

**MALEFACTOR**  
Uncommon

**Undignified Shotgun**

Shotgun

ACCURACY	2-7: 1 0
	8-15: 2 0
	16+: 1 1
MOD	PER + MOD
DAMAGE	
	RANGE 4SQ

**1d8**

If Range 3+: +3 Accuracy.  
-1 DMG Mod.

ELEMENT

**FERIORE**  
Uncommon

**Unrefined Pistol**

Pistol

ACCURACY	2-7: 1 0
	8-15: 2 0
	16+: 3 0
MOD	PER + MOD
DAMAGE	
	RANGE 5SQ

**2d4**

Swap/Reload: 1d6 Grenade Damage.  
-3 ACC Mod.

ELEMENT

**BLACKPOWDER**  
Uncommon

**Unrefined Sniper**

Sniper Rifle

ACCURACY	2-7: 0 0
	8-15: 1 0
	16+: 1 1
MOD	PER + MOD
DAMAGE	
	RANGE 8SQ

**1d10**

If Range 3+: +3 Accuracy.  
+2 ACC Mod.  
+3 Crit Damage.

ELEMENT

**INPERIUS**  
Uncommon

**Undignified Sniper**

Sniper Rifle

ACCURACY	2-7: 0 0
	8-15: 1 0
	16+: 1 1
MOD	PER + MOD
DAMAGE	
	RANGE 8SQ

**1d10**

If Range 3+: +3 Accuracy.  
+2 ACC Mod.  
-2 DMG Mod.

ELEMENT

**FERIORE**  
Uncommon

**Unrefined SMG**

SMG

ACCURACY	2-7: 2 0
	8-15: 3 0
	16+: 5 0
MOD	PER + MOD
DAMAGE	
	RANGE 5SQ

**1d4**

Swap/Reload: 1d6 Grenade Damage.  
-3 ACC Mod.  
+1d6 Damage.

ELEMENT

**DAHIA**  
Uncommon

**Unrefined Shotgun**

Shotgun

ACCURACY	2-7: 0 0
	8-15: 2 0
	16+: 1 1
MOD	PER + MOD
DAMAGE	
	RANGE 4SQ

**1d8**

If Range 2 or less: +2 Damage.  
Burst: +1 Hit.  
+1 ACC Mod.

ELEMENT

**DAHIA**  
Uncommon

**Undignified SMG**

SMG

ACCURACY	2-7: 2 0
	8-15: 3 0
	16+: 5 0
MOD	PER + MOD
DAMAGE	
	RANGE 5SQ

**1d4**

Burst: +1 Hit.  
+1 ACC Mod.

ELEMENT

**DAHIA**  
Uncommon

**Unrefined Rifle**

Combat Rifle

ACCURACY	2-7: 1 0
	8-15: 3 0
	16+: 3 1
MOD	PER + MOD
DAMAGE	
	RANGE 6SQ

**1d6**

Burst: +1 Hit.  
+1 ACC Mod.

ELEMENT

**HYPERIUS**  
Uncommon

**Unrefined Launcher**

Rocket Launcher

ACCURACY	2-7: 0 0
	8-15: 1 0
	16+: 1 1
MOD	PER + MOD
DAMAGE	
	RANGE 4SQ

**1d12**

Splash.  
+2 ACC Mod.  
-2 DMG Mod.

ELEMENT



**SKULLJUGGER** Rifle

**Pleasant Rifle**



ACCURACY	2-7: 1 0
	8-15: 3 0
MOD	16+: 3 1
DAMAGE	

1d6 PER + MOD


RANGE 6SQ

ELEMENT 

+4 DMG Mod.  
Overheat: 1d8.

**BLACKPOWDER** Shotgun

**Well Mannered Shotgun**



ACCURACY	2-7: 1 0
	8-15: 2 0
MOD	16+: 1 1
DAMAGE	

1d8 PER + MOD


RANGE 4SQ

ELEMENT

If Range 2 or less: +2 Damage. +4 Crit Damage.  
+2 ACC Mod.

