



DAGGERHEART

DRUID 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 **Druid** class.
For character creation, you'll only need to **print out pages 2-12** of this package.

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

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



daggerheart.com/play

CHARACTER CREATION

1 CHOOSE A CLASS.

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

2 CHOOSE A SUBCLASS.

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

3 CHOOSE A HERITAGE.

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

4 SET YOUR TRAITS & EVASION.

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

5 SET YOUR THRESHOLDS & HOPE.

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

6 CHOOSE STARTING WEAPONS.

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

7 CHOOSE STARTING ARMOR.

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

8 TAKE YOUR STARTING INVENTORY.

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

9 CHOOSE YOUR DESCRIPTION.

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

10 TAKE DOMAIN DECK CARDS.

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

11 ANSWER BACKGROUND QUESTIONS.

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

12 GENERATE EXPERIENCE.

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

13 RECORD YOUR NAME & PRONOUNS.

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

14 CREATE CONNECTIONS.

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



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

FIRST NAMES

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

REGION NAMES

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

FAMILY NAMES

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

PLACE NAMES

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

EXPERIENCES

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

Characteristics like:
Affable, Survivor, Sticky Fingers, Intimidating

Specialties like:
Navigator, Sharpshooter, Swashbuckler, Inventor

Skills like: Barter, Repair, Tracking, Quick Hands

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

DRUID



SAGE & ARCANA

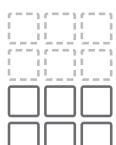
DAGGERHEART OPEN BETA V1.5



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 7 and Severe Threshold at 14.



HP

STRESS

HOPE

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



Druid's Hope: Spend three Hope while in Beastform to increase your damage thresholds by +3 until you drop the form.

EXPERIENCE



GOLD



CLASS FEATURE

Wildtouch

You can perform harmless, subtle effects that involve nature at will. (Ex: causing a flower to rapidly grow, summon a slight gust of wind, start a campfire, etc)

Beastform

Mark a Stress to transform into a magical creature of your level or lower from the Beastform list. While transformed, you can't use your weapons or cast any spells, but you gain the features, attack trait, and evasion bonus of the creature. You can drop out of this form at any time. When in Beastform, your armor becomes part of your body and you mark armor slots as usual; when you drop out of Beastform, those marked armor slots remain marked.

If you mark your last Hit Point or Stress, this form automatically drops.

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

DRUID

CHARACTER GUIDE

SUGGESTED TRAITS:

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

SUGGESTED PRIMARY WEAPON:

Shortstaff - Instinct Close - d8+1 (Mag) - One-Handed

SUGGESTED SECONDARY WEAPON:

Round Shield - Strength Melee - d4 (Phy) -

One-Handed

Feature: Protective (Add +1 to your armor score.)

SUGGESTED ARMOR:

Leather Armor - Base Score 4

As a Druid, you are a force of nature, preserving the balance of life and death by channeling the wilds themselves through you.

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 small bag of rocks & bones OR
a strange pendant found in the dirt.

CHARACTER DESCRIPTION:

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

Clothes that are: natural, grown, scraps, regal, patchwork, loose, camouflaged

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 guide, a hippie, a dog, a firecracker, a witch

BACKGROUND QUESTIONS

Answer the following background questions or make your own.

Why was the community you grew up in so reliant on nature and its creatures?

What was the first bond you made with a wild animal? Why did it end?

Who has been trying to hunt you down?
What do you think they want from you?

CONNECTIONS

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

What did you confess to me that makes me leap out into danger for you every time?

What animal do I tell you that you remind me of?

What affectionate nickname have you given 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.

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

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

LEVELS 8-10

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

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

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

Increase your Proficiency by +1.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

SLIDE THIS OUT TO THE LEFT OF YOUR CHARACTER SHEET.

SLIDE THIS OUT TO THE RIGHT OF YOUR CHARACTER SHEET.

BEASTFORM

TIER 1

AGILE SCOUT

(FOX, MOUSE, WEASEL, ETC.)

