



DAGGERHEART

SERAPH CLASS PACKAGE

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

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

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

We welcome you to fill out the Player Survey using the QR code below or at www.daggerheart.com/play each time you play a session of Daggerheart. This is the best way to give us feedback about your experience.



daggerheart.com/play

CHARACTER CREATION

1 CHOOSE A CLASS.

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

2 CHOOSE A SUBCLASS.

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

3 CHOOSE A HERITAGE.

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

4 SET YOUR TRAITS & EVASION.

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

5 SET YOUR THRESHOLDS & HOPE.

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

6 CHOOSE STARTING WEAPONS.

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

7 CHOOSE STARTING ARMOR.

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

8 TAKE YOUR STARTING INVENTORY.

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

9 CHOOSE YOUR DESCRIPTION.

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

10 TAKE DOMAIN DECK CARDS.

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

11 ANSWER BACKGROUND QUESTIONS.

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

12 GENERATE EXPERIENCE.

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

13 RECORD YOUR NAME & PRONOUNS.

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

14 CREATE CONNECTIONS.

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



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

FIRST NAMES

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

REGION NAMES

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

FAMILY NAMES

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

PLACE NAMES

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

EXPERIENCES

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

Characteristics like:
Affable, Survivor, Sticky Fingers, Intimidating

Specialties like:
Navigator, Sharpshooter, Swashbuckler, Inventor

Skills like: Barter, Repair, Tracking, Quick Hands

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

SERAPH



SPLENDOR & VALOR

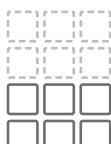
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EVASION



ARMOR



AGILITY

Sprint
Leap
Maneuver

STRENGTH

Lift
Smash
Grapple

FINESSE

Control
Hide
Tinker

INSTINCT

Perceive
Sense
Navigate

PRESENCE

Charm
Perform
Deceive

KNOWLEDGE

Recall
Analyze
Comprehend

HIT POINTS & STRESS

Start Major Threshold at 8 and Severe Threshold at 16.

MINOR DAMAGE

Mark 1 HP

MAJOR DAMAGE

Mark 2 HP

SEVERE DAMAGE

Mark 3 HP



HOPE

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



Seraph's Hope: Spend three Hope and either reroll a Prayer Die or refresh one of your used Prayer Dice.

EXPERIENCE



GOLD

HANDFULS

BAGS

CHEST

CLASS FEATURE

Prayer Dice

At the beginning of each session, roll a number of $d4$ dice equal to your Spellcast trait and store them to the right. You can spend one or more of these dice at any time to aid yourself or an ally within Far range. You can use the spent die's value to reduce any incoming damage or add to any roll result after the roll. Additionally, you can exchange the value for that many Hope you may give to any other PC in range. Clear these dice at the end of each session.

NAME

PRONOUNS

HERITAGE

SUBCLASS



LEVEL

ACTIVE WEAPONS

PROFICIENCY

PRIMARY

NAME TRAIT & RANGE DAMAGE DICE

FEATURE

SECONDARY

NAME TRAIT & RANGE DAMAGE DICE

FEATURE

ACTIVE ARMOR

NAME BASE SCORE

FEATURE

INVENTORY

INVENTORY WEAPON

PRIMARY SECONDARY

NAME TRAIT & RANGE DAMAGE DICE

FEATURE

INVENTORY WEAPON

PRIMARY SECONDARY

NAME TRAIT & RANGE DAMAGE DICE

FEATURE

SERAPH

CHARACTER GUIDE

SUGGESTED TRAITS:

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

SUGGESTED PRIMARY WEAPON:

Hallowed Axe - Strength Melee - d10+1 (Mag) -
One-Handed

SUGGESTED SECONDARY WEAPON:

Round Shield - Strength Melee - d4 (Phy) -

One-Handed

Feature: Protective (Add +2 to your armor score.)

SUGGESTED ARMOR:

Chainmail - Base Score 5

Feature: Heavy (-1 to Evasion)

As a Seraph, you have taken a vow to a god that helps you channel sacred arcane power to keep your party on their feet.

INVENTORY:

TAKE:

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

THEN CHOOSE BETWEEN:

a minor health potion OR a minor stamina
potion.

AND EITHER:

a bundle of offerings OR a sigil of your god.

CHARACTER DESCRIPTION:

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

Clothes that are: glowing, rippling, ornate,
tight, modest, strange, natural

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

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

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

Attitude like: a monk, an evangelist, a doctor,
an angel, a priest

BACKGROUND QUESTIONS

Answer the following background questions or make your own.

Who is the god you have devoted yourself to, and in your moment of desperation, what incredible feat did they perform for you that made you indebted to them?

How did your own appearance change after taking your oath?

In what strange or unique way do you communicate with your god?

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

CONNECTIONS

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

What promise did you make me agree to, should you die on the battlefield?

