



DAGGERHEART

CLASS PACK PDF

This is an excerpt of the Daggerheart rulebook intended to help you build characters and as such, some non-player-facing chapters are not included.

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Daggerheart Core Rulebook

ID 229545

August 2026. This PDF includes errata corrections; content remains unchanged from the first edition.

Standard ISBN - 9798991384100

Limited Edition ISBN - 9798991384117

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Publisher Contact Information: www.darringtonpress.com, info@darringtonpress.com

Printed in China



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INTRODUCTION

WELCOME TO DAGGERHEART

Daggerheart is a collaborative fantasy roleplaying game of incredible magic and heroic adventure. During your journeys, you may find yourself rubbing elbows with nobles to investigate and stop an assassination plot, delving into an ancient dungeon to prevent an apocalyptic creature from breaking free, sailing across a vast ocean to face a terrifying sea monster, or preventing a precious relic from falling into the hands of a dangerous enemy. No matter the adventure your party embarks upon, Daggerheart provides the tools to tell a story that is both heartfelt and epic.

WHAT IS A TABLETOP ROLEPLAYING GAME?

A tabletop roleplaying game, or TTRPG, is an interactive storytelling experience where players take on the roles of characters within a shared world and collaborate to tell a story about those characters. Daggerheart is meant to be played by three to six people—known as your group or table—with one person taking on the role of the game master (or GM) while the others each play a single character, referred to as a player character (or PC). The GM facilitates the story that takes shape around the PCs—they introduce rewards, complications, and consequences to the narrative, embody the story’s other characters (also known as non-player characters or NPCs), and help the story progress each time you play together.

Like many roleplaying games, Daggerheart uses dice to determine the outcome of some uncertain events, providing an element of unpredictability to the results of choices you make. Even so, the game embraces player agency and imagination; the type of character you choose to play and the decisions you make about their background and experiences will make your odds better (or worse!) on those dice rolls.

WHAT KIND OF ROLEPLAYING GAME IS DAGGERHEART?

Daggerheart is a heroic, narrative-focused experience that features combat as a prominent aspect of play. The system facilitates emotionally engaging, player-driven stories punctuated by exciting battles and harrowing challenges. The game takes a fiction-first approach, encouraging players and GMs to act in good faith with one another and focus on the story they’re telling rather than the complexity of the mechanics. The rules provide structure when it’s unclear how actions or moments will resolve within that story. The system takes a free-flowing approach to combat to avoid slowing the game down with granular rounds, and it doesn’t rely on grid-based movement for maps and minis. These aspects coalesce to create a game that allows for the terrain and map-building that miniature-based systems are known for while facilitating a streamlined, narrative experience for players.

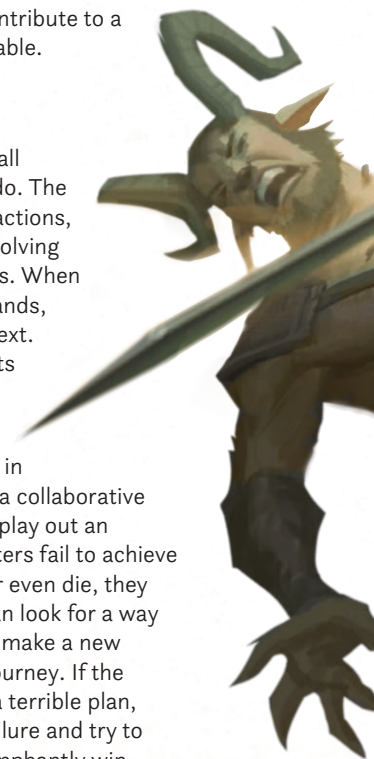
If you’re looking for a TTRPG that tells heroic fantasy stories with a modern approach to mechanics, focusing on both epic battles and the emotional narrative of the characters who fight in them, you’ve come to the right place.

Daggerheart also utilizes an asymmetrical design, meaning that it plays differently for the GM than it does for the players. Players roll two twelve-sided dice for their PCs’ standard actions, including their attacks. The GM can make most moves without dice, but they roll a twenty-sided die for adversary moves that require a roll. This asymmetrical design is intended to help all participants contribute to a memorable experience for everyone at the table.

HEART OF THE GAME

In Daggerheart, you and your fellow players all take turns describing what your characters do. The GM determines the consequences of those actions, then guides the group into collaboratively evolving the narrative because of those consequences. When the rules call for it, or when a situation demands, you’ll roll the dice to inform what happens next. Depending on the result of the roll, the events of the ongoing story will unfold in new and unexpected ways.

There is no winning or losing in Daggerheart in the traditional “gaming” sense. The game is a collaborative storytelling experience, where the goal is to play out an incredible story together. Even if the characters fail to achieve their goals right away, make big mistakes, or even die, they never “lose.” If a character dies, the party can look for a way to bring them back to life, or that player can make a new character for the party to meet along their journey. If the group fails to stop the villain from enacting a terrible plan, they might face the consequences of that failure and try to make it right. If they succeed, they may triumphantly win the day—or they might anger or embolden an even stronger enemy who retaliates. No matter what happens during the story, as long as you’re working together to craft a narrative that is fun and exciting to everyone, you’ve already won.





TOUCHSTONES

Daggerheart derives inspiration from a variety of sources. Below is an abridged list of media the design team drew from while crafting this game.

TTRPGs: *13th Age* from Pelgrane Press, *Apocalypse Keys* from Evil Hat Productions, *Apocalypse World* from Lumpley Games, *Blades in the Dark* from Evil Hat Productions, *City of Mist* from Son of Oak Game Studio, *Cortex Prime* from Fandom Tabletop, *Cypher System* from Monte Cook Games, *Dishonored* from Modiphius Entertainment, *Dungeons & Dragons* from Wizards of the Coast, *Flee, Mortals!* from MCDM Productions, *For the Queen* from Darrington Press, *Genesys* from Fantasy Flight Games, *Lady Blackbird* from One Seven Design, *Masks: A New Generation* from Magpie Games, *Pathfinder* from Paizo Publishing, *Shadowrun* from Catalyst Game Labs, *The Quiet Year* from Buried Without Ceremony, *The Wildsea* from Mythopoeia Games Publications, *Slugblaster* from Mythopoeia Games Publications.

Books: *Sabriel* by Garth Nix, *A Song of Ice and Fire* by George R.R. Martin, *The Lord of the Rings* by J.R.R. Tolkien, *The Wheel of Time* by Robert Jordan, *A Wizard of Earthsea* by Ursula K. Le Guin.

Films and Television: *The Dragon Prince*, *The Legend of Vox Machina*, *The Lord of the Rings*, *The Witcher*, *Guardians of the Galaxy*, *The Dark Crystal*.

Video Games: *Borderlands* from Gearbox Software, *Dragon Age: Inquisition* from BioWare, *The Elder Scrolls* series from Bethesda Game Studios, *Outriders* from People Can Fly.

Special Appreciation:

- *The Genesys System* from Fantasy Flight Games was a major inspiration for the two-axis results of the Duality Dice.
- *Cypher System* from Monte Cook Games and its GM Intrusions paved the way for spending Fear to interrupt a scene.
- Among many other things, Wizards of the Coast's *Dungeons & Dragons* advantage/disadvantage system was particularly inspirational in the dice mechanics of this game.
- *13th Age* from Pelgrane Press developed Backgrounds that heavily inspired the Experience mechanic.
- *Blades in the Dark* from Evil Hat Productions and *Apocalypse World* from Lumpley Games helped shape the narrative flow of the game, and their playbooks inspired a lot of the character sheet development.
- *The Wildsea* from Mythopoeia Games Publications and its phenomenal section on Reaches provided inspiration for the Campaign Frames section of this book.
- The design of Wizards of the Coast's *Dungeons & Dragons* fourth edition and the monster design of *Flee, Mortals!* from MCDM Productions informed the enemy types and ways of managing minions.
- *The Quiet Year* from Buried Without Ceremony inspired the map-building section of this book's campaign guidance.
- *Apocalypse Keys* from Evil Hat Productions informed the sample session zero structure.

CORE MECHANICS OVERVIEW

The dice players use in Daggerheart most commonly fall into two different categories—your Duality Dice and your damage dice. Your Duality Dice are two differently colored twelve-sided dice (or d12s) that represent Hope and Fear. These dice embody the fate of the world and its effect on the characters' success. Your damage dice correspond to the weapon or spell your character wields, expressing the deadliness of a successful attack.

When you roll to see whether your character succeeds or fails at a task or challenge, you roll your Duality Dice and take the sum of their results, then add any bonuses your character has that apply to the action. If that total is equal to or higher than the Difficulty set by the GM, your character succeeds. If it's lower, they fail. You'll also tell the GM whether your Hope or Fear Die rolled higher, as the situation around you changes based on that result. We'll discuss this more in-depth in the "Core Mechanics" section of chapter 2.

SESSIONS AND CAMPAIGNS

When the GM and players gather to play Daggerheart, that game is called a session. Each session is a small story, and if the group plays more sessions, those small stories become part of a larger narrative known as a campaign. Longer campaigns may be broken into arcs—multiple sessions collectively focused on a specific part of the story. If overthrowing a corrupt ruler is a campaign, recruiting allies from a neighboring kingdom is an arc within that campaign.

Daggerheart is built to accommodate many kinds of stories. Your group might enjoy playing an open-ended campaign that lasts months, meeting every week to continue your characters' stories indefinitely, or you could designate a set number of sessions and play with a definite end point. Your group might enjoy a short ten-session romp with a party of characters before making new ones, or you may only want to play one session, known as a "one-shot." All of those options are wonderful ways to play—do what works best for your group.

THE GOLDEN RULE

The most important rule of *Daggerheart* is to make the game your own. The rules included in this book are designed to help you enjoy the experience at the table, but everyone has a different approach to interpreting rules and telling stories. The rules should never get in the way of the story you want to tell, the characters you want to play, or the adventures you want to have. As long as your group agrees, everything can be adjusted to fit your play style. If there's a rule you'd rather ignore or modify, feel free to implement any change with your table's consent.

RULINGS OVER RULES

While playing *Daggerheart*, the GM and players should always prioritize rulings over rules. This book offers answers for many questions your table may have about the game, but it won't answer all of them. When you're in doubt about how a rule applies, the GM should make a ruling that aligns with the narrative.

For example, *Daggerheart* has a weapon called a grappler that lets you pull a target close to you. If you try to use it to pull an entire castle, the weapon text doesn't forbid you from doing that—but it doesn't make sense within the narrative. Instead, the GM might rule that you pull a few bricks out, or pull yourself toward the wall instead.

Similarly, if your character does something that would logically result in immediate death—such as diving into an active volcano without protection—you might not get to make one of *Daggerheart*'s death moves, which normally give you control of your character's fate in their final moments. This kind of consequence should be made clear before the action is completed, and it should always follow the logic of the world. As a narrative-focused game, *Daggerheart* is not a place where technical, out-of-context interpretations of the rules are encouraged. Everything should flow back to the fiction, and the GM has the authority and responsibility to make rulings about how rules are applied to underscore that fiction.



USING THIS BOOK

The *Daggerheart Core Rulebook* is divided into five chapters.

