DAGGERHEART

WARRIOR 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 **Warrior** 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, Davesh 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.

WARRIOR
BLADE & BONE

NAME		PRONOUNS
HERITAGE		SUBCLASS

LEVEL

EVASION | **ARMOR**

Start at 10

AGILITY	STRENGTH	FINESSE	INSTINCT	PRESENCE	KNOWLEDGE
Sprint	Lift	Control	Perceive	Charm	Recall
Leap	Smash	Hide	Sense	Perform	Analyze
Maneuver	Grapple	Tinker	Navigate	Deceive	Comprehend

HIT POINTS & STRESS

Start at MINOR 5, MAJOR 10, and SEVERE 15.

◄ **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

Battle Strategist
Whenever you are making a roll to physically hinder a creature that isn't a weapon attack (shove, trip, grapple, etc) you can spend a Hope to have advantage. On a success, you can choose to deal *1d8* physical damage to the target.

Combat Training
Ignore burden when equipping weapons, and you may place primary weapons in your secondary weapon slot. Always add additional physical damage equal to the value of your Level when you attack.

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

WARRIOR
CHARACTER GUIDE

You run into battle without hesitation or caution, knowing you can strike down whatever enemy may stand in your path.

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

SUGGESTED PRIMARY WEAPON:
Longsword - Agility Melee - **d8** (Phy)
Feature: Reliable (+1 to attack rolls with this weapon)

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:
the drawing of a lover **OR** a sharpening stone.

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

Clothes that are: reinforced, weathered, patched, sleek, royal, Strength, sparing

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 gladiator, a hired hand, a dedicated soldier, a bull, a hero

BACKGROUND QUESTIONS

Who taught you to fight, and why did they stay behind when you left home?

Somebody defeated you in battle years ago and left you to die. Who was it, and why did it feel like such a betrayal?

What legendary place have you always wanted to visit, and why is it so special?

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

CONNECTIONS

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

How did we know each other long before this party came together?

What mundane thing off the battlefield do you usually help me with?

What fear am I helping you to overcome?

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 +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.

EQUIPMENT

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	🖐🖐

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	🖐🖐

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	🖐

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

ACTION ROLLS

When the GM calls for an action roll:

> **+1 AGILITY**
> **+1 THIEF**
> **Decide what modifiers apply. Spend Hope to add an Experience.**

>
> **Roll your Duality Dice and add them together along with your modifiers.**

> **"20 WITH FEAR!"**
> **Tell the GM the result and which Duality Die rolled higher.**

CRITICAL SUCCESS!
If the Hope and Fear die both land on the same number, it's a critical success.

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 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 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.
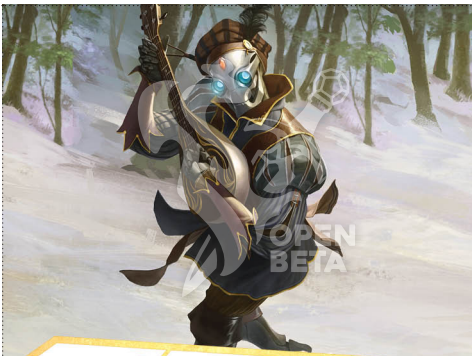
CLANK

ANCESTRY

Clanks are sentient mechanical beings built from such materials as metal, wood, stone, and clay, to resemble humanoids, 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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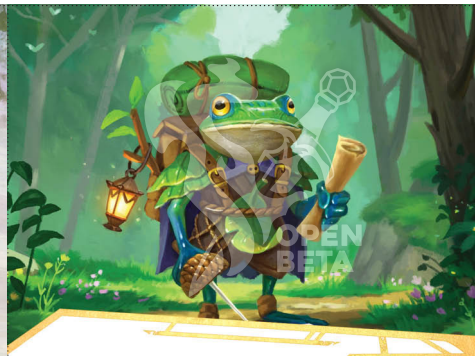
RIBBET

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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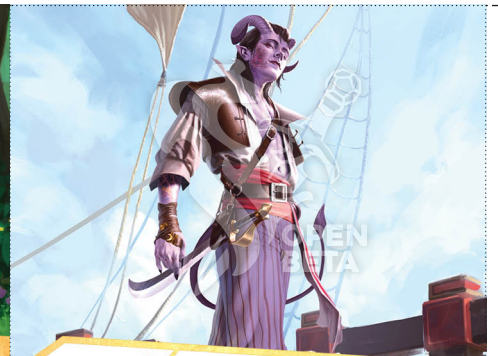
DAEMON

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.