+1 Agility | Bite Melee Agility d4 (phy) | Evasion +2

Take advantage on: Deceive, Locate, Sneak

Agile: Your movement is silent and you may spend Hope to get anywhere within Far range without needing to make a roll.

Fragile: When you take Major damage or greater, you drop Beastform.

HOUSEHOLD FRIEND

(DOG, CAT, RABBIT, ETC.)

+1 Instinct | Melee Instinct d6 (phy) | Evasion +2

Take advantage on: Climb, Locate, Protect

Companion: When you assist another PC, the advantage die you roll is a d8.

Fragile: When you take Major Damage or greater, you drop Beastform.

NIMBLE GRAZER

(DEER, GOAT, GAZELLE, ETC.)

+1 Agility | Melee Agility d6 | Evasion +3

Take advantage on: Leap, Sneak, Sprint

Elusive Prey: When you would be hit by an attack, you may mark Stress and roll 1d4. Add the result to your Evasion for this attack.

Fragile: When you take Major Damage or greater, you drop Beastform.

PACK PREDATOR

(WOLF, COYOTE, HYENA, ETC.)

+2 Strength | Melee Strength d8+2 (phy) | Evasion +1

Take advantage on: Attack, Sprint, Track

Pack Hunting: When you make an attack roll on the same target as an ally right before you, add an additional d8 to your damage dice pool.

Hobbling Strike: When you hit with a melee attack, you may mark a Stress to make the target temporarily Vulnerable.

AQUATIC SCOUT

(FISH, EEL, OCTOPUS)

+1 Agility | Melee Agility d4 (phy) | Evasion +2

Take advantage on: Navigate, Sneak, Swim

Aquatic: You can breathe and move naturally underwater.

Fragile: When you take Major damage or greater, you drop Beastform.

STALKING ARACHNID

(TARANTULA, WOLF SPIDER, ETC.)

+1 Finesse | Melee Finesse d6+1 (phy) | Evasion +2

Take advantage on: Attack, Climb, Sneak

Webslinger: You have the ability to create strong web material that can be useful in both adventuring and battle. It is resilient enough to support a single creature. You may make a target within Close range Restrained by making a successful Finesse roll against them.

Venomous Bite: When you hit with a melee attack, the target becomes temporarily *Envenomated*. An *Envenomated* creature takes 1d10 phy direct damage each time they act. This condition cannot stack.

TIER 2

ARMORED SENTINEL

(ARMADILLO, PANGOLIN, TURTLE, ETC.)

+1 Strength | Melee Strength d8+2 (phy) | Evasion +1

Take advantage on: Dig, Protect, Locate

Armored Shell: You have resistance to physical damage. You may also mark an armor slot to tuck into your armor. If you do, physical damage is also reduced by your armor score (after being halved), but you can't perform any other action except moving without leaving this form.

Cannon Ball: You can mark stress to be thrown or launched at an opponent. An ally makes an attack roll with Agility or Strength against a target within Close range. On a success, deal d12+2 damage using the thrower's proficiency. If there is another enemy very close to the target, on a success you can also spend a Hope to ricochet off the first enemy and hit the second for half damage.

BRUTISH BEAST

(BEAR, BULL, MOOSE, ETC.)

+1 Strength | Melee Strength d10+4 (phy) | Evasion +3

Take advantage on: Navigate, Scare, Protect

Rampage: When you are rolling damage from an attack, for every 1 you roll you may roll another d10 and add it to your damage roll. Before making an Attack roll, you can mark a Stress to gain +1 Proficiency to the attack.

Thick Hide: You increase your Damage Thresholds by +2 in this form.

MIGHTY STRIDER

(CAMEL, HORSE, ZEBRA, ETC.)

+1 Agility | Melee Agility d8+1 (phy) | Evasion +2

Take advantage on: Leap, Navigate, Sprint

Carrier: You can carry up to 2 willing allies with you when you move.

