DUA LINK

Puppet Technique

Feat



Naruto Edition

Puppet Technique

Feat (Prerequisite: Spellcasting or Pact Magic)

As an action, you can expend a spell slot to create arcane puppets in unoccupied spaces you can see within 30 feet of you. The number of puppets created is equal to the level of the spell slot expended.

You can control a maximum number of puppets equal to your proficiency bonus. If you create puppets beyond this limit, the oldest ones immediately collapse.

You can have only one instance of this feature active at a time. Creating new puppets causes any existing puppets to vanish.

Control

Your puppets act on your turn and obey your mental commands.

On your turn, you choose one of the following options:

- ***Strike.*** Each puppet makes one attack.
- ***Maneuver.*** Each puppet takes the Dodge, Disengage, or Dash action.

You cannot command puppets to take different actions in the same turn.

Concentration

Controlling your puppets requires intense focus.

- This effect requires concentration, as if concentrating on a spell.
- If your concentration is broken, all puppets immediately collapse.
- While controlling puppets, you cannot concentrate on other

spells.

Chakra Threads

You control your puppets through invisible threads of force.

- A puppet must remain within 30 feet of you. If it ends its turn outside this range, it becomes inert until it returns within range.
- As an action, you can attempt to manipulate a creature within range. The target must succeed on a Strength saving throw against your spell save DC or have its speed reduced to 0 until the start of your next turn.

Arcane Puppet

Small or Medium construct

Armor Class: 13 + your proficiency bonus

Hit Points: (your spellcasting ability modifier × 2) + (your proficiency bonus × 3)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10	14	12	3	10	1
(+0)	(+2)	(+1)	(-4)	(+0)	(-5)

Damage Immunities: poison

Condition Immunities: charmed, exhaustion, poisoned

Senses: passive Perception 10

Languages: understands the languages you speak

Actions

Needle Strike. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target *Hit:* 1d6 + your proficiency bonus piercing damage.

Secret Technique

When you take this feat for the first time, choose one of the following

techniques. You gain its benefits.

White Secret Technique (Shirohigi)

Your control becomes fluid, precise, and expansive.

- Your puppet control range increases to 60 feet.
- You can control one additional puppet beyond your normal maximum.

Your puppets gain the following traits:

- ***Coordinated Assault.*** When two or more of your puppets are within 5 feet of the same creature, their attacks against that creature have advantage.
- ***Reactive Strings.*** Your puppets share a single reaction per round. When a creature enters a puppet's reach, you may use this reaction to have one puppet make a Needle Strike.

Red Secret Technique (Akahigi)

Your puppets become instruments of hidden death. You and your puppets gain the following traits:

Poisoned Mechanisms. Once per turn when a puppet hits a creature, that creature must succeed on a Constitution saving throw against your spell save DC or be poisoned until the end of its next turn.

Hidden Weapons. Once per turn, one puppet that hits deals an additional 1d8 damage.

Soul Integration. When you reduce a creature to 0 hit points, you can harvest its essence (a number of times equal to your proficiency bonus per long rest). When you do so, choose one of the following

benefits to apply to a puppet you control until it is destroyed:

- Its speed increases by 10 feet
- It gains a climb speed equal to its walking speed
- It gains darkvision out to 60 feet
- It gains a bonus to one damage roll equal to your proficiency bonus

Last Marionette. When you are reduced to 0 hit points, you may transfer your consciousness into one puppet you control (no action required). You remain conscious and can act through that puppet until the end of your next turn, after which you fall unconscious as normal.

Black Secret Technique (Kurohigi)

Your puppets become tools of deception and control.

False Presence. As a bonus action, you can swap places with a puppet within range. You can use this feature a number of times equal to your proficiency bonus per long rest.

Living Cover. Creatures of your choice have half cover (+2 AC) while within 5 feet of your puppets.

Binding Threads. In place of attacking, one puppet can attempt to restrain a creature within 5 feet. The target must succeed on a Strength saving throw against your spell save DC or be restrained until the start of your next turn.

Multiple Selection

First Selection

When you take this feat for the first time:

- You gain the Puppet Technique feature and choose one Secret Technique: White, Red, or Black.
- You can create and control arcane puppets as described in the aforementioned feature.

Second Selection

When you take this feat a second time the hit point maximum of your puppets increases by an amount equal to your proficiency bonus.

Third Selection

When you take this feat a third time the damage die of your puppets' Needle Strike increases from 1d6 to 1d10.

Additional Technique

Each time you take this feat beyond the first, you may choose an additional Secret Technique. You gain the benefits of all techniques you have selected. Secret technique benefits do not stack.