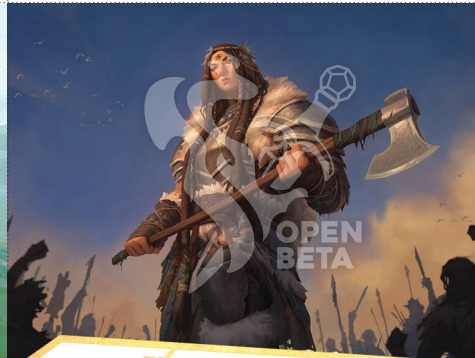*[Artist Name TK]* ©2024 Daggerheart v1.2 Open Beta
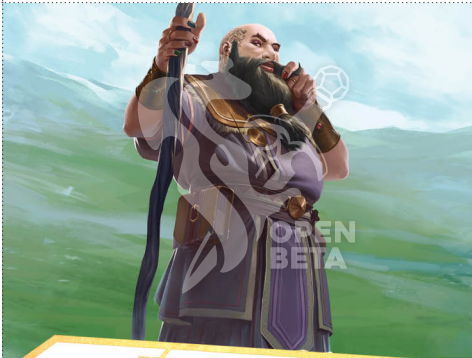
DWARF

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.
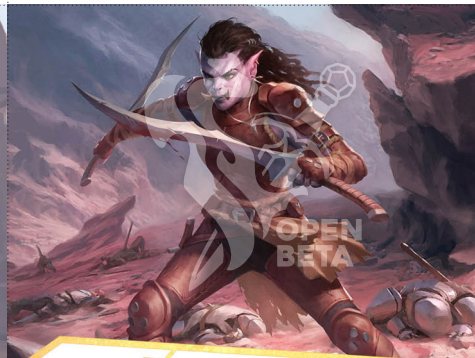
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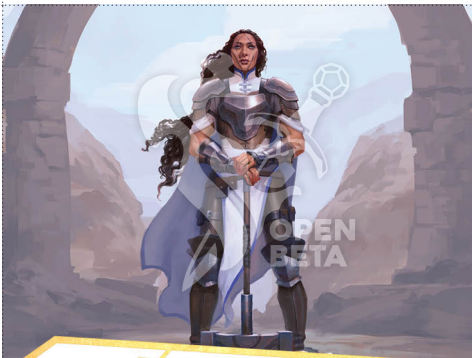
HUMAN

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.

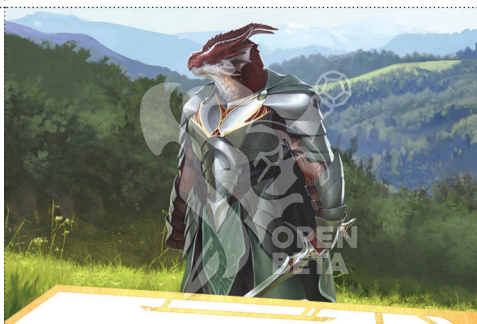*[Artist Name TK]* ©2024 Daggerheart v1.2 Open Beta

HALFLING

ANCESTRY

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

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

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DRAKONA
ANCESTRY

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

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

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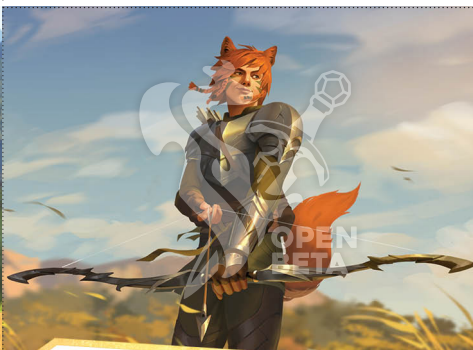
KATARI
ANCESTRY