**STEHER** Uncommon Combat Rifle


**Undignified Rifle**



ACCURACY	2-7: 1 0
	8-15: 3 0
MOD	16+: 3 1
DAMAGE	

1d6 PER + MOD

RANGE 6SQ

ELEMENT 

Extra Attack.  
-3 ACC Mod.

**DAHIA** Rifle Sniper Rifle

**Well Mannered Sniper**



ACCURACY	2-7: 0 0
	8-15: 1 0
MOD	16+: 1 1
DAMAGE	

1d10 PER + MOD

RANGE 8SQ

ELEMENT 

If Range 3+: +3 Accuracy.  
Burst: +1 Hit.  
+2 ACC Mod.  
+1d6 Damage.

**FERIORE** Shotgun

**Well Mannered SMG**



ACCURACY	2-7: 2 0
	8-15: 3 0
MOD	16+: 5 0
DAMAGE	

1d4 PER + MOD

RANGE 5SQ

ELEMENT 

Swap/Reload: 1d8 Grenade Damage.  
+1d6 Damage.  
-2 ACC Mod.

**TORQUE** Rare Combat Rifle

**Well Mannered Rifle**



ACCURACY	2-7: 0 0
	8-15: 3 0
MOD	16+: 3 1
DAMAGE	

1d6 PER + MOD

RANGE 6SQ

ELEMENT 

Splash.  
-2 ACC Mod.  
+1d6 Damage.

**INPERIUS** Rifle Sniper Rifle

**Pleasant Sniper**



ACCURACY	2-7: 0 0
	8-15: 1 0
MOD	16+: 1 1
DAMAGE	

1d10 PER + MOD

RANGE 8SQ

ELEMENT 

If Range 3+: +3 Accuracy.  
+3 ACC Mod.  
-2 DMG Mod.

**MALEFACTOR** Shotgun


**Pleasant Shotgun**



ACCURACY	2-7: 1 0
	8-15: 2 0
MOD	16+: 1 1
DAMAGE	

1d8 PER + MOD


RANGE 4SQ

ELEMENT 

If Range 2 or less: +2 Damage.

**ALIAS!** Rare Pistol

**Well Mannered Pistol**



ACCURACY	2-7: 1 0
	8-15: 2 0
MOD	16+: 3 0
DAMAGE	

2d4 PER + MOD

RANGE 5SQ

ELEMENT

+3 DMG Mod.



**HYPERIUS**  
Common

**Artsy SMG**

Accuracy: 2-7: 2 0  
8-15: 3 1  
16+: 5 1

MOD: 2 4

DAMAGE: 5 1

RANGE: 5SQ

MOD: 2 4

Element: Common

+1 ACC Mod.  
-2 DMG Mod.

Knockback 1.

**FERIORE**  
Rare

**War-Won**

Accuracy: 2-7: 2 0  
8-15: 3 0  
16+: 2 1

MOD: 1 8

DAMAGE: 2 1

RANGE: 6SQ

MOD: 1 8

Element: Biohazard

Swap/Reload: 1d8 Grenade Damage.  
-2 ACC Mod.

**SKULLJUGGER**  
Rare

**V for Victory**

Accuracy: 2-7: 1 0  
8-15: 2 0  
16+: 2 1

MOD: 2 0 8

DAMAGE: 2 1

RANGE: 4SQ

MOD: 2 0 8

Element: Common

If Range 2 or less: +2 Damage.  
Overheat: 1d8.  
+4 DMG Mod.

**BLACK POWDER**  
Common

**Artsy Rifle**

Accuracy: 2-7: 2 0  
8-15: 3 0  
16+: 2 1

MOD: 1 8

DAMAGE: 2 1

RANGE: 6SQ

MOD: 1 8

Element: Common

+2 ACC Mod.  
+2 Crit Damage.

Knockback 1.

