

- 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.

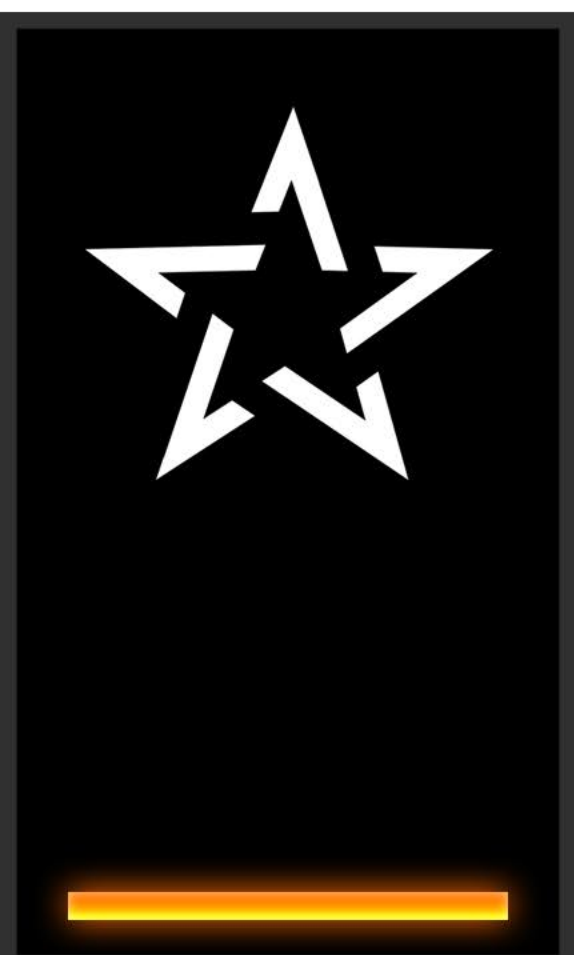
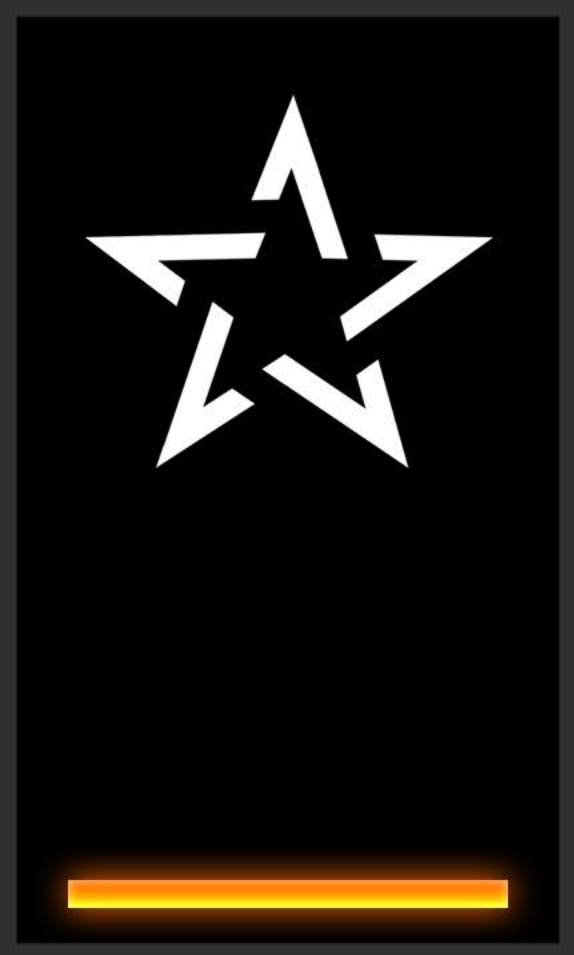
•EVENT HORIZON

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.



HELLFLOWER

DMR

POWERED KINETIC

3D12

PRECISION

5

•WITHERING ROSE

KILLS CREATE A WITHERING ROSE AT THE TARGETS LOCATION. TARGETS WITHIN 10FT OF THE ROSE HAVE THEIR ARMOR CLASS REDUCED BY -2T.