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

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

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FAERIE
ANCESTRY

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

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

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

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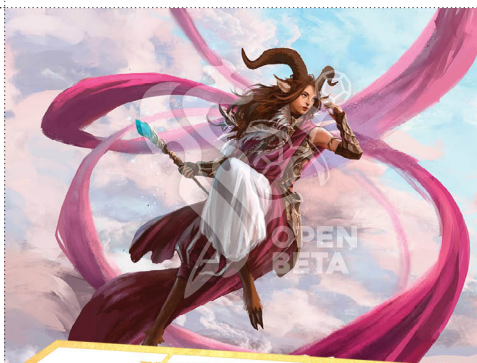
FAUN
ANCESTRY

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

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

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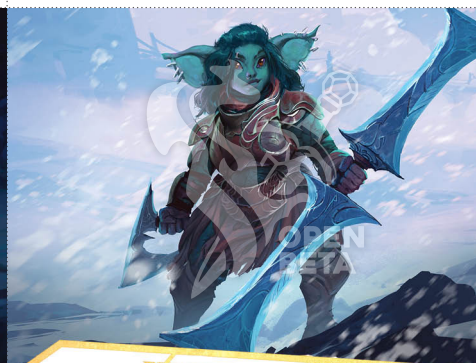
GALAPA
ANCESTRY

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

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

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GOBLIN
ANCESTRY

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

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

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FUNGRIL
ANCESTRY

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

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

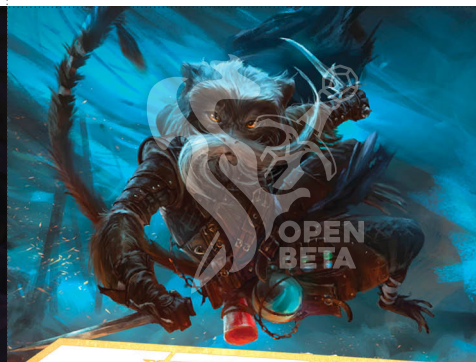*[Artist Name TK]* ©2024 Daggerheart v1.2 Open Beta

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**.

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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.

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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.

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COMMUNITY

RIDGEBORNE

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

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

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COMMUNITY

SEABORNE

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

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

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COMMUNITY

UNDERBORNE

Being part of an Underborne community means that you're from a subterranean society.

Low Light Living: When you are in an area with low light or heavy shadow, you have advantage on rolls to hide, investigate, or perceive details.

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COMMUNITY

WILDBORNE

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

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

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COMMUNITY

LOREBORNE

Being part of a Loreborne community means you were brought up in a place that favored strong academic or political prowess.

Well-Read: You have advantage on any rolls you make that deal with the history, culture, or politics of a prominent person or place.

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COMMUNITY

ORDERBORNE

Being part of an Orderborne community means you were raised in a place of great discipline or faith, and uphold a set of principles that reflect your experience there.

Dedicated: Record three sayings or values your upbringing instilled in you. Once per short rest, when you describe how you're embodying one of these principles through your current action, you may roll with a **d20** as your Hope Die instead of a **d12**.

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COMMUNITY

WANDERBORNE

Being part of a Wanderborne community means that you were raised as a nomad, not having a permanent home but experiencing a wide variety of cultures.

Nomadic Pack: Add a Nomadic Pack to your inventory. Once per session, you may spend a **Hope** to reach into this pack and pull out a common item that is useful in this situation. Work with the GM to figure out what this item is.

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COMMUNITY

SLYBORNE

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

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

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NOT GOOD ENOUGH

When you roll your damage dice, you may reroll any **1s** or **2s**. If you do, you must take the new result, even on a **1** or **2**.

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RETALIATION

When you take damage from a creature in melee range, you may mark a **Stress** to immediately deal weapon damage to the creature at half Proficiency (rounded up).

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WHIRLWIND

When you make a successful attack using a weapon with melee or very close range, you may also spend a **Hope** to use that roll against every other enemy in that weapon's range. Any additional enemies you succeed against with this ability take half damage (rounded up).

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DEFT MANEUVERS

You can spend a **Hope** to move anywhere within far range without making an Agility Roll to get there.

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NIMBLE

While this card is in your loadout, add your Agility score to your Evasion.

