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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.