



DAGGERHEART

WIZARD 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 **Wizard** class. For character creation, you'll only need to **print out pages 2-11** of this package.

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

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



daggerheart.com/play

CHARACTER CREATION

1 CHOOSE A CLASS.

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

2 CHOOSE A SUBCLASS.

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

3 CHOOSE A HERITAGE.

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

4 SET YOUR TRAITS & EVASION.

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

5 SET YOUR THRESHOLDS & HOPE.

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

6 CHOOSE STARTING WEAPONS.

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

7 CHOOSE STARTING ARMOR.

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

8 TAKE YOUR STARTING INVENTORY.

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

9 CHOOSE YOUR DESCRIPTION.

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

10 TAKE DOMAIN DECK CARDS.

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

11 ANSWER BACKGROUND QUESTIONS.

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

12 GENERATE EXPERIENCE.

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

13 RECORD YOUR NAME & PRONOUNS.

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

14 CREATE CONNECTIONS.

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



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

FIRST NAMES

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

REGION NAMES

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

FAMILY NAMES

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

PLACE NAMES

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

EXPERIENCES

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

Characteristics like:
Affable, Survivor, Sticky Fingers, Intimidating

Specialties like:
Navigator, Sharpshooter, Swashbuckler, Inventor

Skills like: Barter, Repair, Tracking, Quick Hands

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

WIZARD

CODEX & SPLENDOR

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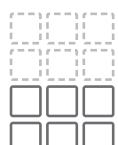


EVASION

Start at 10



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 5 and Severe Threshold at 10.



HP

STRESS

HOPE

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



Wizard's Hope: Spend three Hope instead of marking your last hit point.

EXPERIENCE



GOLD



CLASS FEATURE

Prestidigitation

You can perform harmless, subtle magical effects at will. For example, you might change an object's color, create a smell, light a candle, cause a tiny object to float, illuminate a room, or repair a small object.

Strange Patterns

Choose a number between 1 and 12. Whenever you roll that number on a Duality die, gain a Hope or clear a Stress. You can change this number when you finish a long rest.

NAME

PRONOUNS

HERITAGE

SUBCLASS

LEVEL

ACTIVE WEAPONS

PROFICIENCY

PRIMARY

NAME	TRAIT & RANGE	DAMAGE DICE

SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

ACTIVE ARMOR

NAME	BASE SCORE

INVENTORY

INVENTORY WEAPON

PRIMARY SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

INVENTORY WEAPON

PRIMARY SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

WIZARD

CHARACTER GUIDE

As a Wizard, you've become familiar with the arcane through the relentless study of tomes and scrolls.

SUGGESTED TRAITS:

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

SUGGESTED PRIMARY WEAPON:

Greatstaff - Knowledge Very Far - d6 (Mag) - Two-Handed
Feature: Powerful (Roll one extra damage die and drop the lowest)

SUGGESTED ARMOR:

Leather Armor - Base Score 4

INVENTORY:

TAKE:

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

THEN CHOOSE BETWEEN:

a minor health potion OR a minor stamina potion.

AND EITHER:

a book you're trying to translate OR a tiny & harmless elemental pet.

THEN DECIDE WHAT YOU CARRY YOUR SPELLS IN:

large tomes, tarot cards, etc.

CHARACTER DESCRIPTION:

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

Clothes that are: beautiful, clean, layered, patchwork, tight, common, flowing

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 librarian, a madhatter, a professor, a lit fuse, a philosopher

BACKGROUND QUESTIONS

Answer the following background questions or make your own.

What did your community once count on you for? How did you let them down?

You've spent your life searching for an object or book of great significance. What is it and why is it so important to you?

You have a powerful rival. Who are they, and why are you so determined to be their end?

CONNECTIONS

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

What favor have I asked of you that you're not sure you can fulfill?

What weird hobby or strange fascination do we both share?

What secret about yourself have you entrusted with only me?

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

LEVELS 2-4

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

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

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

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

LEVELS 5-7

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

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

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

Increase your Damage Thresholds: Major by +1 and Severe by +3. Then choose a new Domain Deck card at your Level or lower.

