

Puppeteer

CLASS TRAITS

Role: Controller. You draw mystical power from within to manipulate the world around you, and with aid from an animated puppet you hamper and harm foes around you. Depending on your choice of class features and powers, you can lead toward either a striker or defender as a secondary role with the aid of your puppet.

Power Source: Arcane. You manifest mystical power in order to possess and control objects or creatures.

Key Abilities: Charisma, Constitution, Dexterity

Armor Proficiencies: Cloth, Leather

Weapon Proficiencies: Simple melee

Implements: Control Bar

Bonus to Defense: +1 Reflex, +1 Will

Hit Points at First Level: 10 + Constitution Score

Hit Points per Level Gained: 4

Healing Surges per Day: 6 + Constitution modifier

Trained Skills: Arcana. From the class skills list below, choose three more

at 1st level. Class skills: Acrobatics (Dex.), Arcana (Int), Bluff (Cha), Diplomacy (Cha), History (Int), Insight (Wis), Stealth (Dex), Streetwise (Cha), Thievery (Dex)

Class Features: Master of Marionettes, *nimble animation*

Puppeteers are mystical and creative manipulators. They control a puppet in order to hone their skills and abilities. Their puppets are often used to funnel their powers and to engage foes at a distance.

When first starting out, puppeteers will often either craft or procure a tiny or small puppet. With this puppet, one begins to channel archaic powers through themselves in order to affect the world around them. Mastering the delicate movements of one's puppet is the first step in understanding the true potential.

Whether you are trying to master the fine art of manipulating a puppet to do your bidding or exerting your power to control other things around you, you are always ready to practice a little control. You may find yourself to be a proud noble aiding your lordship, a wandering performer fascinating villagers, or even a devious trickster pulling the strings of crime.

Class Features

Master of Marionettes

Puppeteers use arcane powers to control and possess puppets in order to carry out attacks or commands. The puppet is a tiny to small sized object, usually in the likeness of a human, and costs no more than 25gp worth of material. Puppeteers gain the *Puppet Possession* power, which allows you to animate a puppet into action. In addition, choose one of the following Master of Marionettes options. Your choice allows your puppet to use an opportunity attack power and gain an ability based on your choice. You also can gain benefits from certain puppeteer powers based on your choice.

Menacing Marionette

Your mastery of puppetry has allowed you to find openings in the movements of enemies and you have found ways to exploit them. Having a high Dexterity allows for you puppet to benefit from increased AC and Reflexes as well as bonus to certain powers. You gain the *Pestering Strike* power, an opportunity attack power that only your Puppet can make.

You Puppet also gains a bonus to damage rolls against creatures that are granting it combat advantage equal to your Dexterity modifier. This ability can be applied to an attack only once in a round.

Distracting Doll

Using your puppet, you have found ways to aid your allies, often at the cost of your puppet's own body. A high Constitution allows for your puppet to have more starting HP and also grants bonus to some of your powers. You gain the *Distracting Jab* power, an opportunity attack power that only your Puppet can make.

Any Ally adjacent to your Puppet can shift as a minor action instead of a move action.

Nimble Animation

During the first round of combat, in which you get to act, you may use the *puppet possession* power as a minor action.

Implements

Puppeteers focus their powers through a control bar, bars usually crossed and tied with strings used to manipulate marionettes. When you wield a magic control bar you can

add its enhancement bonus to the attack rolls and the damage rolls of puppeteer powers and puppeteer paragon path powers that have the implement keyword, as well as attack and damage rolls that you make with your puppet. Without an implement, you can still use these powers.

Creating a Puppeteer

Puppeteers rely on Charisma to help with attacks and powers, and can also benefit from a high Dexterity or Constitution. You can choose any puppeteer powers you like for your character, though many puppeteers favor one of two different builds, letting their power choices be shaped by the style of their puppet.

Menacing Manipulator

You have trained yourself to utilize your puppet as a weapon which strikes at your foes. Charisma should be your best ability score, followed by Dexterity to increase your puppet's damaging possibilities as well as your Initiative and Reflex. Choose powers that are able to grant you and your allies combat advantage against foes. Your secondary role is striker.

