

# ASSASSIN

## Class Sheet

**Description:** A sharpshooter intent to kill

**Weapon(s):** Guns

**Starting Weapon:** Rifle (2H, d8)

**Class Prerequisites:** Scoundrel, Gunslinger

Moves:

✓ **Stealth Shot:** If successfully hidden, add 1 d4 damage to a successful Shoot

☐ **Stealth Shot+:** Use 1d6 instead of 1d4 for Stealth Shot

☐ **Hunter:** +2 to Shoot against Animal enemies

☐ **Flame Shot (1 SP):** Shoot does Fire damage and causes Burn

☐ **Setup Shot (1 SP):** Skip movement and action for 1 turn. If you shoot next turn, it is an automatic success

☐ **Poison Shot (1 SP):** Shoot causes Poison

☐ **Double-Shot (3 SP):** Shoot 2 targets in one turn

☐ **Multi-Shot (2 SP per enemy):** Shoot multiple targets in one turn

Class Mastery Move (Requires all other moves in this class to be acquired)

☐ **Killshot (5 SP):** Roll a d10 after a successful Shoot. On a 7+ enemy will be killed. Otherwise, do normal damage.