LOOGIE LAUNCHER

Big Foot Solutions' LQG Extruder Mark II was first designed for remote bridge repair, but quickly became a novelty when the effect was found to be temporary. It uses advanced string theory tech to extrude spacetime slush, form a projectile, and fling it up to 100 meters

TURBO

Describe how your device helps you with an action, then boost or kick as needed.

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FUNCTION

Launch concentrated spacetime slush at a target to temporarily pause its movement through its spacetime stream, momentarily holding it in timespace.

LOOK

Industrial, cannon, carbine, glove, insulated, powerpack, plastic, metal

COMPONENTS

LENSES
○ ○ ○

COILS
○ ○ ○

DISCS
○ ○ ○

GEMS
○ ○ ○

MODS

○ **Nudge Mode (1 coil, 1 disc).** Roll to sling balls of tightly packed spacetime slush that will glitch the target forward or backward in its individual timestream.

○ **Deluge Nozzle (1 gem, 1 lense).** Roll to spray forth a large pile of slush that can be used to launch over obstacles, or to simply do gnarly tricks on.

○ **Chronoconcentrator (1 disc, 1 gem).** Only mark 1 trouble to nope slams related to Timespace weirdness. Also roll to lessen the effects of peelback. On a 6, negate the peelback altogether, but the mod burns out and must be repurchased.

○ **Anchoring Harness (1 gem, 1 coil).** Roll to fire a secondary laser that is capable of joining things that have come loose from the bounds of space and time to the continuum of the user.

○ **Holowormhole Projector (2 gems, 1 lens, 1 coil).** Once per run, mark two trouble to change your roll to a 6 and launch a holographic slushball to create a hand sized wormhole to a time and place that has a solution to your current problem.

○ **Power Cell (2 Gems).** Turbo gains 1 kick.

○ **Stabilizer (1 coil, 1 disc).** Turbo gains 1 boost.

○ **Kitbashed.** Buy a mod from another device.
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