



DAGGERHEART

SORCERER CLASS PACKAGE

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 **Sorcerer** 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 each time you play a session of Daggerheart. This is the best way to give us feedback about your experience.



daggerheart.com/play

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

SORCERER



ARCANA & MIDNIGHT

NAME

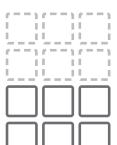
PRONOUNS

HERITAGE

SUBCLASS

LEVEL

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**EVASION****ARMOR****AGILITY****STRENGTH****FINESSE****INSTINCT****PRESENCE****KNOWLEDGE**Sprint
Leap
ManeuverLift
Smash
GrappleControl
Hide
TinkerPerceive
Sense
NavigateCharm
Perform
DeceiveRecall
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.



Sorcerer's Hope: Spend three Hope after a Spellcast Roll to double the result of your Hope roll.

EXPERIENCE



GOLD



CLASS FEATURE

Arcane Sense

You can sense the presence of magical people and objects when you're close to them.

Minor Illusion

Make a Spellcast Roll (10). On a success, you create a minor visual illusion no larger than yourself within close Range. This illusion is convincing to anyone in Far range or further.

Channel Raw Power

Once per Long Rest, you can place a Domain card from your Loadout into your Vault and choose to either:

- Gain Hope equal to the level of the card.
- Enhance a damage-dealing spell by dealing extra magic damage equal to twice the level of the card.

During your next short rest, you can return this card to your hand without paying its recall cost.

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

SORCERER

CHARACTER GUIDE

SUGGESTED TRAITS:

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

SUGGESTED PRIMARY WEAPON:

Dualstaff - Instinct Far - d6+3 (Mag) - Two-Handed

SUGGESTED ARMOR:

Gambeson Armor - Base Score 3

Feature: Flexible (+1 to Evasion)

As a Sorcerer, you were formed and shaped by the will of the arcana, and you've learned how to wield that power to get what you want.

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 whispering orb OR a family heirloom

CHARACTER DESCRIPTION:

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

Clothes that are: ornate, flamboyant, always moving, inconspicuous, layered, tight

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 celebrity, a commander, a politician, a prankster, a wolf in sheep's clothing

BACKGROUND QUESTIONS

Answer the following background questions or make your own.

What did you do that made the people in your community wary of you?

What mentor taught you to control your untamed magic, and why are they no longer able to guide you?

You have a deep fear you hide from everyone.
What is it, and why does it scare you?

CONNECTIONS

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

Why do you trust me so deeply?

What did I do that makes you cautious around me?

Why do we keep our shared past a secret?

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.

Increase your Damage Thresholds: Major by +1 and Severe by +3. 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**.

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.

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

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.

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.

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

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**.

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.

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.

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	Heavy: -1 to Agility.	d12+3	Phy	
Greatsword	Strength	Melee	Massive: -1 Agility, roll one extra damage die and drop the lowest.	d10+3	Phy	
Mace	Strength	Melee		d8+1	Phy	
Broadsword	Agility	Melee	Reliable: +1 to attack rolls with this weapon.	d8	Phy	
Longsword	Agility	Melee		d8+3	Phy	
Cutlass	Presence	Melee		d8+1	Phy	
Rapier	Presence	Melee	Quick: 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	Cumbersome: -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	Versatile: Presence Melee - d10	d6	Mag	
Greatstaff	Knowledge	Very Far	Powerful: 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	Protective: Add +1 to your armor score.	d4	Phy	
Tower Shield	Strength	Melee	Barrier: Add +3 to your armor score, -2 to Evasion.	d6	Phy	
Small Dagger	Finesse	Melee	Paired: +2 to Primary Weapon damage in melee.	d8	Phy	
Shortsword	Agility	Melee	Paired: +2 to Primary Weapon damage in melee.	d8	Phy	
Whip	Presence	Very Close	Whipcrack: Mark stress to scatter enemies in melee back to close range.	d6	Phy	
Grappler	Finesse	Close	Hook: 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	Flexible: +1 to Evasion	3
Leather Armor		4
Chainmail Armor	Heavy: -1 to Evasion.	5
Full Plate Armor	Very Heavy: -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

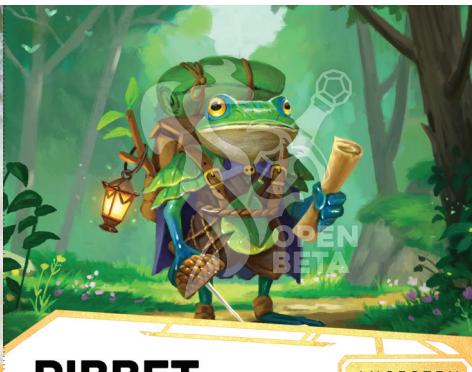
Clanks are sentient mechanical beings built from a variety of materials including metal and wood.