CHAPTER ONE:

PREPARING FOR ADVENTURE

This chapter covers everything you need to know to make a character in the *Daggerheart* system.

CHAPTER TWO:

PLAYING AN ADVENTURE

This chapter details the core game mechanics you'll need to play a session, as well as how to level up your character, multiclass to access new domains, and use special equipment you might discover during play.

CHAPTER THREE:

RUNNING AN ADVENTURE

This chapter is specifically for the GM, giving you the tools you'll need to run sessions and campaigns. In addition to detailing the core GM mechanics, this chapter guides you on using safety tools, running session zero, customizing campaign maps, planning story arcs, and more.

CHAPTER FOUR:

ADVERSARIES AND ENVIRONMENTS

This chapter provides rules and stat blocks for filling your world with challenging adversaries and dynamic environments. You can use the pregenerated adversary and environment stat blocks, or follow this chapter's guidance to create your own.

CHAPTER FIVE:

CAMPAIGN FRAMES

This chapter provides campaign frame options you can use to structure long-term play.

APPENDIX

Lastly, this is where domain card text, character sheets, character guides, maps, and all other reference documentation for the game can be found.

WHAT DO YOU NEED TO PLAY?

Most of the tools required to play a session of Daggerheart are included with this book, but there are a few additional components you'll need to gather before you begin.

■ 2–5 PLAYERS

Daggerheart runs best with two to five players who are excited to collaborate and build a story together. If you're playing a PC, your responsibility is to adopt the mentality of your character and decide what they do. The GM will present problems and obstacles, and you'll figure out how to tackle those challenges in a way that makes your game most interesting. As a player, it's your job to shape your character's story through the choices you make and spotlight the other characters as they, too, grow on this journey.

■ A GAME MASTER

If you're taking on the role of the GM, you'll be playing the world as it responds to the PCs' actions. That means you'll set exciting scenes for the characters, manage the flow of the story, and play any NPCs, including the adversaries the characters will face. You'll also ask the players questions that drive the narrative forward. Often, you'll be the one who knows the rules and can answer questions about mechanics during play. If a judgment needs to be made during a session about a rule or mechanic that's not in the rulebook, you'll be the one to make that decision.

As a GM, it's important to remember that you're not an antagonistic force against the players. Though you're the one introducing the dangers and complications in a scene, the thrilling challenges you provide are meant to let the players showcase their characters' strengths and face their characters' flaws. Be a fan of the characters and a collaborator with the other players at your table.

■ GAME DICE

Daggerheart uses the full suite of polyhedral dice: d4, d6, d8, d10, d12, d20, and d100. When referring to a quantity of dice beyond a single die, the game indicates how many and which kind, such as 2d6 (two six-sided dice) or 3d8 (three eight-sided dice). Players will need 2d12 of different colors (your Duality Dice) and at least one set of polyhedral dice to share amongst the table. You may find it easier for each person to have their own set. As your character levels up, you'll be rolling more dice to represent those advancements, so it may be helpful to bring another set or two. The GM will also need their own set of dice to run adversaries.

■ TOKENS

Character tokens are small objects that represent the look and feel of your character. Gather about seven tokens per player to start. You will need more as your character levels up—while the amount varies depending on the character build, you likely won't need more than fifteen tokens at level 10.

As you play the game, you'll use these tokens to help track several things:

- When you roll dice, you'll add tokens to help you easily count the modifiers on the roll.
- To use certain features, you might be required to place tokens on the card or character sheet.

These tokens not only make your rolls easier to resolve, but they also provide an opportunity to further express the style and color palette of your character. You can use any small object (plastic gems, pennies, buttons), but we recommend something no larger than a quarter that can sit on the table without rolling away. Ideally, each player's tokens should be visually distinct to avoid confusion.

The GM can use tokens to track their accumulated Fear and as counters on adversary stat blocks.

■ GAME CARDS

Along with this rulebook, you'll also need the cards that come with the core set: ancestry, community, subclass, and domain cards. If you don't have a physical set of cards (or need extra copies), you can download and print the cards at home. The "Domain Card Reference" section in the appendix also contains the text for cards from the core set.

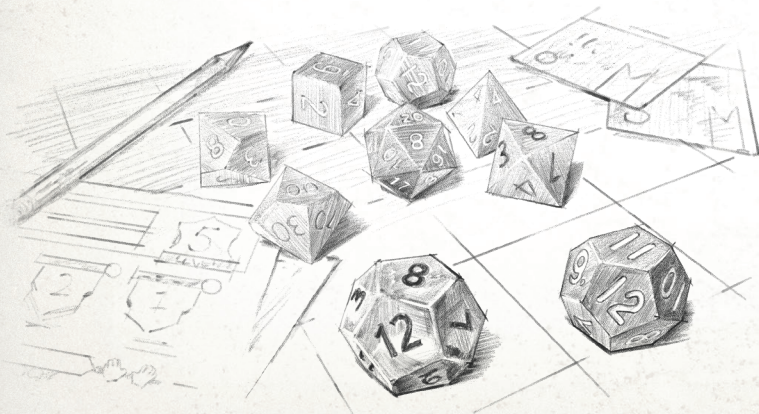
■ CHARACTER SHEETS AND NOTES

The appendix contains a general character sheet and the guides you can use to build your characters, but we recommend using the class-specific character sheets from www.daggerheart.com for the best experience. The remainder of this rulebook will assume you're using the class-specific sheets. If you're using pencil and paper, you'll want to have these materials printed out. If you're using a digital version instead, ensure you have a laptop or tablet available to view and edit your character sheet and guide during the game.

We also recommend paper and writing utensils (or a digital equivalent) to record important details that the GM or other players share.

■ OPTIONAL: MAPS AND MINIATURES

You can use maps and miniatures to represent the scenarios the players are facing, especially during battle, to more fully illustrate the scene, rather than relying on only narration and description. When drawing or building a map, the scale, distance, and details won't always be perfect, and that's okay. The maps and the miniatures should never limit your imagination—only provide extra spatial context so everyone can picture the scene clearly.



PLAYER PRINCIPLES

We recommend following these principles when engaging with Daggerheart as a player to get the most out of the system.

- Be a fan of your character and their journey.
- Spotlight your friends.
- Address the characters and address the players.
- Build the world together.
- Play to find out what happens.
- Hold on gently.

■ BE A FAN OF YOUR CHARACTER AND THEIR JOURNEY

Find ways to show off what your character does best and what they do worst. Strive to make interesting choices and learn more about who they are through play. Push your character's story forward and let them grow with the fiction.

■ SPOTLIGHT YOUR FRIENDS

Look for opportunities to put other characters in the spotlight. Provide them openings to do what they do best, ask them for help and offer yours freely, and prompt them to share more of their thoughts and feelings.

■ ADDRESS THE CHARACTERS AND ADDRESS THE PLAYERS

Speak to the other characters within the world of the fiction. Lean on the connections you build together, ask them questions, and create a story using your conversations as well as your actions.

Speak to the other players outside of the fiction. Ask them what their character might do and what they want to see happen in the narrative. As you play, be considerate of their preferences and desires.

■ BUILD THE WORLD TOGETHER

In Daggerheart, every participant is a storyteller, not just the GM. Daggerheart is a highly collaborative game and reaches its greatest potential when every player (including the GM) is working together. This means actively advocating for the story beats you want to see, offering suggestions to enrich the arcs of the other player characters, creating parts of the world with others at the table, and thinking deeply about your character's motivations.

■ PLAY TO FIND OUT WHAT HAPPENS

Everything you do at the table should flow from the fiction. Listen to your fellow players and the GM—then react to what their characters say and do to discover the story together as you build on each other's creativity. If you roll the dice, let the results lead you through what happens next. Embrace complications with the same vigor with which you celebrate victories.

■ HOLD ON GENTLY

Improvisational storytelling isn't always perfect, and that's okay. Hold on gently to the fiction—enough that you don't lose the pieces that matter, but not so tightly that the narrative has no room to breathe. Let yourself make mistakes and make changes. Smooth the edges and shape them to fit the story. Even if the story beats don't go the way you expect or a sudden twist catches you by surprise, trust that the GM and your fellow players will all create something beautiful and memorable by the end.

Following these principles will help guide you in telling exciting, unpredictable, and meaningful stories together at your table.

A TABLE FOR ALL

Daggerheart is a game for players of all races, ethnicities, genders, faiths, sexualities, and identities. It is the responsibility of each player in the game to ensure that the table you share is a place where everyone is empowered, respected, and safe.

Because of the nature of open-ended storytelling in roleplaying games, it's possible to touch upon topics that might be difficult or sensitive for some players. Subject matter that might just be an imaginary scenario for you could bring up a real-life topic that is personal or uncomfortable for somebody else. When you gather to play for the first time, make sure that you talk through what kind of experience you're all looking to have, and bring up any themes or topics you'd like to avoid. Everyone should abide by this social contract, and add to or modify it at any time as needed.

The "Session Zero and Safety Tools" section in chapter 3 presents resources you can use to help navigate difficult scenarios together.



CHAPTER ONE: PREPARING FOR ADVENTURE

In this chapter, you'll prepare for your first game of Daggerheart. The upcoming sections describe Daggerheart's worldbuilding fundamentals, then walk you through creating a character while providing information on each of the classes, domains, ancestries, and communities.

WORLD OVERVIEW

Daggerheart encourages the exploration of worlds filled with great magic, wondrous landscapes, mythical beasts, dynamic factions, rousing mysteries, and powerful foes. While the world your table collaboratively creates will be your own, Daggerheart has established ancestries, communities, classes, abilities, and spells—so some worldbuilding aspects will exist similarly across every campaign.

The following section describes the core realms, where these shared details derive from. These details can always be reflavored or modified to match the style of game your group wants to play. When creating your table's unique world, you can use one of the following as a starting point: an existing location you're already familiar with, a supplemental setting book, the guide for creating your own world in the "Running a Campaign" section in chapter 3, or a campaign frame from chapter 5.

CORE REALMS

The **core realms** are the basis for the worldbuilding elements inherent to many of Daggerheart's mechanics, such as its ancestries and adversaries.

■ THE MORTAL REALM

Most adventures will likely take place in the Mortal Realm. This is the land, sea, and sky, where mortals live out the entirety of their lives—the plane where the majority of all material beings and objects exist. Stories say this realm was created by the Forgotten Gods during the Earliest Age and that these immortals traveled between the Hallows Above and this new plane as easily as waking from a dream. During this time, the gods were familiar to the mortals and acts of divinity were commonplace—be they wonderful or terrifying. When the Forgotten Gods were overthrown by the New Gods, many of these ancient deities were trapped within this plane eternally.

This realm is also occupied by the Faint Divinities, lesser deities created by both the Forgotten and the New Gods to oversee the Mortal Realm. Many are considered to be quite capricious, and though their spheres of influence are smaller than the gods who created them, they can greatly influence the lives of mortals.

