



DAGGERHEART

WARRIOR 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 **Warrior** 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.



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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

WARRIOR

BLADE & BONE

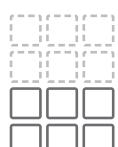
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EVASION



ARMOR



Start at 10

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.

MINOR DAMAGE

Mark 1 HP

MAJOR DAMAGE

Mark 2 HP

SEVERE DAMAGE

Mark 3 HP

HP

STRESS

HOPE

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



Warrior's Hope: Spend three Hope to reroll any number of your damage dice on an attack.

EXPERIENCE



GOLD

HANDFULS

BAGS

CHEST

CLASS FEATURE

Battle Strategist

After a successful attack roll, you can describe how you outmaneuver your target, then mark a Stress to deal them a Stress.

Attack of Opportunity

If an adversary attempts to leave your Melee range, make an Agility reaction roll against their difficulty. Choose one effect on a successful roll, or two on a critical success:

- Keep them from moving.
- Deal your primary weapon damage.
- Move with them.

Combat Training

Ignore burden when equipping weapons. Whenever you deal physical damage, add your level to its value.

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

WARRIOR

CHARACTER GUIDE

You run into battle without hesitation or caution, knowing you can strike down whatever enemy may stand in your path.

SUGGESTED TRAITS:

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

SUGGESTED PRIMARY WEAPON:

Longsword - Agility Melee - d8+3 (Phy) - Two-Handed

SUGGESTED ARMOR:

Chainmail - Armor Score 5

Feature: Heavy (-1 to Evasion)

INVENTORY:

TAKE:

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

THEN CHOOSE BETWEEN:

a minor health potion OR a minor stamina potion.

AND EITHER:

the drawing of a lover OR a sharpening stone.

CHARACTER DESCRIPTION:

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

Clothes that are: reinforced, weathered, patched, sleek, royal, bold, sparing

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 gladiator, a hired hand, a dedicated soldier, a bull, a hero

BACKGROUND QUESTIONS

Answer the following background questions or make your own.

Who taught you to fight, and why did they stay behind when you left home?

Somebody defeated you in battle years ago and left you to die. Who was it, and why did it feel like such a betrayal?

What legendary place have you always wanted to visit, and why is it so special?

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

LEVELS 2-4

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

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

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

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

LEVELS 5-7

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

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

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

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

CONNECTIONS

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

We knew each other long before this party came together. How?

What mundane thing off the battlefield do you usually help me with?

What fear am I helping you to overcome?

LEVELS 8-10

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

SLIDE THIS OUT TO THE LEFT OF YOUR CHARACTER SHEET.

SLIDE THIS OUT TO THE RIGHT OF YOUR CHARACTER SHEET.

EQUIPMENT



STARTING PRIMARY WEAPONS – PHYSICAL

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

STARTING PRIMARY WEAPONS – MAGIC

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

STARTING SECONDARY WEAPONS

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

STARTING ARMOR

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

PLAY GUIDE

ACTION ROLLS



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

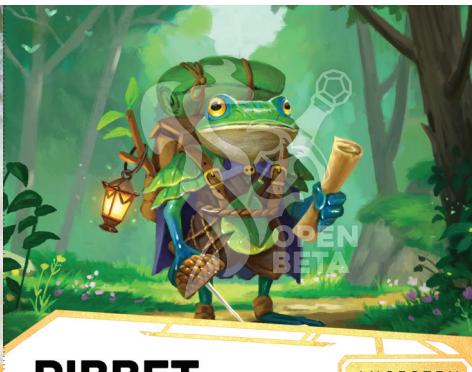
Clanks are sentient mechanical beings built from a variety of materials including metal and wood.

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.

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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.

[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

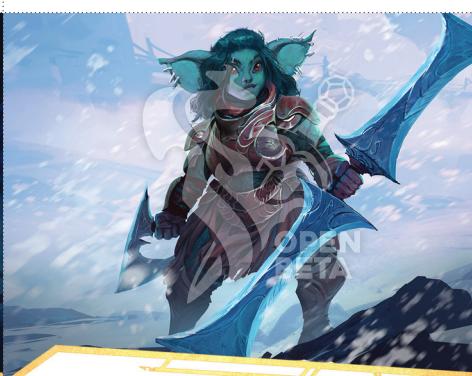
Those of galapa ancestry resemble anthropomorphic turtles, with a large, domed shell into which their heads and limbs can retract.

