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# DAGGERHEART

## ROGUE CLASS PACKAGE

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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 **Rogue** 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](http://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](http://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

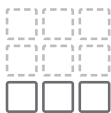
Stone's Throw, Golden Goose, Black Willow, Limping Liar, Menagerie, Great Expectations, Wicked Smile, Crow's Nest, Balking Tide, Figero, Idle Fiend, Quiet Magnitude, Nero's Compass, Netherwell, Kross, Hollow Keep, Salute, Hearthbreak, Parting Gift, Fool's Gold.

### 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.

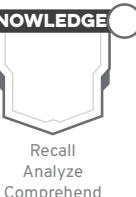
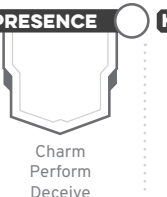
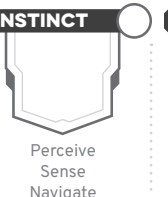
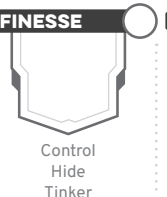


NAME

HERITAGE

PRONOUNS

SUBCLASS



### HIT POINTS & STRESS

Start at MINOR 4, MAJOR 9, and SEVERE 14.

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

### GOLD

HANDFULS BAGS CHESTS HOARDS FORTUNE

### CLASS FEATURE

#### Hide

When you move into a location where no enemies can see you, you are Hidden (you are unable to be directly targeted by attacks and any rolls against you at disadvantage). As a Rogue, when you are Hidden, targets also can't see you, even if they move into line of sight. You are no longer Hidden after you move or attack. When you leave Hidden to make an attack, the roll has advantage.

#### Sneak Attack

If you have advantage on an attack roll, or an ally is in melee with your target, always add a **d8** to your damage roll. When you use Sneak Attack, you may also spend any number of Hope before the attack roll, and if it is successful, also add a number of **d8** equal to the Hope spent.

### 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

NAME TRAIT & RANGE DAMAGE DICE

FEATURE

### INVENTORY ARMOR

NAME BASE SCORE

FEATURE

# ROGUE

## CHARACTER GUIDE

As a Rogue, you have experience with sidestepping the law and dealing with the underbelly of society, preferring to move quickly and fight quietly.

### SUGGESTED TRAITS:

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

### SUGGESTED PRIMARY WEAPON:

Dagger - Finesse Melee - d8 (Phy)

Feature: Quick (Mark stress to attack an additional target in range.)

### SUGGESTED SECONDARY WEAPON:

Dagger - Finesse Melee - d8 (Phy)

Feature: Paired (+2 to Primary Weapon damage in melee.)

### SUGGESTED ARMOR:

Breastplate Armor - Armor Score 5

### 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:

forgery tools OR a grappling hook

### CHARACTER DESCRIPTION:

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

**Clothes that are:** dark, tight, clean, tactical,  
inconspicuous, leather, scary

**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 conman, a bandit, a mob boss, a  
gambler, a pirate

## BACKGROUND QUESTIONS

What did you get caught doing that had you exiled from your home community?

You used to have a different life from this one that you've tried to leave behind you. Who from that life is still chasing you?

Who from that other life you were most sad to say goodbye to?

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.

What did I recently convince you to do that got us both in trouble?

What have I discover about your past that I hold secret from the others?

Who from that other life you were most sad to say goodbye to?

## 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 +2.
  - ☐ 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 from the previous tier.

- ☐☐☐ 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 +2 or Severe Damage Threshold by +4
  - ☐ 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 +1 and Severe by +3. 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 unmarked from the previous tier.

- ☐☐☐ 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 +4.
  - ☐ Increase your 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: Minor by +1, 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.





## STARTING PRIMARY WEAPONS – PHYSICAL

Name	Trait	Range	Feature	Damage	Damage Type	Burden
Battleaxe	Strength	Melee		d10+2	Phy	
Warhammer	Strength	Melee	<b>Large:</b> -1 to Agility.	d12+2	Phy	
Greatsword	Strength	Melee	<b>Massive:</b> -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	<b>Reliable:</b> +1 to attack rolls with this weapon	d8	Phy	
Shortsword	Agility	Melee		d10	Phy	
Rapier	Presence	Melee	<b>Small:</b> +1 to Agility.	d8	Phy	
Dagger	Finesse	Melee	<b>Quick:</b> 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	<b>Cumbersome:</b> -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	<b>Versatile:</b> Presence Melee - d10	d8+2	Mag	
Greatstaff	Knowledge	Very Far	<b>Powerful:</b> 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	<b>Protective:</b> Add +2 to your armor score.	d4	Phy	
Tower Shield	Strength	Melee	<b>Barrier:</b> Add +4 to your armor score, -2 to Evasion.	d6	Phy	
Dagger	Finesse	Melee	<b>Paired:</b> +2 to Primary Weapon damage in melee.	d8	Phy	
Shortsword	Agility	Melee	<b>Paired:</b> +2 to Primary Weapon damage in melee.	d10	Phy	
Whip	Agility	Very Close	<b>Whipcrack:</b> Mark stress to scatter enemies in melee back to close range.	d6	Phy	
Grappler	Agility	Close	<b>Hook:</b> 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	<b>Light:</b> +1 to Evasion.	3
Breastplate Armor		5
Chainmail Armor	<b>Heavy:</b> -1 to Evasion.	7
Full Plate Armor	<b>Very Heavy:</b> -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.

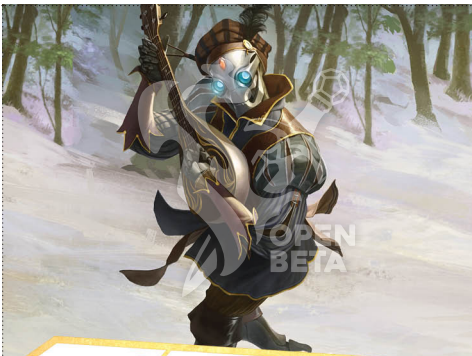
### Prepare

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

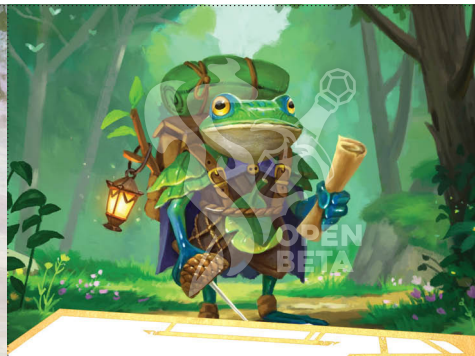
ANCESTRY

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.

[Artist Name TK]

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## RIBBET

ANCESTRY

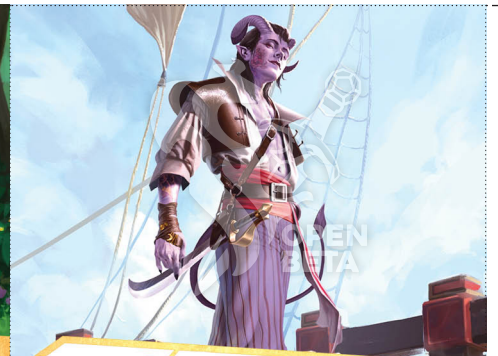
Those of ribbet ancestry resemble anthropomorphic frogs with protruding eyes and webbed hands and feet.

**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.

[Artist Name TK]

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## DAEMON

ANCESTRY

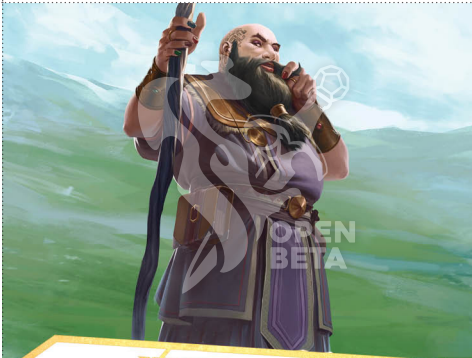
Those of daemon ancestry are the humanoid descendants of the Fallen Gods, who possess sharp canines, pointed ears, and horns that come in a variety of styles.

**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

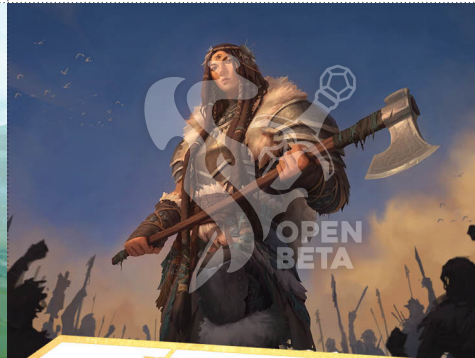
ANCESTRY

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

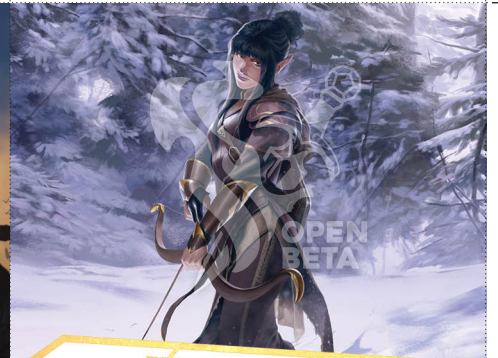
Giants are very tall humanoids with long arms, broad stature, and one to three eyes.

**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

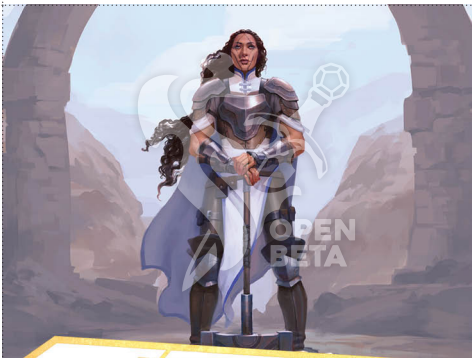
ANCESTRY

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

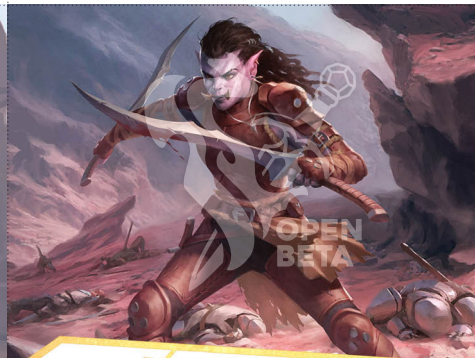
ANCESTRY

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.

[Artist Name TK]

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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.

[Artist Name TK]

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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.

[Artist Name TK]

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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.

[Artist Name TK]

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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.

[Artist Name TK]

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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

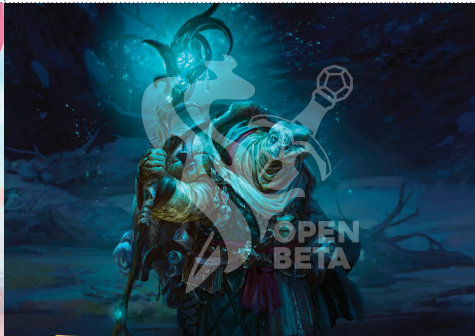
ANCESTRY

*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

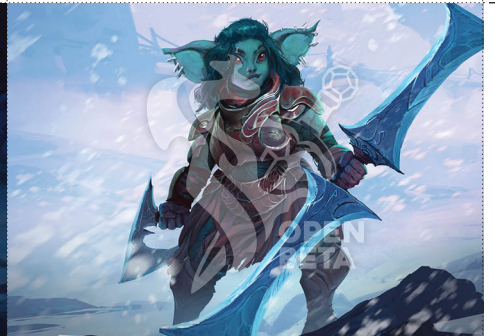
ANCESTRY

*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.

[Artist Name TK]

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## GOBLIN

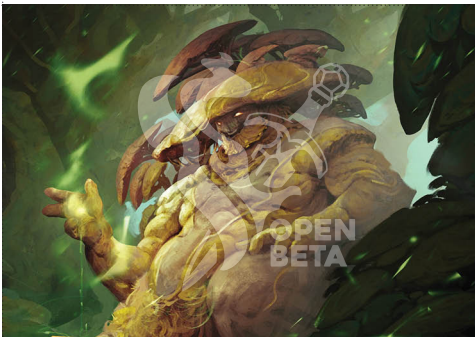
ANCESTRY

*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.

[Artist Name TK]

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## FUNGRIL

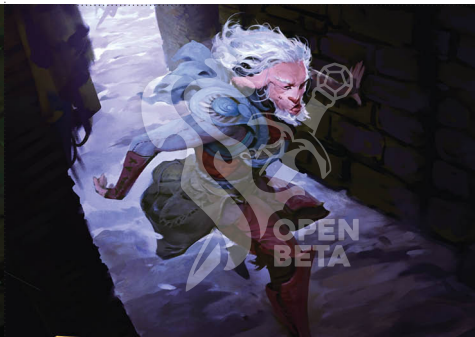
ANCESTRY

*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

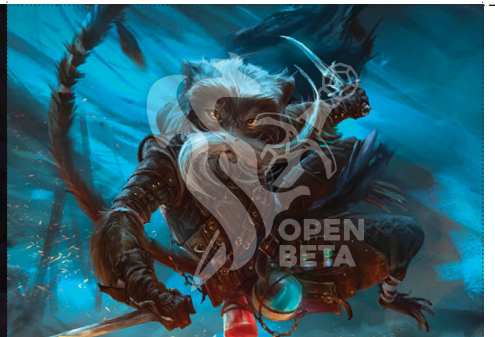
ANCESTRY

*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.

[Artist Name TK]

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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.

[Artist Name TK]

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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.

[Artist Name TK]

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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.

[Artist Name TK]

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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**.

[Artist Name TK]

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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.

[Artist Name TK]

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COMMUNITY

## SLYBORNE

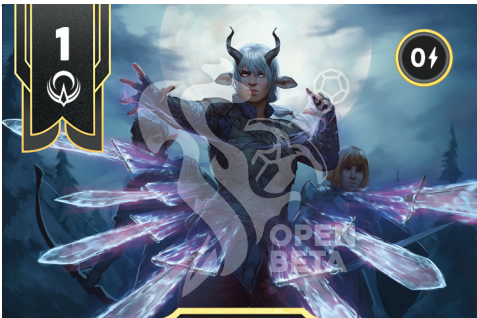
*Being part of a Slyborne community means growing up in the underbelly of society, surrounded by criminals and con artists.*

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

[Artist Name TK]

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SPELL

UNCANNY DISGUISE

When you have a few minutes to prepare, you can mark a **Stress** to don the facade of any humanoid you can picture clearly in your mind. While disguised, all Presence rolls to avoid scrutiny have advantage. The spell will begin to fade after one hour.

[Artist Name TK]

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SPELL

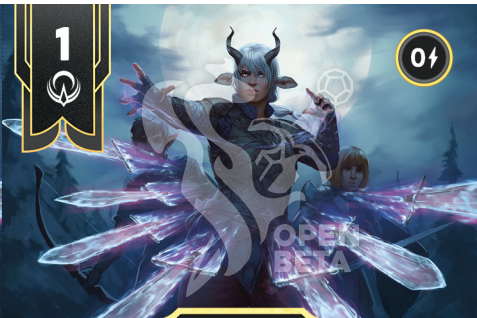
RAIN OF BLADES

Spend **2 Hope** to conjure throwing blades that strike any enemies close to you. Make a **Spellcast Roll** and all targets that you succeed against take **d10** magic damage.

If any targets you hit are currently Vulnerable, they take an additional **2d10** magic damage.

[Artist Name TK]

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ABILITY

PICK AND PULL

You have advantage on any attempt to pick a non-magical lock, disarm a trap, or steal an item from a target (either through stealth or by force).

[Artist Name TK]

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SPELL

ENRAPTURE

Make a **Spellcast Roll** against a close target. On a success, you can temporarily keep their attention on you, narrowing their field of view and drowning out any sound but your voice. You may also mark a **Stress** on a success to deal **2 Stress** to the target.

[Artist Name TK]

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SPELL

INSPIRATIONAL WORDS

You can imbue your speech with enhancing power. You can mark a **Stress** when you recite your words and choose an option from the list below to grant to an ally who hears it:

- Clear a Stress
- Heal a Hit Point.
- Gain a Hope.

[Artist Name TK]

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ABILITY

DEFT DECEIVER

Spend a **Hope** to take advantage on a roll you make to deceive or trick someone into believing a lie you tell them.

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ROGUE

SYNDICATE

Foundation

SPELLCAST: FINESSE

When you arrive in a heavily populated town or city, you know somebody that calls this place home. Give them a name, note how you think they could be useful, and choose one from the list below:

- They owe me a favor, but they will be hard to find.
- They're going to ask for something in exchange.
- They're always in a great deal of trouble.
- We used to be together. It's a long story.
- We didn't part on great terms.

[Artist Name TK]

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ROGUE

NIGHTWALKER

Foundation

SPELLCAST: FINESSE

**Shadow Stepper:** You can move from shadow to shadow. When you step into the shadow cast by another person or object, or an area of darkness, mark stress to disappear from where you are and reappear inside of any other shadow you can see within far range.

[Artist Name TK]

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ROGUE  
LEVEL 1





SPELL

SHADOWBIND

Make a **Spellcast Roll** against all enemies within Very Close range. All it succeeds against have their shadows temporarily pinned where they are, making them *restrained*.

[Artist Name TK]

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SPELL

MIDNIGHT SPIRIT

Spend a **Hope** to summon an arcane spirit the same size as yourself that can move or carry things you can see until your next short rest.

You may also send it to make an attack on an enemy. When you do, make a **Spellcast Roll** against a target within very far range of you. On a success, roll an amount of **d6** equal to your Spellcast Trait and deal that much magic damage to the target. The spirit then dissipates.

You can only have one spirit at a time.

[Artist Name TK]

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SPELL

TELL NO LIES

Make a **Spellcast Roll** against a target within very close range. On a success, they can't lie to you while they remain within close range, but they are not compelled to speak. If you ask them a question and they refuse to answer, they mark a **stress** and the spell ends.

[Artist Name TK]

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SPELL

THOUGHT DELVER

You can peek into the minds of others. Spend a **Hope** to read the vague surface thoughts of a target within far range. Make a **Spellcast Roll** against the target to delve for deeper, more hidden thoughts.

[Artist Name TK]

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ABILITY

CHOKEHOLD

While hidden, when you successfully position yourself behind a creature that's about your size, you can mark a **Stress** to pull them into a chokehold or equally compromising position and make them temporarily Vulnerable.

Every **Attack Roll** against them while they are Vulnerable from your chokehold adds **2d6** to the damage roll.

[Artist Name TK]

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SPELL

VEIL OF SHADOWS

Make a **Spellcast Roll (13)**. On a success, you can create a temporary curtain of darkness from one point far from you to another as tall as twice your height. Only you can see through this darkness. Gain advantage on any attacks you make through the wall and you are considered hidden to any enemies on the other side. It will hold until you cast another spell.

[Artist Name TK]

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SPELL

INVISIBILITY

Make a **Spellcast Roll (10)** while touching a creature. On a success, mark a **Stress** and the target becomes *hidden* for 1 hour, until you cast this spell again, or until the target makes an Attack or **Spellcast Roll**.

[Artist Name TK]

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SPELL

HYPNOTIC SHIMMER

Make a **Spellcast Roll** against any enemies in front of you within close range. On a success, once per short rest, you create an illusion of flashing colors and lights that can temporarily stun any enemies you succeed against, leaving them unable to move or act. While in combat, the GM can't spend tokens from the action tracker to activate stunned creatures.

[Artist Name TK]

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ABILITY

STEALTH EXPERTISE

When you attempt to move through a dangerous area without being noticed, if you roll with **Fear**, you can always mark a **Stress** to change it to a roll with **Hope** instead.

If an ally within close range is also attempting to move without being noticed and rolls with **Fear**, you can mark a **Stress** to change their roll to a roll with **Hope** as well.

[Artist Name TK]

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SPELL

TWILIGHT MARK

Make a **Spellcast Roll** against a target within very close range. On a success, spend a **Hope** to conjure a dark glyph upon their body that exposes their weak points, temporarily reducing the target's Difficulty number by 1 + your Knowledge trait.

[Artist Name TK]

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ABILITY

SOOTHING SPEECH

During a short rest, when you use the *Tend to Wounds* downtime action on another character, you may speak supportive words to heal an extra Hit Point on them. When you do, also heal two of your own.

[Artist Name TK]

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SPELL

THROUGH YOUR EYES

Point to a target within very far range. You can now see through their eyes and hear through their ears. You may return to this vision at any time until you cast another spell or mark a Hit Point.

[Artist Name TK]

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SPELL

HUSH

Make a **Spellcast Roll** against a target within close range. On a success, spend a **Hope** to temporarily conjure suppressive magic around the target that encompasses everything within very close range of them and follows them as they move.

The target and anything within the area cannot make noise and cannot cast spells until the GM spends **2 Fear** to end it, you cast this spell again, or you take Major damage.

[Artist Name TK]

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SPELL

PHANTOM RETREAT

Spend a **Hope** to activate Phantom Retreat where you're currently standing. You may spend another **Hope** at any time before your next short rest to disappear from where you are and reappear where you were standing when you activated Phantom Retreat. This will end the spell.

[Artist Name TK]

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SPELL

WORDS OF DISCORD

When you whisper words of discord to an adversary in melee range, make a **Spellcast Roll (13)**. On a success, the GM immediately makes an attack against another enemy instead of against you or your allies. If in combat, the GM spends a token from the action tracker to do so.

Once this attack is over, the target will realize what has happened. On the next use of Words of Discord against them, add **+5** to the **Spellcast Roll** difficulty.

[Artist Name TK]

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ABILITY

SECRET PLAN

Once per long rest, you may explain how you've secretly had preparation in place for the kind of situation you're in, and describe what it is. The GM will tell you how much **Stress** you need to mark for it.

- **1 Stress** for something reasonable.
- **2 Stress** for something reasonable but complex.
- **4 Stress** for something difficult and complex.

[Artist Name TK]

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ROGUE

NIGHTWALKER

Specialization

**Dark Cloud:** Make a **Spellcast Roll (15)**. On a success, create a temporary dark cloud that covers any area within close range of you. Anyone in this cloud can't see outside of it, and anyone outside of it can't see in. You are considered Cloaked from any enemy it blocks line of sight from.

**Slippery:** You may spend Hope to immediately slip out of anything that is physically keeping you from moving.

[Artist Name TK]

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ROGUE

SYNDICATE

Specialization

Once per session, you can briefly call forth a shady contact. Immediately choose one of the benefits below and describe the flashback that brought them here to help you in this moment:

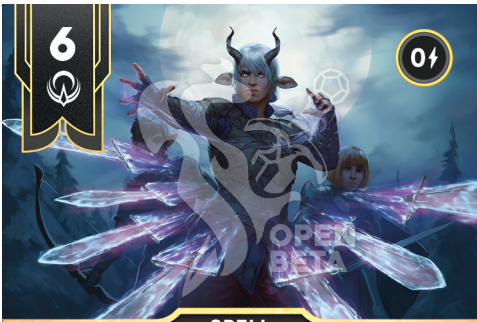
- They provide **1 handful of gold**, a unique tool, or a mundane object that the situation requires.
- When making an **Action Roll**, their help lets you shift your **Hope** or **Fear** die by **+3**.
- When dealing damage, they snipe from the shadows, adding **2d8** damage to your damage roll.

[Artist Name TK]

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SPELL

MASS DISGUISE

When you have a few minutes of silence to focus, you can mark a **Stress** to change the appearance of every willing target close to you, lasting for one hour. The new form must share a general body structure and size, and can be somebody or something you've seen before or entirely fabricated.

A disguised creature's Presence rolls to shrug off scrutiny have Advantage.

[Artist Name TK]

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ABILITY

DARK WHISPERS

You can speak into the mind of any person you've ever seen or know the true name of.

When you do, you may also choose to mark a **Stress** to make a **Spellcast Roll** against them. On a success, you can ask one of the questions below.

- *Where are they?*
- *What are they doing?*
- *What are they afraid of?*
- *What do they cherish most in the world?*

[Artist Name TK]

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SPELL

SHARE THE BURDEN

Once per short rest, you can absorb **Stress** from a willing creature you can touch. The target describes what intimate knowledge or emotions leak from their mind telepathically in this moment between you. Then, transfer any number of their marked **Stress** to you and you also gain a **Hope** for each **Stress** transferred.

[Artist Name TK]

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ABILITY

NEVER UPSTAGED

When you mark one or more Hit Points from an attack, you may mark a **Stress** to place a number of tokens on this card equal to the number of Hit Points you marked. On your next attack, you may increase your Proficiency by **+1** for each token on this card, then clear all tokens.

If you have any tokens remaining on this card when you take a long rest, clear that much **Stress**.

[Artist Name TK]

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ROGUE  
LEVEL 6



ABILITY

MIDNIGHT TOUCHED

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

- Whenever you succeed with **Fear**, you gain a **Hope**.
- If your **Fear** die ever rolls a 1 or 2, you may reroll it once and take the new result instead.

[Artist Name TK]

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SPELL

PHANTOM DODGE

When you successfully evade physical damage, you can choose to envelope yourself in shadow, becoming Hidden and teleporting to anywhere in close range of the target that attacked you. You remain Hidden until the next time you make an action roll.

[Artist Name TK]

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SPELL

GRACE TOUCHED

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

- You may mark an Armor Slot instead of marking Stress.
- When you get a critical success on an Action Roll, an enemy within close range takes 2 Stress, or an ally within close range gains 2 Hope.

[Artist Name TK]

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ABILITY

ENDLESS CHARISMA

Whenever you make an Action Roll to persuade, lie, or garner favor, you can spend a Hope to reroll the Hope or Fear die and take the new result instead.

[Artist Name TK]

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SPELL

RUNE THIEF

When you should take magic damage, place tokens on this card equal to the number of hit points that damage would do. Then, reduce the incoming damage in half (rounded up).

When you make a successful attack roll against a target, you can spend any number of the tokens from this card to deal an additional **1d6** magic damage per token. On your next rest, clear all tokens.

[Artist Name TK]

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ABILITY

SHADOWHUNTER

Under the cover of shadow, your prowess is enhanced. While you are shrouded in low light or darkness, you gain +1 Proficiency to your weapon attacks and you can add your Spellcast trait to your Evasion.

[Artist Name TK]

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SPELL

ASTRAL PROJECTION

Once per long rest, mark a **Stress** to create a projected copy of yourself that can appear anywhere you've been before.

You can see and hear through it as though it were you, and can affect the world as though you were there. Anyone investigating this projection can tell it's of magical origin. This spell ends at your next short rest or when your projection takes any damage.

[Artist Name TK]

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SPELL

MASS ENRAPTURE

Make a **Spellcast Roll** against all enemies within far range. Any you succeed against temporarily keep their attention on you, narrowing their field of view and drowning out any sound but your own. You may also mark a **Stress** to deal **Stress** to all targets who are enraptured.

[Artist Name TK]

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ROGUE

SYNDICATE

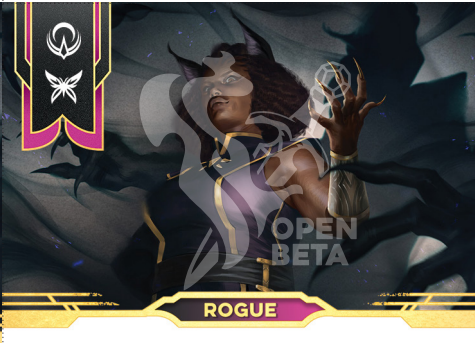
Mastery

You can now use your Specialization Feature three times per session. You can also choose from the following options when you use it:

- When you mark **1** or more Hit Points, a contact rushes out to shield you, reducing the Hit Points marked by **1**.
- When you make a Presence Roll in conversation, they back you up. Your **Hope** die becomes a **d20** for the roll.

[Artist Name TK]

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ROGUE

NIGHTWALKER

Mastery

Permanently gain **+1** to your Evasion and your ability to shadow step now works at very far range.

**Cloaked:** At any time, you can mark stress to make yourself **cloaked**. While cloaked, you take all the benefits of the **hidden** condition and automatically lose the **vulnerable** and **restrained** condition if you have them. **Cloaked** only drops when you make a roll with Fear, or at your next rest.

[Artist Name TK]

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ROGUE  
LEVEL 8



SPELL

NIGHT TERROR

Once per short rest, choose any targets within close range. For them, your visage changes into something of nightmarish horror. They must make a successful **Reaction Roll (16)** or become temporarily Horrified. While Horrified, they are Vulnerable and group together as closely as possible. You steal an amount of **Fear** from the GM equal to the number targets that are Horrified (or as many as they have, if it's not enough). For each **Fear** stolen, roll a **d6** and deal that much damage to each Horrified target. Discard the stolen **Fear**.

[Artist Name TK]

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ABILITY

TWILIGHT TOLL

Choose a target within far range to mark. Each time you succeed on any **Action Roll** against them that doesn't result in making a damage roll, place a token on this card. When you roll damage against this target, you can spend any number of tokens to deal an additional **1d12** per token spent. You may only hold Twilight Toll on one creature at a time.

[Artist Name TK]

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ABILITY

MASTER OF THE CRAFT

Add **+3** to any two of your Experiences, or **+5** to any one of your Experiences. Then permanently put this card into your Vault.

[Artist Name TK]

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SPELL

COPYCAT

Once per long rest, this card can mimic the features of any other active Domain card in another player's loadout of Level **8** or lower. You must spend **Hope** equal to half the card's level (rounded up), and this lasts until your next short rest.

[Artist Name TK]

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SPELL

SPECTER OF THE DARK

Mark a **Stress** to move like a ghost. While in this form, you are visible but can float and pass through solid objects for a number of minutes equal to your Spellcast Trait. During this time, you are immune to physical damage.

[Artist Name TK]

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SPELL

ECLIPSE

Make a **Spellcast Roll (16)**. On a success, once per long rest, spend **3 Hope** to plunge the entire area within far range into magical shadow that moves with you. Whenever you or an ally within this shadow should be damaged by an attack or spell, roll **1d6**. On a result of **5+**, the attack or spell misses.

In addition, when you or an ally rolls a successful **Attack Roll** with **Hope** against an enemy that is within this shadow, the enemy takes a **Stress**.

This spell lasts for until the GM spends **3 Fear**, or you take Severe damage.

[Artist Name TK]

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SPELL

NOTORIOUS

People know who you are and what you've done, and will treat you differently because of it. Whenever you leverage your notoriety to get what you want, mark a **Stress** before you roll to take **+10** to the result. All food and drinks for you are always free wherever you go, and everything else you buy is reduced in price by one chest of gold (to a minimum of one handful).

This card must remain in your loadout, but doesn't count towards your domain card maximum.

[Artist Name TK]

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SPELL

ENCORE

When an ally within close distance of you deals damage to an enemy, you may make a **Spellcast Roll** against that same enemy. On a success, you immediately do the same amount of damage to them as your ally dealt. If your **Spellcast Roll** succeeds with **Fear**, place this card into your Vault afterward.

[Artist Name TK]

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