

MARLOWE FAIRWIND

LOREBORNE ELF SORCERER

Character Overview

Marlowe Fairwind is the personal mage to King Emeris, and is responsible for bringing this group together. She appears calm, until she isn't.

BREAKDOWN

Community: Marlowe is part of the *Loreborne* community, meaning she grew up in a place that values knowledge and learning.

Ancestry: She is an *Elf*, giving her long pointed ears and acutely attuned senses.

Class & Subclass: As a *Primal Origin Sorcerer*, she can shape and change the magic she casts in unique ways.

Experience: Marlowe has the experiences "Royal Mage" and "Not On My Watch." She will be able to utilize these in play when they apply.

Weapon: She wields a dualstaff that can hit targets in far range and when successful, deals 1d6+3 magic damage.

Question: Why do you think King Emeris trusts you more than anyone else to deliver this package?

Answer

The Basics

Duality Dice: Two d12 dice of different colors. Choose one to represent Hope and one to represent Fear.

Action Rolls: Most rolls you make will be action rolls. They use the Duality Dice. Roll them together, add any modifiers that apply, and tell the GM the total, as well as what die rolled higher.

"I rolled a 10 on the Fear die and a 7 on the Hope die, so that's a 17 with Fear!"

Hope & Fear: When you roll with Hope, mark a Hope on your character sheet. You'll be able to spend any Hope you have to aid future rolls for you and your allies. When you roll with Fear, the GM can choose to take a Fear as their GM move. They can spend Fear to instigate or accentuate challenges in the scene.

Attack Rolls: When you make an attack on a target, it works just like an action roll, but you'll use the character trait the weapon or spell calls for as your modifier. On a success, you'll usually make a damage roll.

Damage Rolls: Roll your damage dice and add their values together. Then tell the GM the value and type of damage you're doing.

"I rolled a 5 plus 3, that's 8 points of magic damage."

These mechanics and more will be covered during the coming adventure!



Character Sheet & Cards

On the next page, you'll find the character sheet for Marlowe. To finish off the build, mark 2 Hope and a handful of gold. The third page will provide you with a guide for your character sheet. The fourth page is your starting loadout of cards, as well some guidance on how to use them.

Character Standee

Cut out the standee below for Marlowe and fold the paper in half so that she can stand on her own on the table. Keep this next to you for now, you'll need it once you get into battle.

CONNECTIONS

Create connections with your party before beginning. Assign at least one of these relationships to a character.

_____ *I trust you with my life.*

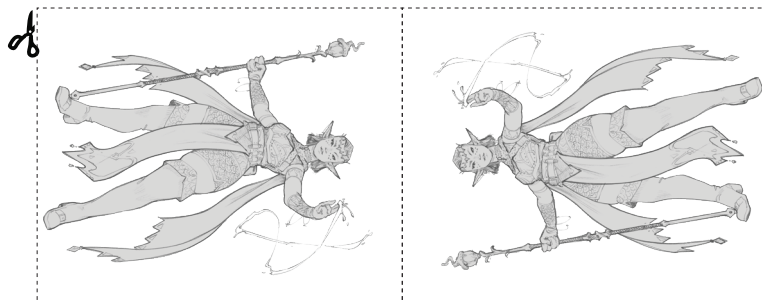
Character

_____ *I once considered you close.*

Character

_____ *I owe you a favor.*

Character



This section denotes your **class**. Each class is made up of two **domains**. Yours are **Arcana & Midnight**. You'll choose the majority of your **abilities and spells** from these domains.

Evasion represents your ability to not be hit by an attack. Yours is 9. The GM will roll against this number when seeing if an adversary hits you. If you do get hit, you'll be able to mark **armor slots** (the boxes to the right of "armor") to reduce the incoming damage by your **armor score** (the number in "armor"). Your armor score is 4.

The two boxes on top are your **damage thresholds**. Whenever you take damage, compare it to the numbers here. For you, if the incoming damage is 1-5, it is **minor damage** and you **mark one hit point**. If it's between 6-11, it is **major damage** and you **mark 2 hit points**. If it is 12+, it is **severe damage** and you **mark three hit points**. If you should ever need to mark stress and can't, you **mark a hit point**. If you ever mark your last hit point, you must make a **death move**.

This is where you record your **Hope**. You may spend Hope to use an **Experience** (details below), to use your **Sorcerer's Hope** or to **help an ally**. When you help an ally, you explain how you're aiding them and **roll a d6 advantage die**. Add the highest advantage die to the result. **You start with 2 Hope marked**.

Experience represents the particular specializations your character has. These are narrative tags that you create to reflect what your character is skilled in. When they apply to the scene, you can **spend Hope** before the action roll to add their value as a modifier. You will earn more of these throughout a campaign, but you start with "Royal Mage" and "Not On My Watch."

This is where you keep track of your **gold** during a campaign. If you should mark your tenth **handful**, you instead mark a **bag** and erase all your handfuls. If you should mark your tenth bag, you instead mark a **chest**. **You start with one handful marked**.

Every class starts with a unique **Class Feature** that set them apart from other classes. Make sure to read through them before you begin playing.

This section gives you a place to record your **name, pronouns, heritage** (the combination of your community and ancestry), and **subclass**. There is also a space to record your **level**.

This area contains your **six character traits**. These are what you will use as your primary modifiers on action rolls. They have descriptions beneath each to remind you how to use them.

This is the section for your **active weapons**. Along with a **name**, weapons have an associated **trait** that you will roll when using them for an attack. They also have a **range** (*melee, very close, close, far, or very far*). The GM will tell you what range a target is in. **Damage dice** are what kind of dice you're rolling when you make a successful attack, and the type is either **physical** or **magic**. **Proficiency** tells you how many damage dice you roll. The **Feature** on a weapon gives you any special ability or requirement it has.

Weapons are either one-handed or two-handed. You'll see the appropriate amount of hands are already filled for the weapon you've taken.

Marlowe carries a Dualstaff that deals 1d6+3 magic damage to any adversaries you succeed against.

This is the section for your **active armor**. Along with a **name**, armor has a **base score** that will contribute towards your **armor score**. The **Feature** on armor gives you any special ability or requirement it has.

Inventory is where you will store all of your **items** and **consumables**. Your potion is a consumable, so if you use it, make sure to cross it out here.

