

## Time Gunner (PrC)

For as long as firearms have existed alongside magic, gunslingers have been looking for a way to combine the two in order to make their weapons of choice even more powerful. The time gunner is just one of many viable outcomes resulting from these experiments. By combining a powerful, arcane device called an “arcane chronometer” with her firearm, a time gunner gains mastery over the battlefield by having time as well as firepower on her side.

Class has thus far been an item-dependant class. How to mitigate this? Arcane nature of the class would suggest caster levels, perhaps this can be used to provide a better explanation / mechanic than simply wielding a special firearm?

**Alignment:** Any.

**Hit Die:** d10.

### Requirements:

To qualify to become a time gunner, a character must fulfill all the following criteria.

- **Feats:** [Gunsmithing](#), [Arcane Vendetta](#)<sup>1</sup>.
- **Skills:** Slight of Hand 5 ranks, Knowledge (arcana) 5 ranks, Spellcraft 5 ranks.
- **Special:** Must have a grit pool of at least 1 grit point and proficiency with at least two firearms.

## Class Skills

The time gunner's class skills (and the key ability for each skill) are [Acrobatics](#) ([Dex](#)), [Bluff](#) ([Cha](#)), [Climb](#) ([Str](#)), [Craft](#) ([Int](#)), [Handle Animal](#) ([Cha](#)), [Heal](#) ([Wis](#)), [Intimidate](#) ([Cha](#)), [Knowledge](#) (arcana), [Knowledge](#) (engineering) ([Int](#)), [Knowledge](#) (local) ([Int](#)), [Perception](#) ([Wis](#)), [Profession](#) ([Wis](#)), [Ride](#) ([Dex](#)), [Sleight of Hand](#) ([Dex](#)), [Spellcraft](#) ([Int](#)), [Survival](#) ([Wis](#)), and [Swim](#) ([Str](#)).

**Skill Ranks per Level:** 4 + [Int](#) modifier.

**Table: Time Gunner**

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1st	+1	+2	+2	+0	Timepiece, tangents

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<sup>1</sup> I'm not really sure where Arcane Vendetta fits in - it would seem like Arcane Strike or something similar would be a better choice. It also seems like having a (arcane?) caster level ought to be a requirement. // I don't understand the reason for having Arcane Vendetta as a pre-requisite. The prestige class doesn't seem to be a mage-slayer.

2nd	+2	+3	+3	+0	Minor arcana
3rd	+3	+3	+3	+1	Flux capacitor
4th	+4	+4	+4	+1	Stopwatch, tangents
5th	+5	+4	+4	+1	Major arcana
6th	+6/+1	+5	+5	+2	Pay it forward
7th	+7/+2	+5	+5	+2	Looper, tangents
8th	+8/+3	+6	+6	+2	Time capsule
9th	+9/+4	+6	+6	+3	Upstream
10th	+10/+5	+7	+7	+3	Timeless classic, tangents

## Class Features

The following are class features of the time gunner prestige class.

**Weapon and Armor Proficiency:** A time gunner gains no additional weapon or armor proficiencies.

### Timepiece<sup>2</sup>

At 1st level, a time gunner re-casts one of her firearms, and during this process, the selected firearm has an arcane chronometer added to it in some place which does not impede use (time gunner's choice). Only the face and winding mechanism of the arcane chronometer are visible, and each of these components may be located on a different part of the firearm. A firearm crafted in this way is known as a timepiece. A timepiece may be upgraded or enchanted in any way a normal firearm would.

A time gunner may spend 1 grit point to wind the timepiece and accrue 1 charge, which requires a free hand and provokes an attack of opportunity unless the time gunner possesses the deft

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<sup>2</sup> Can you only ever have 1 timepiece? That is, when you get the ability to make additional ones, can you be using 2 at once? As for the ability itself, it does seem rather interesting that you need to pre-think and budget whether you want to keep points as grit or turn it to charge. // There is no mention on the price of an Arcane Chronometer, or how to acquire/make it, or how long it takes to add it to the firearm. There is no mention of how long the charges in the Time Piece last, or how many can be stored. **Expand on the how / why of creating a timepiece. Allow the creation of multiple at first level, to avoid invalidating the class if the first becomes broken / lost. Also balance the winding mechanic.**

shootist feat. Winding her timepiece is considered a move action by default, though various time gunner abilities modify both the speed at which a time gunner can wind her timepiece as well as the number of times that a timepiece may be wound per turn.

Creatures with no time gunner levels treat the timepiece as broken. The spell detect magic can identify a timepiece as possessing arcane power and a successful Knowledge (arcana) or Spellcraft check, DC equal to 2x the time gunner's current level + the time gunner's grit stat ability modifier, can identify the time-manipulating nature of a timepiece but do not allow a creature to use the timepiece as a weapon nor activate any of its special abilities.

