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# DAGGERHEART

## BARD CLASS PACKAGE

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THESE MATERIALS ARE FROM **July 9, 2024**. BEFORE STARTING EACH SESSION, WE RECOMMEND CHECKING TO SEE IF THERE ARE ANY UPDATES.

Contained within is everything you need to play the **Bard** class. For character creation, you'll only need to **print out pages 2-11** of this package.

When you level up, print out the next applicable level page of this package.

*We welcome you to fill out the Player Survey using the QR code below or at [www.daggerheart.com/play](http://www.daggerheart.com/play) each time you play a session of Daggerheart.*

*This is the best way to give us feedback about your experience.*



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# CHARACTER CREATION

## 1 CHOOSE A CLASS.

Your class represents what kind of character you'll be playing and will give you access to certain abilities and spells during the game. Take the character sheet specific for this class.

## 2 CHOOSE A SUBCLASS.

Each class has a number of subclasses to choose from that help better define what kind of focus you'd like your character to have. Take the Foundation card for your chosen subclass.

## 3 CHOOSE A HERITAGE.

Heritage is made up of both an Ancestry and a Community card. These two cards that establish your physical appearance and the kind of environment you grew up in.

## 4 SET YOUR TRAITS & EVASION.

Distribute the values -1, 0, 0, +1, +1, +2 across your Character Traits. When rolling, you'll add the value of that Character Trait to the roll. Then record your starting Evasion score.

## 5 SET YOUR THRESHOLDS & HOPE.

Each class will start with its own Damage Thresholds detailed on the character sheet under the Hit Points section. Record these in their appropriate spaces. Then take 2 Hope to start the game.

## 6 CHOOSE STARTING WEAPONS.

Decide what kind of weapons you want to start the game with, and record their details in the appropriate spaces.

## 7 CHOOSE STARTING ARMOR.

Take one of the available starting armors, and record its details in the appropriate spaces.

## 8 TAKE YOUR STARTING INVENTORY.

The starting inventory for your class is listed on your character guide. Record those items in the Inventory section of your character sheet.

## 9 CHOOSE YOUR DESCRIPTION.

Make choices from the available options on your character guide or create your own. This will help you start to build out your character's look and attitude.

## 10 TAKE DOMAIN DECK CARDS.

Each class is made up of two different domains, listed below the class name on the character sheet. Choose two cards total from the Level 1 cards in those domains from the domain decks. You may share these decks with other classes. If you do, make sure to talk with them about what cards they're interested in as well.

## 11 ANSWER BACKGROUND QUESTIONS.

Use the background questions on your character guide as a jumping off point to build out your character's history, or make up your own.

## 12 GENERATE EXPERIENCE.

Use all of the choices and backstory you've made about your character so far to generate their Experience, a set of narrative words or phrases that represent the kinds of things they've learned or become on their journey so far. Assign both +2 modifiers.

## 13 RECORD YOUR NAME & PRONOUNS.

Create a name for your character and choose what pronouns they use. Then share your character with the rest of the table when they're ready.

## 14 CREATE CONNECTIONS.

Ask any of the Connection questions on your character guide to the other characters at the table, or generate your own. Use this as an opportunity to also discuss how you all met, what brought you together, and why you've decided to travel as a party.



**YOU'RE NOW  
READY TO PLAY!**

### FIRST NAMES

Alucard, Ambrose, Astrid, Ash, Bellamy, Calder, Calypso, Clover, Chartreuse, Dahlia, Darrow, Deacon, Elowen, Emrys, Fable, Fiorella, Flynn, Gerard, Harlow, Hadron, Indigo, Inara, Jasper, Kai, Kismet, Leo, Marigold, Maverick, Mika, Moon, Nyx, Phaedra, Quill, Raphael, Ronan, Roux, Reza, Saffron, Sierra, Skye, Talon, Thea, Triton, Vala, Velo, Wisteria, Yarrow, Zahara.

### REGION NAMES

Watcher's Ravine, Shattered Peaks, Holdland, Davesh Pass, Branishar, Crown of the World, South Choir, Xuria, Wilting Valley, Bonecross, Roaming Sea, Mistvale, Hadriel's Wall, Bloomfare, Cloud Isles, Revenance, Mountains of Creation, Sunbearer's Crescent.

### FAMILY NAMES

Abbot, Advani, Agoston, Baptiste, Belgarde, Blossom, Chance, Covault, Dawn, Dennison, Drayer, Emrick, Foley, Fury, Gage, Gallamore, Grove, Hartley, Humfleet, Hyland, Jones, Jordon, Knoth, Lagrange, Lockamy, Lyon, Marche, Merrell, Newland, Novak, Orwick, Overholt, Pray, Pyre, Rathbone, Rose, Seagrave, Spurlock, Thorn, Tringle, Warren, Worth, York, Zimarik

### PLACE NAMES

Stone's Throw, Golden Goose, Black Willow, Limping Liar, Menagerie, Great Expectations, Wicked Smile, Crow's Nest, Barking Tide, Figero, Idle Fiend, Quiet Magnitude, Nero's Compass, Netherwell, Kross, Hollow Keep, Salute, Hearthbreak, Parting Gift, Fool's Gold.

### EXPERIENCES

**Backgrounds like:**  
Bodyguard, Con Artist, Merchant, Noble, Pirate

**Characteristics like:**  
Affable, Survivor, Sticky Fingers, Intimidating

**Specialties like:**  
Navigator, Sharpshooter, Swashbuckler, Inventor

**Skills like:** Barter, Repair, Tracking, Quick Hands

**Phrases like:** Nature's Friend, This Is Not A Negotiation, Catch Me If You Can, Never Again, Knowledge is Power

NAME

PRONOUNS

HERITAGE

SUBCLASS

LEVEL

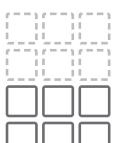
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EVASION

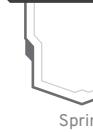


ARMOR



Start at 9

AGILITY



Sprint  
Leap  
Maneuver

STRENGTH



Lift  
Smash  
Grapple

FINESSE



Control  
Hide  
Tinker

INSTINCT



Perceive  
Sense  
Navigate

PRESENCE



Charm  
Perform  
Deceive

KNOWLEDGE



Recall  
Analyze  
Comprehend

## HIT POINTS & STRESS

Start Major Threshold at 6 and Severe Threshold at 12.



HP

STRESS

## HOPE

Spend a Hope to use an experience or help an ally.



