DUALINK

Shinobi Prosthetic Arm

Magic Item



Sekiro Edition

Shinobi Prosthetic Arm

Legendary wondrous item (prosthetic), requires attunement

Inspired by *Sekiro: Shadows Die Twice*, the Shinobi Prosthetic is a modular combat arm built for adaptability, precision, and decisive use of limited resources.

Prosthetic Platform

The Shinobi Prosthetic replaces one of your arms. While attuned, it can mount multiple prosthetic tools, though only one can be actively deployed at a time.

- You can have a number of installed prosthetic tools equal to your proficiency bonus.
- One installed tool is active at any given time.
- Switch Active Tool: You may switch which installed tool is active as a bonus action or an action.
- You may only activate features from your currently active tool, unless a feature explicitly states otherwise.

Emblems

The prosthetic uses Emblems, representing stored spiritual force, mechanical charge, or volatile fuel.

- ***Maximum Emblems:*** Your proficiency bonus + your Dexterity modifier (minimum 2).
- ***Regaining Emblems:*** You regain all expended emblems when you finish a short or long rest.
- ***Saving Throws:*** If a prosthetic feature calls for a saving throw, the DC equals: 8 + your proficiency bonus + your Dexterity modifier. You may

instead use Intelligence when you first attune to the arm; this choice cannot be changed.

Frame Progression

Frame I - Base Prosthetic

- You can install a number of tools up to your proficiency bonus.

Frame II - Reinforced Frame

- Your maximum number of emblems increases by 1.
- You learn one Arm Technique of your choice.

Frame III - Advanced Frame

- Your maximum number of emblems increases by 1.
- Each installed prosthetic tool gains access to one Upgrade Node of your choice.

Frame IV - Masterwork Frame

- Your maximum number of emblems increases by 1.
- You learn a second Arm Technique.
- Once per short or long rest, when you activate a prosthetic tool, you may reduce its emblem cost by 1 (minimum 0).

Arm Techniques

You choose one Arm Technique at Frame II and another at Frame IV.

- ***Grapple Line:*** Bonus action, expend 1 emblem. You pull yourself up to 30 feet toward a solid surface or anchor point you can see. This movement does not provoke opportunity attacks from creatures you move away from.
- ***Execution Protocol:*** Once per turn, when you reduce a creature to 0 hit points, you regain 1

emblem.

- ***Deflect Assist:*** Reaction, expend 1 emblem. When you are hit by an attack you can see, reduce the damage by an amount equal to your proficiency bonus + your chosen modifier, then move up to 5 feet without provoking opportunity attacks.
- ***Toolchain Flow:*** After you activate a prosthetic tool, you may draw or stow a weapon as part of the same action, and you have advantage on the next Athletics or Acrobatics check you make before the end of your turn.

Prosthetic Tools

Each prosthetic tool must be installed and set as active to be used.

Loaded Shuriken

Active Prosthetic Tool

Activation: Bonus action
Cost: 1 emblem

Make a ranged weapon attack (range 60/180). On a hit, the target takes 1d6 + your chosen modifier piercing damage. If the target is flying, jumping, or has moved at least 10 feet during the current turn, it takes an additional 1d6 piercing damage, and must succeed on a Strength saving throw or have its speed reduced to 0 until the start of your next turn.

Upgrade Nodes

- ***Gouging Disk:*** On a hit, the target cannot take reactions until the start of its next turn.
- ***Phantom Step:*** When you hit a creature with this weapon attack, you may immediately move up to 10 feet without provoking

opportunity attacks from that creature.

- ***Spiral Volley:*** Increase the emblem cost to 2; when you activate this tool, you make two shuriken weapon attacks against the same target.

Flame Vent

Active Prosthetic Tool

Activation: Action
Cost: 2 emblems

You unleash fire in a 15-foot cone. Each creature in the area must make a Dexterity saving throw, taking 3d6 fire damage on a failed save, or half as much damage on a success. A creature that fails the save ignites, taking 1d6 fire damage at the start of its next turn. The flames end early if the creature or an adjacent ally uses an action to extinguish them.

At the DM's discretion, creatures vulnerable to fire or creatures of the beast or plant type have disadvantage on the saving throw.

Upgrade Nodes

- ***Oil Spray:*** Creatures that fail the saving throw are coated until the end of your next turn; the next time they take fire damage before then, they take an additional 1d8 fire damage.
- ***Extended Nozzle:*** The cone increases to 20 feet, and the ignition damage increases to 1d8.
- ***Flame Blade:*** After you use Flame Vent, you may use a bonus action on the same turn to empower your weapon; the next weapon hit you score before the end of the turn deals an extra 1d8 fire damage.

