

ACTION TRACKER CARD



Whenever PCs use an action or make an action roll, they place a character token on the action tracker. When the GM makes a move, they may choose to spend any number of the tokens currently on the action tracker. For each token they spend, they can activate an adversary on the battlefield to take an action (this could be casting a spell, making an attack, ending a temporary condition, etc).

**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.

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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.

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**INFERIS**

ANCESTRY

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

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

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

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**DWARF**

ANCESTRY

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

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

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

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**GIANT**

ANCESTRY

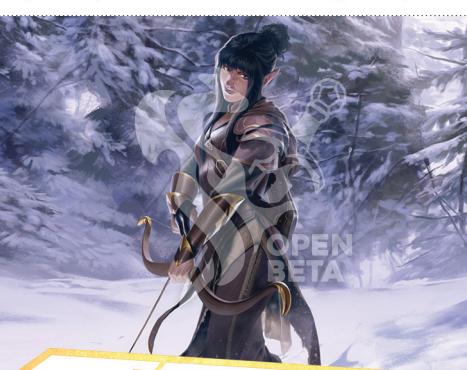
Giants are very tall humanoids with long arms, broad stature, and one to three eyes.

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

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

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**ELF**

ANCESTRY

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

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

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

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**HUMAN**

ANCESTRY

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

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

Adaptability: 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

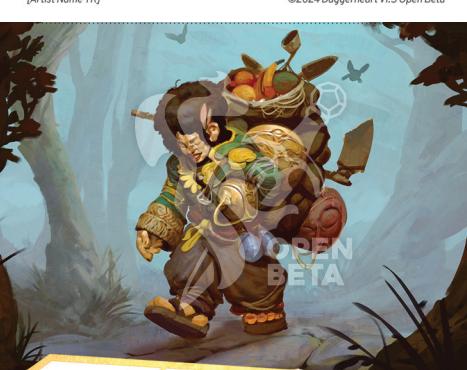
Orcs are most easily recognized as humanoids with square features and boar-like tusks.

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

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

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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ANCESTRY



FAERIE

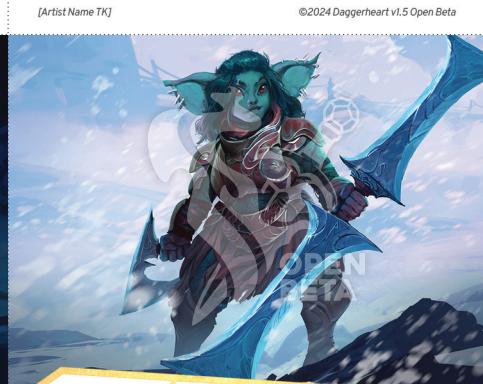
Those of faerie ancestry are winged humanoid creatures with insect-like features.

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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ANCESTRY



FAUN

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

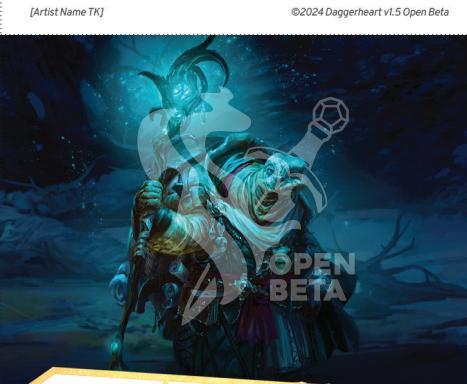
Leap: You can easily leap up to Close range across gaps or chasms without making an Agility roll.

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

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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ANCESTRY

GOBLIN

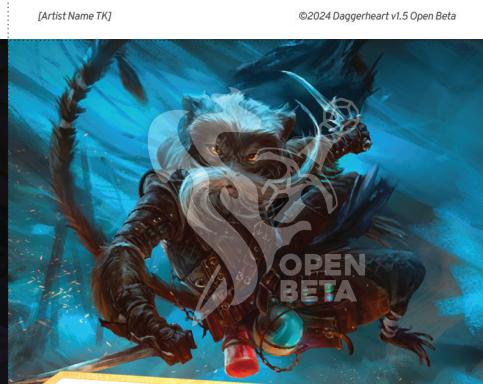
Those of goblin ancestry are small humanoids typically recognized by their large eyes and massive, membranous ears.

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

Fungrils resemble a mushroom in humanoid form.

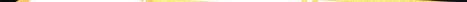
Fungril Network: You can make an **Instinct Roll (12)** to speak with others of your ancestry across any distance using your mycelial array.

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

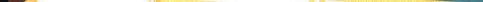
Firbolgs resemble cows in humanoid form, typically recognized by their broad nose and long ears.

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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ANCESTRY



SIMIAH

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 lived 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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WARRIOR

CALL OF THE SLAYER

Foundation

On a roll with Hope, you can place a **d6** on this card instead of taking a Hope. These are known as your Slayer dice. You can store a number of Slayer dice equal to your Proficiency. When you make an attack roll or damage roll, you can spend any number of these Slayer dice, rolling them and adding their value to your total. At the end of a session, clear any remaining Slayer dice on this card and gain that many Hope.

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WARRIOR

CALL OF THE SLAYER

Specialization

You can wield multiple weapons with dangerous ease. When you make a successful **Attack Roll**, you can spend a Hope to add one damage die from your secondary weapon to the damage.

In addition, once per long rest, when you roll your Slayer dice, you can reroll any **1s** once, taking the new result.

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WARRIOR

CALL OF THE SLAYER

Mastery

Martial Preparation: You've become an inspirational warrior to all who travel with you. You gain access to the Martial Preparation downtime move. To use this during a rest, describe how you instruct and train with your party, then give yourself and each ally a Slayer die, which is a **d6**. Allies can spend your Slayer die to enhance their own weapon Attack or Damage rolls.

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WARRIOR

CALL OF THE BRAVE

Foundation

When you fail a roll with **Fear**, you gain a Hope. Once per long rest, before you attempt something incredibly dangerous or face off against a foe who clearly outmatches you, describe what ritual you perform or preparation you make, then clear **2 Stress** and gain **2 Hope**.

