

Chronotrigger

Most time mages focus on their spellcasting to control the battlefield, chronotriggers believe in their firearms, modified by chronomancy to win their battles.

The chronotrigger is an archetype of the time mage class.

Weapon Proficiency: Chronotriggers are proficient with all simple firearms.

Limited Spellcasting: A chronotrigger loses access to 7th through 9th level spells and has a lower Base MP as noted below.

Level	Base MP	Spell Level
1 st	1	1 st
2 nd	2	1 st
3 rd	3	1 st
4 th	4	2 nd
5 th	6	2 nd
6 th	8	2 nd
7 th	10	3 rd
8 th	14	3 rd
9 th	17	3 rd
10 th	20	4 th
11 th	25	4 th
12 th	29	4 th
13 th	33	5 th
14 th	40	5 th
15 th	46	5 th
16 th	50	6 th
17 th	59	6 th
18 th	66	6 th
19 th	74	6 th
20 th	79	6 th

Gunner Prowess: A chronotrigger's base attack bonus increases by one step (from 1/2 BAB to 3/4 BAB). Also increases chronotrigger's hit dice from d6 to d8.

Precise Shot: The chronotrigger gains Precise Shot as a bonus feat.

This ability replaces spell proficiency.

Time Gunner: At 1st level, the chronotrigger gains Amateur Gunslinger and Gunsmithing as bonus feats. The chronotrigger uses his Intelligence modifier (minimum 1) in place of his Wisdom modifier when determining his maximum grit points and for any other abilities which use grit. Additionally, he also gains a battered gun identical to the one gained by the gunner.

This ability replaces temporal hiccup.

Bullet Time (Ex): At 2nd level, a chronotrigger perceives time very slowly and is able to dodge most projectiles. Once per round when he would normally be hit with an attack from a ranged weapon, he may dodge it so that he takes no damage from it. The chronotrigger must be aware of the attack and not flat-footed.

Attempting to dodge a ranged attack doesn't count as an action. The chronotrigger can only dodge arrows, bolts, and other similar projectiles except bullets. In addition, the chronotrigger gains a +1 dodge bonus to AC while wearing no armor. Anything that causes the chronotrigger to lose his Dexterity bonus to AC also causes the chronotrigger to lose this dodge bonus. This bonus increases by +1 for every four levels beyond 2nd level (to a maximum of +5 at 18th level).

This ability replaces ahead of time.

Gunnery Talents (Ex): As a chronotrigger gains experience, he learns a number of talents that aid his marksmanship skills. Starting at 2nd level, a chronotrigger gains one gunnery talent or temporal talent. He gains an additional gunnery talent or temporal talent for every two levels of time mage attained after 2nd level. A chronotrigger must meet the prerequisite of the talent selected and unless specified otherwise, each talent can only be selected once.

This ability may replace temporal talents.

Daring Deeds (Ex): At 3rd level, a chronotrigger gains Rapid Reload as a bonus feat. The chronotrigger must choose a firearm to associate with this feat. If the chronotrigger already has this feat, he may pick another Combat feat for which he meets the prerequisites for. Additionally, the chronotrigger can select one additional 1st-level gunner deed which he can use with his Amateur Gunslinger feat.

This ability replaces time flicker.

Improved Bullet Time (Ex): At 7th level, a chronotrigger is adept at evading the most difficult of projectiles. He can also dodge bullets.

This ability replaces temporal attunement.

Notorious Deeds (Ex): At 8th level, a chronotrigger can select two additional gunner deeds which he can use with his Amateur Gunslinger feat. The chronotrigger can choose one deed from the list of deeds available to 3rd-level gunners and one from the list available to 7th-level gunners.

This ability replaces foretell.

Advanced Bullet Time (Ex): At 14th level, the chronotrigger is a master at dodging projectiles that he can now evade spells with ranged touch.

This ability replaces immunity to countdown and doom.

Infamous Deeds (Ex): At 17th level, a chronotrigger can select two additional gunner deeds which he can use with his Amateur Gunslinger feat. The chronotrigger can choose one deed from the list of deeds available to 7th-level gunners and one from the list available to 11th-level gunners.

This ability replaces immunity to stop.

Bullet Time Mastery (Ex): At 20th level, the chronotrigger is legendary at being evasive. Once per round, when he would normally be hit with an attack from any source, he may dodge it so that he takes no damage from it.

This ability replaces time wizard.