Why do you ask me so many questions about my god?

You've told me to protect one member of our party above all others, even yourself. Who is it and why?

LEVELS 2-4

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

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

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

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

LEVELS 5-7

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

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

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

Increase your Proficiency by +1.

Multiclass: Choose an additional class for your character, then cross out an unused "Take an upgraded subclass card" and the other multiclass option on this sheet.

Increase your Damage Thresholds: Major by +2 and Severe by +3. Then choose a new Domain Deck card at your Level or lower.

LEVELS 8-10

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

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

- Increase two unmarked Character Traits by +1 and mark them.
 - Permanently add one Hit Point Slot.
 - Permanently add one Stress Slot.
 - Increase two Experiences by +1.
 - Choose an additional domain card at your level or lower.
 - Permanently add two Armor Slots or take +1 to your Evasion.
- Increase your Major Damage Threshold by +1.
- Increase your Severe Damage Threshold by +2.
- Take an upgraded subclass card. Then cross out the multiclass option for this tier.
- Increase your Proficiency by +1.
- Multiclass: Choose an additional class for your character, then cross out an unused "Take an upgraded subclass card" and the other multiclass option on this sheet.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

SLIDE THIS OUT TO THE LEFT OF YOUR CHARACTER SHEET.



SLIDE THIS OUT TO THE RIGHT OF YOUR CHARACTER SHEET.



EQUIPMENT



STARTING PRIMARY WEAPONS – PHYSICAL

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

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STARTING PRIMARY WEAPONS – MAGIC

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

STARTING SECONDARY WEAPONS

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

STARTING ARMOR

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

PLAY GUIDE

ACTION ROLLS



ACTION ROLL RESULTS

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

DAMAGE ROLLS

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

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

REACTION ROLLS

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

USING ARMOR

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

QUICK REFERENCE

Advantage: Add a **d6** advantage die to your roll.
Disadvantage: Subtract a **d6** disadvantage die from your roll.

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

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

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

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

Restrained: A condition that keeps the target from moving.

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

DOWNTIME

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

SHORT REST

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

Tend to Wounds

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

Clear Stress

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

Repair Armor

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

Prepare

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

LONG REST

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

Tend to All Wounds

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

Clear All Stress

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

Repair All Armor

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

Prepare

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

Work on a Project

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

**CLANK**

ANCESTRY

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

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

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

[Artist Name TK]

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**RIBBET**

ANCESTRY

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

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

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

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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

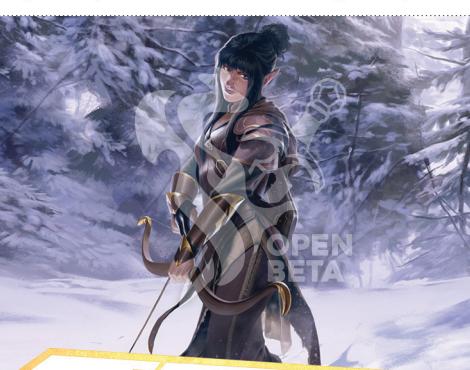
Giants are very tall humanoids with long arms, broad stature, and one to three eyes.

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

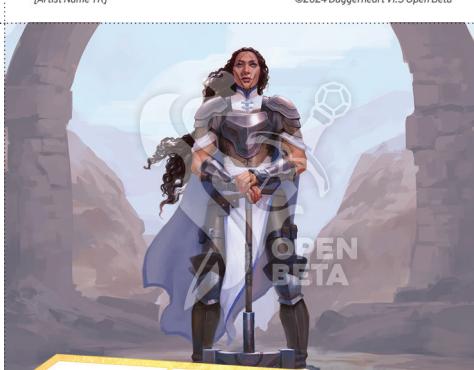
Elves are typically tall humanoids with pointed ears and acutely attuned senses.

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.

[Artist Name TK]

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**ORC**

ANCESTRY

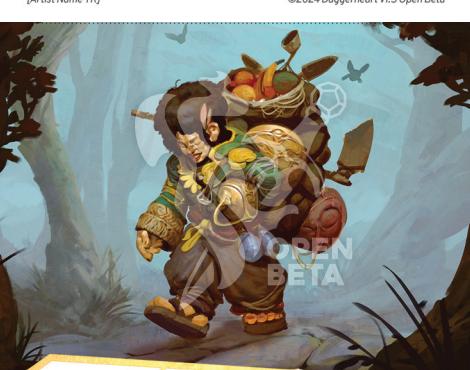
Orcs are most easily recognized as humanoids with square features and boar-like tusks.

