



DAGGERHEART

ROGUE 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 **Rogue** 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

ROGUE



MIDNIGHT & GRACE

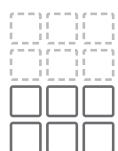
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EVASION



ARMOR



AGILITY

Sprint
Leap
Maneuver

STRENGTH

Lift
Smash
Grapple

FINESSE

Control
Hide
Tinker

INSTINCT

Perceive
Sense
Navigate

PRESENCE

Charm
Perform
Deceive

KNOWLEDGE

Recall
Analyze
Comprehend

HIT POINTS & STRESS

Start Major Threshold at 6 and Severe Threshold at 12.



HP 

STRESS 

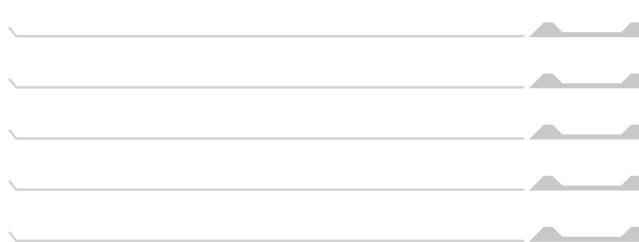
HOPE

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



Rogue's Hope: Spend three Hope to increase your Sneak Attack damage. Until your next short rest, you add 3d6 instead of 1d6 to each Sneak Attack damage roll.

EXPERIENCE



GOLD

HANDFULS

BAGS

CHEST

CLASS FEATURE

Hide

When you move into a location where no enemies can see you, you can use an action to become Hidden (any rolls against you have disadvantage). As a Rogue, when you are Hidden, targets also can't see you, even if they move into line of sight. You are no longer Hidden after you move or attack.

Sneak Attack

Whenever you make an attack while you are Hidden or while an ally is in Melee with your target, add a $d6$ to your damage roll. When you use Sneak Attack, you can also spend any number of Hope before the attack roll, then if the attack is successful, also add a number of $d6$ equal to the Hope spent.

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

ROGUE

CHARACTER GUIDE

SUGGESTED TRAITS:

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

SUGGESTED PRIMARY WEAPON:

Dagger - Finesse Melee - d8+1 (Phy) - One-Handed

SUGGESTED SECONDARY WEAPON:

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

SUGGESTED ARMOR:

Gambeson Armor - Base Score 3

Feature: Flexible (+1 to Evasion)

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:

forgery tools OR a grappling hook

CHARACTER DESCRIPTION:

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

Clothes that are: dark, tight, clean, tactical, inconspicuous, leather, scary

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 conman, a bandit, a mob boss, a gambler, a pirate

BACKGROUND QUESTIONS

Answer the following background questions or make your own.

What did you get caught doing that had you exiled from your home community?

You used to have a different life, but you've tried to leave it behind you.
Who from that time is still chasing you?

Who from that other life were you most sad to say goodbye to?

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.

CONNECTIONS

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

What did I recently convince you to do that got us both in trouble?

What have I discovered about your past that I hold secret from the others?

Who do you know from my past, and how have they affected your feelings about me?

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.

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

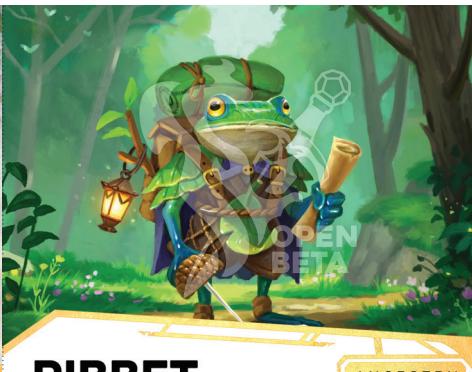
Clanks are sentient mechanical beings built from a variety of materials including metal and wood.

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.

[Artist Name TK]

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**DWARF**

ANCESTRY

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

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

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

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**GIANT**

ANCESTRY

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

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

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

[Artist Name TK]

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**ELF**

ANCESTRY

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

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

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

[Artist Name TK]

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**HUMAN**

ANCESTRY

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

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

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

[Artist Name TK]

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**ORC**

ANCESTRY

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

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

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

[Artist Name TK]

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**HALFLING**

ANCESTRY

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

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

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

[Artist Name TK]

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DRAKONA

ANCESTRY

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

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

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

[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.

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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

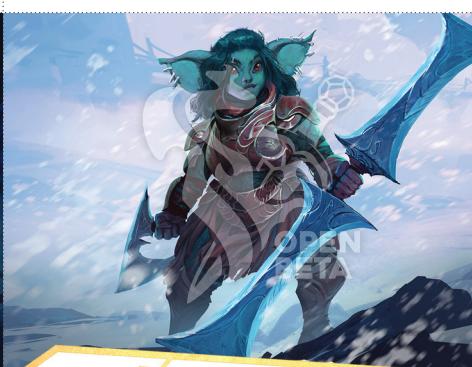
Those of galapa ancestry resemble anthropomorphic turtles, with a large, domed shell into which their heads and limbs can retract.

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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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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GRACE: LEVEL 1



SPELL

ENRAPTURE

Make a **Spellcast Roll** against a close target. On a success, you can temporarily keep their attention on you, narrowing their field of view and drowning out any sound but your voice. Once per short rest, you may also mark a **Stress** on a success to deal a **Stress** to the target.

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ABILITY

INSPIRATIONAL WORDS

You can imbue your speech with enhancing power. At the beginning of a session, place a number of tokens on this card equal to your Presence score. When you recite your words, spend a token and choose an option from the list below to grant to the ally you are speaking to. If the action tracker is active, place that token on it. At the end of a session, clear all tokens.

- Clear a **Stress**
- Heal a **Hit Point**.
- Gain a **Hope**.