■ THE HALLOWS ABOVE

The Hallows Above are the collection of deific territories that once belonged to the Forgotten Gods before the New Gods claimed it at the end of the Earliest Age. Because this place is closely connected with most other realms, the gods residing here can see and speak with the creatures of the Mortal Realm without leaving their domain, though those with whom the gods communicate may find their methods strange or obfuscated. There are ways by which the New Gods can leave the Hallows Above to occupy other realms, but in the current age they must always sacrifice something of personal importance to do so. It's rumored that this burden was necessitated by their desire to protect the Hallows from the Forgotten Gods should they rise again, as the Forgotten Gods (or any being from the Mortal Realm) would also have to forfeit much to enter the Hallows Above. These sacrifices have caused some of the great calamities that have befallen the Mortal Realm in recent millennia.

■ THE CIRCLES BELOW

The Circles Below are the collection of lower realms where many of the Forgotten Gods, those who fought the most passionately during the uprising, were banished. Known as "the Fallen Gods," these deities lost the Divine War with the New Gods during the Earliest Age and have since been deemed "evil practitioners of tainted magic." Thus the Faint Divinities who were banished alongside them are commonly referred to as "demons," and those that descended from these creatures also bear the weight of that identifier.

The Circles Below are considered places of corruption, destruction, and violence. Stories say this dominion is home to some of the most dangerous creatures in the core realms. Most other planes have safeguards against Fallen who wish to cross from the Circles Below. Within the Mortal Realm, the use of arcane magic in acts of great evil is said to open a temporary rift between the two planes, allowing Fallen to pass through.

■ THE REALMS BEYOND

The cosmos holds many realms beyond these—the Elemental Lands, the Astral Realm, the Valley of Death, and countless others. Accessing and traversing these places from the Mortal Realm requires specialized knowledge and hard-learned skills. Still, some of the beings in the core realms guard these secrets closely and could be persuaded to share them—for a price.

MAGIC AND SPELLS

Depending on the kind of character you play, they may or may not have the ability to use magic. Magic in Daggerheart is both very powerful and incredibly dangerous, permeating the land and manifesting within the people. It is both a force within you that can aid you throughout your journey and a force outside of you that affects the world.

If your character does have the power of spellcasting, you'll use magic through specific weapons, spells, and other means. As characters grow, the magic they can perform grows with them. Each level, you gain cards that describe the new, powerful magic they can wield and the specific parameters for using it.



FLAVORING YOUR GAME

If the default portrayal of your character's mechanical effects doesn't fit them and their style, you can always describe them in a way that does. This is often called "flavoring." However, unless your table agrees, that flavor shouldn't offer any mechanical effect beyond the effect's existing description.

For instance, you might say that your rogue's magic takes the form of gadgets and inventions, instead of magically creating a dark cloud, they drop a smoke grenade. Or perhaps your ranger's magic takes the form of ancestral spirits who draw forth the forces of nature. Perhaps magic works in an entirely different way in your lore, and you explain how every class's power emerges from a different source. As long as it abides by the mechanics of the game, you're encouraged to flavor your magic to suit your character.

You can re flavor items, as well. Your character might have a unique weapon from their heritage, but it uses the statistics of a longsword. Your wizard's armor might come in the form of a set of empowered runes instead of chainmail, but they still have Armor Slots you can spend to reduce damage. In this case, "repairing" your armor during a rest could mean replenishing the enchantment. The "Adjusting Abilities and Spells" section of this chapter suggests other ways you can tailor your spells and abilities to fit your character and comfort level.

CHARACTER CREATION

Unless you're the GM, the first step of *Daggerheart* is to create your character. In addition to choosing their class, community, and ancestry, you're also responsible for crafting their physical appearance, personality, and prior experience, as well as their relationships with the other characters. Some of these decisions are purely narrative, meaning they only appear in the game through your roleplaying, but others are mechanical choices that affect the actions you're more (or less) likely to succeed at when rolling your dice.

GETTING STARTED

Before you create your character, discuss the campaign with your table and begin brainstorming ideas.

■ **Tip:** There are many mechanics mentioned in the Character Creation section that will be fully covered in chapter 2.

■ HAVE A SESSION ZERO

If you're preparing to start a new campaign with your group, we recommend that you use your first session together to build characters and talk about the world you'll be playing in. This is often called a session zero (see the "Session Zero and Safety Tools" section on page 169) and is the best way to ensure that everyone is on the same page about the tone and feel of the campaign so you can create characters who work well together.

■ THINK ABOUT CHARACTER CONCEPTS

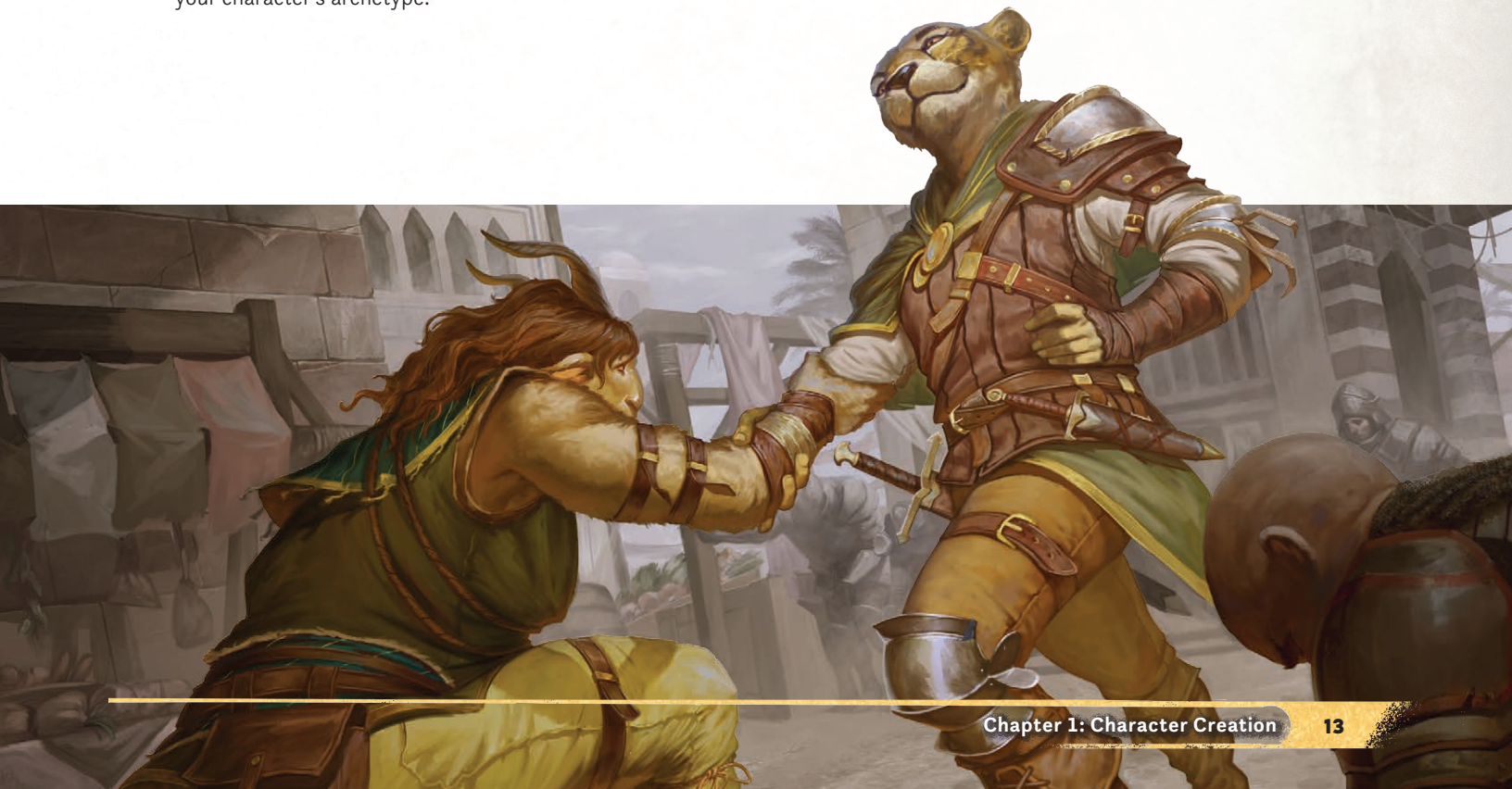
Before you begin the character-building process, it can be helpful to review the materials and formulate an idea for what type of character you want to play. Your concept can be surface-level and general—such as "a circus performer who uses magic" or "a captain who lost their ship at sea"—but having even a basic starting point will help you make choices as you move through each of the following steps.

STEP 1:

CHOOSE YOUR CLASS

The first step of character creation is to choose the **class** you want to play. Each class is a role-based archetype that determines what abilities you have access to throughout the campaign. For example, you might choose to play a guardian if you want to be the "tank" of your group who runs into fights headfirst and protects others with their own life. You might choose to be a wizard if you want to cast unique spells to solve problems, heal party members, and wield cunning battle magic.

Once you've chosen a class, you'll also choose a **subclass**. The subclasses are subsets of each class that further define your character's archetype.



CLASS OPTIONS

The following classes and subclasses are available in the core rulebook:

BARD

Subclasses: *Troubadour or Wordsmith*



Play the Troubadour
if you want to play music
to bolster your allies.

Play the Wordsmith
if you want to use clever
wordplay and captivate
crowds.



DRUID

Subclasses: *Warden of the Elements or Warden of Renewal*



**Play the Warden
of the Elements**
if you want to embody
the natural elements
of the wild.

**Play the Warden
of Renewal**
if you want to use powerful
magic to heal your party.



GUARDIAN

Subclasses: *Stalwart or Vengeance*



Play the Stalwart
if you want to take heavy
blows and keep fighting.

Play the Vengeance
if you want to strike
down enemies who
harm you or your allies.



RANGER

Subclasses: *Beastbound or Wayfinder*



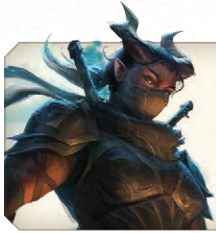
Play the Beastbound
if you want to form a deep
bond with an animal ally.

Play the Wayfinder
if you want to hunt your prey
and strike with deadly force.



ROGUE

Subclasses: *Nightwalker or Syndicate*



Play the Nightwalker
if you want to manipulate shadows to maneuver through the environment.

Play the Syndicate
if you want to have a web of contacts everywhere you go.



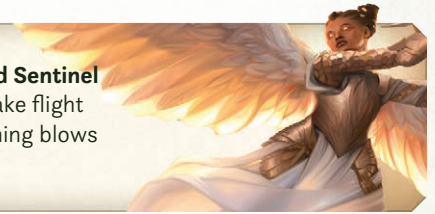
SERAPH

Subclasses: *Divine Wielder or Winged Sentinel*



Play the Divine Wielder
if you want to dominate the battlefield with a legendary weapon.

Play the Winged Sentinel
if you want to take flight and strike crushing blows from the sky.



SORCERER

Subclasses: *Elemental Origin or Primal Origin*



Play the Elemental Origin
if you want to channel the raw power of a particular element.

Play the Primal Origin
if you want to extend the versatility of your spells in powerful ways.



WARRIOR

Subclasses: *Call of the Brave or Call of the Slayer*



Play the Call of the Brave
if you want to use the might of your enemies to fuel your own power.