**Bard's Hope:** When you or an ally Close to you makes a Presence roll and either succeeds with Fear or fails, spend three Hope to negate that roll's consequences by intervening.

## EXPERIENCE



## GOLD



## CLASS FEATURE

### Rally

Once per session as your party prepares to enter a dangerous or difficulty situation, describe how you rally them and give yourself and each of your allies a **d6** Rally die.

Anyone with a Rally die can spend it to roll it, adding the result to an action roll, reaction roll, or damage roll, or clearing Stress equal to the Rally die result.

At the end of each session, all unspent Rally dice are cleared.

The Rally die you distribute increases to 1d8 at level 5.

## ACTIVE WEAPONS

PROFICIENCY

### PRIMARY

NAME	TRAIT & RANGE	DAMAGE DICE
FEATURE		

### SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE
FEATURE		

## ACTIVE ARMOR

NAME	BASE SCORE
FEATURE	

## INVENTORY


### INVENTORY WEAPON

PRIMARY  SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE
FEATURE		

### INVENTORY WEAPON

PRIMARY  SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE
FEATURE		

# BARD

## CHARACTER GUIDE

### SUGGESTED TRAITS:

0 Agility, -1 Strength, +1 Finesse,  
0 Instinct, +2 Presence, +1 Knowledge

### SUGGESTED PRIMARY WEAPON:

Rapier - Presence Melee - d8 (Phy) - One-Handed  
Feature: Quick (Mark stress to attack an additional target in range.)

### SUGGESTED SECONDARY WEAPON:

Small Dagger - Finesse Melee - d8 (Phy) - One-Handed  
Feature: Paired (+2 to Primary Weapon damage in melee)

### SUGGESTED ARMOR:

Gambeson Armor - Base Score 3  
Feature: Flexible (+1 to Evasion)

As a Bard, you know how to get people to talk, bring attention to yourself, and use words or music to influence the natural world around you.

### INVENTORY:

#### TAKE:

a torch, 50ft of rope, basic supplies, and a handful of gold.

#### THEN CHOOSE BETWEEN:

a minor health potion  
OR a minor stamina potion.

#### AND EITHER:

a romance novel  
OR a letter never opened.

#### THEN DECIDE WHAT YOU CARRY YOUR SPELLS IN:

songbook, journal, etc.

### CHARACTER DESCRIPTION:

Choose one (or more) from each line, or make your own.

**Clothes that are:** sleek, extravagant, wild, fancy, loud, oversize, ragged

**Eyes like:** fire, lilacs, endless ocean, night, ivy, seafoam, earth, winter, carnations

**Body that's:** lanky, tall, curvy, rotund, short, thin, toned, stocky, broad, carved, tiny

**The color of:** obsidian, rose, falling snow, fine sand, ashes, clover, sapphire, wisteria

**Attitude like:** a ringmaster, a magician, a barkeep, a rockstar, a swashbuckler

### BACKGROUND QUESTIONS

Answer the following background questions or make your own.

Who from your community taught you to have such confidence in yourself?

You were in love once. Who was it with, and how did they hurt you?

You've always looked up to another bard.  
Who are they and why do you idolize them?

### CONNECTIONS

After sharing your characters, ask any of these questions to the others in your party or make your own.

What made you realize we were going to be such good friends?

What do I do that annoys you?

Why do you grab my hand at night?

Then work with the GM to generate two starting Experiences for your character.

### LEVELS 2-4

At Level 2, take an additional Experience and increase your Proficiency by +1.

Choose two available options from the list below and mark them.

- Increase two unmarked Character Traits by +1 and mark them.
  - Permanently add one Hit Point Slot.
  - Permanently add one Stress Slot.
  - Increase two Experiences by +1.
  - Permanently add one Armor Slot.
  - Add +1 to your Evasion.
  - Choose an additional domain card at your level or lower (up to Level 4).
  - Increase your Major Damage Threshold by +1.
  - Increase your Severe Damage Threshold by +1.

Then, increase your Severe Damage Threshold by +2 and choose a new Domain Deck card at your Level or lower.

### LEVELS 5-7

At Level 5, take an additional Experience and clear all marks on Character Traits. Then increase your Proficiency by +1.

Choose two from the list below or any unmarked from the previous tier and mark them.

- Increase two unmarked Character Traits by +1 and mark them.
  - Permanently add one Hit Point Slot.
  - Permanently add one Stress Slot.
  - Increase two Experiences by +1.
  - Choose an additional domain card at your level or lower (up to Level 7).
  - Permanently add two Armor Slots or add +1 to your Evasion.
- Increase your Major Damage Threshold by +1.
- Increase your Severe Damage Threshold by +2.
- Take an upgraded subclass card. Then cross out the multiclass option for this tier.
- Increase your Proficiency by +1.

Increase your Damage Thresholds: Major by +1 and Severe by +3. Then choose a new Domain Deck card at your Level or lower.

### LEVELS 8-10

At Level 8, take an additional Experience and clear all marks on Character Traits. Then increase your Proficiency by +1.

Choose two from the list below or any unmarked from the previous tiers and mark them.

- Increase two unmarked Character Traits by +1 and mark them.
  - Permanently add one Hit Point Slot.
  - Permanently add one Stress Slot.
  - Increase two Experiences by +1.
  - Choose an additional domain card at your level or lower.
  - Permanently add two Armor Slots or add +1 to your Evasion.
- Increase your Major Damage Threshold by +1.
- Increase your Severe Damage Threshold by +2.
- 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.

Increase your Damage Thresholds: Major by +2, and Severe by +4. Then choose a new Domain Deck card at your Level or lower.

This section denotes your **class**. Each class is made up of two **domains**. You'll choose the majority of your **abilities** and **spells** from these domains.

This section gives you a place to record your **name**, **pronouns**, **heritage** (the combination of your community and ancestry), and **subclass**. There is also a space to record your **level**.

**Evasion** represents your ability to not be hit by an attack. The GM will roll against this number when seeing if an adversary hits you. If you do get hit, you'll be able to mark **armor slots** (the boxes to the right of "armor") to reduce the incoming damage by your **armor score** (the number in "armor").

This area contains your **six character traits**. These are what you will use as your primary modifiers on action rolls. They have descriptions beneath each to remind you how to use them.

The two smaller boxes are your **damage thresholds**. Whenever you take damage, compare it to the numbers here. If the incoming damage is **minor**, you **mark one hit point**. If it is **major**, you **mark two hit points**. If it is **severe**, you **mark three hit points**. If you should ever need to mark stress and can't, you **mark a hit point**.

