

MARTIAL TALENTS: RANGED

ATHLETIKS SPHERE

SHOOT AND SCOOT (MOTION)

You can move and reload at the same time, spending a move or standard action to move up to your movement speed, or a fullround action to move up to twice your movement speed. When you do so, you also reload a weapon whose reload time matches the action spent on this talent, so long as your movement leaves you with the appropriate number of free hands needed to reload. This action does not provoke an attack of opportunity for reloading a weapon, only for normal movement.

BARROOM SPHERE

BOTTLE ROKKET

The range increment of improvised weapons you wield is increased to 20 feet for two-handed weapons, 30 feet for one-handed weapons, and 50 feet for light weapons. Additionally, when using an improvised weapon with the fragile quality, you can give it the broken condition to make a ranged attack action as if it were a scatter weapon with a range of 15 feet.

BERSERKER

BARBARIK THROW

You can use brutal strike with thrown weapons. Additionally, throwing two-handed weapons no longer takes a full-round action, instead taking the same time as any other thrown weapon attack. When you expend your martial focus as part of a brutal strike, you can treat any melee weapon wielded by you that you're proficient with as a thrown weapon with a range increment of 10 feet for that action. **Associated Feats:** Throw Anything, Two-Handed Thrower

BOXING HAIR TRIGGER

You can use counter punch with ranged attacks, except that instead of reading an action to make an attack against the next enemy who makes a melee attack roll against you before the beginning of your next round. you ready an action to make an attack against the next enemy who makes an attack roll within your first range increment before the beginning of your next round. You may select additional triggers for counter punch as normal, except that they must be within your first range increment in order to trigger your counter punch.

DUAL WIELDING

MIXED DEFENSE

Whenever you wield a melee weapon in one hand and a ranged weapon in the other, you may forgo your ranged attack when using the dual attack ability. If you do so, until your next turn, you may spend an attack of opportunity to make a ranged attack against an opponent attempting to attack you in melee. If your ranged attack hits, you gain a +2 dodge bonus to AC against that opponent and a +2 circumstance bonus to attack rolls against that opponent until the end of your next turn. Both the melee weapon attack and the ranged attack suffer the attack penalty from dual attack as normal, and the ranged attack must be made with the same ranged weapon wielded during the dual attack.

EQUIPMENT

BOWLING BOLAS

you gain a +2 competence bonus to ranged trip attempts made with bolas or brutal bolas. Whenever you use bolas or brutal bolas to make a successful ranged trip attack as an attack action, you may also deal damage to the target as if the trip attempt had been a standard ranged attack with that weapon.

THROW BASH

You gain proficiency with throwing shields. Ranged attacks made with a throwing shield incorporate shield spikes into their damage calculation as normal. Additionally, if you have the Cover Ally talent, you may treat any ally within your shield's first range increment as being within your shield's reach by throwing it as part of the active defense action. You may apply a (deflect) talent to this active defense as normal, performing any additional actions by ricocheting the shield off of the attack. If your shield has the returning property, or you have the Throwing Mastery talent, it returns after using Cover Ally as if you made an attack with it.

FENKING

DEATH FROM AFAR

You may use fatal thrust on a ranged attack action out to your first range increment.



OVERWATCH (COMBAT)

Starker B

Prerequisites: Covering Fire talent, Guardian sphere (patrol package)

Benefit: You may treat the area you threaten with the Covering Fire talent as if it were a patrol, benefiting from guardian sphere talents as normal, except that you cannot move within this threatened area outside of normal turn order like with a standard patrol.

KEDITS

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