

- BREAKNECK 2D12
- ASSAULT RIFLE CONTROL
- KINETIC 3 ●

•ONSLAUGHT

ROLL DICE WITH ADVANTAGE ON MODS THAT INCREASE WEAPON RPM.

•POWER SOCKET

•POWER SOCKET

- CATAclysm 3D20
- ROTARY LAUNCHER HANDLING
- MAGIC (PULSEWEAVE) 5 ●

•ASUNDER

THE FIRST EXPLOSION FROM THIS WEAPON CREATES A LINGERING PULSEWEAVE BLAST FOR 2 ROUNDS. THE SECONDARY BLASTS WILL PUSH ENEMIES 10FT AWAY.

•BOOST SOCKET

•POWER SOCKET

- DEATH VALKYRIE 3D20
- LAUNCHER PRECISION
- MAGIC (BLOOM) 3 ▮

•HOLY FIRE

CRITICAL KILLS CREATE A HOLY RIFT. ON ANY TURN, USE BONUS ACTION TO TARGET A CREATURE WITH A HOLY BEAM FOR 1D10 DAMAGE ORIGINATING FROM EACH RIFT.

•BOOST SOCKET

•POWER SOCKET

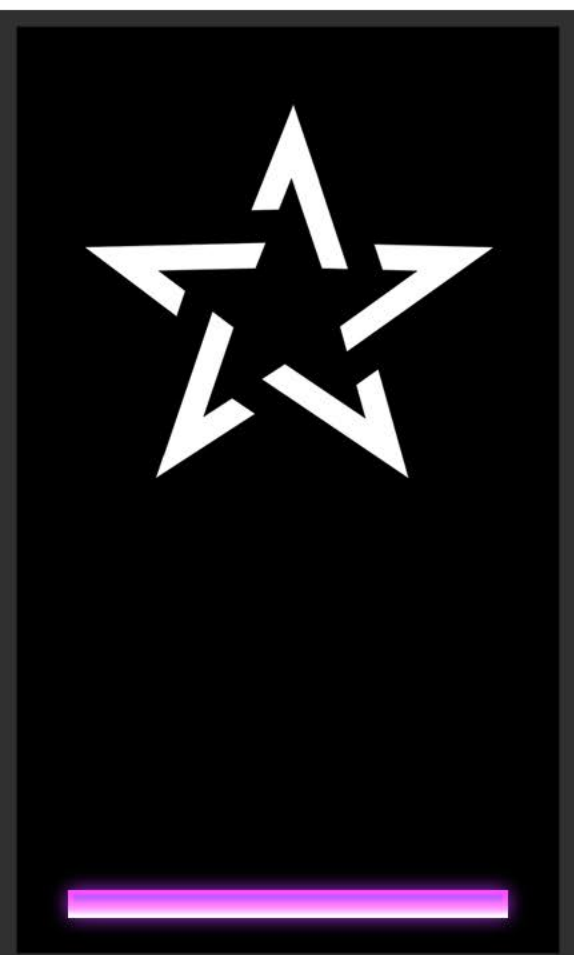
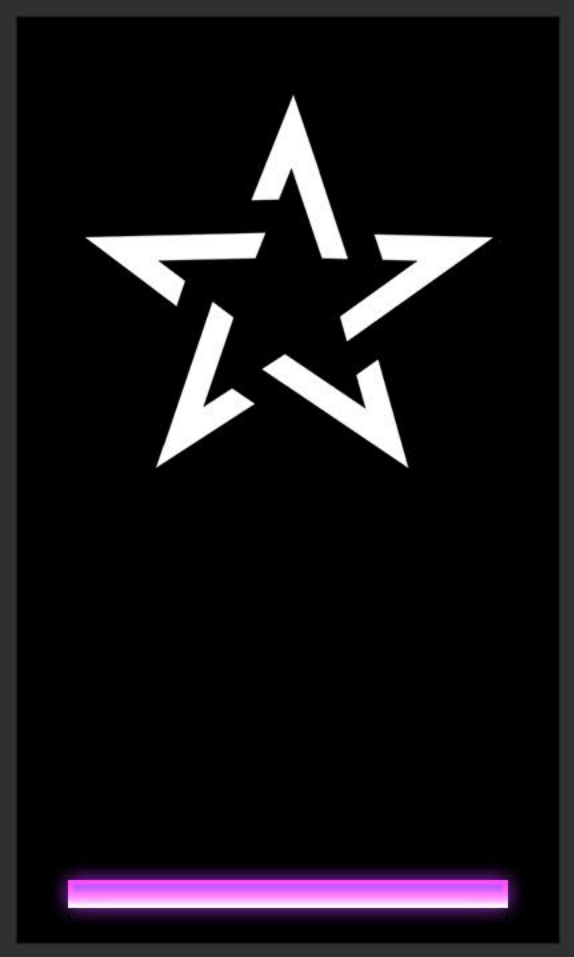
- FATEBRINGER 2D20
- REVOLVER PRECISION
- KINETIC 4 ●

