



DAGGERHEART

GUARDIAN CLASS PACKAGE

THESE MATERIALS ARE FROM **MARCH 12, 2024**. BEFORE STARTING EACH SESSION, WE RECOMMEND CHECKING TO SEE IF THERE ARE ANY UPDATES.

Contained within is everything you need to play the **Guardian** class. For character creation, you'll only need to **print out pages 2-10** 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.

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 one +2 and the other +1 as their starting values.

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, Daves 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, Balking Tide, Figero, Idle Fiend, Quiet Magnitude, Nero's Compass, Netherwell, Kross, Hollow Keep, Salute, Hearthbreak, Parting Gift, Fool's Gold.

GOD GENERATOR

Boreo, Hyteria, Solteris, Modar, Ceranova, Fynn, Isoldaer, Jarii, Kroka, Maritov, Zorrak, Syr, Chayoss, Hidnor, Thotalat, Runruse, Xota Fare, Ezotl.

-the God of-

Night, Mountains, Tides, Spring, Victory, Justice, Summer, Storm, Birth, Death, Sleep, Autumn, Peace, Miracles, Fire, Winter, Fame, Shadows, Light.

GUARDIAN

VALOR & BLADE



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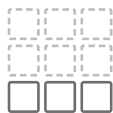


EVASION

Start at 6



ARMOR



HP

NAME

HERITAGE

PRONOUNS

SUBCLASS



LEVEL

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 at MINOR 6, MAJOR 11, and SEVERE 16.

MINOR MAJOR SEVERE

Mark 1 HP Mark 2 HP Mark 3 HP

HP

STRESS

HOPE

Spend Hope to use an experience or help an ally.



EXPERIENCE

Experience track with five slots and a progress bar.

GOLD

HANDFULS BAGS CHESTS HOARDS FORTUNE

CLASS FEATURE

Unstoppable

Once per Long Rest, you can become Unstoppable. Your Unstoppable die begins as a **d4**. Place it on the spot to the right, starting with the die's highest value facing up. While Unstoppable, you:

- Gain resistance to physical damage.
- Add an additional **d6** to any damage rolls you make.
- Can spend stress to reroll any single die you've rolled.

Anytime you roll your damage dice, reduce the Unstoppable die value by one. When you would reduce the value below 1 or the scene ends, remove it and drop out of Unstoppable. At Level 3, upgrade your Unstoppable die to a **d6**. At Level 7, upgrade it to a **d8**.

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 slots for items.

INVENTORY WEAPON

NAME TRAIT & RANGE DAMAGE DICE

FEATURE

INVENTORY ARMOR

NAME BASE SCORE

FEATURE

SUGGESTED TRAITS:

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

SUGGESTED PRIMARY WEAPON:

Battleaxe - Strength Melee - d10+2 (Mag)

SUGGESTED ARMOR:

Chainmail Armor - Armor Score 7

Feature: Heavy (-1 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:

a stone totem from your mentor OR a secret key.

CHARACTER DESCRIPTION:

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

Clothes that are: weathered, casual, padded, tactical, loose, intricate, royal

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 general, a caretaker, a wrestler, an elephant, a captain

BACKGROUND QUESTIONS

Who from your community did you fail to protect, and why do you still think of them?

You've recently been tasked with protecting something important, with the goal of delivering it somewhere dangerous. What is it and where does it need to go?

You've always felt uncomfortable in your skin. What are you self-conscious of?

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

CONNECTIONS

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

How did I save your life the first time we met?

What small gift did you give me that you notice I still carry with me?

What lie have you told me about yourself that I absolutely believe?

LEVELS 2-4

At Level 2, take an additional Experience.

When you level up, record it on your character sheet, then 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.
 - ☐ Increase your Proficiency by +1.
 - ☐ Permanently add one Armor Slot or take +1 to your Evasion.
 - ☐ Increase your Major Damage Threshold by +3.
 - ☐ Increase your Minor 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.