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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CHARACTER CREATION CARDS: DOMAIN

BLADE: LEVEL 1



ABILITY

NOT GOOD ENOUGH

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



ABILITY

RETALIATION

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



ABILITY

WHIRLWIND

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

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BONE: LEVEL 1



ABILITY

DEFT MANEUVERS

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



ABILITY

UNTOUCHABLE

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



ABILITY

I SEE IT COMING

When you are targeted by an attack coming from beyond melee range, mark a **Stress** to roll a **d4** and increase your Evasion against this attack by its value.

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SUBCLASS: FOUNDATION



WARRIOR

CALL OF THE SLAYER

Foundation

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



WARRIOR

CALL OF THE BRAVE

Foundation

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



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BLADE: LEVEL 2

**RECKLESS**

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

ABILITY**A SOLDIER'S BOND**

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

BONE: LEVEL 2

**STRATEGIC APPROACH**

After a long rest, place a number of tokens equal to your Knowledge Trait on this card, with a minimum of 1. When you move into melee range of an enemy and make an **Attack Roll** against them, you may spend one token to choose an option below.

- Make the attack at advantage.
- Clear a stress on an ally in melee with the adversary.
- Add **1d8** to your damage.

When you take a long rest, clear all unused tokens.

ABILITY**FEROCITY**

When you cause an enemy to mark any Hit Points, spend **2 Hope** to temporarily increase your Evasion by the number of Hit Points you dealt. This bonus lasts until after the next attack that targets you.



BLADE: LEVEL 3



VERSATILE FIGHTER

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

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

ABILITY

SCRAMBLE

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

BONE: LEVEL 3



BRACE

When you use an Armor Slot to reduce incoming damage, you may also spend any number of **Hope**. For every **Hope** you spend, reduce the incoming damage by the value of your Proficiency.

TACTICIAN

When you Help an Ally, they can add one of your Experience to their roll as well. When making a Tag Team roll, you can roll a **d20** for your **Hope** die instead of a **d12**.

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BLADE: LEVEL 4

**ABILITY****DEADLY FOCUS**

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

ABILITY**FORTIFIED ARMOR**

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

BONE: LEVEL 4

**ABILITY****BOOST**

If you have an ally in close range of you, mark a Stress to boost off of them and into the air to perform an aerial attack at an enemy within far range. You have advantage on the attack, add 1d10 to the damage, and end your action in melee range of the target.

ABILITY**REDIRECT**

When you successfully evade an attack coming from beyond melee range, you may roll a number of d6 equal to your proficiency. If any roll a 6, mark a Stress to redirect the attack to instead damage an enemy within very close range of you.



BLADE: LEVEL 5

**CHAMPION'S EDGE**

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

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

ABILITY**VITALITY**

When you take this card, choose two:

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

Then place it into your Vault permanently.

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BONE: LEVEL 5

**SIGNATURE MOVE**

You take on a signature move in battle that you can perform once per short rest. Name it and describe it. When you include its description in an action you're taking, use a **d20** instead of a **d12** as your **Hope die**. If the attack succeeds, you may clear a **Stress**.

ABILITY**KNOW THY ENEMY**

When observing a creature, you can make a **Instinct Roll** against the target. On a success, spend a **Hope** and ask the GM for two of the mechanical specific options about the target from the following options:

- Current hit points and unmarked stress.
- Difficulty and Damage Thresholds.
- Their Tactics and standard attack Damage Dice.
- Their Moves and Experiences.

On a success, you may also mark a **Stress** to remove one **Fear** from the GM's **Fear Pool**.

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SUBCLASS: SPECIALIZATION

**CALL OF THE BRAVE***Specialization*

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

WARRIOR**CALL OF THE SLAYER***Specialization*

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

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

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BLADE: LEVEL 6

**RAGE UP**

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

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

BATTLE HARDEDENED

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

BONE: LEVEL 6

**RAPID RIPOSTE**

When you successfully evade an attack from melee range, you can mark a **Stress** to automatically deal damage from an active weapon to the attacker.

