

- VEX MYTHOCLAST 2D20
- ASSAULT RIFLE HANDLING
- MAGIC (FIRE) 2 

•TIMELESS MYTHOCLAST

THIS WEAPON FIRES SINGLE FUSION BOLTS WITH EACH TRIGGER PULL. BOLTS OVERPENETRATE SMALL TARGETS.


•TEMPORAL UNLIMITER

KILLS GRANT A STACK OF OVERCHARGE. AT 3 STACK OF OVERCHARGE YOU MAY CHOOSE TO FIRE A CRAMR SHOT.

- FEARLESS 3D20
- ROTARY LAUNCHER HANDLING
- MAGIC (NULL) 1 

•INTO THE FRAY

IMBUED DAMAGE SPREADS KEYWORDS. THE BLAST RADIUS IS DOUBLED WHEN YOU HIT AN ENEMY THAT ALREADY HAS YOUR KEYWORD APPLIED.

- NEMESIS 2D20
- STRAIGHTBEAM RIFLE CONTROL
- MAGIC (PLASMA) 3 

•PLASMA COILS

KILLING AN ENEMY WITH PLASMA DAMAGE FROM ANY SOURCE GIVES ONE STACK TO THIS WEAPONS PLASMA COILS. STACKS UP TO 3 TIMES.

•POWER TRIP

WHILE AT MAX STACKS OF PLASMA COILS, THE BEAM CAUSES EXPLOSIONS WHERE IT HITS. YOU CAN DRAG THE BEAM ACROSS THE FLOOR UP TO 50FT HITTING ANYTHING WITHIN 10FT OF THE BEAM.