**SKULLJUGGER**  
Epic

**Artsy Sniper**

Accuracy: 2-7: 0 0  
8-15: 1 0  
16+: 1 1

MOD: 1 1 2

DAMAGE: 1 1

RANGE: 8SQ

MOD: 1 1 2

Element: Common

If Range 3+: +3 Accuracy.  
+5 DMG Mod.

Overheat: 1d10.  
Knockback 1.

**BLACK POWDER**  
Rare

**Quite Sharp**

Accuracy: 2-7: 1 0  
8-15: 2 0  
16+: 2 1

MOD: 1 0 6

DAMAGE: 2 1

RANGE: 5SQ

MOD: 1 0 6

Element: Common

+3 ACC Mod.  
+4 Crit Damage.

**DAPHIA**  
Uncommon

**Artsy Shotgun**

Accuracy: 2-7: 1 0  
8-15: 2 0  
16+: 2 1

MOD: 2 0 8

DAMAGE: 2 1

RANGE: 4SQ

MOD: 2 0 8

Element: Common

If Range 2 or less: +2 Damage.  
Burst: +1 Hit.

+3 ACC Mod.  
Knockback 1.

**MALEFACTOR**  
Uncommon

**Artsy Launcher**

Accuracy: 2-7: 1 0  
8-15: 1 0  
16+: 1 1

MOD: 2 1 0

DAMAGE: 1 1

RANGE: 4SQ

MOD: 2 1 0

Element: Common

Splash.  
-1 DMG Mod.

Knockback 1.

**ALIAS!**  
Rare

**Rule's Lawyer**

Accuracy: 2-7: 2 0  
8-15: 3 1  
16+: 5 1

MOD: 2 0 4

DAMAGE: 5 1

RANGE: 5SQ

MOD: 2 0 4

Element: Common

+3 DMG Mod.

Let me see the book



**DAHIA**  
Rare

**Musical Rifle**

Accuracy: 2-7: 2 0  
8-15: 3 0  
16+: 2 1

MOD: 1d8

DAMAGE: +

RANGE: 6SQ

PER: + MOD

Element:

Burst: +1 Hit.  
+2 ACC Mod.

Explosive +2d6.  
Charge 5.

Weak Against:

**STEHR**  
Epic

**Musical Launcher**

Accuracy: 2-7: 1 0  
8-15: 1 0  
16+: 1 1

MOD: 2d10

DAMAGE: +

RANGE: 4SQ

PER: + MOD

Element:

Splash.  
Extra Attack.

Charge 5.

**ALASI**  
Uncommon

**Artsy Pistol**

Accuracy: 2-7: 1 0  
8-15: 2 0  
16+: 2 1

MOD: 1d6

DAMAGE: +

RANGE: 5SQ

PER: + MOD

Element:

+2 DMG Mod.  
Knockback 1.

**Flame Shroom**

Strong Against:

Weak Against:

Action 1  
**Fire Blast**  
Deal 3d6 Damage. Take 1d6 less Damage from Attack.  
Deal +1d6 less Damage taken.

Action 2  
**Rage**  
Add 1d6 per 5 Damage taken to next Attack.  
Deal +1d6 Damage.

Action 3  
**Fissure**  
Take half Damage from Attack.  
Take no Damage instead.

Search Bonus +1  
Deals 1 Damage each time it takes Damage

Health: 50  
+20 Health

Element:

**STEHR**  
Common

**Musical Pistol**

Accuracy: 2-7: 1 0  
8-15: 2 0  
16+: 2 1

MOD: 1d6

DAMAGE: +

RANGE: 5SQ

PER: + MOD

Element:

Extra Attack.  
-3 ACC Mod.

Charge 5.

**ALASI**  
Uncommon

**Musical Shotgun**

Accuracy: 2-7: 0 0  
8-15: 2 0  
16+: 2 1

MOD: 2d8

DAMAGE: +

RANGE: 5Q

PER: + MOD

Element:

If Range 2 or less: +2 Damage.  
Charge 5.  
+2 DMG Mod.

