



Bludgers (projectile weapons), burners (laser weapons), and screechers (sonic weapons) are all common on the Inner Frontier. However, they are by no means the only weapons available! This web enhancement adds to the weapons found in the SANTIAGO Adventure Path Player's Guide.

NEW RANGED WEAPONS

Angel Mk II Carbine A favorite of military forces, especially in the Democracy, the Angel Mk II Carbine is a heavy duty bludger with an inbuilt grenade function. The weapon stores two grenades at any one time (these must be purchased separately) and functions as a grenade launcher when used in that mode. It is a full-round action to reload a grenade into the carbine.

Cortex Radiation Emitter Extremely illegal, even in the most permissive of jurisdictions, this weapon causes continual poison damage to the target. Upon a successful hit, the target takes 1d8 poison damage. Each round thereafter, he may attempt a DC 15 Fortitude save. If the save is successful, the damage ends; if he fails the save, however, he takes another 1d8 poison damage and may attempt to save again next turn. Targets who have failed their Fortitude save are nauseated until they successfully make their save.

Cryo Weapons Cryo weapons (or *freezers* as they are commonly called) draw power from a canister of compressed mutagen resulting in a ray of extremely cold energy. A target reduced to negative hit points by the weapon instantly stabilizes. The large power supply on a cryo weapon means that cryo pistols do not qualify for the *sidearm* descriptor.

Dartgun A dartgun can be used to fire a small needle via compressed air. The needle does not inflict damage, but can be used to deliver chemicals including tranquilizers and poisons. These injections are expensive, but very effective. Each shot's cost is listed below.

Tranquilizer	50 Cr	DC 15 Fort save or <i>slowed</i> for 2 rounds.
Tranquilizer, Heavy	150 Cr	As above, but target is unconscious for 5 minutes
Poison	50 Cr	2d8 poison damage (DC 15 Fort save for half)
Paralysis	100 Cr	DC 18 Fortitude save or <i>paralyzed</i> for 2 rounds
Pain	75 Cr	DC 20 Fort save or <i>nauseated</i> for 2 rounds
Hallucinogen	200 Cr	DC 20 Will save or <i>confused</i> for 2 rounds

Electro-arc Often used by police to subdue targets, the electro-arc (or *shocker*) is a far future version of the tasers of the 20th and 21st centuries. The weapon emits an arc of blue electricity designed to incapacitate. A hit with an electro-arc deals the indicated damage, and the creature struck must make a DC 15 Fortitude save or be stunned for one round.

Gatling Gun, Heavy Polaron Developed for when just plain brute force is required. The weapon is large and bulky and difficult to wield; however it makes up for this by sheer rate of fire and immense destructive power. There are various modes on the gun ranging from a single burst of 10 shots all the way up to 2000 rounds a minute. The ammunition/power is stored in a backpack worn by the person firing the weapon.

Grenades Grenades come in a variety of forms, from old-style fragmentation grenades (the default grenade listed) through sonic, gas, and pulse grenades which cause sonic, poison, and force damage respectively. It is even possible to get cryo and electro grenades (cold and electricity damage respectively). Grenades deal damage to any creature within 5 ft. of the target (Reflex save for half). A target square is typically AC 5. The standard frag grenades costs 50 Cr as listed; other types cost as follows:

Frag	50 Cr	1d10 Regular damage
Sonic	100 Cr	1d10 Sonic damage
Gas	75 Cr	3d6 Poison damage
Pulse	200 Cr	1d12 Force damage
Cryo	100 Cr	1d12 Cold damage
Electro	100 Cr	1d10 Electricity damage
Ion	200 Cr	1d4 Force damage to living targets; 3d6 Force damage to cyborgs, robots, and machinery
Smoke	40 Cr	No damage; creates a 15' diameter area of full concealment for 2 rounds
Gravitic	500 Cr	A gravitic grenade releases incredible gravitational forces. All creatures within a 10-foot-radius burst are crushed for 6d6 points of bludgeoning damage.
Dissolver	200 Cr	This grenade releases a cloud of gas that dissolves organic matter, dealing 2d6 points of acid damage per round to all living creatures and organic materials in a 5-foot-radius burst. Suspended in an artificial gravity well, the cloud persists until the gravity well collapses after 1 minute. The gravity well prevents even strong winds from dispersing the acid cloud.
Stun	100 Cr	A stun grenade deals no damage, but any creature within its 15-foot burst radius that fails a Reflex save (DC 18) must immediately make a Fortitude save (DC 15) or be stunned for 1d4 rounds. A creature that succeeds on the Reflex save is not required to make a Fortitude save and is unaffected by the grenade. A stun grenade has no effect on robots and other creatures immune to stunning effects.

