The Steamsinger

A Bard Tinker Prestige Class





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The Steamsinger

It is said that the profession of tinker is one that marries the analytical aspects of the mind with the creative aspects of the mind. This causes many a tinker to combine interests and hobbies in particularly ludicrous ways. Some take up martial combat, others the gap between machine and corpse, and still others turn to music. Seeing music as more of a mathematical model for expression than the wondrous pulse of the world that bards are wont to describe it as, the steamsingers of the world are known for their attention to nuance and detail, intricately woven harmonies, and the fact that their roadies and backup singers are completely and totally mechanical.

Role: Steamsingers, being in essence a tinker with bardic performance, aligns much more closely to the role of minion-based mechanical mastermind than musical warrior. Through his steamsinger repertoire, a steamsinger finds himself relegated to more of a support role than the tinker, responsible for both micromanaging his forces and keeping the appropriate music flowing over his audience.

Alignment: Steamsingers can be of any alignment.

Table: The Steamsinger

Hit Die: d8

Requirements

To qualify to become a steamsinger, a character must fulfill all of the following requirements.

Skills: Perform (any) 8 ranks Feats: Skill Focus (Perform [any]) Spellcasting: Ability to learn 2nd level inventions. Special: Inspire Competence class feature, The Alpha class feature

Class Skills

The steamsinger's class skills (and the key abilities for each skill) are Acrobatics (Dex), Bluff (Cha), Perform (any) (Cha), and Sense Motive (Cha).

Skill Ranks at Each Level: 4 + Int modifier.



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Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Inventions and Performance
1st	+0	+0	+1	+1	Instrumental inventions, steamsinger repertoire	+1 level of existing class
2nd	+1	+1	+1	+1	Alpha performance +1	+1 level of existing class
3rd	+2	+1	+2	+2	Duet, steamsinger repertoire	+1 level of existing class
4th	+3	+1	+2	+2	Alpha performance +2	+1 level of existing class
5th	+3	+2	+3	+3	Steamsinger repertoire	+1 level of existing class
6th	+4	+2	+3	+3	Alpha performance +3	+1 level of existing class
7th	+5	+2	+4	+4	Steamsinger repertoire	+1 level of existing class
8th	+6	+3	+4	+4	Alpha performance +4	+1 level of existing class
9th	+6	+3	+5	+5	Steamsinger repertoire	+1 level of existing class
10th	+7	+3	+5	+5	Alpha performance +5, solo act	+1 level of existing class



Class Features

All of the following are class features of the steamsinger prestige class.

Inventions and Performance

The steamsinger's class level stacks with his inventionusing class levels for the determination of maximum number of build points per blueprint, number of blueprints, inventions known, maximum invention level known, effective level of inventions, and automaton hit die progression.

Further, the steamsinger's class level stacks with levels of any class that grants bardic performance for the determination of the number of rounds of bardic performance allowed daily, the efficacy of the inspire courage and inspire competence bardic performances, and the ability to begin a bardic performance as a move or swift action.

Instrumental Inventions (Ex): At 1st level, a steamsinger's fascination with the realm of music manifests itself in the adaptation of the tools of the musical trade as inventions for his automatons. A steamsinger may learn and inscribe these inventions exactly like any other invention. Indeed, many non-steamsinger tinkers find the work of the "specialists", as they call them, to be absolutely fascinating. Though they cannot use them, the more well-to-do tinkers are wont to purchase such outlandish inventions and read over their schemata as one would a mathematical treatise from a great natural philosopher. This demand makes such specialized inventions much more common than the population of steamsingers would otherwise suggest.

Steamsinger Repertoire (Ex): At 1st level and every two levels thereafter, a steamsinger's exploration into the realm of music results in a breakthrough. Select a single performance or ability listed below.

Dancing Beat (Su) - A steamsinger who elects to learn this steamsinger repertoire performance can use his performance to play a catchy dance beat that grants a single ally within 30 feet a +2 morale bonus to Reflex saves. At 3rd level and every 3 levels thereafter, an additional ally can be selected. Automatons with the dance number invention are affected by this performance even though they normally cannot be given a morale bonus. Dancing beat relies on audible components.