Trample: You may mark a Stress to move up to Close range in a straight line and make a melee attack against every target you pass in that movement. Each target hit takes d8+1 (phy) damage using your proficiency and is knocked down, becoming temporarily Vulnerable.

STRIKING SERPENT

(VIPER, COBRA, RATTLESNAKE, ETC.)

+1 Finesse | Finesse Very Close d8+4 (phy) | Evasion +2

Take advantage on: Attack, Climb, Deceive

Venomous Strike: Strike out at any targets within Very Close range. Any you are successful against are temporarily *Envenomated*. An *Envenomated* creature takes 1d10 phy direct damage each time they act. This condition cannot stack.

POUNCING PREDATOR

(CHEETAH, LION, PANTHER, ETC.)

+1 Instinct | Melee Instinct d8+6 (phy) | Evasion +3

Take advantage on: Attack, Climb, Sneak

Fleet: You can spend Hope to move anywhere within far range without needing to make a check.

Takedown: Mark a Stress to move into melee range with a target and make a basic attack against them. On a success, take +2 proficiency on the damage and cause the target to mark Stress.

WINGED BEAST

(RAVEN, HAWK, OWL, ETC.)

+1 Finesse | Melee Finesse d4+2 (phy) | Evasion +3

Take advantage on: Deceive, Locate, Scare

Bird's Eye View: You can fly at will in this form. When you are flying and look down at the landscape below in an attempt to understand a situation better, make an action roll. On a success, you gain new, useful information here. Take advantage when you or an ally make a roll to act on this information.

Hollow Bones: You reduce your Damage Thresholds by -2 in this form.

BEASTFORM

TIER 3

GREAT PREDATOR

(DIRE WOLF, SABRETOOTH TIGER, RAPTOR, ETC.)

+2 Strength | Melee Strength d12+8 (phy) | Evasion: +2 |

Take advantage on: Attack, Sneak, Sprint

Vicious Maul: When you successfully attack a creature, you can spend a Hope to add +1 to your Proficiency for the attack and make the target temporarily Vulnerable.

Carrier: You are able to carry up to 2 willing allies with you when you move.

MIGHTY LIZARD

(ALLIGATOR, CROCODILE, GILA MONSTER, ETC.)

+2 Instinct | Melee Instinct d10+7 (phy) | Evasion: +1 |

Take advantage on: Attack, Track, Sneak

Snapping Strike: When you hit an opponent with a melee attack, you may spend a Hope to hold that opponent in place with your jaws and make them Restrained and Vulnerable.

Physical Defense: Increase your Damage Thresholds by +3

GREAT WINGED BEAST

(GIANT EAGLE, FALCON, ETC.)

+2 Finesse | Melee Finesse d8+6 (phy) | Evasion: +3 |

Take advantage on: Locate, Deceive, Distract

Bird's Eye View: You can fly at will while in this form. When you are flying and look down at the landscape below in an attempt to understand a situation better, make an action roll. On a success, you gain new, useful information here. Take advantage when you or an ally make a roll to act on this information.

Carrier: You are able to carry up to 2 willing allies with you when you move.

AQUATIC PREDATOR

(DOLPHIN, SHARK, ORCA, ETC.)

+2 Agility | Melee Agility d10+6 (phy) | Evasion: +4 |

Take advantage on: Track, Attack, Swim

Aquatic: You can breathe and move naturally underwater.

Vicious Maul: When you successfully attack a creature, you can spend a Hope to make them temporarily Vulnerable.

LEGENDARY BEAST

(UPGRADED TIER 1 OPTIONS)

Evolved: Pick a Tier 1 Beastform option and become a larger, more powerful version of that creature. Retain all traits and features, save for the following bonuses:

- Add +6 to your damage rolls in this form.
- Add +1 to the trait increased by this form
- Increase the evasion bonus by +2

LEGENDARY HYBRID

(GRIFFON, SPHINX, ETC.)

+2 Strength | Melee Strength d10+8 | Evasion: +3 |

Hybrid Features: Choose any two Beastform options from Tiers 1-3. Take their features and advantages.