Play the Call of the Slayer
if you want to strike down adversaries with immense force.



WIZARD

Subclasses: *School of Knowledge or School of War*



Play the School of Knowledge
if you want a keen understanding of the world around you.

Play the School of War
if you want to utilize trained magic for violence.



| You can learn more about these classes in the upcoming “Class” section.

■ CHARACTER SHEET, CHARACTER GUIDE, AND SUBCLASS CARD

Once you've chosen your class, grab the corresponding character sheet and character guide, then decide on a subclass and take that subclass's foundation card. The character sheet is for recording your character's details, so make sure you have paper or digital copies available. If you're filling out a hard copy, use a pencil, as you'll change details on the sheet as your character levels up. You can find a completed character sheet in the upcoming "Example Character" section.

Customized character sheets and character guides are available for download at www.daggerheart.com. A general character sheet is also available in the appendix.

■ RECORD YOUR LEVEL

Characters in Daggerheart start at level 1. Record your level in the appropriate section at the top of your character sheet, and make sure to change it every time you level up. We recommend starting your campaign at level 1, but a more experienced table can start at a higher level if the GM and players prefer.

■ RECORD CHARACTER DETAILS

At any point in the character creation process, feel free to fill out your character's name and pronouns on the top line, as well as the Character Description details on the character guide. For some people, their character's name and appearance come first, and for others, it takes time to discover what's right. As long as you have a name and description by the time your table is finished with character creation, it doesn't matter what order you complete these steps in.

■ CLASS FEATURE

Every class begins with a unique **class feature** (or several). You don't have to write these features down—they're provided at the bottom left of each class's character sheet. These are features available only to your class. If your class feature asks you to make a selection during character creation, make it before your first session.

STEP 2: CHOOSE YOUR HERITAGE

Next, choose your character's **heritage**. This aspect of your character includes two elements—their ancestry and their community.

■ CHOOSE YOUR ANCESTRY

A character's **ancestry** reflects their lineage, impacting their physicality and granting them two unique features. Take the card for one of the following ancestries, then write its name in the Heritage field of your character sheet:

Clank	Firbolg	Human
Drakona	Fungril	Infernus
Dwarf	Galapa	Katari
Elf	Giant	Orc
Faerie	Goblin	Ribbet
Faun	Halfling	Simiah

You can learn more about these ancestries in the upcoming "Ancestry" section.

■ CHOOSE YOUR COMMUNITY

Next, you'll choose a **community** from the available community cards. Your character's community is influenced by its physical location, values, and goals. It informs the culture your character grew up in and might play a part in the way they look, act, or approach situations. Each community comes with a feature that you can utilize during the game. Take the card for one of the following communities, then write its name in the Heritage field of your character sheet:

Highborne	Ridgeborne	Underborne
Loreborne	Seaborne	Wanderborne
Orderborne	Slyborne	Wildborne

You can learn more about these communities in the upcoming "Community" section.

LANGUAGES

In Daggerheart, you're not asked to pick specific languages for your character. This game assumes that everyone speaks a common language (it's up to you whether that's through mundane or magical means) and that sign language is widely understood across cultures and communities. If you'd like to have specific regional languages in your campaign, discuss options with your table.



STEP 3:

ASSIGN CHARACTER TRAITS

Next, you'll assign values to the **character traits** on your character sheet. These values reflect your natural or trained ability in each of the core six stats: Agility, Strength, Finesse, Instinct, Presence, and Knowledge. Each trait lists verbs (such as Sprint, Leap, and Maneuver) that show the types of actions a character might perform that involve that trait. These examples are just inspiration—they shouldn't limit how each trait can be used.

AGILITY: Sprint, Leap, Maneuver

A high Agility means you're fast on your feet, nimble on difficult terrain, and quick to react to danger. You'll make an Agility Roll to scurry up a rope, sprint to cover, or bound from rooftop to rooftop.

STRENGTH: Lift, Smash, Grapple

A high Strength means you're better at feats that test your physical prowess and stamina. You'll make a Strength Roll to break through a door, lift heavy objects, or hold your ground against a charging foe.

FINESSE: Control, Hide, Tinker

A high Finesse means you're skilled at tasks that require accuracy, stealth, or the utmost control. You'll make a Finesse Roll to use fine tools, escape notice, or strike with precision.

INSTINCT: Perceive, Sense, Navigate

A high Instinct means you have a keen sense of your surroundings and a natural intuition. You'll make an Instinct Roll to sense danger, notice details in the world around you, or track an elusive foe.

PRESENCE: Charm, Perform, Deceive

A high Presence means you have a strong force of personality and a facility for social situations. You'll make a Presence Roll to plead your case, intimidate a foe, or capture the attention of a crowd.

KNOWLEDGE: Recall, Analyze, Comprehend

A high Knowledge means you know information others don't and understand how to apply your mind through deduction and inference. You'll make a Knowledge Roll to interpret facts, see the patterns clearly, or remember important information.

DISTRIBUTE TRAIT MODIFIERS

Trait **modifiers** are the values associated with each trait. When you make an action roll using one of these traits, that trait's modifier is added to the roll to determine the final result (or subtracted from the roll for a negative modifier).

Distribute the following starting modifiers across your character's traits in any order you wish:
+2, +1, +1, 0, 0, -1.

When distributing these modifiers, consider what actions you want your character to be good at, what weapon you want to use for your attacks, and what kind of spellcasting you'll be doing, if any. Weapons and spells are covered in future sections, but the character guide for your class offers suggested placement for your modifiers if you want a starting point. You can also rearrange your modifiers as needed during character creation, as well as after your first few sessions of play.

If you ever need to refer to your trait modifiers as values (if a card or effect references your Agility, Presence, etc.) a +2 would be considered 2, and a -1 would still be considered -1. For example, if a domain card tells you to place a number of tokens equal to your character's Knowledge on that card, and their Knowledge is +3, you would place 3 tokens on the card. If they have a negative modifier in that trait, you instead would place no tokens on the card (unless otherwise noted).



STEP 4:

RECORD ADDITIONAL CHARACTER INFORMATION

It's time to take a quick break from making choices and instead fill out a few sections of your character sheet.

■ EVASION

Your character's **Evasion** reflects how hard it is for adversaries to hit them. Your class's starting Evasion appears right beneath the Evasion field on your character sheet; copy this number into the Evasion field. When an adversary makes an attack against your character, the GM rolls against their Evasion to see if the adversary succeeds. You can choose how your character's Evasion manifests within the narrative—a wizard might avoid blows with shimmering arcane shields or bat away an adversary's spells, while a ranger nimbly dodges out of the way of attacks and a warrior parries, blocks, and dodges.

Your character's Evasion starts low, but that's because it's not their only means of avoiding damage. If they're hit, you'll also have the opportunity to reduce the incoming damage using armor.

■ HIT POINTS AND STRESS

Your character's health and well-being are represented by Hit Points and Stress. **Hit Points** (sometimes called HP) are an abstract reflection of your physical fortitude and ability to take hits from both blade and magic. Each class starts with a set number of Hit Points. **Stress** reflects your ability to withstand the pressures of dangerous situations and mental strain. Every class starts with 6 Stress.

You can describe your character's Hit Points and Stress any way you wish, but they generally represent your character's ability to get knocked down and keep coming back. You'll mark your character's Hit Points and Stress when these situations arise—and the fewer marks you have, the better.

■ HOPE AND FEAR

Hope and **Fear** are currencies used by the players and the GM to represent the way fate turns for or against the characters during the game. You start with 2 Hope; mark these in the Hope field of your character sheet.

Any time you **roll with Hope** on your Duality Dice—meaning your Hope Die rolled higher than your Fear Die—you gain a Hope (to a maximum of 6). During the game, you can spend Hope to help your character's allies, apply their life experiences to challenges, and empower their spells and abilities.

If you instead **roll with Fear** on your Duality Dice—meaning your Fear Die rolled higher than your Hope Die—the GM gains a Fear that they can spend on certain effects. Sometimes a Fear roll introduces other complications into a scene (even if you succeed on your roll).

STEP 5:

CHOOSE YOUR STARTING EQUIPMENT

Next, you'll choose starting weapons, armor, and other items for your character.

■ CHOOSE YOUR WEAPONS

You use **physical weapons** to attack your foes—and if you have a Spellcast trait (such as from your subclass), you can also wield **magic weapons**. At character creation, you can choose either a two-handed **primary weapon**, or a one-handed primary weapon and a one-handed **secondary weapon**, then equip them.

You can find weapon suggestions at the top of your character guide, but if you'd like to choose your own, you can find all starting (Tier 1) weapons in the "Primary Weapon Tables" and "Secondary Weapon Tables" sections in chapter 2. (These are also available as a separate sheet to print out from the Daggerheart website or in the appendix.)

At Level 1, your **Proficiency** is 1. This means you'll roll one damage die for your weapon attacks. In the Active Weapons area of your character sheet, this is recorded in the Proficiency field.

Tip: *In the area of your character labeled Damage Dice & Type, record your damage dice with the Proficiency value already written in (like "1d6+3" instead of "d6+3"), to remind yourself how many weapon dice to roll. Whenever you increase your Proficiency, you also increase the number of dice in the damage dice field to reflect this change. For example, when your Proficiency becomes 2, you would change it to "2d6+3" instead.*

■ CHOOSE YOUR ARMOR

You use **armor** to reduce the severity of incoming attacks. At character creation, you can choose one set of armor and equip it. You can find armor suggestions at the top of your character guide, but if you'd like to choose your own, you can find all starting (Tier 1) armor in the "Armor Tables" section in chapter 2. (These are also available as a separate sheet to print out from the Daggerheart website or in the appendix.) When your character equips armor, record its details in the Active Armor fields of your character sheet.

An armor's **damage thresholds** (shown in the "Base Thresholds" column) indicate how much damage a character can endure before marking Hit Points. Add your character's level to both values and record the total for both numbers in the corresponding fields. In the "Hit Points and Damage Thresholds" section of chapter 2, you'll learn how many Hit Points to mark on your character sheet each time your character takes damage.

Then, in the **Armor** field at the top left of your character sheet, record your **Armor Score**. This score includes the armor's base value (shown in the "Base Score" column) plus any permanent bonuses your character has to their Armor Score from other abilities. When your character takes damage, you can mark one of the small shield symbols next to your Armor Score (called an **Armor Slot**), then reduce the severity of the damage by one threshold: Severe to Major, Major to Minor, or Minor to None. You can only mark one Armor Slot per attack, and you have a number of slots equal to your Armor Score.

■ CHOOSE OTHER STARTING ITEMS

Your **inventory** includes anything else your character is carrying. The top of your character guide lists all their starting inventory items, which include the following:

- Torch (useful for illuminating a dark room)
- 50 feet of rope (useful for climbing a wall or rappelling down a cliff)
- Basic supplies (tent, bedroll, tinderbox, rations, etc.)
- A handful of gold (record this in the **Gold** field in the left-hand column of your character sheet)
- Your choice of a Minor Health Potion (clear 1d4 Hit Points) or a Minor Stamina Potion (clear 1d4 Stress)
- The "and either" option on your character guide is specific to your class. You might also be asked to choose what you use to carry your spells.