If you ever mark your last hit point, you must make a **death move**.

This is the section for your **active weapons**. Along with a **name**, weapons have an associated **trait** that you will roll when using them for an attack. They also have a **range** (*melee*, *very close*, *close*, *far*, or *very far*). The GM will tell you what range a target is in. **Damage dice** are what kind of dice you're rolling when you make a successful attack, and the type is either **physical** or **magic**. **Proficiency** tells you how many damage dice you roll. The **Feature** on a weapon gives you any special ability or requirement it has.

This is where you record your **Hope**. You may spend Hope to use an **Experience** (details below), **help an ally**, or utilize a **Hope Feature**. When you help an ally, you explain how you're aiding them and **roll a d6 advantage die** they add to their action roll total. **You start with 2 Hope marked**.

You also have a unique Hope Feature from your class in this section.

Weapons are either one-handed or two-handed. You'll see the appropriate amount of hands are already filled for the weapon you've taken.

**Experience** represents the particular specializations your character has. These are narrative tags that you create to reflect what your character is skilled in. When they apply to the scene, you can **spend Hope** before the action roll to add their value as a modifier. You will earn more of these throughout a campaign.

This is the section for your **armor**. Along with a **name**, armor has a **base score** that will contribute towards your **armor score**. The **Feature** on armor gives you any special ability or requirement it has.

This is where you keep track of your **gold** during a campaign. If you should mark your tenth handful, you instead mark a **bag** and erase all your handfuls. If you should mark your tenth bag, you instead mark a **chest** and erase your bags. **You start with one handful of gold**.

**Inventory** is where you will store all of your **items** and **consumables**.

Every class starts with a unique **Class Feature** that sets them apart from other classes. Make sure to read through them before you begin playing.

This is where you would store any **weapon** you want to carry, but not have active. While in your inventory, Features from these weapons have no effect.

**SLIDE THIS OUT TO THE LEFT OF YOUR CHARACTER SHEET.**

**SLIDE THIS OUT TO THE RIGHT OF YOUR CHARACTER SHEET.**

# EQUIPMENT



## STARTING PRIMARY WEAPONS – PHYSICAL

Name	Trait	Range	Feature	Damage	Damage Type	Burden
Battleaxe	Strength	Melee		d10+3	Phy	
Warhammer	Strength	Melee	<b>Heavy:</b> -1 to Agility.	d12+3	Phy	
Greatsword	Strength	Melee	<b>Massive:</b> -1 Agility, roll one extra damage die and drop the lowest.	d10+3	Phy	
Mace	Strength	Melee		d8+1	Phy	
Broadsword	Agility	Melee	<b>Reliable:</b> +1 to attack rolls with this weapon.	d8	Phy	
Longsword	Agility	Melee		d8+3	Phy	
Cutlass	Presence	Melee		d8+1	Phy	
Rapier	Presence	Melee	<b>Quick:</b> Mark stress to attack an additional target in range.	d8	Phy	
Dagger	Finesse	Melee		d8+1	Phy	
Quarterstaff	Instinct	Melee		d10+3	Phy	
Halberd	Strength	Very Close		d8+2	Phy	
Spear	Finesse	Very Close		d8+2	Phy	
Shortbow	Agility	Far		d6+3	Phy	
Crossbow	Finesse	Far		d6+1	Phy	
Longbow	Agility	Very Far	<b>Cumbersome:</b> -1 to Evasion.	d6+3	Phy	

## STARTING PRIMARY WEAPONS – MAGIC

Name	Trait	Range	Feature	Damage	Damage Type	Burden
Arcane Gauntlets	Strength	Melee		d10+3	Mag	
Hallowed Axe	Strength	Melee		d10+1	Mag	
Hand Runes	Instinct	Very Close		d10	Mag	
Glowing Rings	Agility	Very Close		d10+2	Mag	
Shortstaff	Instinct	Close		d8+1	Mag	
Returning Blade	Finesse	Close		d8+1	Mag	
Wand	Knowledge	Far		d6+1	Mag	
Dualstaff	Instinct	Far		d6+3	Mag	
Scepter	Presence	Far	<b>Versatile:</b> Presence Melee - d10	d6	Mag	
Greatstaff	Knowledge	Very Far	<b>Powerful:</b> Roll one extra damage die and drop the lowest.	d6	Mag	

## STARTING SECONDARY WEAPONS

Name	Trait	Range	Feature	Damage	Damage Type	Burden
Round Shield	Strength	Melee	<b>Protective:</b> Add +1 to your armor score.	d4	Phy	
Tower Shield	Strength	Melee	<b>Barrier:</b> Add +3 to your armor score, -2 to Evasion.	d6	Phy	
Small Dagger	Finesse	Melee	<b>Paired:</b> +2 to Primary Weapon damage in melee.	d8	Phy	
Shortsword	Agility	Melee	<b>Paired:</b> +2 to Primary Weapon damage in melee.	d8	Phy	
Whip	Presence	Very Close	<b>Whipcrack:</b> Mark stress to scatter enemies in melee back to close range.	d6	Phy	
Grappler	Finesse	Close	<b>Hook:</b> On a successful attack, you may also pull the target into melee with you.	d6	Phy	
Hand Crossbow	Finesse	Far		d6+1	Phy	

## STARTING ARMOR

Name	Feature	Base Score
Gambeson Armor	<b>Flexible:</b> +1 to Evasion	3
Leather Armor		4
Chainmail Armor	<b>Heavy:</b> -1 to Evasion.	5
Full Plate Armor	<b>Very Heavy:</b> -2 to Evasion and -1 Agility.	6

# PLAY GUIDE

## ACTION ROLLS

Describe what you want to do and work with the GM to determine whether a roll is necessary to accomplish it. If it is...

**+1 AGILITY, +1 THIEF**

Decide what modifiers apply. Spend Hope to add an Experience.



Roll your Duality Dice and add them together along with your modifiers.

**"20 WITH FEAR!"**

Tell the GM the result and which Duality Die rolled higher.



**CRITICAL SUCCESS!**

If the Hope and Fear die both land on the same number, it's a critical success.

## ACTION ROLL RESULTS

- **On a critical success**, you get what you want and a little more. Gain a Hope and clear a Stress.
- **On a success with Hope**, you pull it off well and get what you want. Gain a Hope.
- **On a success with Fear**, you get what you want, but it comes with a cost or consequence. You might get attacked, get limited information, attract danger, etc.
- **On a failure with Hope**, things don't go to plan. You probably don't get what you want and must face the consequences. Gain a Hope.
- **On a failure with Fear**, things go really bad. You probably don't get what you want, and there is a major consequence or complication because of it.