This is where you would store any **weapons** you want to carry, but not have active. While in your inventory, Features from these weapons are not useable or applicable.

SLIDE THIS OUT TO THE LEFT OF MARLOWE'S CHARACTER SHEET.

SLIDE THIS OUT TO THE RIGHT OF MARLOWE'S CHARACTER SHEET.

MARLOWE FAIRWIND

LEVEL 1 LOADOUT

COMMUNITY



COMMUNITY

LOREBORNE

Being part of a Loreborne community means you are from a society that favors strong academic or political prowess.

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

[Artist Name TK]

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ANCESTRY



ANCESTRY

ELF

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

Quick Reactions: You can mark a **Stress** to take advantage on a Reaction Roll.

Celestial Trance: During a rest, you can drop into a trance and make an extra downtime move.

[Artist Name TK]

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SUBCLASS



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.

[Artist Name TK]

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Spellcast Trait is on this card. It's the trait you'll use when making a Spellcast Roll.

DOMAIN



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.

[Artist Name TK]

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DOMAIN



SPELL

RAIN OF BLADES

Spend a **Hope** to conjure throwing blades that strike any enemies very close to you. Make a **Spellcast Roll** and all targets that you succeed against take **d8+2** magic damage using your proficiency.

If any targets you hit are currently **Vulnerable**, they take an additional **1d8** magic damage.

[Artist Name TK]

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Level & Domain

Recall Cost

Cards can be taken out of your Loadout and put into your Vault, which makes them inactive. The Recall Cost is the amount of **Stress** you can spend to bring them back into your loadout.

Type of Domain Card

Spellcast Roll uses your Spellcast Trait, which can be found on your subclass card. Yours is Instinct.

Vulnerable is a condition in the game. If a creature is **Vulnerable**, a roll against them has advantage. This means you roll two **Hope** die and choose one to use.

All passive bonuses have already been applied to your character sheet.

When you see a move like this that gives you a die value "using your Proficiency" you use an amount of dice equal to your Damage Proficiency (yours is 1).

BARNACLE

UNDERBORNE RIBBET ROGUE

Character Overview

There is no danger he will not get into, and no situation he cannot get out of. He fears water and will not swim.

BREAKDOWN

Community: Barnacle is part of the *Underborne* community, meaning he is from one of the cavern societies burrowed deep underground.

Ancestry: He is a *Ribbet*, giving him protruding eyes and webbed digits.

Class & Subclass: As a *Nightwalker Rogue*, he can move from shadow to shadow.

Experience: Barnacle has the experiences “They Don’t See Me Coming!” and “Strike a Deal.” He will be able to utilize these in play when they apply.

Weapon: He wields a dagger that can hit a target in melee range and when successful, deals 1d8+1 physical damage.

Question: What strange or interesting rumor have you heard about the Sablewood?

Answer

The Basics

Duality Dice: Two d12 dice of different colors. Choose one to represent Hope and one to represent Fear.

Action Rolls: Most rolls you make will be action rolls. They use the Duality Dice. Roll them together, add any modifiers that apply, and tell the GM the total, as well as what die rolled higher.

“I rolled a 10 and a 7, that’s a 17 with Fear!”

Hope & Fear: When you roll with Hope, mark a Hope on your character sheet. You’ll be able to spend any Hope you have to aid future rolls for you and your allies. When you roll with Fear, the GM can choose to take a Fear as their GM move. They can spend Fear to instigate or accentuate challenges in the scene.

Attack Rolls: When you make an attack on a target, it works just like an action roll, but you’ll use the character trait the weapon or spell calls for as your modifier. On a success, you’ll usually make a damage roll.

Damage Rolls: Roll your damage dice and add their values together. Then tell the GM the value and type of damage you’re doing.

“I rolled a 7 plus 1, that’s 8 points of physical damage.”

These mechanics and more will be covered during the coming adventure!



Character Sheet & Cards

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Character Standee

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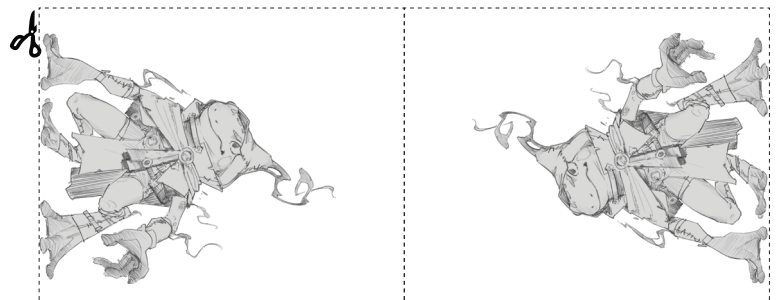
CONNECTIONS

Create connections with your party before beginning. Assign at least one of these relationships to a character.

_____ ***I’d follow you anywhere.***
Character

_____ ***We get in too much trouble.***
Character

_____ ***I’m intimidated by you.***
Character



This section denotes your **class**. Each class is made up of two **domains**. Yours are **Midnight & Grace**. You'll choose the majority of your **abilities and spells** from these domains.

Evasion represents your ability to not be hit by an attack. Yours is 12. The GM will roll against this number when seeing if an adversary hits you. If you do get hit, you'll be able to mark **armor slots** (the boxes to the right of "armor") to reduce the incoming damage by your **armor score** (the number in "armor"). Your armor score is 3.

The two boxes on top are your **damage thresholds**. Whenever you take damage, compare it to the numbers here. For you, if the incoming damage is 1-5, it is **minor damage** and you **mark one hit point**. If it's between 6-11, it is **major damage** and you **mark 2 hit points**. If it is 12+, it is **severe damage** and you **mark three hit points**. If you should ever need to mark stress and can't, you **mark a hit point**. If you ever mark your last hit point, you must make a **death move**.

This is where you record your **Hope**. You may spend Hope to use an **Experience** (details below), to use your **Rogue's Hope**, or to **help an ally**. When you help an ally, you explain how you're aiding them and **roll a d6 advantage die**. Add the highest advantage die to the result. **You start with 2 Hope marked**.

Experience represents the particular specializations your character has. These are narrative tags that you create to reflect what your character is skilled in. When they apply to the scene, you can **spend Hope** before the action roll to add their value as a modifier. You will earn more of these throughout a campaign, but you start with "They Don't See Me Coming!" and "Strike a Deal."

