

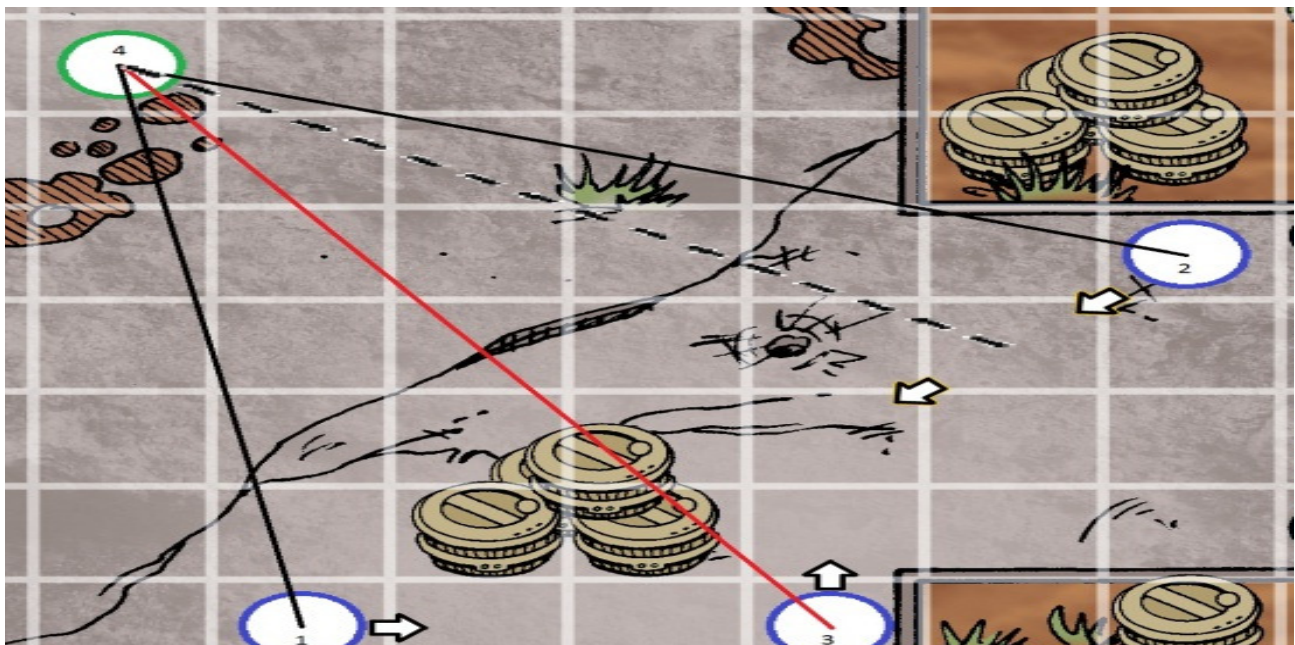
## RANGED COMBAT

- Characters proficient in the use of a ranged weapon add their Dexterity modifier to damage rolls. Composite Rifles (like composite bows) are available with crank and spring-loaded mechanisms that allow the user to apply their Strength modifier to damage instead (though they still attack using Dexterity).
- Ranged attacks do not draw attacks of opportunity unless a melee attack would.
- Characters in this setting can flank and make attacks of opportunity against enemies within 1 range increment of their weapons as though they were in the adjacent square directly between them and that enemy at the start of the turn. Rules for attacks of opportunity still apply.

cone or a 50 ft. line from your current location and make a single combat maneuver roll. Until the start of your next turn, creatures with CMD less than your check take a -4 penalty to attack as long as they remain in the area. For this maneuver, add bonuses for cover and concealment to the targets' CMD. Suppressive Fire draws attacks of opportunity.

Once you have already started using overwatch, you can continue it from round to round without rerolling, but you must decide at the start of each round to do so. During any round in which you continue using Overwatch, you can also perform up to one of the following actions.

- Move up to half your speed.
- Reroll your combat maneuver check.
- Reload, store, or draw a weapon



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## FEATS

There are a few new feats presented here that relate to the Alien race and the careers of Myths of the Far Future.

### Alien Feats

#### Alien Stereotype [Alien Race]

*Humans have given your race a specific nickname because of your general appearance or traits.*

**Benefit:** Choose one race other than your own. You can take feats related to that race.

#### Member of the Great Sioux Nation [Alien Race]

*You have joined Sitting Bull and his rank. Though you disdain humans and their progress, you work with them at times if it means you'll eventually undermine the race of Man.*

**Benefit:** You gain a +2 bonus to skill checks related to humans and a +1 bonus to attacks when your target is a human.

