

## EARTHKIN

Earthkin are descended from earth elementals. They are humanoids whose bodies are a combination of flesh and earth.

**Stoneskin:** Gain a +1 bonus to your Armor Score and Damage Thresholds.

**Immoveable:** While your feet are touching the ground, you cannot be lifted or moved against your will.

## ANCESTRY

## TIDEKIN

Tidekin are descended from water elementals. They are humanoids whose bodies are a combination of flesh and water.

**Amphibious:** You can breathe and move naturally underwater.

**Lifespring:** Once per rest, when you have access to a small amount of water, you can mark 2 Stress to heal a Hit Point on yourself or an ally.

## ANCESTRY

## EMBERKIN

Emberkin are descended from fire elementals. They are humanoids whose bodies are a combination of flesh and fire.

**Fireproof:** You are immune to damage from magical or mundane flame.

**Ignition:** Mark a Stress to wreath your primary weapon in flame until the end of the scene. While ablaze, it gives off a bright light and grants a 1d6 bonus to damage rolls against targets within Melee range.

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## SKYKIN

Skykin are descended from air elementals. They are humanoids whose bodies are a combination of flesh and air.

**Gale Force:** Mark a Stress to conjure a gust of wind that carries you or an ally up to Very Far range. Additionally, you can always control the speed at which you fall.

**Eye of the Storm:** Spend 2 Hope to grant a +1 bonus to either your or an ally's Evasion until you next take Severe damage or you use Eye of the Storm again.

## ANCESTRY

## AETHERIS

Aetheris are humanoids who possess radiant auras and glowing eyes. They are the descendants of celestials from the Hallows Above.

**Hallowed Aura:** Once per rest, when an ally within Close range rolls with Fear, you can make it a roll with Hope instead.

**Divine Countenance:** You have advantage on rolls to command or persuade.

## ANCESTRY

## GNOME

Gnomes are small humanoids most easily recognized by their dense musculature, long arms, and large facial features.

**Nimble Fingers:** When you make a Finesse Roll, you can spend 2 Hope to reroll your Hope Die.

**True Sight:** You have advantage on rolls to see through illusions.

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COMMUNITY

## DUNEBORNE

*Being part of a duneborne community means you've made a home among the shifting sands and arid climate of the desert.*

**Oasis:** During a short rest, you or an ally can reroll a die used for a downtime action.

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COMMUNITY

## FREEBORNE

*Being part of a freeborne community means you're from a collective that lived under tyrannical rule and is now liberated.*

**Unbound:** Once per session, when you make an action roll with Fear, you can change it to a roll with Hope instead.

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## FROSTBORNE

*Being part of a frostborne community means you come from a place of snow and ice.*

**Hardy:** Once per rest, you can Help an Ally traverse difficult terrain without spending a Hope.

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COMMUNITY

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## HEARTBORNE

*Coming from a hearthborne community means you come from humble origins, having lived in a small village or the countryside.*

**Close-Knit:** Once per long rest, you can **spend any number of Hope** to give an ally the same number of Hope.

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## REBORNE

*You were once a member of another community, but you can no longer remember it.*

**Found Family:** Once per session, you can **spend a Hope** to use an ally's community ability. When you do, your ally gains a Hope.

At any point, when you've discovered the community you were once a part of, or have joined a new community, you can permanently trade this community card for that one instead.

[Artist Name TK]

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## WARBORNE

*Being part of a warborne community means you come from a place that is, or was, ravaged by war.*

**Brave Face:** Once per session, when an attack would cause you to mark a Stress, you can **spend a Hope** instead.

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