

THE PUPPETEER

A NEW BARD CLASS FOR YOUR FAVORITE OSR GAME



THE PUPPETEER

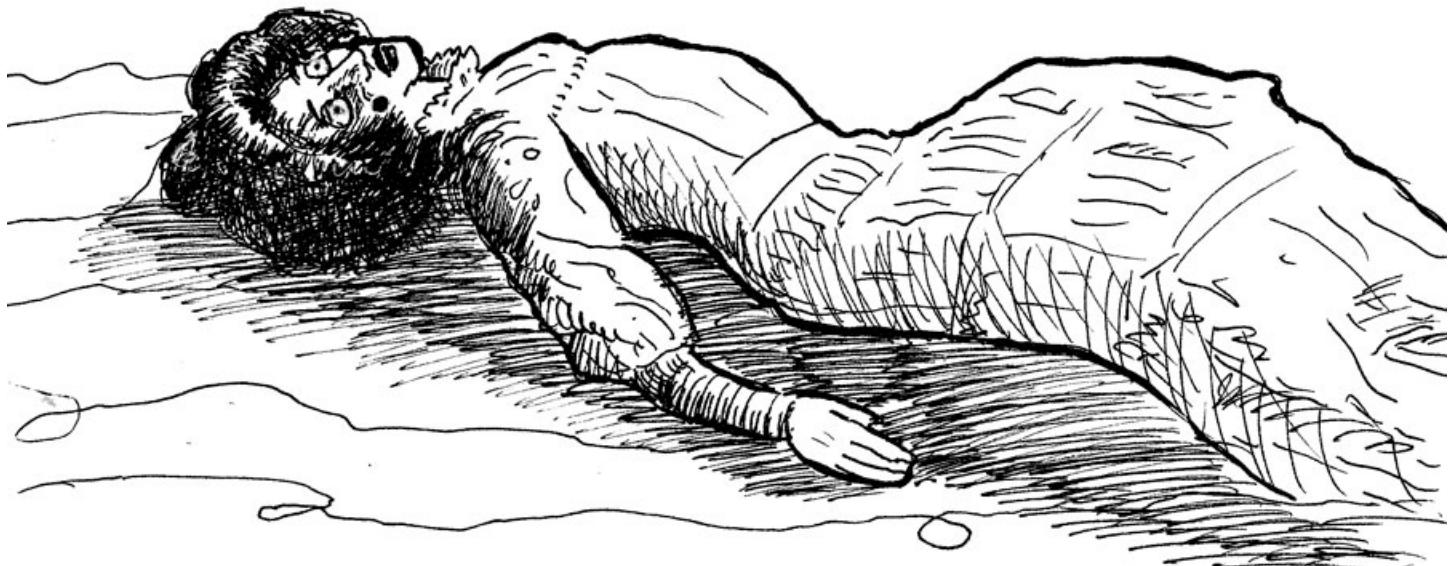
A NEW BARD CLASS FOR YOUR FAVORITE OSR GAME

Copyleft 2017 Wind Lothamer
Licensed under the Creative Commons Attribution 2.5
<http://creativecommons.org/licenses/by/2.5/>

Published by Knight Owl Games
@dragonstabber



The Puppeteer



Though similar to other types of Bards, the Puppeteer is unique in his or her mastery over the arts of puppetry and the mystical nature in which he or she controls the puppets. They are masters of manipulation and can mesmerize the average person with the wiles of their deft handiwork. The Puppeteer is one to choose stealth and subterfuge over direct action and will almost always prefer to send his or her special puppets in to do his or her dirty work, rather than tackling things straight on. They are sometimes gregarious, always interesting, and often the true brains behind an operation. Masters of planning, the Puppeteers are those members of a team who will always think about all possible options and avenues before taking action and will typically have multiple failsafes and fallbacks devised. They are not afraid to lead and will typically manage the other members of the party when devising their schemes.

While the majority of the puppetry involves the traditional marionette, the Puppeteer is equally adroit in the use of shadow puppets, hand/sock puppets, rod puppets, and the like. Likewise, the Puppeteer is skilled in the art of puppet making and should never find him or herself wanting for a puppet to use.