#### More Alien than Alien [Alien Race]

*You are the weirdest of the weird when it comes to alien races.*

**Benefit:** You gain 2 alien racial qualities.

#### More Alien than Man

*You are a half-breed or were raised by aliens.*

**Prerequisites:** Any non-alien race

**Benefit:** You gain a +2 bonus to skill checks related to aliens or alien technology and one alien racial quality.

### General Feats

Below is a list of new feats and existing feats that have been modified to better suit this setting. In most cases, some feats are easier to gain in the far future because of progress made in the art of battle.

Modified Feats	Summary of changes
Improved Disarm	Allows ranged disarm attempts
Improved Precise Shot	Requires Dex 15, Precise Shot, BAB +1
Pinpoint Targeting	Requires Improved Precise Shot, BAB +4

### Combat Tech User

*You are adept at using procedures even when threatened or distracted.*

**Benefit:** You get a +4 bonus on concentration checks made to enact a procedure or use a tech-like ability when acting defensively or while grappled.

### Greater Overwatch

*You are an expert scout, able to spy the most dangerous of hidden enemies.*

**Prerequisite:** Improved Overwatch, BAB +6.

**Benefit:** You receive a +2 bonus on checks made to use overwatch. This bonus stacks with the bonus granted by Improved Overwatch.

### Greater Suppressive Fire

*You are one of the best at keeping foes occupied while your allies work unhindered.*

**Prerequisite:** Improved Suppressive Fire, BAB +6.

**Benefit:** You receive a +2 bonus on checks made to use overwatch. This bonus stacks with the bonus granted by Improved Suppressive Fire.

### Improved Overwatch

*You scout the surrounding area for potentially dangerous enemies.*

**Prerequisite:** Int 13, Combat Expertise.

**Benefit:** You do not provoke an attack of opportunity when performing a suppressive fire combat maneuver. In addition, you receive a +2 bonus on checks made to use suppressive fire. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to use suppressive fire against you.

**Normal:** You provoke an attack of opportunity when performing a suppressive fire combat maneuver.

### Improved Suppressive Fire

*You are skilled at keeping your enemies busy so your allies can attack or work unhindered.*

**Prerequisite:** Int 13, Combat Expertise.

**Benefit:** You do not provoke an attack of opportunity when performing a suppressive fire combat maneuver. In addition, you receive a +2 bonus on checks made to use suppressive fire. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to use suppressive fire against you.

**Normal:** You provoke an attack of opportunity when performing a suppressive fire combat maneuver.



### **Ricochet (Combat)**

*You can shoot two nearby foes with a single round.*

**Prerequisites:** Dex 13, Deadly Aim, base attack bonus +1.

**Benefit:** As a standard action, you can make a single ranged attack at your full base attack bonus against a foe within 1 range increment. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against another foe that is within 10 ft. of the first and also within range. You can only make one additional attack per round with this feat. You leave yourself exposed when you use this feat, so you take a –2 penalty to your Armor Class until your next turn.

### **Scattershot (Combat)**

*You unleash a barrage of carefully calculated attacks against your enemies.*

**Prerequisites:** Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Point Blank Shot, Shot on the Run, base attack bonus +4.

**Benefit:** When you use the full-attack action, you can give up your regular attacks and instead make one ranged attack at your highest base attack bonus against each opponent within range. You must make a separate attack roll against each opponent.

When you use the Scattershot feat, you also forfeit any bonus or extra attacks granted by other feats, spells, or abilities.

### **Targeted Overwatch**

*You take careful aim at an enemy you know is hiding. When he shows himself, you strike.*

**Prerequisite:** BAB +1

**Benefit:** When using the overwatch combat maneuver, you can target a single creature that you know is hiding instead of an area. You get a +4 bonus to your attack rolls against the hidden creature if it hasn't moved since the start of your last turn.

### **Uncanny Ricochet (Combat)**

*You can shoot nearby foes with a single round.*

**Prerequisites:** Dex 13, Deadly Aim, Ricochet, base attack bonus +4.

**Benefit:** When you use Ricochet, you can continue to make additional attacks so long as you continue to hit targets that meet the requirements. You cannot attack the same target more than once as a result of this feat.

## **WEAPONS**

### **Classic Weapons**

As a general rule, any weapon not presented in the table below is considered an exotic weapon in *Myths of the Far Future*. Such classic weapons (like greatswords) are a true rarity and modern training techniques don't even take such weapons into consideration.

There is a wide variety of weaponry available in the galaxy. The democracy issues batons and battering rams to some of their troops to avoid hitting an innocent in crossfire. Many thieves carry daggers or tasers to quickly and quietly remove their targets.