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I SEE IT COMING

When you are targeted by a ranged attack, mark a **Stress** to roll your Hope Die and increase your Evasion against this attack by its value.

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WARRIOR

CALL OF THE SLAYER
Foundation

On a roll with Hope, you may choose to place a single **1d6** Slayer die on this card instead of taking a Hope. You can store a number of **1d6** Slayer dice equal to your proficiency, and can pick up any number of these dice and roll them when making a weapon Attack or Damage Roll to add their value to your total. Discard any you use this way. At the end of a session, clear any remaining Slayer dice on your sheet and gain that many Hope.

[Artist Name TK] — ©2024 Daggerheart v1.2 Open Beta

WARRIOR

CALL OF THE BRAVE
Foundation

When you fail a roll with **Fear**, you gain a Hope.

Once per long rest, before you attempt something incredibly dangerous or face off against a foe who clearly outmatches you, describe what ritual you perform or preparation you make to clear **2 Stress** and gain **2 Hope**.

[Artist Name TK] — ©2024 Daggerheart v1.2 Open Beta

WARRIOR
LEVEL 1

2 | **1⚡**

ABILITY

RECKLESS

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

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2 | **1⚡**

ABILITY

A SOLDIER'S BOND

Once per long rest, if you compliment someone or ask them about something they are good at, you may both take **3 Hope**.

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---

2 | **1⚡**

ABILITY

STRATEGIC APPROACH

After a long rest, place a number of tokens equal to your Knowledge Trait on this card, with a minimum of **1**. When you move into melee range of an enemy and make an **Attack Roll** against them, you may spend one token to choose an option below.

• *Make the attack at advantage.*
• *Don't add a character token to the action tracker for this attack.*
• *Add **1d8** to your damage.*

When you take a long rest, clear all unused tokens.

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2 | **2⚡**

ABILITY

FEROCITY

When you cause an enemy to mark any Hit Points, spend a **Hope** to temporarily increase your Evasion by the number of Hit Points you dealt. This bonus lasts until after the next attack that targets you.

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WARRIOR
LEVEL 2

3

1

ABILITY
VERSATILE FIGHTER

You can choose to use the Character Trait of your choice on an equipped weapon, rather than the trait the weapon calls for.

When dealing damage, you may mark a **Stress** to take the maximum value of one of your Damage Die instead of rolling it.

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3

1

ABILITY
SCRAMBLE

Once per short rest, when an enemy in melee range would deal damage to you, you can avoid the damage entirely and safely move out of melee range of the enemy.

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3

1

ABILITY
BRACE

When you use an Armor Slot to reduce incoming damage, you may also spend any number of **Hope**. For every **Hope** you spend, reduce the incoming damage by the value of your Proficiency.

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3

1

ABILITY
TACTICIAN

When you Help an Ally, the advantage die you add is a **1d8**. When making a Tag Team roll, you can roll a **d20** for your **Hope** die.

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WARRIOR
LEVEL 3

4 | **2⚡**

ABILITY

DEADLY FOCUS

Once per short rest, you can apply all your focus towards a single target. Choose that target. Until you attack another target, you defeat the creature, or the battle ends, add **+1** to your Proficiency.

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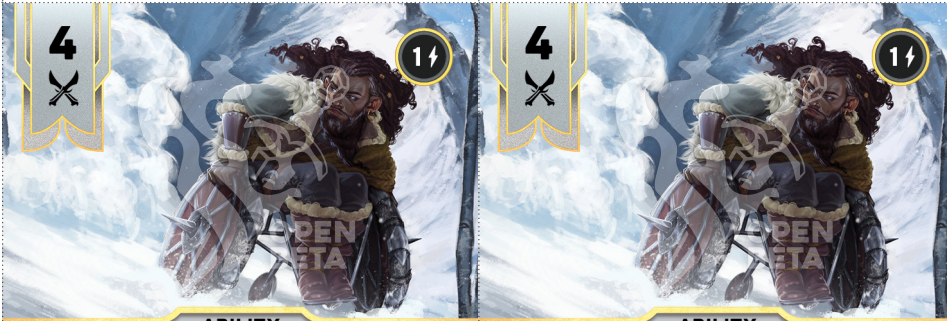
4 | **0⚡**

ABILITY

FORTIFIED ARMOR

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

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4 | **1⚡**

ABILITY

BOOST

If you have an ally in close range of you, mark a **Stress** to boost off of them and into the air to perform an aerial attack at an enemy within far range. You have advantage on the attack, add **1d10** to the damage, and end your action in melee range of the target.

