

NAME

LOOK

Sketch / Morgana / Shrike / Daelwyn

Delian / Mouse / Gideon

Robin / Marr / Adra / Kalle

Mischievous Eyes	/	Knowing Eyes	/	Wary Eyes
Wide-brimmed Hat	/	Deep Hood	/	Messy Hair
Swank Attire	/	Dark Vestments	/	Common Clothes
Lithe Body	/	Gaunt Frame	/	Bony Form

Assign these scores to your stats: 16(+2), 15(+1), 13(+1), 12(+0), 9 (+0), 8(-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
☐ WEAK -1	☐ SHAKY -1	☐ SICK -1	☐ STUNNED -1	☐ CONFUSED -1	☐ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE		ARMOR		HP	Current MAX	Your MAX HP is 5 + Constitution
--------	---	-------	---	----	-----------------------------------	------------------------------------

DRIVE	STARTING MOVES
-------	----------------

>Fame

Impress others and attain a reputation.

>Loyalty

Protect an ally in a moment of weakness.

>Subterfuge

Survive using deceit, trickery, or betrayal.

ORIGIN

>Adventurer

You can see well in otherwise-hampering situations, like darkness or thick fog.

>Mechanic

You are able to craft, upgrade and repair puppets quickly and with ease.

>Performer

Your technique is naturally flawless and impressive, your puppets' movements truly lifelike.

BONDS

Fill in the name of one of your companions in at least one:

I can trust _____ with my life.

_____ looks more controlled than in-control.

STRING MARIONETTE

When you spend a moment close-by it, ghostly tendrils are drawn from your fingertips and latch onto your puppet's structure and mechanisms.

TIMBER GUARDIAN

When your puppet is strung to you, it can Hack and Slash, Volley, Defend, evade damage, and perform complex or dexterous actions using your DEX as its modifier.

Every puppet has a number of Break Points, which function similarly to Health Points; whenever your puppet takes serious damage, it loses one Break Point. When the puppet's current Break Point count reaches zero, it falls to the floor broken and cannot be used again until it is repaired.

CONSTRUCTION AND REPAIRS

When you sit down with your puppet, enough time, and the appropriate resources, you can repair or make changes to it.

When you construct a puppet, it takes a lot of resources and anywhere from a night's work to a few days, depending on the size and complexity.

CLIMB A TREE

When you spend a moment to hide, you find a hiding spot within which you either have free use of your arms and hands or are expertly hidden.

SET A PERIMETER

When you take watch, you may sleep after you set up a perimeter of thin intangible strings, using surrounding objects (such as trees or rocks) as anchors. These strings are hard to see, and if something passes through them, you wake and know where the strings were disturbed.



THE PUPPET MASTER

LEVEL
XP

GEAR

Your **Load** is **8+STR**.

You start with one Puppet (**X weight**), Dungeon Rations (**5 uses, 1 weight**), and a Bundle of Tools and Spare Parts (**Slow, 1 weight**).

Choose **one** for your defenses:

- >Leather Armor (**+1 armor, 1 weight**)
- >2 Healing Potions

Choose **one** pack of equipment:

- >2 Healing Potions, Herbs and Poultices (**Slow, 1 weight**), Antitoxin
- >Rapier (**Close, Precise, 1 weight**)
- >Throwing Daggers (**Thrown, Near, 3 ammo, 1 weight**)

ADVANCED/EXPERT MOVES

When you gain a level from 2-5, choose from these moves:

DROP IT

When your puppet would be seriously damaged, you may choose to unstring it to have it avoid the damage.

TWITCH

Puppet control does not require full range of motion; it is possible to control it by manipulating your hands and fingers.

PUT YOUR BACK INTO IT

When you swing the full force of your body weight behind your puppet's attack, roll Hack and Slash using STR instead of DEX. On a hit, the attack is Forceful, and deals +half weight damage. On a 7-9, your puppet is also seriously damaged.

VENTRILOQUIST

When you speak, you may choose to have your voice sound as if it is originating from a point within Near range.

MULTITASK

When you string to a puppet, you may choose to have it strung to one of your free hands instead of both. This puppet is controlled just as well as if you were using it two-handedly.

INVISIBLE STRINGS

Your strings can only be seen through magical means.

PRECISE STRIKES

Puppets deal +1d4 damage when you wield them.

ADVANCED CONSTRUCTION

Any puppet you make changes to may be given another upgrade from its build.

ELEMENT OF SURPRISE

When you have the time and materials, you can create a cover or disguise for your puppet that will fool anyone into thinking it's an object of about the same shape and size. Its actions can give it away but its appearance won't.

RANGED STRINGS

When you attempt to string to your puppet from up to Near range away, roll +INT. On a hit, the strings attach to the puppet. On a 7-9, also choose one:

- The strings are thin and will break under stress.
- The strings are incorrectly attached. It takes a minute to get used to them.
- The strings are startlingly visible, and will lead unwanted attention to you. (Supersedes Invisible Strings)

DEDICATED CRAFTSMAN

When you construct, repair, or make changes to a puppet, you may choose to ignore tiredness and hunger until the job is done.

WORK WITH WHAT YOU GOT

When you construct, repair, or make changes to a puppet, you can improvise its structure and mechanisms using what's around you as substitutes. Describe how you do so.