## Tangents

When a time gunner's timepiece is wound and the spring inside winds down, its arcane energies manipulate the very fabric of time itself, allowing the time gunner to speed and slow time, as well as quickly jump to alternate timelines where the outcome of her actions and choices is slightly different. These alternate outcomes are called tangents. The type of action and the cost in charges required to use a tangent are noted in the individual tangent descriptions.

*Youthful (Ex)*: At 1st level, a time gunner can rapidly rewind time to reverse any damage caused by aging spells or spell-like abilities. This damage is reversed at the end of the turn on which she uses this ability. Using this tangent is a standard action and expends 1 charge.

**Bullet Time<sup>3</sup>** (Ex): At 1st level, a time gunner can slow time enough to help her dodge an incoming attack. She is granted a dodge bonus to her AC equal to ½ her time gunner level (minimum 1) against the next melee or projectile attack made against her, up until the start of her next turn. Using this tangent is a swift action and expends 1 charge. Expending an additional charge adds the following effects: She may use bullet time as an immediate action and if the next melee or projectile attack against her is successful, she treats it as grazing, meaning it cannot be confirmed as a critical threat and she only takes ½ damage.

**Do-Over<sup>4</sup>** (Ex): At 1st level, When failing a check made using the Blast Lock or Scoot Unattended Object abilities of the gunslinger's Utility Shot (Ex) deed, a time gunner can rewind time to before she fired, allowing her to reroll the check at no penalty, and the outcome of the deed is determined based on the timer gunner's second roll. Although the second roll expends an additional round of ammunition, it does not cost additional

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<sup>3</sup> By most conventions this seems like the type of thing that would be an immediate action, so as to be defensive. // There is no mention of how long Bullet Time lasts, only that it works "against the next melee or projectile attack made against her", and by RAW that would mean if it was 3 days till she was attacked, it would still work.

<sup>4</sup> It would seem by the text that you can also decide not to use the ability if you rewind time, and you may want to clear it up if it does (e.g. this places you just as you are pulling the trigger so you cannot cancel it?)

grit. Using this tangent is a swift action and expends 1 charge.

**Lightning Round<sup>5</sup>** (Ex): At 4th level, a time gunner can speed time to move at the speed of a bullet. Choose any square you can charge to and move there. Any creatures which would threaten an attack of opportunity on the path you traveled expend it, but do not get to roll against your AC, and instead take 1d4 blunt/slashing damage. If the creature makes a reflex save equal to the time gunner's class level + her grit stat modifier, damage is negated but the creature still expends its attack of opportunity for that round. Using this tangent is a move action and expends 2 charges.

**Plan Ahead** (Ex): At 4th level, a time gunner who runs out of ammunition can shift to a tangent in which her former self purchased more ammunition. At the end of her turn, she gains 1d6 cartridges of ammunition for every 2 time gunner levels she possesses and removes the price of these cartridges from her inventory. The cartridges can be of any type she wishes, but she must cover the full price of each. If she cannot pay for as many cartridges as she rolls, she instead gets as many as she can buy. This tangent may not be used more than once in a single combat. Using this tangent is a full-round action and expends 2 charges.

(Ex): At 4th level, a time gunner can rapidly advance time to surpass the duration of an affliction. During this time she can remove a single one of the following conditions: [dazzled](#), [deafened](#), [diseased](#), [nauseated](#), [poisoned](#), or [sickened](#). Using this tangent is a standard action and expends 2 charges.

**Magic Fingers** (Ex): At 7th level, a time gunner may freeze time to suspend her timepiece and up to one other firearm in the air. During this time, her hands remain free, allowing her to reload a two-handed firearm as if it were a one-handed firearm, or reload 2 two-handed firearms at once, albeit at their normal speed. Using this tangent is a swift action and expends 1 charge.

**Kiss Kiss, Bang Bang** (Ex): At 7th level, when a time gunner makes an unsuccessful Diplomacy attempt to change a creature's attitude, she can rewind time to before the exchange to instead do one of the following: Retry the Diplomacy check at no penalty but with a +2 circumstance bonus based on the creature's previous reaction, or initiate combat against that creature with a surprise round. She may not use this tangent on a single creature more than once in 24 hours. Using this tangent does not require her to have charges stored in her timepiece before the original Diplomacy check is made. Using this tangent is a swift action and expends 2 charges.

**Chronotrigger** (Ex): At 7th level, a time gunner can act as if under the effects of Haste for

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<sup>5</sup> I really dig the idea of using the enemy's AoO, though it's not entirely clear why it is wasted in this situation. (Also: I think you meant to say "charges" at the end?)

1d4 rounds. Using this tangent is a swift action and expends 1 charge. If the time gunner expends more than 1 charge on her turn to use this ability, she may add an additional 1d4 rounds of haste to the duration of this tangent for every additional charge.

*Regret (Ex)*: At 10th level, a time gunner may, either during combat or within 1 round of the end of a combat, select one creature which she has slain. She jumps to a tangent in which she showed this creature mercy, reducing it to 0 hit points instead of outright killing it. Using this tangent is a full-round action and expends 2 charges.