**Corrosive Shroom**

Strong Against:

Weak Against:

Action 1  
**Toxic**  
Deal 1d8 Damage plus roll 1d6 Damage each Turn after this one.  
Deal +1d6 Damage.

Action 2  
**Teleport**  
Take no Damage from enemy Attack.  
Deal 1d8 Damage.

Action 3  
**Mega Drain**  
Deal 2d6 Damage.  
Gain Health equal to Damage Deal.

Search Bonus +2  
Increased Starting Health

Health: 60  
+20 Health

Element:

**DAHIA**  
Common

**Musical SMG**

Accuracy: 2-7: 2 0  
8-15: 3 1  
16+: 5 1

MOD: 2d4

DAMAGE: +

RANGE: 5SQ

PER: + MOD

Element:

Burst: +1 Hit.  
Charge 5.

**TORGUE**  
Rare

**Musical Sniper**

Accuracy: 2-7: 0 0  
8-15: 1 0  
16+: 1 1

MOD: 1d12

DAMAGE: +

RANGE: 8SQ

PER: + MOD

Element:

If Range 3+: +3 Accuracy.  
Splash.  
-2 ACC Mod.  
Charge 5.



**FERIORE**  
Lightning

**Abhorrent Ignitor**

Accuracy: 2-7: 1 0  
8-15: 2 0  
MOD: 16+: 2 1

DAMAGE: 1d6

RANGE: 5SQ

Element: Lightning

Swap/Reload: 1d12 Grenade Damage.  
Incendiary + 1db.

Enemies cannot stay within 1 square while equipped.

**NET GUN**

Unique Rifle

Accuracy: 2-7: 7CS  
8-15: 10CS  
MOD: 16+: 15CS

CHARGES: Once Per Encounter

RANGE: 4SQ

Accuracy Roll determines Capture Strength (CS), then the Target makes Strength Roll (1d20+1/5 remaining Health, rounded up).  
If the Target Strength roll is lower than CS, the Target is *Captured*.  
Targets cannot move or take actions until they succeed a Strength Roll.

**Frost Shroom**

Strong Against Weak Against

Element: Frost

Health: 50

Search Bonus +3  
Increased Search Bonus +20 Health

Action 1: **Ice Beam**  
Deals 2d6 Damage. Target deals 1d6 less Damage this Turn.  
+1d6 Damage.

Action 2: **Blizzard**  
Take half Damage from Attack.  
Deal 1d6 Damage.

Action 3: **Ice Wind**  
Take and Deal 2d6 Damage.  
Take 1d6 less Damage.

**TORQUE**  
Exp

**Crass Cutter**

Accuracy: 2-7: 1 0  
8-15: 2 0  
MOD: 16+: 2 1

DAMAGE: 2d8

RANGE: 4SQ

Element: Explosive

%\*-\$#@!

If Range 2 or less: +2 Damage. -1 ACC Mod.  
Splash.

**NET GUN**

Unique Rifle

Accuracy: 2-7: 7CS  
8-15: 10CS  
MOD: 16+: 15CS

CHARGES: Once Per Encounter

RANGE: 4SQ

Accuracy Roll determines Capture Strength (CS), then the Target makes Strength Roll (1d20+1/5 remaining Health, rounded up).  
If the Target Strength roll is lower than CS, the Target is *Captured*.  
Targets cannot move or take actions until they succeed a Strength Roll.

**Shock Shroom**

Strong Against Weak Against

Element: Shock

Health: 50

Search Bonus +1  
Deals Bonus Damage +20 Health

Action 1: **Thunder Wave**  
Deals 3d6+2 Damage. If 10 or more, enemy is Stunned.  
If 5 or more instead.

Action 2: **Swift**  
Deals 1d6+2 Damage before and after the Enemy attacks.  
Take 1d6 less Damage.

Action 3: **Defense Curl**  
Prevent half damage.  
Prevent all Damage instead.

