

BANNER OF WAR (90)

CREATE A PULSING BANNER THAT IS ATTACHED TO YOU. IT PULSES ONCE ON YOUR TURN. THE ENERGY EMITTED FROM THE PULSE HEALS WOUNDS OF ALLIES FOR 3HP WITHIN 50FT. LASTS 4 ROUNDS.



•FOCUS

HEAVY FOCUS ON THE BANNER EXTENDS THE EFFECT TO 6 ROUNDS.

•INSIGHT

INCREASES THE RANGE OF THE PULSE TO 75FT.

•MOTION

SLAM THE BANNER INTO THE GROUND, SO THAT DOES NOT FOLLOW YOU.

ADVANCED REWIRE (30)

TARGET A NON-ORGANIC ENEMY WITHIN 20FT TO REWIRE. THE ENEMY CAN BE CONTROLLED NEXT TURN.



•FOCUS

HARDEN THE ARMOR ON THE ENEMY THAT IS REWIRED, GIVING IT 50% DAMAGE RESISTANCE WHILE BEING CONTROLLED.

•INSIGHT

SENSE WHATEVER THE CONTROLLED ENEMY IS ABLE TO DETECT.

•MOTION

QUICK ACTION ALLOWS YOU TO CONTROL THE REWIRED ENEMY THIS TURN.

MINDSPUN INVOCATION (60)

EMPOWER YOUR WEAPON WITH THREADED ENERGY. KILLING ENEMIES WITH IT CAUSES A SUSPENDING BURST AT THEIR LOCATION 15FT WIDE. THE EFFECT LASTS 4 ROUNDS.



•FOCUS

HEAVY FOCUS ON THE YOUR POWER EXTENDS THE EFFECT TO 6 ROUNDS.

•INSIGHT

THE SUSPENDING BURST NOW CAUSES ENEMIES TO BECOME WOVEN ALSO.

•MOTION

WRAP YOUR WEAPON WITH THREADS, ADDING AN EXTRA IDS OF THREADWEAVING DAMAGE TO YOUR HIT..

WHIRLING MAELSTROM (60) 2D12

THROW A WHILING SPOOL OF ENERGY THAT CAN BE MOVED EACH TURN. IT LASTS 5 ROUNDS AND HAS A SPEED OF 30. IT DAMAGES ENEMIES WITHIN 5FT OF IT EACH TURN.



•FOCUS

HEAVY FOCUS ON THE SPOOL ALLOWS IT TO LAST 7 ROUNDS.

•INSIGHT

INCREASE THE DAMAGE OF THE SPOOL TO 3D12, AND THE DAMAGE RADIUS TO 10FT.

•MOTION

THROW THE SPOOL SOME WITH FORCE, INCREASING ITS SPEED TO 50.