This is where you keep track of your **gold** during a campaign. If you should mark your tenth **handful**, you instead mark a **bag** and erase all your handfuls. If you should mark your tenth bag, you instead mark a **chest**. **You start with one handful marked**.

Every class starts with a unique **Class Feature** that sets them apart from other classes. Make sure to read through them before you begin playing.

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This area contains your **six character traits**. These are what you will use as your primary modifiers on action rolls. They have descriptions beneath each to remind you how to use them.

This is the section for your **active weapons**. Along with a **name**, weapons have an associated **trait** that you will roll when using them for an attack. They also have a **range** (*melee, very close, close, far, or very far*). The GM will tell you what range a target is in. **Damage dice** are what kind of dice you're rolling when you make a successful attack, and the type is either **physical** or **magic**. **Proficiency** tells you how many damage dice you roll. The **Feature** on a weapon gives you any special ability or requirement it has.

Weapons are either one-handed or two-handed. You'll see the appropriate amount of hands are already filled for the weapon you've taken.

Barnacle carries a Dagger that deals 1d8+1 physical damage to any adversaries you succeed against.

This is the section for your **active armor**. Along with a **name**, armor has a **base score** that will contribute towards your **armor score**. The **Feature** on armor gives you any special ability or requirement it has.

Inventory is where you will store all of your **items and consumables**. Your potion is a consumable, so if you use it, make sure to cross it out here.

This is where you would store any **weapons** you want to carry, but not have active. While in your inventory, Features from these weapons are not useable or applicable.

SLIDE THIS OUT TO THE LEFT OF BARNACLE'S CHARACTER SHEET.

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BARNACLE

LEVEL 1 LOADOUT

COMMUNITY



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 within that area.

[Artist Name TK]

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ANCESTRY



ANCESTRY

RIBBET

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

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

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

[Artist Name TK]

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SUBCLASS



ROGUE

NIGHTWALKER

Foundation

SPELLCAST: FINESSE

▶ **Shadow Stepper:** You can move from shadow to shadow. When you step into the shadow cast by another creature or object, or into an area of darkness, mark a **Stress** to disappear from where you are and reappear inside of any other shadow within Far range. When you do, you are **Hidden**.

[Artist Name TK]

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When you see a move like this that gives you a die value "using your Proficiency" you use an amount of dice equal to your Damage Proficiency (yours is 1).

▶ **Spellcast Trait** is on this card. It's the trait you'll use when making a Spellcast Roll.

DOMAIN



1

04

ABILITY

PICK AND PULL

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

[Artist Name TK]

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DOMAIN Level & Domain



1

14

ABILITY

INSPIRATIONAL WORDS

You can imbue your speech with enhancing power. At the beginning of a session, place a number of tokens on this card equal to your Presence score. When you recite your words, spend a token and choose an option from the list below to grant to the ally you are speaking to. If the action tracker is active, place that token on it. At the end of a session, clear all tokens.

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

[Artist Name TK]

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Recall Cost

Cards can be taken out of your Loadout and put into your Vault, which makes them inactive. The Recall Cost is the amount of **Stress** you can spend to bring them back into your loadout.

Type of Domain Card

All passive bonuses have already been applied to your character sheet.

GARRICK REED

HIGHBORNE HUMAN WARRIOR

Character Overview

A defector from a distant military force, he approaches most conflict with a “kill ‘em with kindness” attitude.

BREAKDOWN

Community: Garrick is part of the *Highborne* community, meaning he was born into a life of elegance, opulence, and prestige.

Ancestry: He is a *Human*, giving him rounded ears and a natural endurance.

Class & Subclass: As a *Call of the Brave Warrior*, he can steel himself before battle to gain a tactical advantage.

Experience: Garrick has the experiences “Affable” and “Hit Them Hard.” He will be able to utilize these in play when they apply.

Weapon: He wields a longsword that can hit targets in melee range and when successful, deals 1d8+3 physical damage.

Question: What has Marlowe asked of you previously that made this mission difficult to say yes to?

Answer

The Basics

Duality Dice: Two d12 dice of different colors. Choose one to represent Hope and one to represent Fear.

Action Rolls: Most rolls you make will be action rolls. They use the Duality Dice. Roll them together, add any modifiers that apply, and tell the GM the total, as well as what die rolled higher.

“I rolled a 10 and a 7, that’s a 17 with Fear!”

Hope & Fear: When you roll with Hope, mark a Hope on your character sheet. You’ll be able to spend any Hope you have to aid future rolls for you and your allies. When you roll with Fear, the GM can choose to take a Fear as their GM move. They can spend Fear to instigate or accentuate challenges in the scene.

Attack Rolls: When you make an attack on a target, it works just like an action roll, but you’ll use the character trait the weapon or spell calls for as your modifier. On a success, you’ll usually make a damage roll.

Damage Rolls: Roll your damage dice and add their values together. Then tell the GM the value and type of damage you’re doing.

“I rolled a 6 plus 3, so that’s 9 points of physical damage.”

These mechanics and more will be covered during the coming adventure!



Character Sheet & Cards

On the next page, you’ll find the character sheet for Garrick Reed. To finish off the build, mark two Hope and a handful of gold. The third page will provide you with a guide for your character sheet. The fourth page is your starting loadout of cards, as well some guidance on how to use them.

Character Standee

Cut out the standee below for Garrick and fold the paper in half so that he can stand on his own on the table. Keep this next to you for now, you’ll need it once you get into battle.

CONNECTIONS

Create connections with your party before beginning. Assign at least one of these relationships to a character.

_____ ***I’ll keep your secret.***

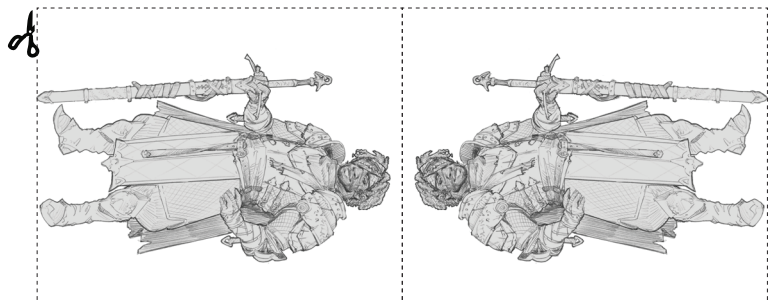
Character

_____ ***I see you trying your best.***

Character

_____ ***We need to put our feelings aside.***

Character



This section denotes your **class**. Each class is made up of two **domains**. Yours are **Blade & Bone**. You'll choose the majority of your **abilities and spells** from these domains.