## DAMAGE ROLLS

After a successful attack, roll a number of weapon dice equal to your proficiency and add them together.

If the attack roll was a Critical Success: Take the maximum potential value of all your damage dice added together, and add it as a modifier to your damage roll.

## REACTION ROLLS

Reaction rolls work just like action rolls, but don't generate Hope and Fear (or GM moves), and don't require placing an action token on the tracker.

## USING ARMOR

If you are taking damage, you may mark armor slots to reduce the amount by your armor score. Multiple armor slots may be marked to reduce the damage further.

## QUICK REFERENCE

**Advantage:** Add a **d6** advantage die to your roll.

**Disadvantage:** Subtract a **d6** disadvantage die from your roll.

**Help An Ally:** Spend a Hope and roll a **d6** advantage die to add to their roll. If more than one advantage die is being used on the roll, they only take the highest result.

**Group Action:** Nominate a leader of the action. All other participants in the group action make reaction rolls. Any successes give the leader a **+1** modifier. Any failures give the leader a **-1** modifier. After all other participants have contributed, the leader makes an action roll including these new modifiers. If the action tracker is active, the leader adds action tokens for everyone who participated.

**Tag Team Roll:** Each player can choose one time per session to spend three Hope and initiate a Tag Team Roll with another PC. When you do, work with your chosen partner to describe how you combine your actions in a unique and exciting way. You both make separate action rolls, but before resolving the roll's outcome, choose one of the rolls to apply for both of your results. If the action tracker is active, this roll only takes one action token. On a roll with Hope, the PC whose action roll was used gains the Hope. If you Tag Team on an attack roll and it succeeds, you both roll damage, then add it together to determine the damage dealt. If the action tracker is active, only place one token.

**Vulnerable:** A condition that allows any rolls against that creature to be at advantage.

**Restrained:** A condition that keeps the target from moving.

**Temporary:** When a spell, condition, etc. is temporary, it means the GM must end it on a GM move.

## DOWNTIME

Downtime represents moments of respite within the perilous journey player characters are on together. It is not only an opportunity to recover and prepare for what lies ahead, but also a time to share more quiet, intimate scenes that help to build or showcase the relationships characters have with one another.

## SHORT REST

Each player may swap any number of domain cards in their Loadout for domain cards in their Vault, then choose two options below. They may repeat the same action twice if they'd like. The GM gains a Fear and may tick a long-term countdown.

### • Tend to Wounds

Describe how you temporarily patch yourself up and clear 1d4 hit points. You may choose to do this on an ally instead.

### • Clear Stress

Describe how you blow off steam or pull yourself together, and clear 1d4 stress.

### • Repair Armor

Describe how you spend time quickly repairing your armor and clear 1d4 used Armor Slots. You may choose do this to an ally's armor instead.

### • Prepare

Describe how you are preparing for the next day's adventure, then gain Hope. If you choose to Prepare with one or more members of your party, you may each take two Hope.

## LONG REST

Each player may swap any number of domain cards in their Loadout for domain cards in their Vault, then choose two options below. They may repeat the same action twice if they'd like. The GM gains two Fear and may tick a long-term countdown twice.

### • Tend to All Wounds

Describe how you patch yourself up and remove all marked Hit Points. You may choose to do this on an ally instead.

### • Clear All Stress

Describe how you blow off steam or pull yourself together, and clear all marked Stress.

### • Repair All Armor

Describe how you spend time repairing your armor and clear all of its Armor Slots. You may choose do this to an ally's armor instead.

### • Prepare

Describe how you are preparing for the next day's adventure, then gain Hope. If you choose to Prepare with one or more members of your party, you may each take two Hope.

### • Work on a Project

Establish or continue work on a project. The GM might ask for a roll to determine how much to tick down on the completion track.

**CLANK**

## ANCESTRY

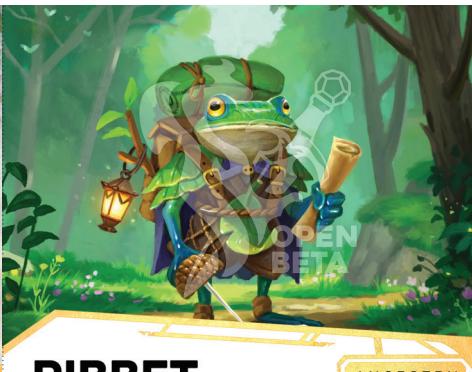
Clanks are sentient mechanical beings built from a variety of materials including metal and wood.

**Purposeful Design:** Decide who you were created by and for what purpose. Choose an experience you have that reflects this and increase it by +1.

**Efficient:** When you take a short rest, you can substitute a long rest move for one of your short rest moves.

[Artist Name TK]

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**RIBBET**

## ANCESTRY

Those of ribbet ancestry resemble anthropomorphic frogs with protruding eyes and webbed hands and feet.

**Long Tongue:** You can use your long tongue to grab onto things Close to you. You can also mark a Stress to unleash it as a Finesse Close weapon that does d12 physical damage using your Proficiency.

**Amphibious:** You can breathe and move underwater just as easily as on land.

[Artist Name TK]

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**INFERIS**

## ANCESTRY

Those of inferis ancestry are humanoids who possess sharp canines, pointed ears, and horns that come in a variety of styles. They are the descendants of demons from the Circles Below.

**Fearless:** When you roll with Fear, you can mark 2 Stress to make it a roll with Hope instead.

**Dread Visage:** You have advantage on rolls to intimidate a hostile target.

[Artist Name TK]

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**DWARF**

## ANCESTRY

Dwarves are most easily recognized as short humanoids with square features, dense musculature, and thick hair.

**Increased Fortitude:** You can spend 3 Hope to halve incoming physical damage.

**Thick Skin:** When taking minor damage, roll 1d6. On a 5+, you take no damage instead.

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**GIANT**

## ANCESTRY

Giants are very tall humanoids with long arms, broad stature, and one to three eyes.

**Endurance:** Gain an additional Hit Point slot at character creation.

**Reach:** Treat any weapon, feature, ability, or spell that has Melee range as though it has Very Close range instead.

[Artist Name TK]

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**ELF**

## ANCESTRY

Elves are typically tall humanoids with pointed ears and acutely attuned senses.

