

NAME

PRONOUNS

HERITAGE

SUBCLASS

LEVEL



EVASION

Start at 12



ARMOR



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

FEATURE

SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

ACTIVE ARMOR

NAME

BASE THRESHOLDS

BASE SCORE

FEATURE

INVENTORY

INVENTORY WEAPON


☐ PRIMARY

☐ SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

INVENTORY WEAPON


☐ PRIMARY

☐ SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

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?

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.
- ☐ ☐ 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.





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**.

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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.

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.

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.

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