

THREADWHIP (40)

2D20

LASH OUT A BRIGHT GREEN WHIP OF ENERGY THAT REACHES UP TO 50FT. THE WHIP RIPS THROUGH ARMOR AND DOES CONSIDERABLE DAMAGE.



3

•FOCUS

THE WHIP YOU CAST TRAVELS UP TO 50FT.

•INSIGHT

HITTING AN ENEMY CAN CAUSE THEM TO BECOME SUSPENDED OR WOVEN.

•MOTION

CREATE TWO DIFFERENT WHIPS FROM EACH HAND. TARGET TWO ENEMIES OR ONE ENEMY TWICE.

CLONE WEAPON (20)

0

CREATE A CLONE OF ANOTHER PLAYERS EQUIPPED WEAPON, OR A WEAPON STORED IN YOUR ARSENAL. THIS WEAPON CAN BE EQUIPPED IN ONE OF YOUR TWO WEAPON SLOTS.



-

•FOCUS

THE CLONED AND ORIGINAL WEAPON WILL MATCH STACKS OR EFFECTS FROM MODS. STACKS OR BUFFS CANNOT BE LOST UNTIL BOTH PLAYERS TURNS HAVE PASSED WITH NO REFRESH.

•INSIGHT

THE WEAPON YOU CREATE DOES THREADWEAVING DAMAGE AND CAN SPREAD A MATCHING KEYWORD UPON CAUSING DAMAGE.

•MOTION

CLONE A WEAPON TEMPORARILY WITHOUT TAKING A WEAPON SLOT FOR 1 TURN.

SNARE WAVE (50)

0

CAST A WAVE OF THREADED MAGIC IN A 100FT CONE IN FRONT OF YOU. ENEMIES CAUGHT IN THE CONE BECOME SUSPENDED AND WOVEN.



-

•FOCUS

THE WAVE YOU CAST TRAVELS 200FT.

•INSIGHT

UPON BEING SNARED, THE THREADS SURROUNDING ENEMIES WILL RIP AWAY AT ARMOR, DETERIORATING IT BY 2L.

•MOTION

CREATE TWO DIFFERENT CONES FROM EACH HAND IN ANY DESIRED DIRECTIONS.