Loaded Axe

Active Prosthetic Tool

Activation: Action
Cost: 1 emblem

Make a melee weapon attack with the axe. On a hit, the target takes 2d6 + your chosen modifier slashing damage.

If the target is wielding a shield, benefiting from cover, or is otherwise bracing defensively (DM discretion), the attack deals additional damage equal to your proficiency bonus, and the target must succeed on a Strength saving throw or be knocked prone.

Upgrade Nodes

- ***Shield Breaker:*** On a hit, the target gains no AC benefit from shields until the start of your next turn.
- ***Posture Rupture:*** If the target is prone as a result of this attack, it also deals an additional 2d8 damage.
- ***Overhead Crash:*** Increase the emblem cost to 2; on a hit, you also shove the target up to 10 feet. On a miss, the target still takes slashing damage equal to your proficiency bonus.

Mist Raven

Active Prosthetic Tool

Activation: Reaction
Cost: 2 emblems

When you are hit by an attack, you increase your AC by 5. You then teleport up to 20 feet to an unoccupied space you can see. If you appear adjacent to the attacking creature, you may make one melee

or ranged weapon attack against it as part of the same reaction. You can use this feature only once per round.

Upgrade Nodes

- ***Feather Counter:*** The weapon attack made as part of this reaction deals an additional 1d8 force damage.
- ***Smoke Decoy:*** After you teleport, the attacker has disadvantage on the next attack roll it makes before the end of its turn.
- ***Raven's Return:*** Increase the emblem cost to 3; you may teleport up to 40 feet, and you become invisible until the end of your next turn or until you make an attack.

Shinobi Firecrackers

Active Prosthetic Tool

Activation: Bonus action
Cost: 1 emblem

You detonate a burst of concussive flashes in a 10-foot radius centered on a point you can see within 20 feet. Creatures in the area must succeed on a Wisdom saving throw or be blinded until the start of your next turn.

At the DM's discretion, beasts, mounts, and creatures relying on keen senses (such as tremorsense, echolocation, or heightened smell) have disadvantage on this saving throw.

Upgrade Nodes

- ***Lingering Flash:*** Increase the emblem cost to 2, a creature that fails the save will be blinded for an additional turn.
- ***Staggering Bang:*** Creatures that

fail the save also have their speed reduced to 0 until the start of your next turn.

- ***Powder Chain:*** Increase the emblem cost to 2; the radius increases to 15 feet.

Loaded Spear

Active Prosthetic Tool

Activation: Action

Cost: 1 emblem

Make a melee weapon attack with reach 15 feet.

On a hit, the target takes 1d10 + your chosen modifier piercing damage. If the target is Large or smaller, you may pull it up to 10 feet toward you. If the target is Huge or larger, you instead deal additional damage equal to your proficiency bonus.

If the target is wearing armor, wielding a natural weapon, or has a removable appendage or object embedded in it (DM discretion), you have advantage on this attack.

Upgrade Nodes

- ***Impaling Drag:*** When you pull a creature, it takes an additional 1d8 piercing damage.
- ***Armor Ripper:*** On a hit, the target suffers a –2 penalty to AC until the start of your next turn.
- ***Vault Line:*** If the target is pulled to within 5 feet of you, you may immediately move up to 10 feet without provoking opportunity attacks.

Sabimaru

Active Prosthetic Tool

Activation: Bonus action

Cost: 1 emblem

Make a melee weapon attack against a creature within 5 feet. On a hit, the target takes 1d6 + your chosen modifier slashing damage and must make a Constitution saving throw. On a failed save, the target is Poisoned until the end of its next turn.

This attack does not benefit from Sneak Attack or similar once-per-turn damage features.

Upgrade Nodes

- ***Mercury Coating:*** A creature that fails the save also takes 1d8 poison damage immediately.
- ***Lingering Toxin:*** The Poisoned condition lasts for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- ***Twin Fang:*** Increase the emblem cost to 2. When you activate Sabimaru, you may make two Sabimaru weapon attacks against the same target.

Loaded Umbrella

Active Prosthetic Tool

Activation: Reaction
Cost: 1 emblem

When you are hit by an attack or fail a Dexterity saving throw, you raise the umbrella. Reduce the damage you take by an amount equal to twice your proficiency bonus + your chosen modifier. If this reduces the damage to 0, you may immediately switch your active prosthetic tool (no action required).