- Suggested Class Feature:** Menacing Marionette
- Suggested Feat:** Improved Initiative
- Suggested Skills:** Acrobatics, Arcana, Bluff, Stealth
- Suggested At-Will Powers:** *tripping hands*, *flourished strike*
- Suggested Encounter Power:** *flicker strike*
- Suggested Daily Power:** *open wound*

Distracting Manipulator

You have trained yourself to utilize your puppet as a shield which guards your allies. Charisma should be your best ability score, followed by Constitution to increase your puppet's hit points as well as your Fortitude and number of healing surges. Choose powers that are able to hamper foes and protect allies. Your secondary role is defender.

- Suggested Class Feature:** Distracting Doll
- Suggested Feat:** Durable
- Suggested Skills:** Arcana, Diplomacy, History, Insight
- Suggested At-Will Powers:** *covering strike*, *mind spike*
- Suggested Encounter Power:** *shielded burst*
- Suggested Daily Power:** *mind shackles*

Puppeteer Powers

Your powers utilize arcane energy dormant in people and objects. Many of your powers channel arcane energy through your puppet and have the puppet keyword, including powers that have "puppet" as part of the range. Those powers treat your puppet's space as the origin square for the power, so "melee puppet 1" means you can target a creature adjacent to your spirit.

Other puppeteer powers call out the arcane power lying in things to bolster allies, affect the area around you, or hamper and harm foes.

Class Features

Each puppeteer has the power *puppet possession*. Your choice of Master of Marionettes determines whether you have the power *pestering strike* or *distracting jab*.

Puppet Possession

Puppeteer Feature

At-Will • Implement, Arcane

Standard Action

Personal

Effect: You spend a healing surge and your puppet is animated under your control, it can immediately shift one square. When the puppet is reduced to 0 Hit Points it stops being animated. If your puppet is more than 10 squares away from you it stops being animated. You puppet is still treated as an object even while animated and can be affected by powers and rituals concerning objects. If you puppet is already animated by this power you can instead cause your puppet to cease being animated to instead gain a healing surge.

Special: The puppet has your Bloodied value in Hit Points, uses the same defenses as you, and has a speed equal to one half of your speed (rounded down). The puppet's weapon damage is 1d6. It moves when you do but you must use your actions for it to act.

Pestering Strike

Puppeteer Feature

At-Will • Implement, Arcane, Puppet

Opportunity Action

Puppet 1

Trigger: An enemy leaves a square adjacent to your puppet without shifting.

Target: The triggering enemy

Attack: Charisma vs. Reflex

Hit: 1d6 + Dexterity modifier damage. The target also grants combat advantage to either your puppet or an ally adjacent to your puppet until the end of the target's next turn.

Level 21: 2d6 + Dexterity modifier damage.

Distracting Jab

Puppeteer Feature

At-Will • Implement, Arcane, Puppet

Opportunity Action

Puppet 1

Trigger: An adjacent enemy makes a melee attack against an ally.

Target: The triggering enemy

Attack: Charisma vs. Reflex

Hit: The target takes a penalty to the triggering attack equal to 1 + your Constitution modifier.

Level 1 At-Will Powers

Tripping HandsPuppeteer Attack 1

You channel arcane power at your foes feet, causing them to stumble.

At-Will • Implement, Arcane

Standard ActionArea burst 1 within 10

Target: Each creature in burst

Attack: Charisma vs. Reflex

Hit: Charisma modifier damage, and you slide the target 1 square.

Level 21: 1d10 + Charisma modifier damage.

Flourished StrikePuppeteer Attack 1

A clever twist and the blade sinks in.

At-Will • Weapon, Puppet

Standard ActionMelee or Ranged weapon

Target: One Creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier + Dexterity modifier damage

Level 21: 2[W] + Charisma modifier + Dexterity modifier damage.

Covering StrikePuppeteer Attack 1

You take aim trying to take the enemy's focus off of your ally

At-Will • Weapon, Puppet

Standard ActionMelee or Ranged weapon

Target: One Creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage, and the target is marked by you or your puppet until the end of your next turn.

Level 21: 2[W] + Charisma modifier damage.

Mind SpikePuppeteer Attack 1

You blast your foe with a burst of psychic energy hindering their actions.