This section gives you a place to record your **name, pronouns, heritage** (the combination of your community and ancestry), and **subclass**. There is also a space to record your **level**.

Evasion represents your ability to not be hit by an attack. Yours is 10. The GM will roll against this number when seeing if an adversary hits you. If you do get hit, you'll be able to mark **armor slots** (the boxes to the right of "armor") to reduce the incoming damage by your **armor score** (the number in "armor"). Your armor score is 4.

This area contains your **six character traits**. These are what you will use as your primary modifiers on action rolls. They have descriptions beneath each to remind you how to use them.

The two boxes on top are your **damage thresholds**. Whenever you take damage, compare it to the numbers here. For you, if the incoming damage is 1-6, it is **minor damage** and you **mark one hit point**. If it's between 7-13, it is **major damage** and you **mark 2 hit points**. If it is 14+, it is **severe damage** and you **mark three hit points**. If you should ever need to mark stress and can't, you **mark a hit point**. If you ever mark your last hit point, you must make a **death move**.

This is the section for your **active weapons**. Along with a **name**, weapons have an associated **trait** that you will roll when using them for an attack. They also have a **range** (*melee, very close, close, far, or very far*). The GM will tell you what range a target is in. **Damage dice** are what kind of dice you're rolling when you make a successful attack, and the type is either **physical** or **magic**. **Proficiency** tells you how many damage dice you roll. The **Feature** on a weapon gives you any special ability or requirement it has.

Weapons are either one-handed or two-handed. You'll see the appropriate amount of hands are already filled for the weapon you've taken.

Garrick carries a Longsword that deals 1d8+3 physical damage to any enemies it hits.

This is where you record your **Hope**. You may spend Hope to use an **Experience** (details below), to use your **Warrior's Hope**, or to **help an ally**. When you help an ally, you explain how you're aiding them and **roll a d6 advantage die**. Add the highest advantage die to the result. **You start with 2 Hope marked**.

Experience represents the particular specializations your character has. These are narrative tags that you create to reflect what your character is skilled in. When they apply to the scene, you can **spend Hope** before the action roll to add their value as a modifier. You will earn more of these throughout a campaign, but you start with "Affable" and "Hit Them Hard."

This is the section for your **active armor**. Along with a **name**, armor has a **base score** that will contribute towards your **armor score**. The **Feature** on armor gives you any special ability or requirement it has.

This is where you keep track of your **gold** during a campaign. If you should mark your tenth **handful**, you instead mark a **bag** and erase all your handfuls. If you should mark your tenth bag, you instead mark a **chest**. **You start with one handful marked**.

Inventory is where you will store all of your **items and consumables**. Your potion is a consumable, so if you use it, make sure to cross it out here.

Every class starts with a unique **Class Feature** that sets them apart from other classes. Make sure to read through them before you begin playing.

This is where you would store any **weapons** you want to carry, but not have active. While in your inventory, Features from these weapons are not useable or applicable.

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SLIDE THIS OUT TO THE RIGHT OF GARRICK'S CHARACTER SHEET.

GARRICK REED

LEVEL 1 LOADOUT

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.

Privilege: You have advantage on rolls you make to consort with nobles, negotiate prices, or leverage your reputation to get what you want.

[Artist Name TK]

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ANCESTRY



HUMAN

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

High Stamina: Take an additional **Stress** slot at character creation.

Adaptability: When you fail a roll that utilized one of your Experiences, you can mark a **Stress** to reroll. You must take the new result.

[Artist Name TK]

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SUBCLASS



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, then clear **2 Stress** and gain **2 Hope**.

[Artist Name TK]

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DOMAIN



ABILITY

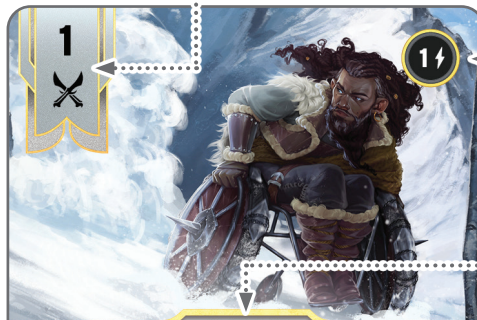
NOT GOOD ENOUGH

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

[Artist Name TK]

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DOMAIN Level & Domain



ABILITY

I SEE IT COMING

When you are targeted by an attack coming from beyond melee range, mark a **Stress** to roll a **d4** and increase your **Evasion** against this attack by its value.

[Artist Name TK]

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Recall Cost

Cards can be taken out of your Loadout and put into your Vault, which makes them inactive. The Recall Cost is the amount of **Stress** you can spend to bring them back into your loadout.

Type of Domain Card

All passive bonuses have already been applied to your character sheet.

KHARI NIX

WANDERBORNE GIANT GUARDIAN

Character Overview

Loyal to the end, with a dry sense of humor, she will suffer no fools. Khari was practically born with an axe in her hand.

BREAKDOWN

Community: Khari is part of the *Ridgeborne* community, meaning she was raised in a mountainous environment.

Ancestry: She is a *Giant*, meaning she is very tall with broad stature and long reach.

Class & Subclass: As a *Stalwart Guardian*, she is excellent at tanking physical damage in battle.

Experience: Khari has the experiences “I’ve Got Your Back” and “Not Afraid of Anything.” She will be able to utilize these in play when they apply.

Weapon: She wields a battleaxe that can hit targets in very close range and when successful, deals 1d10+3 physical damage.

Question: Your community called the Sablewood something else. What was their name for it, and why?

Answer

The Basics

Duality Dice: Two d12 dice of different colors. Choose one to represent Hope and one to represent Fear.

Action Rolls: Most rolls you make will be action rolls. They use the *Duality Dice*. Roll them together, add any modifiers that apply, and tell the GM the total, as well as what die rolled higher.
“I rolled a 10 and a 7, that’s a 17 with Fear!”

Hope & Fear: When you roll with Hope, mark a Hope on your character sheet. You’ll be able to spend any Hope you have to aid future rolls for you and your allies. When you roll with Fear, the GM can choose to take a Fear as their GM move. They can spend Fear to instigate or accentuate challenges in the scene.

