

Puppet Master

Hit Points

Hit Dice: 1d6 per Puppet Master level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per Puppet Master level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons

Tools: One artisan tool of your choice

Saving Throws: Wisdom, Constitution

Skills: Choose two from Perception, Arcana, Persuasion, Deception, Sleight of Hand, Performance, Animal Handling, Intimidation, Stealth

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) any simple ranged weapon or (b) any simple melee weapon
- (a) any simple ranged weapon or (b) any simple melee weapon
- (a) an explorer's pack or (b) a dungeoneer's pack
- two sets of leather armor, two daggers, and an artisan tool of your choice

The Puppet Master

Level	Proficiency Bonus	Features
1 st	+2	Puppet
2 nd	+2	Independent Movement
3 rd	+2	Puppet Specialization
4 th	+2	Ability Score Improvement
5 th	+3	Independent Attack
6 th	+3	Improved Control
7 th	+3	Specialization feature
8 th	+3	Ability Score Improvement
9 th	+4	Hot Swap
10 th	+4	Specialization feature
11 th	+4	Improved Control
12 th	+4	Ability Score Improvement
13 th	+5	No Strings Attached
14 th	+5	Retaliation
15 th	+5	Specialization feature
16 th	+5	Ability Score Improvement
17 th	+6	Improved Control
18 th	+6	Specialization feature
19 th	+6	Ability Score Improvement
20 th	+6	Master Puppeteer

Puppet

You have complete control over a humanoid shaped inanimate object. Its appearance is entirely up to you and you may change its appearance at any time by spending an hour working on it. If your Puppet reaches 0 hit points, it disappears (along with any items it was carrying) and cannot be summoned for a number of minutes equal to 10 minus your wisdom modifier. After the appropriate amount of time has passed, you may spend an action to summon your Puppet (fully restored) in an empty square within 5ft of you. You may choose to drop your Puppet's hit points to 0 at any time as a free action. You must be within 60ft of your Puppet

and conscious to control it, if you are beyond this range or become incapacitated, the Puppet falls to the ground and is considered helpless until you are within range and conscious again. You may spend an action to fully immerse yourself into your Puppet. While immersed you use your Puppet's senses, you speak through your Puppet, and your Puppet uses your Wisdom, Charisma, and Intelligence scores. Your body falls unconscious while you are immersed, but you maintain control of your Puppet so long as it remains in your control range. If your body takes damage, your Puppet reaches 0 hit points, or your Puppet leaves your control range while immersed, you immediately become un-immersed. You may become un-immersed at any time as a free action. It is obvious to everyone that your Puppet is an animated object, no amount of disguise can change that. Your Puppet cannot make Wisdom, Charisma, or Intelligence based skill checks and cannot use tools (unless you are immersed into it). Half of all damage taken by you may instead be transferred to your Puppet. Its size is medium, its movement speed is 30ft, it has all the effects of the Living Construct trait of the Warforged race, and its proficiency bonus is the same as yours. Its turn in combat occurs simultaneously with yours; it shares movement and attack actions with you (example: if you move 10ft, your Puppet's movement speed is reduced by 10ft for this turn and vice versa). Your Puppet can equip its own weapons and armor. Your Puppet has its own stats as shown below:

Hit Points

Hit Points at 1st Level: 6 + its Constitution modifier

Hit Points at Higher Levels: 4 + its Constitution modifier per Puppet Master level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons

Tools / Saving Throws / Skills: None

Attributes

Strength – 14

Constitution – 16

Dexterity – 14

Wisdom – 14

Charisma – 10

Intelligence – 10

Independent Movement

Your Puppet's movement is now independent from your movement (i.e. you can move 10ft, your Puppet's movement speed is no longer reduced by 10ft for this turn and vice versa).

Puppet Specialization

When you reach 3rd level, you may choose a specialization for your Puppet. Your Choice grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. You may opt to increase your Puppet's ability scores instead of yours in the same manner.

Independent Attack

Your Puppet's attack actions are now independent from your attack actions (i.e. you can use an attack action and your Puppet can use an attack action in the same turn).

Improved Control

When you reach 6th level, and again at 11th and 17th level, your range in which you can maintain control over your Puppet is increased by 30ft. Your Puppet gains a cumulative +1 to hit, damage, and spell save DC while it is within the previous range increments (example: At 11th level your control range is 120ft. While your Puppet is within 60ft of you, it gets a +2 to hit, damage, and spell save DC. While your puppet is within 90ft of you, it gets a +1 to hit, damage, and spell save DC).

Hot Swap

You may spend an action to switch places with your Puppet if it is in your control range. You may do this a number of times equal to your wisdom modifier per long rest.

No Strings Attached

You are now immune to mind affecting abilities and magic can't put you to sleep.

Retaliation

Whenever you take damage from an enemy attack, your Puppet may make a single attack against that enemy with an equipped weapon or cantrip spell.

Master Puppeteer

As long as you and your Puppet are on the same plane, you have control over it. All damage taken by you may be transferred to your Puppet. After your Puppet reaches 0 hit points, you may summon it back after waiting a number of rounds equal to 10 minus your wisdom modifier.

Puppet Specializations

Warrior

A Warrior Puppet excels at keeping itself and its master alive.