At-Will • Implement, Arcane, Psychic

Standard ActionRanged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 1d6 + Charisma modifier psychic damage, and the target takes a -1 penalty to attack rolls, speed, and skill checks until the end of your next turn.

Level 21: 2d6 + Charisma modifier damage.

Level 1 Encounter Powers

Shielded BurstPuppeteer Attack 1

You channel energy through your puppet buffering your enemy and strengthening an ally's defense.

Encounter • Implement, Arcane, Puppet

Standard ActionClose burst 1

Target: Each enemy in burst

Attack: Charisma vs. Fortitude

Hit: 1d8 + Charisma modifier damage, and push the target 1 square. Allies in the burst gain +1 to AC until your next turn.

Distracting Doll: The bonus to AC equals your Constitution modifier.

Mind FreezePuppeteer Attack 1

Blasting your foe with psychic energy you cause them to strain to act.

Encounter • Implement, Arcane, Psychic

Standard ActionRanged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 1d8 + Charisma modifier psychic damage, and the target is dazed and slowed until your next turn.

Stringed WhipPuppeteer Attack 1

Magical strings attach to the foe dragging them closer, allowing allies to take advantage of their surprise.

Encounter • Implement, Arcane, Puppet

Standard ActionClose burst 5

Target: One creature in burst

Attack: Charisma vs. Reflex

Hit: Pull the target up to 2 squares, and ally can then make a basic attack against the target with a bonus to damage equal to your Charisma modifier.

Flicker StrikePuppeteer Attack 1

Using a slight flick of your wrist you seek an opening against the foe.

Encounter • Weapon, Puppet

Standard Action (special)Melee weapon

Target: One creature

Attack: Charisma vs. Reflex

Hit: 1[W] + Charisma modifier + Dexterity modifier damage.

Special: If you use your puppet for this power, it only takes a minor action and deals 1[W] + Dexterity modifier damage instead.

Level 1 Daily Powers

Open WoundPuppeteer Attack 1

Striking a wounded foe leads the wound to open up, causing more damage.

Daily • Weapon, Puppet

Standard ActionMelee or Ranged weapon

Target: One creature

Attack: Charisma vs. AC

Menacing Marionette: Your puppet gets a bonus to the attack equal to your dexterity modifier.

Hit: 2[W] + Charisma modifier damage. If the target is bloodied it takes 5 ongoing damage (save ends).

Miss: Half damage, and the target takes 2 ongoing damage (save ends).

Mind ShacklesPuppeteer Attack 1

You create the illusion of shackles on your foes, stopping them in their track and forcing them to strain to break free.

Daily • Implement, Arcane, Illusion

Standard ActionArea: burst 1 within 10

Target: Each creature in burst

Attack: Charisma vs. Will

Hit: The target is immobilized (save ends). If the target saves against being immobilized. They are slowed (save ends). The target gets a -2 to save against these effects.

Miss: The target is slowed (save ends).

Special: As a move action, the target can attempt a save against an effect but is weakened until the end of their turn.

Puppet's Vengeance	Puppeteer Attack 1
<i>As the magic drains out of your puppet, you use the last bit to strike back.</i>	
Daily • Implement, Arcane, Puppet	
Free Action	Puppet burst 2
Trigger: Your puppet is reduced to 0 hit points.	
Target: Each creature in the burst	
Attack: Charisma vs. Reflex	
Hit: 2d6 + Charisma modifier damage, and the target is pushed 2 squares.	
Miss: Half damage, and the target is pushed 1 square.	

Level 2 Utility Powers

Master Mimicry	Puppeteer Utility 2
<i>When given the opportunity to strike, your puppet does the same.</i>	
At-Will • Puppet	
No Action	Puppet
Trigger: You are granted a basic attack by an ally.	
Effect: Your puppet can make a melee basic attack against an adjacent enemy. Your puppet gains a bonus to the attack equal to your Dexterity modifier.	

Smooth Talker	Puppeteer Utility 2
<i>Seeing an ally stumble with his words, you step in to offer some help.</i>	
Encounter • Puppet	
Immediate Interrupt	Ranged 5
Trigger: An ally fails a Diplomacy or Bluff check	
Effect: The ally can re-roll the check with a bonus equal to your Charisma modifier.	