Ion Pistol Ion weapons are unusual in that they do very little actual damage to living targets. However, against cyborgs, robots, and machinery they do 3d8 damage and have an increased critical range.

Pulse Lasers These automatic laser weapons are the far future equivalent of a projectile-based machine gun, firing a series of rapid pulses which can easily lay down a wide field of suppressive fire.

Tangler A unique nonlethal weapon eagerly adopted by law enforcement agencies around the world, the tangler gun fires condensed balls of an incredibly sticky compound that can render a target immobile in a few short moments. The tangler gun fires pellets of an inert compound that, when broken, expand into a gelatinous substance that covers large portions of a target. Unfortunately for the target, the disgusting mess soon becomes more problematic as the compound hardens. Within second, a single pellet no larger than a fingernail has expanded into a ball of goop and then hardened into an immobilizing layer of tough chitin.

Any time a character is struck by a tangler gun, that character suffers a cumulative 2 penalty to Dexterity. This penalty remains in place until the compound is dissolved. If the character is struck with enough tangler pellets that the penalty is equal to or greater than his Dexterity, he is immobilized and may take no actions until the compound is dissolved. Dexterity penalties from tangler guns stack with those from tangler grenades. Hardened compound dissolves naturally after 8 hours or can be removed by using solvaway chemical or some other spray solvent.

NEW AMMUNITION

Special ammunition can be obtained for projectile weapons in clips of 20 rounds at the indicated price. A weapon can only hold ammo of one type at a given time unless otherwise noted. Switching ammo counts as reloading. Only projectile weapons can use special ammunition.

Reloading: It requires a move action to reload a pistol, a standard action to reload a rifle, or a full-round action to load a heavy firearm. The Rapid Reload feat reduces this to a free action for a pistol, a move action for a rifle, or a standard action for a heavy firearm.

Armor-Piercing (10 Cr) Armor-piercing rounds ignore special damage reduction granted to some ships and to cyborgs. They do not actually ignore armor or enhanced qualities of armor worn by a creature.

Hollow Point (15 Cr) Hollow point rounds increase the critical threat range of a projectile weapon by 1; the attacker takes a -1 penalty to his attack roll.

Rubber Bullets (5 Cr) Rubber bullets can be used to cause non-lethal damage to the target. They are popular in the Democracy with bounty hunters seeking to take their prey alive, although the default on the frontiers tends to be "Dead or Alive"; and dead is easier. Rubber ammunition can be purchased for the same price as regular ammunition in any projectile non-automatic weapon.

Tracer (15 Cr) Highly visible rounds which assist in aiming, directing fire, and marking targets at the expense of revealing the gunner's position. Using tracer rounds causes a -2 penalty to cover or concealment bonus enjoyed by the gunner, but grants a +1 circumstance bonus for one round to all ranged combatants firing on the same target (a successful hit is not required to grant this bonus).

RANGED WEAPONS**SIMPLE WEAPONS**

WEAPON	COST	DAMAGE [M]	CRITICAL	RANGE	WEIGHT	TYPE	SPECIAL
Pistol	15 Cr	1d6	x3	100 ft.	1 lb.	Piercing	Sidearm**
Pistol, Laser	20 Cr	1d8	19-20/x2	120 ft.	½ lb.	Fire	Sidearm**
Rifle	20 Cr	1d10	x3	120 ft.	4 lb.	Piercing	
Rifle, Laser	30 Cr	1d12	19-20/x2	150 ft.	3 lb.	Fire	