When you level up, record it on your character sheet, then choose two from the list below or any unmarked above 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.
 - ☐ Increase your Proficiency by +1.
 - ☐ Permanently add one Armor Slot or take +1 to your Evasion.
 - ☐ Increase your Severe Damage by +3.
 - ☐ Increase your Minor or Major Damage Threshold by +1.
 - ☐ Take an upgraded subclass card. Then cross out the multiclass option for this tier.

☐ ☐ **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.

Then, increase your Damage Thresholds: Major by +2 and Severe by +4. Then choose a new Domain Deck card at your Level or lower. If your loadout is full, you may choose a card to swap.

LEVELS 8-10

At Level 8, take an additional Experience and clear all marks on Character Traits.

When you level up, record it on your character sheet, then choose two from the list below or any unused above 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.
 - ☐ Increase your Proficiency by +1.
 - ☐ Permanently add one Armor Slot or take +1 to your Evasion.
 - ☐ Increase your Severe Damage Threshold by +2.
 - ☐ Increase your Major Damage Threshold by +3.
 - ☐ Take an upgraded subclass card. Then cross out the multiclass option for this tier.

☐ ☐ **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.

Then, increase your Damage Thresholds: Minor by +1, Major by +2, and Severe by +5. Then choose a new Domain Deck card at your Level or lower. If your loadout is full, you may choose a card to swap.



STARTING PRIMARY WEAPONS – PHYSICAL

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

STARTING PRIMARY WEAPONS – MAGIC

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

STARTING SECONDARY WEAPONS

Name	Trait	Range	Feature	Damage	Damage Type	Burden
Round Shield	Strength	Melee	Protective: Add +2 to your armor score.	d4	Phy	
Tower Shield	Strength	Melee	Barrier: Add +4 to your armor score, -2 to Evasion.	d6	Phy	
Dagger	Finesse	Melee	Paired: +2 to Primary Weapon damage in melee.	d8	Phy	
Shortsword	Agility	Melee	Paired: +2 to Primary Weapon damage in melee.	d10	Phy	
Whip	Agility	Very Close	Whipcrack: Mark stress to scatter enemies in melee back to close range.	d6	Phy	
Grappler	Agility	Close	Hook: On a successful attack, you may also pull the target into melee with you.	d6	Phy	
Crossbow	Finesse	Far		d8	Phy	

STARTING ARMOR

Name	Feature	Armor Score
Leather Armor	Light: +1 to Evasion.	3
Breastplate Armor		5
Chainmail Armor	Heavy: -1 to Evasion.	7
Full Plate Armor	Very Heavy: -2 to Evasion and -1 Agility.	9

PLAY GUIDE

ACTION ROLLS

When the GM calls for an action roll:



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, gain limited information, attract danger, etc. The GM gains a Fear.
- **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. The GM gains a Fear.

DAMAGE ROLLS

When you make 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.

USING ARMOR

When you are attacked: 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 1d6 advantage die to your action roll.

Disadvantage: Subtract 1d6 disadvantage die from your action roll.

Help An Ally: Spend a Hope and roll a **d6** advantage die to add to the ally's action roll. If multiple PCs want to help, they each spend Hope and roll a **d6** advantage die, and the highest result from the group is added to the action roll.

Tag Team Roll: Each player can choose one time per session to spend three Hope and initiate a Tag Team move with another PC. When you do, work with your chosen partner to describe how your two characters combine their actions in a unique and exciting way. Both you and your partner make separate action rolls, but before resolving the roll's outcome, choose one of the rolls to apply for both of your results.

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 can end it by spending Fear.

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 of the options below.

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 two used Armor Slots. You may choose to do this to an ally's armor instead.

Prepare

Describe how you are preparing yourself for the path ahead and gain Hope.

LONG REST

Each player may swap any number of domain cards in their Loadout for domain cards in their Vault, then choose two of the options below.

Tend to Wounds

Describe how you patch yourself up and remove all marked 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 all marked Stress.

Repair Armor

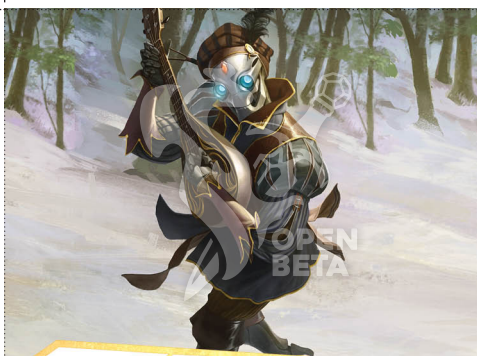
Describe how you spend time repairing your armor and clear all of its Armor Slots. You may choose to do this to an ally's armor instead.

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

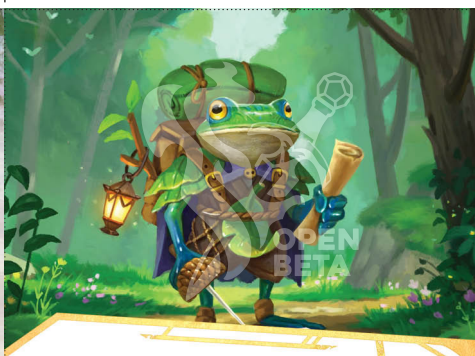
ANCESTRY

Clanks are sentient mechanical beings built from such materials as metal, wood, stone, and clay, to resemble humanoid, animals, or even inanimate objects.

Purposeful Design: Decide who you were created by and for what purpose. When you generate your Experiences at character creation, choose one that reflects this purpose and add +1 to it.

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RIBBET

ANCESTRY

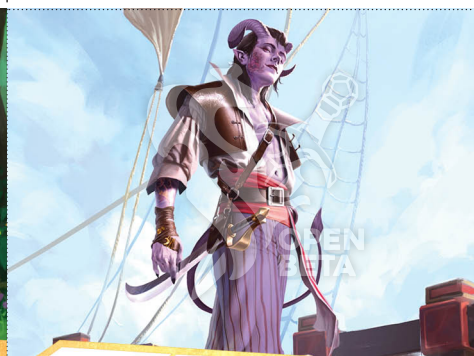
Those of ribbet ancestry resemble anthropomorphic frogs with protruding eyes and webbed hands and feet.

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

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

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DAEMON

ANCESTRY

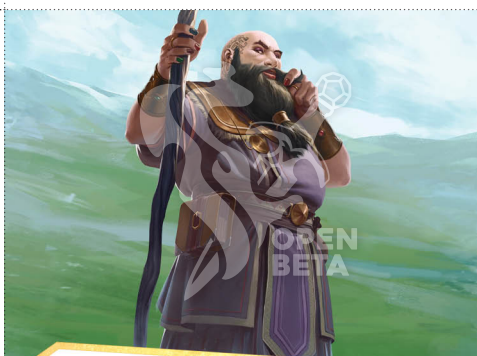
Those of daemon ancestry are the humanoid descendants of the Fallen Gods, who possess sharp canines, pointed ears, and horns that come in a variety of styles.

Fearless: When you roll with **Fear**, you may choose to mark a **stress** instead of the GM gaining **Fear**.

Dread Visage: You have advantage on rolls to intimidate other non-Daemon creatures.

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DWARF

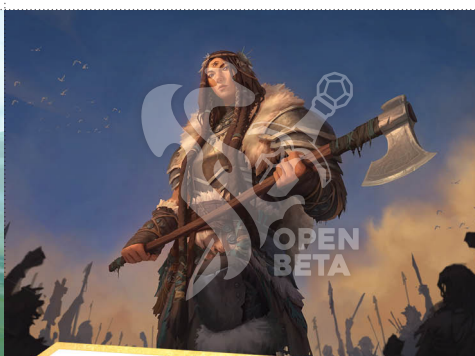
ANCESTRY

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

Increased Fortitude: When you should take physical damage, you may spend three **Hope** to only take half the 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: Any melee weapon you wield has its range increased to very close.

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ELF

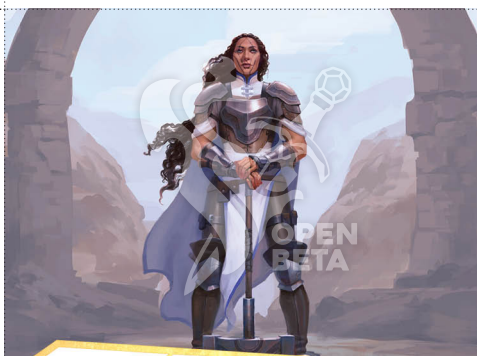
ANCESTRY

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

Celestial Trance: During a long rest, as one of your actions, you may choose to drop into an Elven Trance. When you do, roll a number of **d8** equal to the **Stress** you have marked, and clear all Stress. If any of these dice have a matching value, also clear all Hit Points.

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HUMAN

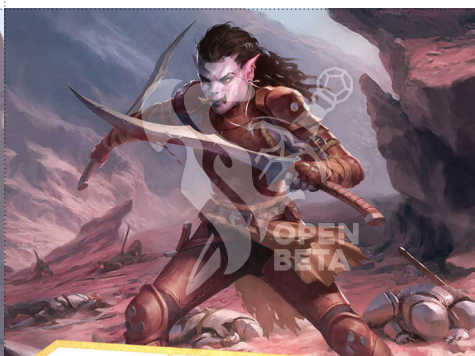
ANCESTRY

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

Perseverance: When you fail a roll that utilized one of your Experiences, you may spend a **Hope** to reroll. You must take the new result.

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ORC

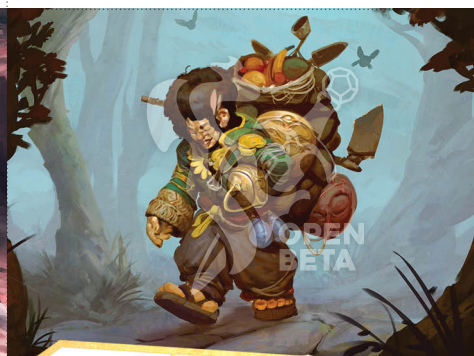
ANCESTRY

Orcs are most easily recognized as humanoids with square features and boar-like tusks.

Sturdy: When you should mark an armor slot, roll a **d6**. On a **5+**, you don't mark the armor slot but still reduce the incoming damage by your armor score.

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HALFLING

ANCESTRY

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

Little Lucky: At the beginning of each session, give everyone in your party a **Hope**. You may always reroll a 1 on your Hope Die. If you do, take the new result instead.

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DRAKONA

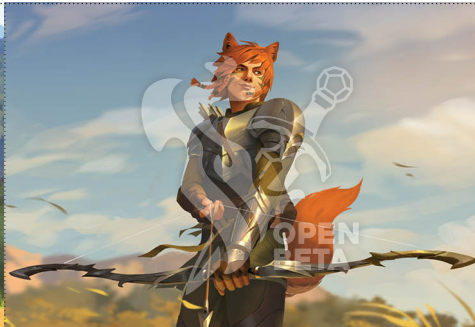
ANCESTRY

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

Elemental Breath: At character creation choose one of the following elements to describe your elemental breath: Fire, Ice, Lightning, Poison, Acid. Spend a **Hope** to make an Instinct Roll using your breath against an enemy or group of enemies within close range. Deal **d8** magic damage to all enemies you succeed against.

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KATARI

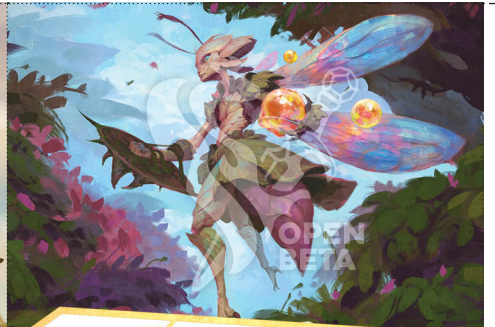
ANCESTRY

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

Feline Instincts: On any Agility Rolls, you may mark a **Stress** to reroll your Hope Die. If you do, take the new result instead.

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FAERIE

ANCESTRY

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

Wings: Mark **Stress** to take flight until you next roll with **Fear**. While flying, your Evasion score increases by **+2**.

Luckbender: Once per session, after you or an ally in close range makes an Action Roll, you can mark a **Stress** to allow a reroll of the Duality Dice. If you do, take the new result.

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FAUN

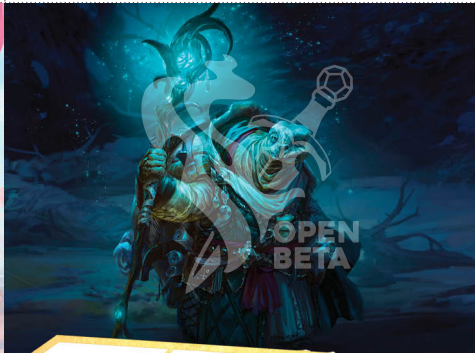
ANCESTRY

Those of faun ancestry resemble goats in humanoid form, with curving horns, square pupils, and cloven hooves.

Headbutt: Give the GM one **Fear** to headbutt an enemy you move into melee with. The target immediately takes **d8** direct physical damage and can't be targeted again by this attack during the fight.

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GALAPA

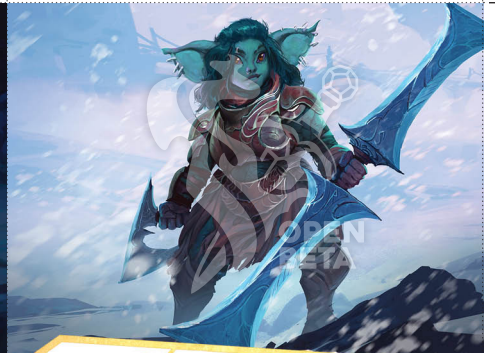
ANCESTRY

Those of galapa ancestry resemble anthropomorphic turtles, with a large, domed shell into which the head and limbs that can retract inside for defense.

Shell of Protection: The shell on your back always protects you. Add your Proficiency to your armor score.

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GOBLIN

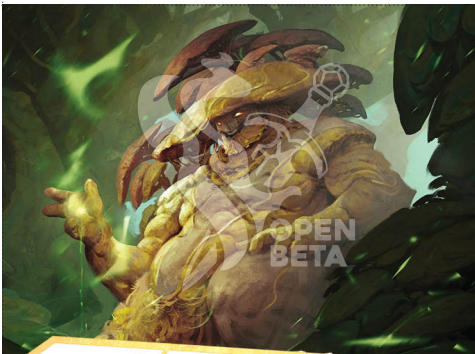
ANCESTRY

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

Danger Sense: Once per short rest, you may mark a **stress** to make the GM reroll an attack roll. If it still hits you, reduce the incoming value by your Proficiency.

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FUNGRIL

ANCESTRY

Fungrils resemble a mushroom in humanoid form, bearing the features of the fungus from which they descend.

Always Connected: To speak with other Fungril across distance to access their hivemind of information, make an Instinct roll. At character creation, describe what ritual you must perform to tap into this connection.

[Artist Name TK]

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FIRBOLG

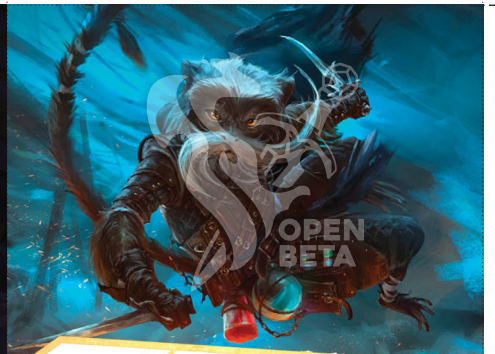
ANCESTRY

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

Natural Calm: Whenever you should mark a **Stress**, roll **1d6**. On a **6**, you take no **Stress**.

[Artist Name TK]

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SIMIAH

ANCESTRY

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

Nimble: Take advantage on Agility Rolls that involve balancing and climbing and add **+1** to your Evasion at character creation.

[Artist Name TK]

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COMMUNITY

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.

Inheritance: You have advantage on any rolls you make when consorting with nobles, negotiating prices, or leveraging your reputation to get what you want. Take an extra handful of gold at character creation.

[Artist Name TK]

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COMMUNITY

RIDGEBORNE

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

Steady: You have advantage on traversing dangerous cliffs and ledges, navigating harsh environments, and survival knowledge. Also gain +1 to your Armor Score.

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COMMUNITY

SEABORNE

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

Safe Harbor: Once per session, when you take a short or long rest, you may take one additional downtime action.

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COMMUNITY

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.

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COMMUNITY

WILDBORNE

Being part of a Wildborne community means you were raised by a clan deep within the forest.

Lightfoot: Your movement is naturally silent. Gain advantage on any Action Rolls you make to move without being heard. Spend a **Hope** to also grant this ability to an ally while they stay within very close range of you.

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COMMUNITY

LOREBORNE

Being part of a Loreborne community means you were brought up in a place that favored 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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COMMUNITY

ORDERBORNE

Being part of an Orderborne community means you were raised in a place of great discipline or faith, and 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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COMMUNITY

WANDERBORNE

Being part of a Wanderborne community means that you were raised 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 may spend a **Hope** to reach into this pack and pull out a common item that is useful in this situation. Work with the GM to figure out what this item is.

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COMMUNITY

SLYBORNE

Being part of a Slyborne community means growing up in the underbelly of society, surrounded by criminals 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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ABILITY

FORCEFUL PUSH

When you make a successful melee attack, you can push the target out of melee range and spend **Hope** to make them temporarily Vulnerable.

On a success with Hope, add an additional **1d6** to your damage dice on this attack.

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ABILITY

I AM YOUR SHIELD

When an ally very close to you is going to take damage, you may mark a **stress** to stand in its way and take the damage instead. Reduce the damage by a value equal to your Strength Trait. You may also reduce the damage by spending armor slots.

[Artist Name TK]

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ABILITY

BARE BONES

While this card is in your loadout, if you choose to not wear Armor, your Armor Score is equal to **3** + double your Strength Trait.

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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**.

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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).

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ABILITY

WHIRLWIND

When you make a successful attack using a weapon with melee or very close range, you may also 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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GUARDIAN

STALWART

Foundation

When you take this foundation, raise all of your Damage Thresholds by **+2**.

When you take physical damage, you may spend a **Hope** instead of marking an Armor Slot to reduce the damage by your Armor Score.

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GUARDIAN

VENGEANCE

Foundation

When you take this Foundation, gain an additional Armor Slot immediately.

When you are hit by an enemy in melee range and use an Armor Slot to reduce the damage, immediately do damage to them equal to your Armor Value.

[Artist Name TK]

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ABILITY

BODY BASHER

You use the full force of your body in the fight. On a successful melee attack, always add your Strength Trait to your damage total.

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ABILITY

BOLD PRESENCE

Whenever you make a Presence roll against a hostile target, you can also add your Strength trait to the roll.

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ABILITY

RECKLESS

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

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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**.

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VALOR: LEVEL 3



ABILITY

LEAN ON ME

Once per long rest, when a character has failed at an action they were attempting, if you console or inspire them, you both clear **2 Stress**.

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ABILITY

CRITICAL INSPIRATION

When you or an ally close to you rolls a critical success on an **Attack Roll**, whoever rolled the critical success may immediately clear a Hit Point or an additional **Stress**.

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BLADE: LEVEL 3



ABILITY

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.

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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.

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GUARDIAN
LEVEL 3



GOAD THEM ON

Make a Presence roll against a target. On a success, the target takes a **Stress** and the next time they act, they target you with disadvantage.

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SUPPORT TANK

When an ally close to you fails a roll, you may spend **2 Hope** to allow them to reroll either their **Hope** or **Fear** die and take the new result instead.

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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.

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FORTIFIED ARMOR

Increase your Armor total by **+2** while this card is active in your loadout. Once per short rest, you may use an Armor Slot without marking it.

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ABILITY

ARMORER

Your Armor Score increases by **+1** while this ability is in your loadout.

During a short rest, if you choose to take the **Repair Armor** downtime action, everybody in your party also clears one additional Armor Slot.

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ABILITY

ROUSING STRIKE

Once per short rest, when you roll a Critical Success on an **Attack Roll**, you and all allies that can see or hear you may clear a Hit Point or **1d4 Stress**.

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ABILITY

HERO'S STRIKE

When you land a critical hit on an **Attack Roll**, choose two of the following:

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

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ABILITY

DEATHTOLL

When you take this card, permanently add one additional Stress Slot and one additional Hit Point Slot, then place it into your Vault permanently.

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GUARDIAN

VENGEANCE

Specialization

When an enemy damages an ally within melee range of you, the next successful attack you make against that enemy with has **+1 Proficiency**.

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GUARDIAN

STALWART

Specialization

When you take this specialization, raise all of your Damage Thresholds by **+1**.

When an ally within very close range takes damage, you can mark an Armor Slot to reduce the damage by your Armor Score.

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ABILITY

NO SWEAT

When you help an ally, are part of a Group **Action Roll**, or initiate a Tag Team Roll, roll **1d6**. On a **4+**, you gain a **Hope**.

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ABILITY

INEVITABLE

Whenever you fail an **Action Roll**, your next **Action Roll** has Advantage.

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ABILITY

RAGE UP

Before making an **Attack Roll**, you may spend a **Hope** to temporarily increase your Proficiency by **+1** until the end of the attack.

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

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ABILITY

BATTLE HARDENED

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.

[Artist Name TK]

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ABILITY

VALOR TOUCHED

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

- Your **Armor Score** increases by **+2** while this ability is in your loadout.
- When you mark one or more Hit Points from damage, roll **1d6**. If you get a **5+**, you can clear a **Stress**.

[Artist Name TK]

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ABILITY

SHRUG IT OFF

When you would take damage, you may mark a **Stress** to reduce the severity of the damage by one Threshold. When you do, roll **1d6**. If the result is a **2** or below, place this card into your Vault.

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ABILITY

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**.

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ABILITY

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).

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ABILITY

FULL SURGE

Once per long rest, mark **3 Stress** to push your body to its limits, increasing all of your Character Traits by **+2**. This lasts until your next rest.

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ABILITY

GROUND POUND

Spend **2 Hope** to strike the ground where you stand and roll with Strength against any enemies within very close range of you. All you succeed against are thrown back to far range and must make a **Reaction Roll (17)**. On a failure, they also take **4d10** damage. On a success, they take half damage instead (rounded up).

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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**, gain **+1 Proficiency**.

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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 have **+2** to your Proficiency, and your Severe Damage Threshold is increased by **+8**.

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GUARDIAN

STALWART

Mastery

When you take this mastery, raise all of your Damage Thresholds by **+2**.

When an ally within close range has **2** or less available Hit Points and takes damage, you can immediately mark a Stress to sprint to their side and take the damage instead.

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GUARDIAN

VENGEANCE

Mastery

Spend a **Hope** to mark an enemy until your next rest. When you make an **Attack Roll** against an enemy you have marked in this way, you can adjust your **Hope** or **Fear** die by **+1**.

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ABILITY

HOLD THE LINE

Spend a **Hope** to take a defensive stance that lasts until you move or fail a roll with **Fear**. While in this stance, note the area within close range of you. If any enemy ever occupies that area, they are immediately put into melee with you and are temporarily Restrained.

The Restrained condition can only be ended if the GM spends **2 Fear** to do it.

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ABILITY

LEAD BY EXAMPLE

Whenever you mark an Armor Slot, you can choose an ally who can see or hear you to gain a **Hope** or clear a **Stress**.

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ABILITY

GORE AND GLORY

Whenever you deal enough Weapon 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**.

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ABILITY

REAPER STRIKE

You may declare you are using Reaper 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.

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UNBREAKABLE

When you mark your last Hit Point, instead of making a death move, you may roll a **1d6** and clear that many marked Hit Points. Then put this card into your Vault.

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UNYIELDING ARMOR

Anytime you mark an Armor Slot, roll an amount of **d6s** equal to the Armor Slots you currently have marked. If any result in a **6**, you don't have to mark it.

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BATTLE MONSTER

When you make a successful attack against an enemy, instead of rolling for damage you may spend **5 Hope** to deal the target a number of Hit Points equal to the amount of Hit Points you currently have marked.

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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 deal weapon damage to the enemy at half Proficiency (rounded up).

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