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WARRIOR

CALL OF THE BRAVE

Specialization

You are vigilant in the face of mounting danger. While you have no more than **2 Hit Point** slots unmarked, your Hope die becomes a **d20**.

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WARRIOR

CALL OF THE BRAVE

Mastery

Your unbending courage is a rallying point for your allies. You can initiate a Tag Team Roll one extra time per session. Additionally, when an ally initiates a Tag Team Roll with you, they only need to spend **2 Hope** to do so.

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BARD

WORDSMITH

Foundation

SPELLCAST: PRESENCE

Heart of a Poet: When speaking to a person you're trying to impress, persuade, or offend, you can spend **Hope** and add **1d4** to the action roll against them.

Rousing Speech: Once per long rest, you can use an action to give a heartfelt, inspiring speech. All allies that can hear you clear two Stress.

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BARD

WORDSMITH

Specialization

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

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

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BARD

WORDSMITH

Mastery

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

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BARD TROUBADOUR

Foundation

SPELLCAST: PRESENCE

When you take this Foundation, describe what instrument you are practiced in. You can use an action to perform each song once per long rest:

- When you play a relaxing song, you and any Close allies heal 1 Hit Point.
- When you play an epic song, make a Close target temporarily Vulnerable.
- When you play a heartbreak song, you and any Close allies take a Hope.

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BARD TROUBADOUR

Specialization

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

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BARD TROUBADOUR

Mastery

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

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WARDEN OF THE ELEMENTS

Foundation

SPELLCAST: INSTINCT

- Elemental Incarnation: Mark a Stress to embody an elemental spirit from the list below. The embodiment lasts until you take Severe damage or until your next short rest. This feature can overlap with Beastform.
- Fire: When an enemy in melee range deals damage to you, they take 1d10 magic damage.
- Earth: You gain +1 to your Armor Score.
- Water: When you deal damage to an enemy in Melee range, all other enemies within Very Close range mark a Stress.
- Air: You can hover, gaining advantage on Agility rolls.

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WARDEN OF THE ELEMENTS

Specialization

Once per short rest, while in Elemental Incarnation, you can assume an elemental aura matching your embodied element. The aura's effects apply within your Close Range, following you until Elemental Incarnation ends.

- Fire: Whenever an enemy marks at least 1 Hit Point, they also mark a Stress.
- Earth: Your allies gain +1 to their Armor Score.
- Water: After an enemy deals damage to you, you can mark a Stress to move them anywhere within Very Close range.
- Air: When you or an ally take damage from an attack beyond Melee range, reduce it by 1d8.

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WARDEN OF THE ELEMENTS

Mastery

While in your Elemental Incarnation, you further embody the spirit and gain the following benefit for that element:

- Fire: Your Proficiency increases by +1 for attacks and spells that deal damage.
- Earth: When you mark an Armor Slot, roll 1d6. On a roll of 5 or 6, clear an Armor Slot.
- Water: When you are hit by an attack, you can mark a Stress to make the attacker Vulnerable.
- Air: You gain +1 Evasion and can fly.

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WARDEN OF RENEWAL

Foundation

SPELLCAST: INSTINCT

Clarity of Nature: Once per long rest, you may create a space of natural serenity around you. After spending a few minutes resting within the space, you can clear Stress equal to your Instinct trait, distributed as you choose between you and your allies.

Regeneration: Use an action and spend 3 Hope to clear 1d4 Hit Points on a creature you are touching.

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WARDEN OF RENEWAL

Specialization

You can now use Regeneration on a creature within Very Close range, instead of touch.

Warden's Protection: Once per long rest, you can use an action to magically repair armor outside of downtime. When you do, you or one ally in your Close Range can clear a number of Armor Slots equal to your Instinct.

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WARDEN OF RENEWAL

Mastery

Your animal transformation embodies a healing guardian spirit. While you are in Beastform, when an ally within Close Range marks 2 or more Hit Points, you can mark a Stress to reduce the amount of Hit Points they mark by 1.

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**GUARDIAN****STALWART***Foundation*

When you take this foundation, increase all of your Damage Thresholds by **+1**.

When you take physical damage, always reduce it by your armor score before applying it to your thresholds. You may still spend armor slots to reduce it further.

GUARDIAN**STALWART***Specialization*

When you take this specialization, raise all of your Damage Thresholds by **+2**.

When a Very Close ally takes damage, you can mark an Armor Slot to reduce the damage by your Armor Score.

GUARDIAN**STALWART***Mastery*

When you take this mastery, raise all of your Damage Thresholds by **+3**.

When an ally within Close range has **2 Hit Points** or fewer and should take damage, you can immediately mark a Stress to sprint to their side and take the damage instead.

**GUARDIAN****VENGEANCE***Foundation*

When you take this Foundation, gain an additional armor slot immediately.

When you are hit by an enemy in melee range, immediately roll a number of **d6** equal to the amount of hit points you marked. For each result of **5+**, deal a hit point back to the enemy.

GUARDIAN**VENGEANCE***Specialization*

When an enemy damages an ally within your Melee range, the next successful attack you make against that enemy has **+1 Proficiency**.

GUARDIAN**VENGEANCE***Mastery*

Spend **2 Hope** to prioritize an enemy until your next rest. When you make an **Attack Roll** against your prioritized enemy, you can switch the values on your Hope and **Fear** dice. You may only prioritize one enemy at a time.

**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**WAYFINDER***Specialization*

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

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.