MARTIAL WEAPONS

WEAPON	COST	DAMAGE [M]	CRITICAL	RANGE	WEIGHT	TYPE	SPECIAL
Dartgun	75 Cr	Special	N/A	20 ft.	1 lb.	N/A	
Pistol, Ion	250 Cr	1d4 (3d8)	x2 (19-20/x3)	40 ft.	1 lb.	Force	Sidearm**
Pistol, Sonic	100 Cr	1d6	x4/x2*	50 ft.	1 lb.	Sonic	Sidearm**
Pulse Laser	200 Cr	1d8	x2	50 ft.	4 lb.	Fire	Auto***
Rifle, Sonic	150 Cr	1d10	x4/x2*	75 ft.	4 lb.	Sonic	
Bow, Energy	45 Cr	1d12	19-20/x2	200 ft.	2 lb.	Force	

EXOTIC WEAPONS

WEAPON	COST	DAMAGE [M]	CRITICAL	RANGE	WEIGHT	TYPE	SPECIAL
Pistol, Cryo	1,500 Cr	3d6	x2	30 ft.	4 lb.	Cold	
Angel Mk II Carbine	1,000 Cr	1d10 or grenade	x2	40 ft.	2 lb.	Piercing	Sidearm**
Electro-arc	1,000 Cr	1d10	x2	20 ft.	3 lb.	Electricity	
Laser, Assault	2,300 Cr	1d12	19/20x2	150 ft.	5 lb.	Fire	Auto***
Grenade Launcher	600 Cr	1d10	x3	40 ft.	20 lb.	Varies	Heavy
Grenade	50 Cr	1d10	x3	25 ft.	2 lb.	Varies	
Sniper Rifle, Laser	2,000 Cr	2d8	x3	250 ft.	5 lb.	Fire	
Pulse Cannon, Portable	4,000 Cr	2d10	x2	200 ft.	15 lb.	Force	Heavy, Auto***
Cortex Radiation Emitter	1,500 Cr	1d8/rnd until save	N/A	15 ft.	3 lb.	Poison	Illegal in all jurisdictions
Heavy Polaron Gatling Gun	10,000 Cr.	3d6	x2	150 ft.	20 lb.	Fire	Heavy, Auto***
Railgun	1,400 Cr	2d8	x2	100 ft.	18 lb.	Piercing	Heavy, Auto***
Tangler	750 Cr	Special	N/A	20 ft.	5 lb.	N/A	

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

**Weapons designated as Sidearms do not provoke AoO from adjacent opponents.

***Weapons designated as Auto gain +2 to suppressive fire checks.

New & Modified Feats

This list is a simple reminder and summary of the new and modified feats from the *SANTIAGO Player's Guide*.

Combat Tech User	+4 concentration bonus to enact procedures when acting defensively
Double-Tap	Renamed Manyshot; fire two shots in rapid succession
Improved Disarm	Allows ranged disarm attempts
Improved Overwatch	+2 bonus to overwatch checks
Greater Overwatch	Additional +2 bonus to overwatch checks
Improved Precise Shot	(Modified Prerequisites)
Improved Suppressive Fire	Do not provoke AoO when using suppressive fire; +2 bonus to checks
Greater Suppressive Fire	Additional +2 bonus to suppressive fire checks
Munitions Expert	Increase ranged damage at the expense of accuracy; as Deadly Aim
Pinpoint Targeting	
Ricochet	Bounce a successful attack on to a second target
Uncanny Ricochet	Continue to bounce ricochets as long as your attacks continue to hit
Scattershot	Make one ranged attack against every opponent in range
Sniper	Increase overwatch area by 1 range increment and gain an action
Targeted Overwatch	+4 overwatch bonus when directed against a single creature

Other feats particularly useful to ranged combatants include the following. See the *Pathfinder* core rules for details.

