



DAGGERHEART

RANGER 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 **Ranger** class. For character creation, you'll only need to **print out pages 2-12** 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

RANGER



BONE & SAGE

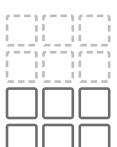
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EVASION



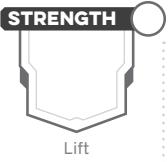
ARMOR



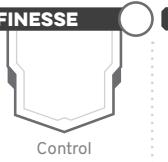
Start at 10



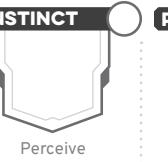
AGILITY
Sprint
Leap
Maneuver



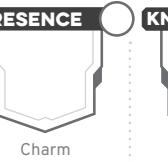
STRENGTH
Lift
Smash
Grapple



FINESSE
Control
Hide
Tinker



INSTINCT
Perceive
Sense
Navigate



PRESENCE
Charm
Perform
Deceive



KNOWLEDGE
Recall
Analyze
Comprehend

HIT POINTS & STRESS

Start Major Threshold at 7 and Severe Threshold at 14.



MINOR DAMAGE

Mark 1 HP

MAJOR DAMAGE

Mark 2 HP

SEVERE DAMAGE

Mark 3 HP



HOPE

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



Ranger's Hope: Spend three Hope and increase your Evasion by +1 until your next short rest.

EXPERIENCE



GOLD



HANDFULS



BAGS



CHEST

CLASS FEATURE

Ranger's Focus

Spend Hope and make an attack with your weapon. On a success, you temporarily make that target your Ranger's Focus, along with doing damage from the attack. Until your Ranger's Focus ends or you make a different creature your Ranger's Focus, you gain these benefits:

- You know precisely what direction they are in.
- All damage rolls you make against them also deal a Stress.
- When you miss them with an attack, you can end Ranger's Focus to reroll your Duality dice and take the new result.

NAME

PRONOUNS

HERITAGE

SUBCLASS

LEVEL

ACTIVE WEAPONS

PROFICIENCY

PRIMARY

NAME

TRAIT & RANGE

DAMAGE DICE

FEATURE

SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE

FEATURE

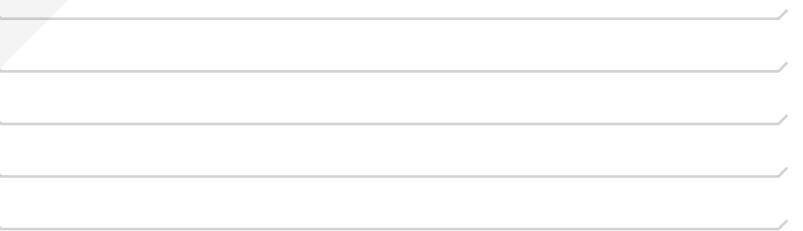
ACTIVE ARMOR

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

RANGER

CHARACTER GUIDE

As a Ranger, your keen eyes and graceful haste make you indispensable in tracking down enemies and navigating the wilds.

SUGGESTED TRAITS:

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

SUGGESTED PRIMARY WEAPON:

Shortbow - Agility Far - d6+3 (Phy) - Two-Handed

SUGGESTED ARMOR:

Leather Armor - Base Score 4

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 trophy from your first kill OR a seemingly-broken compass.

CHARACTER DESCRIPTION:

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

Clothes that are: natural, muted, tactical, tight, woven, flowing, stained

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 watchdog, a teacher, a survivalist, a ghost, a child

BACKGROUND QUESTIONS

Answer the following background questions or make your own.

A terrible creature hurt your community, and you've vowed to hunt them down. What are they, and what unique trail or sign do they leave behind anywhere they go?

Your first kill almost killed you too. What was it, and what part of you was never the same after this event?

You've traveled many dangerous lands, but what is the one place you refuse to go?

CONNECTIONS

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

What friendly competition do we have?

Why do you act differently when we're alone than when others are around?

What have you asked me to keep an eye out for, and why are you worried about it?

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.

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 +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**.

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.



RANGER

COMPANION



EVASION

Start at 10.

