

AEGIS (25)

FOCUS A BUBBLE 25FT AROUND YOU THAT BLOCKS PROJECTILES FROM THE OUTSIDE AND ALLOWS PROJECTILES THROUGH FROM THE INSIDE. RECAST EACH TURN TO RENEW THE BUBBLE.



•FOCUS

BULLETS BOUNCE INTO THE NEAREST ENEMY WHEN THE BUBBLE IS HIT.

•INSIGHT

ENEMIES THAT ENTER THE BUBBLE HAVE ALL TUNNELING KEYWORDS APPLIED TO THEM IMMEDIATELY.

•MOTION

PLACE THE BUBBLE SOMEWHERE WITHIN 100FT INSTEAD.

BARREL SNUFF (50)

OPEN A TEMPORARY PORTAL IN FRONT OF YOUR WEAPONS BARREL, AND TARGET AN ENEMY. THE TARGETED ENEMY IS HIT WITH YOUR WEAPON AT POINT BLANK THROUGH THE PORTAL, WHICH WILL ALWAYS CRIT, AND HAS NO EFFECTIVE RANGE.



•FOCUS

CAST THIS SPELL ON A TEAMMATE AS A BONUS ACTION.

•INSIGHT

THIS SPELL'S EFFECT LASTS FOR 2 ROUNDS

•MOTION

USE THIS SPELL WITH BOTH WEAPON SLOTS.

ENERGY PELLET (45) 3D12

THROW AN ENERGY PELLET THAT BOUNCES UP TO 6 TIMES IN YOUR DESIRED DIRECTION. ENEMIES HIT TAKE DAMAGE.



•FOCUS

THE PELLET APPLIES TUNNELING KEYWORDS OF YOUR CHOICE.

•INSIGHT

DETONATE THE PELLET AT ANY POINT DURING ITS TRAVEL FOR AN ADDITIONAL 3D20 DAMAGE IN A 25FT RADUIS.

•MOTION

THROW 2 PELLETS INSTEAD OF 1.

PARTICLE ACCELERATOR (25) 0

SUPER CHARGE YOUR GATEWAYS TO RAPIDLY ACCELERATE WEAPON FIRE THAT PASSES THROUGH. WHILE THIS EFFECT IS ACTIVE REGULAR HITS CRIT, CRITS BRUTAL CRIT, AND BRUTAL CRITS FULL CRIT. ALL WEAPONS GET 3AT AP WHEN PASSING THROUGH.



•FOCUS

PLAYERS REGENERATE 25 MANA WHEN WALKING THROUGH A GATEWAY WHILE IT IS SUPER CHARGED.

•INSIGHT

ELEMENTAL WEAPON FIRE APPLIES KEYWORDS WHEN FIRED THROUGH A SUPER CHARGED GATEWAY.

•MOTION

GAIN ADVANTAGE ON YOUR NEXT ATTACK ROLL AFTER WALKING THROUGH YOUR OWN SUPER CHARGED GATEWAY.