Record these items in the **Inventory** fields of your character sheet. This equipment is available to use during the party's adventures in any way that fits the shared story. We encourage you to use items creatively, as long as the GM agrees and it fits the rules of the world.

You can also talk to your GM about other items you'd like to have at the start of the game. There are no rules limiting the size of your inventory, so items that don't provide a mechanical benefit but make sense for your character to have are normally okay—but your GM always makes the final call.

STEP 6: CREATE YOUR BACKGROUND

Next, explore your character's **background** by answering the background questions in your character guide. Several prompts are provided to jumpstart inspiration, but you or the GM can modify or replace these questions to fit the character you're looking to play. The prompts are a jumping-off point if you don't know where to start, but they should never inhibit your creativity.

The decisions you make about your character's background are purely narrative, but they deeply impact the character you're playing and the story the GM is preparing for your adventures. Over the course of character creation, feel free to adjust mechanical choices you made in earlier steps to better reflect this background as you shape your character.

If you're planning to play in a campaign, you can continue developing your character after the background questions in whatever way works best for you. Just remember to give the GM your backstory so they can work any people, places, or ideas from it into the campaign. You can also choose not to do any more background work, instead finding out more about your character as you play. Lean into a process that's fun for you.



STEP 7: CREATE YOUR EXPERIENCES

In *Daggerheart*, your character's Experiences are one of the core ways you express their backstory and expertise through mechanics. An **Experience** is a word or phrase used to encapsulate a specific set of skills your character has acquired over the course of their exciting life.

Your character starts with two Experiences at character creation (each with a +2 modifier), and they'll earn more throughout your adventures. Before creating Experiences, you'll want to have a solid idea of who your character is; the background questions are especially helpful for this. When you're ready, work with your GM to create two Experiences that have shaped your character.

There's no set list of Experiences to choose from (though we offer options for inspiration under "Experience Examples"). Instead, find a word or phrase that embodies something distinctive about your character. Each Experience should be specific. For example, *Talented* or *Focused* are too broad, as they can be applied to almost any situation; instead you might use *Swashbuckler* or *Magic Studies*. Additionally, your character's Experience can't give them spells or specific game abilities. For example, *Take Flight* or *One-Hit Kill* are too mechanically oriented; you might consider *Pilot* or *Assassin* instead.

You are also encouraged to add flavor to your character's Experience to give it more varied use in play. For example, instead of just *Assassin*, you could choose *Assassin of the Sapphire Syndicate*. Details like this give your GM an exciting faction to weave into the campaign, and also make it easier to use this Experience outside combat. For example, if your character encounters an ally of the syndicate, they might be particularly adept at negotiating with that NPC based on their Experience.

Once you've decided on your character's two starting Experiences, record them in the Experience fields of your character sheet and assign +2 to both.

Tip: *If you're not sure what Experiences to take, consider the style of the campaign you're playing in and the actions you'll want to perform. In a standard, battle-focused campaign, it's never a bad idea to take your character's first Experience in something that will help with combat and the second Experience in something useful outside of combat.*



EXPERIENCE EXAMPLES

Backgrounds: *Assassin, Blacksmith, Bodyguard, Bounty Hunter, Chef to the Royal Family, Circus Performer, Con Artist, Fallen Monarch, Field Medic, High Priestess, Merchant, Noble, Pirate, Politician, Runaway, Scholar, Sellsword, Soldier, Storyteller, Thief, World Traveler*

Characteristics: *Affable, Battle-Hardened, Bookworm, Charming, Cowardly, Friend to All, Helpful, Intimidating Presence, Leader, Lone Wolf, Loyal, Observant, Prankster, Silver Tongue, Sticky Fingers, Stubborn to a Fault, Survivor, Young and Naive*

Specialties: *Acrobat, Gambler, Healer, Inventor, Magical Historian, Mapmaker, Master of Disguise, Navigator, Sharpshooter, Survivalist, Swashbuckler, Tactician*

Skills: *Animal Whisperer, Barter, Deadly Aim, Fast Learner, Incredible Strength, Liar, Light Feet, Negotiator, Photographic Memory, Quick Hands, Repair, Scavenger, Tracker*

Phrases: *Catch Me If You Can, Fake It Till You Make It, First Time's the Charm, Hold the Line, I Won't Let You Down, I'll Catch You, I've Got Your Back, Knowledge Is Power, Nature's Friend, Never Again, No One Left Behind, Pick on Someone Your Own Size, The Show Must Go On, This Is Not a Negotiation, Wolf in Sheep's Clothing*

USING EXPERIENCES

When one of your character's Experiences fits the situation at hand, you can use that Experience to showcase their expertise. Before you make an action or reaction roll, you can spend a Hope to add the Experience's modifier to the roll's result. Sometimes more than one of your character's Experiences is a good fit for the situation (for example, if your character is trying to sneak past a guard in the dark, your *I Live in the Shadows* and *Stealthy* Experiences would both apply). If it fits the story, you can add more than one experience modifier to a roll, spending a Hope for each.

CHANGING EXPERIENCES

Your character has the opportunity to gain new Experiences as they gain levels. However, if you discover that your character has outgrown a previous Experience or it doesn't feel right anymore, you're not stuck with the ones you've already chosen. For example, you might find that your character's *Stealthy* Experience no longer matches the head-on way they've learned to solve problems. Or perhaps your group likes to try to solve things diplomatically first, so your character's *Catch Them by Surprise* Experience isn't a good fit for the table's collaborative story. That's totally okay! Work with your GM to find Experiences that better align with your storytelling goals, and with the actions your character would be good at.

STEP 8: CHOOSE YOUR DOMAIN CARDS

Domains are the core building blocks of Daggerheart's classes. The following domains are included in this book: Arcana, Blade, Bone, Codex, Grace, Midnight, Sage, Splendor, and Valor. Each domain has a **domain deck**—a deck of cards containing abilities and spells with a central theme or focus. For details on what each domain represents and how to use your domain cards, see the upcoming “Domains” section.

Each class in Daggerheart is formed by combining two of these domains—for example, the warrior class comprises Blade and Bone, the druid comprises Arcana and Sage, and the rogue comprises Midnight and Grace. This combination is noted at the top of the character sheet for each class, and the colors and symbols are found on the subclass foundation card.

To start, look at all the level 1 cards from your class's two domains and choose two cards, returning the rest to their respective decks. You can take one from each domain or two from a single domain, whichever you prefer. These cards grant you special spells and abilities; you'll choose another card each time you level up.

Tip: All domain card text can also be found for reference on page 328.

SHARED DOMAINS

Each class shares its domains with at least one other class. For example, Blade is shared by the guardian and the warrior, Sage is shared by the druid and the ranger, and Grace is shared by the bard and the rogue. If a fellow player's class has the same domain as yours, we encourage you to coordinate with them and choose different cards from that domain deck (even if your group has multiple copies). This way, each player feels distinct and shines when they bring their unique abilities to the story. However, if the GM and players agree, feel free to make an exception. Sharing cards is common when more than one player chooses the same class or when three (or more) players share the same domain. As always, it comes down to open communication between the players and the GM. If you need extra copies of a card, you can download and print them at home.

STEP 9: CREATE YOUR CONNECTIONS

You've almost finished creating your character! Now it's time to forge their **connections**. These represent the relationships and personal history between your character and their fellow party members.

Once your group is comfortable with their finished (or almost-finished) PCs, summarize your characters for each other. At minimum, share their name, pronouns, character description, Experiences, and the answers to the background questions—but feel free to include any details you'd like the other players to know.

Then work together to decide how your characters are connected and how they feel about each other. The Connections section of your character guide provides inspiration—we recommend you pick at least one question to ask another player for their character to answer—but you're welcome to create new questions. You can always turn down a question or relationship suggested by another player if it's not a good fit or not a relationship you're interested in exploring. While it's great to create connections with every character, it's perfectly okay if you're not sure about some of them yet—and you can always discover your relationships through play. These connections are a starting point to build on during the game.

After the party's connections are complete, you're ready to play! The rest of this chapter contains resources to use when building your character, such as information on domains, classes, ancestries, and communities. Chapter 2 then presents the rules you'll use to play Daggerheart.



EXAMPLE CHARACTER

This section provides an example of how a finished character sheet might look. If you'd rather not go through all steps of character creation, feel free to use the details on this sheet as inspiration for your own character, changing anything you wish.

SORCERER

ARCANA & MIDNIGHT

NAME **Marlowe Fairwind**

PRONOUNS **She/Her**

HERITAGE **Loreborne Elf**

SUBCLASS **Primal Origin**

1

LEVEL

10

EVASION

Start at 10

3

ARMOR

0

AGILITY

Sprint
Leap
Maneuver

-1

STRENGTH

Lift
Smash
Grapple

+1

FINESSE

Control
Hide
Tinker

+2

INSTINCT

Perceive
Sense
Navigate

+1

PRESENCE

Charm
Perform
Deceive

0

KNOWLEDGE

Recall
Analyze
Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.

MINOR DAMAGE
7
Mark 1 HP

MAJOR DAMAGE
14
Mark 2 HP

SEVERE DAMAGE

Mark 3 HP

HP

STRESS

ACTIVE WEAPONS

PROFICIENCY ●○○○○○

PRIMARY

Dualstapp	Instinct Far	1d6+3 mag
NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
FEATURE		

SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
FEATURE		

EXPERIENCE

Royal Mage	+2
Not On My Watch	+2

ACTIVE ARMOR

Leather Armor	6/13	3
NAME	BASE THRESHOLDS	BASE SCORE
FEATURE		

GOLD

HANDFULS

BAGS

CHEST

CLASS FEATURE

ARCANE SENSE

You can sense the presence of magical people and objects within Close range.

MINOR ILLUSION

Make a **Spellcast Roll (10)**. On a success, you create a minor visual illusion no larger than yourself within Close range. This illusion is convincing to anyone at Close range or farther.

CHANNEL RAW POWER

Once per long rest, you can place a domain card from your loadout into your vault and choose to either:

- Gain Hope equal to the level of the card.
- Enhance a spell that deals damage, gaining a bonus to your damage roll equal to twice the level of the card.

INVENTORY

Minor Stamina Potion (clear 1d4 stress)

INVENTORY WEAPON PRIMARY SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
FEATURE		

INVENTORY WEAPON PRIMARY SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
FEATURE		

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Tip: Use the Sidecar sheet (available in the appendix or at www.daggerheart.com/downloads) to help you find different sections on the character sheet. Slide it beneath your character sheet and pull it out on either the left or right side for guidance.

SORCERER

CHARACTER GUIDE

As a sorcerer, you were born with innate magical power, and you've learned how to wield that power to get what you want.

SUGGESTED TRAITS

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

SUGGESTED PRIMARY WEAPON

Dualstaff - Instinct Far - d6+3 mag - Two-Handed

SUGGESTED ARMOR

Gambeson Armor - Thresholds 5/11 - Score 3

Flexible: +1 to Evasion

INVENTORY

TAKE:

a torch, 50 feet of rope, basic supplies, and a handful of gold

THEN CHOOSE BETWEEN:

a Minor Health Potion **OR** a Minor Stamina Potion

AND EITHER:

a whispering orb **OR** a family heirloom

CHARACTER DESCRIPTION

Choose one (or more) from each line, or write your own description.