**Quick Reactions:** You can mark a Stress to take advantage on a Reaction Roll.

**Celestial Trance:** During a rest, you can drop into a trance and make an extra downtime move.

[Artist Name TK]

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**HUMAN**

## ANCESTRY

Those of human ancestry are most easily recognized by their dexterous hands, rounded ears, and bodies built for endurance.

**High Stamina:** Take an additional Stress slot at character creation.

**Adeptability:** When you fail a roll that utilized one of your Experiences, you can mark a Stress to reroll. You must take the new result.

[Artist Name TK]

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**ORC**

## ANCESTRY

Orcs are most easily recognized as humanoids with square features and boar-like tusks.

**Sturdy:** When you have one hit point remaining, your armor score is doubled.

**Tusks:** After making a successful Melee attack, you can spend Hope to also gore the target with your tusks, adding +1d6 to the damage roll.

[Artist Name TK]

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**HALFLING**

## ANCESTRY

Halflings are typically smaller humanoids, with large hairy feet and prominent, rounded ears.

**Youthful Spirit:** At the beginning of each session, give everyone in your party a Hope.

**Little Lucky:** When you roll a 1 on your Hope die, you can reroll it, and must take the new result.

[Artist Name TK]

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## DRAKONA

### ANCESTRY

Drakona resemble wingless dragons in humanoid form and possess a powerful elemental breath.

**Scales:** Your natural scales acts as protection, increasing all damage thresholds by +1.

**Elemental Breath:** Choose an element for your breath (ice, fire, electricity, etc.). You can use this breath against a target or group of targets within Very Close range, treating it as an Instinct weapon that deals d8 magic damage using your Proficiency.

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## KATARI

### ANCESTRY

Those of katari ancestry are feline humanoids with soft fur and high, triangular ears.

**Feline Instincts:** When you make an Agility roll, you can mark a Stress to reroll your Hope Die. You must take the new result.

**Retracting Claws:** You can make an Agility roll to scratch a target in Melee range. On a success, they become Vulnerable.

[Artist Name TK]

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## FAERIE

### ANCESTRY

Those of faerie ancestry are winged humanoid creatures with insect-like features.

**Wings:** You can fly. While flying, mark a Stress before an adversary's attack roll to increase your Evasion by +2 against that attack.

**Luckbender:** Once per session, after you or an ally in Close range makes an Action Roll, you can spend 3 Hope to reroll the Duality Dice. You must take the new result.

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## FAUN

### ANCESTRY

Fauns resemble goats in humanoid form, with curving horns, square pupils, and cloven hooves.

**Leap:** You can easily leap up to Close range across gaps or chasms without making an Agility roll.

**Kick:** On a successful melee attack, you can mark a Stress to kick yourself off of the target, adding 2d6 to the damage and pushing either them or yourself out of Melee range.

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## GALAPA

### ANCESTRY

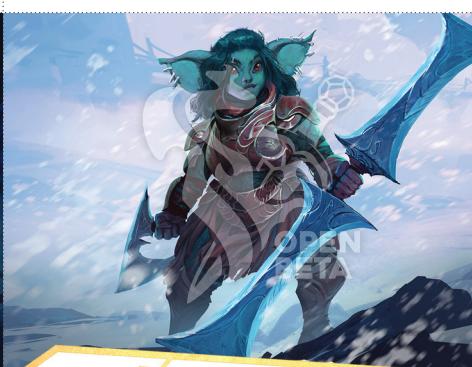
Those of galapa ancestry resemble anthropomorphic turtles, with a large, domed shell into which their heads and limbs can retract.

**Shell of Protection:** Your shell provides a natural shield. Add your Proficiency to your armor score.

**Slow and Steady:** During combat, you can make an attack roll with advantage by placing an additional token on the action tracker.

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## GOBLIN

### ANCESTRY

Those of goblin ancestry are small humanoids typically recognized by their large eyes and massive, membranous ears.

**Danger Sense:** Once per short rest, mark a Stress to make an adversary reroll an attack against you or an ally within Very Close range of you.

**Surefooted:** You ignore disadvantage on Agility rolls.

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## FUNGRIL

### ANCESTRY

Fungrils resemble a mushroom in humanoid form.

**Fungril Network:** You can make an Instinct Roll (12) to speak with others of your ancestry across any distance using your mycelial array.

**Death Connection:** While touching a corpse that died recently, you can mark a Stress to extract one memory related to a specific emotion or sensation.

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## FIRBOLG

### ANCESTRY

Firbols resemble cows in humanoid form, typically recognized by their broad nose and long ears.

**Natural Calm:** Whenever you should mark a Stress, roll a d6. On a 6, don't mark it.

**Charge:** When you succeed on an Agility roll to move from Far or Very Far range into Melee with one or more targets, mark a Stress to deal 1d12 physical damage to all targets.

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## SIMIAH

### ANCESTRY

Simiah resemble anthropomorphic monkeys and apes, with long limbs and prehensile feet.

**Nimble:** Increase your Evasion by +1 at character creation.

**Natural Climber:** You have advantage on Agility rolls that involve balancing and climbing.

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## HIGHBORNE

*Being part of a Highborne community means you were born into a life of elegance, opulence, and prestige within the upper echelons of society.*

**Privilege:** You have advantage on rolls you make to consort with nobles, negotiate prices, or leverage your reputation to get what you want.

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## RIDGEBORNE

*Being part of a Ridgeborne community means you've called the rocky peaks and sharp cliffs of the mountainside home.*

**Steady:** You have advantage on rolls to traverse dangerous cliffs and ledges, navigate harsh environments, and use your survival knowledge. Additionally, gain an Armor Slot at character creation.

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## SEABORNE

*Being part of a Seaborne community means you live on or near a large body of water.*

**Know The Tide:** You can sense the ebb and flow of life. When you roll with **Fear**, put a token on this card. You can hold a number of tokens up to your level. Before you make an action roll, you can spend one or more of these tokens to add them as +1 modifiers to your roll. At the end of a session, clear all unused tokens.

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## UNDERBORNE

*Being part of an Underborne community means that you're from a subterranean society.*

**Low Light Living:** When you are in an area with low light or heavy shadow, you have advantage on rolls to hide, investigate, or perceive details within that area.

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## WILDBORNE

*Being part of a Wildborne community means you lived deep within the forest.*

**Lightfoot:** Your movement is naturally silent. You have advantage on rolls to move without being heard.

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## LOREBORNE

*Being part of a Loreborne community means you are from a society that favors strong academic or political prowess.*

**Well-Read:** You have advantage on any rolls you make that deal with the history, culture, or politics of a prominent person or place.

