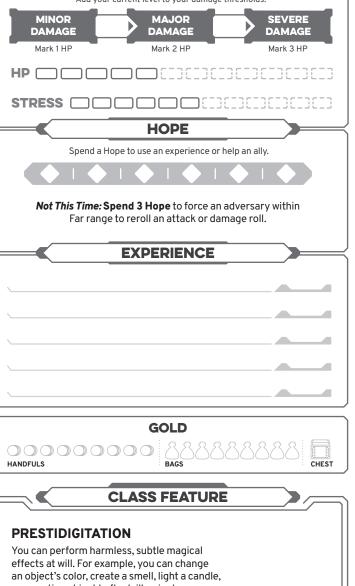
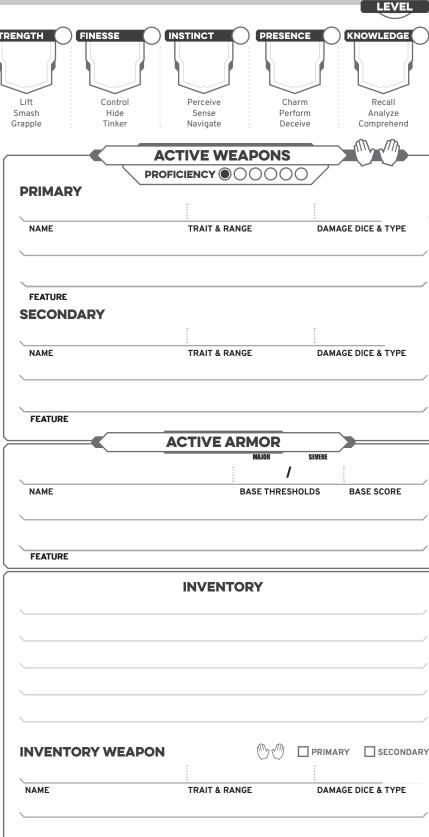
NAME **WIZARD** 醚 HERITAGE ANCESTR CODEX & SPLENDOR **EVASION** Sprint Leap Start at 11 Maneuver **DAMAGE & HEALTH** Add your current level to your damage thresholds. MINOR **MAJOR SEVERE** DAMAGE DAMAGE DAMAGE Mark 1 HP Mark 2 HP Mark 3 HP STRESS [HOPE Spend a Hope to use an experience or help an ally. Not This Time: Spend 3 Hope to force an adversary within Far range to reroll an attack or damage roll. **EXPERIENCE GOLD** HANDFULS BAGS CHEST **CLASS FEATURE PRESTIDIGITATION** You can perform harmless, subtle magical effects at will. For example, you can change an object's color, create a smell, light a candle, cause a tiny object to float, illuminate a room, or





TRAIT & RANGE

☐ PRIMARY

SECONDARY

DAMAGE DICE & TYPE

FEATURE

NAME

FEATURE

INVENTORY WEAPON

PRONOUNS

SUBCLASS

repair a small object.

STRANGE PATTERNS

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

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
SUBCLASS: FOUNDATION SPECIALIZATION MASTERY CLASS SPELLCAST TRAIT FEATURE	DOMAIN CARD: DOMAIN TYPE RECALL FEATURE
SUBCLASS: FOUNDATION SPECIALIZATION MASTERY CLASS SPELLCAST TRAIT FEATURE	DOMAIN CARD: DOMAIN TYPE RECALL FEATURE

DOMAIN CARD:	DOMAIN CARD:
DOMAIN TYPE RECALL FEATURE	DOMAIN TYPE RECALL FEATURE
DOMAIN CARD: DOMAIN TYPE RECALL FEATURE	DOMAIN CARD: DOMAIN TYPE RECALL FEATURE
DOMAIN CARD: DOMAIN TYPE RECALL FEATURE	DOMAIN CARD: DOMAIN TYPE RECALL FEATURE
DOMAIN CARD: DOMAIN TYPE RECALL FEATURE	DOMAIN CARD: DOMAIN TYPE RECALL FEATURE
DOMAIN CARD: DOMAIN TYPE RECALL FEATURE	DOMAIN CARD: DOMAIN TYPE RECALL FEATURE



SUGGESTED TRAITS

-1 Agility, 0 Strength, 0 Finesse,

+1 Instinct, +1 Presence, +2 Knowledge

SUGGESTED PRIMARY WEAPON

Greatstaff - Knowledge Very Far - d6 mag -Two-Handed

Powerful: On a successful attack, roll an additional damage die and discard the lowest result.

SUGGESTED ARMOR

Leather Armor - Thresholds 6/13 - Score 3

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 book you're trying to translate **OR** a tiny, harmless elemental pet

THEN DECIDE WHAT YOU CARRY YOUR SPELLS IN:

large tomes, tarot cards, etc.

CHARACTER DESCRIPTION

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

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

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: an eccentric, a librarian, a lit fuse, a philosopher, a professor

BACKGROUND QUESTIONS

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

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

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

You have a powerful rival. Who are they, and why are you so determined to defeat 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 favor have I asked of you that you're not sure you can fulfill?

What weird hobby or strange fascination do we both share?

What secret about yourself have you entrusted only to me?

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.

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.

	ain a +1 bonus to two unmarked character aits 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

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.