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.

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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.

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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.

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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.

[Artist Name TK]

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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.

[Artist Name TK]

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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

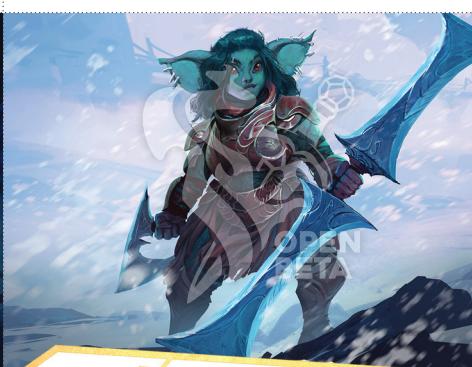
Those of galapa ancestry resemble anthropomorphic turtles, with a large, domed shell into which their heads and limbs can retract.

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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ARCANA: LEVEL 1



SPELL

UNLEASH CHAOS

At the beginning of a session, place a number of tokens equal to your Spellcast Trait on this card.

You can make a **Spellcast Roll** against a target within far range and spend any number of tokens to channel raw energy from within yourself and unleash against them. On a success, roll a number of **d10** equal to the tokens you spent, and do that much magic damage to the target. Mark a **Stress** to replenish this card with tokens, up to your Spellcast Trait. Clear all tokens at the end of the session.

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SPELL

RUNE WARD

You have a deeply personal trinket that can be infused with protective magic and held as a ward by you or an ally. Describe what it is and why it's important to you. When the holder of the ward takes damage, they can spend a **Hope** to reduce it by **1d8**.

If the ward die rolls an **8**, its power will temporarily end after it reduces damage this turn. It can be recharged for free on your next rest.

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SPELL

WALL WALK

Spend a **Hope** to allow a creature you can touch to climb on walls and ceilings as easily as walking on the ground below. This lasts until the end of the scene or when you cast it on another creature.

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MIDNIGHT: LEVEL 1



SPELL

UNCANNY DISGUISE

When you have a few minutes to prepare, you can mark a **Stress** to don the facade of any humanoid you can picture clearly in your mind. While disguised, all Presence rolls to avoid scrutiny have advantage.

Place a number of tokens on this card equal to your **Spellcast Trait**. When you take an action while disguised, spend one. After the action that spends the last token resolves, the disguise drops.

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SPELL

RAIN OF BLADES

Spend a **Hope** to conjure throwing blades that strike any enemies very close to you. Make a **Spellcast Roll** and all targets that you succeed against take **d8+2** magic damage using your proficiency.

If any targets you hit are currently Vulnerable, they take an additional **1d8** magic damage.

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ABILITY

PICK AND PULL

You have advantage on any attempt to pick a non-magical lock, disarm a trap, or steal an item from a target (either through stealth or by force).

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SUBCLASS: FOUNDATION



SORCERER

PRIMAL ORIGIN*Foundation***SPELLCAST: INSTINCT**

Your primal origin allows you to modify the essence of magic itself. After you cast a spell or use a weapon that deals magic damage, you may mark a **Stress** to do any of the following:

- Extend its reach by one range.
- Add **+2** to the action roll result.
- Reroll any number of Damage Dice.
- Hit an additional target within range.

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SORCERER

ELEMENTAL ORIGIN*Foundation***SPELLCAST: INSTINCT**

Your elemental origin lets you manipulate and shape a certain kind of element.

Choose one:

WATER • FIRE • AIR • LIGHTNING • EARTH

You can channel this element into unique, harmless effects. Additionally, you can spend a **Hope** and describe how your control over this element helps an action roll you're about to make, then add either **+2** to the roll or **+3** to the damage.

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ARCANA: LEVEL 2



SPELL

CINDER GRASP

Make a **Spellcast Roll** against a target in melee range. On a success, the target instantly bursts into flames, dealing $1d20+3$ magic damage and temporarily catching them on fire.

Any time a creature tries to act while on fire, it must take an additional $2d6$ magic damage if it is still on fire at the end of its action.



SPELL

FLOATING EYE

You can spend a **Hope** to create a single, small floating orb that you can control anywhere within very far range from you. While controlling it, you can choose to see through its vision as though it's your own. If the orb takes damage or moves out of range, the spell will immediately end.

