

ARTIFICER SPECIALIST: PUPPETEER

Those who are Puppeteers are master craftsmen, combining their love and pride for creating works of art with the ability to help control the battlefield. They add new abilities and devices to their puppets like accessories, to make sure that no matter what happens, they will perform a show no one will forget.

TOOL PROFICIENCY

When you adopt this specialization at 3rd level, you gain proficiency with carpenter's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

PUPPETEER SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Puppeteer Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

PUPPETEER SPELLS

Artificer Level	Spell
3rd	<i>command, unseen servant</i>
5th	<i>phantasmal force, suggestion</i>
9th	<i>spirit guardians, animate dead</i>
13th	<i>compulsion, phantasmal killer</i>
17th	<i>dance macabre, dominate person</i>

ARTISAN FIGHTER

When you reach 3rd level, you use your years of artisan experience to add your knowledge to your fighting style in two ways.

- You gain proficiency with martial ranged weapons, longswords, rapiers, shortwords, and scimitars.
- When you attack with a magic weapon, you can use your Intelligence modifier, instead of Strength or Dexterity modifier, for the attack and damage rolls.



FINE CRAFTSMANSHIP

Starting at 3rd level, you can create a puppet companion that you can control to help defend you and your allies and attack your enemies. It is friendly to you and your companions, and it obeys your commands. You determine the puppet's appearance; your choice has no effect on its game statistics. You also choose its size of Medium or smaller. A Medium or Small puppet occupies its own space, and a Tiny one can be held in one hand.

In combat, the puppet shares your initiative count. It can move and use its reaction on its own. The only action it takes on its turn is the Dodge action, unless you use your bonus action on your turn to command it to take one of the actions in its stat block or the Dash, Disengage, Help, Hide, or Search action.

If the mending spell is cast on it, it regains 2d6 hit points. If it drops to 0 hit points, you are unconscious, or it is further than 30 ft. apart from you, then the puppet is incapacitated until it is healed to 1 hit point. If it is hit with an attack while at 0 hp it is destroyed. If the puppet is destroyed within the last hour, you can use your carpenter's tools as an action to revive it with full hit points after 1 minute, provided you are within 5 feet of it and you expend a spell slot of 1st level or higher.

At the end of a long rest, you can create a new puppet if you have your carpenter's tools with you. If you already have a puppet from this feature, the first one immediately perishes.

PUPPET

Medium, Small, or Tiny Construct, Unaligned

Armor Class 15

Hit Points equal the puppet's Constitution modifier+your Intelligence modifier+four times your level in this class

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	3 (-4)	10 (+0)	10 (+0)

Saving Throws Dex +4, Str +2, Con +3

Skills Intimidation +4, Acrobatics +4

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, exhausted, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages understands the languages you speak

Will of the Puppet Master The following numbers increase by 1 when your proficiency bonus increases by 1: the puppet's skill and saving throw bonuses (above), the bonuses to hit and damage of its Blade Fury and Ranged Bolt attacks, and the damage of any chosen actions that deal damage

Inconspicuous While the puppet remains motionless and out of combat, it is indistinguishable from a normal puppet.

Evasion When the puppet is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Head on a Swivel The Puppet cannot be surprised

Actions (Require your bonus action)

Blade Fury *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target you can see. Hit: 1d8+2 magical slashing damage.

Ranged Bolt *Ranged Spell Attack:* +2 to hit, reach 30 ft., one target you can see. Hit: 1d6+2 force damage.

Reactions

Scurry When a creature misses an attack against the Puppet, the Puppet can move half its movement speed in any direction without provoking attacks of opportunity



SWIFT SHOW

At 5th level, you know how to amp up the action when your puppet performs. When you use your bonus action to command your puppet you may have it take two actions from its available actions instead of one.

BATTLE-HARDENED PUPPET

Starting at 9th level, you upgrade your puppet to make it more of a battle capable performer. You can now choose an additional action option for your puppet to use, and can change any chosen options on a short or long rest, provided you have carpenter's tools in hand. If any of the chosen actions have a saving throw it uses your Artificer Spell Save DC. Each option can only be used 3 times per short rest.

Dummy's Bomb The puppet can set down or throw a small explosive. This explosive has an AC of 10 and 4 hit points. If thrown, the explosive has a range of 30 feet and detonates immediately on impact; if set down, the explosive can be detonated remotely from up to 60 feet away as an action, if a creature gets within the same space of the explosive, or the explosive is reduced to 0 hit points. A placed Dummy's Bomb can be seen with a successful Wisdom (Perception) check against your Spell Save DC and disarmed with a successful Dexterity check against your Spell Save DC with thief's tools.

When detonated, each creature within a 10 ft. radius of the explosive must succeed a Dexterity saving throw, taking 4d6 force damage on a failure and half as much on a success. The puppet can only have one Dummy's Bomb placed at a time.

Piercing Barrage The puppet throws a flurry of piercing weapons in a 20-foot cone. Each creature in that area must succeed on a Dexterity saving throw or take 3d6 magical piercing damage, half as much on a success.

Sharp Strings You make every part of your puppet a weapon, even the strings it's connected by. Your puppet can make a special attack against any creatures that are in the space in between you and your puppet. Your puppet uses your Intelligence modifier+proficiency bonus to hit, dealing 2d6+your Intelligence modifier in magical slashing damage, and reduces the creatures walking speed by 10 ft. until the end of it's next turn.

Web of Strings The puppet can wrap your enemies in strings to entangle them. It shoots a web of strings at any number of creatures of your choice in a 15ft radius. The targets must succeed on a Dexterity saving throw or be restrained until the end of your next turn.

SUPERIOR PUPPETRY

At 15th level, your ability to make the battlefield a stage for your puppets is unmatched by no one. Whenever you use your Fine Craftsmanship ability, you can make and control two puppets. Each puppet can have different chosen action from your Battle-Hardened Puppet feature and can be different sizes.

Also, when you command one puppet as a bonus action the second puppet can use it's reaction to make one action from its available actions



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