

# Mastering the Assassin in Cresthaven RPG: A Strategy Guide for New Players

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If you've chosen to walk the shadowy path of the Assassin in Cresthaven RPG, you're in for a thrilling journey filled with stealth, precision, and high-risk maneuvers. This guide will help you maximize your effectiveness as an Assassin, ensuring you can strike swiftly and survive the dangers that come with your role.

# Embracing the Assassin's Legacy

Assassins in Cresthaven RPG are the inheritors of a long tradition of lethal subtlety. They are experts in infiltration, eliminating high-value targets, and gathering crucial intelligence. As an Assassin, you must rely on agility, cunning, and quick thinking to outmaneuver your enemies and avoid direct confrontations.

## Key Attributes and Restrictions

- **Dexterity is King:** Dexterity is your primary stat, enhancing your agility, ranged attacks, and ability to dodge.
- **Frailty in Flesh:** Assassins use a d4 for hit points, making them vulnerable in close combat.
- **Ancestral Choices:** You can be Catfolk, Human, or Draco, each offering unique role-playing opportunities and minor bonuses.
- **Shadowy Reputation:** You start with a -3 Reputation, reflecting the shadowy nature of your profession.
- **Mobility over Armor:** Assassins cannot wear armor, so you must rely on your skills and agility to avoid damage.

## Early Game Strategy (Levels 1-4)

### 1. Mastering the Assassinate:

- **Usage:** This ability allows you to deal massive damage with a +4 to hit and a damage multiplier based on your level.
- **Strategy:** Use Assassinate to take out key targets quickly. Aim for high-value enemies or those that pose a significant threat to your party. Strike from stealth to maximize your effectiveness.

### 2. Becoming a Ghost:

- **Stealth is Paramount:** Prioritize your Stealth skill to move undetected and position yourself for optimal attacks. Use the environment to your advantage, staying hidden in shadows and avoiding open areas.
- **The Art of Evasion:** Your Evasion skill is crucial for avoiding attacks. Use it to dodge incoming threats and escape dangerous situations. Roll a d20 against the opposed roll to evade successfully.

### 3. Ranged Fury:

- **Dexterity-Based Attacks:** Utilize throwing knives, poison daggers, and

poison arrows. These ranged attacks allow you to deal damage from a safe distance.

- **Poison Master:** Enhance your weapons with deadly poisons. Create and apply poisons to your arrows and daggers to increase their lethality (consider mentioning the Poison Mixologist skill here).

#### 4. Deception and Information Gathering:

- **The Master of Disguise:** Use your Disguise skill to blend into crowds and infiltrate enemy territory. This allows you to gather valuable information without raising suspicion.
- **Uncovering Secrets:** Charm or intimidate NPCs to extract crucial details about your targets and objectives (tie this back to the Information Gathering skill).

#### 5. Tools of the Trade:

- **Thieves' Toolkit:** Master lockpicking to access restricted areas and treasure chests.
- **Grappling Hook and Rope:** Use these tools for climbing and escaping, ensuring you have multiple routes for infiltration and evasion.

## Mid-Game Power-Up (Levels 3-4)

By Level 4, you gain powerful abilities that enhance your combat effectiveness and versatility:

- **Fighting in the Dark:** Blind Fighting allows you to fight in total darkness without penalties, including magical darkness. Use this ability to gain an advantage in dark environments and ambush enemies who rely on sight.
- **Immobilizing Foes:** Restrain allows you to grapple and pin targets, immobilizing them. Use Restrain to neutralize key enemies or capture targets alive. Pinned combatants can be easily tied up, making them vulnerable to interrogation or incapacitation.

#### 3. Skill Sharpening:

- **Leveling Up Your Skills:** At each level, distribute skill points to improve your Stealth, Evasion, Poison Mixologist, and other key abilities. Focus on skills that enhance your survivability and effectiveness in both combat and non-combat scenarios.

# Advanced Tips for 3rd and 4th Levels

## 1. Combining Your Arsenal:

- **Strategic Assassination:** Combine your Assassinate ability with Disguise and Stealth to approach and eliminate high-value targets unnoticed.
- **Escape Artist:** Use Evasion and Grappling Hook to escape after completing your mission. Plan escape routes in advance.

