

# ASSASSIN



MIDNIGHT & BLADE

NAME

PRONOUNS

HERITAGE

SUBCLASS

LEVEL

**EVASION**

Start at 12

**AGILITY**Sprint  
Leap  
Maneuver**STRENGTH**Lift  
Smash  
Grapple**FINESSE**Control  
Hide  
Tinker**INSTINCT**Perceive  
Sense  
Navigate**PRESENCE**Charm  
Perform  
Deceive**KNOWLEDGE**Recall  
Analyze  
Comprehend

## DAMAGE & HEALTH

Add your current level to your damage thresholds.

**MINOR DAMAGE**

Mark 1 HP

**MAJOR DAMAGE**

Mark 2 HP

**SEVERE DAMAGE**

Mark 3 HP

HP STRESS 

## HOPE

Spend a Hope to use an experience or help an ally.

**Grim Resolve:** Spend 3 Hope to clear 2 Stress.

## EXPERIENCE



## GOLD



HANDFULS



BAGS



CHEST

## CLASS FEATURE

### MARKED FOR DEATH

On a successful weapon attack, you can **mark a Stress** to make the target *Marked for Death*. Attacks you make against a target that's *Marked for Death* gain a bonus to damage equal to **+1d4** per tier.

You can only have one adversary *Marked for Death* at a time, and can't transfer or remove the condition except by defeating the target. The GM can spend a number of Fear equal to your Proficiency to remove the *Marked for Death* condition. Otherwise, it ends automatically when you take a rest.

### GET IN & GET OUT

**Spend a Hope** to ask the GM for either a quick or inconspicuous way into or out of a building or structure you can see. The next roll you make that capitalizes on this information has advantage.

## ACTIVE WEAPONS

PROFICIENCY 

### PRIMARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE

### SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE

## ACTIVE ARMOR

NAME	BASE THRESHOLDS	BASE SCORE

## INVENTORY


### INVENTORY WEAPON

 PRIMARY  SECONDARY 

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE

### INVENTORY WEAPON

 PRIMARY  SECONDARY 

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE

# ASSASSIN

## CHARACTER GUIDE

As an assassin, you utilize unmatched stealth and precision to ambush the unwary.

### SUGGESTED TRAITS

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

### SUGGESTED PRIMARY WEAPON

Broadsword - Agility Melee - d8 phy - One-Handed  
**Reliable:** +1 to attack rolls

### SUGGESTED SECONDARY WEAPON

Short Sword - Agility Melee - d8 phy - One-Handed -  
**Paired:** +2 to primary weapon damage to targets within  
Melee range

### SUGGESTED ARMOR

Leather Armor - Thresholds 6/13 - Score 3

### 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 list of names with several marked off  
OR  
a mortar and pestle inscribed with a  
mysterious insignia

### CHARACTER DESCRIPTION

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

**Clothes that are:** sinister, weathered, hooded,  
finely tailored, incognito, padded for silence

**Eyes like:** carnations, earth, endless ocean, fire,  
ivy, lilacs, night, seafoam, winter

**Body that's:** broad, carved, curvy, lanky, rotund,  
short, stocky, tall, thin, tiny, toned

**Skin the color of:** ashes, clover, falling snow, fine  
sand, obsidian, rose, sapphire, wisteria

**Attitude like:** a hidden razor, a judge, an owl, a  
butcher, a coiled viper, a merchant, a hunter

### BACKGROUND QUESTIONS

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

What organization trained you in the art of killing, and how did  
you gain membership into it?

Throughout your entire career, one target has eluded you. Who  
are they, and how have they managed to slip through your fingers?

You always do what you must to take down your target, but  
there's one line that you will never cross. What is it?

### CONNECTIONS

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

What about me frightens you?

You once asked me to do something that keeps you up at night.  
What was it?

What secret about myself did I tell you, and how did it change your  
view of me?

Then work with the GM to generate two starting Experiences for your character.

### TIER 2: LEVELS 2-4

**At level 2, gain an additional  
Experience at +2 and gain a  
+1 bonus to your Proficiency.**

Choose two options from the list below and  
mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to (up to level 4).
- Permanently gain a +1 bonus to your Evasion.

Update your level and adjust your damage  
thresholds accordingly. Take an additional domain  
card of your level or lower from a domain you  
have access to.