Heavy Mod

At 3rd level, you apply the Heavy Mod to your Puppet which grants the following bonuses:

Your Puppet gets a +2 to its strength score. While your Puppet is within your control range, you gain resistance to bludgeoning, piercing, and slashing damage. Increase your Puppet's hit point maximum by 4. Your Puppet's hit points are increased by 6 + your constitution modifier every time you level. Your Puppet gains the following proficiencies:

Armor: Medium armor, heavy armor, shields

Weapons: Martial melee weapons

Guard Enhancement

At 7th level, you apply the Guard Enhancement to your Puppet which grants the following bonuses:

While your Puppet is within 5ft of you, your AC is increased by an amount equal to your wisdom modifier. Once per long rest, your Puppet may use its reaction to reduce all incoming damage it takes by half until the start of its next turn.

Relentless Enhancement

At 10th level, you apply the Relentless Enhancement to your Puppet which grants the following bonuses:

Once per long rest while your Puppet is within 5ft of you, it may spend an action to grant you a number of temporary hit points equal to your Puppet Master level times 3. These hit points are lost after completing a long rest or when your Puppet leaves your control range. Once per long rest, when your Puppet is reduced to 0 hit points but not killed outright, it can drop to 1 hit point instead.

Anti-Magic Enhancement

At 15th level, you apply the Anti-Magic Enhancement to your Puppet which grants the following bonuses:

While your Puppet is within your control range, you gain resistance to spell damage. Your Puppet may add your wisdom modifier to saving throws against spells.

Tank Enhancement

At 18th level, you apply the Tank Enhancement to your Puppet which grants the following bonuses:

While your Puppet is within your control range, you do not take extra damage from critical hits or sneak attacks. Your Puppet passively heals itself for a number of hit points equal to your wisdom modifier per round.

Assassin

An Assassin Puppet excels at maximizing damage for itself and its master.

Medium Mod

At 3rd level, you apply the Medium Mod to your Puppet which grants the following bonuses:

Your Puppet gets a +2 to its dexterity score. While your Puppet is within your control range, you and your Puppet gain a sneak attack (1d6 damage bonus) as outlined in the Rogue class. Increase your Puppet's hit point maximum by 2. Your Puppet's hit points are increased by 5 + your constitution modifier every time you level. Your Puppet gains the following proficiencies:

Weapons: Martial ranged weapons, martial melee weapons with the finesse property

Multi-Attack Enhancement

At 7th level, you apply the Multi-Attack Enhancement to your Puppet which grants the following bonuses:

If you and your Puppet attack the same target in a round, you and your Puppet may make one additional attack against that target.

Agility Enhancement

At 10th level, you apply the Agility Enhancement to your Puppet which grants the following bonuses:

While your Puppet is within your control range, you and your Puppet do not trigger attacks of opportunity from movement. Your Puppet's attacks of opportunity deal bonus damage equal to your Wisdom modifier.

Critical Enhancement

At 15th level, you apply the Critical Enhancement to your Puppet which grants the following bonuses:

While your Puppet is within your control range, you and your Puppet's critical hits always deal maximum damage. Once per long rest, your Puppet may reroll an attack roll that resulted in a critical failure.

Shadow Enhancement

At 18th level, you apply the Shadow Enhancement to your Puppet which grants the following bonuses:

While your Puppet is within your control range, you are cloaked by the Invisibility spell. If you or another source causes your invisibility to deactivate, it will passively reactivate after a number of rounds equal to 8 minus your wisdom modifier. You and your Puppet's sneak attack damage is increased to 2d6.

Mage

A Mage Puppet excels at providing utility for itself and its master.

Light Mod

At 3rd level, you apply the Light Mod to your Puppet which grants the following bonuses:

Your Puppet gets a +2 to its wisdom score. While your Puppet is within your control range, you and your Puppet may cast spells as if you both were Wizards whose level was equal to your Puppet Master level divided by 3 rounded up. Your Puppet acts as your spellcasting focus and vice versa. You and your Puppet's spell slots are independent of one another. Wisdom is your spellcasting ability for your Puppet Master spells. There are restrictions as to what spells you and your Puppet have available. You may not cast any spells of 1st level or higher that directly or indirectly reduce a target's hit points and your Puppet may only cast spells from the evocation school.

Nocturnal Enhancement

At 7th level, you apply the Nocturnal Enhancement to your Puppet which grants the following bonuses:

While your Puppet is within your control range, you and your Puppet gain darkvision 30ft. You also gain a fly speed equal to your movement speed. If another source grants you a fly speed or darkvision, this enhancement doubles it. Once per long rest while your Puppet is in conditions of dim light or darkness, it may teleport up to 30ft into another area with the same conditions by spending an action.

Multi-Target Enhancement

At 10th level, you apply the Multi-Target Enhancement to your Puppet which grants the following bonuses:

While your Puppet is within your control range, your single target spells may target one additional target within their range. They are to be treated as two separate spells with the exception that they only require a single spell slot to cast. Your Puppet's area of effect spells deal bonus damage equal to your wisdom modifier times the number of targets within the target area.

Skill Enhancement

At 15th level, you apply the Skill Enhancement to your Puppet which grants the following bonuses:

While your Puppet is within your control range, you may add your proficiency bonus to skills you are not proficient in. You may add double your proficiency bonus to skills you are proficient in. Your Puppet gains the benefit of an additional ability score improvement.

Power Enhancement

At 18th level, you apply the Power Enhancement to your Puppet which grants the following bonuses:

While your Puppet is within your control range, you and your Puppet may transfer spell slots to one another. By spending an action, one of you may transfer a single spell slot to the other. You may not store more than your maximum number of spell slots (example: If you haven't cast any spells today and you want to accept a level 1 spell slot from your Puppet, you must first cast a level 1 spell). Once per long rest, your Puppet may cause a number of opponents equal to your wisdom modifier to automatically fail the next spell save they have to make.