Attack Rolls: When you make an attack on a target, it works just like an action roll, but you’ll use the character trait the weapon or spell calls for as your modifier. On a success, you’ll usually make a damage roll.

Damage Rolls: Roll your damage dice and add their values together. Then tell the GM the value and type of damage you’re doing.

“I rolled a 7 plus 3, that’s 10 points of physical damage.”

These mechanics and more will be covered during the coming adventure!



Character Sheet & Cards

On the next page, you’ll find the character sheet for Khari Nix. To finish off the build, mark two Hope and a handful of gold. The third page will provide you with a guide for your character sheet. The fourth page is your starting loadout of cards, as well as some guidance on how to use them.

Character Standee

Cut out the standee below for Khari and fold the paper in half so that she can stand on her own on the table. Keep this next to you for now, you’ll need it once you get into battle.

CONNECTIONS

Create connections with your party before beginning. Assign at least one of these relationships to a character.

_____ **We both want the same thing.**

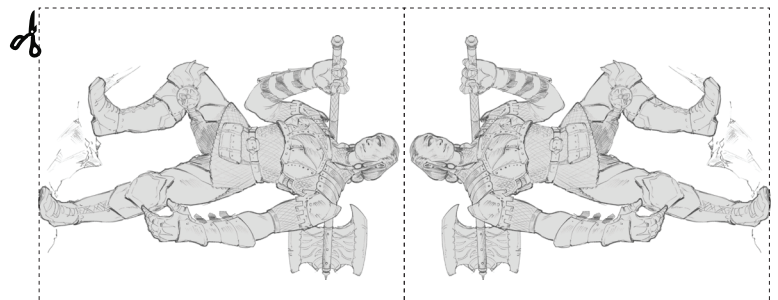
Character

_____ **I’m trying to impress you.**

Character

_____ **You are my childhood friend.**

Character



This section denotes your **class**. Each class is made up of two **domains**. Yours are **Valor & Blade**. You'll choose the majority of your **abilities and spells** from these domains.

Evasion represents your ability to not be hit by an attack. Yours is 7. The GM will roll against this number when seeing if an adversary hits you. If you do get hit, you'll be able to mark **armor slots** (the boxes to the right of "armor") to reduce the incoming damage by your **armor score** (the number in "armor"). Your armor score is 5.

The two boxes on top are your **damage thresholds**. Whenever you take damage, if it is physical damage, reduce it by your armor score of 5, then compare it to the numbers here. If it is magical, just compare it to the numbers here. For you, if the incoming damage is between 1-8, it is **minor damage** and you **mark one hit point**. If it's between 9-16, it is **major damage** and you **mark 2 hit points**. If it is 17+, it is **severe damage** and you **mark three hit points**.

If you should ever need to mark stress and can't, you **mark a hit point**. If you ever mark your last hit point, you must make a **death move**.

This is where you record your **Hope**. You may spend Hope to use an **Experience** (details below), to use your **Guardian's Hope**, or to **help an ally**. When you help an ally, you explain how you're aiding them and **roll a d6 advantage die**. They can choose between your their Hope die and yours. **You start with 2 Hope marked**.

Experience represents the particular specializations your character has. These are narrative tags that you create to reflect what your character is skilled in. When they apply to the scene, you can **spend Hope** before the action roll to add their value as a modifier. You will earn more of these throughout a campaign, but you start with "I've Got Your Back" and "Not Afraid of Anything."

This is where you keep track of your **gold** during a campaign. If you should mark your tenth **handful**, you instead mark a **bag** and erase all your handfuls. If you should mark your tenth bag, you instead mark a **chest**. **You start with one handful marked**.

Every class starts with a unique **Class Feature** that sets them apart from other classes. Make sure to read through them before you begin playing.

This section gives you a place to record your **name, pronouns, heritage** (the combination of your community and ancestry), and **subclass**. There is also a space to record your **level**.

This area contains your **six character traits**. These are what you will use as your primary modifiers on action rolls. They have descriptions beneath each to remind you how to use them.

This is the section for your **active weapons**. Along with a **name**, weapons have an associated **trait** that you will roll when using them for an attack. They also have a **range** (*melee, very close, close, far, or very far*). The GM will tell you what range a target is in. **Damage dice** are what kind of dice you're rolling when you make a successful attack, and the type is either **physical** or **magic**. **Proficiency** tells you how many damage dice you roll. The **Feature** on a weapon gives you any special ability or requirement it has.

Weapons are either one-handed or two-handed. You'll see the appropriate amount of hands are already filled for the weapon you've taken.

Khari carries a Battleaxe that deals 1d10+3 physical damage to any enemies it hits.

This is the section for your **active armor**. Along with a **name**, armor has a **base score** that will contribute towards your **armor score**. The **Feature** on armor gives you any special ability or requirement it has.

Inventory is where you will store all of your **items and consumables**. Your potion is a consumable, so if you use it, make sure to cross it out here.

This is where you would store any **weapons** you want to carry, but not have active. While in your inventory, Features from these weapons are not useable or applicable.

SLIDE THIS OUT TO THE LEFT OF KHARI'S CHARACTER SHEET.

SLIDE THIS OUT TO THE RIGHT OF KHARI'S CHARACTER SHEET.

KHARI NIX

LEVEL 1 LOADOUT



COMMUNITY

RIDGEBORNE

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

Steady: You have advantage on rolls to traverse dangerous cliffs and ledges, navigate harsh environments, and use your survival knowledge. Additionally, gain an Armor Slot at character creation.

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ANCESTRY

GIANT

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: Treat any weapon, feature, ability, or spell that has Melee range as though it has Very Close range instead.

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GUARDIAN

STALWART

Foundation

When you take this foundation, increase all of your Damage Thresholds by +1.

When you take physical damage, always reduce it by your armor score before applying it to your thresholds. You may still spend armor slots to reduce it further.

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Level & Domain



1

0

ABILITY

WHIRLWIND

Make an **Attack Roll** against a target using a weapon with melee or very close range. On a success, you may 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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ABILITY

I AM YOUR SHIELD

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

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Recall Cost

Cards can be taken out of your Loadout and put into your Vault, which makes them inactive. The Recall Cost is the amount of Stress you can spend to bring them back into your loadout.