Manipulator's Movement	Puppeteer Utility 2
<i>Controlled focus allows you to manipulate other's movements to a greater extent.</i>	
Daily • Arcane	
Minor Action	Personal
Effect: Until the end of the encounter, when you use a power that can push, pull, or slide a target a number of squares you can increase or decrease that number by 1.	

Ankle Grabber	Puppeteer Utility 2
<i>Your puppet latches onto your foe in order to slow his advances.</i>	
Encounter • Puppet	
Minor Action	Puppet
Effect: Your puppet grabs onto an adjacent enemy and moves into their space. While grabbed by your puppet, the enemy is slowed and cannot shift. While grabbing your enemy, your puppet is unable to make attacks and you cannot use powers through your puppet. When your enemy moves, your puppet moves with them. The enemy can end this effect by taking a standard action. You can end this effect with a minor action.	

Empowered Surge	Puppeteer Utility 2
<i>You channel more energy into your puppet to buffer attacks.</i>	
Encounter • Arcane	
Minor Action	Puppet
Effect: You puppet gains a bonus to AC equal to your Charisma modifier until your next turn. You puppet also gain a number of temporary hit points equal to your healing surge value.	

Level 3 Encounter Powers

Psychic Rearrangement	Puppeteer Attack 3
<i>You forcefully cause two enemies to switch places on the battlefield.</i>	
Encounter • Implement, Arcane, Teleportation, Psychic	
Standard Action	Ranged 10
Target: Two creatures within 5 squares of each other	
Attack: Charisma vs. Will	
Hit: 1d10 + Charisma modifier damage.	
Special: If both targets are hit you can make them switch places.	

High/Low Sweep	Puppeteer Attack 3
<i>You aim high while your puppet goes low.</i>	
Encounter • Weapon, Puppet	
Standard Action	Melee
Target: One or two creatures	
Attack: Charisma vs. AC, two attacks (you and your puppet)	
Hit: 1[W]. If you hit, the target is dazed. If your puppet hits, the target is slowed. If both attacks hit the same target, the target takes a -2 to attack rolls until your next turn.	
Menacing Marionette: An enemy hit by this attack grants combat advantage to you and your allies until the end of your next turn.	

Dark Karma	Puppeteer Attack 3
<i>As you touch the foe, harmful visions of what may come appear in their mind.</i>	
Encounter • Implement, Arcane, Necrotic, Puppet	
Standard Action	Melee Touch
Target: One creature	
Attack: Charisma vs. Reflex	
Hit: 2d6 + Charisma modifier necrotic damage.	
Special: If the target tries to attack before your next turn they take a -2 penalty to that attack and suffer ongoing 5 necrotic damage (save ends).	

Shielding Aura	Puppeteer Attack 3
<i>Channeling arcane energy you create a zone that strengthens your allies and demeans your foes.</i>	
Encounter • Arcane, Zone, Puppet	
Standard Action	Area Burst 2
Effect: The burst creates a zone of arcane energy that grants a +2 bonus to all defenses of your allies. The zone also grants a -2 penalty to all defenses of foes in the zone. The zone lasts until the end of your next turn.	
Distracting Doll: Sustain Standard: The zone persists.	
Special: Your puppet can not gain the benefit from this zone.	

Level 5 Daily Powers

Psychic Bomb	Puppeteer Attack 5
<i>You fire a concentrated blast of psychic energy at an area.</i>	
Encounter • Implement, Arcane, Psychic	
Standard Action	Area burst 2 within 10
Target: Each creature in burst	
Attack: Charisma vs. Reflex	
Hit: 2d6 + Charisma modifier psychic damage, and ongoing 5 psychic damage (save ends)	
Miss: Half damage and ongoing 2 psychic damage (save ends).	

Tricky Puppet Imitation	Puppeteer Attack 5
<i>Striking up a stance you have your puppet imitate the guile of a wily rogue.</i>	
Encounter • Arcane, Stance	
Minor Action	Personal
Effect: While in this stance, any attacks your puppet makes while it has combat advantage deal an extra 2d6 damage, but only once per round for such attacks, as well as a bonus to AC against opportunity attack equal to your Dexterity modifier. Once during this encounter your puppet can make the following attack while you are in this stance.	

