

NAME

SUBCLASS







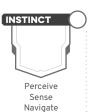


Maneuver

HERITAGE







**ACTIVE WEAPONS** 

**PRONOUNS** 



Deceive



Comprehend

**DAMAGE & HEALTH** 

Add your current level to your damage thresholds.

**MINOR** DAMAGE Mark 1 HP





STRESS (



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



Grim Resolve: Spend 3 Hope to clear 2 Stress.

### **EXPERIENCE**

**GOLD** 

HANDFULS



**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 guick 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.

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RIMARY		
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NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
FEATURE		
ECONDARY		
		9 8 8 9
NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
FEATURE		
	ACTIVE ARMOR	
NAME	BASE THRI	ESHOLDS BASE SCORE
FEATURE		

INVENTORY WEAPON		00	☐ PRIMARY	SECONDA
NAME	TRAIT & RANGE		DAMAGE	DICE & TYPE
FEATURE				
INVENTORY WEAPON	÷	<b>~</b>	PRIMARY	SECONDA

**INVENTORY** 

# ASSASSIN CHARACTER GUIDE

#### 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?

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

### 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?

### 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.
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Permanently gain one Hit Point slot.

Permanently gain one Stress slot.

Permanently gain a +1 bonus to two

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

Permanently gain one Hit Point slot.

Permanently gain one Stress slot.

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Permanently gain a +1 bonus :	to two

Choose an additional domain card of your level or lower from a domain you have

access to.

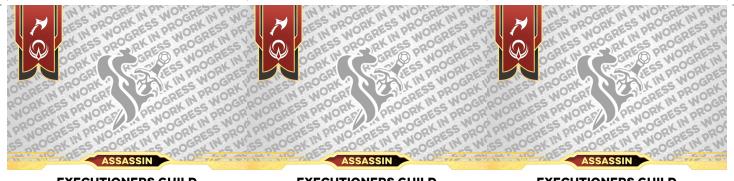
Permanently gain a +1 bonus to your Evasion.

$\overline{}$	
П	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 unuse "Take an upgraded subclass card" and to other multiclass option on this sheet.
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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.



#### **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.

### **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.

#### **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.



### **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.

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### **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.

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# **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
- 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.

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