The Puppeteer progresses as a Priest/Cleric and gains hit points and makes saves as a Thief/Rogue/Specialist. If you do not like the idea of using your default game stats for this, then simply use the table provided. This is the way that we play the Puppeteer and it is definitely a good way to do it. If you play a system like LofFP that doesn't allow for combat advancement for non-fighters, simply ignore that column.

ABILITY SCORE REQUIREMENTS

The Puppeteer must have a minimum Dexterity of 12 and a minimum Charisma of 13. A high Intelligence is also recommended. Puppeteers with a Charisma of 15 or more will earn a +10% bonus to experience points. If you play the kind of game that is not race-as-class, the following races are allowed: Human, Half-Elf, Halfling, Gnome. Obviously Elves find puppetry to be beneath them and a shameful act that should be avoided at all costs. Dwarves just don't get it.

SKILLS

If you use a skill system, the Puppeteer gains skills as Thieves/Rogues/Specialists at two levels lower than their actual level. If your skill system is percentage based, assume that the Puppeteer has skills at -10% of what a Thief/Rogue/Specialist of the same level would have. If you are playing with the LotFP skill system, assume that the Puppeteer begins play with two skill points and gains one skill point per level.

COMBAT

Puppeteers really prefer to work behind the scenes (obviously) and will avoid fighting if other options are available. Even when in combat, they will prefer to use sneaky and creative weapons--torches, daggers, oil, etc. Puppeteers love ranged weapons, with a preference for the short bow, throwing knives, small crossbows, and (if they are available) muskets of all kinds. They never use two-handed weapons. Some Puppeteers will wear leather or studded leather armor, but they will never use a shield, wear metal armor (other than elven chain), or wear a helm. If a Puppeteer ever finds him or herself in plate or chain armor, automatically consider them to be heavily encumbered.



PUPPETS

The Puppeteer can create as many puppets as he or she desires, though his or her particular ability to animate them can only be applied to a number of puppets equal to the Puppeteer's level at one time. For instance, Montreux, a 3rd level Puppeteer can animate a maximum of three puppets at once. The puppet follows the Puppeteer's every command, but must be within hearing distance to receive new commands.

All puppets will have the following base stats, plus modifiers granted by the particular class of puppet and the Puppeteer's whims:

Hit Points: 1d4; Armor Class: 14 (5); To Hit: +1; Damage: 1d2 or by weapon

Climb: 2:6

Pick Pockets/Sleight of Hand: 2:6

Stealth/Move Silently & Hide in Shadows: 3:6

Sneak Attack/Back Stab: 2:6 (+4 to hit, double damage)

Tinkering/Open Locks & Removing Traps: 1:6

In addition to these base abilities, the Puppeteer can add a total of his or her level number of points to the aggregate of the puppets that he or she has currently active--points may be used to increase hit dice, armor class, to hit, damage, or skills. For instance, a 3rd level Puppeteer has activated two puppets. He can give a total of three points to the puppets and chooses to add one point to the first puppet's Climb skill and two points to the second, adding 1d4 hit points and +1 to damage.

Furthermore, each type of puppet is slightly different. The following puppet types get additional modifications:

Marionette:

+1d4 hit points, +1 to Tinkering/Open Locks & Removing Traps

Shadow Puppet:

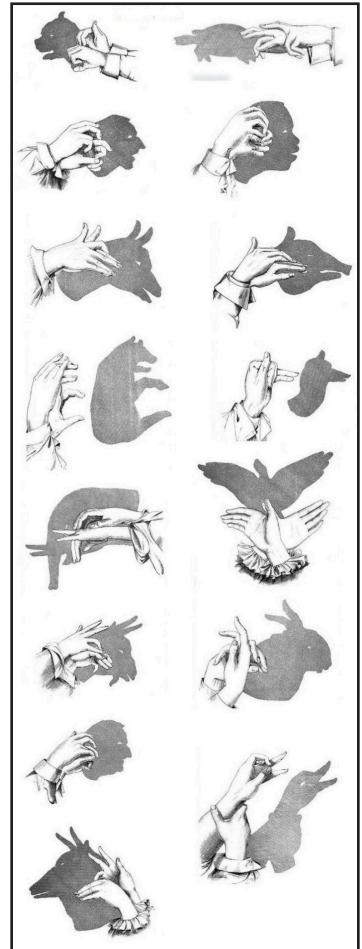
+2 to Armor Class, +3 to Stealth/Move Silently & Hide in Shadows

Hand Puppet:

+2 to Pick Pockets/Sleight of Hand, +1 to hit

Rod Puppet:

+1 to Armor Class, +2 to Climb, +1 to damage



To create a puppet, the Puppeteer needs almost no supplies—he or she is a master of improvisation and can use almost anything at hand to create something that will suit his or her purposes. Given enough time and access to tools and supplies, creation of a puppet is automatic and the referee should not bother with calling for a roll at all. Under duress, without proper supplies, or with time running out, the player may then be required to make a check. The Puppeteer begins with a 2 in 6 chance of success and improves with level progression (see the Progression table for more information.) Failure means that the Puppeteer was unsuccessful, but may try again the following round. Success means that the Puppeteer was able to make the puppet and should be able to animate it on the next round. If animating the puppet exceeds the Puppeteer's maximum number possible, the oldest existing puppet will simply lose its animation as the new one takes its place.

Beginning at third level, the Puppeteer can imbue his or her puppets with magic-user spell abilities. See the section on magic user spell progression for more information.

CHARM AUDIENCE

Given the opportunity to perform a puppet show, the Puppeteer may use his or her special skills (and, perhaps, a bit of magic) to charm those watching. After at least a minute of puppetry, the Puppeteer may roll a check to see if the audience was charmed. If the goal is simply to improve reactions and make friends, this roll is all that is required. If the Puppeteer wishes to influence the audience in any way beyond this, each charmed individual also gets a save vs. magic before it can take effect.

MAGIC USER SPELL PROGRESSION

While not schooled in the arcane arts, the Puppeteer does possess some innate magical talents and abilities. Besides his or her spell-like ability to charm audience with puppetry, the Puppeteer can, over time, develop an understanding of certain magical powers that can be transferred upon the puppets that he or she chooses to bring to life.

It is important to note that the Puppeteer cannot cast spells directly, but must transfer the magical effects of the spell into a puppet at the moment of animation in order to use this magic. Indeed, the Puppeteer doesn't even think of these abilities as true magic, but rather particular abilities that he or she can build into the puppets through expert craftsmanship and a lifelong devotion to puppetry.

Beginning at third level, and every level thereafter, the Puppeteer will inherently "know" a new spell that he or she may utilize once per day in the art of puppetry. These spells, once imbued upon the puppet, will never be forgotten (and, as such, do not have to be re-learned) but the Puppeteer will not be able to use that particular spell again until having rested a full night. The Puppeteer is limited to these few spells, which come to him or her as spontaneous epiphanies upon gaining new levels, and has no means of learning other spells.

While all magic-user spells are technically available, most Puppeteers will tend to utilize the kind of magic which aides in the craft of puppetry—illusions, charming spells, and the like.



ADVANCEMENT

Level	Title	XP	Hit Dice	Fighting Ability	Create Puppet	Charm Audience	Level 1 Spells	Level 2 Spells	Level 3 Spells	Level 4 Spells
1	Apprentice	0	1d4	+0	2:6	1:6				
2	Performer	1,500	2d4	+0	3:6	1:6				
3	Doer	3,000	3d4	+0	3:6	2:6	1			
4	Handler	6,000	4d4	+1	4:6	2:6	2			
5	Manipulator	12,000	5d4	+1	4:6	3:6	2	1		
6	Punchman	25,000	6d4	+1	5:6	3:6	3	1		
7	Entertainer	50,000	7d4	+2	5:6	4:6	3	2		
8	Player	100,000	8d4	+2	Automatic	4:6	3	2	1	
9	Puppeteer	200,000	9d4	+3	Automatic	5:6	3	3	1	
10	Master of Puppets	300,000	9d4+1	+4	Automatic	Automatic	3	3	2	
11	MoP, 11th	400,000	9d4+3	+5	Automatic	Automatic	3	3	2	1
12	MoP, 12th	500,000	9d4+5	+6	Automatic	Automatic	3	3	3	1
13	MoP, 13th	600,000	9d4+6	+7	Automatic	Automatic	3	3	3	2
14	MoP, 14th	700,000	9d4+7	+8	Automatic	Automatic	4	3	3	2
15	MoP, 15th	800,000	9d4+8	+9	Automatic	Automatic	4	4	3	2
16	MoP, 16th	900,000	9d4+9	+10	Automatic	Automatic	4	4	4	2



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), notation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.