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4 | **1⚡**

ABILITY

REDIRECT

When you successfully evade a ranged attack, you may roll a number of **d6**s equal to your proficiency. If any roll a **6**, mark a **stress** to redirect the attack to instead damage an enemy within very close range of you.

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WARRIOR
LEVEL 4

5

1

ABILITY

HERO'S STRIKE

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

• *Clear a Hit Point.*

• *Clear a marked Armor Slot.*

• *Mark* **+1 Hit Point** *on the target of the attack.*

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5

0

ABILITY

DEATHTOLL

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

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5

1

ABILITY

SIGNATURE MOVE

You take on a signature move in battle that you can perform once per short rest. Name it and describe it. When you include its description in an action you're taking, use a **d20** instead of a **d12** as your **Hope** die. If the attack succeeds, you may clear a **Stress**.

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5

1

ABILITY

KNOW THY ENEMY

When observing a creature, you can make a **Instinct Roll** against the target. On a success, spend a **Hope** and ask the GM for two of the mechanical specifics about the target from below:

• *Current Hit Points and unmarked stress.*

• *Difficulty and Damage Thresholds.*

• *Their Tactics and standard attack Damage Dice.*

• *Their Moves and Experiences.*

On a success, you may also mark a **stress** to remove one **Fear** from the GM's **Fear** Pool.

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WARRIOR

CALL OF THE BRAVE

Specialization

You are vigilant in the face of mounting danger.

While you have **2 Hit Points** available or less, your Hope die becomes a **1d20**.

[Artist Name TK] ©2024 Daggerheart v1.2 Open Beta

WARRIOR

CALL OF THE SLAYER

Specialization

You can wield multiple weapons with dangerous ease. When you make a successful **Attack Roll**, you may spend a Hope to add one weapon damage die from your secondary weapon to the damage.

In addition, once per long rest, when you roll your Slayer dice, you can reroll any **1**s once, taking the new result.

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WARRIOR
LEVEL 5

BLADE: LEVEL 6

6

0

ABILITY

RAGE UP

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

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

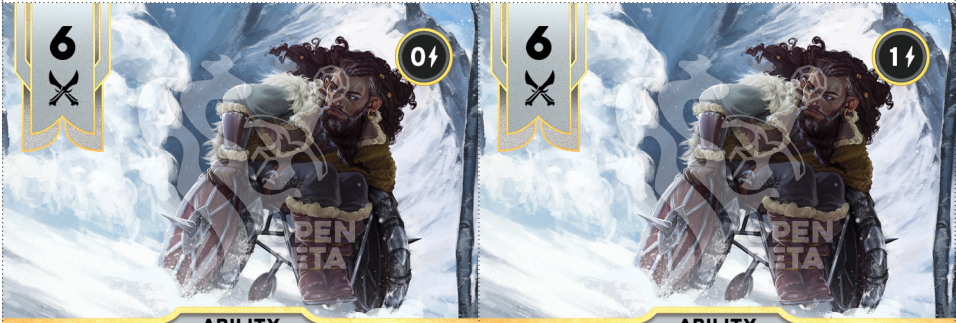*[Artist Name TK]* ©2024 Daggerheart v1.2 Open Beta

6

2

ABILITY

BATTLE HARDENED

Once per long rest, when you mark your final Hit Point, instead of making a death move, you can choose to automatically take a Scar (permanently cross out one **Hope** Slot), and roll **1d6**. Clear that many Hit Points and stay on your feet.

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BONE: LEVEL 6

6

0

ABILITY

RAPID RIPOSTE

When you successfully evade an attack from melee range, you can mark a **Stress** to automatically deal damage from an active weapon to the attacker.

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6

1

ABILITY

ENDURANCE

During a short rest, you can always choose to do one of the long rest options instead. You may spend a **Hope** to let one additional party member do the same.