Encore (Su) - A steamsinger who elects to learn this steamsinger repertoire performance can use his performance to create a 30-foot radius of ambient encouragement. Whenever one of the steamsinger's automatons is destroyed by anything other than the kamikaze directive within the radius of effect of this performance, there is a percent chance equal to twice the steamsinger's ranks in the perform skill that he regains a daily use of the deploy automaton class feature. Unlike other performances in the steamsinger repertoire, this performance cannot be performed by the alpha.

Energizing Melody (Su) - A steamsinger who elects to learn this steamsinger repertoire performance can use his performance to deploy a non-megadroid, non-gigadroid automaton without spending a use of his deploy automaton class feature. When the steamsinger begins the performance, he also deploys the automaton in the same action and can give a directive upon deployment as a free action. As soon as the steamsinger ceases to perform the energizing melody, the automaton deployed using the performance shorts out and becomes inactive. At 5th level, the steamsinger can deploy a megadroid in this fashion, but expends two rounds of his bardic performance for each round this performance is maintained. Similarly, at 10th level, the steamsinger can deploy a gigadroid in this fashion, but expends three rounds of his bardic performance for each round this performance is maintained. Energizing melody relies on audible components.

Harmonic Cadence (Su) - A steamsinger who elects to learn this steamsinger repertoire performance can use his performance to create a zone of harmony that extends to a radius of 60 feet from the singer. Within this zone of harmony, the Aid Other action grants an additional +1. At 5th level, if the steamsinger's alpha is also performing harmonic cadence, the area in which their radii overlap grants a +2 bonus to the Aid Other action instead. Harmonic cadence relies on audible components.

Key Vibrations (Su) - A steamsinger who elects to learn this steamsinger repertoire performance can use his performance to cause a single automaton within 60 feet to hum with sonic energy. Upon the use of the kamikaze directive, the use of the contingent kamikaze greater innovation, or upon its destruction, the automaton explodes, dealing 1 point of sonic damage per steamsinger level to all creatures in a 10-foot radius with a DC 10 + 1/2 the tinker's level + the tinker's Intelligence modifier Reflex save for half. While charged with sonic energy, the automaton has resistance to sonic equal to the steamsinger's level. At 5th level and every five levels thereafter, an additional automaton can be selected. Key vibrations relies on audible components.

March of Progress (Su) - A steamsinger who elects to learn this steamsinger repertoire performance can use his performance to enhance one of his automatons within 60 feet. To do so, select an invention with a build point cost of 1 + 1/3 the steamsinger's level or less that "requires and replaces" an invention already on the automaton. For the duration of the steamsinger's performance, the selected invention is treated as though it were part of the automaton's blueprint. At 5th level, this performance affects all deployed automatons of a single blueprint instead. March of progress relies on audible components.

Montage of the Mechanic (Su) - A steamsinger who elects to learn this steamsinger repertoire performance can use his performance to create images of repairmen plying their trade on all allies within 30 feet. Each round, automatons are repaired for 1 point of damage per steamsinger level, while the most damaged piece of equipment on each organic ally in the area of effect is repaired for 1 point of damage per steamsinger level.



Music of the Machine (Ex) - A steamsinger who elects to learn this steamsinger repertoire ability can now fascinate constructs with his fascinate bardic performance. Further, his alpha can now perform the fascinate bardic performance. The alpha receives a +4 bonus to its effective steamsinger level when playing this performance.

Remedial Coursework (Ex) - The alpha of a steamsinger who elects to learn this steamsinger repertoire ability can now perform the inspire courage and inspire competence bardic performances. The alpha receives a +4 bonus to its effective steamsinger level when playing these performances.

Steelskin Sonnet (Su) - A steamsinger who elects to learn this steamsinger repertoire performance can use his performance to grant all allies within 60 feet DR 1 + 1/3 the steamsinger's level / adamantine. Steelskin sonnet relies on audible components.

Thunderous Blast (Su) - A steamsinger who elects to learn this steamsinger repertoire performance can use his performance to launch a cacophonic blast of sound at a single creature within 30 feet. Treat this as a ranged touch attack that deals 1d4 points of sonic damage per steamsinger level. All automatons with either the cymbals or trumpet invention within 30 feet of the creature struck are given a directive to use that instrument on the creature struck. Thunderous blast relies on audible components.

