

TRANSFORMATION

VAMPIRE

Vampires are undead, fanged creatures that drink the blood of the living.

Fangs: Make a Strength Roll to bite a target within Melee range, dealing **d8** physical damage using your Proficiency.

Feed: On a successful Fangs attack against a living creature, you can **mark a Stress** to Feed. Place a number of tokens on this card equal to the number of Hit Points your target marks. You can hold up to **5** tokens at a time. Spend a token before an action roll to make your Fear Die a **d20** instead. When you take a Long Rest, remove a token. If there are no tokens on this card, all your action and reaction rolls are made with disadvantage.

↙ [Artist Name TK]

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WEREWOLF

Werewolves are creatures who transform into supernatural wolves.

Wolf Form: When you mark one or more Hit Points, you can also **mark a Stress** to enter your Wolf Form. While in this form, gain a **d10** Wolf Die that you add to all attack and damage rolls. When you would gain a Hope while in Wolf Form, you mark a Stress instead.

Frenzy: When you mark your last Stress while in Wolf Form, you go into a Frenzy. Roll a number of **d20s** equal to your tier and automatically deal that much physical damage to all creatures within Very Close range. Then drop out of Wolf Form.

↙ [Artist Name TK]

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REANIMATED

Reanimated are corpses who have been brought back to life.

Stitch Up: During a rest, you can only clear Hit Points if you have access to remains from a recently deceased creature. Describe how using this material affects your appearance. You cannot clear Hit Points by any means except a downtime move or the Risk It All death move.

Corpse: When you Risk It All on a death move, if you fail, you can permanently **mark a Hit Point** to succeed instead. When you do, you still use the Hope Die's value to clear Hit Points and Stress.

↙ [Artist Name TK]

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GHOST

Ghosts are a spirit trapped between the mortal realm and the veil of death.

Spirit Form: Your physical form can shift between corporeal and incorporeal. **Mark a Stress** to transition into and out of your Spirit Form. While in Spirit Form, you can move through solid objects, are immune to physical damage, and take double magic damage. You can spend **2 Hope** to attack or physically interact with the material world.

Ephemeral: Cross out a Hit Point slot when you take this card and when you increase your tier. When you mark your last Hit Point, you must choose Blaze of Glory as your death move.

↙ [Artist Name TK]

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DEMIGOD

Demigods are creatures whose veins flow with the blood of the gods.

Ichor of the Gods: Your advantage die is always a **d10** instead of a **d6**.

Weight of Divinity: When you roll a failure with Fear, you must **mark a Stress** or give the GM an additional Fear.

↙ [Artist Name TK]

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TRANSFORMATION CARDS

Transformations represent changes or augmentations to characters in Daggerheart. These are optional aspects of a character's identity that may be given out by the GM during a campaign for narrative purposes. GMs may also present transformations as an option at character creation, at their discretion.

Transformations provide both a mechanical benefit and a drawback. As a player, you are responsible for ensuring you track both features, paying special attention to the drawback so that the GM isn't required to track it for you. Utilizing transformation cards requires you to buy into the concept of the exchange, taking on the burden to also reap the benefit.

When you gain a transformation, add the card to your loadout as if it were an aspect of your heritage. Like ancestry and community cards, it does not count against your domain card limit. Consider how this change augments your character both physically and psychologically. Use the transformation questions in the applicable section to explore its affects on your character, or make up your own.

You can only have one transformation per PC.

As a GM, we recommend you discuss the possibility of including transformations at your table before introducing them to the players. Because they are optional and deeply impact the PCs' narrative journey, ensure they are something they will enjoy, and that the transformations support the story they want to tell.

Some transformations have rather obvious origin points in a campaign—the vampire or werewolf transformation could come from a particularly important attack from a major villain in your campaign. Perhaps the reanimated or ghost might come about because a PC dies in a place of great magic or another PC makes a story-altering bargain in exchange for their life to be restored. Other transformations are more likely to be taken at character creation, like the shapeshifter or demigod, but could still be introduced as a character twist during a campaign. It's ultimately up to you, as the GM, which transformations are available to players at character creation and how they become available throughout play, so you can decide what works best for you, your players, and the story you're telling together.