•THE INEVITABLE

DOUBLES THE BLAST RADIUS ON MODS THAT CREATE EXPLOSIONS

•POWER SOCKET

•POWER SOCKET



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HAILSTORM

SMG

MAGIC (ICE)

3D8

HANDLING

1

•ICE BARRAGE

WHILE THE EFFECT OF A MOD IS ACTIVE, HITTING AN ENEMY ENCASES THEM. DEALING MORE THAN 20 (40 CRIT) DAMAGE CAUSES AN IMMEDIATE SHATTER.

•BOOST SOCKET

•POWER SOCKET

•POWER SOCKET

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PROMETHEUS

LMG

MAGIC (FIRE)

2D20

HANDLING

4

•FIRESTORM

STRIKING TARGETS CAUSE ENEMIES TO BURN. KILLS SPREAD THE BURNING EFFECT IN A 10FT RADIUS.

•POWER SOCKET

•POWER SOCKET

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SHADOWPULSE

SMG

MAGIC (PLASMA)

3D8

HANDLING

4

•STELLA NOVA

KILLING ENEMIES WITH A NON-PLASMA KEYWORD APPLIED CREATE A PLASMA BLAST IN A 10FT RADIUS FOR 2D12 DAMAGE. THIS BLAST IONIZES ENEMIES IT HITS.

•BOOST SOCKET

•BOOST SOCKET

•POWER SOCKET

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SMITE

SHOTGUN (PUMP)

MAGIC (BLOOM)

