

Quartzer

Fencers are infamous for their speed and agility, and yet there are some with a desire to overclock their speed motif, to exceed beyond any conceivable speed and deadliness. Quartzers are fencers who had perfected their unique skills, blending martial skills and their limited dabbling into the powers of time itself to exceed all expectations.

The quartzer is an archetype of the fencer class.

Armor Proficiencies: The quartzer loses her proficiency to wear light armor.

This ability alters the fencer's starting armor proficiencies.

Limit Breaks (Su): At 1st level, the quartzer receives the Limit Break (Time Break).

Time Break (Su): This Limit Break allows the quartzer to make an attack against any single enemy within 90 feet, even if she could not reach the enemy. The quartzer makes a melee attack at her highest BAB + an additional attack for every four fencer levels after 1st, dealing her damage + 2d6 points of non-elemental damage on every hit.

This ability replaces one of the fencer's standard Limit Breaks.

Quartzer Initiation (Ex): At 1st level, when unarmored and unencumbered, the quartzer adds her Charisma bonus (if any) to her AC and her CMD. In addition, the quartzer gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four fencer levels thereafter, up to a maximum of +5 at 20th level. These bonuses to AC apply even against touch attacks or when the quartzer is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

This ability replaces duelist stance.

Clock-Up (Su): At 1st level, the quartzer gains a source powered by time to use her unique abilities with. At the start of each day, a quartzer gains a number of temporal points equal to 3 + her Charisma modifier (minimum 1). Her temporal points go up or down throughout the day, but cannot exceed the base limit, though feats and magic items can affect this maximum. A quartzer spends temporal points as if panache to accomplish deeds, and regains temporal points in the following ways.

- *Critical Hit with a Light or One-Handed Piercing weapon:* Each time the quartzer confirms a critical hit with a light or one-handed piercing weapon, she regains 1 temporal point. Confirming a critical hit on a helpless or unaware creature or a creature that has fewer Hit Dice than half the quartzer's character level doesn't restore temporal points.
- *Killing Blow with a Light or One-Handed Piercing weapon:* When the quartzer reduces a creature to 0 or fewer hit points with a light or one-handed piercing weapon attack while in combat, she regains 1 temporal point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the quartzer's character level to 0 or fewer hit points doesn't restore any temporal points.

Additionally, the quartzer can spend a temporal point as a swift action to gain one of the benefits below:

- One additional attack at her highest BAB.
- +4 dodge bonus to AC to the next attack.
- +4 insight bonus to her next save.

Any deeds that use panache or feats that affects panache is counted as temporal points. This functions otherwise the same as Panache.

This ability replaces panache.

Quartzzer's Blink (Su): At 3rd level, if the quartzzer chooses to fight defensively or use total defense, she can spend a temporal point as an immediate action in reaction to an oncoming attack to teleport 30 feet in any direction. This teleport does not negate the attack, but prevents subsequent attacks from landing.

This ability replaces elaborate parry.

Quartzzer's Agility (Ex): At 5th level, the quartzzer begins to exceed the limitations of her speed. When making a full-round attack, she can spend 2 temporal pool points to double all her attacks she can make in that round, dealing only weapon damage to the enemy. However, doing so taxes her body and she is fatigued for 2 rounds after using this ability. If she attempts to use Quartzzer's Agility while fatigued, she is exhausted for 1 minute instead. This ability doesn't double extra attacks gain through *haste* or any other similar effects that grants additional attacks nor does it stack with any other class feature that doubles a number of attacks. This fatigue cannot be reduced or mitigated in any way and applies even to normally fatigue-immune characters. This ability may only be used when wielding a melee, piercing weapon in one hand, and her other hand is empty.

This ability replaces masterful feint.

Quartzzer's Mobility (Ex): Starting at 6th level, the quartzzer gains Mobility as a bonus feat when wearing no armor. If the quartzzer already has this feat, she may pick another Combat feat for which she meets the prerequisites for.

This ability alters mobility.

Hyper Clock-up (Su): At 9th level, the quartzzer can spend a temporal pool point as a swift action to be able to perform a full-round attack at any one enemy within charge distance from her without needing to move. The enemy has to be reachable with her normal charge, and she can choose to stay where she was or move to the enemy at the end of her attacks.

This ability replaces extended reach.

Improved Quartzzer's Agility (Ex): At 13th level, the quartzzer starts to break the limitation of time. She can choose to spend 3 temporal pool points to triple the number of attacks she can perform when using Quartzzer's Agility.

This ability replaces lightning strike.

Over Quartzzer (Ex): At 17th level, the quartzzer is no longer fatigued after using Quartzzer's Agility. Additionally, she gains a dodge bonus to her AC equal to the number of hits she lands on the enemy until the start of her next round.

This ability replaces superior lunge.

Greater Quartzzer's Agility (Ex): At 18th level, the quartzzer's agility reaches beyond time itself. She can choose to spend 4 temporal pool points to quadruple the number of attacks she can perform when using Quartzzer's Agility.

This ability replaces surgical strike.

Beyond all Time (Ex): At 20th level, the quartzer reaches the pinnacle of her abilities. When moving in the battlefield, she no longer provokes attacks of opportunity when moving through opponent squares. She can now designate a target within 60 feet of her when performing Quartzzer's Agility, dealing full damage to the target while dealing half damage to any other enemy in a line between the Quartzzer and the designated target. Additionally, if she confirms a critical when performing Quartzzer's Agility, she adds 2d10 non-elemental damage to the damage (3d10 if the weapon's critical multiplier is x3, 4d10 if the weapon's critical multiplier is x4).

This ability replaces fencer weapon mastery.