**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.

**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.

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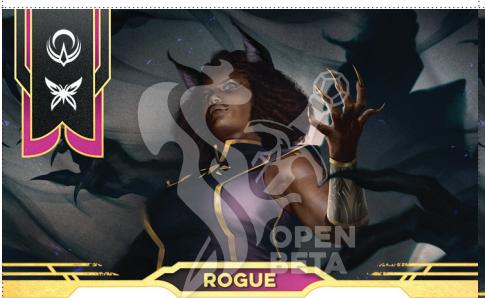
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**SYNDICATE***Foundation***SPELLCAST: FINESSE**

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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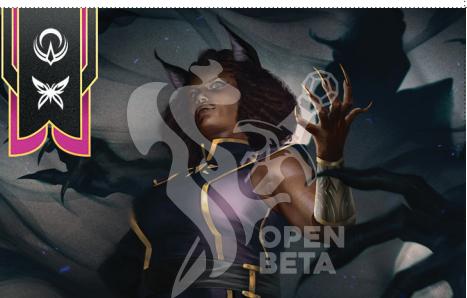
**SYNDICATE***Specialization*

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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**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.

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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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**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 if 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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**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.

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SERAPH

WINGED SENTINEL*Foundation***SPELLCAST: STRENGTH**

You can fly. While flying, you may:

- Spend a **Hope** to pick up and carry another willing creature that is approximately your size or smaller.
- Mark a **Stress** to deal **1d8** additional damage on a successful attack.



SERAPH

WINGED SENTINEL*Specialization*

Your supernatural visage strikes awe and fear. While in flight, you have advantage on Presence Rolls, and if that roll is a success with Hope, you can remove a **Fear** from the GM's **Fear Pool** instead of gaining Hope.



SERAPH

WINGED SENTINEL*Mastery*

When you take this mastery, increase your Severe Damage Threshold by **+4**.

While in flight, your Winged Sentinel Foundation feature deals an extra **1d12** damage instead of **1d8**.

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DIVINE WIELDER*Foundation***SPELLCAST: STRENGTH**

Spirit Weapon: When you have a Melee weapon equipped, it can fly from your hand to strike an enemy in Close range and return to you. You can mark a Stress to target an additional target in range with the same **Attack Roll**.

Sparing Touch: Once per long rest, use an action and touch a creature to clear **2 Hit Points** or **2 Stress** from them.



SERAPH

DIVINE WIELDER*Specialization*

Devout: When you roll your prayer dice, you may roll an additional die and drop the lowest option. Additionally, your Sparing Touch feature can now be used one additional time per long rest.



SERAPH

DIVINE WIELDER*Mastery*

When you roll damage for your Spirit Weapon, if any of your damage dice values match, you can roll an additional damage die for each match. These additional damage dice can't be used to match and add more dice. For example, if you roll three **5s**, add two damage dice to your roll.

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WIZARD

SCHOOL OF KNOWLEDGE*Foundation***SPELLCAST: KNOWLEDGE**

You've gained priceless knowledge through great study. You have advantage on all Knowledge Rolls to recall information. If this roll is about the magical nature of a creature or enchantment, gain a Hope even on a roll with **Fear**.

Adept: You can mark a Stress instead of spending a Hope to use an Experience on a roll. If you do, double the Experience modifier for that roll.



WIZARD

SCHOOL OF KNOWLEDGE*Specialization*

When you take this Specialization, you may change an existing Experience you have, then add **+1** to one of your Experiences.

Once per short rest, when recalling a Domain card in your vault, you can reduce its Recall Cost by 1.



WIZARD

SCHOOL OF KNOWLEDGE*Mastery*

When you take this Mastery, choose two Experiences and add **+1** to each of them.

Whenever you wish to use an Experience, roll a **d6**. On a result of **5** or **6**, you can do so without spending a Hope.

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WIZARD

SCHOOL OF WAR*Foundation***SPELLCAST: KNOWLEDGE**

You've focused your studies on shaping magic in dangerous and powerful ways. Gain an extra armor slot.

When you succeed on an **Attack Roll** with **Fear**, you deal an extra **1d10** magic damage.



WIZARD

SCHOOL OF WAR*Specialization*

You can concentrate to maintain a protective barrier of magic. While you have at least **2 Hope**, you can add your proficiency to your Evasion.

Additionally, the extra magic damage from your School of War Foundation feature increases to **2d10**.



WIZARD

SCHOOL OF WAR*Mastery*

When you succeed on an attack roll with **Hope**, you can choose to make it with **Fear** instead.

The extra magic damage from your School of War Foundation feature increases to **3d10**.

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SORCERER

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

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

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



SORCERER

ELEMENTAL ORIGIN*Specialization*

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



SORCERER

ELEMENTAL ORIGIN*Mastery*

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

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

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SORCERER

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

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

Choose one:

WATER • FIRE • AIR • LIGHTNING • EARTH

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



SORCERER

PRIMAL ORIGIN*Specialization*

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



SORCERER

PRIMAL ORIGIN*Mastery*

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

You stop being charged when you finish a long rest.

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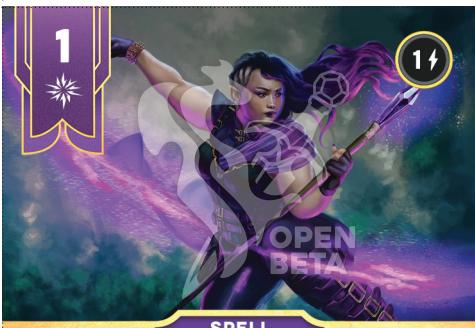
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DOMAIN CARDS: LEVEL 1

ARCANA DOMAIN



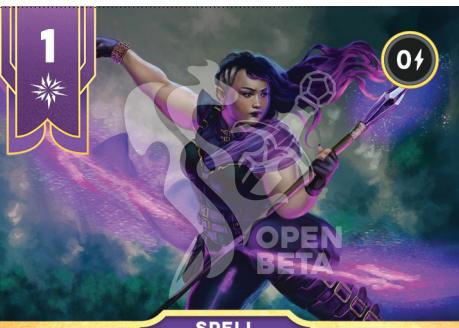
SPELL

UNLEASH CHAOS

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

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SPELL

RUNE WARD

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

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

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SPELL

WALL WALK

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

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BLADE DOMAIN



ABILITY

NOT GOOD ENOUGH

When you roll your damage dice, you may reroll any **1s** or **2s**. If you do, you must take the new result, even on a **1** or **2**.