LEVELS 8-10

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

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

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

Increase your Damage Thresholds: Major by +1, and Severe by +3. Then choose a new Domain Deck card at your Level or lower.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

SLIDE THIS OUT TO THE LEFT OF YOUR CHARACTER SHEET.

SLIDE THIS OUT TO THE RIGHT OF YOUR CHARACTER SHEET.

EQUIPMENT



STARTING PRIMARY WEAPONS – PHYSICAL

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

STARTING PRIMARY WEAPONS – MAGIC

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

STARTING SECONDARY WEAPONS

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

STARTING ARMOR

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

PLAY GUIDE

ACTION ROLLS

Describe what you want to do and work with the GM to determine whether a roll is necessary to accomplish it. If it is...

+1 AGILITY, +1 THIEF

Decide what modifiers apply. Spend Hope to add an Experience.



Roll your Duality Dice and add them together along with your modifiers.

"20 WITH FEAR!"

Tell the GM the result and which Duality Die rolled higher.



CRITICAL SUCCESS!

If the Hope and Fear die both land on the same number, it's a critical success.

ACTION ROLL RESULTS

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

DAMAGE ROLLS

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

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

REACTION ROLLS

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

USING ARMOR

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

QUICK REFERENCE

Advantage: Add a **d6** advantage die to your roll.

Disadvantage: Subtract a **d6** disadvantage die from your roll.

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

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

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

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

Restrained: A condition that keeps the target from moving.

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

DOWNTIME

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

SHORT REST

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

• Tend to Wounds

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

• Clear Stress

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

• Repair Armor

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

• Prepare

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

LONG REST

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

• Tend to All Wounds

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

• Clear All Stress

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

• Repair All Armor

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

• Prepare

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

• Work on a Project

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

**CLANK**

ANCESTRY

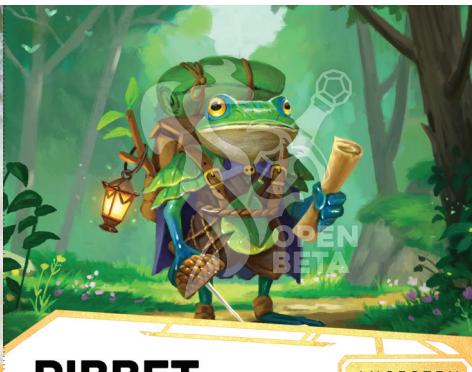
Clanks are sentient mechanical beings built from a variety of materials including metal and wood.

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

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

[Artist Name TK]

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**RIBBET**

ANCESTRY

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

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

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

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**INFERIS**

ANCESTRY

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

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

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

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**DWARF**

ANCESTRY

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

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

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

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**GIANT**

ANCESTRY

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

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

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

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**ELF**

ANCESTRY

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

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

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

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**HUMAN**

ANCESTRY

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

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

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

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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.

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DRAKONA

ANCESTRY

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

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

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

[Artist Name TK]

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KATARI

ANCESTRY

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

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

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

[Artist Name TK]

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FAERIE

ANCESTRY

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

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

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

[Artist Name TK]

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FAUN

ANCESTRY

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

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

Kick: On a successful melee attack, you can mark a Stress to kick yourself off of the target, adding 2d6 to the damage and pushing either them or yourself out of Melee range.

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GALAPA

ANCESTRY

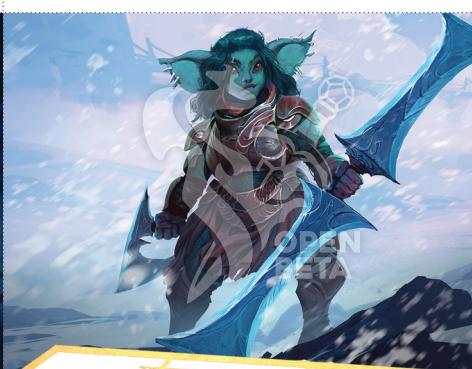
Those of galapa ancestry resemble anthropomorphic turtles, with a large, domed shell into which their heads and limbs can retract.