### TIER 3: LEVELS 5-7

**At level 5, gain an additional  
Experience at +2 and clear all marks  
on character traits. Then gain a  
+1 bonus to your Proficiency.**

Choose two options from the list below or any from  
the previous tier and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to (up to level 7).
- Permanently gain a +1 bonus to your Evasion.
- Take an upgraded subclass card. Then cross out the multiclass option for this tier.

Increase your Proficiency by +1.

Multiclass: Choose an additional class for  
your character, then cross out an unused  
“Take an upgraded subclass card” and the  
other multiclass option on this sheet.

Update your level and adjust your damage  
thresholds accordingly. Take an additional domain  
card of your level or lower from a domain you  
have access to.

### TIER 4: LEVELS 8-10

**At level 8, gain an additional  
Experience at +2 and clear all marks  
on character traits. Then gain a  
+1 bonus to your Proficiency.**

Choose two options from the list below or any from  
the previous tier and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to.
- Permanently gain a +1 bonus to your Evasion.
- Take an upgraded subclass card. Then cross out the multiclass option for this tier.

Increase your Proficiency by +1.

Multiclass: Choose an additional class for  
your character, then cross out an unused  
“Take an upgraded subclass card” and the  
other multiclass option on this sheet.

Update your level and adjust your damage  
thresholds accordingly. Take an additional domain  
card of your level or lower from a domain you  
have access to.



# ASSASSIN SUBCLASSES



## ASSASSIN

### EXECUTIONERS GUILD

#### Foundation

##### SPELLCAST TRAIT: AGILITY

**First Strike:** The first time in a scene you succeed on an attack roll, double the damage of the attack.

**Ambush:** Your “Marked for Death” feature uses d6s instead of d4s.



## ASSASSIN

### EXECUTIONERS GUILD

#### Specialization

**Death Strike:** When you deal Severe damage to a creature, you can mark a Stress to make them mark an additional Hit Point.

**Scorpion's Poise:** You gain a +2 bonus to your Evasion against any attacks made by a creature *Marked for Death*.



## ASSASSIN

### EXECUTIONERS GUILD

#### Mastery

**True Strike:** Once per long rest, when you fail an attack roll, you can spend a Hope to make it a success instead.

**Backstab:** Your “Marked for Death” feature uses d8s instead of d6s.

[Artist Name TK]

The Void v1.5 | Terms at Daggerheart.com

[Artist Name TK]

The Void v1.5 | Terms at Daggerheart.com

[Artist Name TK]

The Void v1.5 | Terms at Daggerheart.com

## ASSASSIN

### POISONERS GUILD

#### Foundation

##### SPELLCAST TRAIT: KNOWLEDGE

**Toxic Concoctions:** Mark a Stress to add 1d4+1 tokens to this card. On your next long rest, clear this card. You know these poisons:

- **Gorgon Root:** The target gains a permanent -1 penalty to their Difficulty. This can only affect them once.
- **Grave Spore:** The target must also mark a Stress.
- **Leech Weed:** Gain a +1d6 damage bonus on this attack.

**Envenomate:** When you make a successful weapon attack, you can spend a token from this card to afflict the target with a known poison’s effect.

[Artist Name TK]

The Void v1.5 | Terms at Daggerheart.com

[Artist Name TK]

The Void v1.5 | Terms at Daggerheart.com

## ASSASSIN

### POISONERS GUILD

#### Specialization

**Poison Compendium:** You also know these poisons:

- **Midnight's Veil:** The target gains a permanent -2 penalty to attack rolls. This can only affect them once.
- **Ghost Petal:** Permanently decrease the damage dice of the target’s standard attack by one step (d10 to d8, d8 to d6, etc.). This can only affect them once.
- **Adder's Blessing:** You are immune to poisons and other toxins.

## ASSASSIN

### POISONERS GUILD

#### Mastery

**Venomancer:** You also know these poisons:

- **Blight Seed:** The target gains a permanent -3 penalty to their damage thresholds. This can only affect them once.
- **Fear Leaf:** This attack gains a damage bonus equal to the result of your Fear Die.

**Twin Fang:** When you afflict a target with a known poison’s effect, you can spend an additional token to inflict the effect of a second known poison.

[Artist Name TK]

The Void v1.5 | Terms at Daggerheart.com

[Artist Name TK]

The Void v1.5 | Terms at Daggerheart.com

[Artist Name TK]

The Void v1.5 | Terms at Daggerheart.com