Puppetmaster

Entertainers from the Near East in Vana'diel, they use their puppets to entertain audiences, but they are also effective in combat. Puppetmasters are adept with hand-to-hand combat, but their specialty is activating an automaton to assist them in combat. Unlike other automatons, the puppet can reprogrammed to perform different functions, as well as customized using over a dozen attachments.

The puppetmaster is an archetype of the engineer class.

Unarmed Strike (Ex): At 1st level, a puppetmaster gains Improved Unarmed Strike as a bonus feat. A puppetmaster may attack with fists, elbows, knees, and feet. This means that a puppetmaster may make unarmed strikes with his hands full. A puppetmaster applies his full Strength modifier (not half) on damage rolls for all his unarmed strikes. Usually, a puppetmaster's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling. A puppetmaster's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that modify either manufactured weapons or natural weapons.

Table: Small, Medium, or Large Puppetmaster Unarmed Damage			
Level	Damage (Small)	Damage (Medium)	Damage (Large)
1st – 3rd	1d4	1d6	1d8
4th – 7th	1d6	1d8	2d6
8th – 11th	1d8	1d10	2d8
12th – 15th	1d10	2d6	3d6
16th – 19th	2d6	2d8	3d8
20th	2d8	2d10	4d8

This ability replaces the engineer's firearms proficiency.

Automaton (Ex): At 1st level, a puppetmaster creates a small-sized puppet construct that serves the wishes of its master. In the hands of a puppetmaster, an automation proves to be a powerful weapon and ally. Customizable to any situation, an automaton can be a fearsome fighter battling alongside its master or dealing devastating ranged damage from afar. After a quick change, the automaton brings its enemies to their knees with powerful enfeebling and elemental magic while healing its master's wounds, as well as its own. Another change and it becomes a powerful healer, curing and removing status effects from the puppetmaster's entire party. Upon creation, the puppetmaster chooses the base programmed form he wishes the automaton to take from the following three types. This form may be altered with the Reprogrammed ability. Then he adds to the base statistics bonuses based on his levels in engineer using Table: Automaton Base Statistics.

Archer
Starting Statistics
Size: Small; **Speed:** 20 ft.; **AC:** +1 natural armor; **Attack:** slam (1d6); **Ability Scores:** Str 12, Dex 15, Con -, Int 10, Wis 10, Cha 10; **Special Qualities:** Construct traits.

Knight
Starting Statistics
Size: Small; **Speed:** 20 ft.; **AC:** +1 natural armor; **Attack:** slam (1d6); **Ability Scores:** Str 15, Dex 10, Con -, Int 10, Wis 10, Cha 12; **Special Qualities:** Construct traits.

Red Mage
Starting Statistics

Size: Small; **Speed:** 20 ft.; **AC:** +1 natural armor; **Attack:** slam (1d6); **Ability Scores:** Str 10, Dex 12, Con -, Int 10, Wis 10, Cha 15; **Special Qualities:** Construct traits, MP Unit.

Table: Automaton Base Statistics						
Class Level	HD	BAB	Save	Armor Bonus	Saves Bonus	Special
1st	2	+2	+0	+0	+0	Integrated Equipment, Weapon Proficiencies
2nd	3	+3	+1	+1	+1	—
3rd	3	+3	+1	+1	+1	Class Feature
4th	4	+4	+1	+1	+1	Ability score increase
5th	5	+5	+1	+2	+2	—
6th	6	+6	+2	+2	+2	—
7th	6	+6	+2	+3	+3	Class Feature
8th	7	+7	+2	+3	+3	Ability score increase
9th	8	+8	+2	+3	+3	—
10th	9	+9	+3	+4	+4	—
11th	9	+9	+3	+4	+4	Class Feature
12th	10	+10	+3	+5	+5	Ability score increase
13th	11	+11	+3	+5	+5	—
14th	12	+12	+4	+5	+5	—
15th	12	+12	+4	+6	+6	Class Feature
16th	13	+13	+4	+6	+6	Ability score increase
17th	14	+14	+4	+7	+7	—
18th	15	+15	+5	+7	+7	—
19th	15	+15	+5	+7	+7	Class Feature
20th	16	+16	+5	+8	+8	Ability score increase