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

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

[Artist Name TK]

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**HALFLING**

ANCESTRY

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

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

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

[Artist Name TK]

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DRAKONA

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

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

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

[Artist Name TK]

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KATARI

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

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

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

[Artist Name TK]

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FAERIE

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

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

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

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FAUN

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

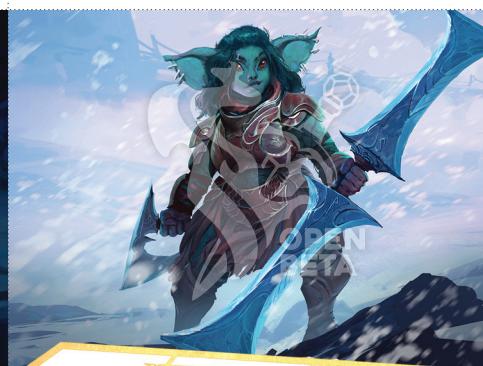
Those of galapa ancestry resemble anthropomorphic turtles, with a large, domed shell into which their heads and limbs can retract.

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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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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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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CHARACTER CREATION CARDS: DOMAIN

SPLENDOR: LEVEL 1



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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VALOR: LEVEL 1



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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SUBCLASSES: FOUNDATION



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

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.



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SPLENDOR: LEVEL 2



SPELL

HEALING HANDS

Make a Spellcast Roll (13) and target a creature other than yourself in melee. On a success, mark a Stress to heal the target 2 Hit Points or 2 Stress. On a failure, mark a Stress to heal the target 1 Hit Point or 1 Stress. You can't heal the same target again until after your next long rest.



SPELL

FINAL WORDS

Make a Spellcast Roll (13). On a success, you can infuse a moment of life into a corpse in order to speak with it. If the result is with Hope, it will answer up to three questions. If the result is with Fear, only one. Once the spell ends or on a failure, the body will turn to dust.

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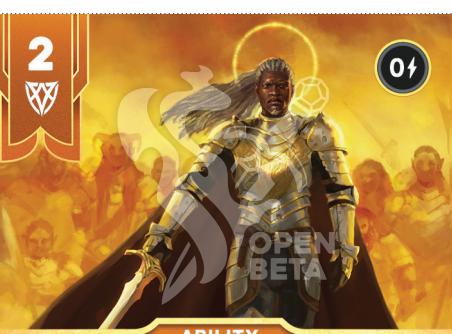
VALOR: LEVEL 2



ABILITY

BODY BASHER

You use the full force of your body in the fight. On a successful attack with a melee weapon, always add your Strength Trait to your damage total.



ABILITY

BOLD PRESENCE

Whenever you make a Presence roll against a hostile target, you can spend a Hope to also add your Strength trait to the roll.

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CHARACTER CREATION CARDS: DOMAIN

SPLendor: Level 3



ABILITY

SECOND WIND

Once per short rest, when you make a successful strike against an enemy, you may clear **3 Stress** or one Hit Point. On a success with **Hope**, you may also clear **3 Stress** or **1 Hit Point** of an ally who is within close range of you.



ABILITY

CONVICTION

You speak with an unmatched power and grace. When you attempt to use this candor to de-escalate a violent situation or get someone to follow your lead, roll with advantage.

Your conviction also emboldens you in moments of duress. When all of your **Stress** is marked, your damage rolls are made with +1 Proficiency.

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Valor: Level 3



ABILITY

LEAN ON ME

Once per long rest, when a character has failed at an action they were attempting, if you console or inspire them, you both clear **2 Stress**.



ABILITY

CRITICAL INSPIRATION

Once per short rest, when you roll a critical success on an **Attack Roll**, all allies within very close range may clear one **Stress** or gain one **Hope**.

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SPLENDOR: LEVEL 4



SPELL

LIFE WARD

Use an action to spend 3 **Hope** and point at a close ally. They are marked them with a glowing sigil of protection. If this ally is ever required to make a death move for any reason, they ignore it and clear one hit point.

This spell ends when it saves the target from a Death Move, it is cast on another target, or when you take a long rest.



SPELL

DIVINATION

Once per long rest, you may spend 3 **Hope** to reach out to the forces beyond and ask one question about an event, person, place, or situation in the near future. Your vision of the world will momentarily twist and shape around you to show the answer, though it may be cryptic, obscured, or partial.

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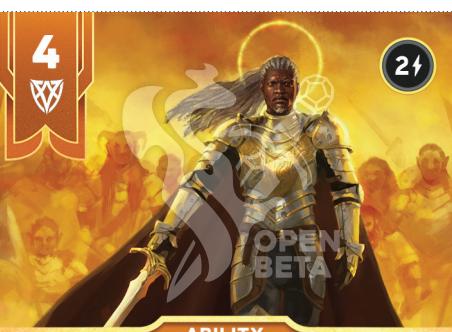
VALOR: LEVEL 4



ABILITY

GOAD THEM ON

Make a Presence roll against a target. On a success, the target takes a **Stress** and the next time they act, they target you with disadvantage.