RECOVERY

During a short rest, you can always choose to do one of the long rest options instead. You may spend a **Hope** to let one additional party member do the same.



BLADE: LEVEL 7

**BLADE TOUCHED**

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

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

GLANCING BLOW

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

BONE: LEVEL 7

**BONE TOUCHED**

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

- Increase your Agility by +1.
- Once per short rest, take an action in combat without adding a token to the action tracker.

CRUEL PRECISION

Whenever you make a successful attack with a weapon, add either your Finesse or Agility trait to the damage.



BLADE: LEVEL 8



ABILITY

BATTLE CRY

Once per short rest, while you are charging into danger, you can muster a rousing shout or phrase that inspires your allies. You and all your allies that can hear you each clear a **Stress**, gain a **Hope**, and until you or an ally fails a roll with **Fear**, take advantage on attack rolls.

ABILITY

FRENZY

Once per long rest, you can go into a frenzied state until there are no more threats within sight.

While frenzied, you cannot use Armor Slots, you add **+10** to all damage rolls, and your Severe Damage Threshold is increased by **+8**.

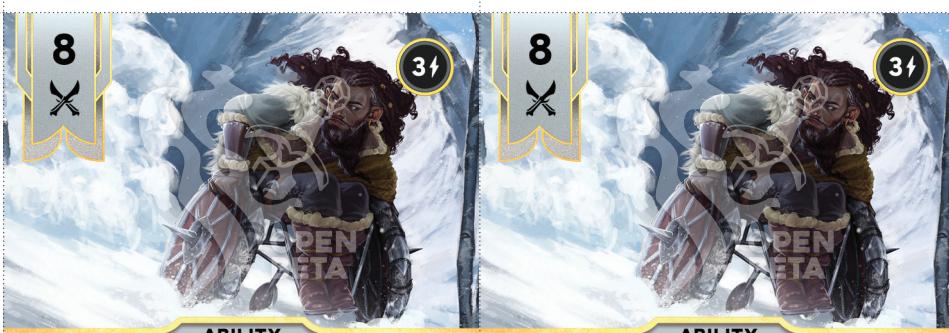
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BONE: LEVEL 8



ABILITY

BREAKING BLOW

When you make a successful attack, you may mark a **Stress** to make the next successful attack against that same target do an additional **+2d12** damage.

ABILITY

WRANGLE

Make an **Agility Roll** against all enemies close to you. You may spend a **Hope** to move any enemies you are successful against to any position within close range.

The **Agility Roll** does not contribute a token to the action tracker.

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SUBCLASS: MASTERY



WARRIOR

CALL OF THE SLAYER

Mastery

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

WARRIOR

CALL OF THE BRAVE

Mastery

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

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BLADE: LEVEL 9

**GORE AND GLORY**

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

REAPER'S STRIKE

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

BONE: LEVEL 9

**ON THE BRINK**

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

SPLINTERING STRIKE

Spend a **Hope** and make an **Attack Roll** against all enemies in your weapon's range. On a success against any targets, once per long rest, you can choose to distribute this damage however you wish between any enemies you are successful against. On each enemy you apply damage to, roll an additional damage die and add its value.



BLADE: LEVEL 10



10

0+

10

0+

ABILITY

ABILITY

BATTLE MONSTER

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

ONSLAUGHT

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

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

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BONE: LEVEL 10



10

1+

10

1+

ABILITY

ABILITY

SERENITY

After you successfully evade an attack, you may clear a **Stress**. If you successfully evade an attack and have no **Stress** to clear, instead gain a **Hope**.

DEATHRUN

Spend **3 Hope** to run an open path through the battlefield and make an **Attack Roll** against all enemies within weapon range along your path. Of your successful targets, choose the order in which you deal damage. For the first, roll your weapon damage at **+1 Proficiency**. Then, remove one die from your pool and deal the remaining damage to the next target in descending order until you're out of damage dice or enemies.

You cannot target the same creature more than once.

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