



SABOTEUR

A Daggerheart™ Compatible Class



SABOTEUR

Saboteurs are a nasty addition to war troops and squads alike. Usually recruited based on their creativity and ingenuity, they are not necessarily the toughest fighters on the frontline, but they sure as hell make their enemies' lives difficult.

They often receive an arcana studies primer, or got a distant relative who taught them the basics, so they are versatile enough to delve in a few magical tricks or two.

But their core and specific interest is demolition! Sabotage! Using mechanics and alchemy to catastrophic ends! Finding the weakness, and making an absolute fireworks show of exploiting it!

DOMAINS

Forge and Bone

STARTING EVASION SCORE

10

STARTING HIT POINTS

6

CLASS ITEMS

An old weathered military distinction, or an encrypted letter.

SABOTEUR'S HOPE FEATURE

Smoke Bomb: When you are the target of an attack, you may **spend 3 Hope** to evade it altogether, by using a cloud of smoke to move somewhere else within Close range.

CLASS FEATURES

War Maneuvers

After a Long rest, add Maneuver Tokens on your character sheet up to your Knowledge Trait (minimum of 1). You can **spend Maneuver Tokens** to benefit from situational effects depending on your position in relation to your allies:

- ◆ **Tight Ranks:** If you are within Melee range of an ally, either or both of you can choose to **spend one of your Maneuver Tokens** instead of marking one Armor slot.
- ◆ **Watch Out:** If you are within Very Close range of an ally that is targeted by an attack, you can **spend 1 Maneuver Token** to give Disadvantage to the attack roll.
- ◆ **Taunt:** If there is no ally within Close range, **spend 1 Maneuver Token** to make a **Spellcast Roll** against all targets within Close range. Targets you succeed against move towards you for a distance of up to Very Close range of where they were.

BACKGROUND QUESTIONS

- ◆ You have a recurring nightmare, maybe about your time at war, or about a future battle that hasn't happened yet. What happens in that dream?
- ◆ In the past, who did you fight for, and why are you not fighting for them anymore?
- ◆ There was an unnecessary victim of your talents, something terrible worth having regrets about. What happened and what lesson did it teach you?

CONNECTIONS

- ◆ When we first met, I noticed something about you that you didn't know about yourself, what was it?
- ◆ What's a thing that I sometimes do that makes you die laughing?
- ◆ There's something about me that means you may never be able to completely trust me. What is it?

Thanks to Azu the Bard (Bard & Raven) and Jeff!

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SABOTEUR SUBCLASSES

DEMOLITIONIST

Play the Demolitionist if you believe catastrophic destruction is a perfectly valid solution to a lot of problems, if not all of them.

Spellcast Trait

Knowledge

FOUNDATION FEATURES

Trained Grenadier: Take the Grenadier card from the Forge Domain, even if you are below level 5.

Distraction: When using the Taunt War Maneuver, you can make the targets move towards a place of your choice instead of towards you.



BREACHER

Play the Breacher if you want to use dirty tactics and clever battle tricks to eliminate your enemies.

Spellcast Trait

Knowledge

FOUNDATION FEATURES

Battle Awareness: Gain a permanent **+1** bonus to your Evasion.

You learn a new War Maneuver:

Flank: If you attack a target that is within Melee range of an ally, gain Advantage on that attack, and if it hits, you may **spend 1 Maneuver Token** to make that hit target temporarily Vulnerable.