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ABILITY

RETALIATION

When you take damage from a creature in melee range, you may mark a **Stress** to immediately deal weapon damage to the creature at half Proficiency (rounded up).

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ABILITY

WHIRLWIND

Make an **Attack Roll** against a target using a weapon with melee or very close range. On a success, you may spend a **Hope** to use that roll against every other enemy in that weapon's range. Any additional enemies you succeed against with this ability take half damage (rounded up).

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BONE DOMAIN



ABILITY

DEFT MANEUVERS

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

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ABILITY

UNTOUCHABLE

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

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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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DOMAIN CARDS: LEVEL 1

CODEX DOMAIN



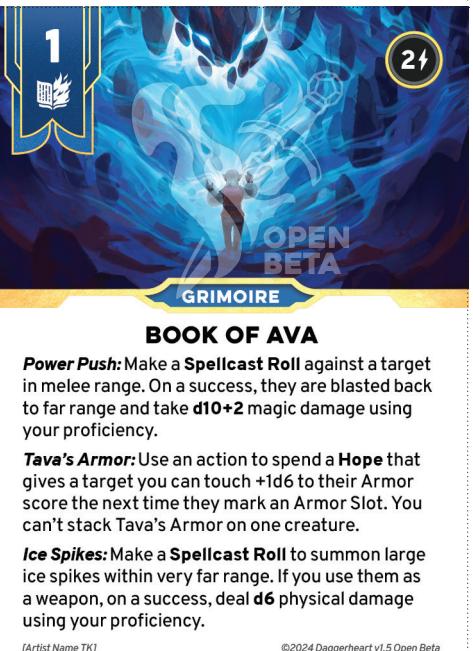
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GRACE DOMAIN



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MIDNIGHT DOMAIN



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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DOMAIN CARDS: LEVEL 1

SAGE DOMAIN



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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SPELL

BOLT BEACON

Make a **Spellcast Roll** against a target within far range. On a success, spend a **Hope** to send a bolt of shimmering light towards them. Treat it like a ranged weapon, dealing **d8+2** magic damage using your proficiency and making them glow brightly. They become temporarily Vulnerable.



SPELL

MENDING TOUCH

You lay your hands upon a creature and channel healing magic to help close their wounds. When you can take a few minutes to focus on the person you're helping, spend **2 Hope** and heal a **Hit Point** or a **Stress**.

Once per long rest, when you spend this healing time learning something new about them or revealing something about yourself, the **2 Hope** you spend heals **2 Hit Points** or **2 Stress** instead.



ABILITY

REASSURANCE

Once per short rest, after an ally attempts an **Action Roll**, but before the consequences take place, you may offer assistance or words of support. When you do, they may reroll their dice. They must accept the result of this new roll.

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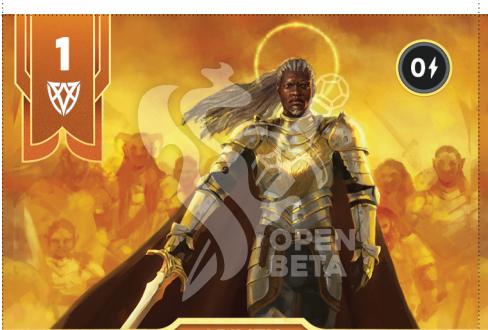
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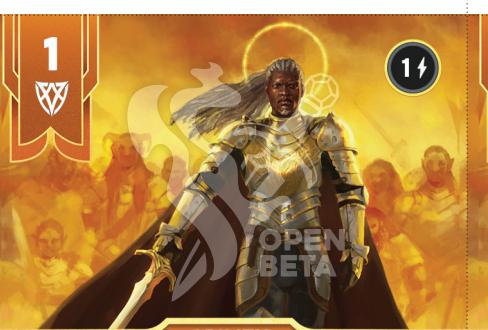


ABILITY

FORCEFUL PUSH

Make an attack with your primary weapon in melee range. On a success, you deal damage, push the target out of melee range and may spend a **Hope** to also make them temporarily Vulnerable.

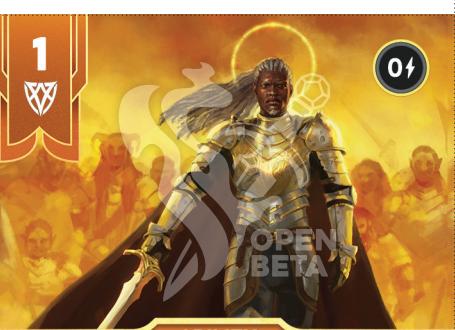
On a success with Hope, add an additional **1d6** to your damage dice on this attack.



ABILITY

I AM YOUR SHIELD

When an ally very close to you is going to take damage, you may mark a **Stress** to stand in its way and take the damage instead. Reduce the damage by a value equal to your Strength Trait. You may also reduce the damage by spending armor slots.



ABILITY

BARE BONES

While this card is in your loadout, if you choose not to equip armor, you have an Armor Score equal to **4 + your Level**.

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VALOR DOMAIN

DOMAIN CARDS: LEVEL 2



ARCANA DOMAIN



SPELL

CINDER GRASP

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

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



SPELL

FLOATING EYE

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

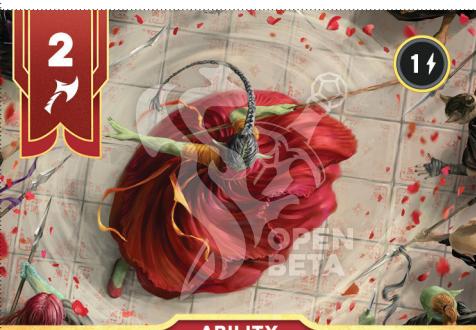
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BLADE DOMAIN



ABILITY

RECKLESS

You may always mark a **Stress** to take advantage on an **Attack Roll** against a target.



ABILITY

A SOLDIER'S BOND

Once per long rest, if you compliment someone or ask them about something they are good at, you may both take **3 Hope**.

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BONE DOMAIN



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.