MIDNIGHT: LEVEL 2



SPELL

SHADOWBIND

Make a **Spellcast Roll** against all enemies within Very Close range. All it succeeds against have their shadows temporarily pinned where they are, making them *Restrained*.



SPELL

MIDNIGHT SPIRIT

Spend a **Hope** to summon a humanoid-sized spirit that can move or carry things you can see until your next short rest.

You may also send it to make an attack on an enemy. When you do, make a **Spellcast Roll** against a target within very far range of you. On a success, roll an amount of **d6** equal to your Spellcast Trait and deal that much magic damage to the target. The spirit then dissipates.

You can only have one spirit at a time.



ARCANA: LEVEL 3



SPELL

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.



SPELL

FLIGHT

Make a **Spellcast Roll** (15). On a success, put a number of tokens on this card equal to your Agility, at a minimum of 1. When you take an action while flying, remove a token from this card. After you remove the last token and complete your action, you descend to the ground directly below you.

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MIDNIGHT: LEVEL 3



ABILITY

CHOKEHOLD

While **Hidden**, when you successfully position yourself behind a creature that's about your size, you can use an action to mark a **Stress** and pull them into a chokehold or equally compromising position, making them temporarily **Vulnerable**.

Every **Attack Roll** against them while they are **Vulnerable** from your chokehold adds **2d6** to the damage roll.



SPELL

VEIL OF SHADOWS

Make a **Spellcast Roll** (13). On a success, you can create a temporary curtain of darkness from one point up to far range from you to another. Only you can see through this darkness. Gain advantage on any attacks you make through the wall and you are considered **Hidden** to any enemies on the other side. It will hold until you cast another spell.

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ARCANA: LEVEL 4



SPELL

PRESERVATION BLAST

Make a **Spellcast Roll** against all enemies within melee range of you. Any you succeed against are hurled into far range and dealt **d8+3** magic damage using your Spellcast Trait.



SPELL

BLINK OUT

Make a **Spellcast Roll (12)**. On a success, spend a **Hope** and vanish, teleporting to another place you can see within far range. If any creatures are in very close range to you when you succeed, you can spend an additional **Hope** each to bring them with you.

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MIDNIGHT: LEVEL 4



ABILITY

STEALTH EXPERTISE

When you attempt to move through a dangerous area without being noticed, if you roll with **Fear**, you can always mark a **Stress** to change it to a roll with **Hope** instead.

If an ally within close range is also attempting to move without being noticed and rolls with **Fear**, you can mark a **Stress** to change their roll to a roll with **Hope** as well.



SPELL

MIDNIGHT MARK

Make a **Spellcast Roll** against a target within very close range. On a success, spend a **Hope** to conjure a dark glyph upon their body that exposes their weak points, temporarily reducing the target's Difficulty number by **1 + your Knowledge trait**.

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ARCANA: LEVEL 5



SPELL

CHAIN LIGHTNING

Use an action and mark two Stress to unleash lightning on all targets within Close range. The GM must make a **Reaction Roll (14)** for each. On a failure, they take **2d8+4** magic damage. Additional adversaries not already targeted by Chain Lightning and within Close range of previous targets that were hit must also make a **Reaction Roll (14)**. On a failure, they take **2d8+4** magic damage. This chain continues until there are no more valid adversaries. An adversary may only be targeted once per action.

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SPELL

PREMONITION

You can channel arcane energy to have visions of the future. Once per long rest, immediately after the GM conveys the consequences of a roll you made, you may make that event your Premonition. You instead rescind the action and consequences like they never happened and choose another action instead.

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MIDNIGHT: LEVEL 5



SPELL

HUSH

Make a **Spellcast Roll** against a target within close range. On a success, spend a **Hope** to temporarily conjure suppressive magic around the target that encompasses everything within very close range of them and follows them as they move.

The target and anything within the area cannot make noise and cannot cast spells until the GM spends a **Fear** to end it, you cast this spell again, or you take Major damage.

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SPELL

PHANTOM RETREAT

Spend a **Hope** to activate Phantom Retreat where you're currently standing. You may spend another **Hope** at any time before your next short rest to disappear from where you are and reappear where you were standing when you activated Phantom Retreat. This will end the spell.

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SUBCLASS: SPECIALIZATION



SORCERER

ELEMENTAL ORIGIN*Specialization*

You can call forth your chosen element to protect you from harm. When an attack roll against you succeeds, you can spend a Stress and describe how you channel your element to defend you, then add **1d6** to your Evasion against the attack. If the new Evasion is high enough to avoid the attack, it does.

