Uses the Weapon at the top of the list. Gun/firearm skill must be top skill as well or alter the “$0” in the repeating\_skills entry to match your weapon skill in the skills list (entries start at 0,1,2, etc). Changes to weapon power based on attack type are hard coded (S damage) based on my player’s weapons so it would need to be set to M/D or whatever depending on the base weapon and scaling for Burst fire/Full Auto.

Primary:.SemiAuto

@{whispertoggle} &{template:rangedattack} {{name= Single Shot Ranged Attack with @{repeating\_weapons\_$0\_weaponname} for @{repeating\_weapons\_$0\_weaponpower}@{repeating\_weapons\_$0\_weapondmg} damage}} {{roll= [[{@{repeating\_skills\_$0\_skillrating}d6>@{rangedTN}!!} ]] }} {{poolroll= [[ {?{How many dice are you taking from your Combat/Karma pool?|0}d6>@{rangedTN}!!} ]] }}

Primary:BurstFire

@{whispertoggle} &{template:rangedattack} {{name= Burst Ranged Attack with @{repeating\_weapons\_$0\_weaponname} for [[@{repeating\_weapons\_$0\_weaponpower}+3]]S damage}} {{roll= [[{@{repeating\_skills\_$0\_skillrating}d6>@{rangedTN}!!} ]] }} {{poolroll= [[ {?{How many dice are you taking from your Combat/Karma pool?|0}d6>@{rangedTN}!!} ]] }}

Primary:FullAuto

@{whispertoggle} &{template:rangedattack} {{name= Full Auto Ranged Attack with @{repeating\_weapons\_$0\_weaponname} for [[@{repeating\_weapons\_$0\_weaponpower}+?{How many rounds in burst?|4}]]S damage}} {{roll= [[{@{repeating\_skills\_$0\_skillrating}d6>@{rangedTN}!!} ]] }} {{poolroll= [[ {?{How many dice are you taking from your Combat/Karma pool?|0}d6>@{rangedTN}!!} ]] }}