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DOMAIN CARDS: LEVEL 2

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CODEX DOMAIN



BOOK OF VAGRAS

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

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

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

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BOOK OF SITIL

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

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

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

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GRACE DOMAIN



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.

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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 DOMAIN



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.

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MIDNIGHT SPIRIT

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

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

You can only have one spirit at a time.

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DOMAIN CARDS: LEVEL 2

SAGE DOMAIN



SPLENDOR DOMAIN



VALOR DOMAIN



DOMAIN CARDS: LEVEL 3



ARCANA DOMAIN



SPELL

COUNTERSPELL

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



SPELL

FLIGHT

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

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BLADE DOMAIN



ABILITY

VERSATILE FIGHTER

You can choose to use the Character Trait of your choice on an equipped weapon, rather than the trait the weapon calls for.

When dealing damage, you may mark a **Stress** to take the maximum value of one of your Damage Die instead of rolling it.



ABILITY

SCRAMBLE

Once per short rest, when an enemy in melee range would deal damage to you, you can avoid the damage entirely and safely move out of melee range of the enemy.

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BONE DOMAIN



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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DOMAIN CARDS: LEVEL 3

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BOOK OF NORAI

Mystic Tether: Make a Spellcast Roll against a target within far range. On a success, they are temporarily restrained and mark a Stress. If you target a flying creature, this brings them to the ground before restraining them.

Fireball: Make a Spellcast Roll against a target within very far range. On a success, you throw a sphere of fire towards them that explodes upon impact. The target and all creatures very close to them must make a Reaction Roll (12). On a failure, they take $d8+5$ magic damage using your proficiency. On a success, they take half damage (rounded up).

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BOOK OF KORVAX

Levitation: Make a Spellcast Roll to temporarily lift and move a target you can see up into the air within close range of where it currently is.

Recant: Spend a Hope and have a target make a Reaction Roll (15). On a failure, they forget the last minute of your conversation.

Rune Circle: Use an action to mark a Stress and create a temporary magical circle on the ground around you. Any creatures in melee range of this circle, or who enter melee range of this circle, take $2d12+4$ magic damage and are pushed out at the end of their action.

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GRACE DOMAIN



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.

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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 DOMAIN



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.

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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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DOMAIN CARDS: LEVEL 3

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SAGE DOMAIN



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SPLENDOR DOMAIN



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VALOR DOMAIN



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DOMAIN CARDS: LEVEL 4



ARCANA DOMAIN



SPELL

PRESERVATION BLAST

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



SPELL

BLINK OUT

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

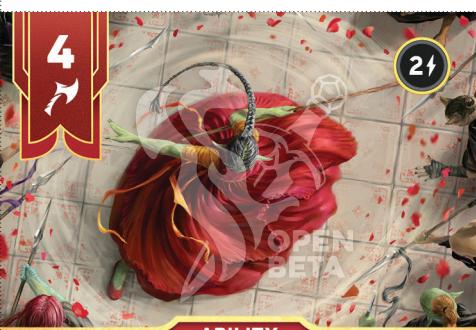
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BLADE DOMAIN



ABILITY

DEADLY FOCUS

Once per short rest, you can apply all your focus towards a single target. Choose that target. Until you attack another target, you defeat the creature, or the battle ends, add +1 to your Proficiency.



ABILITY

FORTIFIED ARMOR

Increase your Armor Score by +2 while you are wearing armor and this card is in your loadout. Once per short rest, you may use an Armor Slot without marking it.

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BONE DOMAIN



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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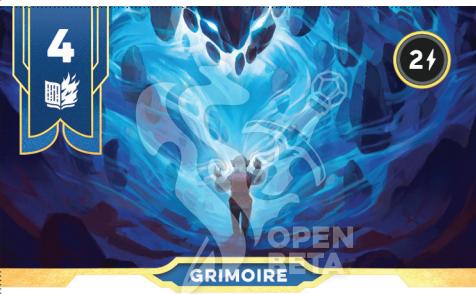
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DOMAIN CARDS: LEVEL 4

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CODEX DOMAIN



BOOK OF GRYNN

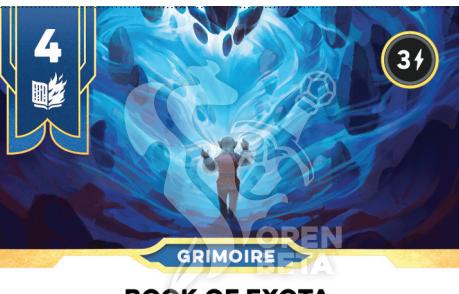
Arcane Deflection: Once per long rest, spend a **Hope** to completely negate any incoming damage from a single attack on you or an ally very close to you.

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

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

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BOOK OF EXOTA

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

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

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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.

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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.

[Artist Name TK]

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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.

[Artist Name TK]

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SPELL

MIDNIGHT MARK

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

[Artist Name TK]

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DOMAIN CARDS: LEVEL 4

SAGE DOMAIN



SPLENDOR DOMAIN



VALOR DOMAIN



DOMAIN CARDS: LEVEL 5



ARCANA DOMAIN



SPELL

CHAIN LIGHTNING

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

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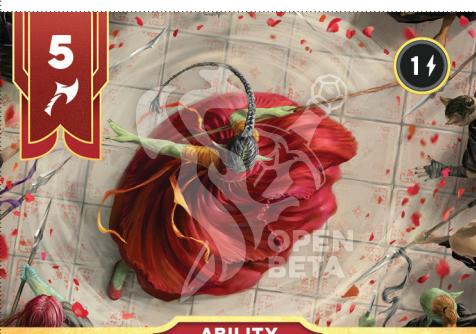

SPELL

PREMONITION

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

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BLADE DOMAIN



ABILITY

CHAMPION'S EDGE

When you get a critical success on an **Attack Roll**, you may spend up to three **Hope** and choose that many of the following options:

- Clear a **Hit Point**.
- Clear a marked **Armor Slot**.
- Mark **+1 Hit Point** on the target of the attack.

