

Capt Tick Tock - Clockwork Mage

Male Human Gunslinger (Mysterious Stranger) 1,
Wizard 9 - CL10 - CR 9

True Neutral Humanoid (Human); Deity: Onatar; Age: 18;
Height: 5' 9"; Weight: 175lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	18	+4	
DEX DEXTERITY	10	0	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	18/22	+4/+6	
WIS WISDOM	10	0	
CHA CHARISMA	16	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6 =	+5	+2		-1		
REFLEX (DEXTERITY)	+4 =	+5			-1		
WILL (WISDOM)	+5 =	+6			-1		

Immunity to Bleeds

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 18 =	+8							

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
10	18				

CM Bonus	BAB	Strength	Size	Misc
+8 =	+5	+4	-	-1

CM Defense	BAB	Strength	Dexterity	Size
18 = 10	+5	+4	0	-

Base Attack	+5	HP	70
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Initiative	Speed	Damage / Current HP
+6	30 ft	

Enervating pistol

Ranged: +5, 1d8+1 Crit: x4
 Ranged, Both Hands: +5, 1d8+1 Rng: 80'
 Ranged w/ Offhand: -1, 1d8+1 1-Hand, B/P
 Ranged w/ Light Off.: +1, 1d8+1
 Ranged Offhand: -5, 1d8+1

Longsword

Mainhand: +8, 1d8+4 Crit: 19-20/x2
 Both Hands: +8, 1d8+6 1-Hand, S
 Main w/ Offhand: +2, 1d8+4
 Main w/ Light Off.: +4, 1d8+4
 Offhand: -2, 1d8+2



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+0	DEX (0)	-	
Appraise	+10	INT (6)	1	
Bluff	+10	CHA (3)	4	
Climb	+4	STR (4)	-	
Craft (alchemy)	+12	INT (6)	3	
Craft (blacksmith)	+21	INT (6)	10	
Craft (Graft Clockwork)	+13	INT (6)	2	
Diplomacy	+5	CHA (3)	2	
Disguise	+3	CHA (3)	-	
Escape Artist	+0	DEX (0)	-	
Fly	+0	DEX (0)	-	
Heal	+5	WIS (0)	2	
Intimidate	+7	CHA (3)	1	
Knowledge (arcana)	+10	INT (6)	1	
Knowledge (Clockwork)	+10	INT (6)	1	
Knowledge (dungeoneering)	+10	INT (6)	1	
Knowledge (engineering)	+10	INT (6)	1	
Knowledge (geography)	+10	INT (6)	1	
Knowledge (history)	+10	INT (6)	1	
Knowledge (local)	+10	INT (6)	1	
Knowledge (Modrons)	+10	INT (6)	1	
Knowledge (nature)	+10	INT (6)	1	
Knowledge (nobility)	+10	INT (6)	1	
Knowledge (planes)	+10	INT (6)	1	
Knowledge (religion)	+10	INT (6)	1	
Linguistics	+16	INT (6)	7	
Perception	+10	WIS (0)	7	
Profession (sailor)	+13	WIS (0)	10	
Ride	+0	DEX (0)	-	
Sense Motive	+0	WIS (0)	-	
Sleight of Hand	+9	DEX (0)	6	
Spellcraft	+15	INT (6)	6	
Stealth	+0	DEX (0)	-	

Skills				
Skill Name	Total	Ability	Ranks	Temp
Survival	+0	WIS (0)	-	
Swim	+4	STR (4)	-	
Use Magic Device	+10	CHA (3)	7	

Feats

Armor Proficiency (Light)
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Augment Summoning
Summoned creatures have +4 to Strength and Constitution.

Craft Wondrous Item
You can create wondrous items, a type of magic item.

Exotic Weapon Proficiency (Firearms)
You make attack rolls with the weapon normally.

Gunsmithing
You can use a gunsmithing kit to craft/repair firearms and ammo.

Improved Initiative
You get a +4 bonus on initiative checks.

Martial Weapon Proficiency - All
You are proficient with all Martial weapons.

Opposition Research
By completing strenuous studies, you have broken through the mental barriers that made it hard for you to prepare spells from one of your opposition schools. Select one wizard opposition school; preparing spells of this school now only

Quick Draw
Draw weapon as a free action (or move if hidden weapon). Throw at full rate of attacks.

Rapid Reload (Pistol)
You can reload fast with one type of Crossbow or Firearm.

Scribe Scroll
You can create magic scrolls.

Simple Weapon Proficiency - All
Proficient with all simple weapons.

Spell Focus (Conjuration)
Spells from one school of magic have +1 to their save DC.

Wizard Weapon Proficiencies
You are proficient with the Dagger, Crossbow (Light and Heavy) and Quarterstaff.