3D20

HANDLING

2

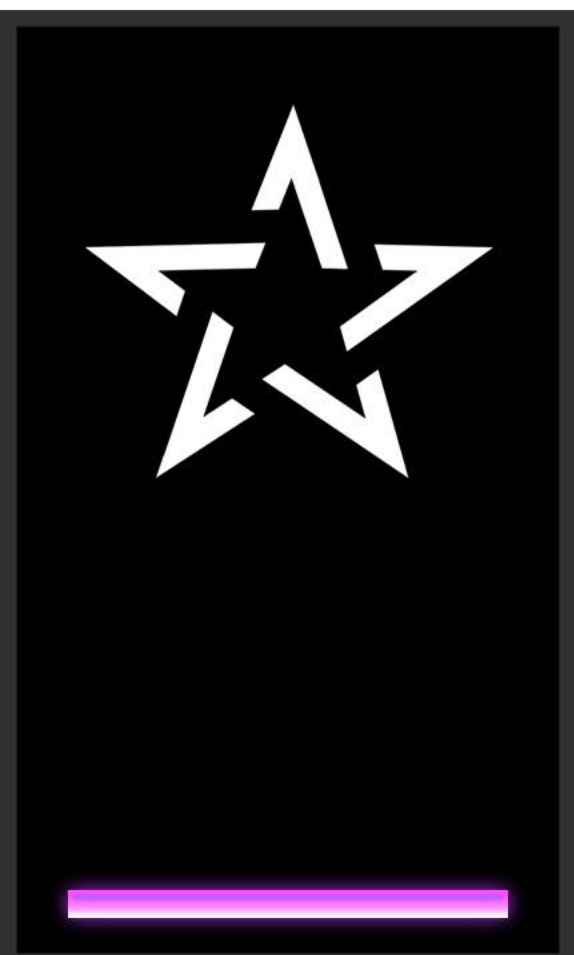
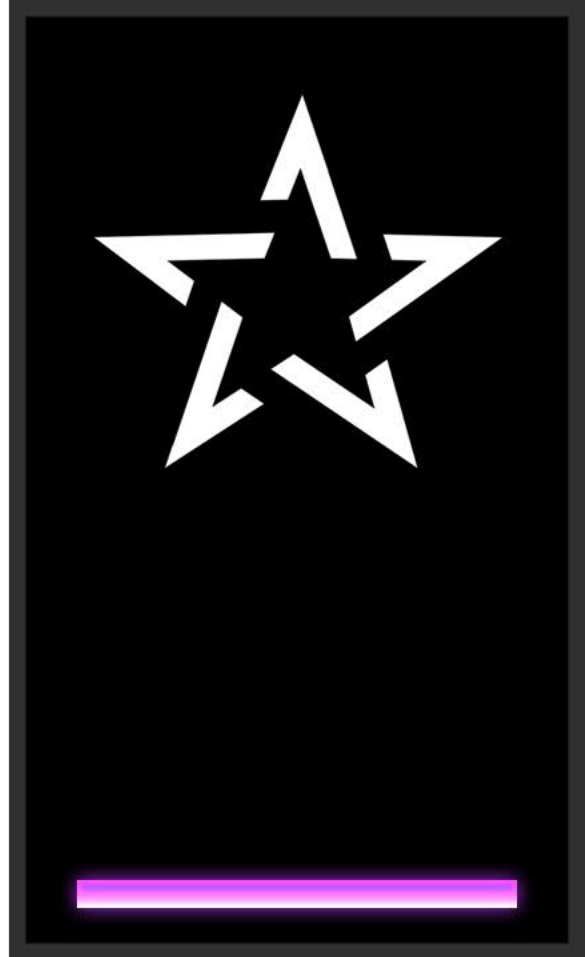
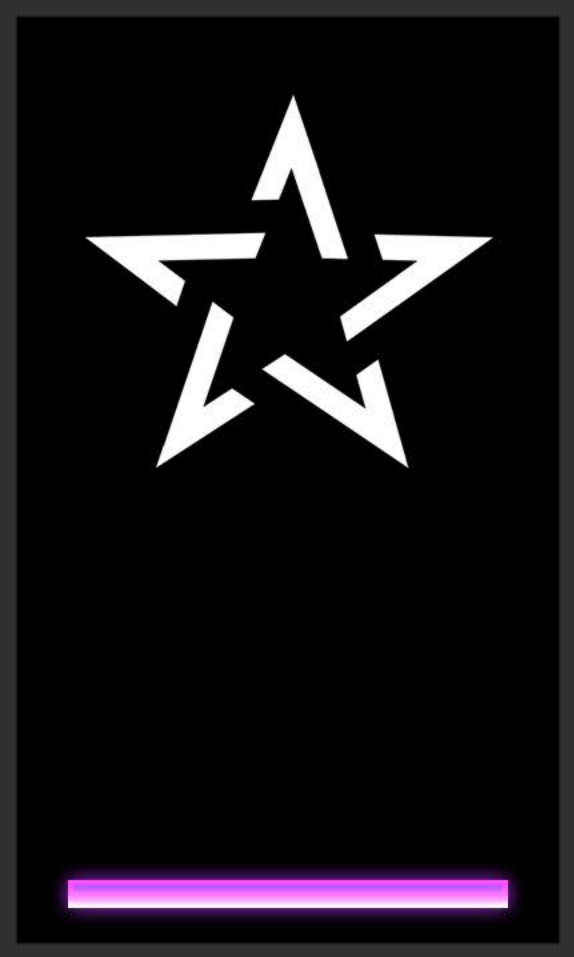
•PENANCE

DEALING DAMAGE GREATER THAN THIS WEAPONS MAXIMUM HIT DICE MAKES ENEMIES FRAGILE.

•BOOST SOCKET

•POWER SOCKET

•POWER SOCKET



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SPARKLE

PISTOL

MAGIC (TWILIGHT)

2D8

CONTROL

3

•3AM LUA REQUEST

STRIKING ENEMIES ENSURES THEY WILL IGNORE YOU THEIR NEXT TURN.

•BOOST SOCKET

•POWER SOCKET

•POWER SOCKET

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TRINITY

SHOTGUN (PUMP)

KINETIC

3D20

PRECISION

4

•OVERPUMP

USE YOUR ACTION TO OVERPUMP THE WEAPON, UP TO 2 TIMES. ROLL EXTRA HIT DICE EQUAL TO YOUR OVERPUMP.

•BOOST SOCKET

•BOOST SOCKET

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TRICKSLEEVE

SMG

ENERGY

2D8

HANDLING

3

•VORPAL WEAPON

DEAL AN EXTRA 1D8 DAMAGE TO BOSS AND MINIBOSS TYPE ENEMIES.

•BOOST SOCKET

•POWER SOCKET

•POWER SOCKET