

# FUTURE FIREARMS



**STARFINDER**  
COMPATIBLE



# FUTURE FIREARMS

**Writing & Layout:** Ian R Liddle

**Artwork:** Ian R Liddle, Publisher's Choice Quality Stock Art ©  
Rick Hershey / Fat Goblin Games

Compatibility with the **Starfinder Roleplaying Game** requires the **Starfinder Roleplaying Game** from Paizo Inc. See <http://paizo.com/starfinder> for more information on the **Starfinder Roleplaying Game**. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Starfinder is a registered trademark of Paizo Inc., and the **Starfinder Roleplaying Game** and the **Starfinder Roleplaying Game Compatibility Logo** are trademarks of Paizo Inc., and are used under the **Starfinder Roleplaying Game Compatibility License**. See <http://paizo.com/starfinder/compatibility> for more information on the compatibility license.





## THE LANCER

The Lancer is a Plasma pistol developed for use by special forces units and the higher end of the market. Its large ammunition capacity and tremendous damage potential make it a particular favourite of the **Sillaxia Marines**, when engaged in close quarters fighting.

	Yellow Star	White Star	Blue Star
<b>Level</b>	10	15	20
<b>Price</b>	65,000	130,000	520,000
<b>Damage</b>	1d10	2d10 E&F	3d10 E&F
<b>Range</b>	40ft.	40ft.	40ft.
<b>Critical</b>	Burn 1d10	Burn 2d10	Burn 3d10
<b>Capacity</b>	40 charges	100 charges	100 charges
<b>Usage</b>	8	20	20
<b>Bulk</b>	L	L	L

**Special:** Auto, Boost 1d10, Line, Unwieldy



## THE SCALPEL

The Scalpel is the premier laser sniper rifle. It packs a solid punch to take down a target, and may be overcharged for that little extra power when needed. Its most notable use was in the assassination of the Ysoki ambassador 'White-ears' Ketch at a political rally on Eriador. The culprit was found and purged.

	Azimuth	Corona	Aphelion	Perihelion
<b>Level</b>	2	7	12	17
<b>Price</b>	7,000	28,000	58,000	216,000
<b>Damage</b>	1d8 F	2d8 F	3d8 F	4d8 F
<b>Range</b>	120 ft.	120ft.	120ft.	120ft.
<b>Critical</b>	Burn 1d8	Burn 2d8	Burn 3d8	Burn 4d8
<b>Capacity</b>	40 charges	80 charges	100 charges	100 charges
<b>Usage</b>	1	2	2	4
<b>Bulk</b>	2	2	2	2

**Special:** Boost 1d8, Sniper 180ft.





## THE WARHAMMER

The Warhammer is a specialized version of a magnetar gun, fused with elemental magic to give it the *Trailblazer Fusion*. It is popular among colonists and those exploring the unknown. The ground crew of the Colony Ship 'Breath of Heaven' are noted to have these weapons as standard.

	Tactical	Advanced	Elite	Paragon
Level	5	10	15	20
Price	16,500	62,000	134,000	532,000
Damage	1d12 P	2d12 P	3d12 P	6d12 P
Range	100ft.	100ft.	100ft.	100ft.
Critical	-	-	-	-
Capacity	15 rounds	20 rounds	40 rounds	80 rounds
Usage	1	1	1	1
Bulk	L	L	L	L

**Special:** Auto, Trailblazer Fusion



## THE LONGBOW

The Longbow is a plasma Sniper rifle. A rarity, it can be overcharged to give it an extra kick when necessary. Popular during the Oberon Wars, this design has seen a lot of action throughout the known worlds. It is often heavily modified with accessories and Fusions by individual snipers to suit their own personal style.

The Lashunta assassin Raia Donnatas is noted for her use of this particular weapon.

	Red Star	Yellow Star	White Star	Blue Star
<b>Level</b>	3	8	13	18
<b>Price</b>	2,125	8,500	34,000	132,000
<b>Damage</b>	1d10 E&F	2d10 E&F	3d10 E&F	4d10 E&F
<b>Range</b>	80ft.	80ft.	80ft.	80ft.
<b>Critical</b>	Burn 1d10	Burn 2d10	Burn 3d10	Burn 4d10
<b>Capacity</b>	40 rounds	60 rounds	100 rounds	200 rounds
<b>Usage</b>	2	3	5	10
<b>Bulk</b>	2	2	2	2

**Special:** Line, Unwieldy, Sniper 120ft., Boost 1d10





## RETRIBUTION

A quality plasma pistol, developed for use as a sidearm by elite and special forces personnel, it is fully automatic and quite chunky.

It has found a following among Corporate Security for its stopping power and intimidation value due to its size.

	Advanced	Elite	Paragon
Level	8	13	18
Price	23,000	92,000	368,000
Damage	1d10 E&F	2d10 E&F	3d10 E&F
Range	40ft.	40ft.	40ft.
Critical	Burn 1d10	Burn 2d10	Burn 3d10
Capacity	40 rounds	50 rounds	100 rounds
Usage	8	10	20
Bulk	L	L	L

**Special:** Line, Unwieldy, Auto





## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.



3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.



11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### 15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Starfinder Core Rulebook. © 2017, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Amanda Hamon Kunz, Jason Keeley, Robert G. McCreary, Stephen Radney-MacFarland, Mark Seifter, Owen K.C. Stephens, and James L. Sutter, with Alexander Augunas, Judy Bauer, John Compton, Adam Daigle, Crystal Frasier, Lissa Guillet, Thurston Hillman, Erik Mona, Mark Moreland, Jessica Price, F. Wesley Schneider, Amber E. Scott, and Josh Vogt.

Future Firearms © 2017 Applied Vectors LTD