TIER 4

MASSIVE BEHEMOTH

(ELEPHANT, MAMMOTH, RHINOCEROS, ETC.)

+3 Strength | Melee Strength d12+12 (phy) | Evasion: +1 |

Take advantage on: Locate, Protect, Scare, Sprint

Trample: You can spend a Hope to move up to Far range in a straight line and make a melee attack roll against all creatures you would collide with. Any you are successful against take d8+10 (phy) damage using your proficiency.

Undaunted: Raise all your damage thresholds by +2.

Mighty Carrier: You are able to carry up to 4 willing allies with you when you move.

TERRIBLE LIZARD

(TYRANNOSAURUS, BRONCHIASAUR, ETC.)

+3 Strength | Melee Strength d12+10 (phy) | Evasion: +2 |

Take Advantage on: Attack, Deceive, Scare, Track

Devastating Strikes: When you deal Severe damage to a target with a melee attack, mark a Stress to make them mark +1 HP.

Massive Stride: You may move up to a Far distance without rolling and may ignore most rough terrain due to your size.

MYTHIC AERIAL HUNTER

(DRAGON, PTERODACTYL, ROC, WYVERN, ETC.)

+3 Finesse | Finesse Melee d10+11 (phy) | Evasion: +4 |

Take advantage on: Attack, Deceive, Navigate, Locate

Deadly Raptor: You can fly at will while in this form and move up to Far range during an action. When you move at least Close range before making an attack and succeed, you may re-roll all damage dice that roll below your Proficiency, taking the new result.

Carrier: You may carry up to 3 willing allies with you when you move.

EPIC AQUATIC BEAST

(WHALE, GIANT SQUID, ETC.)

+3 Agility | Agility Melee d10+10 (phy) | Evasion: +3 |

Take advantage on: Locate, Protect, Scare, Track

Ocean Master: You can breathe and move naturally underwater. When you succeed on a Melee attack, you may grapple the target and make them temporarily Restrained.

Unyielding: When you should mark armor slots, roll 1d6 per armor slot marked. For each 5+, don't mark it.

MYTHIC BEAST

(UPGRADED TIER 1 OR TIER 2 OPTIONS)

Evolved: Pick a Tier 1 or Tier 2 Beastform option and become a larger, more powerful version of that creature. Retain all traits and features, save for the following bonuses:

- Increase your damage die by one size (d6 becomes d8, d8 becomes d10, etc.)
- Add +9 to your damage rolls in this form.
- Add +2 to the trait increased by this form
- Increase the evasion bonus by +3

MYTHIC HYBRID

(CHIMERA, MANTICORE, COCKATRICE, ETC.)

+3 Strength | Strength Melee d12 (phy) | Evasion: +2 |

Hybrid Features: Choose any three Beastform options. Take their features and advantages.

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

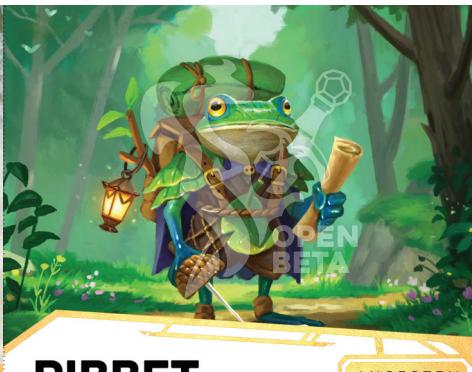
Clanks are sentient mechanical beings built from a variety of materials including metal and wood.

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.

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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.

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**HALFLING**

ANCESTRY

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

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

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

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DRAKONA

ANCESTRY

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

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

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

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KATARI

ANCESTRY

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

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

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

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FAERIE

ANCESTRY

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

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

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

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FAUN

ANCESTRY

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

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

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

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GALAPA

ANCESTRY

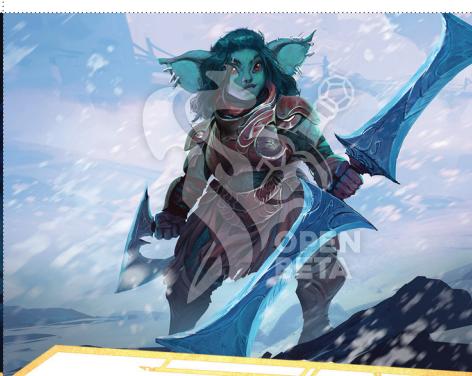
Those of galapa ancestry resemble anthropomorphic turtles, with a large, domed shell into which their heads and limbs can retract.