Traits

Improvisational Equipment
You have an uncanny knack for turning equipment to new and unexpected uses. When using an item for anything other than its intended purpose—such as using a crowbar as a grappling hook or an old shirt to bandage a deadly wound—reduce

Reactionary
+2 Initiative

Gear

Total Weight Carried: 76/300lbs, Light Load (Light: 100lbs, Medium: 200lbs, Heavy: 300lbs)	
Alchemical cartridge (paper) x40 <In: Handy haversack (42 -	
Alchemy crafting kit <In: Sailing ship (4 @ 405 lbs)>	5 lbs
Amulet of proof against detection and location	-
Artisan's tools, masterwork (Craft [blacksmith]) <In:	5 lbs
Artisan's tools, masterwork (Craft [other]) <In: Sailing	5 lbs
Backpack, masterwork (1 @ 3 lbs)	4 lbs
Boots of teleportation	6 lbs
Bracers of armor +8	1 lb
Chest, medium (1 @ 340 lbs) <In: Sailing ship (4 @	50 lbs
Clockwork Hands, Mithril (1 @ 0 lbs) (Body Equipment	1 lb
Enervating pistol	4 lbs
Farglass	2 lbs
Gem of seeing	-

Experience & Wealth

Experience Points: **80600/105000**
Current Cash: **17000 GP**

Gear

Total Weight Carried: 76/300lbs, Light Load (Light: 100lbs, Medium: 200lbs, Heavy: 300lbs)	
Handy haversack (42 @ 0 lbs)	5 lbs
Headband of vast intelligence +4 (Craft [blacksmith],	1 lb
Longsword	4 lbs
Mirror of mental prowess (1/week)	40 lbs
Money <In: Chest, medium (1 @ 340 lbs)>	340 lbs
Ring of regeneration	-
Sailing ship (4 @ 405 lbs)	-
Silent metamagic rod (lesser) (3/day)	5 lbs
Spellbook <In: Backpack, masterwork (1 @ 3 lbs)>	3 lbs
Traveller's Outfit (Free)	-
Wand of lightning bolt (CL 8) <In: Clockwork Hands,	-
Wand of wall of fire <In: Handy haversack (42 @ 0	-
Wand of web <In: Handy haversack (42 @ 0 lbs)>	-

Special Abilities

Acid Dart (9/day) (Sp)
As a standard action you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. The acid dart deals 1d6 points of acid damage + 1 for every two wizard levels you possess. You can use this ability a

Arcane Familiar Nearby
If you are within arm's reach of your familiar, you gain the benefits of the Alertness feat.

Conjuration
The conjurer focuses on the study of summoning monsters and magic alike to bend to his will.

Deed: Deadeye (Ex)
At 1st level, the gunslinger can resolve an attack against touch AC instead of normal AC when firing beyond her firearm's first range increment. Performing this deed costs 1 grit point per range increment beyond the first. The

Deed: Focused Aim (+3)
At 1st level, as a swift action, the mysterious stranger can spend 1 grit point to gain a bonus on all firearm damage rolls equal to her Charisma modifier (minimum 1) with all firearm attacks she makes until the end of her turn. At

Deed: Gunslinger's Dodge (+2 AC) (Ex)
At 1st level, the gunslinger gains an uncanny knack for getting out of the way of ranged attacks. When a ranged attack is made against the gunslinger, she can spend 1 grit point to move 5 feet as an immediate action; doing so grants

Deliver Touch Spells Through Familiar (Su)
If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the 'toucher'. The familiar can

Dimensional Steps (270'/day) (54 5-ft inc/day) (Sp)
At 8th level, you can use this ability to teleport up to 30 feet per wizard level per day as a standard action. This teleportation must be used in 5-foot increments and such movement does not provoke an attack of opportunity.

Empathic Link with Familiar (Su)
The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only

Grit (Ex)
A gunslinger makes her mark upon the world with daring deeds. Some gunslingers claim they belong to a mystical way of the gun, but it's more likely that the volatile nature of firearms simply prunes the unlucky and careless from

Necromancy
You must spend 2 slots to cast spells from the Necromancy school.

Regeneration 1
A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still

Special Abilities

Share Spells with Familiar

The wizard may cast a spell with a target of "You" on his familiar (as a touch spell) instead of on himself. A wizard may cast spells on his familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).

Speak with Animals (Ex)

If the master is 7th level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire varieties): bats with bats, rats with rodents, cats with felines, hawks and owls and ravens with birds,

Speak With Familiar (Ex)

If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Summoner's Charm (+4 rds) (Su)

Whenever you cast a conjuration (summoning) spell, increase the duration by a number of rounds equal to 1/2 your wizard level (minimum 1). At 20th level, you can change the duration of all summon monster spells to permanent. You can

Tracked Resources

Acid Dart (9/day) (Sp)

Alchemical cartridge (paper)

Clairaudience/Clairvoyance (1/day)

Dimensional Steps (270/day) (54 5-ft inc/day) (Sp)

Grit (3/day)

Mirror of mental prowess (1/week)

Silent metamagic rod (lesser) (3/day)

Teleport (3/day)

True Seeing (6/day)

Wand of lightning bolt (CL 8)

