The pulse atomizer is a weapon capable of creating cataclysms, designed and constructed by the master crafter (insert name) to be a tool of mass destruction. Its mechanism is extremely complex, the core of the hammer is a Skyshard fixated upon a foundation surrounded by kinetic tonal resonators that are enclosed by calibrators and encased in an ebony frame, which is encrusted with tonal amplifiers and repeaters made with Aetherium crystals. This special structure respond to external influences with specific frequencies, potentially multiplying the magnitude of the impact by emitting waves that reverberates the atomic structure of the surrounding environment. According to the smith that created the hammer, it is possible to even provoke massive earthquakes and destroy the nuclear links of objects and entities, if the ideal conditions are met, nevertheless the force generated by its powerful blow is enough to knock most small enemies of their feet and greatly damage large ones.

\* When the user has the weapon sheathed, he can use a special power called “Echo Slam” that will make the impact of the weapon generate powerful waves that will deal extra irresistible damage the more enemies are affected by it, potentially discharging a stream that can knock all targets within its radius and may even instantly disintegrate targets.

\* The chance for the disintegration effect occur is proportional to the level and the health percentage of the respective unit.