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

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

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GOBLIN

ANCESTRY

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

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

Surefooted: You ignore disadvantage on Agility rolls.

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FUNGRIL

ANCESTRY

Fungrils resemble a mushroom in humanoid form.

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

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

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FIRBOLG

ANCESTRY

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

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

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

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SIMIAH

ANCESTRY

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

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

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

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HIGHBORNE

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

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

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RIDGEBORNE

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

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

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SEABORNE

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

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

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UNDERBORNE

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

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

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WILDBORNE

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

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

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LOREBORNE

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

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

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ORDERBORNE

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

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

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WANDERBORNE

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

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

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SLYBORNE

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

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

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SAGE: LEVEL 1



SPELL

VICIOUS ENTANGLE

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

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



ABILITY

GIFTED TRACKER

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

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



ABILITY

NATURE'S TONGUE

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

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

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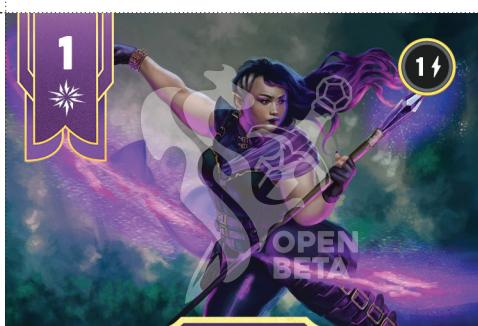
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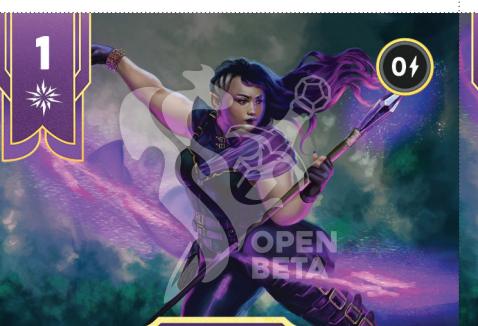
ARCANA: LEVEL 1



SPELL

UNLEASH CHAOS

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

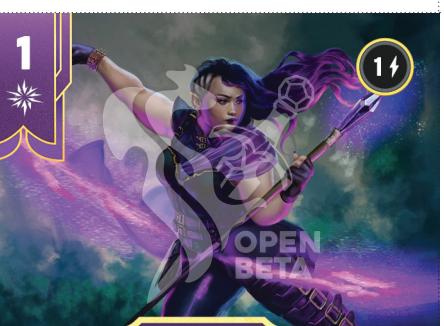


SPELL

RUNE WARD

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

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



SPELL

WALL WALK

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

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SUBCLASS: FOUNDATION



WARDEN OF THE ELEMENTS

Foundation

SPELLCAST: INSTINCT

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



WARDEN OF RENEWAL

Foundation

SPELLCAST: INSTINCT

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

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

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SAGE: LEVEL 2



SPELL

NATURAL FAMILIAR

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

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

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SPELL

CONJURE SWARM

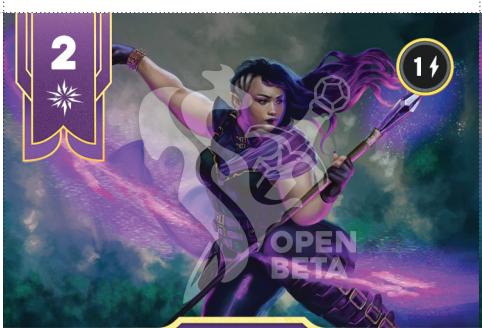
Tekaira Armored Beetles: Mark a **Stress** to conjure armored beetles to encircle you. You have resistance against the next damage you take. You can mark a **Hope** to keep the beetles conjured after taking damage.