*Time Stop (Ex)*: At 10th level, a time gunner seems to make time cease to flow for everyone but her. This ability functions in all ways like the spell *time stop*. Using this tangent is a standard action and expends 2 charges.

**Cross the Streams** (Ex): At 10th level, a time gunner can merge two separate tangents into one, briefly allowing two of herself to exist in one time stream. For 1d4 rounds, beginning with the turn after this ability is used, a tangent self with identical looks, hit points, equipment, feats, and skills appears in an unoccupied square adjacent to the time gunner which the time gunner chooses. For the duration of this tangent, the time gunner controls her tangent self's turns, which always occurs directly after the time gunner's. The time gunner's finite class abilities per day such as grit or spells, however, are shared with her tangent self instead of it gaining its own. The time gunner and her tangent self may never exchange items, but may use items on each other, such as wands or potions.

The tangent self remains for the full duration of the tangent, even if the time gunner dies or becomes incapacitated. At the end of the tangent's duration, or if the tangent self is reduced to 0 hit points, it disappears along with all items it brought with it. Using this ability requires the time gunner to expend an amount of charges equal to her maximum grit per day. This ability may not be used in conjunction with Stopwatch ability, nor if the time gunner has any extra grit points her Pay it Forward ability. A time gunner may only use this ability once per day. Using this tangent is a full round action.

## **Minor Arcana**

At 1st level, a time gunner gains detect magic as a 0-level spell and adds a bonus equal to her time gunner level to all Knowledge (arcana) and Spellcraft checks.

## **Flux Capacitor**

At 3rd level, a time gunner's ability to wind her timepiece increases from a move action to a free action, though she may still only do so once per turn.

## **Stopwatch**

At 4th level, a time gunner gains the ability to spend 2 grit points to store 1 charge in her timepiece. There is no limit to the number of charges a timepiece may hold at once when

accrued in this way, nor do all stored charges need to be expended at once. Choosing to expend a stored charge is a free action. The charges remain stored even if the timepiece leaves the time gunner's hands, however all stored charges expire to no effect if not used before the time gunner regains her grit points at the start of each day.

### **Major Arcana**

At 5th level, a time gunner always treats both bullets fired from a timepiece and attacks using the timepiece itself as an improvised weapon (such as with the gunslinger's Pistol Whip deed) as magic for the purpose of overcoming damage reduction. Additionally, she gains read magic as a 0-level spell.

### **Pay it Forward**

At 6th level, a time gunner gains the ability to travel backwards in time and steal unused grit points from her former self. When a time gunner regains her grit points, she temporarily increases her grit pool and maximum grit points by the amount of grit point which remained at the end of the previous day, to a maximum of 2x her default grit per day. She may not regain grit points in any way until she has spent these extra grit points and once spent, her maximum grit is reduced back down to her base grit per day.

### **Looper**

At 7th level, a time gunner gains the ability to indefinitely loop the sliver of time it takes to wind her timepiece. Winding her timepiece is still considered a free action, may only be done on her turn, and only done once per turn, but she may now add as many charges as she likes during this process, so long as she has the grit to do so. This ability may be used in conjunction with stopwatch, and she may choose to wind her timepiece in any combination she chooses; for example, she may choose to spend 5 grit points to wind her timepiece twice using stopwatch, then once normally. Any non-stopwatch charges she accrues but doesn't spend during that turn expire at the end of her turn to no effect.

### **Time Capsule**

At 8th level, a time gunner can conceal her timepiece by passing it forward in time to her future self. Once per day, she may send her timepiece forwards in her own time stream for any duration equal to or less than 1 hour/time gunner level. After this amount of time has passed, the timepiece appears back in her possession. She does not need to be holding her timepiece to use this ability, and it may appear holstered, hidden on her person, or in a location she could reasonably reach in the time since the timepiece was passed off, but not drawn or in-hand.

### **Upstream**

At 9th level, a time gunner gains the ability to peer into the depths of time itself and bring back a piece of information about events that have not yet unfolded. Once per day, she may commune with her timepiece, during which time she flickers out of present time for 1 minute, seeming to disappear as she occupies multiple times at once. She may not talk, take actions, move, or

otherwise interact with the world while staring into the time stream, nor may any creatures or objects interact with her. In all ways, this ability functions like the spell ancestral memory, except that the time gunner uses her time gunner level for calculating her chance of success and that the information gained is from a possible future event instead of past experiences.

### **Timeless Classic**

At 10th level, the arcane energy from a time gunner's timepiece leaches into her, making her body resilient to the effects of time. If she is middle-aged or old for her race, this aging is reversed, putting her in her youthful prime and removing any ability damage caused by her aging. After this point, she no longer ages, either naturally or magically, does not take damage from aging effects, and cannot die of old age.

She does not need to physically touch her timepiece every day to receive this benefit, but simply have it on her person. If she loses her timepiece for greater than 24 hours, she reverts back to the condition she was in prior to gaining this ability, no matter how much time has passed since then. However, regaining her timepiece or building a new one and possessing it restores her lost benefits.