Point Blank Shot	+1 attack and damage on targets within 30 feet
Far Shot	Decrease ranged penalties by half
Precise Shot	No penalty for shooting into melee
Improved Precise Shot	(Modified prerequisites)
Pinpoint Targeting	No armor or shield bonus on one ranged attack
Shot on the Run	Make ranged attack at any point during movement
Rapid Shot	Make one extra ranged attack
Manyshot	(Renamed to Double-Tap; see above)
Quick Draw	Draw weapon as a free action
Rapid Reload	Reload ranged weapon quickly

The following feats from the *Advanced Player's Guide* are also very useful to ranged combatants

Crossbow Mastery	Rename this to Rifle Mastery
Disrupting Shot	Ranged attacks increase enemy's DC to use technology
Focused Shot	Add Int modifier on damage rolls with pistols and rifles
Low Profile	+1 dodge bonus to AC against ranged attacks
Parting Shot	Make a ranged attack when withdrawing
Point Blank Master	Do not provoke attacks of opportunity while firing one ranged [non-sidearm] weapon

And the following feats come from *Ultimate Combat*.

Amateur Gunslinger	Gain limited amount of grit and access to gunslinger deeds
Clustered Shots	Total damage from full-round ranged attacks before applying DR
Gunsmithing	May create, repair, and restore firearms
Prone Shooter	May ignore penalties for shooting while prone
Rapid Reload	Reload your weapon quickly
Snap Shot	Threaten squares within 5 feet of you when wielding a ranged weapon
Improved Snap Shot	You threaten an additional 10 feet with Snap Shot
Greater Snap Shot	Gain bonus on damage and critical confirmation when using ranged weapons

Additionally, Gunslingers may benefit from a selection of Grit feats from *Ultimate Combat*.

WEAPON ENHANCEMENTS

Weapon enhancements and special abilities work just like in the core *Pathfinder* rules. They can have technological enhancement bonuses from +1 to +5 which apply to both attack and damage rolls. See the *Pathfinder* core rules for more details on how enhancements and special abilities work. Appropriate enhancements and abilities are listed below.

WEAPON BONUS	BASE PRICE [CR]*
+1	2,000
+2	8,000
+3	18,000
+4	32,000
+5	50,000
+6**	72,000
+7**	98,000
+8**	128,000
+9**	162,000
+10**	200,000

*For ammunition, this price is for 50 rounds or charges

**A weapon can't have an enhancement bonus higher than +5. Use these lines to determine price when special abilities are added in.

Special Ability	Type	Cost
Coil	(Projectile)	+1
Composite	(Rifle/Bow)	+100 Cr
Masterwork	(Any)	+300 Cr
Maser	(Lasers)	+2
Semiautomatic	(Rifle)	+300Cr
Single-Shot	(Pistol)	x1/2
Sound Suppressor	(Any)	+300 Cr

The following special abilities from the *Pathfinder* core rules are appropriate to firearms in the SANTIAGO adventure path. Special abilities are achieved through the use of special ammunition, tech enhancements, and additions such as scopes, scanners, computers, AI modules, and so on.

Special Ability	Old Name	Cost	Special Ability	Old Name	Cost
Grouped Data Uplink	Allying	+1	Chemically Treated	Impervious	+3,000 Cr
Customized Alien Killer	Bane	+1	Lucky	Lucky	+1
Sonic Burst*	Breaking	+1	Lucky, Greater	Lucky, Greater	+3
Teleportation Circuit	Called	+1	Stun Setting**	Merciful	+1
Corrosive*	Corrosive	+1	Nimble Shot	Nimble Shot	+4
Corrosive Burst*	Corrosive Burst	+2	Phase Locking	Phase Locking	+2
Anatomic Data Scanner	Cunning	+1	Homing*	Second Chance	+4
Dry Load	Dry Load	+1,500 Cr	Seeking*	Seeking	+1
Distance	Distance	+1	Sonic*	Shattering	+2
Incendiary*	Flaming	+1	Electrified	Shock	+1
High Explosive*	Flaming Burst	+2	Shocking Burst*	Shocking Burst	+2
Cryo	Frost	+1	Speed	Speed	+3
Holographic Concealment	Glamered	+4,000 Cr	Scanner	Stalking	+2
Cryo-Explosive*	Icy Burst	+2	Sonic Rounds*	Thundering	+1
Phosphorous	Igniting	+2			

*Projectile weapons only

**Beam weapons only

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