

WORMHOLE (S)

3D12

USE THIS SPELL TO COLLIDE 2 OF YOUR PORTALS INTO EACHOTHER TO CREATE A WORMHOLE. THE WORMHOLE WILL PULL ENEMIES INTO IT WITHIN 30FT BY 10FT. ENEMIES THAT TOUCH THE WORMHOLE WILL TAKE DAMAGE. SMALL ENEMIES GET ERASED FROM EXISTENCE. LASTS 3 ROUNDS. THE COLLIDED PORTAL SET CANNOT BE RECREATED UNTIL THE WORMHOLE DISSAPATES.



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•FOCUS

THE WORMHOLE LASTS 5 ROUNDS.

•INSIGHT

YOU CAN COLLAPSE PORTALS ACROSS MIRRORED SETS.

•MOTION

COLLIDE ALL 4 OF YOUR PORTALS. DOUBLES ALL EFFECTS LISTED.

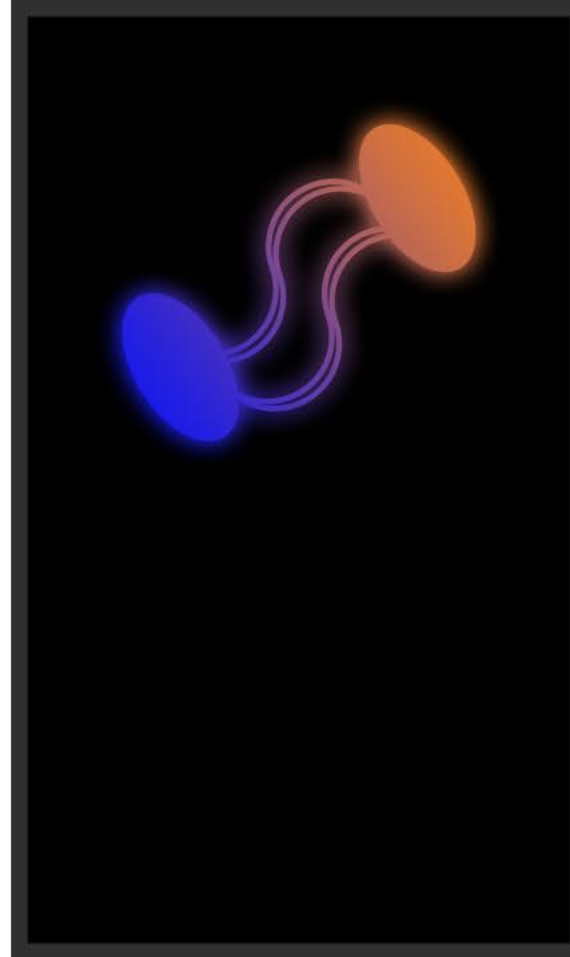
THREADED FELINE (P)

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YOU MAY SUMMON A THREADED FELINE WITH 60FT OF MOVEMENT. THE FELINE CAN SNAP THREADS FOR YOU AS AN ACTION, AND CAN CARRY OBJECT AROUND THE BATTLEFIELD.



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AMMO OVERCLOCKER

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EQUIPMENT THAT CAN BE PLACED ON THE GROUND. OVERCLOCKS THE AMMO SYNTHESIZERS ON YOUR ALLIES WITHIN 15FT. THIS GIVES KINETIC WEAPONS +1T AP AND OTHER BENEFITS FROM THE EQUIPMENT'S MODS.



•UNIQUE SOCKET

•UNIQUE SOCKET

•UNIQUE SOCKET

GRAPPLE DRONE

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USE A BONUS ACTION TO DEPLOY A DRONE WITH 30FT OF MOVEMENT. WHILE YOU ARE WITHIN 50FT OF THE DRONE, YOU CAN GRAPPLE TO IT AND MOVE ANYWHERE WITHIN 30FT OF IT. YOU CAN GRAPPLE TO THE DRONE WHILE ITS MOVING.



•UNIQUE SOCKET

•UNIQUE SOCKET

•UNIQUE SOCKET

MANALINK

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A DEVICE THAT CONNECTS TO YOU AND CAN CAST SPELLS AS A BONUS ACTION. SPELLS CAST THROUGH THE MANALINK COST DOUBLE MANA.