ICE BREAKER

SNIPER RIFLE

ENERGY

3D12

PRECISION

3

•NO BACKPACK

THIS WEAPON CREATES AMMO IN AN INTERNAL BATTERY. THIS BATTERY IS CAPABLE OF FIRING HIGH POWERED ENERGY BOLTS.

•ICE BREAKER

DEAL AN EXTRA 1D20 DAMAGE TO TARGETS FROZEN IN ICE.

NECROCHASM

ASSAULT RIFLE

KINETIC

2D12

CONTROL

2

•CURSEBRINGER

CRITICAL KILLS CAUSE CHAINING EXPLOSIONS FOR 2D20 DAMAGE IN A 10FT RADIUS

•DESPERATION

KILLS INCREASE THIS WEAPONS FIRERATE AND DAMEGE, ADDING 1D8 AND +1 AP TO ITS NEXT HIT DICE.

NIGHTFALL

REVOLVER

MAGIC (DARKNESS)

3D12

PRECISION

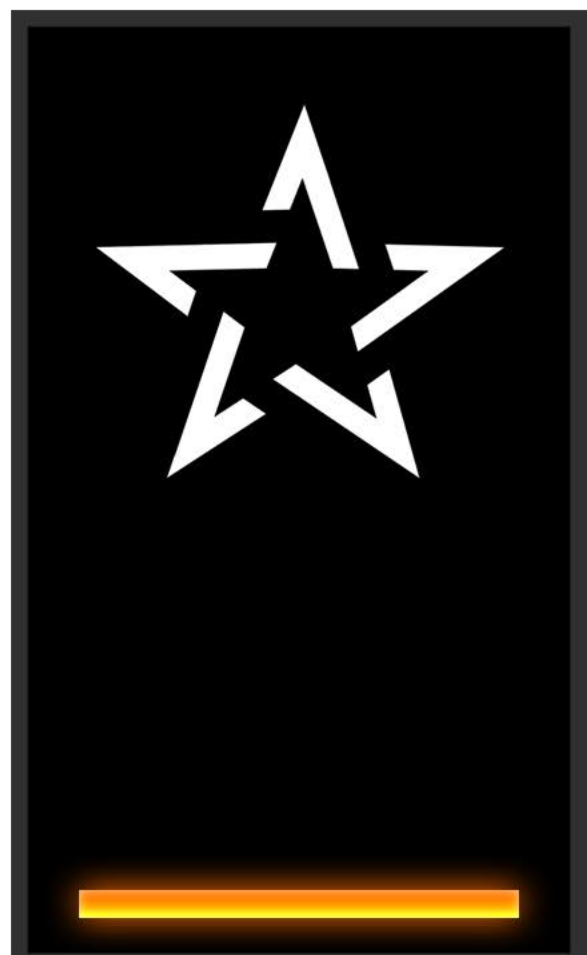
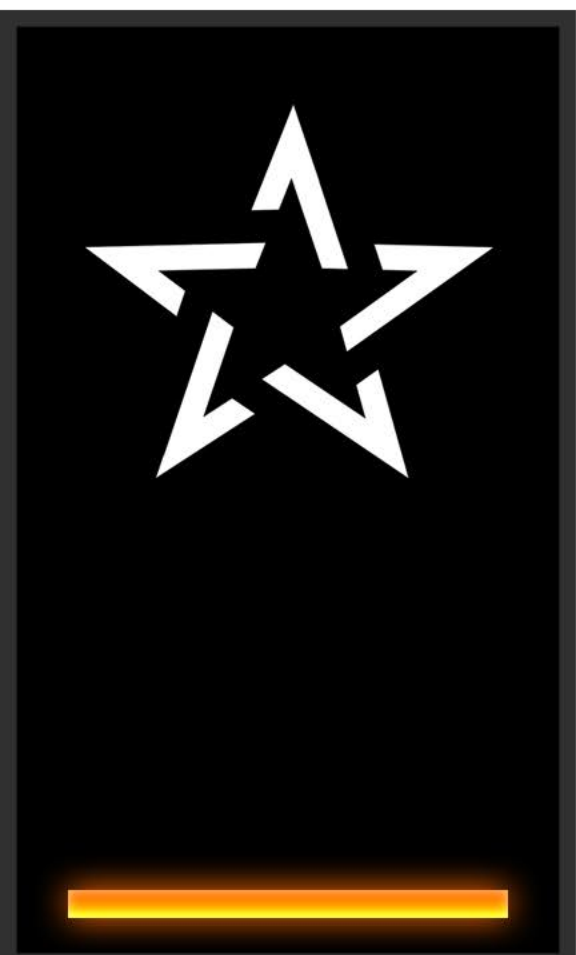
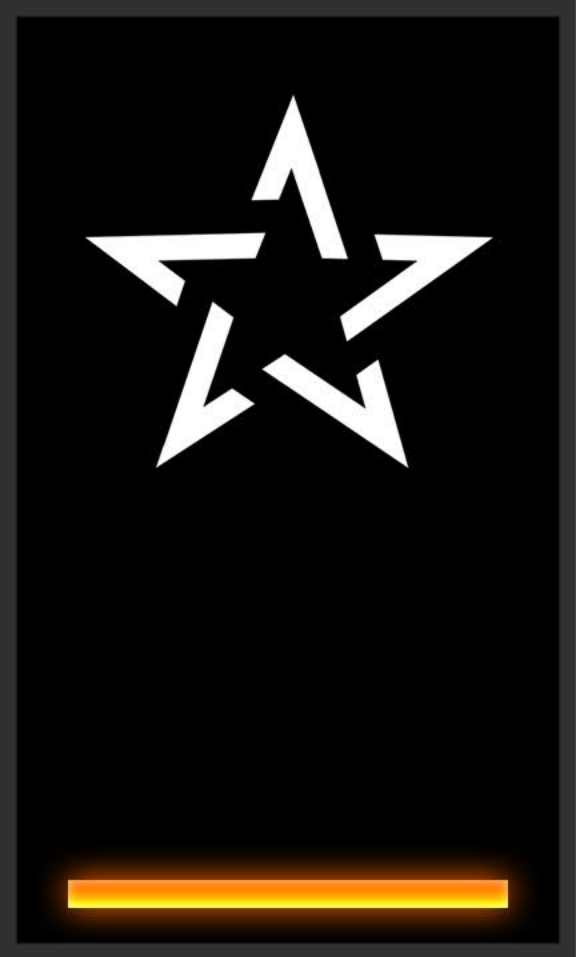
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•DARKBANE