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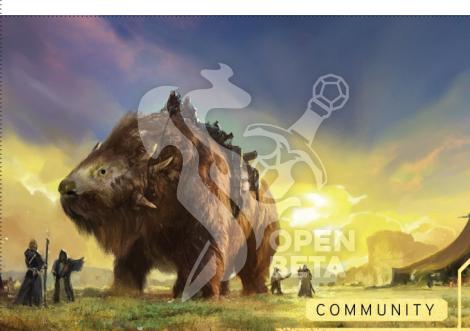
## ORDERBORNE

*Being part of an Orderborne community means you are from a collective that focuses on discipline or faith, and you uphold a set of principles that reflect your experience there.*

**Dedicated:** Record three sayings or values your upbringing instilled in you. Once per short rest, when you describe how you're embodying one of these principles through your current action, you may roll with a **d20** as your Hope Die instead of a **d12**.

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## WANDERBORNE

*Being part of a Wanderborne community means that you've lived as a nomad, not having a permanent home but experiencing a wide variety of cultures.*

**Nomadic Pack:** Add a Nomadic Pack to your inventory. Once per session, you can spend a **Hope** to reach into this pack and pull out a common item that is useful to the situation. Work with the GM to figure out what this item is.

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## SLYBORNE

*Being part of a Slyborne community means you come from a group that operates outside the law, including all manner of criminals, grifters, and con artists.*

**Scoundrel:** You have advantage on any rolls where you're negotiating with criminals, detecting lies, or finding a safe place to hide.

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## CHARACTER CREATION CARDS: DOMAIN

GRACE: LEVEL 1



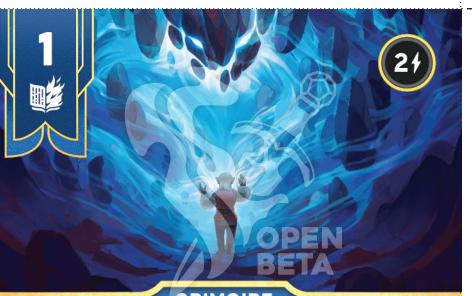
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CODEX: LEVEL 1



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SUBCLASS: FOUNDATION



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GRACE: LEVEL 2



SPELL

**TELL NO LIES**

Make a **Spellcast Roll** against a target within very close range. On a success, they can't lie to you while they remain within close range, but they are not compelled to speak. If you ask them a question and they refuse to answer, they mark a **Stress** and the spell ends.



ABILITY

**TROUBLEMAKER**

When you taunt or provoke a target within far range, make a **Presence Roll** against them. On a success, roll a number of d4s equal to your proficiency. Take the highest value from those d4s and deal that much **Stress** to the target.

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CODEX: LEVEL 2

**BOOK OF VAGRAS**

**Runic Lock:** You can infuse a rune upon an object you are touching that can close (a lock, chest, box, bag, etc). It will lock the object from being opened by anyone besides those you choose. The spell can be broken by somebody with magic and an hour of time to study it.

**Arcane Door:** When you have no enemies in melee range, make a **Spellcast Roll** (13). On a success, spend a **Hope** to disappear from where you are and reappear somewhere within far range you can see.

**Reveal:** Make a **Spellcast Roll**. If there is anything hidden within close range the roll would succeed against it, it is no longer hidden.

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**BOOK OF SITIL**

**Adjust Appearance:** You can magically shift your appearance and clothing to avoid recognition.

**Parallela:** Spend a **Hope** to cast this spell on yourself or one ally close to you. The next time that creature makes an attack, they can split the damage between any targets in range that the attack roll succeeds against.

**Illusion:** Make a **Spellcast Roll** (14). On a success, create a temporary visual illusion no larger than you within close range that will last for as long as you look at it. It holds up to scrutiny until an observer is within melee range.

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GRACE: LEVEL 3



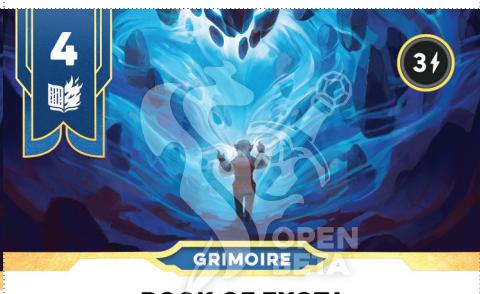
CODEX: LEVEL 3



GRACE: LEVEL 4



CODEX: LEVEL 4



**BOOK OF GRYNN**

**Arcane Deflection:** Once per long rest, spend a Hope to completely negate any incoming damage from a single attack on you or an ally very close to you.

**Time Lock:** Target a non-living object within far range. That object stops in time and space exactly where it is until the end of the scene. If a creature tries to move it, make a Spellcast Roll against them to maintain this spell.

**Wall of Flame:** Use an action to mark a Stress and create a temporary wall of magical flame between two points within far range. Anything that passes through it takes **4d10+3** magic damage.

**BOOK OF EXOTA**

**Counterspell:** You can interrupt a spell or magical effect that is taking place to make a Reaction Roll using your Spellcast trait. On a success, the spell or effect is immediately stopped and any consequences are avoided, and this card is placed into your Vault.

**Create Construct:** Spend a Hope to choose a group of objects around you and create an animated construct from them that obeys basic commands. Use a Spellcast Roll to command it to take action. When necessary, it shares your Evasion and Traits and its attacks deal **2d10+3** physical damage. You can only hold one construct at a time and it falls apart when it is hit for any amount of damage.



GRACE: LEVEL 5



SPELL

**WORDS OF DISCORD**

When you whisper words of discord to an adversary in melee range, make a **Spellcast Roll** (13). On a success, the target immediately takes a **Stress** and makes an attack against another enemy instead of against you or your allies. If in combat, the GM spends a token from the action tracker to do so.

Once this attack is over, the target will realize what has happened. On the next use of Words of Discord against them, add +5 to the **Spellcast Roll** difficulty.

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SPELL

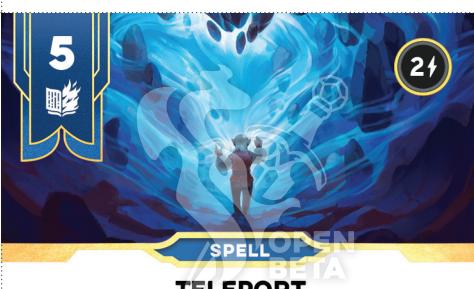
**THOUGHT DELVER**

You can peek into the minds of others. Spend a **Hope** to read the vague surface thoughts of a target within far range. Make a **Spellcast Roll** against the target to delve for deeper, more hidden thoughts.