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ABILITY

VITALITY

When you take this card, choose two:

- Permanently add one additional **Stress Slot**.
- Permanently add one additional **Hit Point Slot**.
- Permanently raise your **Damage Thresholds** by +2.

Then place it into your Vault permanently.

[Artist Name TK]
[Artist Name TK]
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BONE DOMAIN



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**.

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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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DOMAIN CARDS: LEVEL 5



CODEX DOMAIN



SPELL OPEN BETA

TELEPORT

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

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

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

[Artist Name TK]

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SPELL

MANIFEST WALL

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

[Artist Name TK]

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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.

[Artist Name TK]

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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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SPELL

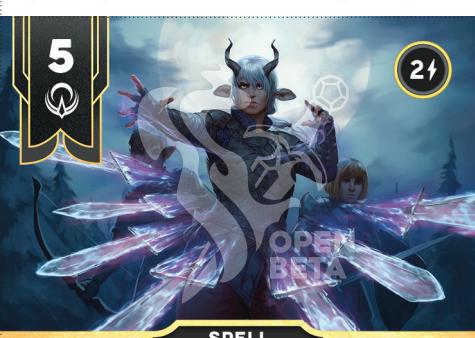
HUSH

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.

[Artist Name TK]

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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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MIDNIGHT DOMAIN



DOMAIN CARDS: LEVEL 5

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SAGE DOMAIN



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.



SPELL

SHAPE MATERIAL

Use an action and mark a Hope to adjust a section of natural material you are touching (like stone, ice, wood, etc) into a shape that suits your purpose. This material area can be no larger than you. Examples include forming a rudimentary tool or weapon, creating a door or passage, etc.

You can only affect the material within close range of where you are touching it.

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SPELL

SMITE

Spend 3 Hope to charge up a powerful smite. On the next successful attack you make with a weapon, double the value of your damage roll. This attack deals magic damage regardless of the weapon's damage type.

VALOR DOMAIN



ABILITY

ARMORER

Your Armor Score increases by +1 while you are wearing armor and this card is in your loadout.

During a short rest, if you choose to take the **Repair Armor** downtime action, everybody in your party also clears one additional Armor Slot.

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ABILITY

ROUSING STRIKE

Once per short rest, when you roll a Critical Success on an Attack Roll, you and all allies that can see or hear you may clear a Hit Point or 1d4 Stress.



DOMAIN CARDS: LEVEL 6



ARCANA DOMAIN



SPELL

TELEKINESIS

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

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SPELL

RIFT WALKER

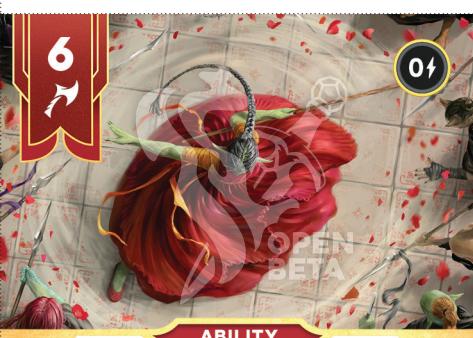
Make a **Spellcast Roll (15)**. On a success, you place an arcane marking upon the ground where you currently stand. The next time you successfully cast Rift Walker, a rift in space will open up, providing safe passage back to the exact spot where the marking was placed. You may drop the spell at anytime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

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

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BLADE DOMAIN



ABILITY

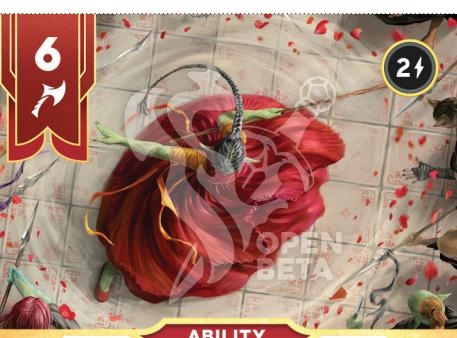
RAGE UP

Before making an **Attack Roll**, you may mark a **Stress** to increase the damage roll of that attack by double your Strength trait.

You may Rage Up twice per **Attack Roll**.

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ABILITY

BATTLE HARDENED

Once per long rest, when you mark your final Hit Point, instead of making a death move, you can choose to automatically take a Scar (permanently cross out one **Hope Slot**), and roll $1d6$. Clear that many Hit Points and stay on your feet.

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BONE DOMAIN



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.

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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.

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DOMAIN CARDS: LEVEL 6

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CODEX DOMAIN



SPELL

BANISH

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

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

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SPELL

SIGIL OF RETRIBUTION

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

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GRACE DOMAIN



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 DOMAIN



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?



DOMAIN CARDS: LEVEL 6

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SAGE DOMAIN



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.

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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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SPLENDOR DOMAIN



SPELL

ZONE OF PROTECTION

Make a **Spellcast Roll** (16). On a success, once per long rest, you can designate a point within far range of you and create a visible zone of protection there for all allies within very close range of that point. When you do, place a **d8** on this card at its highest value. When taking damage, any allies in this zone automatically reduce it by the die's value. Then reduce the die's value by 1. This spell ends when the die reaches 0.

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SPELL

RESTORATION

After a long rest, place a number of tokens equal to your **Spellcast Trait** on this card. As an action, you can touch a creature and spend any number of tokens to heal them for **2 Hit Points** per token. You can also use an action and spend a token when touching a creature to clear a **Stress**, end the **Vulnerable** condition, a disease, or a magical ailment (though the GM might require additional tokens depending on the power of the ailment).

When you take a long rest, clear all tokens.

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[Artist Name TK]

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VALOR DOMAIN



ABILITY

While this card is in your loadout, increase your Severe Damage Threshold by your Proficiency.

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ABILITY

Whenever you fail an **Action Roll**, your next **Action Roll** has Advantage.