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WARRIOR
LEVEL 6

7 **1⚡**

ABILITY
BLADE TOUCHED

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

- *Attack Rolls always take +2 to their result.*
- *Increase your Severe Damage Threshold by +4.*

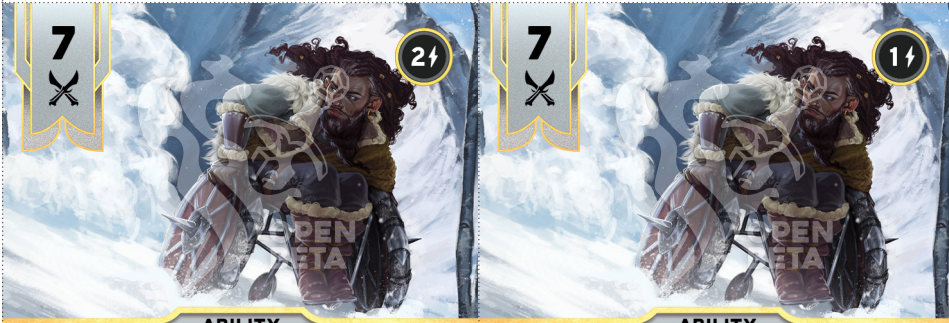[Artist Name TK]   ©2024 Daggerheart v1.2 Open Beta

7 **1⚡**

ABILITY
GLANCING BLOW

Whenever you make an attack that misses its target, you may mark a **Stress** to still hit the target for weapon damage at half Proficiency (rounded up).

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7 **2⚡**

ABILITY
BONE TOUCHED

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

- *Increase your Agility by +1.*
- *When you are attacked, you can mark an Armor Slot to increase your evasion against it by a value equal to your Proficiency.*

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7 **1⚡**

ABILITY
CRUEL PRECISION

Whenever you make a successful attack with a weapon, add either your Finesse or Agility trait to the damage.

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WARRIOR
LEVEL 7

8 ⚔ 2⚡

ABILITY

BATTLE CRY

Once per short rest, while you are charging into danger, you can muster a rousing shout or phrase that inspires your allies. You and all your allies that can hear you each clear a **Stress**, gain a **Hope**, and until you or an ally fails a roll with **Fear**, gain **+1** Proficiency.

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8 ⚔ 3⚡

ABILITY

FRENZY

Once per long rest, you can go into a frenzied state until there are no more threats within sight.

While frenzied, you cannot use Armor Slots, you have **+2** to your Proficiency, and your Severe Damage Threshold is increased by **+8**.

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8 ⚔ 3⚡

ABILITY

BREAKING BLOW

When you make a successful attack, you may mark a **Stress** to make the next successful attack against that same target do an additional **2d12** damage.

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8 ⚔ 3⚡

ABILITY

WRANGLE

Make an **Agility Roll** against all enemies close to you. You may spend a **Hope** to move any enemies you are successful against to any position within close range.

Use of this ability does not contribute a character token to the action tracker.

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WARRIOR

CALL OF THE SLAYER

Mastery

You have become an inspirational warrior to all who travel with you. You gain a new Downtime option called **Martial Preparation**.

Martial Preparation: Describe how you instruct and train with your party and gain **1d6** Slayer dice to distribute between you and your allies. Allies can use these Slayer dice to enhance their own weapon Attack or Damage rolls.

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WARRIOR

CALL OF THE BRAVE

Mastery

Your unbending courage is a rallying point for your allies. You can initiate a Tag Team Roll twice per session.

When an ally wishes to initiate a Tag Team Roll with you, they only need to spend **2 Hope** to do so.