Alpha Performance (Ex): A steamsinger's incessant training of his alpha in the musical arts grants it a bonus to all Perform checks equal to 1/2 the steamsinger's class level, rounded down, as well as a bardic performance pool containing 1 round of bardic performance for every two steamsinger levels the master possesses. These can be used when outside the range of the master's presence class feature or when the master is unconscious, dead, or otherwise incapacitated. Whenever the alpha begins to perform, if it is within the radius of the master's presence class feature, it can choose which bardic performance pool to use with that performance.

Should the alpha be using its master's pool and the master falls unconscious or moves such that the alpha is not within the radius of master's presence, the alpha can switch to its own pool automatically.

Duet (Ex): At 3rd level, the steamsinger's incessant training of his alpha has resulted in the alpha's ability to perform as a steamsinger whose level is 1/2 the steamsinger class level of its master, rounded down. The alpha may only perform those performances granted to the steamsinger by the steamsinger repertoire class feature and can only perform when the master is conscious and the alpha is within the radius of the master's presence class feature. Further, the alpha's performance pool. When the master is out of bardic performance for the day, the alpha cannot perform. Should the master fall unconscious or move such that the alpha is outside of the radius of master's presence, the performance ends immediately.

Solo Act (Ex): At 10th level, the alpha's training has granted it an additional 5 rounds of bardic performance.

Steamsinger Inventions

Bongos (Instrument) 1 BP Invention 2 Instrumental Inventions class feature, arms invention

The automaton has been given a pair of bongos, as well as an absolutely obligatory pair of sunglasses. As a standard action, the automaton can play its bongos and give all allies within 30 feet a +1 morale bonus to saving throws against fear effects for 1 round.

Cello (Instrument) 6 BP Invention 6 Instrumental Inventions class feature, arms invention

The automaton has been given a cello. Quite frankly, it doesn't look too excited about it. Each round, the automaton can play the cello as a full-round action, creating a metronomic baseline sound with a radius of 30 feet. Whenever a limited uses per day instrument is used within the cello's area of effect, that instrument does not consume one of its limited uses per day because the presence of the cello's sound makes it easy to play properly. Each time an instrument conserves a daily use in this fashion, the automaton playing the cello gets more and more upset. Finally, after the sixth time a limited uses per day instrument has conserved a daily use, the automaton playing the cello immediately ceases its playing. On its next turn, the automaton snaps the cello in half and starts jumping up and down on it. This is a fullround action that provokes attacks of opportunity, though some intelligent creatures may find it so utterly hilarious that they'd rather stand there and watch.

Cymbals (Instrument)

2 BP Invention 2

Instrumental Inventions class feature, arms invention

The automaton has been given a pair of heavy cymbals, the sort capable of making a toddler look at her pots and pans and yearn for something greater. As a standard action, the automaton can bash the cymbals together, making a horrible grating noise that deals 1d6 points of sonic damage in a 5-foot radius. A DC 10 + 1/2 the tinker's level + the tinker's Intelligence modifier Fortitude save negates. Creatures who cannot hear, whether this is part of their anatomy or due to the deafened condition, are immune to this invention.

Cymbal Acoustics 2 BP Invention 5 cymbals instrument

On a successful Fortitude save, the cymbals invention now deals half damage. Further, when playing the cymbals, the fire and flames and thunderstruck inventions are not negated on a successful saving throw.



Dance Number 2 BP Invention 3 performance programming invention

The automaton has been taught how to dance with the best of them and can now perform the feint action; however, rather than make a Bluff check when feinting, the automaton makes a Perform(dance) check.

Deafening Cymbals 1 BP Invention 3 cymbals invention

The automaton's cymbals have been altered such that the racket they make is deafening in a very literal sense. On a failed saving throw, the cymbals invention also deafens the victim for 1 round.

Enhanced Puddleflute (Instrument) 3 BP Invention 5 puddleflute invention

This invention requires and replaces puddleflute. As a standard action, the automaton can create a brilliant flash of light, blinding all creatures in a 30-foot radius for 1 round and dealing 2d6 points of electricity damage to the automaton. A DC 10 + 1/2 the tinker's level + the tinker's Intelligence modifier Fortitude save negates the blind effect.

