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FLASH FREEZE

LAUNCHER

MAGIC (ICE)

3D20

HANDLING

1 

•SUDDEN WINTER

ALL ENEMIES HIT BY THIS BECOME ENCASED. ENEMIES KILLED BY THIS WEAPON TURN INTO ICE PILLARS.

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OUTBREAK PRIME

BURST RIFLE

KINETIC

2D12

PRECISION

4 

•CORRUPTION SPREADS

CRITICAL KILLS SPREAD 9 NANITES THAT DIVIDE AND ATTACH TO TARGETS IN A 15FT RADIUS. NANITES DEAL 104 DAMAGE WHEN ATTACHED. HITTING A TARGET TWICE IN A ROW ATTACHES 3 NANIES TO THEM.

•PARASITISM

THIS WEAPONS DAMAGE INCREASES BY 108 FOR EACH NANITE ATTACHED TO AN ENEMY. HAS A MAXIMUM OF 9.

•DISEASE VECTOR

ENEMIES THAT DIE RELEASE ALL OF THEIR NANITES IN A 15FT RADIUS.

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STARSHOT

REVOLVER

MAGIC (STARDUST)

3D12

PRECISION

2 

•STARBURN

THIS WEAPON FIRES EXPLOSIVE ROUNDS THAT EASILY PENETRATE ARMOR.

•STAR BLAST

KILLS CAUSE CHAINING STARDUST EXPLOSIONS IN A 10FT RADIUS FOR 2D12 DAMAGE.

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TOUCH OF MALICE

DMR

KINETIC

3D20

PRECISION

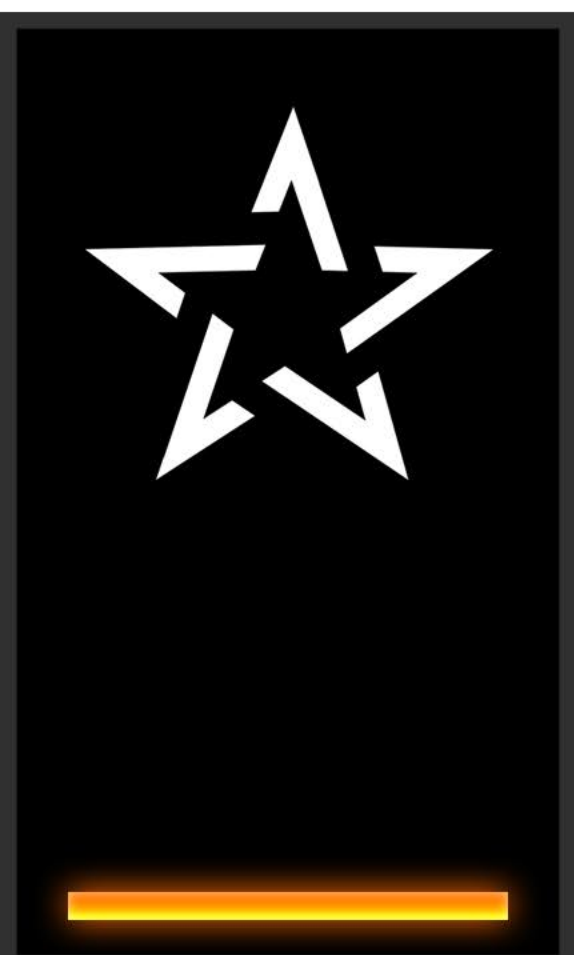
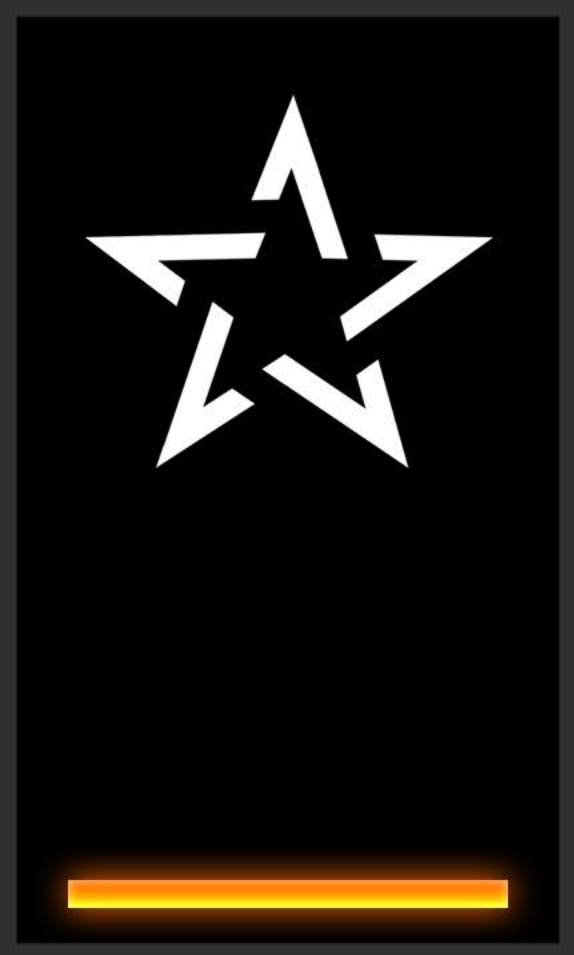
2 

•TOUCH OF MALICE

FIRING ROUNDS TAKE THE USERS LIFE DRAINING 3HP.

•TOUCH OF MERCY

KILLS WITH THIS WEAPON HEAL THE USER, GIVING THEM 5HP.



- VEX MYTHOCLAST 2D20
- ASSAULT RIFLE HANDLING
- MAGIC (FIRE) 2 

•TIMELESS MYTHOCLAST

THIS WEAPON FIRES SINGLE FUSION BOLTS WITH EACH TRIGGER PULL. BOLTS OVERPENETRATE SMALL TARGETS.


•TEMPORAL UNLIMITER

KILLS GRANT A STACK OF OVERCHARGE. AT 3 STACK OF OVERCHARGE YOU MAY CHOOSE TO FIRE A CRAMR SHOT.

- FEARLESS 3D20
- ROTARY LAUNCHER HANDLING
- MAGIC (NULL) 1 

•INTO THE FRAY

IMBUED DAMAGE SPREADS KEYWORDS. THE BLAST RADIUS IS DOUBLED WHEN YOU HIT AN ENEMY THAT ALREADY HAS YOUR KEYWORD APPLIED.

- NEMESIS 2D20
- STRAIGHTBEAM RIFLE CONTROL
- MAGIC (PLASMA) 3 

•PLASMA COILS

KILLING AN ENEMY WITH PLASMA DAMAGE FROM ANY SOURCE GIVES ONE STACK TO THIS WEAPONS PLASMA COILS. STACKS UP TO 3 TIMES.

•POWER TRIP

WHILE AT MAX STACKS OF PLASMA COILS, THE BEAM CAUSES EXPLOSIONS WHERE IT HITS. YOU CAN DRAG THE BEAM ACROSS THE FLOOR UP TO 50FT HITTING ANYTHING WITHIN 10FT OF THE BEAM.