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SORCERER

PRIMAL ORIGIN*Specialization*

You can enhance the magical practices of others with your essence. When you Help an Ally on a **Spellcast Roll**, the advantage die you roll is a **d8** instead of a **d6**. After you help them make their **Spellcast Roll**, once per long rest, you can swap the values of their Duality dice.

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ARCANA: LEVEL 6



SPELL

TELEKINESIS

Make a **Spellcast Roll** against a target within far range. On a success, you can use your mind to lift and move it anywhere within far range of its original position. If you want to throw the lifted target as an attack, make an additional **Spellcast Roll** against the target you are trying to hit. On a success, deal **d12+4** physical damage using your proficiency, then the spell ends.



SPELL

RIFT WALKER

Make a **Spellcast Roll (15)**. On a success, you place an arcane marking upon the ground where you currently stand. The next time you successfully cast Rift Walker, a rift in space will open up, providing safe passage back to the exact spot where the marking was placed. You may drop the spell at anytime to cast Rift Walker again and place the marking somewhere new.

This rift stays open until you choose to close it or you cast another spell.

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MIDNIGHT: LEVEL 6



SPELL

MASS DISGUISE

When you have a few minutes of silence to focus, you can mark a **Stress** to change the appearance of every willing target close to you. The new form must share a general body structure and size, and can be somebody or something you've seen before or entirely fabricated. A disguised creature's Presence rolls to shrug off scrutiny have Advantage.

Start a **d8** countdown die that begins at **8** and can be ticked down by the GM as a consequence. When it reaches **0**, the disguise drops.



SPELL

DARK WHISPERS

You can speak into the mind of any person you've ever seen or know the name of.

When you do, you may also choose to mark a **Stress** to make a **Spellcast Roll** against them. On a success, you can ask one of the questions below.

- *Where are they?*
- *What are they doing?*
- *What are they afraid of?*
- *What do they cherish most in the world?*

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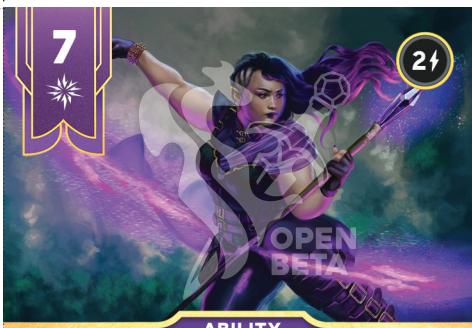
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ARCANA: LEVEL 7

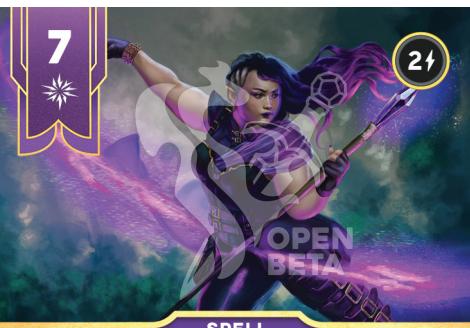


ABILITY

ARCANA TOUCHED

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

- Take +1 to your **Spellcast Rolls**.
- Once per short rest, switch the values on your **Hope** and **Fear** dice.



SPELL

CLOAKING BLAST

After you make a successful **Spellcast Roll** to cast a different spell, you can also spend a **Hope** to immediately become **Hidden**.

Hidden only drops the next time you make an action roll or the GM uses all of the tokens on the action tracker.

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MIDNIGHT: LEVEL 7



ABILITY

MIDNIGHT TOUCHED

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

- Whenever the GM gains a **Fear**, you gain a **Hope**.
- If your **Fear** die ever rolls a 1 or 2, you may reroll it and take the new result instead.



SPELL

VANISHING DODGE

When you successfully evade physical damage, you can spend a **Hope** to envelope yourself in shadow, becoming **Hidden** and teleporting to anywhere in close range of the target that attacked you. You remain **Hidden** until the next time you make an action roll.

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ARCANA: LEVEL 8



SPELL

CONFUSING AURA

Make a **Spellcast Roll** (14). Once per long rest, on a success you create a layer of illusion over your body that makes it hard to tell exactly where you are. You may mark any number of **Stress** to make that many additional layers. When an adversary makes an attack against you, roll a number of **d6** equal to the number of layers currently active. If any land on a **5+**, one layer of the aura is destroyed and you avoid the attack. If all are **4-**, you take the damage and the effect ends.