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

Eyes like: carnations, earth, endless ocean, fire, ivy, lilacs, night, seafoam, winter

Body that's: broad, carved, curvy, lanky, rotund, short, stocky, tall, thin, tiny, toned

Skin the color of: ashes, clover, falling snow, fine sand, obsidian, rose, sapphire, wisteria

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

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

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

I tried to harness raw magic before I knew what I was doing and I destroyed a farm, ruining the harvest for that year. After that, I was treated as an outcast.

What mentor taught you to control your untamed magic, and why are they no longer able to guide you?

Yarrow, a great mage who served on behalf of King Emeris, heard of the destruction I caused and sought me out. He taught me to harness magic. When he died, I became the right hand to the king instead. I miss him.

You have a deep fear you hide from everyone.

What is it, and why does it scare you?

On his deathbed, Yarrow said I was the only person who could keep King Emeris safe from the Harrows. I don't know what they are, and everytime I've brought it up with the king, he refuses to tell me. I am afraid that in protecting me, he is dooming himself.

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

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

Why do you trust me so deeply?

Barnacle - He trusts me because I am the closest thing he's ever had to a mother.

What did I do that makes you cautious around me?

Varian - They had a falling out with the king and are worried I might side with Emeris over them if it comes down to it.

Why do we keep our shared past a secret?

Garrick - The king does not allow his inner circle to have personal relationships with anybody for fear they could compromise our work. We broke that rule many, many times.

TIER 2: LEVELS 2-4

At level 2, gain an additional Experience at +2 and gain a +1 bonus to your Proficiency.

Choose two options from the list below and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to (up to level 4).
- Permanently gain a +1 bonus to your Evasion.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.



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TIER 3: LEVELS 5-7

At level 5, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to (up to level 7).
- Permanently gain a +1 bonus to your Evasion.
- Take an upgraded subclass card. Then cross out the multiclass option for this tier.

Increase your Proficiency by +1.

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.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 4: LEVELS 8-10

At level 8, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to.
- Permanently gain a +1 bonus to your Evasion.
- Take an upgraded subclass card. Then cross out the multiclass option for this tier.

Increase your Proficiency by +1.

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.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

DOMAINS

Domains are the core themes of each class. The combination of two domains forms the basis for each class's abilities and spells, which you gain from your domain cards. Near the end of character creation, you'll pick your first cards from your chosen class's domains.

ARCANA



Arcana is the domain of innate and instinctual magic. Those who choose this path tap into the raw, enigmatic forces of the realms to manipulate both their own energy and the elements. Arcana offers wielders a volatile power, but it is incredibly potent when correctly channeled.

GRACE



Grace is the domain of charisma. Through rapturous storytelling, charming spells, or a shroud of lies, those who channel this power define the realities of their adversaries, bending perception to their will. Grace offers its wielders raw magnetism and mastery over language.

BLADE



Blade is the domain of weapon mastery. Whether by steel, bow, or perhaps a more specialized arm, those who follow this path have the skill to cut short the lives of others. Wielders of Blade dedicate themselves to achieving inexorable power over death.

MIDNIGHT



Midnight is the domain of shadows and secrecy. Whether by clever tricks, deft magic, or the cloak of night, those who channel these forces practice the art of obscurity and can uncover sequestered treasures. Midnight offers practitioners the power to control and create enigmas.

BONE



Bone is the domain of tactics and the body. Practitioners of this domain have an uncanny control over their own physical abilities and an eye for predicting the behaviors of others in combat. Adherents to Bone gain an unparalleled understanding of bodies and their movements.

SAGE



Sage is the domain of the natural world. Those who walk this path tap into the unfettered power of the earth and its creatures to unleash raw magic. Sage grants its adherents the vitality of a blooming flower and the ferocity of a ravenous predator.

CODEX



Codex is the domain of intensive magical study. Those who seek magical knowledge turn to the equations of power recorded in books, written on scrolls, etched into walls, or tattooed on bodies. Codex offers a commanding and versatile understanding of magic to devotees who pursue knowledge beyond the boundaries of common wisdom.

SPLENDOR



Splendor is the domain of life. Through this magic, followers gain the ability to heal and, to an extent, control death. Splendor offers its disciples the magnificent ability to both give and end life.

VALOR



Valor is the domain of protection. Whether through attack or defense, those who choose this discipline channel formidable strength to protect their allies in battle. Valor offers great power to those who raise their shields in defense of others.

DAGGERHEART



DOMAIN CIRCLE



READING DOMAIN CARDS

During character creation and as your character levels up, you'll gain increasingly powerful **domain cards**, which provide features you can utilize during your adventures.

Some domain cards provide moves you can make, such as a unique attack or a spell. Others offer passive effects (which always apply while you hold that card), new abilities to use during downtime or social encounters, or even one-time benefits.

Each domain card includes five elements:

- 1. Level:** The number in the top left of the card indicates the card's level. You can only choose domain cards of your level or lower.
- 2. Domain:** Beneath the card's level there is a symbol indicating its domain. You can only choose cards from your class's domains.
- 3. Recall Cost:** The number and lightning bolt in the top right of the card shows its Recall Cost. This doesn't affect you at character creation, but once you reach level 5, you'll have more cards than space in your loadout (your set of five active cards; see the "Loadout and Vault" section on page 101). You can normally only move an inactive card from your vault to your loadout during downtime, but you can mark a number of Stress equal to a card's Recall Cost to swap it immediately.
- 4. Type:** The card's type is listed in the center above the title. There are three types of domain cards: abilities, spells, and grimoires. **Abilities** are typically mundane in nature, while **spells** are magical. **Grimoires** are unique to the Codex domain and are a collection of smaller spells bundled together. Some game mechanics only apply to certain types of cards.
- 5. Feature:** The text on the bottom half of the card describes its feature, including any special rules you need to follow when you use that card.



CLASS

This section details each of Daggerheart's classes. Your chosen class grants the following:

Domains: Each class lists the two domains that serve as the basis for its abilities. You can choose cards from these domain decks during character creation and when leveling up.

Starting Evasion: Each class has its own starting Evasion.

Starting Hit Points: Each class has its own amount of starting Hit Points.

Class Items: Each class has a unique set of starter items.

Class Feature: Each class has a unique class feature (or set of features).

Class Hope Feature: Each class has a special move they can make by spending 3 Hope.

Your chosen **subclass** grants the following:

Spellcast Trait: If you're a spellcaster, this is the character trait your subclass uses any time you make a Spellcast Roll.

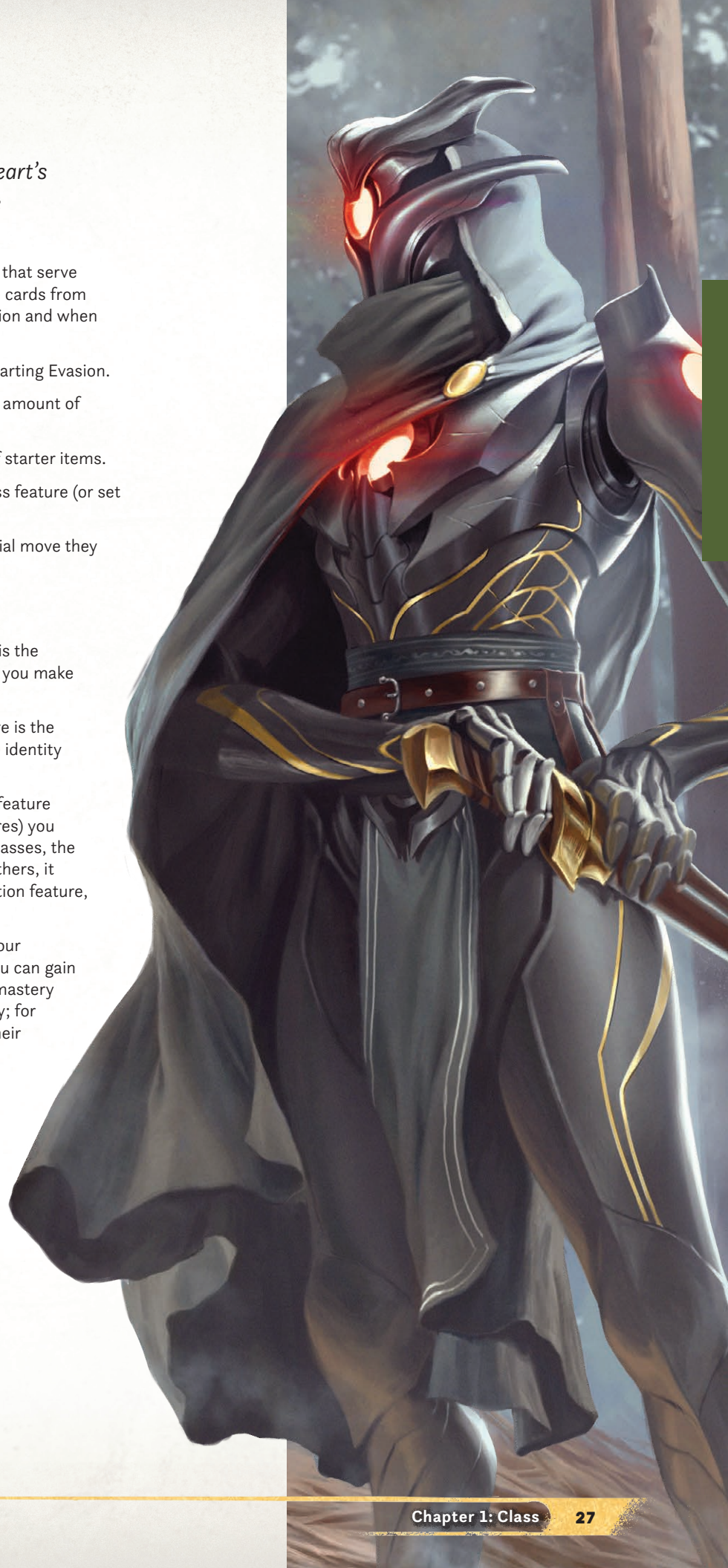
Foundation Feature: The foundation feature is the unique starting feature that establishes the identity and strengths of the subclass.

Specialization Feature: The specialization feature is a more advanced feature (or set of features) you can gain when you level up. For some subclasses, the specialization feature is a new ability; for others, it expands the abilities of the class or foundation feature, making it even more potent.

Mastery Feature: The mastery feature is your subclass's most powerful feature, which you can gain at higher levels. For some subclasses, the mastery feature unlocks an extraordinary new ability; for others, it's the impressive culmination of their subclass's core feature.

The foundation, specialization, and mastery features each come with a card that you can choose to take as one of the benefits from leveling up. The cards hold information about the feature for quick reference.

The following class sections refer to many mechanics and terms that will be taught throughout chapter 2. Use the index to navigate to these concepts as needed.