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WARRIOR
LEVEL 8

BLADE: LEVEL 9

9 | 2⚡

ABILITY

GORE AND GLORY

Whenever you deal enough Weapon damage to defeat an enemy, you can gain a **Hope** or clear a **Stress**. When you roll a Critical Success on a weapon attack, you gain an additional **Hope** or clear an additional **Stress**.
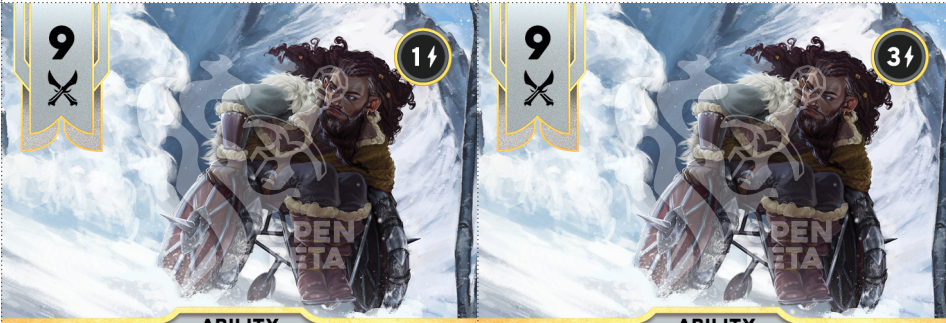
[Artist Name TK] ©2024 Daggerheart v1.2 Open Beta

9 | 3⚡

ABILITY

REAPER STRIKE

You may declare you are using Reaper Strike. Spend a **Hope** and make an **Attack Roll**. The GM will tell you any enemy it would succeed against in range of your weapon. Once per long rest, choose one of these enemies, and immediately deal **5 Hit Points** of damage to them.

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BONE: LEVEL 9

9 | 1⚡

ABILITY

LAST LEG

When you have 2 or less Hit Points remaining, always add your proficiency to your Evasion.

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9 | 3⚡

ABILITY

A THOUSAND CUTS

Make an **Attack Roll** against all enemies in your weapon's range. On a success against any targets, once per long rest, you may roll a number of weapon damage dice equal to double your proficiency plus your Finesse Trait. You can distribute this damage however you wish between any enemies you are successful against.

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WARRIOR
LEVEL 9

10

0⚡

ABILITY

BATTLE MONSTER

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

[Artist Name TK] ©2024 Daggerheart v1.2 Open Beta

10

0⚡

ABILITY

ONSLAUGHT

When you successfully hit, your weapon attacks never deal damage beneath a target's Major Damage Threshold (you will always deal a minimum of **2 Hit Points** of damage).

In addition, whenever an enemy within weapon range deals damage to an ally with an attack that doesn't include you, you can mark a **Stress** to immediately deal weapon damage to the enemy at half Proficiency (rounded up).

[Artist Name TK] ©2024 Daggerheart v1.2 Open Beta

10

1⚡

ABILITY
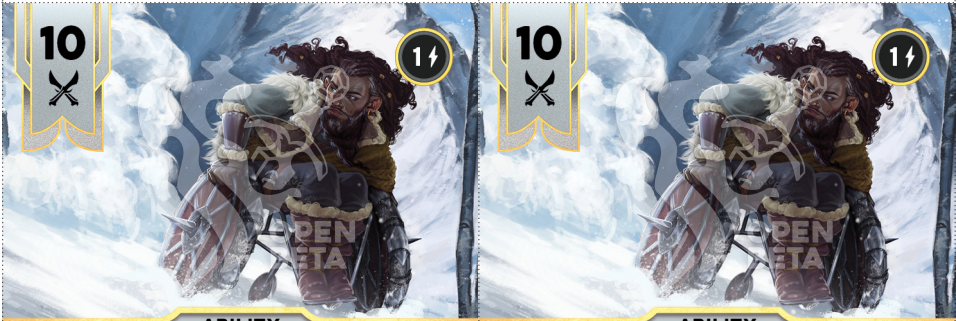
UNFLAPPABLE

After you successfully evade an attack, you may clear a **Stress**. If you successfully evade an attack and have no **Stress** to clear, instead gain a **Hope**.

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10

1⚡

ABILITY

DEATHRUN

Spend **3 Hope** to run an open path through the battlefield and make an **Attack Roll** against all enemies within weapon range along your path. Of your successful targets, choose the order in which you deal damage. For the first, roll your weapon damage at **+1** Proficiency. Then, remove one die from your pool and deal the remaining damage to the next target in descending order until you're out of damage dice or enemies.

You cannot target the same creature more than once.

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WARRIOR
LEVEL 10