[Artist Name TK]

[Artist Name TK]

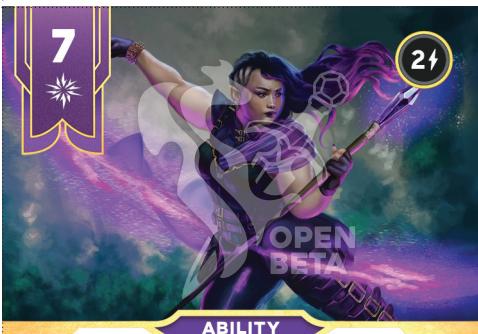
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DOMAIN CARDS: LEVEL 7



ARCANA DOMAIN



ABILITY

ARCANA TOUCHED

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

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



SPELL

CLOAKING BLAST

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

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

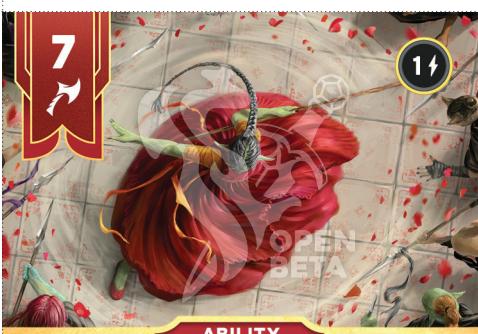
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BLADE DOMAIN



ABILITY

BLADE TOUCHED

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

- **Attack Rolls** always take +2 to their result.
- Increase your Severe Damage Threshold by +4.



ABILITY

GLANCING BLOW

Whenever you make an attack that misses its target, you may mark a **Stress** to still hit the target for weapon damage at half Proficiency (rounded up).

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BONE DOMAIN



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.

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DOMAIN CARDS: LEVEL 7

CODEX DOMAIN



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GRACE DOMAIN



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MIDNIGHT DOMAIN



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DOMAIN CARDS: LEVEL 7

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SAGE DOMAIN



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.

SPLENDOR DOMAIN



ABILITY

SPLENDOR TOUCHED

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

- Increase your Severe Damage Threshold by +3.
- Once per long rest, when incoming damage would require you to take a certain number of Hit Points, you may choose to take that much Stress or spend that much Hope instead.

SPELL

HEALING STRIKE

Whenever you do damage to an enemy, you may also spend 2 Hope to heal a single Hit Point on an ally within close range of you.

VALOR DOMAIN



ABILITY

VALOR TOUCHED

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

- Your Armor Score increases by +1 while this ability is in your loadout.
- When you mark one or more Hit Points, roll 1d6. If you get a 5+, you can clear a Hit Point or Stress.

ABILITY

SHRUG IT OFF

When you would take damage, you may mark a Stress to reduce the severity of the damage by one Threshold. When you do, roll 1d6. If the result is a 3 or below, place this card into your Vault.



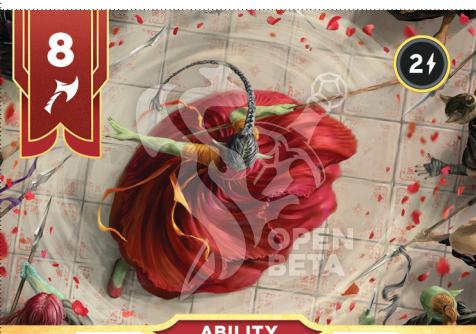
DOMAIN CARDS: LEVEL 8

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ARCANA DOMAIN



BLADE DOMAIN



BONE DOMAIN



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DOMAIN CARDS: LEVEL 8

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CODEX DOMAIN



GRIMOIRE

BOOK OF VYOLA

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

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

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SPELL

HAVEN

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

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

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SPELL

ASTRAL PROJECTION

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

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

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SPELL

MASS ENRAPTURE

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

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SPELL

SPELLCHARGE

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

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

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ABILITY

SHADOWHUNTER

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

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DOMAIN CARDS: LEVEL 8

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SAGE DOMAIN



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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SPLENDOR DOMAIN



SPELL

STUNNING SUNLIGHT

Make a **Spellcast Roll** against any enemies in front of you within far range as you unleash powerful rays of burning sunlight. Spend a **Hope** for each enemy you succeed against that you want to affect, and they must make a **Reaction Roll** (14).

On a success, they take **4d20+5** magic damage.

On a failure, they take **4d20+5** magic damage and are **Stunned**, keeping them from acting until the condition is cleared.



SPELL

SHIELD AURA

Mark a **Stress** to cast Shield Aura on a creature you can touch. Whenever they use an Armor Slot, they roll a **d12** and add its value to their Armor Score. If the **d12** result is equal to or above their current level, this spell ends. If the **d12** result is below their current level, it stays active.

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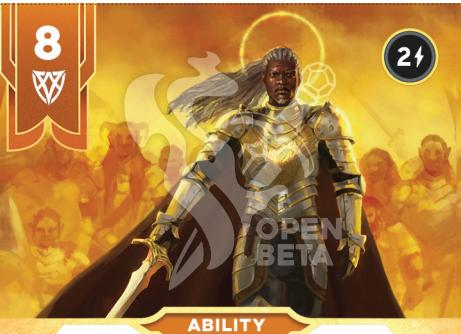
VALOR DOMAIN



ABILITY

FULL SURGE

Once per long rest, mark **3 Stress** to push your body to its limits, increasing all of your Character Traits by **+2**. This lasts until your next rest.



ABILITY

GROUND POUND

Spend **2 Hope** to strike the ground where you stand and make a **Strength Roll** against any enemies within very close range of you. All you succeed against are thrown back to far range and must make a **Reaction Roll** (17). On a failure, they also take **4d10+8** damage. On a success, they take half damage instead (rounded up).

[Artist Name TK]

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DOMAIN CARDS: LEVEL 9

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ARCANA DOMAIN



SPELL

EARTHQUAKE

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

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

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SPELL

SENSORY PROJECTION

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

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BLADE DOMAIN



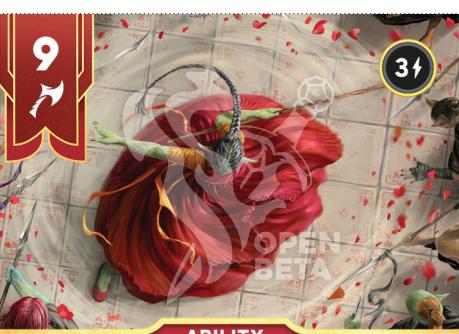
ABILITY

GORE AND GLORY

Whenever you deal enough damage to defeat an enemy, you can gain a **Hope** or clear a **Stress**. When you roll a Critical Success on a weapon attack, you gain an additional **Hope** or clear an additional **Stress**.