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CODEX: LEVEL 5

SPELL  
OPEN BETA  
**TELEPORT**

Once per long rest, you have the ability to instantly teleport yourself and a number of willing targets within close range to a place known to you. Choose one option below to take additional modifiers, then make a **Spellcast Roll** (16):

- If you know the place very well, take +5.
- If you've visited the place frequently, take +3.
- If you've visited the place infrequently, take +1.
- If you've only been there once, no modifiers.
- If you've never been there, take -4.

On a success, you appear where you were intending to go. On a failure, you appear off course, with the range of failure signifying how far off course.

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SPELL

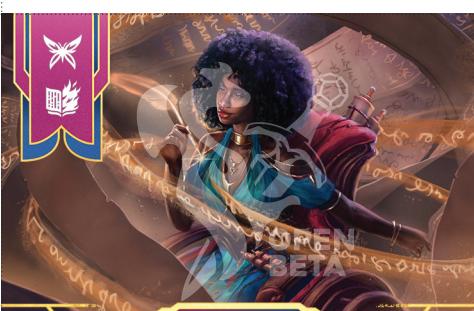
**MANIFEST WALL**

**Spellcast Roll** (15). On a success, once per short rest, spend a **Hope** to create a temporary magical wall at any angle up to 50 feet high from one point, within far range of you, to another. Any creatures or objects in its path are shunted to one side. It will dissipate at the end of your next long rest, or when you use this spell again.

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SUBCLASS: SPECIALIZATION



BARD

**WORDSMITH**

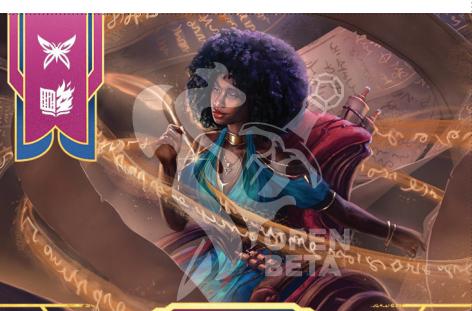
Specialization

You know your moving words can boost the morale of the group. Once per session, when you use your skills as a linguist to encourage or exhort an ally, you can do one of the following:

- Allow them to find a mundane object or tool they need.
- Help an Ally without spending **Hope**.
- Give them an additional Downtime move during their next rest.

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BARD

**TROUBADOUR**

Specialization

Your rallying songs also help steel the courage of those who listen. Anybody who receives a Rally die from you via your Rally ability can also choose to either gain a **Hope** or clear a **Stress**.

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GRACE: LEVEL 6



SPELL

**SHARE THE BURDEN**

Once per short rest, you can use an action to absorb Stress from a willing creature you can touch. The target describes what intimate knowledge or emotions leak from their mind telepathically in this moment between you. Then, transfer any number of their marked Stress to you and you also gain a Hope for each Stress transferred.



ABILITY

**NEVER UPSTAGED**

When you mark one or more Hit Points from an attack, you may mark a Stress to place a number of tokens on this card equal to the number of Hit Points you marked. On your next successful attack, increase your damage total by +5 for each token on this card, then clear all tokens.

If you have any tokens remaining on this card when you take a long rest, clear that much Stress.

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CODEX: LEVEL 6



SPELL

**BANISH**

Choose a target creature within close range. You can temporarily banish them from this realm. Use an action to roll an amount of d20s equal to your Spellcast Trait and tell the GM the highest result. The GM must make a Reaction Roll with a target number of this result.

On a success, they mark a Stress. If they fail, once per short rest, they are banished. On any rolls the PCs make with Fear, the GM reduces the target number by one and makes another Reaction Roll. If it succeeds, the creature returns from banishment.

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SPELL

**SIGIL OF RETRIBUTION**

Use an action to give the GM a Fear and mark a close enemy with a Sigil of Retribution. Every time that enemy does damage to you or your allies, put a d8 on this card up to a maximum of your level. Any time you attack this enemy, you may choose to roll these dice and add their value to your total damage. This spell ends when you cast this spell on another creature.

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GRACE: LEVEL 7



ABILITY

**GRACE TOUCHED**

When a majority of the domain cards in your loadout are from the Grace domain:

- You may mark an Armor Slot instead of marking Stress.
- When you get a critical success on an Action Roll, an enemy within close range takes a Stress, or an ally within close range gains a Hope.
- When you should deal a number of hit points to a target, you may choose instead to deal that many Stress.

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ABILITY

**ENDLESS CHARISMA**

Whenever you make an Action Roll to persuade, lie, or garner favor, you can spend a Hope to reroll the Hope or Fear die and take the new result instead.

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CODEX: LEVEL 7



ABILITY

**CODEX TOUCHED**

When a majority of the domain cards in your loadout are from the Codex domain:

- You can always mark a Stress to add your proficiency to a spellcast roll.
- Once per short rest, you may replace this card with any card from your Vault instead without paying a Recall cost.

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ABILITY

**GRIMOIRE****BOOK OF HOMET**

**Pass Through:** Make a Spellcast Roll (13) on a wall or door within close range. On a success, once per short rest, you and anyone who is touching you can pass through it. The spell drops once everyone is on the other side.

**Plane Gate:** Make a Spellcast Roll (14). On a success, once per long rest, you open a gateway to a location in another dimension or plane of existence that you are aware of. This gateway lasts for 1 minute, or until you wish it to close.

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## GRACE: LEVEL 8



SPELL

**ASTRAL PROJECTION**

Once per long rest, mark a **Stress** to create a projected copy of yourself that can appear anywhere you've been before.

You can see and hear through it as though it were you, and can affect the world as though you were there. Anyone investigating this projection can tell it's of magical origin. This spell ends at your next short rest or when your projection takes any damage.

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SPELL

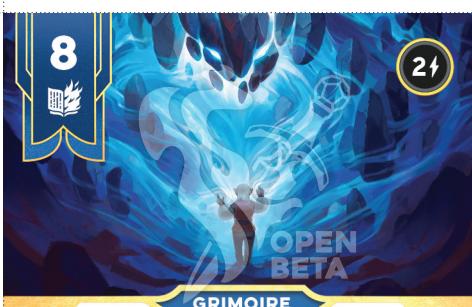
**MASS ENRAPTURE**

Make a **Spellcast Roll** against all enemies within far range. Any you succeed against temporarily keep their attention on you, narrowing their field of view and drowning out any sound but your own. You may also mark a **Stress** to deal a **Stress** to all targets who are enraptured.

