- Diamond
    - Adaptive Mod Framework.
        - Increases total slot count
    - Mastering

> Note: Some modifications may only be available to ranged or melee weapons only.

> The amount of bonus to a stat is determined randomly.

Slots

FOPS and ARMS work together with the ZZ-ID System to assign a modification slot count to each weapon. The system isn't perfect, so counts may fluctuate. You can assure that items scavenged in more dangerous areas can get a higher starting slot count.

> Note: Total slot count can only be increased by 1 for each mastery of a weapon.

Adding Mods

At the armory table, we can modify our weapons assuming we have the required proficiency level for the next available slot. Interfacing with the table, you can select the add mod option, available mod lists will be generated based on any materials you have in your rucksack. Simply choose one and it'll be added to the weapon.

> Stat modifiers are chosen at random.

> There is no confirmation. Once a modifier is chosen it is applied.

> The armory table is fragile, attempting to move it once constructed will disable it, and it can no longer be used with the ARMS system.

Removing Mods

Removing mods does exactly that, it removes a mod. Our engineers were unable to develop a way to recover the material when removing the mod.

> There is no confirmation. Once a modifier is chosen it is removed.

Diamond Ingots

Our engineers were able to do something extra special with diamond and it's unique properties.

Adaptive Mod Framework

Increases the total slot count on any weapon by one.

Mastering a Weapon

Once all slots are filled and an adaptive mod framework has been used on a weapon you can master it. This will re-set all base stats to the **current stats** and clear all mods and the mod framework counter. Choose wisely when to do this, as it'll also clear the repair counter.

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