Standard Action

Close Blast 3

Target: Each creature in blast

Attack: Charisma vs. Reflex

Hit: 2[W] + Dexterity modifier damage, and the target is blinded until the end of your next turn.

Miss: Half damage, and the target is not blinded.

Fortifying Puppet Imitation	Puppeteer Attack 5
<i>Striking up a stance you have your puppet imitate the hardness of a great fighter.</i>	
Encounter • Arcane, Stance	
Minor Action	Personal
Effect: While in this stance, any melee attacks your puppet makes gain the invigorating keyword as well as a bonus to AC equal to your Constitution modifier. Once during this encounter your puppet can make the following attack while you are in this stance.	

Standard Action

Melee

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Constitution modifier damage, and the target is slowed (save ends). If the target is already slowed, it is instead immobilized (save ends).

Miss: Half damage, and the target is not slowed or immobilized.

Level 6 Utility Powers

Arcane Charge	Puppeteer Utility 6
<i>By removing the arcane link for your puppet, you use the power taken to attack.</i>	
Encounter • Arcane	
Minor Action	Personal
Effect: Your puppet is reduced to 0 hit points. You gain a bonus to your next attack roll for a puppeteer power equal to your Charisma modifier.	

Donate Life	Puppeteer Utility 6
<i>A simple touch from you bestows an ally with a portion of your power, sometimes at your puppet's expense.</i>	
Encounter • Arcane, Puppet	
Minor Action	Melee Touch
Target: One creature Effect: You lose a healing surge and grant the target a healing surge as well as the ability to use their second wind as a minor action on their next turn. Special: Instead of losing a healing surge you can instead cause your puppet to cease being animated. If you do, the target also gains temporary hit points equal to your level + your Charisma modifier.	

Arcane Renewal	Puppeteer Utility 6
<i>You touch an object allowing it to be restored or revitalized.</i>	
Daily • Arcane, Puppet	
Minor Action	Melee Touch
Target: One object	
Effect: The target regains hit points equal to twice your healing surge value.	

Smoke Bomb	Puppeteer Utility 6
<i>A quick gesture and smoke billows into the surrounding area.</i>	
Encounter • Arcane, Zone, Puppet	
Minor Action	Area burst 2
Effect: The burst creates a zone of black smoke that grants concealment for those inside of the smoke. Anyone inside the burst when it is created can immediately roll a stealth check to become hidden. The zone lasts until the end of your next turn. If your puppet used this power you can move the zone wherever you move your puppet, otherwise the zone remains stationary. Sustain Minor: The zone persists as long as you or your puppet remains in the zone.	

Level 7 Encounter Powers

Acid Breath	Puppeteer Attack 7
<i>You blast your foes with conjured acid.</i>	
Encounter • Implement, Arcane, Acid, Puppet	
Standard Action	Close Blast 3
Target: Each creature in blast	
Attack: Charisma vs. Fortitude	
Hit: 2d6 + Charisma modifier damage, and the target takes ongoing 5 acid damage (save ends).	

Ankle Sweep	Puppeteer Attack 7
<i>You aim low looking to knock your foe off balance, giving an ally a chance to take the opportunity to do just that.</i>	
Encounter • Weapon, Puppet	
Standard Action	Melee or Ranged weapon
Target: One creature	
Attack: Charisma vs. Reflex	
Hit: 1[W] + Charisma modifier damage, and you push the target one square. If the target takes damage from an ally before their next turn, the target is knocked prone.	
Distracting Doll: One ally can either shift or make a melee basic attack against the target as a free action.	

Opportune Retort	Puppeteer Attack 7
<i>Your foe swings wide, but not quite wide enough to dodge your counter</i>	
Encounter • Weapon, Puppet	
Immediate Reaction	Melee weapon
Trigger: An enemy misses you with an attack	
Target: The triggering enemy	
Attack: Charisma vs. AC	
Hit: 2[W] + Charisma modifier damage.	
Menacing Marionette: You are considered to have combat advantage for this attack.	

Forceful Rebuke	Puppeteer Attack 7
<i>You strike at your foe, scattering those around them.</i>	
Encounter • Implement, Arcane	
Standard Action	Ranged 10
Target: One creature	
Attack: Charisma vs. Fortitude	
Hit: 2d10 + Charisma modifier damage, and you can push creatures adjacent to the target 2 squares from the target.	