- *Class Level:* The character's engineer level. The engineer's class levels stack with levels of any other classes that are entitled to an automaton for the purpose of determining the automaton's statistics.
- *HD:* This is the total number of 10 sided die (d10) Hit Dice the Automaton possesses. No Constitution modifier is applied to the Automaton's hit points. The Automaton gets **10** bonus hit points based on its size.
- *BAB:* This is the automaton's base attack bonus. Automatons do not gain additional attacks using their slam attack for a high base attack bonus.
- *Saves:* These are the automaton's base saving throw bonuses. An automaton has poor saving throws.
- *Armor Bonus:* The number noted here is the Automaton's base total armor bonus. This number is modified by the Automaton's base form. An Automaton cannot wear armor of any kind, as the armor interferes with the engineer's operation of the Automaton. An engineer can enchant his Automaton's body as if it were armor.
- *Saves Bonus:* Add this modifier as an equipment bonus to all of the Automaton's saving throws.
- *Weapon Proficiencies:* The automaton gains proficiencies during any programmed modes: archer programmed mode gains proficiency with bows and crossbows, knight programmed mode gains proficiency with knight swords and shields, red mage programmed mode gains simple and melee weapon proficiencies, and white mage and black mage programmed modes gain proficiency with power rods and power staves.
- *Ability Score Increase (Ex):* The automaton adds +1 to any one of its ability scores.
- *Integrated Equipment (Ex):* An automaton can have its weapons or shield integrated into its body, rather than having to hold and stow them as a normal piece of equipment. Any manufactured weapon or shield that is of

appropriate size for the automaton can be integrated. Integrating equipment takes 1 hour of work by the puppetmaster. After doing so, the item is built directly into the automaton's form. It can bring forth the weapon or shield and store it back in its body as if drawing it normally, including reductions in time from feats such as Quick Draw. When stored, the equipment is inside the automaton's body and cannot be seen, and its magic aura (if any) cannot be found with spells such as detect magic unless the spell can penetrate through the automaton's metallic body. When it draws an integrated weapon or shield, it replaces the hand(s) necessary to wield the item, at which point it can be used as if wielded normally. An integrated weapon or shield cannot be disarmed or stolen, as it's attached directly to the automaton's body, though it can be sundered or attacked as normal. An automaton can have up to three pieces of integrated equipment at once plus an additional equipment for every four engineer levels after 1st. If the automaton has an integrated ranged weapon, the puppetmaster can integrate ammunition along with it. Up to 100 pieces of ammunition can be integrated with each ranged weapon. Reloading an integrated weapon is no faster than reloading the weapon as normal, and can be reduced by feats and abilities such as Rapid Reload possessed by the automaton. Integrating more ammunition takes 10 minutes of work by the puppetmaster. Once a piece of equipment is integrated, it cannot be removed intact. Removing integrated equipment involves either destroying the equipment (though sunder checks and the like) or spending 1 hour removing the item, the process of which gives it the broken condition but leaves it intact enough to be repaired via make whole or similar magic. Removing a ranged weapon requires removing its integrated ammunition, if any.

- *Class Feature (Ex/Su):* Starting at 3rd level, the automaton gains the Variant Multiclassing class features of its respective programming. In addition, archer programmed mode gains proficiency with bows and crossbows, knight programmed mode gains proficiency with knight swords and shields, red mage programmed mode gains simple and melee weapon proficiencies, and white mage and black mage programmed modes gain proficiency with power rods and power staves.
- *MP Unit:* Red mage, white mage, and black mage programmed modes have a MP unit that allows it to store and access MP. The automaton gains MP as its respective programmed mode equal to the class level – 3 (minimum 1). Red mage programmed mode is capped at 4th spell level spells, while white mage and black mage programmed modes are capped at 6th spell level spells. All spellcaster programmed modes can only learn spells via scrolls.

Table: Puppetmaster's Automaton's White/Black Mage MP Progression

Level	Base MP	Spell Level
1st	2	1st
2nd	3	1st
3rd	4	1st
4th	4	1st
5th	5	2nd
6th	6	2nd
7th	8	2nd
8th	8	2nd
9th	10	3rd
10th	13	3rd
11th	16	3rd
12th	16	3rd
13th	20	4th
14th	24	4th
15th	29	4th

Level	Base MP	Spell Level
16th	29	4th
17th	34	5th
18th	39	5th
19th	45	5th
20th	45	5th

This ability alters and replaces automaton.

Reprogrammed (Ex): Also at 1st level, the puppetmaster may change his automaton programmed mode as well as any attachments. During this process, the puppetmaster can switch programmed modes, change ability score increases, and change out currently known attachments. The process takes a minute to finish and the automaton is deactivated during the downtime.

This ability replaces technologist.

Deus Ex Automata (Su): At 3rd level, the puppetmaster can get his automaton back to working order after it has been reduced to 0 hit points or less. As a standard action, the puppetmaster reactivates his automaton back to 1 HP. The puppetmaster may use this ability a number of times per day equal to his Intelligence modifier (minimum 1).

This ability replaces rough and ready.

