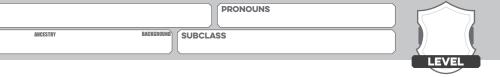
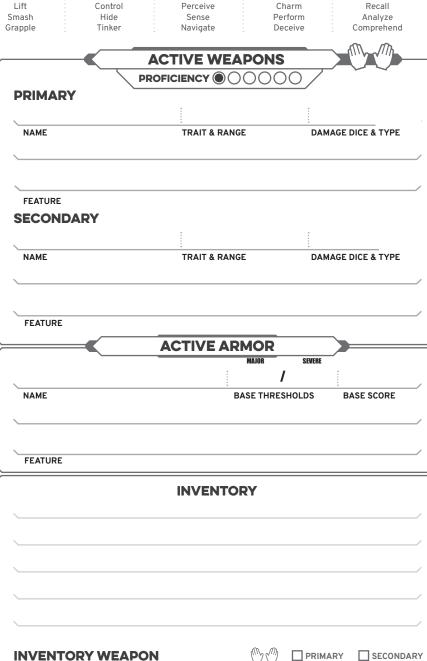
NAME HERITAGE **EVASION** Sprint Lift Leap Smash Start at 10 Maneuver Grapple **DAMAGE & HEALTH** Add your current level to your damage thresholds. MINOR **MAJOR SEVERE** DAMAGE DAMAGE DAMAGE Mark 1 HP Mark 2 HP Mark 3 HP STRESS (HOPE Spend a Hope to use an experience or help an ally. Make a Scene: Spend 3 Hope to temporarily Distract a target within Close range, giving them a -2 penalty to their Difficulty. **EXPERIENCE GOLD** HANDFULS CHEST **CLASS FEATURE RALLY** Once per session, describe how you rally the party and give yourself and each of your allies a Rally Die. At level 1, your Rally Die is a **d6**. A PC can spend their Rally Die to roll it, adding the result to their action roll, reaction roll, damage roll, or to clear a number of Stress equal to the result. At the end of each session, clear all NAME unspent Rally Dice. At level 5, your Rally Die increases to a d8. Rally Die: FEATURE **INVENTORY WEAPON**



INSTINCT

KNOWLEDGE



TRAIT & RANGE

TRAIT & RANGE

NAME

FEATURE

DAMAGE DICE & TYPE

DAMAGE DICE & TYPE

SECONDARY

☐ PRIMARY

ANCESTRY:	DOMAIN CARD:
FEATURE	DOMAIN TYPE RECALL FEATURE
COMMUNITY: FEATURE	DOMAIN CARD: DOMAIN TYPE RECALL FEATURE
SUBCLASS: FOUNDATION SPECIALIZATION MASTERY CLASS SPELLCAST TRAIT FEATURE	DOMAIN CARD: DOMAIN TYPE RECALL FEATURE
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SUGGESTED TRAITS

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

SUGGESTED PRIMARY WEAPON

Rapier - Presence Melee - d8 phy - One-Handed **Quick:** When you make an attack, you can mark a Stress to target another creature within range.

SUGGESTED SECONDARY WEAPON

Small Dagger - Finesse Melee - d8 phy - One-Handed *Paired:* +2 to primary weapon damage to targets within Melee range

SUGGESTED ARMOR

Gambeson Armor - Thresholds 5/11 - Score 3 **Flexible:** +1 to Evasion

INVENTORY

TAKE:

a torch, 50 feet of rope, basic supplies, and a handful of gold

THEN CHOOSE BETWEEN:

a Minor Health Potion **OR** a Minor Stamina Potion

AND EITHER:

a romance novel **OR** a letter never opened

THEN DECIDE WHAT YOU CARRY YOUR SPELLS IN:

songbook, journal, etc.

CHARACTER DESCRIPTION

Choose one (or more) from each line, or write your own description.

Clothes that are: extravagant, fancy, loud, oversized, ragged, sleek, wild

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

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

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

Attitude like: a barkeep, a magician, a ringmaster, a rock star, a swashbuckler

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

Who from your community taught you to have such confidence in yourself?

You were in love once. Who did you adore, and how did they hurt you?

You've always looked up to another bard. Who are they, and why do you idolize them?

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

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

What made you realize we were going to be such good friends?

What do I do that annoys you?

Why do you grab my hand at night?

TIER 2: LEVELS 2-4

At level 2, gain an additional Experience at +2 and gain a +1 bonus to your Proficiency.

Choose two options from the list below and mark them.

Gain a +1 bonus to two unmarked characte
 traits and mark them.

Permanently gain one Hit Point slot.

Permanently gain one Stress slot.

Permanently gain a +1 bonus to two Experiences.

Choose an additional domain card of your level or lower from a domain you have access to (up to level 4).

Permanently gain a +1 bonus to your Evasion.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

San Park

Daggerheart © Darrington Press 2025

TIER 3: LEVELS 5-7

At level 5, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

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

Gain a +1 bonus to two unmarked character
traits and mark them.

Permanently gain one Hit Point slot.

Permanently gain one Stress slot.

Permanently gain a +1 bonus to two
Experiences.

Choose an additional domain card of your level or lower from a domain you have access to (up to level 7).

Permanently gain a +1 bonus to your Evasion.

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.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 4: LEVELS 8-10

At level 8, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

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

	Gain a +1 bonus to two unmarked character raits and mark them.
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Permanently gain one Hit Point slot.

Permanently gain one Stress slot.

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		Permanently gain a +1 bonus to two Experiences.

Choose an additional domain card of your level or lower from a domain you have

Permanently gain a +1 bonus to your Evasion.

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.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.