COMPANION NAME



Work with the GM to decide what kind of animal you have as your companion. Use the space above to draw or attach an image for them, and give them a name. Then create two experiences for your companion based on their training and history you have together. Finally, describe their method of dealing damage (weapon) and record it in the Attack & Damage section. Their range starts at melee.

COMPANION EXPERIENCE

Start with +2 in both experiences. Whenever you take an experience, also give one to your companion.

Example Companion Experiences

On High Alert, Bold Distraction, Navigation, We Always Find Them, Fetch, Protective, Expert Climber, Nobody Left Behind, Friendly, Nimble, Guardian of the Forest, You Can't Hit What You Can't Find, Intimidating, Service Animal, Scout, Royal Companion, Trusted Mount

You can make a Spellcast Roll to connect with your companion and command them to take action. When you do, you may spend Hope to add an applicable Companion Experience to the roll. On a success with Hope, you may take an action immediately without using an action token.

ATTACK & DAMAGE

Weapon	Range		
<input type="radio"/> D6	<input type="radio"/> D8	<input type="radio"/> D10	<input type="radio"/> D12

If you command your companion to attack, they have any benefits that would normally only apply to you (like the effects of Ranger's Focus). On a success, their damage roll uses your proficiency and their damage dice.

STRESS

STRESS:

Anytime your companion would take damage, they mark one stress. When their stress slots are full, they drop out of the scene (hide, flee, etc). They are unavailable to you, and will return at your next long rest with one stress cleared.

Whenever you use the Clear Stress downtime action on yourself, it automatically clears that much stress on your companion as well.

TRAINING

Whenever your character levels up, also choose one option for your companion from the list below and mark it.

- Intelligent:** Raise an Experience by +1.
- Light in the Dark:**  Use this as an additional Hope Slot your character may mark.
- Creature Comfort:** Once per short rest, when you take time during a quiet moment to give your companion love and attention, you may both clear a Stress or take Hope.
- Armored:** Your armor score increases by +2 when your companion is in melee.
- Vicious:** Increase your companion's damage dice (d6 to d8, etc.) or range (melee to very close, etc.)
- Resilient:** Add an additional stress slot.
- Bonded:** When you mark your last Hit Point, your Companion rushes to your side to comfort you. Roll a number of d6 equal to the available stress slots they have and mark them. On a 6, they get you up. Clear your last Hit Point and return to the scene.
- Aware:** Increase your companion's Evasion by +2

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



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

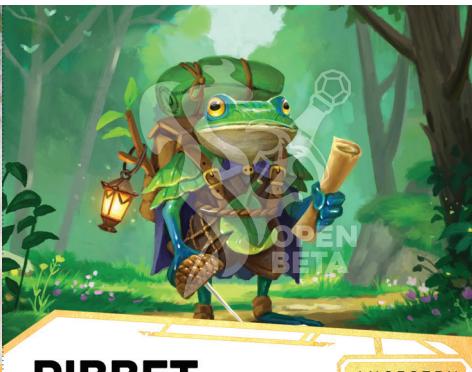
Clanks are sentient mechanical beings built from a variety of materials including metal and wood.

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.

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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.

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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.

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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.

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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.

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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

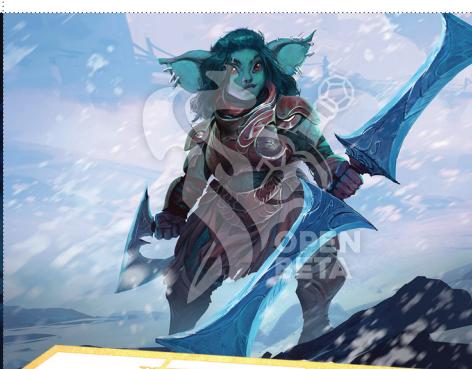
Those of galapa ancestry resemble anthropomorphic turtles, with a large, domed shell into which their heads and limbs can retract.

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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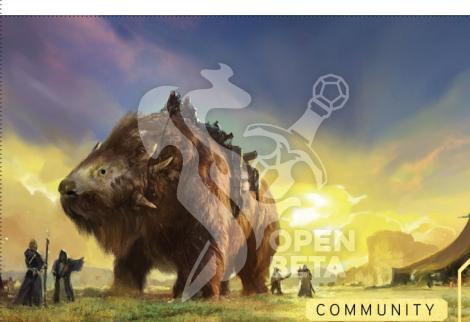
ORDERBORNE

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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BONE: LEVEL 1



ABILITY

DEFT MANEUVERS

You can mark a **Stress** to move anywhere within far range without making an Agility Roll to get there.