Level 9 Daily Powers

Combination Assault

Puppeteer Attack 9

Simultaneously striking with arcane energy and your puppet you perform a swift combination that leaves the enemy to recover from the blow.

Daily • Implement, Arcane

Standard Action

Melee Touch

Target: One creature

Attack: Charisma vs. Reflex

Hit: 1d10 + Charisma modifier damage, and the target is immobilized until your next turn and you can make a secondary attack.

Miss: Half damage, and the target is slowed until your next turn and make a secondary attack with a +2 bonus to the attack.

Secondary Attack: Charisma vs. AC (puppet)

Hit: 1[W] + Charisma modifier damage, and 5 + Charisma modifier ongoing damage (save ends).

Miss: Half damage, and 5 ongoing damage.

Special: If both attack hit, the target is knocked prone.

Re-Tether the Strings

Puppeteer Attack 9

Your puppet is struck down, leaving you to pull the strings of something else.

Daily • Implement, Arcane

Free Action

Area burst 2 from puppet

Trigger: Your puppet is reduced to 0 hit points

Target: One enemy in the burst

Attack: Charisma vs. Will

Hit: The target is dominated (save ends).

Miss: The target is dazed (save ends).

Cursed Puppet Imitation

Puppeteer Attack 9

Striking up a stance you have your puppet imitate the turmoil of a dark warlock.

Encounter • Arcane, Stance

Minor Action

Personal

Effect: While in this stance, any attacks your puppet makes can be done as if they had Reach 2, and your puppet deals an extra 1d4 damage for such attacks.

Once during this encounter your puppet can make the following attack while you are in this stance.

Standard Action

Melee Touch

Target: One creature

Attack: Charisma vs. Will

Hit: 2d6 + Charisma modifier damage.

Miss: Half damage.

Sustain Minor: The target makes a melee basic attack against one of its adjacent allies of your choice (save ends).

Blessed Puppet Imitation

Puppeteer Attack 9

Striking up a stance you have your puppet imitate the devotion of a holy cleric.

Encounter • Arcane, Stance

Minor Action

Personal

Effect: While in this stance, Allies adjacent to your puppet gain hit points equal to your level at the start of their turn, and gain a bonus to saves equal to your Charisma modifier.

Once during this encounter your puppet can make the following attack while you are in this stance.

Standard Action

Melee weapon

Target: One creature

Attack: Charisma vs. Will

Hit: 1[W] + Charisma modifier damage, and the target cannot attack (save ends).

Miss: Half damage, and the target cannot attack your allies until your next turn.

Level 10 Utility Powers

Shielding Buffer

Puppeteer Utility 10

Strengthening your puppet, you will it to take attacks that target your allies.

Daily • Arcane, Stance

Minor Action

Personal

Effect: Until the end of the encounter, while in this stance, your puppet gains resist 5 + your Constitution modifier. Also, any attack that is made on an ally adjacent to your puppet does half damage to your ally and half damage to your puppet.

Gregarious Performer

Puppeteer Utility 10

Your charismatic charm seems to wear off on those around you.

Encounter • Arcane, Stance

Immediate Reaction

Ranged 5

Trigger: You or an ally fail a skill challenge DC by your Charisma modifier or less

Effect: Treat the skill challenge as a success

Gravity Well

Puppeteer Utility 10

You create a zone of highly concentrated energy which slowly pulls creatures into it.

Daily • Arcane, Zone, Puppet

Minor Action

Area burst 2

Effect: The burst creates a zone that pulls all creatures towards the origin square. Any creature that starts its turn in the zone becomes slow until the end of their turn. When you use this power you can make a secondary attack.

Secondary Target: All creatures within 5 squares of the origin

Secondary Attack: Charisma vs. Fortitude

Hit: Pull the target 1 square towards the origin of the zone

Sustain Minor: The zone persists and you can make a secondary attack.

Overcautious Performer

Puppeteer Utility 10

You ready your next move, taking all precautions.

At-Will • Arcane

Minor Action

Personal

Effect: The next Puppeteer Daily power you use this turn gain the “Reliable” keyword. If you miss with that power, it does nothing on a miss.