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

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ARCANA: LEVEL 2



SPELL

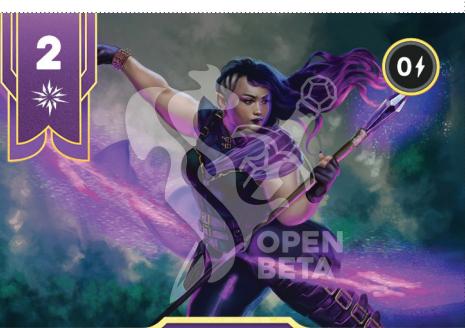
CINDER GRASP

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

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

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SPELL

FLOATING EYE

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

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SAGE: LEVEL 3



SPELL

TOWERING STALK

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

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

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SPELL

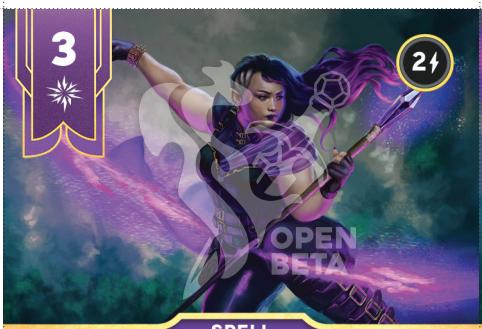
CORROSIVE PROJECTILE

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

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ARCANA: LEVEL 3



SPELL

COUNTERSPELL

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

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SPELL

FLIGHT

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

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**DRUID
LEVEL 3**

SAGE: LEVEL 4

**SPELL****HEALING FIELD**

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

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

**SPELL****DEATH GRIP**

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

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

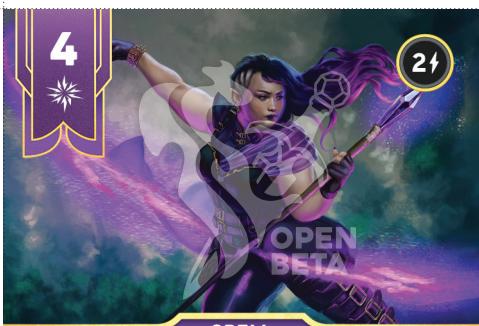
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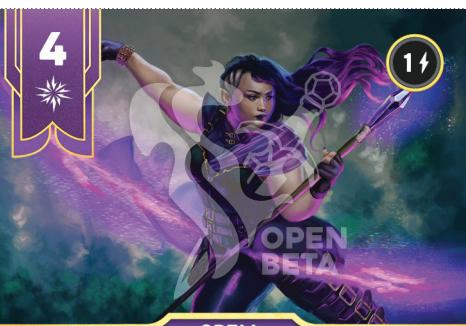
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ARCANA: LEVEL 4

**SPELL****PRESERVATION BLAST**

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

**SPELL****BLINK OUT**

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

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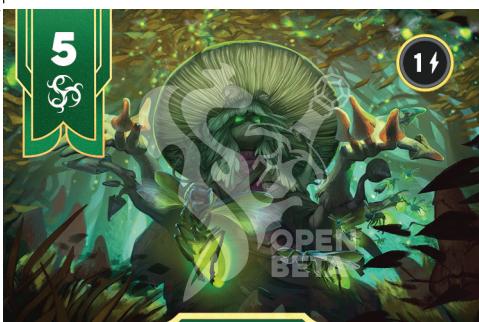
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**DRUID
LEVEL 4**

SAGE: LEVEL 5



SPELL

WILD FORTRESS

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

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

[Artist Name TK]