ABILITY

UNTOUCHABLE

While this card is in your loadout, add half of your Agility score to your Evasion (rounded up).



ABILITY

I SEE IT COMING

When you are targeted by an attack coming from beyond melee range, mark a **Stress** to roll a d4 and increase your Evasion against this attack by its value.

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SAGE: LEVEL 1



SPELL

VICIOUS ENTANGLE

Make a **Spellcast Roll** against a target within far range. On a success, roots and vines reach out from the ground and temporarily *Restrain* them, dealing **1d8+1** physical damage.

On a success, you may also spend a **Hope** to temporarily *Restrain* any enemies very close to your target as well.



ABILITY

GIFTED TRACKER

Make a **Spellcast Roll** to track or ask the GM one question you'd be able to learn about a specific creature or group of creatures based on signs of their passage. If you spend a **Hope** when you do, take advantage on the roll.

If you encounter any creatures you've tracked, your Evasion against them is +1.



ABILITY

NATURE'S TONGUE

You can speak the language of the hidden, natural world. When you want to speak to the plants and animals around you, make an **Instinct Roll** (12). On a success, they'll give you the information they know. With **Fear**, their knowledge might be limited or come at a cost.

In addition, whenever you make a **Spellcast Roll** while within a natural environment, you may spend a **Hope** before the roll to add +1 to the result.

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SUBCLASS: FOUNDATION



RANGER

WAYFINDER

Foundation

SPELLCAST: AGILITY

Apex Predator: Mark a Stress to increase your Proficiency by +1 on a damage roll. Additionally, whenever you deal Severe damage to an enemy, they also mark a Stress.

Path Forward: When you're headed for a place you've previously visited, or you carry an object with you that has been there before, you can identify the shortest, most direct path to your destination.



RANGER

BEASTBOUND

Foundation

SPELLCAST: AGILITY

You have an animal companion of your choice (at GM's discretion). They always stay next to you unless you tell them otherwise.

Take the Ranger Companion sheet. Whenever you level up your character, also choose a level up option for your companion from this sheet.



**RANGER
LEVEL 1**

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BONE: LEVEL 2



ABILITY

STRATEGIC APPROACH

After a long rest, place a number of tokens equal to your Knowledge Trait on this card, with a minimum of 1. When you move into melee range of an enemy and make an **Attack Roll** against them, you may spend one token to choose an option below.

- Make the attack at advantage.
- Clear a stress on an ally in melee with the adversary.
- Add $1d8$ to your damage.

When you take a long rest, clear all unused tokens.



ABILITY

FEROCITY

When you cause an enemy to mark any Hit Points, spend **2 Hope** to temporarily increase your Evasion by the number of Hit Points you dealt. This bonus lasts until after the next attack that targets you.

SAGE: LEVEL 2



SPELL

NATURAL FAMILIAR

Spend a **Hope** to summon a small nature spirit or forest critter to your side until your next short rest, you use this spell again, or until it is the target of an attack. If you spend an additional **Hope**, they can be a familiar that flies. You can communicate with it, you may make a **Spellcast Roll** to command it to perform simple tasks, and you can mark a **Stress** to see through its eyes.

While this creature is summoned, when you deal damage to an enemy the familiar is in melee range with, you deal an additional $1d6$ physical damage.



SPELL

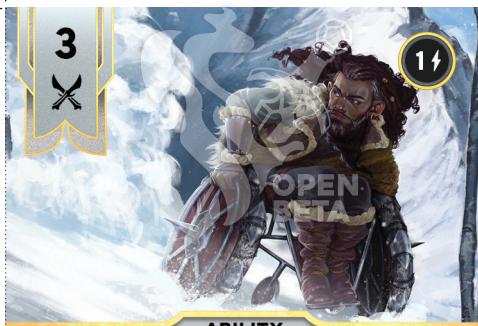
CONJURE SWARM

Tekaira Armored Beetles: Mark a **Stress** to conjure armored beetles to encircle you. You have resistance against the next damage you take. You can mark a **Hope** to keep the beetles conjured after taking damage.