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## CODEX: LEVEL 8



GRIMOIRE

**BOOK OF VYOLA**

**Memory Delve:** Make a **Spellcast Roll** against a target within far range. On a success, you get into the mind of the creature and ask a question. The GM will describe any memories they have that pertain to the answer.

**Shared Clarity:** Once per long rest, spend a **Hope** to choose two willing creatures. Whenever one of them should mark **Stress**, they can choose between the two of them who marks it. This spell will automatically end at their next rest.

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SPELL

**HAVEN**

When you have a few minutes of calm to focus, you may spend 2 **Hope** to summon your Haven, a large interdimensional home for you and your allies to take shelter in. When you do, a magical door appears somewhere within close distance of you and is only enterable by those you choose. Once inside, you can make the entrance invisible. You and anyone else inside can always exit. Once you leave, the doorway must be summoned again.

When you take a rest within your own Haven, you can take an additional Downtime Action.

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## SUBCLASS: MASTERY



BARD

**WORDSMITH**

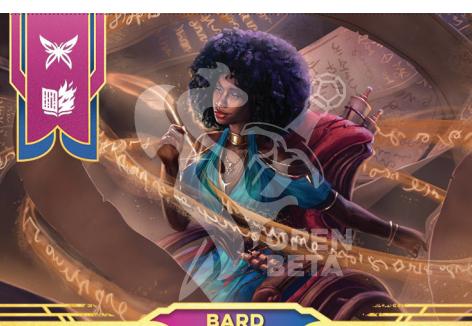
Mastery

The Rally die you distribute increases to a d10.

In addition, whenever you Help an Ally, if you narrate the moment as if you were writing the tale of their heroism in a memoir, your advantage die to help them is a d10.

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BARD

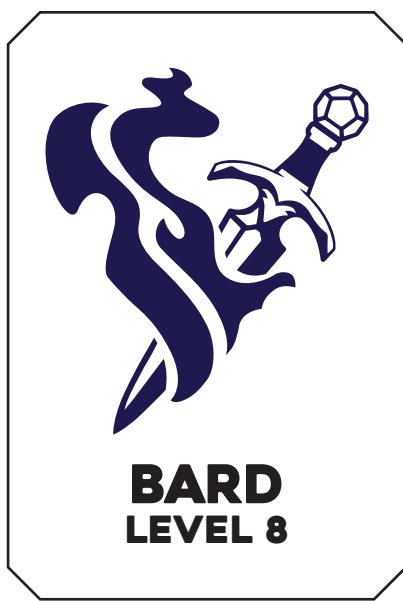
**TROUBADOUR**

Mastery

Your craft rivals the greats, your skill and creativity unbounded. You may perform each of your Foundation songs an additional time per long rest.

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## GRACE: LEVEL 9



## ABILITY

## SPELL

**MASTER OF THE CRAFT**

Add **+2** to any two of your Experiences, or **+3** to any one of your Experiences. Then permanently put this card into your Vault.

**COPYCAT**

Once per long rest, this card can mimic the features of any other active Domain card in another player's loadout of Level 8 or lower. Spend **Hope** equal to half the card's level (rounded up) to gain access to feature. It lasts until your next short rest or they put the card in their vault.

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## CODEX: LEVEL 9



## GRIMOIRE

## SPELL

**BOOK OF RONIN**

**Transform:** Make a **Spellcast Roll (15)**. On a success, immediately transform into the shape of an inanimate object you can picture in your mind no larger than twice your normal size. You can remain in this shape until you take Hit Point damage. You can move in this form, but it might draw attention.

**Stable Portal:** Once per long rest, use an action to mark a **Stress** and choose two points within very far distance of you. A temporary portal will open up at both of those points, and any creature may use this portal to move between these two points freely. The spell will end at your next short rest.

[Artist Name TK]

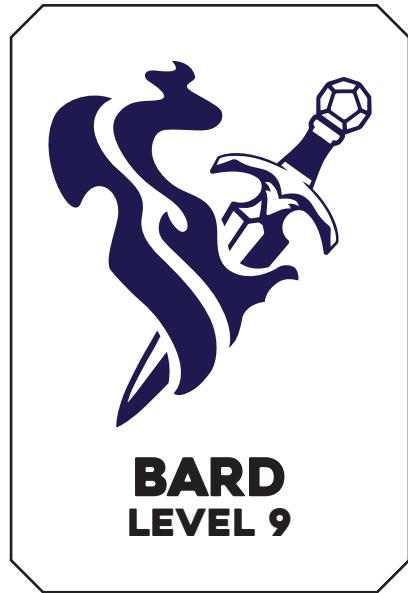
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**DISINTEGRATION WAVE**

Make a **Spellcast Roll (14)**. On a success, once per long rest, the GM will tell you what enemies within far range have a difficulty of 18 or lower. You may mark a Stress for each one you wish to hit with this spell. They are immediately killed and cannot come back to life by any means.



GRACE: LEVEL 10



**NOTORIOUS**  
People know who you are and what you've done, and will treat you differently because of it. Whenever you leverage your notoriety to get what you want, mark a **Stress** before you roll to take +10 to the result. All food and drinks for you are always free wherever you go, and everything else you buy is reduced in price by one chest of gold (to a minimum of one handful).

This card must remain in your loadout, but doesn't count towards your domain card maximum.

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SPELL

**ENCORE**

When an ally within close range of you deals damage to an enemy, you may make a **Spellcast Roll** against that same enemy. On a success, you immediately do the same amount of damage to them as your ally dealt. If your **Spellcast Roll** succeeds with **Fear**, place this card into your Vault afterward.

CODEX: LEVEL 10



**Timejammer:** Make a **Spellcast Roll** (18). On a success, time temporarily slows to a halt for everyone within far range except for you. It will automatically resume the next time you make an action roll that targets another creature.

**Magic Immunity:** Spend 5 **Hope** to become immune to magic damage until your next short rest.

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SPELL

**TRANSCENDENT UNION**

Once per long rest, spend 5 **Hope** to cast this spell on two or more willing creatures that wish to be bonded. Until your next short rest, any creatures that have this union with each other can always share Hit Points Slots and Stress Slots between them.