KILLS CREATE A 15FT DARK FIELD. ENEMIES INSIDE THE DARK FIELD ARE BLUNDED.

•MOONFURY

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



- REVELATION 2D20
- SNIPER (BOLT) PRECISION
- MAGIC (FIRE) 5

### •FINAL INFERNO

CRITICAL KILLS CAUSE A MASSIVE EXPLOSION THAT CAUSES 4D20 DAMAGE IN A 25FT RADIUS.

- THUNDERHAWK 3D12
- DMR (LEVER) PRECISION
- KINETIC 4

### •DOUBLE FIRE

FIRE TWO SHOTS IN QUICK SUCCESSION IN ONE TRIGGER PULL. THE SECOND SHOT ELECTROCUTES TARGETS WITHIN 5FT OF ITS TRAJECTORY FOR 2D8 DAMAGE.

- VOID RIPPER 2D12
- ASSAULT RIFLE HANDLING
- MAGIC (VOID) 4

### •HYPER THREADING

THIS WEAPON IS OPTIMIZED TO FIRE FOR LONG PERIODS OF TIME. IT IS HIGHLY STABLE AND NEVER RUNS OUT OF AMMO.

### •COIL ACCELERANT

THIS WEAPON FIRES FASTER THE LONGER THE TRIGGER IS HELD. GAIN +1D8 OF DAMAGE EACH TURN, UP TO +4D8. RESETS WHEN THE TRIGGER IS LET GO.

- WIDOWS WEB 2D20
- STRAIGHTBEAM RIFLE HANDLING
- ENERGY 1

### •WIDOWS BITE

KILLING ENEMIES CREATES A REFRACTION CRYSTAL AT THE TARGETS LOCATION.

### •WEAVER

TARGETING A REFRACTION CRYSTAL REDIRECTS YOUR BEAM INTO NEARBY CREATURES OR CRYSTALS IN A 10FT RADIUS.