You can use this feature only once per round.

Upgrade Nodes

- ***Magnetic Spin:*** When you reduce damage with this reaction, you may push one creature within 5 feet of you up to 10 feet away.
- ***Projected Guard:*** The damage reduction also applies to one ally of your choice within 5 feet.
- ***Elemental Plating:*** Choose acid, cold, fire, lightning, or thunder. When you use this reaction, you gain resistance to the chosen damage type until the start of your next turn.

Divine Abduction

Active Prosthetic Tool

Activation: Action
Cost: 2 emblems

Choose one creature you can see within 20 feet. The target must succeed on a Wisdom saving throw or be teleported to an unoccupied space of your choice within 30 feet that you can see, facing away from you.

If the target is a humanoid and fails the save by 5 or more, it is also stunned until the end of its next turn. Creatures immune to charm have advantage on the saving throw.

Upgrade Nodes

- ***Backstab Protocol:*** If the target is teleported adjacent to you, your next melee weapon attack against it before the end of your turn has advantage and deals an extra 1d8 damage.
- ***Banishing Palm:*** Increase cost to 3 emblems; if the target fails by 5 or more, it is instead banished until the start of your next turn.
- ***Crowd Sweep:*** You may target up

to two creatures within range; each makes its own saving throw.

Finger Whistle

Active Prosthetic Tool

Activation: Action
Cost: 1 emblem

You emit a piercing whistle audible out to 60 feet. Choose one creature that can hear you within range.

The target must succeed on a Wisdom saving throw or be taunted until the end of its next turn. While taunted, it has disadvantage on attack rolls against creatures other than you and must move at least 10 feet toward you on its turn if able. Beasts have disadvantage on the saving throw.

Upgrade Nodes

- ***Beast Frenzy:*** If a beast fails the save, it also makes one weapon attack against the nearest creature of the DM's choice.
- ***Echoing Call:*** You may affect up to three creatures that can hear you.
- ***Sonic Distortion:*** A creature that fails the save also has disadvantage on its next saving throw before the end of its next turn.

Phantom Kunai

Active Prosthetic Tool

Activation: Bonus action
Cost: 1 emblem

Make a ranged weapon attack (range 40/120).

On a hit, the target takes 1d6 + your chosen modifier force damage.

If the target is concentrating on a

spell, it has disadvantage on the Constitution saving throw to maintain concentration.

Upgrade Nodes

- ***Phase Tear:*** On a hit, you may immediately teleport to the space where the kunai hit.
- ***Spirit Sever:*** Increase cost to 2 emblems; if the target fails the saving throw, the Phantom Kunai also silences them until the start of your next turn. While silenced, the creature cannot produce any sounds, thus being unable to cast any spell that has a Verbal component.
- ***Kunai Chain:*** Increase cost to 2 emblems; make two Phantom Kunai attacks against the same target.

Ceremonial Dagger

Active Prosthetic Tool

Activation: Bonus action
Cost: -

You cut yourself with the dagger, taking 1d8 necrotic damage that ignores resistance and immunity, and immediately regain 2 emblems.

This damage cannot be reduced or prevented in any way.

You cannot use this feature if you are at 0 hit points.

Upgrade Nodes

- ***Steeled Resolve:*** When you use this feature, you gain advantage on the next saving throw you make before the end of your next turn.
- ***Blood Echo:*** After regaining emblems this way, your next prosthetic tool activation before

the end of your turn costs 1 fewer emblem (minimum 0).

- ***Flowing Sacrifice:*** When you use the Ceremonial Dagger to regain emblems, you may change your active prosthetic tool immediately, without using an action or bonus action.

Lazulite Infusion (Modifier Tool)

Special Prosthetic Tool

This tool does not activate on its own. Instead, it modifies one other installed prosthetic tool of your choice. While Lazulite Infusion is installed:

- That tool's damage becomes magical if it isn't already.
- Once per turn, when that tool hits, it deals an extra 1d4 radiant or force damage (choose when installed).

Upgrade Nodes

- ***Purifying Core:*** The extra damage increases to 1d6 against fiends, undead, or creatures with regeneration and prevents that feature from being used for 1 turn.
- ***Resonant Frame:*** When you reduce a creature to 0 hit points using the modified tool, regain 2 emblem.
- ***Divine Overload:*** Once per rest, you may double the damage dice for one activation of the modified tool.