Type of Domain Card

All passive bonuses have already been applied to your character sheet.

VARIAN SOTO

WILDBORNE KATARI RANGER

Character Overview

They take a “shoot first, ask questions later” approach. Any problem that can’t be solved with a bow, isn’t a problem yet.

BREAKDOWN

Community: Varian is part of the *Wildborne* community, meaning they were raised by a clan hidden deep within the forest.

Ancestry: They are a *Katari*, giving them soft fur, triangular ears, and a tail.

Class & Subclass: As a *Wayfinder Ranger*, they can often identify the shortest, most direct path to a place they’ve visited before.

Experience: Varian has the experiences “Nature’s Friend” and “Deadly Aim.” They will be able to utilize these in play when they apply.

Weapon: They wield a shortbow that can hit targets in far range and when successful, deals 1d6+3 physical damage.

Question: What hybrid animal have you been hunting for years that you’re hoping to see while in the Sablewood?

Answer

The Basics

Duality Dice: Two d12 dice of different colors. Choose one to represent Hope and one to represent Fear.

Action Rolls: Most rolls you make will be action rolls. They use the *Duality Dice*. Roll them together, add any modifiers that apply, and tell the GM the total, as well as what die rolled higher.
“I rolled a 10 and a 7, that’s a 17 with Fear!”

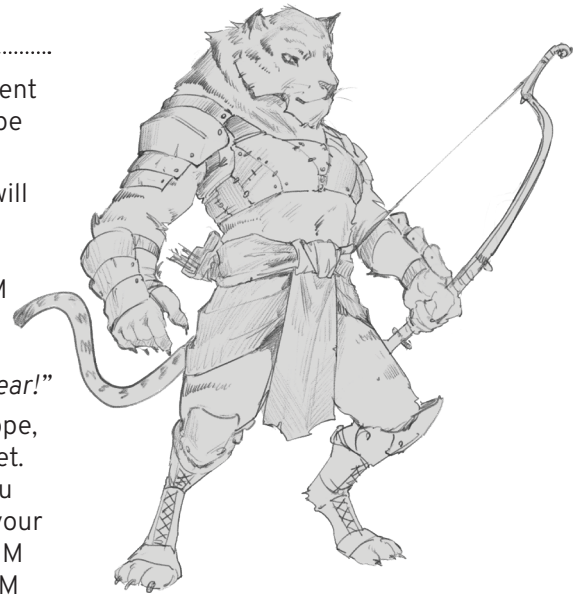
Hope & Fear: When you roll with Hope, mark a Hope on your character sheet. You’ll be able to spend any Hope you have to aid future rolls for you and your allies. When you roll with Fear, the GM can choose to take a Fear as their GM move. They can spend Fear to instigate or accentuate challenges in the scene.

Attack Rolls: When you make an attack on a target, it works just like an action roll, but you’ll use the character trait the weapon or spell calls for as your modifier. On a success, you’ll usually make a damage roll.

Damage Rolls: Roll your damage dice and add their values together. Then tell the GM the value and type of damage you’re doing.

“I rolled a 5 plus 3, that’s 8 points of physical damage.”

These mechanics and more will be covered during the coming adventure!



Character Sheet & Cards

On the next page, you’ll find the character sheet for Varian Soto. To finish off the build, mark two Hope and a handful of gold. The third page will provide you with a guide for your character sheet. The fourth page is your starting loadout of cards, as well as some guidance on how to use them.

Character Standee

Cut out the standee below for Varian and fold the paper in half so that they can stand on their own on the table. Keep this next to you for now, you’ll need it once you get into battle.

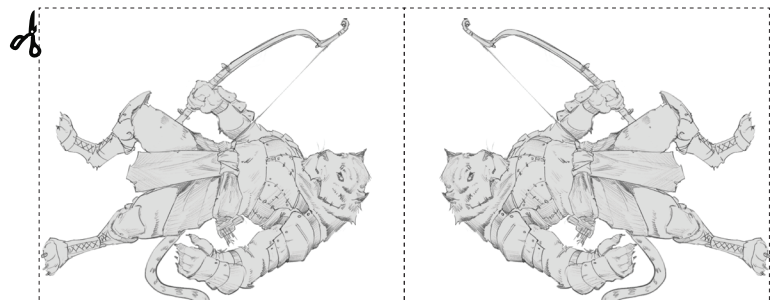
CONNECTIONS

Create connections with your party before beginning. Assign at least one of these relationships to a character.

Character _____ *I want to be more like you.*

Character _____ *I’m worried you’re better than me.*

Character _____ *We tell each other everything.*



This section denotes your **class**. Each class is made up of two **domains**. Yours are **Bone & Sage**. You'll choose the majority of your **abilities and spells** from these domains.

Evasion represents your ability to not be hit by an attack. Yours is 11. The GM will roll against this number when seeing if an adversary hits you. If you do get hit, you'll be able to mark **armor slots** (the boxes to the right of "armor") to reduce the incoming damage by your **armor score** (the number in "armor"). Your armor score is 4.

The two boxes on top are your **damage thresholds**. Whenever you take damage, compare it to the numbers here. For you, if the incoming damage is 1-6, it is **minor damage** and you **mark one hit point**. If it's between 7-13, it is **major damage** and you **mark 2 hit points**. If it is 14+, it is **severe damage** and you **mark three hit points**. If you should ever need to mark stress and can't, you **mark a hit point**. If you ever mark your last hit point, you must make a **death move**.

This is where you record your **Hope**. You may spend Hope to use an **Experience** (details below), to use your **Ranger's Hope**, or to **help an ally**. When you help an ally, you explain how you're aiding them and **roll a d6 advantage die**. Add the highest advantage die to the result. They can choose between your their Hope die and yours. **You start with 2 Hope marked**.

Experience represents the particular specializations your character has. These are narrative tags that you create to reflect what your character is skilled in. When they apply to the scene, you can **spend Hope** before the action roll to add their value as a modifier. You will earn more of these throughout a campaign, but you start with "Nature's Friend" and "Deadly Aim."

This is where you keep track of your **gold** during a campaign. If you should mark your tenth **handful**, you instead mark a **bag** and erase all your handfuls. If you should mark your tenth bag, you instead mark a **chest**. **You start with one handful marked**.