**TORQUE**  
Exp

**Standing Ovation**

Accuracy: 2-7: 2 0  
8-15: 3 0  
MOD: 16+: 2 1

DAMAGE: 1d8

RANGE: 6SQ

Element: Explosive

Splash.  
-2 ACC Mod.

**NET GUN**

Unique Rifle

Accuracy: 2-7: 7CS  
8-15: 10CS  
MOD: 16+: 15CS

CHARGES: Once Per Encounter

RANGE: 4SQ

Accuracy Roll determines Capture Strength (CS), then the Target makes Strength Roll (1d20+1/5 remaining Health, rounded up).  
If the Target Strength roll is lower than CS, the Target is *Captured*.  
Targets cannot move or take actions until they succeed a Strength Roll.

**NET GUN**

Unique Rifle

Accuracy: 2-7: 7CS  
8-15: 10CS  
MOD: 16+: 15CS

CHARGES: Once Per Encounter

RANGE: 4SQ

Accuracy Roll determines Capture Strength (CS), then the Target makes Strength Roll (1d20+1/5 remaining Health, rounded up).  
If the Target Strength roll is lower than CS, the Target is *Captured*.  
Targets cannot move or take actions until they succeed a Strength Roll.



**Precise Device**

BLACKP&WIDER Epic

Shogun

ACCURACY	2-7: 1 0
	8-15: 2 0
	16+: 2 1
MOD	
DAMAGE	
2d8	PER + MOD
RANGE	45Q

ELEMENT

If Range 3+ : +2 Damage. +5 Crit Damage.  
+2 ACC Mod.

**Clutching Pearls**

FERIORE Legendary

S&MG

ACCURACY	2-7: 2 0
	8-15: 3 1
	16+: 5 1
MOD	
DAMAGE	
2d4	PER + MOD
RANGE	55Q

ELEMENT

Swap/Reload: 1d12 Grenade Damage.  
Shock +1d6.

*I'm shocked! Well not that shocked.*

**Unpleasant Element**

MALEFACTOR Epic

Super Rifle

ACCURACY	2-7: 0 0
	8-15: 1 0
	16+: 1 1
MOD	
DAMAGE	
1d12	PER + MOD
RANGE	85Q

ELEMENT

If Range 3+ : +3 Accuracy.  
Incendiary +1d6.

**Dove of Peace**

STEHER Legendary

Super Rifle

ACCURACY	2-7: 0 0
	8-15: 1 0
	16+: 1 1
MOD	
DAMAGE	
1d12	PER + MOD
RANGE	85Q

ELEMENT

If Range 3+ : +3 Accuracy.  
Extra Movement.  
Shock +1d6.

*Cherish peace with all your heart*

**Raucous Writer**

VANGUARD Epic

Comet Rifle

ACCURACY	2-7: 2 0
	8-15: 3 0
	16+: 2 1
MOD	
DAMAGE	
1d8	PER + MOD
RANGE	65Q

ELEMENT

Splash.  
-2 ACC Mod.

**Dramatic Entrance**

STEHER Epic

Rocket Launcher

ACCURACY	2-7: 0 0
	8-15: 0 0
	16+: 1 1
MOD	
DAMAGE	
2d10	PER + MOD
RANGE	45Q

ELEMENT

Splash.  
Extra Attack.  
-1 ACC Mod.

**Blood's Port**

BLACKP&WIDER Legendary

Pistol

ACCURACY	2-7: 1 0
	8-15: 2 0
	16+: 2 1
MOD	
DAMAGE	
1d6	PER + MOD
RANGE	55Q

ELEMENT

+2 ACC Mod.  
+6 Crit Damage.

*Smaller bullets*

**Touch of the Vapours**

MALEFACTOR Epic

Rocket Launcher

ACCURACY	2-7: 1 0
	8-15: 1 0
	16+: 1 1
MOD	
DAMAGE	
2d10	PER + MOD
RANGE	45Q

ELEMENT

Splash.  
Corrosive +2d6.