•UNIQUE SOCKET

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•UNIQUE SOCKET

VX6-RADIATOR

3DB

A SUFACE MINE THAT CAN BE THROWN ONTO THE FLOOR. WHEN AN IONIZED ZAP IS TRIGGERED WITHIN 25FT OF THE MINE, IT WILL RELEASE A 25FT HEAT BLAST THAT CAUSES DAMAGE AND STUNS SMALL ENEMIES.



•UNIQUE SOCKET

•UNIQUE SOCKET

•UNIQUE SOCKET



•EFFICIENCY MODULE

REDUCES THE MANA PENALTY WHEN USING THE MANALINK TO A 50% INCREASE.

•HOVERING RETRIEVAL

USE A BONUS ACTION TO RETRIEVE THE RADIATOR FROM ANY DISTANCE.

•HOVERING THROWS

THE RADIATOR SELF PROPELS ITS THROWS TO YOUR DESIRED POSITION IN ANY DISTANCE.

•IONIC BLASTS

THE RADIATOR RELEASES PLASMA BLASTS ON YOUR TURN THAT IONIZES ENEMIES WITHIN ITS RADIUS.

•REATOMIZATION

SPELLS CAST THROUGH THE MANALINK ALWAYS IONIZE ENEMIES.

•STABLIZER

UPON USING THE MANALINK, ROLL A D4. IF YOU ROLL A 4, NO MANA PENALTY INCURS.



- FINALITY'S AUGER 3D20
- CRAMR PRECISION
- MAGIC (FIRE) 2

•RUINSCRIBE'S FORGE

USE AN ALTERNATE FIREMODE TO SHOOT A RUINSCRIBE TURRET WITHIN 50FT OF YOU. THE TURRET WILL TARGET ITS CLOSEST ENEMY YOUR TURN FOR 1D12 DAMAGE.

•RUINSCRIBE'S VISION

STRIKING A TARGET WITH THE REGULAR FIREMODE WILL PAINT THE TARGET FOR THE RUINSCRIBE TURRET. TURRET SHOTS WHILE A TARGET IS PAINTED ARE EMPOWERED, AND DEAL 2D12 DAMAGE IN A 15FT RADIUS.

- ASTRAL NIGHTMARE 3D12
- ASSUALT RIFLE HANDLING
- ENERGY WEAVE 3

•IMMOLATION

GAIN ONE STACK OF IMMOLATION WHEN THIS WEAPON KILLS AND ENEMY, UP TO 5 STACKS. LOSE ONE STACK OF IMMOLATION WHEN KILLING NO ENEMIES WITH THIS WEAPON.

•ENDLESS NIGHTMARE

GAIN AN EXTRA +1D4 OF DAMAGE PER IMMOLATION STACK. ENEMIES KILLED WILL EXPLODE FOR 1D12 DAMAGE IN A 5FT RADIUS. IMMOLATION STACKS INCREASE THE BLAST RADIUS BY 5FT PER STACK. WHILE AT 5 IMMOLATION STACKS, EXPLOSIONS INCENERATE ENEMIES.

- MAGNIFICAT 3D12
- LMG HANDLING
- ENERGY WEAVE 5

•ADJUSTABLE RPM

THE RPM ON THIS WEAPON CAN BE ADJUSTED FOR A DESIRED EFFECT.

•450 RPM

DEAL 1T AP DAMAGE INSTEAD OF 5L. KILLS CREATE A LIGHTNING BOLT AT THE TARGETS LOCATION FOR 2D12 DAMAGE IN A 15FT RADIUS.

•800 RPM

CASTS YOUR LEVEL OF CHAIN LIGHTNING / 2 WHILE FIRING ON A TARGET.

•1200 RPM

DEAL 3D20 DAMAGE AT THE COST OF 4L AP.

- ROQUESTAR 3D20
- SHOTGUN (PUMP) HANDLING
- MAGIC (STARDUST) 4

•STARCRASH

HITS EMBED 1D6 + 2 STARLIGHT SLUGS INTO ENEMIES. IF 12 OR MORE SLUGS ARE EMBEDDED THEY WILL EXPLODE. EACH SLUG DEALS 1D6 DAMAGE WHEN DETONATED.

•NOVA AVENTUS

SHIMMERING EXPLOSIONS TRIGGER STARLIGHT SLUGS EARLY. IF THE ENEMY IS SHIMMERING WHEN THE STARLIGHT SLUGS EXPLODE, THE BLAST RADIUS IS TRIPLED.