Shell of Protection: Your shell provides a natural shield. Add your Proficiency to your armor score.

Slow and Steady: During combat, you can make an attack roll with advantage by placing an additional token on the action tracker.

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GOBLIN

ANCESTRY

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

Danger Sense: Once per short rest, mark a Stress to make an adversary reroll an attack against you or an ally within Very Close range of you.

Surefooted: You ignore disadvantage on Agility rolls.

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FUNGRIL

ANCESTRY

Fungrils resemble a mushroom in humanoid form.

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

Death Connection: While touching a corpse that died recently, you can mark a Stress to extract one memory related to a specific emotion or sensation.

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FIRBOLG

ANCESTRY

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

Natural Calm: Whenever you should mark a Stress, roll a d6. On a 6, don't mark it.

Charge: When you succeed on an Agility roll to move from Far or Very Far range into Melee with one or more targets, mark a Stress to deal 1d12 physical damage to all targets.

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SIMIAH

ANCESTRY

Simiah resemble anthropomorphic monkeys and apes, with long limbs and prehensile feet.

Nimble: Increase your Evasion by +1 at character creation.

Natural Climber: You have advantage on Agility rolls that involve balancing and climbing.

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HIGHBORNE

Being part of a Highborne community means you were born into a life of elegance, opulence, and prestige within the upper echelons of society.

Privilege: You have advantage on rolls you make to consort with nobles, negotiate prices, or leverage your reputation to get what you want.

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RIDGEBORNE

Being part of a Ridgeborne community means you've called the rocky peaks and sharp cliffs of the mountainside home.

Steady: You have advantage on rolls to traverse dangerous cliffs and ledges, navigate harsh environments, and use your survival knowledge. Additionally, gain an Armor Slot at character creation.

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SEABORNE

Being part of a Seaborne community means you live on or near a large body of water.

Know The Tide: You can sense the ebb and flow of life. When you roll with **Fear**, put a token on this card. You can hold a number of tokens up to your level. Before you make an action roll, you can spend one or more of these tokens to add them as +1 modifiers to your roll. At the end of a session, clear all unused tokens.

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UNDERBORNE

Being part of an Underborne community means that you're from a subterranean society.

Low Light Living: When you are in an area with low light or heavy shadow, you have advantage on rolls to hide, investigate, or perceive details within that area.

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WILDBORNE

Being part of a Wildborne community means you lived deep within the forest.

Lightfoot: Your movement is naturally silent. You have advantage on rolls to move without being heard.

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LOREBORNE

Being part of a Loreborne community means you are from a society that favors strong academic or political prowess.

Well-Read: You have advantage on any rolls you make that deal with the history, culture, or politics of a prominent person or place.

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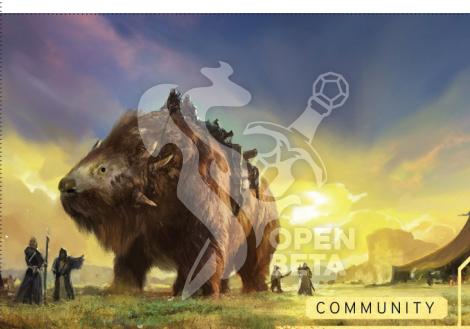
ORDERBORNE

Being part of an Orderborne community means you are from a collective that focuses on discipline or faith, and you uphold a set of principles that reflect your experience there.

Dedicated: Record three sayings or values your upbringing instilled in you. Once per short rest, when you describe how you're embodying one of these principles through your current action, you may roll with a **d20** as your Hope Die instead of a **d12**.

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WANDERBORNE

Being part of a Wanderborne community means that you've lived as a nomad, not having a permanent home but experiencing a wide variety of cultures.

Nomadic Pack: Add a Nomadic Pack to your inventory. Once per session, you can spend a **Hope** to reach into this pack and pull out a common item that is useful to the situation. Work with the GM to figure out what this item is.