MULTICLASS DABBLER

Choose one move from another class, counting your level as one level lower.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves:

CROWD CONTROL

Requires Multitask

You can control many puppets, from three or four to ten at once. Using so many puppets at once requires full use of both hands and arms, superseding Twitch and Multitask.

MENTAL LINK

You can establish a mental connection with any puppet that is strung to you. When you abandon your own sight and hearing, you see and hear what that puppet sees and hears.

LAST LEGS

When a puppet of yours breaks, it can still be strung to. If it is successfully strung, it is able to be used, but takes -1 to all rolls and has 1 Break Point. If it breaks again, it cannot be used until repaired.

DEFINITE STRIKES

Replaces Precise Strikes

Puppets deal +1d8 damage when you wield them.

STRING TO BONE

There are dark faces to this art. When you attempt string to a living being, roll +INT. On a 10+, hold 2. On a 7-9, hold one. Spend one hold to make the target take one of these actions:

- Halt in place for a minute.
- Drop an item he/she is holding.
- Attack a nearby target of your choice.
- Walk a few paces in a direction of your choice.
- Speak a few words of your choice.

You gain +1 hold (even on a 6-) if you also choose one:

- Unsettling movement and signs of magical corruption make it obvious that something is wrong with the target.
- You'll never be able to string to this target again.
- You mark one debility and become exhausted.

EXPERT CONSTRUCTION

Replaces Advanced Construction

Any puppet you build or make changes to may be given another upgrade from its own build and another upgrade from any build.

ROLL WITH THE PUNCHES

All unbroken puppets you control get +1 Break Point.

SUMMON PUPPET

When you inscribe a magic sigil onto an object and your puppet's torso, the puppet disappears. When you trigger the sigil with magic energy, the puppet replaces the object in a puff of smoke, unstrung. It takes a minute to commit the puppet to the anchor again. If the sigil on the object is broken, the puppet appears beside the object.

MULTICLASS INITIATE

Choose one move from another class, counting your level as one level lower.

NAME

Gloom / Bandit / Tack / Mole / Duchess / Serpent / Grudge / Needles / Brute / Demon / Firebird / Hatchet

Fetter / Snare / Gravestone / Owl / Gypsy / Crow / Shiver / Hyena / Loon / Mantis / Baron / Wasp / Tusk

MODIFIERS AND BREAK POINTS

BODY

DAMAGE

WEIGHT

BREAK POINTS

CURRENT	MAX

Choose one look:

☐ Wild

☐ Menacing

☐ Dark

☐ Ornate

☐ Charming

☐ Comedic

BUILDS

Choose one Build below for your puppet, and mark changes accordingly.

Timberskin

A trump card in espionage and assassination; in appearance it is completely lifelike, but beneath its skin lie wicked instruments.

Choose 1 species: _____

Choose 1 fitting size:

>Tiny (1 weight, 2 Break Point)

>Small (2 weight, 3 Break Points, +1 damage)

>Medium (3 weight, 4 Break Points, +2 damage)

Starts with two hidden spring-blades. Choose one upgrade:

>Poisonous (One poison, 3 uses)

>A remotely-operable door, leading to a hollowed-out space

Fiend

“Dirty” doesn’t come close to describing how this thing fights. Keep your eyes on it, don’t provoke its master, and for gods’ sakes, don’t let it get close.

Choose one size:

>Tiny (1 weight, 1 Break Point)

>Small (2 weight, 2 Break Points, +1 damage)

>Medium (3 weight, 3 Break Points, +2 damage)

Starts with the upgrade below. Choose three more:

Detachable Limbs (4 can be levitated and manipulated separately)

>Smoke Bombs (3 uses, Reload)

>Hidden spring-loaded knives (Hand, +2 damage, 4 sites)

>Hides an explosive (Dangerous, 3d6 damage, 1 site)

>2 Reach-ranged limbs

>Fires hidden darts (Reload, +1 damage, Near, 1 ammo, 2 sites)

>Poisonous (One poison, choose 2 applied upgrades)

>Mechanical weapon: _____ (Close, +2 damage)

>Fires hidden _____ (Near, Reload)

Guardian

This puppet takes the role of Defender. (add flavor text later)

Choose one size:

>Small (2 weight, 3 Break points)

>Medium (3 weight, 5 Break Points)

>Large (6 weight, 7 Break Points)

Choose one structure type:

>Can fit a creature one size lower within the torso

>Withstands heavy blows and slashing damage

Choose one upgrade:

>2 fitted weapons, +2 damage

>Tough Plate (+1 Break Point, +1 weight, sturdy armor)

>Can channel magic cast by users

Beast

It’s a beast. Meant for dealing damage. (add flavor text later)

Choose one animal form: _____

Choose one size:

>Tiny (2 weight, 2 Break Points, +1 damage)

>Small (3 weight, 2 Break Points, +2 damage)

>Medium (4 weight, 3 Break Points, +3 damage)

>Large (9 weight, 4 Break Points, +5 damage)

Choose two upgrades:

>Tough Shell (+1 Break Point, +1 weight, hard to damage shell)

>Flying

>Poisonous (1 poison, 5 uses)

>Smoke Bombs (3 uses, Reload)

>Teeth / Beak / Claws (+2 piercing)

>Quick (+2 to evading damage)

>Tail (deals +2 Piercing, Reach)

>All limbs are Reach range (+1 damage, Reach)



THE PUPPET