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SPELL

THORN SKIN

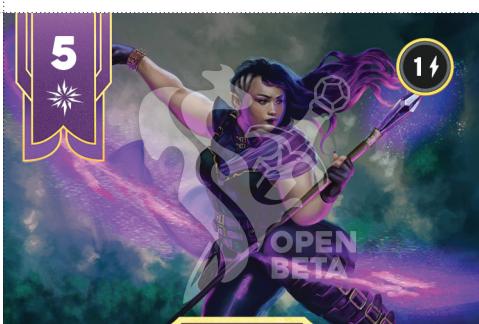
Once per short rest, spend a **Hope** while touching a willing creature and place a number of tokens equal to your Spellcast Trait on this card. Whenever the target takes damage, you can remove any number of these tokens to roll that number of **d6s**. Then reduce the incoming damage by that amount and,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

When you take a rest, clear all tokens.

[Artist Name TK]

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ARCANA: LEVEL 5



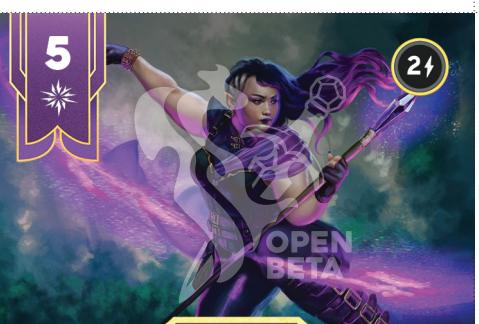
SPELL

CHAIN LIGHTNING

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

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SPELL

PREMONITION

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

[Artist Name TK]

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SUBCLASS: SPECIALIZATION



DRUID

WARDEN OF RENEWAL

Specialization

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

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

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WARDEN OF THE ELEMENTS

Specialization

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

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

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SAGE: LEVEL 6

**SPELL****CONJURED STEEDS**

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

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**ABILITY****FORAGER**

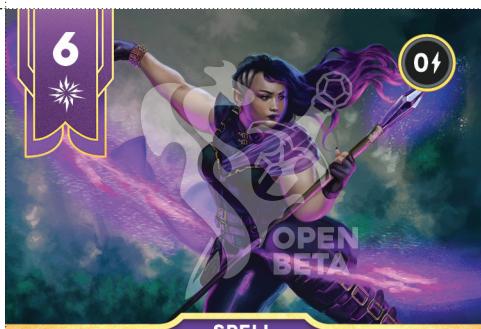
As an additional downtime move, you may roll 1d6 to see what you forage. Work with the GM to describe it, and add it to your inventory as a Consumable. Your party may carry up to five foraged Consumables at a time.

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

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ARCANA: LEVEL 6

**SPELL****TELEKINESIS**

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

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**SPELL****RIFT WALKER**

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

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

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SAGE: LEVEL 7



ABILITY

SAGE TOUCHED

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

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



SPELL

WILD SURGE

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

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

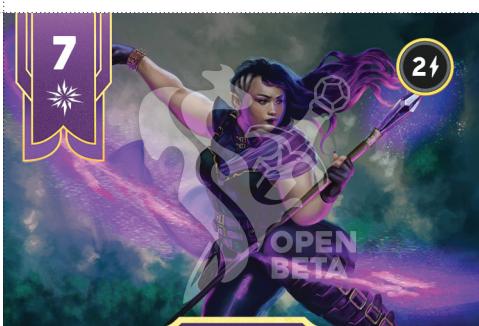
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ARCANA: LEVEL 7

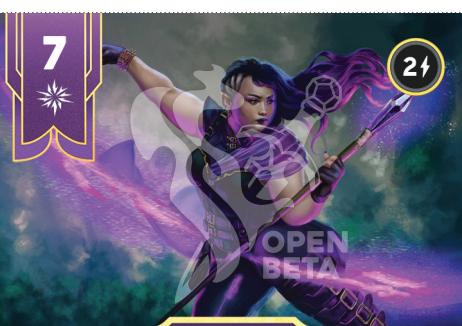


ABILITY

ARCANA TOUCHED

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

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



SPELL

CLOAKING BLAST

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

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

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SAGE: LEVEL 8



SPELL

REJUVENATION BARRIER

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

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SPELL

FOREST SPRITES

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

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

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

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ARCANA: LEVEL 8



SPELL

CONFUSING AURA

Make a **Spellcast Roll** (14). Once per long rest, on a success you create a layer of illusion over your body that makes it hard to tell exactly where you are. You may mark any number of **Stress** to make that many additional layers. When an adversary makes an attack against you, roll a number of **d6** equal to the number of layers currently active. If any land on a **5+**, one layer of the aura is destroyed and you avoid the attack. If all are **4-**, you take the damage and the effect ends.