Fire Flies: Make a **Spellcast Roll** against any close enemies. On a success, spend a **Hope** to have the fire flies swarm them, doing $2d8+3$ magic damage to all targets you succeeded against.



BONE: LEVEL 3



ABILITY

BRACE

When you use an Armor Slot to reduce incoming damage, you may also spend any number of **Hope**. For every **Hope** you spend, reduce the incoming damage by the value of your Proficiency.



ABILITY

TACTICIAN

When you Help an Ally, they can add one of your Experience to their roll as well. When making a Tag Team roll, you can roll a **d20** for your **Hope** die instead of a **d12**.

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SAGE: LEVEL 3



SPELL

TOWERING STALK

You can conjure a thick, twisting stalk within close range that can be easily climbed. Its height can grow up to far range.

When you conjure it, you may also mark a **Stress** to use it as an attack. If you do, make a **Spellcast Roll** against any enemy or group of enemies within close range. It erupts beneath any you're successful against, lifting them into the air and dropping them for **d8** physical damage using your proficiency.



SPELL

CORROSIVE PROJECTILE

Make a **Spellcast Roll** against a target within far range. On a success, mark a **Stress** to deal **d6+4** magic damage using your proficiency. The target's Difficulty is temporarily reduced by 1.

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BONE: LEVEL 4



ABILITY

BOOST

If you have an ally in close range of you, mark a **Stress** to boost off of them and into the air to perform an aerial attack at an enemy within far range. You have advantage on the attack, add **1d10** to the damage, and end your action in melee range of the target.



ABILITY

REDIRECT

When you successfully evade an attack coming from beyond melee range, you may roll a number of **d6** equal to your proficiency. If any roll a **6**, mark a **Stress** to redirect the attack to instead damage an enemy within very close range of you.

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SAGE: LEVEL 4



SPELL

HEALING FIELD

Once per long rest, you can use an action to conjure a field of healing plants around you. Everywhere within close range of you bursts to life with vibrant nature, allowing you and your allies in the area to immediately heal one Hit Point.

Spend two **Hope** to increase the healing power of this spell to two Hit Points.



SPELL

DEATH GRIP

Choose an option below and make a **Spellcast Roll** against a target in close range. On a success, vines reach out from your hands, causing the chosen effect and making them **Restrained**.

- Pull the target into melee range of you or pull yourself into melee range with it.
- Constrict the target to deal **2 Stress**.
- Any enemies between you and the target must make a **Reaction Roll (13)** or be hit by vines, dealing **3d6+2** physical damage.

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BONE: LEVEL 5



ABILITY

SIGNATURE MOVE

You take on a signature move in battle that you can perform once per short rest. Name it and describe it. When you include its description in an action you're taking, use a **d20** instead of a **d12** as your **Hope** die. If the attack succeeds, you may clear a **Stress**.



ABILITY

KNOW THY ENEMY

When observing a creature, you can make a **Instinct Roll** against the target. On a success, spend a **Hope** and ask the GM for two of the mechanical specific options about the target from the following options:

- Current hit points and unmarked stress.
- Difficulty and Damage Thresholds.
- Their Tactics and standard attack Damage Dice.
- Their Moves and Experiences.

On a success, you may also mark a **Stress** to remove one **Fear** from the GM's **Fear Pool**.

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SAGE: LEVEL 5



SPELL

WILD FORTRESS

Make a **Spellcast Roll** (13) to grow a natural barricade in the shape of a dome for you and up to one ally to hide within. You immediately become *Hidden* as long as you stay within, but may reveal yourself out the top of the dome to make attacks. The dome has the damage thresholds below and lasts until it takes three Hit Points. Place tokens on this card to represent marking Hit Points.

MINOR DAMAGE	15	MAJOR DAMAGE	30	SEVERE DAMAGE
Mark 1 HP		Mark 2 HP		Mark 3 HP

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SPELL

THORN SKIN

Once per short rest, spend a **Hope** while touching a willing creature and place a number of tokens equal to your Spellcast Trait on this card. Whenever the target takes damage, you can remove any number of these tokens to roll that number of **d6s**. Then reduce the incoming damage by that amount and, if the attacker is in melee, deal that amount of damage back to them.