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SPELL

ARCANE REFLECTION

Whenever you would take magic damage, you may spend any number of **Hope** to roll that number of **d6**. If any of the dice roll a result of **6**, the attack is reflected back onto the caster, dealing the damage to them instead.

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MIDNIGHT: LEVEL 8



SPELL

SPELLCHARGE

When you take magic damage, place tokens on this card equal to the number of hit points you marked.

When you make a successful attack roll against a target, you can spend any number of the tokens from this card to deal an additional **1d6** magic damage per token. On your next rest, clear all tokens.

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ABILITY

SHADOWHUNTER

Under the cover of shadow, your prowess is enhanced. While you are shrouded in low light or darkness, you have **+1 Evasion** and make attack rolls with advantage.

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SUBCLASS: MASTERY



SORCERER

PRIMAL ORIGIN

Mastery

You can gather magical energy to enhance your capability. You become charged after taking magic damage or when you spend **2 Hope** to become charged. When you successfully cast a spell while charged, you can spend your charge to temporarily increase either that spell's Damage Proficiency by **+1** or its Reaction Roll Difficulty by **+3**.

You stop being charged when you finish a long rest.

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SORCERER

ELEMENTAL ORIGIN

Mastery

Once per long rest, you can transform into an elemental form of your chosen element. When you do, describe your transformation and choose two of the following benefits to gain until your next short rest:

- **+4** to your Severe Threshold.
- **+1** to a Character Trait of your choice
- **+1 Proficiency**
- **+2** to your Armor Score
- **+2 Evasion**

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ARCANA: LEVEL 9

**SPELL****EARTHQUAKE**

Make a **Spellcast Roll (16)**. Once per short rest, on a success any targets within very far range must make a **Reaction Roll (18)**. On a failure, they take **3d10+8** physical damage and are **Vulnerable**. On a success, they take half damage (rounded up).

When you successfully cast this spell, all terrain within very far range of you becomes difficult to move through, and structures within this range may sustain damage or crumble.

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**SPELL****SENSORY PROJECTION**

Once per short rest, make a **Spellcast Roll (15)**. On a success, drop into a vision that lets you clearly see and hear any place you have been before in this moment as though you are standing there. You can move freely in this vision and are not constrained by the physics or impediments of a physical body. This spell cannot be detected by mundane or magical means and you will drop out of this vision immediately upon taking damage or casting another spell.

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MIDNIGHT: LEVEL 9

**SPELL****NIGHT TERROR**

Once per long rest, use an action to choose any targets within very close range. For them, your visage changes into something of nightmarish horror. They must make a successful **Reaction Roll (16)** or become temporarily **Horrified**. While **Horrified**, they are **Vulnerable**. Steal an amount of **Fear** from the GM equal to the number of targets that are **Horrified** (or as many as they have, if it's not enough). For each **Fear** stolen, roll a **d6** and deal that much damage to each **Horrified** target. Discard the stolen **Fear**.

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**ABILITY****TWILIGHT TOLL**

Choose a target within far range to mark. Each time you succeed on any **Action Roll** against them that doesn't result in making a damage roll, place a token on this card. When you roll damage against this target, you can spend any number of tokens to deal an additional **1d12** per token spent. You may only hold **Twilight Toll** on one creature at a time.

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ARCANA: LEVEL 10

**SPELL****FALLING SKY**

Make a **Spellcast Roll** against all enemies within far range. Mark any number of **Stress** to make shards of arcana rain down from above, dealing $1d20+2$ damage per each **Stress** you marked to any targets you succeed against.

SPELL**ADJUST REALITY**

After a dice roll you or a willing ally makes, you may spend **5 Hope** to change the results of that roll to a result of your choice instead. The result must be plausible within the range of the dice.

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MIDNIGHT: LEVEL 10

**SPELL****SPECTER OF THE DARK**

Mark a **Stress** to move like a ghost. While in this form, you are visible but float and pass through solid objects until the next time you make an action roll targeting another creature. During this time, you are immune to physical damage.

SPELL**ECLIPSE**

Make a **Spellcast Roll (16)**. Once per long rest, on a success, plunge the entire area within far range into magical shadow. Whenever you or an ally within this shadow are attacked, your Evasion is increased by **+2**.

In addition, when you or an ally rolls a successful **Attack Roll** with **Hope** against an enemy that is within this shadow, the enemy marks a **Stress**.

This spell lasts until the GM spends a **Fear** or you take Severe damage.

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