An automaton with the enhanced puddleflute invention cannot have the juryrigged puddleflute invention.

Fire and Flames 1 BP Invention 5 cymbals invention or trumpet invention

Clever modifications to the metal of which some of the automaton's instruments are made causes the instrument to scatter sparks when played. The cymbals and trumpet inventions now deal a point of fire damage in addition to their other effects. This damage is negated if the instrument's saving throw is made.

Glass Armonica (Instrument) 4 BP Invention 5 Instrumental Inventions class feature, arms invention

Banned shortly after its creation by influential individuals who were convinced that the device causes insanity, the automaton has been given a glass armonica to see whether or not there is any basis to the ban. Long story short, there is.

Three times per day as a standard action, the automaton can run its fingers over the armonica, causing a single, randomly determined creature within 30 feet to become confused. A DC 10 + 1/2 the tinker's class level + the tinker's Intelligence modifier Will save negates. This is a mind-affecting ability. Creatures who are immune to mind-affecting abilities cannot randomly be selected. Greater Instrument Focus 3 BP Invention 6 instrument focus invention

This invention requires and replaces instrument focus. The automaton gains +2 to its DCs for a specific instrument when playing that instrument.

This invention can be taken multiple times. Each time, select a different instrument that has the benefit of the instrument focus invention.

Harmonica (Instrument) 3 BP Invention 4 Instrumental Inventions class feature

The automaton has been given a harmonica, and, like so many others with harmonicas, uses it to tune that next note. As a standard action, the automaton can play the harmonica, granting it a +5 circumstance bonus to the next Perform check it makes. This check must be made within 1 round.

Heavy Cymbals 2 BP Invention 4 cymbals invention

The automaton's cymbals are bigger, heavier, and generally carry further. The cymbals invention now has a 10-foot radius.

Instrument Focus 2 BP Invention 4 Instrumental Inventions class feature, any instrument invention

Additional subroutines regarding one instrument invention already installed on the automaton grant that automaton +1 to DCs when playing that instrument.

This invention can be taken multiple times. Each time, select a different instrument.

Juryrigged Puddleflute 2 BP Invention 5 puddleflute invention, static shield invention

The automaton no longer deals electricity damage to itself when it uses the puddleflute invention. Instead, whenever the automaton uses the puddleflute invention, damage dealt by the static shield invention is maximized for 1 round. By extension, the static sheathe and static eruption inventions are also maximized for this period, as their damage is based off of the damage of the static shield invention.

An automaton with the juryrigged puddleflute invention cannot have the enhanced puddleflute invention.

Massive Cymbals 2 BP Invention 6 resounding cymbals

This invention requires and replaces resounding cymbals. The automaton's cymbals invention deals an additional 3d4 sonic damage.

One-man Band 5 BP Invention 6 any three instrument inventions

The automaton has received a great deal of training involving such feats of dexterity as simultaneously banging on drums while blaring on a trumpet. As such, the automaton has gained the ability to use up to three instruments as a single full-round action. Given the automaton's desire to see and be seen while doing this, the automaton refuses to use this invention unless it is the one and only non-alpha automaton currently deployed its master.



Performance Programming 1 BP Invention 2 Instrumental Inventions class feature

The automaton now has rhythm and gains ranks equal to its hit dice to a single Perform skill. These ranks stack with the skill suite invention, though the number of ranks an automaton has in a skill cannot exceed the level of its tinker.

This invention can be taken multiple times. Each time, a different Perform skill is chosen.

Piccolo (Instrument) 2 BP Invention 4 Instrumental Inventions class feature, arms invention

The automaton has been given a piccolo. When directed to play along with its master, the automaton adds +2 to the DC of the master's fascinate bardic performance. Only one piccolo can provide benefit at any one time.

Puddleflute (Instrument)

2 BP Invention 2 Instrumental Inventions class feature

A wild misnomer, the puddleflute, one of many inventions produced by the subterranean race of intelligent oozes known as the Puddlings, is actually a tight skullcap that emits various warbles and incredibly bright flashing lights. Though meant to be a means of communication with the Puddling race, the plan was eventually scrapped due to the skullcaps frying necessary parts of the wearer's brain.

