

- DAYBREAK 3D12
- REVOLVER PRECISION
- MAGIC (LIGHT) 3

•LIGHTBANE

KILLS CREATE A 15FT LIGHT FIELD. ENEMIES INSIDE THE LIGHT FIELD ARE BLINDED.

•SUNFURY

KILLING AN ENEMY INSIDE A DARK FIELD CAUSES THE FIELD TO EXPLODE FOR 3D20 DAMAGE.

- DIVINITY 1D12
- STRAIGHTBEAM RIFLE PRECISION
- ENERGY 1

•JUDGMENT

SUSTAINED FIRE ON ENEMIES ENVELOPS THEM IN A WEAKNESS BUBBLE. ATTACKS FROM OTHER PLAYERS WEAPONS MAY RECEIVE A +3 ON THEIR ACCURACY CHECK, AND BE ROLLED WITH ADVANTAGE WHILE AN ENEMY IS WITHIN THE WEAKNESS BUBBLE. ALL DAMAGE DEALT INSIDE OF THE BUBBLE IS CONSIDERED 3T PENETRATION.

- EVENT HORIZON 3D12
- BREACH LAUNCHER HANDLING
- MAGIC (VORTEX) 3

•NO ESCAPE

GRENADES EXPLOSDE IN TWO BLASTS, THE FIRST BLASTS PULLS TARGERS IN 5FT IN A 15 FT RADIUS. THE SECOND BLAST CAUSES DAMAGE.

•EVENT HORIZON

ENEMIES KILLED BY THE SECOND BLAST COLLAPSE INTO A MINOR SINGULARITY.

- GJALLARHORN 3D20
- LAUNCHER HANDLING
- KINETIC 2

•WOLF PACK ROUNDS

DETONATION RELEASES 6 WOLF PACK ROUNDS. WOLF PACK ROUNDS SEEK NEARBY TARGETS IN A 15FT RADIUS AND DEAL 1D6 DAMAGE.