ABILITY

SUPPORT TANK

When an ally close to you fails a roll, you may spend 2 **Hope** to allow them to reroll either their **Hope** or **Fear** die and take the new result instead.

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CHARACTER CREATION CARDS: DOMAIN

SPLendor: Level 5



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.



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.

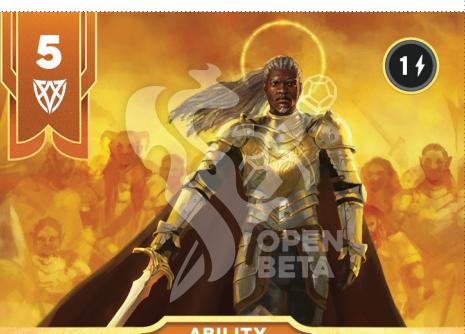
Valor: Level 5



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.



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**.

Subclass: Specialization



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

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
LEVEL 5**

SPLENDOR: LEVEL 6



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.



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.

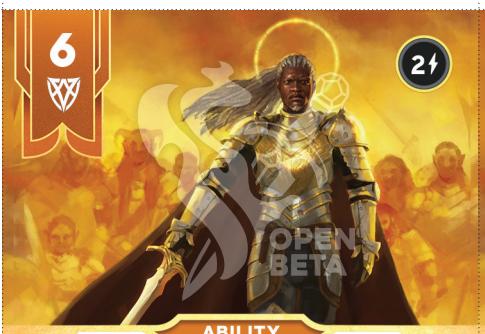
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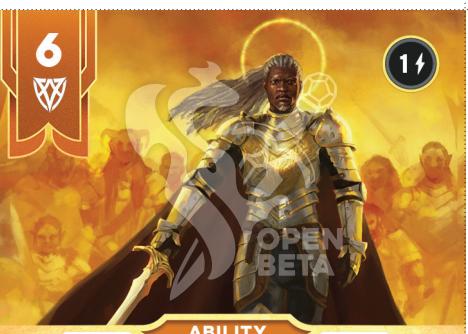
VALOR: LEVEL 6



ABILITY

RISE UP

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



ABILITY

INEVITABLE

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

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CHARACTER CREATION CARDS: DOMAIN

SPLENDOR: LEVEL 7



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.

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VALOR: LEVEL 7



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.

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SPLENDOR: LEVEL 8



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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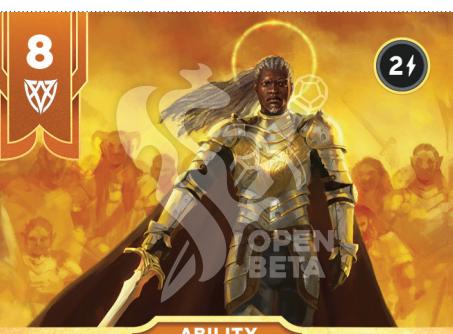
VALOR: LEVEL 8



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).

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SUBCLASS: MASTERY



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**.



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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SPLENDOR: LEVEL 9



SPELL

OVERWHELMING AURA

Make a **Spellcast Roll** (15). 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.

VALOR: LEVEL 9

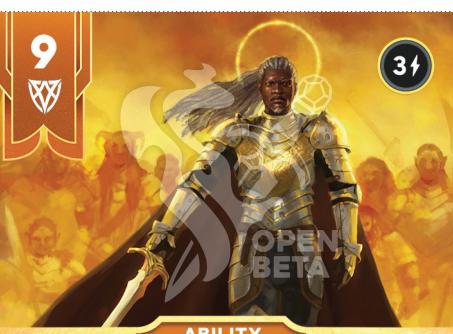


ABILITY

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**.



SPLENDOR: LEVEL 10



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.



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.

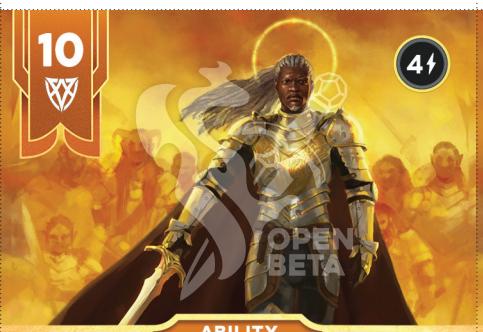
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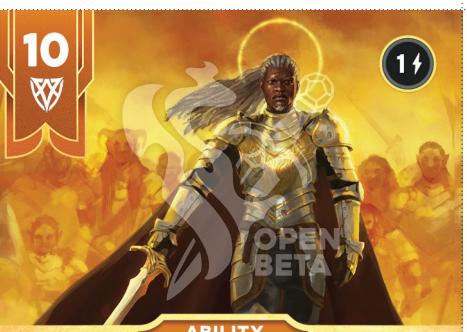
VALOR: LEVEL 10



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.



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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