When you take a rest, clear all tokens.

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SUBCLASS: SPECIALIZATION



RANGER

BEASTBOUND*Specialization*

When you take this Specialization, gain an additional level up option for your companion immediately.

When an enemy attacks you while they're in your companion's Melee range, you gain +2 Evasion against the attack.



RANGER

WAYFINDER*Specialization*

When you're attacked by your Focus, your Evasion against the attack increases by +2.

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BONE: LEVEL 6



ABILITY

RAPID RIPOSTE

When you successfully evade an attack from melee range, you can mark a **Stress** to automatically deal damage from an active weapon to the attacker.



ABILITY

RECOVERY

During a short rest, you can always choose to do one of the long rest options instead. You may spend a **Hope** to let one additional party member do the same.

SAGE: LEVEL 6



SPELL

CONJURED STEEDS

Spend a **Hope** to conjure a number of magical steeds (horses, camels, elephants, etc.) up to your level that you and allies can ride upon until your next long rest or the steed takes any damage. These will double your land speed when traveling and let you move to somewhere within far range without having to roll when in danger. Any **Attack Rolls** made atop the steeds are at -2, but add +2 to their damage rolls.



ABILITY

FORAGER

As an additional downtime move, you may roll **1d6** to see what you forage. Work with the GM to describe it, and add it to your inventory as a **Consumable**. Your party may carry up to five foraged **Consumables** at a time.

1. A unique food. (Clear 2 **Stress**)
2. A beautiful relic. (Earn 2 **Hope**)
3. An arcane rune. (+2 to a **Spellcast Roll**)
4. A healing vial. (Clear 2 **Hit Points**)
5. A luck charm. (Reroll all Duality or Damage Dice)
6. You may choose one of the above options.

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BONE: LEVEL 7



ABILITY

BONE TOUCHED

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

- Increase your Agility by +1.
- Once per short rest, take an action in combat without adding a token to the action tracker.



ABILITY

CRUEL PRECISION

Whenever you make a successful attack with a weapon, add either your Finesse or Agility trait to the damage.

SAGE: LEVEL 7



ABILITY

SAGE TOUCHED

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

- When you are in a natural environment, you always take +2 to your Spellcast Rolls.
- Once per short rest, before you roll, treat your Agility or Instinct Trait as though it were double its current value.



SPELL

WILD SURGE

Once per long rest, mark a Stress to channel the natural world around you and use it to enhance yourself. Describe how your appearance changes, then place a d6 on this card at a value of 6.

While the Wild Surge die is active, it adds its value to every Action Roll you make. After you add its value to a roll, reduce it by 1. When the die's value reaches 0 or you take a rest, this form drops and you must mark an additional Stress.



BONE: LEVEL 8



ABILITY

BREAKING BLOW

When you make a successful attack, you may mark a **Stress** to make the next successful attack against that same target do an additional **+2d12** damage.

ABILITY

WRANGLE

Make an **Agility Roll** against all enemies close to you. You may spend a **Hope** to move any enemies you are successful against to any position within close range.

The **Agility Roll** does not contribute a token to the action tracker.

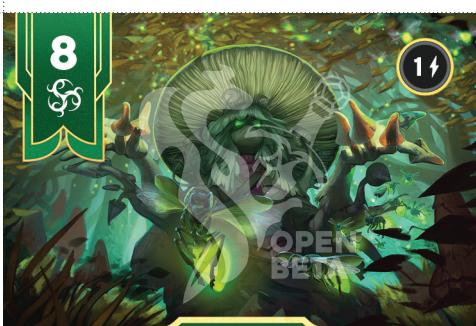
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SAGE: LEVEL 8



SPELL

REJUVENATION BARRIER

Make a **Spellcast Roll** (15). On a success, once per short rest, you can create a temporary barrier of protective energy around you. You and all allies within very close range of you when it is first cast heal **1d4 Hit Points**. While the barrier is up, you and all allies within have Resistance to physical damage. This barrier will follow you as you move.

SPELL

FOREST SPRITES

Make a **Spellcast Roll** (13). On a success, spend any number of **Hope** to create an equal number of small Forest Sprites that appear wherever you choose within far range, distracting enemies and aiding allies. Describe what form they take.