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SLYBORNE

Being part of a Slyborne community means you come from a group that operates outside the law, including all manner of criminals, grifters, and con artists.

Scoundrel: You have advantage on any rolls where you're negotiating with criminals, detecting lies, or finding a safe place to hide.

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**BOOK OF ILLIAT**

Slumber: Make a Spellcast Roll against a very close target. On a success, they fall into a deep sleep until they take damage or the GM spends a **Fear** to awaken them.

Arcane Barrage: Once per short rest, use an action to spend any number of **Hope** and shoot magical projectiles that automatically strike an enemy within close range. Roll **d6** equal to the **Hope** you spent, and deal that much direct magic damage.

Telepathy: You may open a line of mental communication with one target you can see. This connection lasts until you use this spell to connect with another creature.

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**BOOK OF TYFAR**

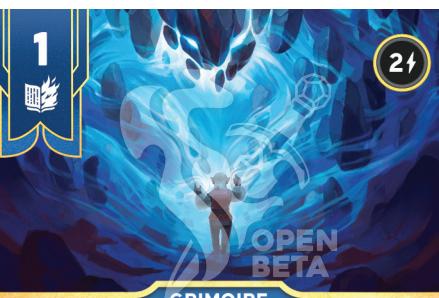
Wild Flame: Make a Spellcast Roll against up to three enemies in melee range of you. A flame erupts from your hand, dealing **2d6** magic damage and a **Stress** to any you succeed against.

Magic Hand: You can reach out with a magical hand the same size and strength as your own to anywhere within far range of you.

Mysterious Mist: Use an action to spend a **Hope** and cast a temporary, thick fog that encircles a stationary area up to very close range your current location. Everyone within is *Hidden* to anybody outside the fog.

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**BOOK OF AVA**

Power Push: Make a Spellcast Roll against a target in melee range. On a success, they are blasted back to far range and take **d10+2** magic damage using your proficiency.

Tava's Armor: Use an action to spend a **Hope** that gives a target you can touch +**1d6** to their Armor score the next time they mark an Armor Slot. You can't stack Tava's Armor on one creature.

Ice Spikes: Make a Spellcast Roll to summon large ice spikes within very far range. If you use them as a weapon, on a success, deal **d6** physical damage using your proficiency.

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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.

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**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.

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**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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**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.

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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.

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CODEX: LEVEL 2

**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, 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.

Parallela: 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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SPLENDOR: LEVEL 2

**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.

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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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CODEX: LEVEL 3

**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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SPLENDOR: LEVEL 3

**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.

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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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**WIZARD
LEVEL 3**

CODEX: LEVEL 4

**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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**GRIMOIRE****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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**SPELL****LIFE WARD**

Use an action to spend **3 Hope** and point at a close ally. They are marked 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.

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**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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CODEX: LEVEL 5



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.

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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.

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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.

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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.

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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.

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**WIZARD
LEVEL 5**

CODEX: LEVEL 6

SPLENDOR: LEVEL 6

**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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**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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CODEX: LEVEL 7



ABILITY

CODEX TOUCHED

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

- You can always mark a **Stress** to add your proficiency to a spellcast roll.
- Once per short rest, you may replace this card with any card from your Vault instead without paying a Recall cost.



GRIMOIRE

BOOK OF HOMET

Pass Through: Make a Spellcast Roll (13) on a wall or door within close range. On a success, once per short rest, you and anyone who is touching you can pass through it. The spell drops once everyone is on the other side.

Plane Gate: Make a Spellcast Roll (14). On a success, once per long rest, you open a gateway to a location in another dimension or plane of existence that you are aware of. This gateway lasts for 1 minute, or until you wish it to close.

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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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CODEX: LEVEL 8



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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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.

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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.

SUBCLASS: MASTERY



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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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.



CODEX: LEVEL 9

**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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SPLENDOR: LEVEL 6

**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.

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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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CODEX: LEVEL 10



GRIMOIRE

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.



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.

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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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