Automaton Attachments: At 2nd level and every even level thereafter, the puppetmaster crafts an attachment for his automaton from the list below. An automaton may only have a number of attachments equal to half of the puppetmaster's engineer level + his Intelligence modifier. Some attachments require other attachments to obtain as well as specific programming. Installing the same type of attachments do not stack. Attachments can be detached while being reprogrammed. (See the reprogrammed ability for more details.) Puppetmasters can take the Extra Engineer Trick feat for Automaton Attachments.

Accelerator: Installing this attachment grants the automaton a +1 dodge bonus to AC.

Accelerator II: Installing this attachment grants the automaton a +2 dodge bonus to AC. **Prerequisite:** Accelerator

Accelerator III: Installing this attachment grants the automaton a +3 dodge bonus to AC. **Prerequisite:** Accelerator II

Armor Plate: Installing this attachment grants the automaton a +2 natural armor bonus to AC.

Armor Plate II: Installing this attachment grants the automaton a +4 natural armor bonus to AC. **Prerequisite:** Armor Plate

Armor Plate III: Installing this attachment grants the automaton a +6 natural armor bonus to AC. **Prerequisite:** Armor Plate II

Auto-Repair Kit: Installing this attachment grants the automaton 10 extra maximum hit points and Fast Healing 1.

Auto-Repair Kit II: Installing this attachment grants the automaton 20 extra maximum hit points and Fast Healing 2. **Prerequisite:** Auto-Repair Kit

Auto-Repair Kit III: Installing this attachment grants the automaton 30 extra maximum hit points and Fast Healing 3. **Prerequisite:** Auto-Repair Kit II

Barrier Module: Installing this attachment grants the automaton the Shield Focus and Improved Shield Bash feats. **Prerequisite:** Engineer 4th level and Knight programming

Coiler: Installing this attachment grants the automaton a 10% chance to gain an additional melee attack once per round.

Coiler II: Installing this attachment grants the automaton a 25% chance to gain an additional melee attack once per round. **Prerequisite:** Coiler

Drum Magazine: Installing this attachment grants the automaton the Deadly Aim feat. **Prerequisite:** Archer programming

Dynamo: Installing this attachment grants the automaton the Improved Critical feat. **Prerequisite:** Engineer 12th level

Galvanizer: Installing this attachment grants the automaton the Counterattack monk class feature. **Prerequisite:** Engineer 12th level

Hammermill: Installing this attachment increases the automaton's Shield Bash damage by doubling the Strength modifier. **Prerequisites:** Knight programming and Barrier Module

Loudspeaker: Installing this attachment grants the automaton a +1 bonus on DC saves for spells. In addition, it grants the automaton a +2 bonus to overcome a creature's spell resistance. **Prerequisite:** Red Mage or Black Mage programming

Loudspeaker II: Installing this attachment grants the automaton a +2 bonus on DC saves for spells. In addition, it grants the automaton a +4 bonus to overcome a creature's spell resistance. **Prerequisites:** Red Mage or Black Mage programming and Loudspeaker

Loudspeaker III: Installing this attachment grants the automaton a +3 bonus on DC saves for spells. In addition, it grants the automaton a +6 bonus to overcome a creature's spell resistance. **Prerequisites:** Red Mage or Black Mage programming and Loudspeaker II

Mana Booster: Installing this attachment grants the automaton the Extra MP feat. **Prerequisite:** Red Mage, Black Mage, or White Mage programming

Mana Conserver: Installing this attachment grants the automaton the Clear Mind class feature, using the engineer's Intelligence score. **Prerequisites:** Red Mage, Black Mage, or White Mage programming and Engineer 10th level

Mana Converter: Installing this attachment grants the automaton the Convert red mage class feature, using the engineer's level as its red mage level. **Prerequisites:** Red Mage programming and Engineer 6th level

Mana Jammer: Installing this attachment grants the automaton a +2 bonus on all saving throws versus spells, spell-like abilities, and supernatural abilities.

Mana Jammer II: Installing this attachment grants the automaton a +4 bonus on all saving throws versus spells, spell-like abilities, and supernatural abilities. **Prerequisite:** Mana Jammer

Mana Jammer III: Installing this attachment grants the automaton a +6 bonus on all saving throws versus spells, spell-like abilities, and supernatural abilities. **Prerequisite:** Mana Jammer II

Mana Tank: Installing this attachment grants the automaton 5 extra maximum MP and regens 1 MP per hour. **Prerequisites:** Red Mage, Black Mage, or White Mage programming and Engineer 6th level

Mana Tank II: Installing this attachment grants the automaton 10 extra maximum MP and regens 2 MP per hour. **Prerequisites:** Red Mage, Black Mage, or White Mage programming, Engineer 12th level, and Mana Tank

Mana Tank III: Installing this attachment grants the automaton 15 extra maximum MP and regens 3 MP per hour. **Prerequisites:** Red Mage, Black Mage, or White Mage programming, Engineer 18th level, and Mana Tank II.