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ABILITY

REAPER'S STRIKE

Spend a **Hope** and make an **Attack Roll**. The GM will tell you any enemy it would succeed against in range of your weapon. Once per long rest, choose one of these enemies, and immediately deal **5 Hit Points** of damage to them.

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BONE DOMAIN



ABILITY

ON THE BRINK

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

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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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DOMAIN CARDS: LEVEL 9

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CODEX DOMAIN



BOOK OF RONIN

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

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

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DISINTEGRATION WAVE

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

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GRACE DOMAIN



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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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 DOMAIN



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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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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DOMAIN CARDS: LEVEL 9

SAGE DOMAIN



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.

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SPLENDOR DOMAIN



SPELL

OVERWHELMING AURA

Make a **Spellcast Roll** (15) to temporarily emit a powerful presence. On a success, spend **2 Hope** to make your Presence score equal to your Spellcast Trait until your next long rest.

While you have Overwhelming Aura active, an adversary must always mark a **Stress** when they target you with an attack.

SPELL

SALVATION BEAM

Make a **Spellcast Roll** (16). On a success, mark any amount of **Stress** to clear that many Hit Points on a line of allies within far range, dividing up the healing however you'd like among them.

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VALOR DOMAIN



ABILITY

HOLD THE LINE

Spend a **Hope** to take a defensive stance that lasts until you move or fail a roll with **Fear**. While in this stance, note the area within close range of you. If any enemy ever occupies that area, they are immediately put into melee with you and are temporarily **Restrained**.

The Restrained condition can only be ended if the GM spends a **Fear** to do it.

ABILITY

LEAD BY EXAMPLE

Mark a **Stress** when you deal damage to an adversary. The next PC to make an attack against that adversary can clear a **Stress** or gain a **Hope**.

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DOMAIN CARDS: LEVEL 10



ARCANA DOMAIN



SPELL

FALLING SKY

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



SPELL

ADJUST REALITY

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

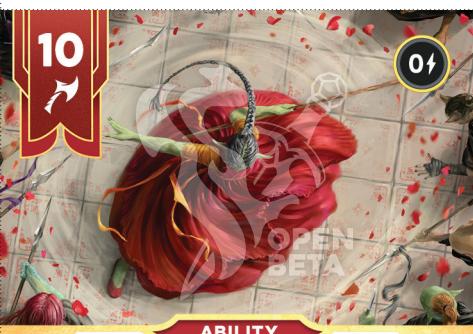
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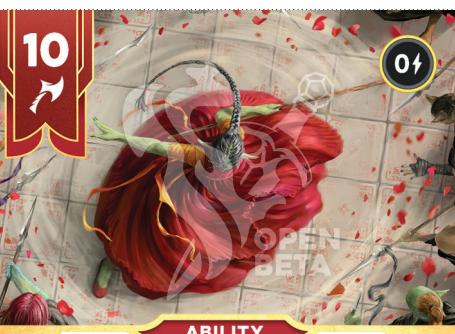
BLADE DOMAIN



ABILITY

BATTLE MONSTER

When you make a successful attack against an enemy, instead of rolling for damage you may mark **6 Stress** to deal the target a number of Hit Points equal to the amount of Hit Points you currently have marked.



ABILITY

ONSLAUGHT

When you successfully hit, your weapon attacks never deal damage beneath a target's Major Damage Threshold (you will always deal a minimum of **2 Hit Points** of damage).

In addition, whenever an enemy within weapon range deals damage to an ally with an attack that doesn't include you, you can mark a **Stress** to immediately have them make a **Reaction Roll (15)**. On a failure, you deal weapon damage to them at half proficiency (rounded up).

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BONE DOMAIN



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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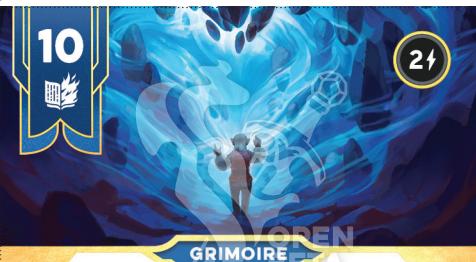
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DOMAIN CARDS: LEVEL 10

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CODEX DOMAIN



BOOK OF YARROW

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

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

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SPELL

TRANSCENDENT UNION

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

[Artist Name TK]



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.

[Artist Name TK]



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.

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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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DOMAIN CARDS: LEVEL 10



SAGE DOMAIN



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.

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SPLENDOR DOMAIN



SPELL

INVIGORATION

When you or an ally close to you has used an ability or spell that has an exhaustion limit (once per short rest, once per long rest, etc.), spend any amount of **Hope** and roll that many **d6**. On a **6**, the feature can be used again.

This spell doesn't work on any abilities or spells that have been permanently placed in your **Vault**.

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SPELL

RESURRECTION

Make a **Spellcast Roll (20)**. On a success, you may restore one creature who has been dead no longer than **100** years. Then roll a **1d6**. On a **1-5**, put this card into your **Vault** permanently.

On a failure, this cannot be attempted again for at least a week, and the consequences of failing such powerful magic can have unexpected effects on the dead.

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VALOR DOMAIN



ABILITY

UNBREAKABLE

When you mark your last Hit Point, instead of making a death move, you may roll a **1d6** and clear that many marked Hit Points. Then put this card into your **Vault**.

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ABILITY

UNYIELDING ARMOR

After you decide how many armor slots you are going to spend to reduce incoming damage, roll that many **d6s**. For every result of **6**, you don't have to mark an armor slot.

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