**Top of the Pile**

FERIORE Epic

Pistol

ACCURACY	2-7: 1 0
	8-15: 2 0
	16+: 2 1
MOD	
DAMAGE	
1d6	PER + MOD
RANGE	55Q

ELEMENT

Swap/Reload: 1d10 Grenade Damage.  
Corrosive +1d6.



**BLIGHTED POWER**

7  
Pistol

**FERIORE**  
Legendary

ACCURACY: 2-7: 1 0  
8-15: 2 0  
MOD: 16+: 2 1

DAMAGE

1d6

RANGE 5SQ

PER + MOD

Swap/Reload: 1d12 Grenade Damage.

Do you have the slightest idea how little that narrows it down?

ELEMENT:

**ICE BOX DELIVERY SYSTEM**

8  
Rocket Launcher

**SKULLCRACKER**  
Rare

ACCURACY: 2-7: 1 0  
8-15: 1 0  
MOD: 16+: 1 1

DAMAGE

2d10

RANGE 4SQ

PER + MOD

Splash.  
+4 DMG Mod.

Overheat: 1d8.

ELEMENT:

**ERODED TOADSTOOL**

1  
SWS

**MALEFACTOR**  
Legendary

ACCURACY: 2-7: 2 0  
8-15: 3 1  
MOD: 16+: 5 1

DAMAGE

2d4

RANGE 5SQ

PER + MOD

Corrosive +1d6.

What a world!

ELEMENT:

**LIGHT SPRAYS**

7  
SWS

**DAHLIA**  
Epic

ACCURACY: 2-7: 2 0  
8-15: 3 1  
MOD: 16+: 5 1

DAMAGE

2d4

RANGE 5SQ

PER + MOD

Burst: +1 Hit.  
+3 ACC Mod.

Fires rays of light that deal +1d6 Incendiary Damage.

ELEMENT:

**PRESSURE VALVE**

7  
Super Rifle

**HYPHERIUS**  
Legendary

ACCURACY: 2-7: 0 0  
8-15: 0 0  
MOD: 16+: 1 1

DAMAGE

1d12

RANGE 8SQ

PER + MOD

If Range 3+: +3 Accuracy.  
+5 ACC Mod.

No cracks, no breaks, no mistakes

-2 DMG Mod.

ELEMENT:

**SWIFT EXTRACTION**

7  
Super Rifle

**BLACK POWDER**  
Epic

ACCURACY: 2-7: 0 0  
8-15: 0 0  
MOD: 16+: 1 1

DAMAGE

1d12

RANGE 8SQ

PER + MOD

If Range 3+: +3 Accuracy.  
+2 ACC Mod.

+5 Crit Damage.  
Grants a free Melee Attack each turn.

ELEMENT:

**BLIGHTED POWER**

7  
Pistol

**FERIORE**  
Legendary

ACCURACY: 2-7: 1 0  
8-15: 2 0  
MOD: 16+: 2 1

DAMAGE

1d6

RANGE 5SQ

PER + MOD

Swap/Reload: 1d12 Grenade Damage.

Do you have the slightest idea how little that narrows it down?

ELEMENT:

**EATABLE CRACKSHOT**

7  
Combat Rifle

**BLACK POWDER**  
Legendary

ACCURACY: 2-7: 2 0  
8-15: 3 0  
MOD: 16+: 2 1

DAMAGE

1d8

RANGE 6SQ

PER + MOD

+2 ACC Mod.  
+6 Crit Damage.

May consume the gun when reloading to gain 2d4 Health.

ELEMENT:

**KEY STRIKER**

7  
Shotgun

**MALEFACTOR**  
Rare

ACCURACY: 2-7: 1 0  
8-15: 2 0  
MOD: 16+: 2 1

DAMAGE

2d8

RANGE 4SQ

PER + MOD

If Range 2 or less: +2 Damage.

ELEMENT: