



DAGGERHEART

SORCERER 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 **Sorcerer** 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.

SORCERER

ARCANA & MIDNIGHT

DAGGERHEART OPEN BETA V1.2



EVASION

Start at 9



ARMOR



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 3, MAJOR 8, and SEVERE 13.

MINOR Mark 1 HP

MAJOR Mark 2 HP

SEVERE 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

Arcane Sense

You can sense the presence of magical people and objects when you're close to them.

Minor Illusion

Make a Spellcast Roll (10). On a success, you create a minor visual illusion no larger than yourself within close range that is convincing to anyone in far range or further.

Channel Raw Power

Once per Long Rest, you can place a Domain card from your Loadout into your Vault and choose to either:

- Gain Hope equal to the level of the card.
- Add magic damage equal to twice the level of the card to a spell attack you've successfully cast.

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

SORCERER

CHARACTER GUIDE

As a Sorcerer, you were formed and shaped by the will of the arcana,
and you've learned how to wield that power to get what you want.

SUGGESTED TRAITS:

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

SUGGESTED PRIMARY WEAPON:

Dualstaff - Instinct Far - d8+2 (Mag)

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:

a whispering orb OR a family heirloom

CHARACTER DESCRIPTION:

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

Clothes that are: ornate, flamboyant, always
moving, inconspicuous, layered, tight

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 celebrity, a commander, a
politician, a prankster, a wolf in sheep's clothing

BACKGROUND QUESTIONS

What did you do that make the people in your community wary of you?

Who finally taught you how to control the magic bursting forth
from you, and why are they no longer able to guide you?

You have a true fear you hide from everyone.
What is it, and why does it scare you?

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.

Why do you trust me so deeply?

What did I do that makes you wary of me?

Why do we keep our shared past a secret?

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 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 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
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 +4.
- ☐ 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 +1, 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	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

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

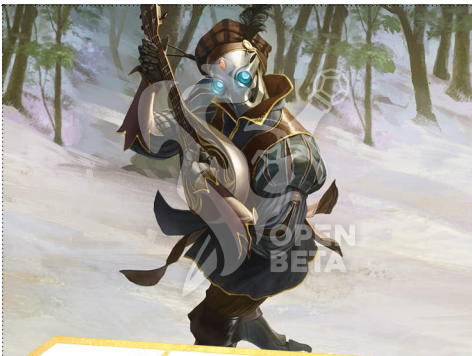
Describe how you spend time repairing your armor and clear all of its Armor Slots. You may choose to do this to an ally's armor instead.

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

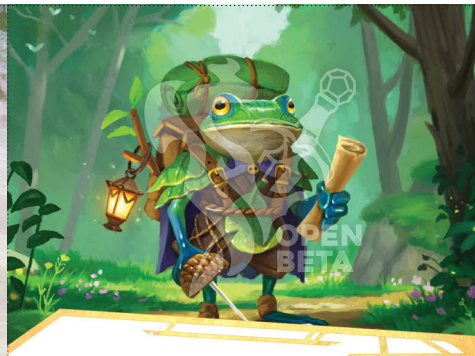
ANCESTRY

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

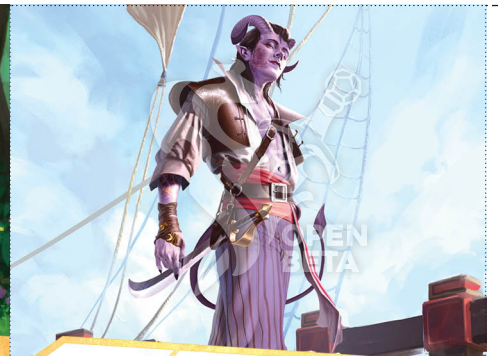
Those of ribbet ancestry resemble anthropomorphic frogs with protruding eyes and webbed hands and feet.

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

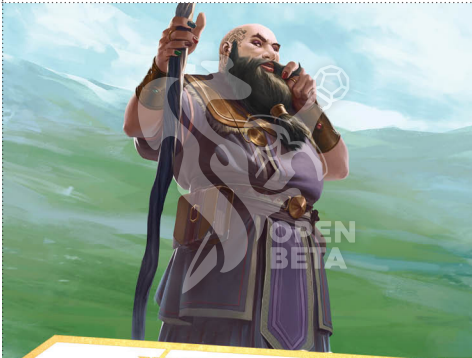
Those of daemon ancestry are the humanoid descendants of the Fallen Gods, who possess sharp canines, pointed ears, and horns that come in a variety of styles.

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

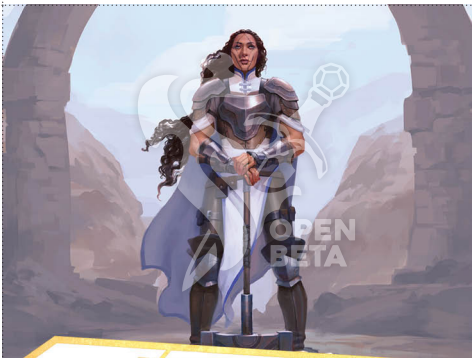
ANCESTRY

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

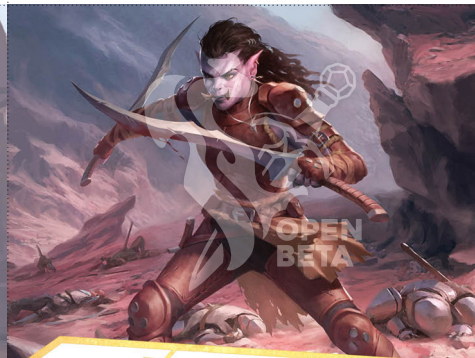
ANCESTRY

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

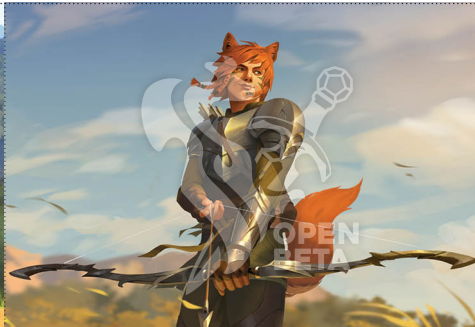
ANCESTRY

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

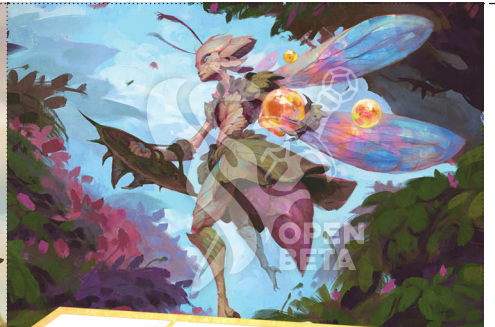
ANCESTRY

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

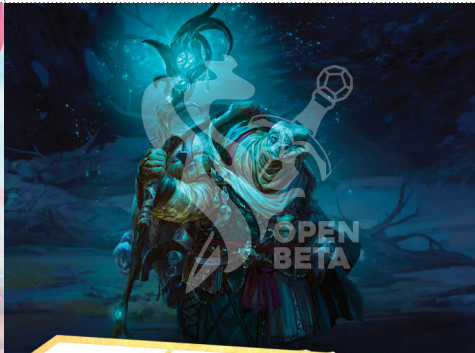
ANCESTRY

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

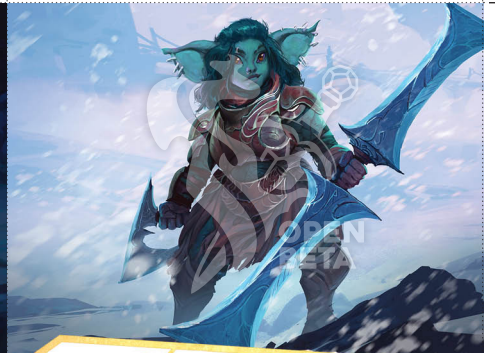
ANCESTRY

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

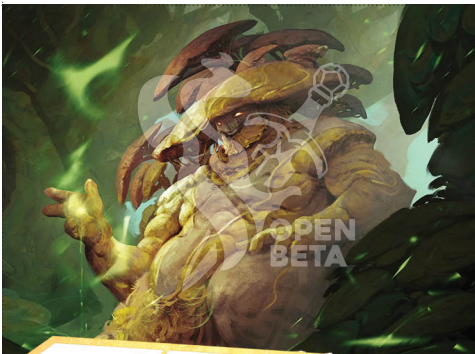
ANCESTRY

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.

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FIRBOLG

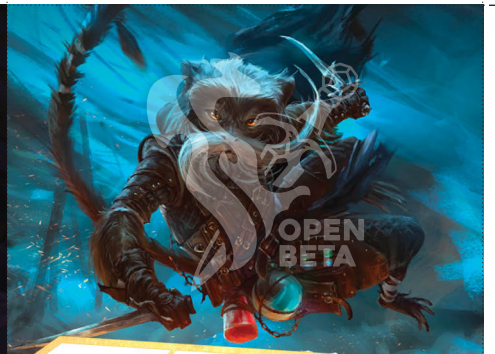
ANCESTRY

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.

[Artist Name TK]

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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**.

[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

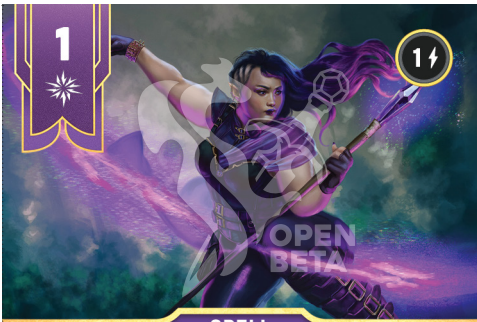
SLYBORNE

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.

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SPELL

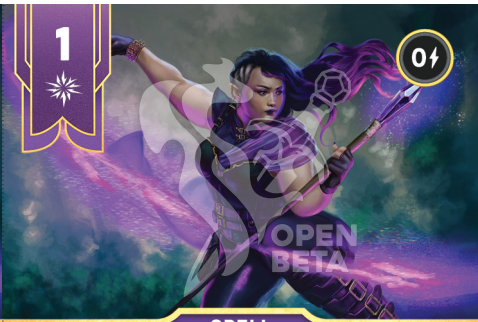
UNLEASH CHAOS

At the beginning of a session, place a number of tokens equal to your Spellcast Trait on this card.

You can make a **Spellcast Roll** against a target within far range and spend any number of tokens to channel raw energy from within yourself and unleash against them. On a success, roll a number of **d10** equal to the tokens you spent, and do that much magic damage to the target. Mark a **Stress** to replenish this card with tokens, up to your Spellcast Trait. Clear all tokens at the end of the session.

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SPELL

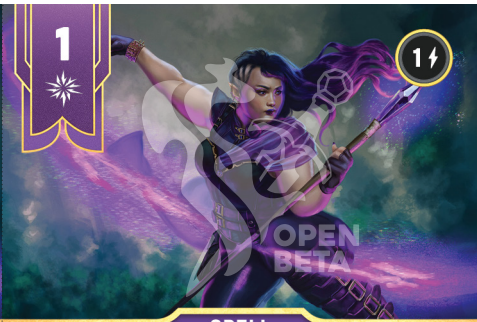
RUNE WARD

You have a deeply personal token or trinket that can be infused with protective magic and held as a ward by you or an ally. Describe what it is and why it's important to you. When the holder of the ward takes damage, they can spend **Hope** to reduce it by **1d8**.

If the ward die rolls an **8**, its power will temporarily end after it reduces damage this turn. It can be recharged for free on your next rest.

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SPELL

WALL WALK

Spend a **Hope** to allow a creature you can touch to climb on walls and ceilings as easily as walking on the ground below. This spell will end after ten minutes or when you cast it on another creature.

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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.

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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.

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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).

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SORCERER

PRIMAL ORIGIN

Foundation

SPELLCAST: INSTINCT

Your primal origin allows you to modify the essence of magic itself. After you cast a spell or use a weapon that deals magic damage, you may mark a **Stress** to do any of the following:

- *Extend its reach by one range.*
- *Add +2 to the action roll result.*
- *Reroll any number of Damage Dice.*
- *Hit an additional target within range with the spell.*

[Artist Name TK]

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SORCERER

ELEMENTAL ORIGIN

Foundation

SPELLCAST: INSTINCT

Your elemental origin lets you manipulate and shape a certain kind of element.

Choose one:

WATER · FIRE · AIR · LIGHTNING · EARTH

You can channel this element into unique, harmless effects. You may also spend a **Hope** to describe how your control over this element helps a current action, and either add **+2** to the action roll before making it or **+3** to the damage.

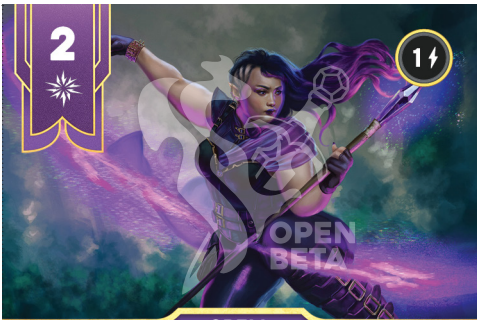
[Artist Name TK]

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SORCERER

LEVEL 1



SPELL

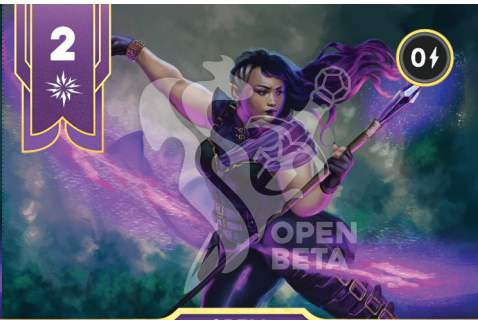
CINDER GRASP

Make a **Spellcast Roll** against a target in melee range. On a success, the target instantly bursts into flames, dealing **1d20** magic damage and temporarily catching them on fire.

Any time a creature tries to act while on fire, it must take an additional **2d6** magic damage if it is still on fire at the end of its action.

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SPELL

FLOATING EYE

You can spend a **Hope** to create a single, small floating orb that you can control anywhere within very far range from you. While controlling it, you can choose to see through its vision as though it's your own. If the orb takes damage or moves out of range, the spell will immediately end.

[Artist Name TK]

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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*.

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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.

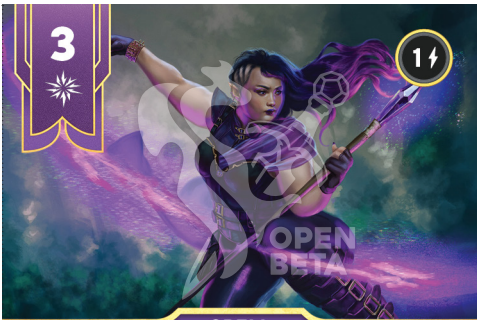
You can only have one spirit at a time.

[Artist Name TK]

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SORCERER
LEVEL 2



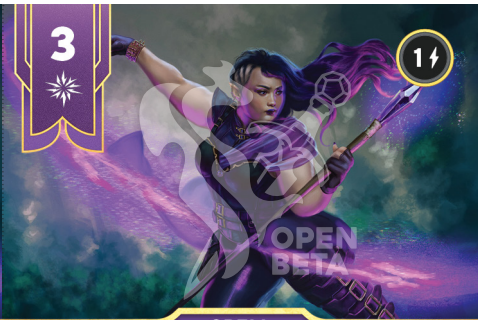
SPELL

COUNTERSPELL

Make a **Spellcast Roll** against a spell or magical effect about to happen within far range. On a success, the GM will tell you how many **Stress** you can mark to end it.

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SPELL

FLIGHT

Mark a **Stress** to take flight for a number of minutes equal to your level. While flying, you may spend a **Hope** to pick up and carry another creature approximately your size or smaller. You cannot carry more than one other creature at a time.

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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.

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SPELL

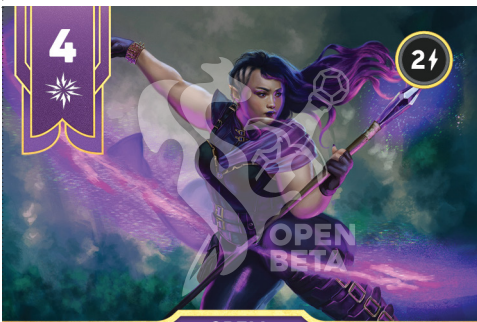
VEIL OF SHADOWS

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.

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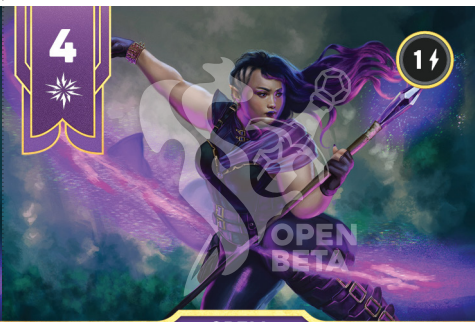
SPELL

PRESERVATION BLAST

Make a **Spellcast Roll** against all enemies within melee range of you. Any you succeed against are hurled into far range. Roll an amount of **d8s** equal to your Spellcast Trait and also do that much magic damage to each of them.

[Artist Name TK]

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SPELL

BLINK OUT

Make a **Spellcast Roll** (12). On a success, spend a **Hope** and vanish, teleporting to another place you can see within very far range. If any creatures are very close to you when you succeed, you can spend an additional **Hope** each to bring them with you.

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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.

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SPELL

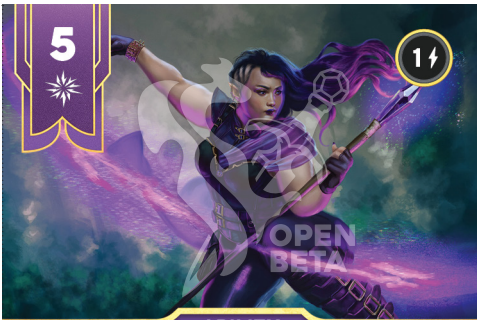
TWILIGHT MARK

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.

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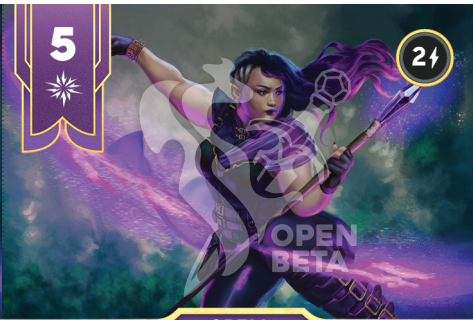
ABILITY

CHAIN LIGHTNING

Once per short rest, make a **Spellcast Roll** against every adversary in front of you within close range. On a success, the GM must make a **Reaction Roll (16)** for the targets. On a failure, they take **3d8** plus a number of **d8s** equal to your Spellcast Trait in magic damage. On a success, they take half damage (rounded up).

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SPELL

PREMONITION

You can channel the arcane energy to have visions of the future. Once per long rest, immediately after the GM conveys the consequences of you rolling with **Fear**, you may make that event your Premonition. You instead rescind the action and consequences like they never happened and choose another action instead.

[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.

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SORCERER

ELEMENTAL ORIGIN

Specialization

You can call forth your chosen element to protect you from harm. When you are attacked, you may mark a Stress to describe how your element is channeled to defend you and add **1d8** to your Evasion against the attack.

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SORCERER

PRIMAL ORIGIN

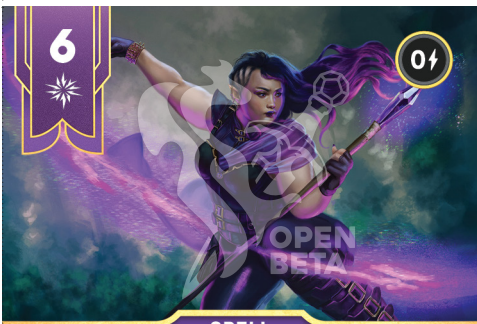
Specialization

You can enhance the magical practices of others with your essence. When you Help an Ally on a **Spellcast Roll**, the advantage die you roll is **1d8**. After you help them make their **Spellcast Roll**, once per long rest, you can swap the values of their Duality dice.

[Artist Name TK]

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SPELL

TELEKINESIS

Make a **Spellcast Roll** against an object or target within far range. On a success, you can move it anywhere within far range of its current position using only your mind. If the target is unwilling, you must spend 1 or more **Stress** to do so, and can deal 1d20 magic damage per **Stress** spent. If you are hitting a creature with the target, divide the damage equally between the two.

[Artist Name TK]

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SPELL

TELEPORT

Once per long rest, you have the ability to instantly teleport yourself and a number of others within close range up to your Level somewhere you're aware of. Choose one option below to gain additional modifiers, then make a **Spellcast Roll (16)**:

- If you know the place very well, take +5.
- If you've visited the place frequently, take +3.
- If you've visited the place infrequently, take +1.
- If you've only been there once, no modifiers.
- If you've never been there, take -4.

On a success, you appear where you were intending to go. On a failure, you appear off course, with the range of failure signifying how far off course.

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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.

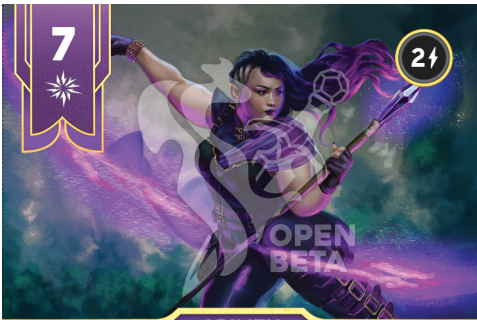
- Where are they?
- What are they doing?
- What are they afraid of?
- What do they cherish most in the world?

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SORCERER
LEVEL 6



ABILITY

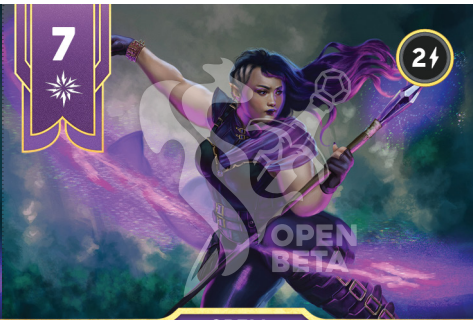
ARCANA TOUCHED

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

- Gain **+1** to your **Spellcast** rolls.
- Once per short rest, switch the values on your **Hope** and **Fear** die.

[Artist Name TK]

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SPELL

CLOAKING BLAST

Make an **Attack Roll** using your primary weapon against a target. On a success, along with dealing damage, you can also spend a **Hope** to immediately become **hidden**.

Hidden only drops the next time you make an action roll or the GM uses all of the tokens on the action tracker.

[Artist Name TK]

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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

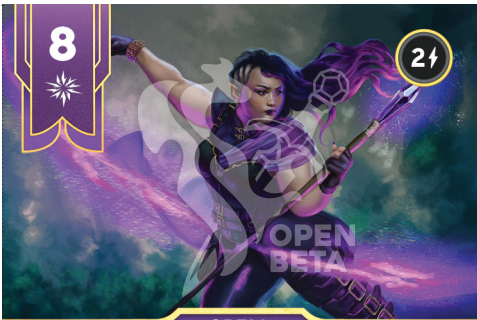
When you successfully evade physical damage, you can choose to envelope yourself in shadow, becoming **Hidden** and teleporting to anywhere in close range of the target that attacked you. You remain **Hidden** until the next time you make an action roll.

[Artist Name TK]

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SORCERER
LEVEL 7



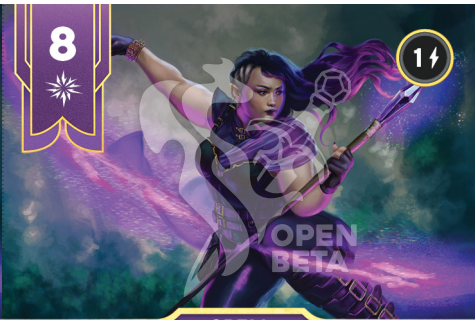
SPELL

CONFUSING AURA

Make a **Spellcast Roll** (14). Once per long rest, on a success you create a layer of illusion over your body that makes it hard to tell exactly where you are. You may mark any number of **stress** to make that many additional layers. When an adversary makes an attack against you, roll a number of **d6** equal to the number of layers currently active. If any land on a **4+**, one layer of the aura is destroyed and you avoid the attack. If all are **3-**, you take the damage and the effect ends.

[Artist Name TK]

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SPELL

ARCANE REFLECTION

Whenever you would take magic damage, if you choose not to reduce it using **Armor**, you may spend a **Hope** to roll an amount of **d6** equal to your **Spellcast Trait**. If any of the dice roll a result of **6**, the attack is reflected back onto the caster, dealing the damage to them 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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SORCERER

PRIMAL ORIGIN

Mastery

You can gather magical energy to enhance your capability. You may become "charged" after taking magical damage, or after spending **2 Hope** to do so. When you successfully cast a spell while "charged", you may become no longer "charged" to either roll damage at **+2 Proficiency** or inflict a **+2 Reaction Roll** difficulty for that spell.

You are no longer "charged" after a long rest.

[Artist Name TK]

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SORCERER

ELEMENTAL ORIGIN

Mastery

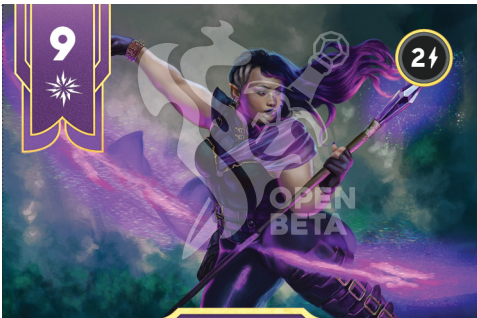
Once per long rest, you can transform into an elemental form of your chosen element. When you do, describe your transformation and choose two of the following features to gain until your next short rest:

- **+4** to your *Severe Threshold*.
- **+1** to a *Character Trait* of your choice.
- **+1 Proficiency**
- **+2** to your *Armor Score*.
- **+2 Evasion**

[Artist Name TK]

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SPELL

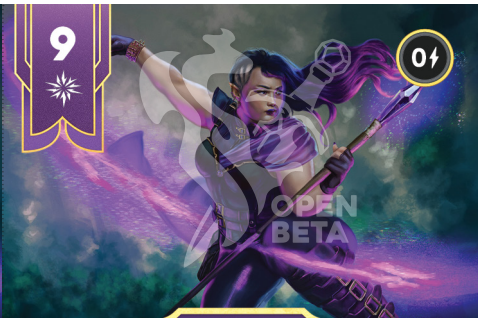
EARTHQUAKE

Make a **Spellcast Roll (16)**. Once per short rest, on a success all creatures within very far range of your choice must make a **Reaction Roll (18)**. On a failure, they take **3d10** physical damage and are Vulnerable. On a success, they take half damage (rounded up).

When you successfully cast this spell, all terrain within very far range of you becomes difficult to move through, and structures within this range may sustain damage or crumble.

[Artist Name TK]

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SPELL

SENSORY PROJECTION

Make a **Spellcast Roll (15)**. On a success, drop into a vision that lets you clearly see and hear any place you have been before as though you are standing there. You can move freely in this vision and are not constrained by the physics or impediments of a physical body. This spell cannot be detected by mundane or magical means and you will drop out of this vision immediately upon taking damage or casting another spell.

[Artist Name TK]

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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 **Fear**. Discard the stolen **Fear**.

[Artist Name TK]

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ABILITY

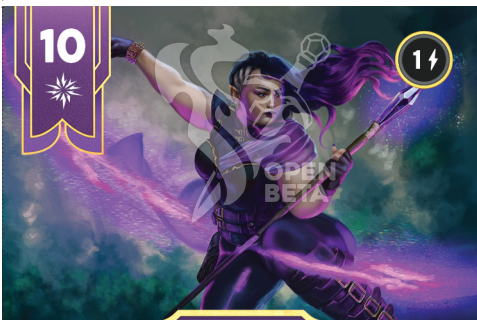
TWILIGHT TOLL

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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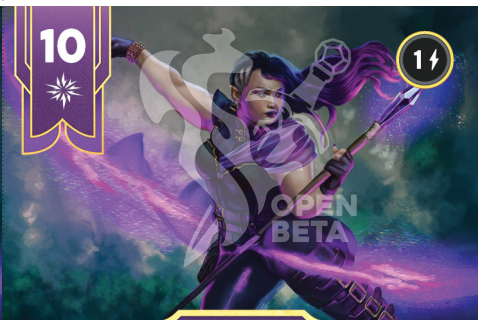
SPELL

FALLING SKY

Make a **Spellcast Roll** against all enemies within far range. Mark any number of **Stress** to make shards of arcana rain down from above, dealing **1d20** damage per each **Stress** you marked to any targets you succeed against.

[Artist Name TK]

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SPELL

ADJUST REALITY

After a dice roll, you may spend **5 Hope** to change the results of that roll to a result of your choice instead. The result must be plausible within the range of the dice.

[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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SORCERER
LEVEL 10