

MARKSMAN

A DAGGERHEART™ COMPATIBLE CLASS

Designed, Illustrated and Written by Lky7

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Credits & Legal

Marksman Class for Daggerheart

Created by Lky7 <https://ko-fi.com/lky7>

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Special thanks to Nebjen, Partyunger and Crazifang for their constant support and invaluable insight.

Hey everyone! Thanks for checking out the Marksman class. I've poured a lot of passion into carefully crafting it, and I'm really excited to share it with you. I hope you have a blast playing it!

I'm definitely looking for feedback, so please be gentle but honest! Whether you love it, have ideas for improvement, or spot something that just doesn't quite work, I'd love to hear from you. Feel free to reach out on my socials or Ko-fi (<https://ko-fi.com/lky7>). Your thoughts will help me grow as a designer!



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MARKSMAN

Some Marksmen fight from afar, eliminating threats before they're ever seen. Others rush the fray, using speed and unpredictability to stay one step ahead. Whether training in a disciplined regiment, learning through street-scarred experience, or forging their path through relentless practice, Marksmen are more than mere sharpshooters—they are tacticians of the moment, battlefield artists who read the flow of combat like music. They thrive in sync with others, especially their chosen Partner, moving as one unit through chaos, covering angles and turning every confrontation into a carefully constructed advantage.

DOMAINS

Bone & Blade

STARTING EVASION

12

STARTING HIT POINTS

6

CLASS ITEMS

A sash of bone-carved tokens or a well-worn deck of playing cards marked with a burn.

MARKSMAN HOPE FEATURE

Expose Weakness: Spend 3 Hope. Mark a target within Far range. The target becomes temporarily Vulnerable.

CLASS FEATURES

Team Up

At the beginning of each session, choose a willing ally as your *Partner*. While your Partner is within Far range and you can see them, you gain:

- **Idioglossia:** You and your *Partner* share a silent, instinctive coded language.
- **Marked Quarry:** Once per session, both you and your Partner may **mark a Stress** to designate an adversary within Close range of either. Until the scene ends, both of you treat that target as one range segment closer.
- **Coordinated Strike:** If you and your Partner successfully hit the same target in quick succession, the target becomes temporarily Vulnerable.

Quick Draw

You may switch your equipped weapons at any time without marking Stress.

MARKSMAN SUBCLASSES

Choose either the *Skirmisher* or *Stalker* subclass.

SKIRMISHER

Play the Skirmisher if you want to be a highly mobile, opportunistic master of mid- to close-quarters combat.

■ FOUNDATION FEATURES

Gambit: **Mark a Stress.** You may move up to Close range as part of your next action, then perform a maneuver on a target within weapon range:

- **Scatter Step:** Force an adversary to retreat up to Close distance away from you.
- **Rebound:** If you miss an attack, retarget another adversary and repeat the attack.
- **Feint:** Distract or feint toward an adversary. The next attack they make is at a disadvantage.

Follow Up: Once per scene, when a *Partner* within Very Close range successfully strikes an adversary, you may make a reaction roll using a trait of your choice against the adversary's Difficulty. On a success, your *Partner* deals an additional Hit Point of damage.

■ SPECIALIZATION FEATURE

Double Trouble: You may choose a second willing ally to become a Partner for *Team Up*. *Follow up* may be used once per *Partner*.

On a Roll: After hitting an adversary at Very Close range, or after you or a *Partner* incapacitates a foe, your next Gambit costs no Stress.

■ MASTERY FEATURE

Turning Point: **Spend 3 Hope.** During the GM's Fear turn, you may declare an action. You and the GM act simultaneously.



STALKER

Play the Stalker if you want to be a master of long-range precision and tactical positioning.

■ FOUNDATION FEATURES

Preparation: When you take time to scout, hide, or plan an ambush, **mark a Stress** and declare a vantage point or hiding spot you've secured. Until the scene ends: You may begin combat from that position if the fiction supports it. The first attack you make from hiding gains advantage.

