

○	INFERNUS	2D20
○	SNIPER RIFLE	PRECISION
○	MAGIC (FIRE)	1 

## •SEARING HEAT

HITS CAUSE ENEMIES TO START BURNING. KILLS ON ENEMIES THAT ARE BURNING SPREAD NAPALM IN A 10FT RADIUS. ENEMIES INSIDE OF THIS NAPALM TAKE 1D12 DAMAGE.

## •SUNBLAST

ENEMIES THAT DIE WHILE INSIDE OF THE NAPALM CAUSE CHAINING EXPLOSIONS FOR 1D20 DAMAGE IN A 10FT RADIUS.

○	SLIPKNOT	4D12
○	DMR	-
○	ENERGY WEAVE (TW)	1 

## •PERFECT SPLIT

ROUNDS DO HEAVY DAMAGE AND DEAL BRUTAL CRITS. THEY CAN ALSO OVERPENETRATE ONE SMALL TARGET.

## •PERFECT STOP

KILLS CREATE A BLAST IN A 30FT RADIUS THAT SUSPENDS TARGETS.