Reactive Shield: Installing this attachment causes the automaton to generate an electrical charge. Any creature that hits the automaton with a melee attack takes 1d6 points of lightning damage.

Scanner: Installing this attachment grants the automaton the Libra blue mage class feature, using the engineer's level as its blue mage level. **Prerequisites:** Red Mage, Black Mage, or White Mage programming and Engineer 10th level

Scope: Installing this attachment grants the automaton a +2 bonus on ranged Attack Rolls. In addition, it grants the automaton a +1 bonus on critical hit confirmation rolls. **Prerequisite:** Archer programming

Scope II: Installing this attachment grants the automaton a +4 bonus on ranged Attack Rolls. In addition, it grants the automaton a +2 bonus on critical hit confirmation rolls. **Prerequisites:** Archer programming and Scope

Shock Absorber: Installing this attachment grants the automaton a damage reduction of 5/-. **Prerequisites:** Engineer 6th level and Knight programming

Shock Absorber II: Installing this attachment grants the automaton a damage reduction of 10/-. **Prerequisites:** Engineer 12th level and Knight programming

Smoke Screen: Installing this attachment grants the automaton a dodge bonus to AC up to a maximum of +5. For each +1 dodge bonus, the automaton suffers double the attack penalty for the round. It must use this ability at the beginning of a round. **Prerequisites:** Engineer 4th level and Knight programming

Tension Spring: Installing this attachment grants the automaton a +2 bonus on melee Attack Rolls. In addition, it grants the automaton a +1 bonus on critical hit confirmation rolls.

Tension Spring II: Installing this attachment grants the automaton a +4 bonus on melee Attack Rolls. In addition, it grants the automaton a +2 bonus on critical hit confirmation rolls. **Prerequisite:** Tension Spring

Tension Spring III: Installing this attachment grants the automaton a +6 bonus on melee and ranged Attack Rolls. In addition, it grants the automaton a +3 bonus on critical hit confirmation rolls. **Prerequisite:** Tension Spring II

Tranquilizer: Installing this attachment grants the automaton a +2 bonus on melee and ranged touch attacks. In addition, it grants the automaton a +1 bonus on critical hit range. **Prerequisite:** Red Mage, Black Mage, or White Mage programming

Tranquilizer II: Installing this attachment grants the automaton a +4 bonus on melee and ranged touch attacks. In addition, it grants the automaton a +2 bonus on critical hit range. **Prerequisites:** Red Mage, Black Mage, or White Mage programming and Tranquilizer

Turbo Charger: Installing this attachment grants the automaton an additional attack at its highest BAB as part of a full-attack action. **Prerequisite:** Engineer 6th level

Turbo Charger II: Installing this attachment grants the automaton two additional attacks at its highest BAB as part of a full-attack action. **Prerequisites:** Engineer 12th level and Turbo Charger

Vivi-Valve: Installing this attachment grants the automaton's Cure spells the Empower Spell feat. **Prerequisites:** White Mage programming and Engineer 8th level

Vivi-Valve II: Installing this attachment grants the automaton's Cure spells the Empower Spell and Maximize Spell feats. **Prerequisites:** White Mage programming and Engineer 16th level

Volt Gun: Installing this attachment grants the automaton's melee and ranged attacks with imbued electricity, dealing 1d6 points of lightning damage.

These abilities replace engineer tricks.

New Programmed Modes: At 4th level, the puppetmaster gains access to two new programmed modes: Black Mage and White Mage.

Black Mage
<u>Starting Statistics</u>
Size: Small; **Speed:** 20 ft.; **AC:** +1 natural armor; **Attack:** slam (1d6); **Ability Scores:** Str 10, Dex 12, Con -, Int 15, Wis 10, Cha 10; **Special Qualities:** Construct traits, MP Unit.

White Mage
<u>Starting Statistics</u>
Size: Small; **Speed:** 20 ft.; **AC:** +1 natural armor; **Attack:** slam (1d6); **Ability Scores:** Str 10, Dex 12, Con -, Int 10, Wis 15, Cha 10; **Special Qualities:** Construct traits, MP Unit.

This ability replaces support droid.

Quick Reprogramming (Ex): At 11th level, the puppetmaster can quickly reprogrammed his automaton, taking a full-round action instead.

This ability replaces unflustered.

Heady Artifice (Su): At 17th level, the puppetmaster, at half health as an immediate action, grants his automaton the ability to limit break from its respective programmed mode (Archer, Knight, Red Mage, Black Mage, or White Mage), once per day.

This ability replaces master engineer.