Cover Fire: If your Partner is marking Hit Points after being attacked, **mark a Stress** to make a reaction roll using a trait of your choice within your weapon range against their adversaries' Difficulty. Choose one effect on a success, or two if you critically succeed:

- The severity of physical damage they take is reduced by one threshold.
- You deal damage to the adversary equal to your primary weapon's damage.
- Your partner may immediately reposition.

■ SPECIALIZATION FEATURES

Zero In: Gain a +1 bonus to hit attacks beyond Very Close range.

The Stalker's Kit: Once per session, you can declare that you prepared a specific tool or item in your Stalker's Kit for the current situation. Describe the item and how it fits within the confines of a small, specialized bag (something that could realistically be carried by a single person for a long patrol). This item must be a mundane object, a unique tool, or specialized ammunition/equipment that a stalker would realistically carry or acquire for a mission.

|TIP Examples of what you might pull from your kit include:
*Specialized Optics, Camouflage & Concealment Gear,
Breaching & Disabling Tools, Survival & Reconnaissance Gear,
Specialized Ammunition*

■ MASTERY FEATURES

Impossible Shot: Spend 3 Hope. Make a ranged attack against any target you have seen within the last minute. This attack ignores line of sight, cover, and range limitations.

BACKGROUND QUESTIONS

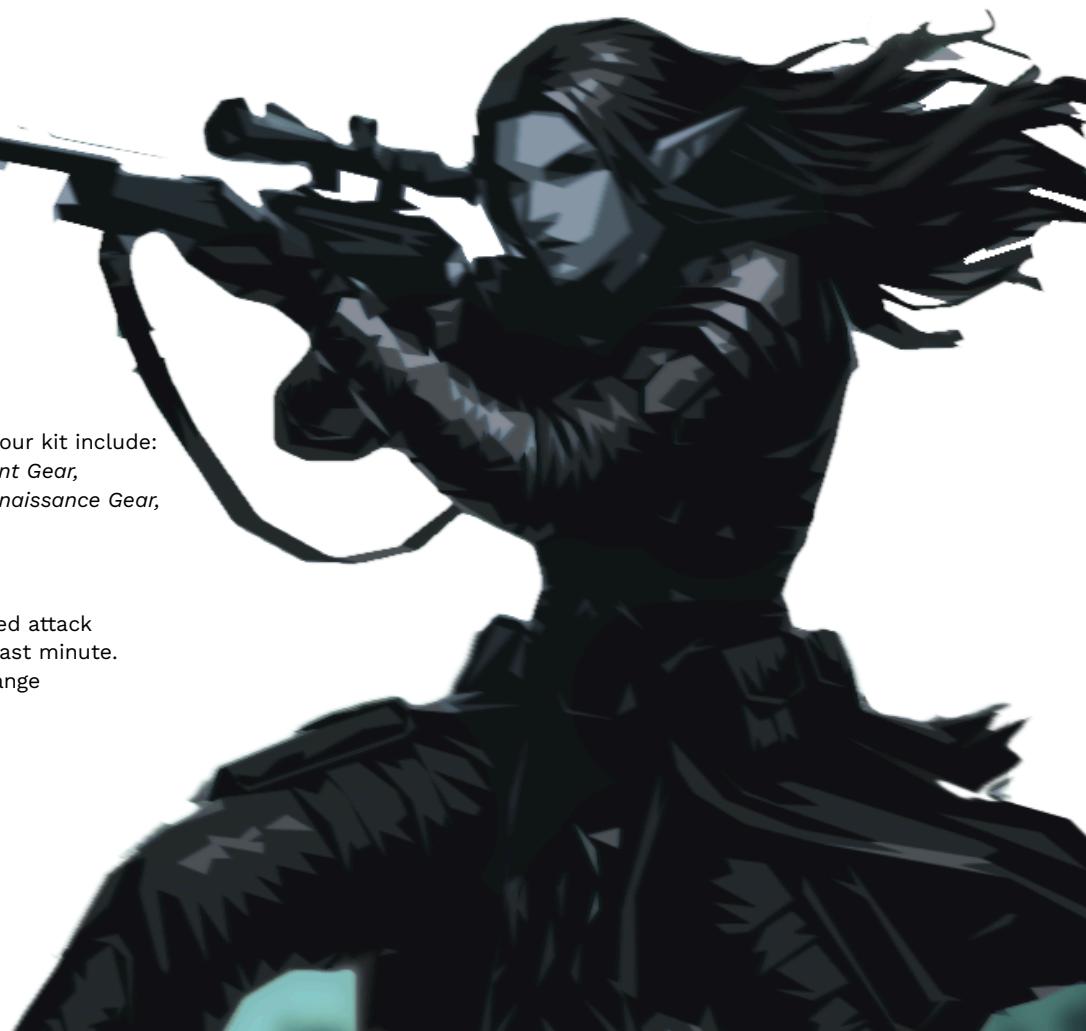
Answer any of the following background questions. You can also create your own questions.