Every class starts with a unique **Class Feature** that sets them apart from other classes. Make sure to read through them before you begin playing.

This section gives you a place to record your **name, pronouns, heritage** (the combination of your community and ancestry), and **subclass**. There is also a space to record your **level**.

This area contains your **six character traits**. These are what you will use as your primary modifiers on action rolls. They have descriptions beneath each to remind you how to use them.

This is the section for your **active weapons**. Along with a **name**, weapons have an associated **trait** that you will roll when using them for an attack. They also have a **range** (*melee, very close, close, far, or very far*). The GM will tell you what range a target is in. **Damage dice** are what kind of dice you're rolling when you make a successful attack, and the type is either **physical** or **magic**. **Proficiency** tells you how many damage dice you roll. The **Feature** on a weapon gives you any special ability or requirement it has.

Weapons are either one-handed or two-handed. You'll see the appropriate amount of hands are already filled for the weapon you've taken.

Varian carries a Shortbow that deals 1d6+3 physical damage to any enemies it hits.

This is the section for your **active armor**. Along with a **name**, armor has a **base score** that will contribute towards your **armor score**. The **Feature** on armor gives you any special ability or requirement it has.

Inventory is where you will store all of your **items and consumables**. Your potion is a consumable, so if you use it, make sure to cross it out here.

This is where you would store any **weapons** you want to carry, but not have active. While in your inventory, Features from these weapons are not useable or applicable.

SLIDE THIS OUT TO THE LEFT OF
VARIAN'S CHARACTER SHEET.

SLIDE THIS OUT TO THE RIGHT OF
VARIAN'S CHARACTER SHEET.

VARIAN SOTO

LEVEL 1 LOADOUT



COMMUNITY

WILDBORNE

Being part of a Wildborne community means you lived deep within the forest.

Lightfoot: Your movement is naturally silent. You have advantage on rolls to move without being heard.

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ANCESTRY

KATARI

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

Feline Instincts: When you make an Agility roll, you can mark a **Stress** to reroll your Hope Die. You must take the new result.

Retracting Claws: You can make an Agility roll to scratch a target in Melee range. On a success, they become Vulnerable.

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RANGER

WAYFINDER

Foundation

SPELLCAST: AGILITY

Apex Predator: Mark a **Stress** to increase your Proficiency by +1 on a damage roll. Additionally, whenever you deal Severe damage to an enemy, they also mark a **Stress**.

Path Forward: When you're headed for a place you've previously visited, or you carry an object with you that has been there before, you can identify the shortest, most direct path to your destination.

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..... **Spellcast Trait** is on this card. It's the trait you'll use when making a Spellcast Roll.

Level & Domain



1

1

ABILITY

UNTOUCHABLE

While this card is in your loadout, add half of your Agility score to your Evasion (rounded up).

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SPELL

VICIOUS ENTANGLE

Make a **Spellcast Roll** against a target within far range. On a success, roots and vines reach out from the ground and temporarily **Restrain** them, dealing **1d8+1** physical damage.

On a success, you may also spend a **Hope** to temporarily **Restrain** any enemies very close to your target as well.

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..... **Recall Cost**
Cards can be taken out of your Loadout and put into your Vault, which makes them inactive. The Recall Cost is the amount of **Stress** you can spend to bring them back into your loadout.

..... **Type** of Domain Card

..... **Spellcast Roll** uses your Spellcast Trait, which can be found on your subclass card. Yours is Instinct.

..... **Restrain** is a condition that means the target can't move. Because it's temporary, the GM can only end it on their move.

All passive bonuses have already been applied to your character sheet.

TEGAN SAPPHIRE

SLYBORNE FAERIE BARD

Character Overview

A rebel and a con-artist, Tegan scams the rich and redistributes their ill-gotten wealth to those that need it most. They're afraid to let anyone get close.

BREAKDOWN

Community: Tegan is part of the Slyborne community, meaning they grew up in a community operating outside the law, familiar with criminals and rebels of many sorts.

Ancestry: Tegan is a Faerie, giving her delicate wings and insect-like features.

Class & Subclass: As a Wordsmith Bard, he is master of wordplay and rhetoric, rousing the spirits of her allies and disheartening her enemies.

Experience: Tegan has the experiences "Con Artist" "Flashy Footwork," and "Aristocratic Trivia". They will be able to utilize these in play when they apply.

Weapon: He carries a scepter that can hit targets at up to Far range and deals 2d6 magic damage or 2d10 in melee range.

Question: What persona have you adopted for this journey, and what are you trying to steal from the crew?

Answer

The Basics

Duality Dice: Two d12 dice of different colors. Choose one to represent Hope and one to represent Fear.

Action Rolls: Most rolls you make will be action rolls. They use the *Duality Dice*. Roll them together, add any modifiers that apply, and tell the GM the total, as well as what die rolled higher.

"I rolled a 10 and a 7, that's a 17 with Fear!"

Hope & Fear: When you roll with Hope, mark a Hope on your character sheet. You'll be able to spend any Hope you have to aid future rolls for you and your allies. When you roll with Fear, the GM can choose to take a Fear as their GM move. They can spend Fear to instigate or accentuate challenges in the scene.

Attack Rolls: When you make an attack on a target, it works just like an action roll, but you'll use the character trait the weapon or spell calls for as your modifier. On a success, you'll usually make a damage roll.

Damage Rolls: Roll your damage dice and add their values together. Then tell the GM the value and type of damage you're doing.

"I rolled a 5 plus 3, that's 8 points of physical damage."

These mechanics and more will be covered during the coming adventure!



Character Sheet & Cards

On the next page, you'll find the character sheet for Tegan. To finish off the build, mark 2 Hope and two handfuls of gold. The third page will provide you with a guide for your character sheet. The fourth page is your starting loadout of cards, as well some guidance on how to use them.

Character Standee

Cut out the standee below for Tegan and fold the paper in half so that she can stand on her own on the table. Keep this next to you for now, you'll need it once you get into battle.