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SPELL

ARCANE REFLECTION

Whenever you would take magic damage, you may spend any number of **Hope** to roll that number of **d6**. If any of the dice roll a result of **6**, the attack is reflected back onto the caster, dealing the damage to them instead.

[Artist Name TK]

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SUBCLASS: MASTERY



DRUID

WARDEN OF THE ELEMENTS*Mastery*

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

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

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DRUID

WARDEN OF RENEWAL*Mastery*

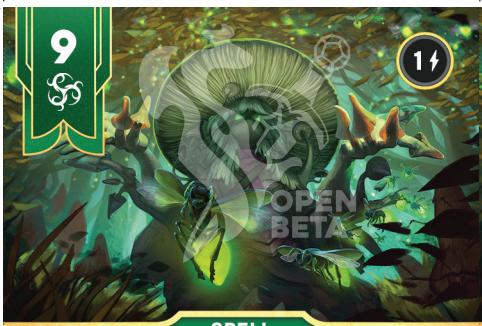
Your animal transformation embodies a healing guardian spirit. While you are in Beastform, when an ally within Close Range marks **2** or more Hit Points, you can mark a Stress to reduce the amount of Hit Points they mark by **1**.

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SAGE: LEVEL 9

**SPELL****PLANT DOMINION**

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

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

**ABILITY****FANE OF THE WILDS**

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

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

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

When you take a long rest, clear all tokens.

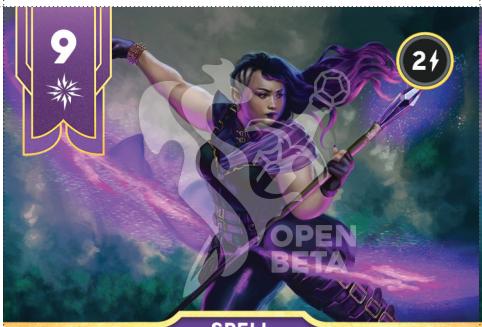
[Artist Name TK]

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[Artist Name TK]

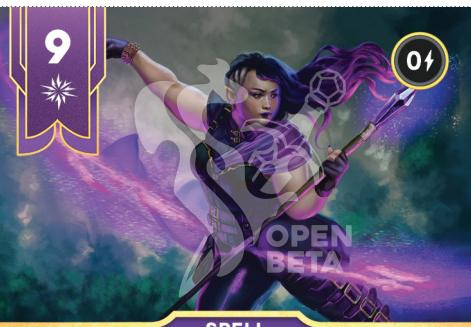
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ARCANA: LEVEL 9

**SPELL****EARTHQUAKE**

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

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

**SPELL****SENSORY PROJECTION**

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

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SAGE: LEVEL 10

**TEMPEST**

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

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

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

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

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

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

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

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

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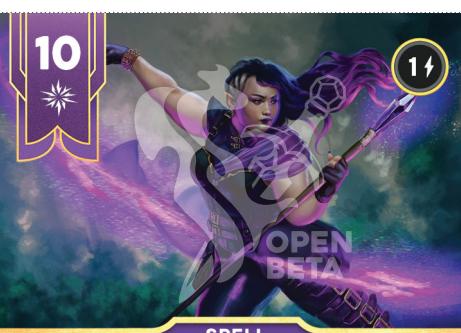
ARCANA: LEVEL 10

**FALLING SKY**

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

[Artist Name TK]

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**SPELL****ADJUST REALITY**

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

[Artist Name TK]

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