

# NEW GRIM SORT

### Gear Cultist (45% | Max L 8)

Hit Die: D8 | Medium Armor. Spend omen die to automatically repair gear cultist tech item. Advantage when trying to determine usage of tech item. Ignores reload item tag on firearms at 5th level. Starting Equipment: Light Armor, Matchlock Pistol, 3 bullets.

# NEW TECH WEAPONS

WEAPON	DAMAGE	ITEM TAGS	WEIGHT
Fire Lance	D8	Ignite, Friendly Fire (10)	3
Matchlock Pistol	D6+2	Pierce, Reload, Loud.	I
Musket Rifle	D10+2	Pierce, Reload, Loud.	3
Wheel lock Rifle*	D8	Reload (2), Loud.	3
Wheel lock Pistol**	D4	Reload (2), Loud.	2
Musket Sniper	D12+4	Pierce, Reload (2), Loud.	3
Grenade	2D6	Thrown, Friendly Fire (25)	I

\*Wheel lock rifle holds 4 rounds. \*\*Wheel lock pistol holds 6 rounds.

- **Ignite**: On a critical hit, you set the target on fire. Once a target is set a light, the fire lance is destroyed.
- Friendly Fire: The % chance that a rolled attack will hit an allied target if they are in proximity.
- **Pierce**: Ignores DR granted by armor.
- Loud: A weapon that is loud draws attention, if in a dungeon or other dangerous location, roll on the random encounters table when the weapon is used.
- **Reload (X)**: Reload (X) is the number of rounds it takes to reload and fire the weapon again.

### NEW GRIM SORT

#### Harlequin (5% | Max L 6) Hit Die: D4 | Light Armor.

Spend omen die to force any die to be rerolled. Advantage on one die roll of your choice per session. Disadvantage on one die roll of your choice per session. Starting Equipment: Light Armor, Dagger, Harlequin Mask.

## NEW GRIM SORT

#### Pugilist

Hit Die: D12 | Cannot wear armor, or use shields. Spend omen die to stun enemy with HD equal to L or lower. Kick, fist, and headbutt deal D4 damage. Add half your might to unarmed melee damage starting at 5th level. Starting Equipment: Brass knuckles, leather boots, cloth binding.

WEAPON	DAMAGE	ITEM TAGS	WEIGHT
Brass Knuckles*	+1	- /	I
Katar*	тDб		2

\*Treat as unarmed weapons when used by Pugilist.