As a standard action, the automaton can create a brilliant flash of light, dazzling all creatures in a 30-foot radius for 1 round and dealing 1d4 points of electricity damage to the automaton. A DC 10 + 1/2 the tinker's level + the tinker's Intelligence modifier Fortitude save negates the dazzle effect. Creatures who roll a natural 1 for their Fortitude save are blinded for 1 round instead.

Puttin' on the Ritz 3 BP Invention 5 dance number invention

The automaton gains the Improved Feint feat.

Resounding Cymbals 2 BP Invention 3 performance programming, resounding cymbals invention

The automaton's cymbals have been retooled for worse acoustics, but greater combat effect. The cymbals invention deals an additional 1d6 sonic damage.



Snare Drum (Instrument) 3 BP Invention 2 Instrumental Inventions class feature, arms invention

The automaton has been given a snare drum. Due to a problem with the instructions given to the automaton when first granted this drum, it has gotten the idea of "snare" all wrong. As a standard action, the automaton can throw the snare drum as though it were a thrown splash weapon. If it lands in a square occupied by a creature of size large or smaller, the snare drum somehow finds a way to entangle that creature for rounds equal to the automaton's ranks in the Perform (percussion) skill, minimum 1. A creature entangled by a snare drum can forego any number of attacks to attack the drum. These attacks automatically hit and each point of damage dealt to the drum reduces the duration of the entangled effect by 1 round. A DC 10 + 1/2 the tinker's level + the tinker's Intelligence modifier Reflex save negates the entangled effect altogether.

If a creature entangled by the snare drum is slain, put to sleep, made helpless, or otherwise neutralized before the entangling effect ends, the automaton can retrieve the snare drum and use it again. Similarly, if the snare drum misses or is successfully saved against, the automaton can retrieve the snare drum and use it again.

Thunderstruck 1 BP Invention 3 cymbals invention or trumpet invention

Clever modifications to the metal of which some of the automaton's instruments are made causes the instrument to scatter sparks when played. The cymbals and trumpet inventions now deal a point of electricity damage in addition to their other effects. This damage is negated if the instrument's saving throw is made.



castanets

Timpani (Instrument) 3 BP Invention 4 Instrumental Inventions class feature, arms invention

Noting the potent effect that the booming sound of the timpani has on organic creatures, the tinker has outfit an automaton with one. Once per day as a standard action, the automaton can beat on the timpani, causing all allies within 30 feet to receive the benefits of the haste spell for 1 round. This is a mind-affecting ability.

Tiny Clickers (Instrument) 2 BP Invention 3 dance number invention

The automaton has been given a pair of castanets: however, the automaton simply refuses to refer to them as such. They are the clickers. The tiny clickers. Whenever the master uses the Perform skill to make money, an automaton with the tiny clickers automatically makes an Aid Other roll. If successful, the automaton adds +5 to the Perform check.

Trumpet (Instrument) 3 BP Invention 3 Instrumental Inventions class feature, arms invention

The automaton has been given a rather battered trumpet that is only capable of producing a nasty, rather tinny sound. Once per day as a standard action, the automaton can blare on the trumpet, dazing creatures in a 15-foot cone for 1 round. A DC 10 + 1/2 the tinker's level + the tinker's Intelligence modifier Fortitude save negates. Creatures who cannot hear, whether this is part of their anatomy or due to the deafened condition, are immune to this invention.



Tuba (Instrument) 2 BP Invention 2 Instrumental Inventions class feature, arms invention

The automaton has been given a rather large and unwieldy tuba. Despite the best programming and instruction, the automaton has no idea how to play it and assumes that it is to be used as a bludgeon. The automaton deals slam damage as though it were one size category larger than it actually is.

War Drums 3 BP Invention 5 Instrumental Inventions class feature, arms invention

The automaton has been given a pair of rather severelooking wardrums. As a standard action, the automaton can beat on these drums, granting all allies within 30 feet a +1 competence bonus to damage for 1 round.



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