Wand of wall of fire

Wand of web

Languages

Aquan	Goblin
Common	Grippli
Draconic	Halfling
Drow Sign Language	Infernal
Dwarven	Modron
Elven	Undercommon

Spells & Powers

Wizard Spell DC: 16 + spell level

CL: 9 (vs. SR: +9, Concentration: +15)

Melee Touch +8 Ranged Touch +4

Maximum Wizard spells per day: 4/*x0; 6x1; 6x2; 4x3; 3x4; 2x5

Wizard 0: Message, Mage Hand, Mending, Detect Magic

Wizard 1: Shield, Color Spray (DC 17), Enlarge Person (DC 17), Grease (DC 18), Mage Armor, Mage Armor, Charm Person (DC 17)

Wizard 2: Knock, Mirror Image, Bull's Strength, Hideous Laughter (DC 18), Arcane Lock, Glitterdust, Rope Trick

Wizard 3: Haste, Dispel Magic, Summon Monster III, Phantom Steed, Fly

Wizard 4: Black Tentacles, Dimensional Anchor, Confusion (DC 20), Arcane Eye

Wizard 5: Wall of Force, Teleport, Feeblemind (DC 21)

Companions

Cat, Cat - CL1 - CR 1/4

STR 2 (-4), DEX 14 (+2), CON 8 (-1), INT 2 (-4), WIS 12 (+1), CHA 6 (-2); Fortitude +1, Reflex +4, Will +1

HP: 3/3; Init: +2; Speed: 30 feet

Attack Bonus: +2; Armor Class: 14 / 14Tch / 12FI

Fly +6, Perception +1, Stealth +18

Bite (Cat) **Melee +4, 1d3-4**, x2

Claw x2 (Cat) **Melee +4 x2, 1d2-4**, x2

Special: Low-Light Vision, Scent (Ex)

Crank the Modron (Hireling), Modron Expert 3 (Modron +1) - CL4 - CR 1

STR 10 (0), DEX 8 (-1), CON - (0), INT 12 (+1), WIS 10 (0), CHA 8 (-1); Fortitude +1, Reflex +0, Will +3

HP: 35/35; Init: -1; Speed: 30 feet

Attack Bonus: +2; Armor Class: 11 / 9Tch / 11FI

Perception +0

Special: Construct Traits (+20 HP), Immunity to Ability Damage, Immunity to Ability Drain, Immunity to Bleeds, Immunity to Death and Necromancy effects (Ex), Immunity to Disease, Immunity to Energy Drain, Immunity to Exhausted, Immunity to Fatigue, Immunity to Mind-Affecting attacks, Immunity to Non-lethal Damage, Immunity to Paralysis, Immunity to Poison, Immunity to Sleep, Immunity to Stunning, Low-Light Vision

Languages

Abyssal

Giant

Background

Trait: Arcane Apprentice: +1 Craft (clockwork); +1 Knowledge Arcana

Class information:

The Clockworker (Mor Aldenn setting)

Iron Mage: The Fabricant (Zobrek I think--Codex Mechanica)

BCB Ring. Black Crystal Brotherhood ring of Malachai Nebly. Crystal is nonmagical but crystal glows as such.

Clockwork Hand

Aura minor transmutation; CL 3rd

Slot hand; Price 12,000 gp; Weight 3 lbs.

Description: Beautiful works of articulated brass, these prosthetic clockwork hands provide a +2 equipment bonus to Strength when used for any purpose and to CMD versus disarm attempts.

Construction Requirements Craft Wondrous Item, Craft Clockwork, bull's strength, creator must have 5 ranks in Craft (clockwork); Cost 6,000 gp

Secret wand compartment integrated into hand

Clockwork Pendant

Aura moderate transmutation; CL 6th

Slot neck; Price 25,000 gp; Weight 1 lb.

Description: This pendant resembles an ornate, miniature clock. By winding the dial and consciously expending one charge, the user can cast haste, slow, or displacement.

The spell lasts for 3 rounds. Only one spell cast from a clockwork pendant can be active at a time. Casting a second spell negates an existing spell effect. Destroying the pendant creates a temporal stasis effect in a 10-ft. cube if at least 3 charges remain. A new clockwork pendant has 10 charges. With winding, will recharge one charge per day.

Construction Requirements Craft Wondrous Item, displacement, haste, slow; Cost 12,500 gp

Airship

Nutsnbolts fabricant helper

An alchemical cartridge is a prepared bundle of black powder with a bullet or pellets, sometimes with more exotic material added, which is then wrapped in paper or cloth and sealed with beeswax, lard, or tallow. There are many types of alchemical cartridges, the simplest being the paper cartridge—a simple mix of black powder and either pellets or a bullet. Alchemical cartridges make loading a firearm easier, reducing the time to load a firearm by one step (a full-round action becomes a standard action, a standard action becomes a move action, and a move action becomes a free action), but they tend to be unstable. The misfire value of a weapon firing an alchemical cartridge increases as listed in each entry.