## 2. Mastering Poisons:

- **Poisonous Arsenal:** Experiment with different poisons to find the most effective combinations. Use paralytic poisons to incapacitate enemies, or lethal toxins for swift kills.
- **Always Be Prepared:** Prepare antidotes to protect yourself and your allies from poison, leveraging your advantage on saves vs poison.

## 3. Environmental Control (continued):

- **Traps and Obstacles:** Set up traps like caltrops to slow down pursuers or create barriers. Use them to damage and hinder enemies, creating opportunities for escape or flanking maneuvers.
- **The Power of Illusion:** Utilize chalk to mark paths for your party or create confusing symbols for enemies. Mirrors can be used for signaling teammates or creating distractions.

## 4. Party Coordination

- **The Scout and Strategist:** Work with your party to set up ambushes and coordinated attacks. Use your information gathering skills to plan missions and provide valuable intel to your allies.
- **Supporting Fire:** Use your ranged attacks to support allies from a distance, picking off enemies and providing cover fire. Don't be afraid to use your mobility to reposition yourself for optimal tactical advantage.

# Assassin Skills: A Solo and Party Powerhouse

Your Assassin skillset isn't just about personal dominance in the shadows; it's about empowering your entire party. Here's how you can leverage your skills to make your team unstoppable:

- **Disguise: The Party Infiltrator**

- **Scouting and Intel:** Use your mastery of disguise to scout enemy encampments or infiltrate restricted areas. Gather intel on enemy troop movements, patrol schedules, and potential weaknesses. This intel is crucial for planning successful party missions.
- **Creating Distractions:** If your party needs a diversion, you can create a convincing disguise to lure enemies away or create chaos within enemy ranks.

- **Evasion: The Party's Elusive Guardian**

- **Drawing Fire:** While not a tank, your agility allows you to be a distraction. Use Evasion to dodge attacks and draw enemy fire, giving your party members time to unleash their own attacks or spells.

- **Lockpicking: The Party's Treasure Hunter**

- **Securing Loot:** Locked chests and doors often hold valuable loot or strategic objectives. Your lockpicking skills ensure your party has access to these resources.
- **Freeing Allies:** If a party member gets trapped in a locked cell or cage, your lockpicking expertise can free them quickly and efficiently.

- **Poison Mixologist: The Party's Alchemist**

- **Tailored Toxins:** Don't just focus on lethality. Craft poisons that debilitate enemies – paralyzing toxins can disable foes for the party's warriors to finish off, while hallucinogenic ones can sow confusion in enemy ranks.
- **Group Antidotes:** Having antidotes prepared can be a lifesaver for the entire party, not just yourself. Remember, your advantage on saves vs poison allows you to identify and potentially cure poisoned allies.

- **Stealth: The Party's Silent Guide**

- **Setting Up Ambushes:** Use your mastery of stealth to scout enemy positions and lay traps. This allows your party to launch surprise attacks, giving them a significant tactical advantage.
- **Flanking Maneuvers:** While the party engages enemies head-on, use your stealth to flank them, striking from behind and maximizing damage output.

- **Tracking: The Party's Hunter**

- **Following Leads:** The party encounters tracks or other clues. Use your tracking skills to decipher these clues and guide the party towards their objective, be it a hidden enemy base, a lost artifact, or a fleeing foe.
- **Anti-Tracking:** If your party needs to escape pursuers, you can use your tracking skills to cover your tracks, making it harder for enemies to follow.

- **Information Gathering: The Party's Information Broker**

- **Interrogations:** After a successful capture, use your interrogation skills to glean valuable information from prisoners. This information can help the party plan future missions or avoid potential dangers.
- **Gathering Rumors:** In taverns and marketplaces, you can use your charm or intimidation to gather rumors and gossip about the local area, potential threats, or the whereabouts of your targets.

By mastering your Assassin skills, you become more than just a deadly damage dealer; you become a force multiplier for your entire party. With your cunning and adaptability, you'll ensure your party dominates the battlefield, the social scene, and anything in between.

Remember, Assassins: **information is power, and the shadows are your domain.**