BARD

Bards are the most charismatic people in all the realms. Members of this class are masters of captivation and specialize in a variety of performance types, including singing, playing musical instruments, weaving tales, or telling jokes. Whether performing for an audience or speaking to an individual, bards thrive in social situations. Members of this profession bond and train at schools or guilds, but a current of egotism runs through those of the bardic persuasion. While they may be the most likely class to bring people together, a bard of ill temper can just as easily tear a party apart.

DOMAINS

Grace and Codex

STARTING EVASION SCORE

10

STARTING HIT POINTS

5

CLASS ITEMS

A romance novel or a letter never opened

BARD'S HOPE FEATURE

Make a Scene: Spend 3 Hope to temporarily *Distract* a target within Close range, giving them a -2 penalty to their Difficulty.

CLASS FEATURE

Rally

Once per session, describe how you rally the party and give yourself and each of your allies a Rally Die. At level 1, your Rally Die is a **d6**. A PC can spend their Rally Die to roll it, adding the result to their action roll, reaction roll, damage roll, or to clear a number of Stress equal to the result. At the end of each session, clear all unspent Rally Dice.

At level 5, your Rally Die increases to a **d8**.

BARD SUBCLASSES

Choose either the *Troubadour* or *Wordsmith* subclass.

TROUBADOUR

Play the *Troubadour* if you want to play music to bolster your allies.

■ SPELLCAST TRAIT

Presence

■ FOUNDATION FEATURE

Gifted Performer: Describe how you perform for others. You can play each song once per long rest:

- **Relaxing Song:** You and all allies within Close range clear a Hit Point.
- **Epic Song:** Make a target within Close range temporarily *Vulnerable*.
- **Heartbreaking Song:** You and all allies within Close range gain a Hope.

■ SPECIALIZATION FEATURE

Maestro: Your rallying songs steel the courage of those who listen. When you give a Rally Die to an ally, they can gain a Hope or clear a Stress.

■ MASTERY FEATURE

Virtuoso: You are among the greatest of your craft and your skill is boundless. You can perform each of your "Gifted Performer" feature's songs twice instead of once per long rest.



WORDSMITH

Play the Wordsmith if you want to use clever wordplay and captivate crowds.

■ SPELLCAST TRAIT

Presence

■ FOUNDATION FEATURES

Rousing Speech: Once per long rest, you can give a heartfelt, inspiring speech. All allies within Far range clear 2 Stress.

Heart of a Poet: After you make an action roll to impress, persuade, or offend someone, you can **spend a Hope** to add a **d4** to the roll.

■ SPECIALIZATION FEATURE

Eloquent: Your moving words boost morale. Once per session, when you encourage an ally, you can do one of the following:

- Allow them to find a mundane object or tool they need.
- Help an Ally without spending Hope.
- Give them an additional downtime move during their next rest.

■ MASTERY FEATURE

Epic Poetry: Your Rally Die increases to a **d10**. Additionally, when you Help an Ally, you can narrate the moment as if you were writing the tale of their heroism in a memoir. When you do, roll a **d10** as your advantage die.

BACKGROUND QUESTIONS

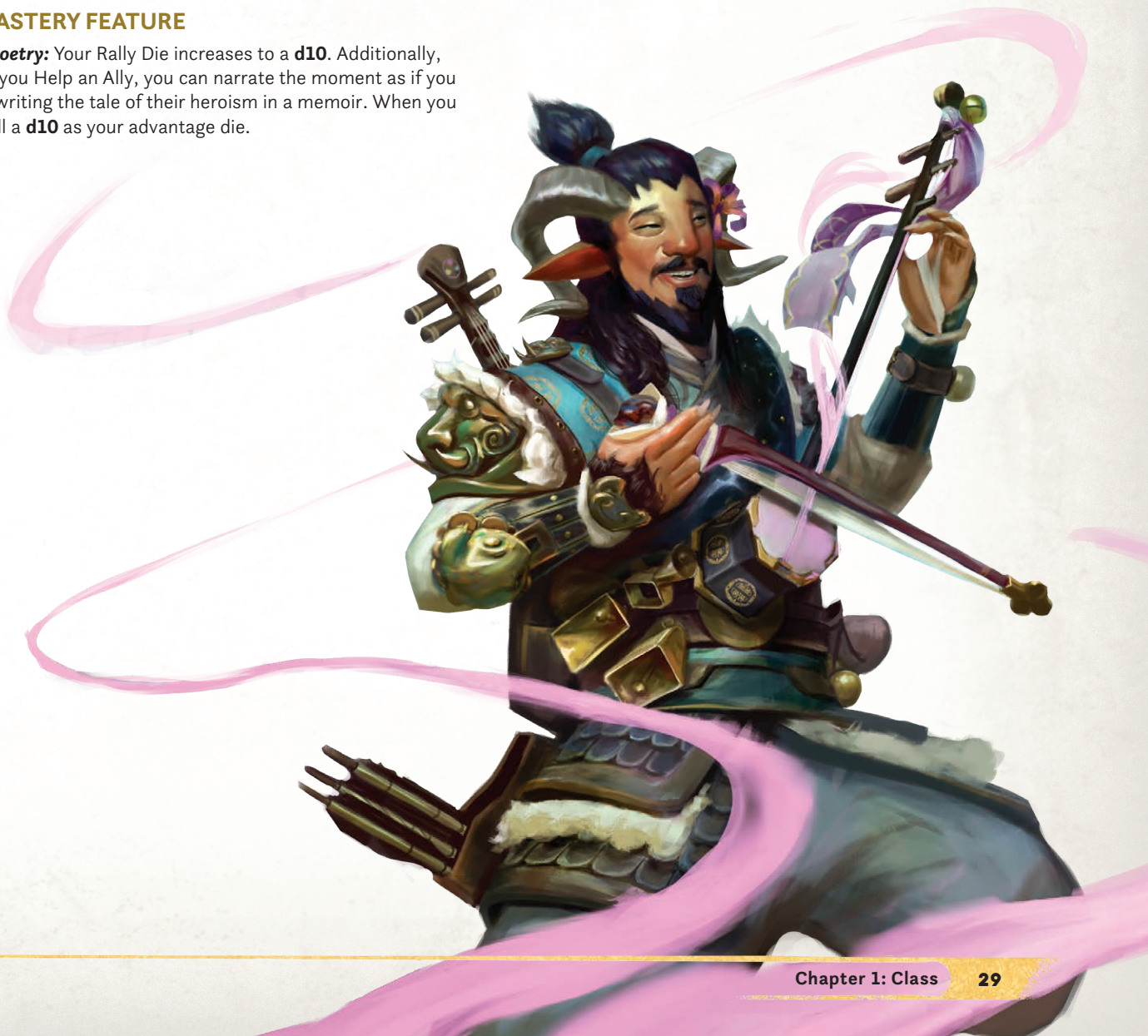
Answer any of the following background questions. You can also create your own questions.

- Who from your community taught you to have such confidence in yourself?
- You were in love once. Who did you adore, and how did they hurt you?
- You've always looked up to another bard. Who are they, and why do you idolize them?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- What made you realize we were going to be such good friends?
- What do I do that annoys you?
- Why do you grab my hand at night?



DRUID

Becoming a druid is more than an occupation; it's a calling for those who wish to learn from and protect the magic of the wilderness. While one might underestimate a gentle druid who practices the often-quiet work of cultivating flora, druids who channel the untamed forces of nature are terrifying to behold. Druids cultivate their abilities in small groups, often connected by a specific ethos or locale, but some choose to work alone. Through years of study and dedication, druids can learn to transform into beasts and shape nature itself.

DOMAINS

Sage and Arcana

STARTING EVASION

10

STARTING HIT POINTS

6

CLASS ITEMS

A small bag of rocks and bones or a strange pendant found in the dirt

DRUID'S HOPE FEATURE

Evolution: Spend 3 Hope to transform into a Beastform without marking a Stress. When you do, choose one trait to raise by +1 until you drop out of that Beastform.

CLASS FEATURES

Beastform

Mark a Stress to magically transform into a creature of your tier or lower from the Beastform list. You can drop out of this form at any time. While transformed, you can't use weapons or cast spells from domain cards, but you can still use other features or abilities you have access to. Spells you cast before you transform stay active and last for their normal duration, and you can talk and communicate as normal. Additionally, you gain the Beastform's features, add their Evasion bonus to your Evasion, and use the trait specified in their statistics for your attack. While you're in a Beastform, your armor becomes part of your body and you mark Armor Slots as usual; when you drop out of a Beastform, those marked Armor Slots remain marked. If you mark your last Hit Point, you automatically drop out of this form.

Wildtouch

You can perform harmless, subtle effects that involve nature—such as causing a flower to rapidly grow, summoning a slight gust of wind, or starting a campfire—at will.

DRUID SUBCLASSES

Choose either the Warden of the Elements or Warden of Renewal subclass.

WARDEN OF THE ELEMENTS

Play the Warden of the Elements if you want to embody the natural elements of the wild.

■ SPELLCAST TRAIT

Instinct

■ FOUNDATION FEATURE

Elemental Incarnation: Mark a Stress to Channel one of the following elements until you take Severe damage or until your next rest:

- **Fire:** When an adversary within Melee range deals damage to you, they take **1d10** magic damage.
- **Earth:** Gain a bonus to your damage thresholds equal to your Proficiency.
- **Water:** When you deal damage to an adversary within Melee range, all other adversaries within Very Close range must mark a Stress.
- **Air:** You can hover, gaining advantage on Agility Rolls.

■ SPECIALIZATION FEATURE

Elemental Aura: Once per rest while Channeling, you can assume an aura matching your element. The aura affects targets within Close range until your Channeling ends.

- **Fire:** When an adversary marks 1 or more Hit Points, they must also mark a Stress.
- **Earth:** Your allies gain a +1 bonus to Strength.
- **Water:** When an adversary deals damage to you, you can mark a Stress to move them anywhere within Very Close range of where they are.
- **Air:** When you or an ally takes damage from an attack beyond Melee range, reduce the damage by **1d8**.

■ MASTERY FEATURE

Elemental Dominion: You further embody your element. While Channeling, you gain the following benefit:

- **Fire:** You gain a +1 bonus to your Proficiency for attacks and spells that deal damage.
- **Earth:** When you would mark Hit Points, roll a **d6** per Hit Point marked. For each result of 6, reduce the number of Hit Points you mark by 1.
- **Water:** When an attack against you succeeds, you can mark a Stress to make the attacker temporarily Vulnerable.
- **Air:** You gain a +1 bonus to your Evasion and can fly.

WARDEN OF RENEWAL

Play the Warden of Renewal if you want to use powerful magic to heal your party.

■ SPELLCAST TRAIT

Instinct

■ FOUNDATION FEATURES

Clarity of Nature: Once per long rest, you can create a space of natural serenity within Close range. When you spend a few minutes resting within the space, clear Stress equal to your Instinct, distributed as you choose between you and your allies.

Regeneration: Touch a creature and spend 3 Hope. That creature clears 1d4 Hit Points.

■ SPECIALIZATION FEATURES

Regenerative Reach: You can target creatures within Very Close range with your “Regeneration” feature.

Warden’s Protection: Once per long rest, spend 2 Hope to clear 2 Hit Points on 1d4 allies within Close range.

