



- CASCADE 3D12
- DMR -
- ENERGY WEAVE (TNL) 4

•CALCULATED

ROUNDS BOUCE OFF OF TARGETS, UP TO 3 TIMES. TARGETS HIT WILL BECOME REFELCTING.

•PINBALL

HITTING REFLECTING TARGETS DOES NOT COUNT TOWARDS THE BOUNCE TOTAL. TARGETS CAN ONLY BE HIT ONCE.

- CRY NO MERCY 2D12
- ASSAULT RIFLE CONTROL
- MAGIC (PLASMA) 4

•OVERCHARGED

ROUNDS IONIZE TARGETS ON HIT. KILLING AN IONIZED TARGET CAUSES A CHAIN OF 3 IONIZED ARCS INSTTEAD OF ONE.

•CHAIN REACTION

DEAL AN EXTRA 1D12 DAMAGE TO TARGETS THAT ARE IONIZED. IF THE OVERCHARGED IONIZED ARCS HIT ANOTHER IONIZED ENEMY THAT ENEMY WILL EXPLODE IN A 15FT RADIUS FOR 2D20 DAMAGE.

- ELECTROHOARD 1D20
- BREACH LAUNCHER HANDLING
- MAGIC (ELECTRICITY) 2

•SHOCK THERAPY

THE TARGET OR AREA HIT BECOMES ELECTRIFIED FOR 3 ROUNDS. WHILE ENEMIES ARE STUCK THEY HAVE THE SHOCKED EFFECT.

•OPEN CIRCUIT

ENEMIES THAT ARE STUCK WILL ELECTRIFY THE AREA AROUND THEM UPON DEATH.

- EXTRINERUM 2D12
- SMG HANDLING
- MAGIC (STARDUST) 4

•MAESTRO

THIS WEAPON FIRES EXPLOSIVE ROUNDS THAT HIT ALL TARGETS WITHIN 10FT AND MAKE THEM SHIMMERING.

•CRESCENDO

THE BLAST RADIUS AND DAMAGE ON SHIMMERING EXPLOSIONS IS TRIPILED WHEN DIRECTLY TRIGGERED BY THIS WEAPON.



○	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.