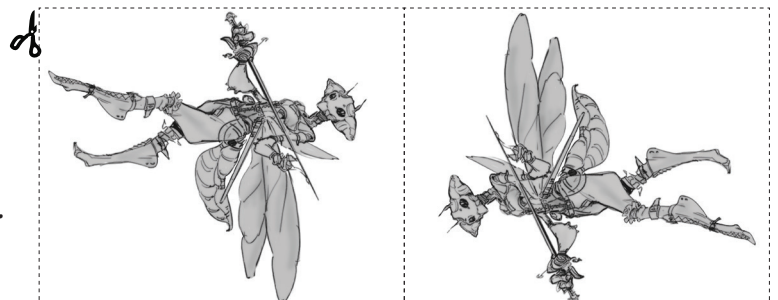
CONNECTIONS

Create connections with your party before beginning. Assign at least one of these relationships to a character.

Character _____ ***We ran a con together once.***

Character _____ ***I'm almost ready to open up to you.***

Character _____ ***I know you don't trust me.***



This section denotes your **class**. Each class is made up of two **domains**. Yours are **Bone & Sage**. You'll choose the majority of your **abilities and spells** from these domains.

Evasion represents your ability to not be hit by an attack. Yours is 11. The GM will roll against this number when seeing if an adversary hits you. If you do get hit, you'll be able to mark **armor slots** (the boxes to the right of "armor") to reduce the incoming damage by your **armor score** (the number in "armor"). Your armor score is 4.

The two boxes on top are your **damage thresholds**. Whenever you take damage, compare it to the numbers here. For you, if the incoming damage is 1-6, it is **minor damage** and you **mark one hit point**. If it's between 7-13, it is **major damage** and you **mark 2 hit points**. If it is 14+, it is **severe damage** and you **mark three hit points**. If you should ever need to mark stress and can't, you **mark a hit point**. If you ever mark your last hit point, you must make a **death move**.

This is where you record your **Hope**. You may spend Hope to use an **Experience** (details below), to use your **Ranger's Hope**, or to **help an ally**. When you help an ally, you explain how you're aiding them and **roll a d6 advantage die**. Add the highest advantage die to the result. They can choose between your their Hope die and yours. **You start with 2 Hope marked**.

Experience represents the particular specializations your character has. These are narrative tags that you create to reflect what your character is skilled in. When they apply to the scene, you can **spend Hope** before the action roll to add their value as a modifier. You will earn more of these throughout a campaign, but you start with "Nature's Friend" and "Deadly Aim."

This is where you keep track of your **gold** during a campaign. If you should mark your tenth **handful**, you instead mark a **bag** and erase all your handfuls. If you should mark your tenth bag, you instead mark a **chest**. **You start with one handful marked**.

Every class starts with a unique **Class Feature** that sets them apart from other classes. Make sure to read through them before you begin playing.

This section gives you a place to record your **name, pronouns, heritage** (the combination of your community and ancestry), and **subclass**. There is also a space to record your **level**.

This area contains your **six character traits**. These are what you will use as your primary modifiers on action rolls. They have descriptions beneath each to remind you how to use them.

This is the section for your **active weapons**. Along with a **name**, weapons have an associated **trait** that you will roll when using them for an attack. They also have a **range** (*melee, very close, close, far, or very far*). The GM will tell you what range a target is in. **Damage dice** are what kind of dice you're rolling when you make a successful attack, and the type is either **physical** or **magic**. **Proficiency** tells you how many damage dice you roll. The **Feature** on a weapon gives you any special ability or requirement it has.

Weapons are either one-handed or two-handed. You'll see the appropriate amount of hands are already filled for the weapon you've taken.

Varian carries a Shortbow that deals 1d6+3 physical damage to any enemies it hits.

This is the section for your **active armor**. Along with a **name**, armor has a **base score** that will contribute towards your **armor score**. The **Feature** on armor gives you any special ability or requirement it has.

Inventory is where you will store all of your **items and consumables**. Your potion is a consumable, so if you use it, make sure to cross it out here.

This is where you would store any **weapons** you want to carry, but not have active. While in your inventory, Features from these weapons are not useable or applicable.

SLIDE THIS OUT TO THE LEFT OF VARIAN'S CHARACTER SHEET.

SLIDE THIS OUT TO THE RIGHT OF VARIAN'S CHARACTER SHEET.

TEGAN SAPPHIRE

LEVEL 2 LOADOUT

COMMUNITY



SLYBORNE

Being part of a Slyborne community means you come from a group that operates outside the law, including all manner of criminals, grifters, 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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ANCESTRY



FAERIE

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

Wings: You can fly. While flying, mark a **Stress** before an adversary's attack roll to increase your Evasion by **+2** against that attack.

Luckbender: Once per session, after you or an ally in Close range makes an **Action Roll**, you can spend **3 Hope** to reroll the Duality Dice. You must take the new result.

[Artist Name TK]

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SUBCLASS



WORDSMITH

Foundation

SPELLCAST: PRESENCE

Heart of a Poet: When speaking to a person you're trying to impress, persuade, or offend, you can spend **Hope** and add 1d4 to the action roll against them.

Rousing Speech: Once per long rest, you can use an action to give a heartfelt, inspiring speech. All allies that can hear you clear two **Stress**.

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DOMAIN



GRIMOIRE

BOOK OF ILLIAT

Slumber: Make a **Spellcast Roll** against a very close target. On a success, they fall into a deep sleep until they take damage or the GM spends a **Fear** to awaken them.

Arcane Barrage: Once per short rest, use an action to spend any number of **Hope** and shoot magical projectiles that automatically strike an enemy within close range. Roll **d6** equal to the **Hope** you spent, and deal that much direct magic damage.

Telepathy: You may open a line of mental communication with one target you can see. This connection lasts until you use this spell to connect with another creature.

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DOMAIN



SPELL

ENRAPTURE

Make a **Spellcast Roll** against a close target.

On a success, you can temporarily keep their attention on you, narrowing their field of view and drowning out any sound but your voice. Once per short rest, you may also mark a **Stress** on a success to deal a **Stress** to the target.

[Artist Name TK]

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DOMAIN



GRIMOIRE

BOOK OF SITIL

Adjust Appearance: You can magically shift your appearance and clothing to avoid recognition.

Parallels: Spend a **Hope** to cast this spell on yourself or one ally close to you. The next time that creature makes an attack, they can split the damage between any targets in range that the attack roll succeeds against.

Illusion: Make a **Spellcast Roll (14)**. On a success, create a temporary visual illusion no larger than you within close range that will last for as long as you look at it. It holds up to scrutiny until an observer is within melee range.

[Artist Name TK]

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All passive bonuses have already been applied to your character sheet.