Attack Rolls against an enemy within melee range of a Sprite gain **+3**. Any allies who mark an Armor Slot while in melee range of a Sprite add **+3** to their Armor Score.

A Sprite vanishes after granting a bonus or taking any damage.

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SUBCLASS: MASTERY



RANGER

WAYFINDER

Mastery

Before you make an **Attack Roll** against your Focus, you can spend a **Hope**. If that roll succeeds, you remove one **Fear** from the GM's **Fear** pool.

RANGER

BEASTBOUND

Mastery

When you take this Specialization, gain **2** level up options for your companion immediately.

Once per long rest, if the damage from an attack would mark your companion's or your last Hit Point, and you are within each other's Close range, the other rushes to their side and takes that damage instead.

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BONE: LEVEL 9



ABILITY

ON THE BRINK

When you have one Hit Point remaining, any damage below your Major Threshold is ignored.



ABILITY

SPLINTERING STRIKE

Spend a **Hope** and make an **Attack Roll** against all enemies in your weapon's range. On a success against any targets, once per long rest, you can choose to distribute this damage however you wish between any enemies you are successful against. On each enemy you apply damage to, roll an additional damage die and add its value.

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SAGE: LEVEL 9



SPELL

PLANT DOMINION

Make a **Spellcast Roll (18)**. On a success, you reshape the natural world, changing the surrounding plant life within very far range of you. You can grow trees instantly, clear a path through dense vines, create a wall of thick roots, etc.

If you create a hostile environment, anyone who moves into or through it takes **3d10+7** physical damage.



ABILITY

FANE OF THE WILDS

After a long rest, place a number of tokens equal to how many Sage Domain cards you have in your Loadout and Vault on this card.

Whenever you would make a **Spellcast Roll**, you may spend any number of these tokens before the roll to add **+1** to the result per token.

Whenever you roll a Critical Success on a **Spellcast Roll** for a Sage domain spell, gain a token.

When you take a long rest, clear all tokens.

[Artist Name TK]

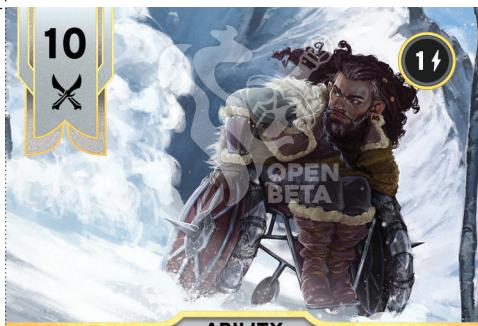
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BONE: LEVEL 10

**ABILITY****SERENITY**

After you successfully evade an attack, you may clear a **Stress**. If you successfully evade an attack and have no **Stress** to clear, instead gain a **Hope**.

**ABILITY****DEATHRUN**

Spend 3 **Hope** to run an open path through the battlefield and make an **Attack Roll** against all enemies within weapon range along your path. Of your successful targets, choose the order in which you deal damage. For the first, roll your weapon damage at +1 Proficiency. Then, remove one die from your pool and deal the remaining damage to the next target in descending order until you're out of damage dice or enemies.

You cannot target the same creature more than once.

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SAGE: LEVEL 10

**SPELL****TEMPEST**

Choose one of the following tempests and make a **Spellcast Roll** against all targets in far range. Any you are successful against experience its effects until the GM spends a **Fear** to end this spell:

Blizzard - Deal $2d20+8$ magic damage and make them **Vulnerable**.

Hurricane - Deal $3d10+10$ magic damage. Choose a direction the wind is blowing. Targets can't move against the wind.

Sandstorm - Deal $5d6+9$ magic damage and attacks beyond melee range are now at disadvantage.

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**SPELL****FORCE OF NATURE**

You can mark a **Stress** to transform into a hulking nature spirit, taking the following benefits:

- Whenever you successfully hit with an **Attack** or **Spell**, you deal an additional +10 damage.
- When you defeat a creature within close range, you absorb them and clear an **Armor Slot**.
- You cannot be restrained.

Before you make an **Action Roll**, you must spend a **Hope**. If you cannot, you revert to your normal form.

[Artist Name TK]

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