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ABILITY

DEFT DECEIVER

Spend a **Hope** to take advantage on a roll you make to deceive or trick someone into believing a lie you tell them.

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SUBCLASS: FOUNDATION

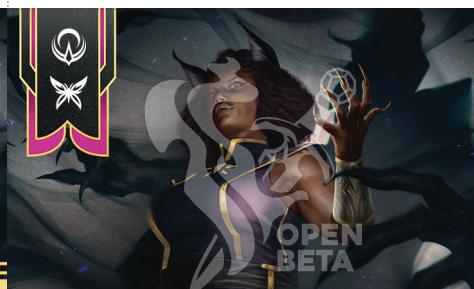
**SYNDICATE***Foundation***SPELLCAST: FINESSE**

When you arrive in a prominent town or environment, you know somebody that calls this place home. Give them a name, note how you think they could be useful, and choose one from the list below:

- They owe me a favor, but they will be hard to find.
- They're going to ask for something in exchange.
- They're always in a great deal of trouble.
- We used to be together. It's a long story.
- We didn't part on great terms.

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**NIGHTWALKER***Foundation***SPELLCAST: FINESSE**

Shadow Stepper: You can move from shadow to shadow. When you step into the shadow cast by another creature or object, or into an area of darkness, mark a **Stress** to disappear from where you are and reappear inside of any other shadow within Far range. When you do, you are *Hidden*.

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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 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.

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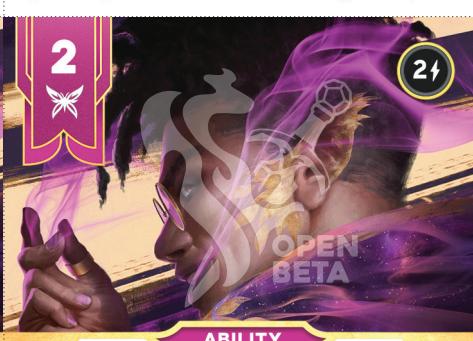
GRACE: LEVEL 2



SPELL

TELL NO LIES

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



ABILITY

TROUBLEMAKER

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

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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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GRACE: LEVEL 3



SPELL

INVISIBILITY

Make a **Spellcast Roll** (10) while touching a creature. On a success, mark a **Stress** and the target becomes *Hidden* until this spell ends.

Then place a number of tokens on this card equal to your Spellcast Trait. Every time the *Hidden* creature takes an action, remove one token from this card. After resolving the action that causes the last token to be removed, the spell ends.

You may only cast invisibility on one creature at a time.



SPELL

HYPNOTIC SHIMMER

Make a **Spellcast Roll** against any enemies in front of you within close range. On a success, once per short rest, you create an illusion of flashing colors and lights that can temporarily *Stun* any enemies you succeed against, dealing them a **Stress**. While they are *Stunned*, they can't move or act until the condition is cleared.

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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 $1 + \text{your Knowledge trait}$.

GRACE: LEVEL 4



ABILITY

SOOTHING SPEECH

During a short rest, when you use the *Tend to Wounds* downtime move on another character, you may speak supportive words to heal an extra Hit Point on them. When you do, also heal two of your own.



SPELL

THROUGH YOUR EYES

Point to a target within very far range. You can now see through their eyes and hear through their ears. You may return to this vision at any time until you cast another spell or mark a Hit Point.



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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GRACE: LEVEL 5



SPELL

WORDS OF DISCORD

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

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

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SPELL

THOUGHT DELVER

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

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SUBCLASS: SPECIALIZATION



ROGUE

NIGHTWALKER

Specialization

Dark Cloud: Make a **Spellcast Roll** (15). On a success, create a temporary dark cloud that covers any area within Close range. Anyone in this cloud can't see outside of it, and anyone outside of it can't see in. You are considered Hidden from any enemy it blocks line of sight from.

Adrenaline: When you are Vulnerable, you always add your Level to your damage roll total.

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SYNDICATE

Specialization

Once per session, you can briefly call forth a shady contact. Immediately choose one of the benefits below and describe what brought them here to help you in this moment:

- They provide 1 handful of gold, a unique tool, or a mundane object that the situation requires.
- The next time you make an **Action Roll**, their help lets you increase either your **Hope** or **Fear** die result by 3.
- The next time you deal damage, they snipe from the shadows, adding 2d8 to your damage roll.

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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.

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**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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**SPELL****SHARE THE BURDEN**

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

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**ABILITY****NEVER UPSTAGED**

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

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

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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.

GRACE: LEVEL 7



ABILITY

GRACE TOUCHED

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

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



ABILITY

ENDLESS CHARISMA

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



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.



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.

GRACE: LEVEL 8



SPELL

ASTRAL PROJECTION

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

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



SPELL

MASS ENRAPTURE

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

SUBCLASS: MASTERY



ROGUE

SYNDICATE*Mastery*

You can now use your Specialization Feature three times per session. You can also choose from the following options when you use it:

- When you mark at least 1 Hit Point, the contact rushes out to shield you, reducing the Hit Points marked by 1.
- When you make a Presence Roll in conversation, they back you up. Your Hope die becomes a d20 for the roll.



ROGUE

NIGHTWALKER*Mastery*

Your Evasion permanently increases by +1, and you can now use Shadow Stepper to move within Very Far range.

Cloaked: At any time, you can mark a Stress to cloak yourself. While cloaked, you gain the benefits of the Hidden condition and automatically lose the Restrained condition if you have it. You stop being cloaked when you roll with Fear or start a short rest.



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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GRACE: LEVEL 9



ABILITY

MASTER OF THE CRAFT

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

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SPELL

COPYCAT

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

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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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GRACE: LEVEL 10

**ABILITY****NOTORIOUS**

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

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

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**SPELL****ENCORE**

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

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