Modern ranged weapons are far more common than melee weapons. Ranged weapons come in a variety of types, the most common being projectile (bullets) and laser weapons, followed by sonic weapons. The quality of a weapon, and its tech-enhancements, will greatly influence its price and effectiveness. See the *Pathfinder Core Rulebook* for additional rules on weapons and descriptions of properties.

### **New Weapon Descriptions**

#### **Arm Blade**

An extra sharp weapon that is easy to store or conceal on one's person without easy detection. The blades are made of a material not readily traceable by standard metal detectors.

#### **Battering Ram**

Deployed to police and military units within the Democracy, these weighted clubs are perfectly balanced for maximum force even when swung with little effort. Heavier than most of the common weapons readily found in Santiago, even the heaviest battering ram is a mere twelve pounds but has the capacity to disable even some thick metal doors and ship hatches.

## SIMPLE WEAPONS

### Light Melee Weapons

Weapon	Cost	Damage (M)	Critical	Range	Weight	Type	Special
Dagger, Punching	1 Cr	1d4	x3	--	1/2 lb.	S or P	
Police Baton	10 Cr	1d6	19-20/ x2	--	2 lb.	B	Disarm, Trip

### Ranged Weapons

Weapon	Cost	Damage (M)	Critical	Range	Weight	Type	Special
Pistol	15 Cr	1d6	x3	100 ft.	1 lb.	P	
Pistol, Laser	20 Cr	1d8	19-20/x2	120 ft.	1/2 lb.	P, fire	
Rifle	20 Cr	1d10	x3	120 ft.	4 lb.	P	
Rifle, Laser	30 Cr	1d12	19-20/x2	150 ft.	3 lb.	P, fire	

## MARTIAL WEAPONS

### Light Melee Weapons

Weapon	Cost	Damage (M)	Critical	Range	Weight	Type	Special
Energy Sword	30 Cr	1d10	19-20/x2	--	6 lb.	S or P, force	
Arm Blade	25 Cr	1d8	x3	--	2 lb.	S or P	Brace

### Two-Handed Melee Weapon

Weapon	Cost	Damage (M)	Critical	Range	Weight	Type	Special
Battering Ram	30 Cr	1d12	x3	--	12 lb.	B	

### Ranged Weapons

Weapon	Cost	Damage (M)	Critical	Range	Weight	Type	Special
Pistol, Sonic	100 Cr	1d6	x4/x2*	50 ft.	1 lb.	B, sonic	
Rifle, Sonic	150 Cr	1d10	x4/x2*	75 ft.	4 lb.	B, sonic	
Bow, Energy	45 Cr	1d12	19-20/x2	200 ft.	2 lb.	P, force	

\* Outside of one range increment, the critical damage bonus of this weapon becomes x2.

## MODIFICATIONS

Weapon	Cost
Composite Rifle/Bow	+100 Cr per +1 Strength
Mastercraft Weapon	+300 Cr
Semiautomatic Rifle	+300 Cr
Single Shot Pistol	Half price

### Bow

Modern Bows are made from advanced materials proven more effective than the wood and plastic of old. The classic appeal of these weapons remains despite the replacement of true arrows with cartridges of energy that can be fired in rapid succession.

### Pistol

The choice weapon of most Bounty Hunters, pistols come in a variety of options, including laser and sonic. These hand-held weapons are even permitted on most Democracy-controlled planets. By default, all pistols are considered semiautomatic weapons and require no action to reload. Somebody with little money or need for a gun can usually find single shot versions (which require an action to reload) for half the price. Pistols count as crossbows for the purpose of feats.

### Police Baton

Standard issue and readily purchasable within or outside of the Democracy, these basic nightsticks are weighted in a similar fashion to the battering ram, but are easier to handle and stow away when the wielder needs a free hand.

### Rifle

Not as elegant as the pistol, but more powerful over all, rifles require a special permit to be carried and used in the Democracy. Out on the frontier, rifles are more common, and in some cases, encouraged when tracking down more dangerous targets. Common rifles are single shot firearms that require an action to reload or recharge.

**Rifle, Semiautomatic:** Semiautomatic rifles are outright banned by the Democracy, but can be found on the Inner Frontier for a considerable markup. They can fire up to 5 rounds or charges before requiring an action to reload.

### Sword

The eccentric on the frontier sometimes prefer seemingly mundane or basic weapons. In the case of energy swords, these weapons are a convenience to carry while the energy blade generated when they are activated can cut through two inches of steel or a foot of concrete. Needless to say, these weapons are illegal within the Democracy without a military permit.

**SPECIAL THANKS** goes out to Ceres Ursidae at EnWorld for help in fine tuning the ranged combat rules.