- What's the story behind your signature weapon or tool? Was it passed down, customized, or claimed from a fallen foe?
- What's one moment you wish you could undo—a strike you regret, or a hesitation that cost too much?
- Do you bear a scar from a close call? What happened, and what did it teach you?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- Have you ever taken a hit for me—or watched me take one for you? What happened?
- When did you realize I was the best/worst shot you've ever seen?
- Have we fought back-to-back before? What do you remember about that moment?



Greetings, Marksman. As you embark on this journey, the choices you make here will define the very core of your character. When distributing your starting modifiers (+2, +1, +1, 0, 0, -1) across your six core traits – Agility, Strength, Finesse, Instinct, Presence, and Knowledge – remember that your choices should not only optimize your Marksman’s mechanical effectiveness but also reflect the kind of Marksman you want to be.

SKIRMISHER

If you choose the Skirmisher, you are a master of mid- to close-quarters combat. You effortlessly maneuver, quick-draw, and unleash a flurry of relentless attacks.

■ Suggested Trickshot Traits:

Presence: 0 Instinct: +1 Knowledge: 0
Finesse: +2 Agility: +1 Strength: -1

■ Suggested Primary Weapon:

Crossbow, Finesse Far, d6+1 phy, One-Handed

■ Suggested Secondary Weapon:

Hand Crossbow, Finesse Far, d6+1 phy, One-Handed

■ Suggested Armor:

Leather Armor - Thresholds 6/13 - Score 3

STALKER

Should you choose the Stalker, you become a master of distance, patience, and precision. Your power lies in foresight—knowing where to strike, when to wait, and how to end a conflict before it truly begins. Every attack is deliberate, every position calculated.

■ Suggested Sniper Traits:

Knowledge: 0 Instinct: +1 Presence: 0
Finesse: +1 Agility: +2 Strength: -1

■ Suggested Primary Weapon:

Longbow, Agility Very Far, d8+3 phy, Two-Handed

Cumbersome: -1 to Finesse

■ Suggested Armor:

Gambeson Armor - Thresholds 5/11 - Score 3

Flexible: +1 Evasion

■ Inventory

Take: a torch, 50 feet of rope, basic supplies, and a handful of gold

Then choose between:

a Minor Health Potion OR

a Minor Stamina Potion

and either:

A sash of bone-carved tokens or a well-worn deck of playing cards marked with a burn.

■ Character Description

Choose one (or more) from each line, or write your own description.

Clothes that are: weathered, practical, tactical, worn, sharp, rugged

Eyes like: hawk, laser focus, distant storm, cold steel, burning embers

Body that's: poised, still as stone, steady, quick, unassuming, unwavering, shadow-slick

Skin the color of: sun-baked earth, polished wood, old leather, cool stone, deep copper, ash and clay

Attitude like: a predator, a drawn bowstring, a walking omen, a silent threat

**Marksman****STALKER***Foundation*

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