■ MASTERY FEATURE

Defender: Your animal transformation embodies a healing guardian spirit. When you’re in Beastform and an ally within Close range marks 2 or more Hit Points, you can mark a Stress to reduce the number of Hit Points they mark by 1.

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- Why was the community you grew up in so reliant on nature and its creatures?
- Who was the first wild animal you bonded with? Why did your bond end?
- Who has been trying to hunt you down? What do they want from you?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- What did you confide in me that makes me leap into danger for you every time?
- What animal do I say you remind me of?
- What affectionate nickname have you given me?



BEASTFORM OPTIONS

When you use your “Beastform” feature, choose a creature category of your tier or lower. At the GM’s discretion, you can describe yourself transforming into any animal that reasonably fits into that category.

Beastform categories are divided by tier. Each entry includes the following details:

- **Creature Category:** Each category’s name describes the common role or behavior of creatures in that category (such as Agile Scout). This name is followed by a few examples of animals that fit in that category (in this example, fox, mouse, and weasel).
- **Character Trait:** While transformed, you gain a bonus to the listed trait. For example, while transformed into an Agile Scout, you gain a +1 bonus to your Agility. When this form drops, you lose this bonus.
- **Attack Rolls:** When you make an attack while transformed, you use the creature’s listed range, trait, and damage dice, but you use your Proficiency. For example, as an Agile Scout, you can attack a target within Melee range using your Agility. On a success, you deal d4 physical damage using your Proficiency.
- **Evasion:** While transformed, you add the creature’s Evasion bonus to your normal Evasion. For example, if your Evasion is usually 8 and your Beastform says “Evasion +2,” your Evasion becomes 10 while you’re in that form.
- **Advantages:** Your form makes you especially suited to certain actions. When you make an action or reaction roll related to one of the verbs listed for that creature category, you gain advantage on that roll. For example, an Agile Scout gains advantage on rolls made to sneak around, search for objects or creatures, and related activities.
- **Features:** Each form includes unique features. For example, an Agile Scout excels at silent, dextrous movement—but they’re also fragile, making you more likely to drop out of Beastform.

TIER 1

■ AGILE SCOUT

(Fox, Mouse, Weasel, etc.)

Agility +1 | Evasion +2

Melee Agility d4 phy

Gain advantage on: deceive, locate, sneak

Agile: Your movement is silent, and you can **spend a Hope** to move up to Far range without rolling.

Fragile: When you take Major or greater damage, you drop out of Beastform.

■ HOUSEHOLD FRIEND

(Cat, Dog, Rabbit, etc.)

Instinct +1 | Evasion +2

Melee Instinct d6 phy

Gain advantage on: climb, locate, protect

Companion: When you Help an Ally, you can roll a **d8** as your advantage die.

Fragile: When you take Major or greater damage, you drop out of Beastform.

■ NIMBLE GRAZER

(Deer, Gazelle, Goat, etc.)

Agility +1 | Evasion +3

Melee Agility d6 phy

Gain advantage on: leap, sneak, sprint

Elusive Prey: When an attack roll against you would succeed, you can **mark a Stress** and roll a **d4**. Add the result to your Evasion against this attack.

Fragile: When you take Major or greater damage, you drop out of Beastform.

■ PACK PREDATOR

(Coyote, Hyena, Wolf, etc.)

Strength +2 | Evasion +1

Melee Strength d8+2 phy

Gain advantage on: attack, sprint, track

Hobbling Strike: When you succeed on an attack against a target within Melee range, you can **mark a Stress** to make the target temporarily *Vulnerable*.

Pack Hunting: When you succeed on an attack against the same target as an ally who acts immediately before you, add a **d8** to your damage roll.

■ AQUATIC SCOUT

(Eel, Fish, Octopus, etc.)

Agility +1 | Evasion +2

Melee Agility d4 phy

Gain advantage on: navigate, sneak, swim

Aquatic: You can breathe and move naturally underwater.

Fragile: When you take Major or greater damage, you drop out of Beastform.

■ STALKING ARACHNID

(Tarantula, Wolf Spider, etc.)

Finesse +1 | Evasion +2

Melee Finesse d6+1 phy

Gain advantage on: attack, climb, sneak

Venomous Bite: When you succeed on an attack against a target within Melee range, the target becomes temporarily *Poisoned*. A *Poisoned* creature takes **1d10** direct physical damage each time they act.

Webslinger: You can create a strong web material useful for both adventuring and battle. The web is resilient enough to support one creature. You can temporarily *Restrain* a target within Close range by succeeding on a Finesse Roll against them.

TIER 2

ARMORED SENTRY

(Armadillo, Pangolin, Turtle, etc.)

Strength +1 | Evasion +1
Melee Strength d8+2 phy

Gain advantage on: dig, locate, protect

Armored Shell: Your hardened exterior gives you resistance to physical damage. Additionally, **mark an Armor Slot** to retract into your shell. While in your shell, physical damage is reduced by a number equal to your Armor Score (after applying resistance), but you can't perform other actions without leaving this form.

Cannonball: **Mark a Stress** to allow an ally to throw or launch you at an adversary. To do so, the ally makes an attack roll using Agility or Strength (their choice) against a target within Close range. On a success, the adversary takes **d12+2** physical damage using the thrower's Proficiency. You can **spend a Hope** to target an additional adversary within Very Close range of the first. The second target takes half the damage dealt to the first target.

POWERFUL BEAST

(Bear, Bull, Moose, etc.)

Strength +3 | Evasion +1
Melee Strength d10+4 phy

Gain advantage on: navigate, protect, scare

Rampage: When you roll a 1 on a damage die, you can roll a **d10** and add the result to the damage roll. Additionally, before you make an attack roll, you can **mark a Stress** to gain a +1 bonus to your Proficiency for that attack.

Thick Hide: You gain a +2 bonus to your damage thresholds.

MIGHTY STRIDER

(Camel, Horse, Zebra, etc.)

Agility +1 | Evasion +2
Melee Agility d8+1 phy

Gain advantage on: leap, navigate, sprint

Carrier: You can carry up to two willing allies with you when you move.

Trample: **Mark a Stress** to move up to Close range in a straight line and make an attack against all targets within Melee range of the line. Targets you succeed against take **d8+1** physical damage using your Proficiency and are temporarily *Vulnerable*.

STRIKING SERPENT

(Cobra, Rattlesnake, Viper, etc.)

Finesse +1 | Evasion +2
Very Close Finesse d8+4 phy

Gain advantage on: climb, deceive, sprint

Venomous Strike: Make an attack against any number of targets within Very Close range. On a success, a target is temporarily *Poisoned*. A *Poisoned* creature takes **1d10** direct physical damage each time they act.

Warning Hiss: **Mark a Stress** to force any number of targets within Melee range to move back to Very Close range.

POUNCING PREDATOR

(Cheetah, Lion, Panther, etc.)

Instinct +1 | Evasion +3
Melee Instinct d8+6 phy

Gain advantage on: attack, climb, sneak

Fleet: **Spend a Hope** to move up to Far range without rolling.

Takedown: **Mark a Stress** to move into Melee range of a target and make an attack roll against them. On a success, you gain a +2 bonus to your Proficiency for this attack and the target must mark a Stress.

WINGED BEAST

(Hawk, Owl, Raven, etc.)

Finesse +1 | Evasion +3
Melee Finesse d4+2 phy

Gain advantage on: deceive, locate, scare

Bird's-Eye View: You can fly at will. Once per rest while you are airborne, you can ask the GM a question about the scene below you without needing to roll. The first time a character makes a roll to act on this information, they gain advantage on the roll.

Hollow Bones: You gain a -2 penalty to your damage thresholds.





TIER 3

■ GREAT PREDATOR

(Dire Wolf, Velociraptor, Sabertooth Tiger, etc.)

Strength +2 | Evasion +2
Melee Strength d12+8 phy

Gain advantage on: attack, sneak, sprint

Carrier: You can carry up to two willing allies with you when you move.

Vicious Maul: When you succeed on an attack against a target, you can **spend a Hope** to make them temporarily *Vulnerable* and gain a +1 bonus to your Proficiency for this attack.

■ MIGHTY LIZARD

(Alligator, Crocodile, Gila Monster, etc.)

Instinct +2 | Evasion +1
Melee Instinct d10+7 phy

Gain advantage on: attack, sneak, track

Physical Defense: You gain a +3 bonus to your damage thresholds.

Snapping Strike: When you succeed on an attack against a target within Melee range, you can **spend a Hope** to clamp that opponent in your jaws, making them temporarily *Restrained* and *Vulnerable*.

■ GREAT WINGED BEAST

(Giant Eagle, Falcon, etc.)

Finesse +2 | Evasion +3
Melee Finesse d8+6 phy

Gain advantage on: deceive, distract, locate

Bird's-Eye View: You can fly at will. Once per rest while you are airborne, you can ask the GM a question about the scene below you without needing to roll. The first time a character makes a roll to act on this information, they gain advantage on the roll.

Carrier: You can carry up to two willing allies with you when you move.

■ AQUATIC PREDATOR

(Dolphin, Orca, Shark, etc.)

Agility +2 | Evasion +4
Melee Agility d10+6 phy

Gain advantage on: attack, swim, track

Aquatic: You can breathe and move naturally underwater.

Vicious Maul: When you succeed on an attack against a target, you can **spend a Hope** to make them *Vulnerable* and gain a +1 bonus to your Proficiency for this attack.

■ LEGENDARY BEAST

(Upgraded Tier 1 Options)

Evolved: Pick a Tier 1 Beastform option and become a larger, more powerful version of that creature. While you're in this form, you retain all traits and features from the original form and gain the following bonuses:

- A +6 bonus to damage rolls
- A +1 bonus to the trait used by this form
- A +2 bonus to Evasion

■ LEGENDARY HYBRID

(Griffon, Sphinx, etc.)

Strength +2 | Evasion +3
Melee Strength d10+8 phy

Hybrid Features: To transform into this creature, **mark an additional Stress**. Choose any two Beastform options from Tiers 1–2. Choose a total of four advantages and two features from those options.

TIER 4

■ MASSIVE BEHEMOTH

(Elephant, Mammoth, Rhinoceros, etc.)

Strength +3 | Evasion +1
Melee Strength d12+12 phy

Gain advantage on: locate, protect, scare, sprint

Carrier: You can carry up to four willing allies with you when you move.

Demolish: Spend a Hope to move up to Far range in a straight line and make an attack against all targets within Melee range of the line. Targets you succeed against take **d8+10** physical damage using your Proficiency and are temporarily *Vulnerable*.

Undaunted: You gain a +2 bonus to all your damage thresholds.

■ TERRIBLE LIZARD

(Brachiosaurus, Tyrannosaurus, etc.)

Strength +3 | Evasion +2
Melee Strength d12+10 phy

Gain advantage on: attack, deceive, scare, track

Devastating Strikes: When you deal Severe damage to a target within Melee range, you can **mark a Stress** to force them to mark an additional Hit Point.

Massive Stride: You can move up to Far range without rolling. You ignore rough terrain (at the GM's discretion) due to your size.

■ MYTHIC AERIAL HUNTER

(Dragon, Pterodactyl, Roc, Wyvern, etc.)

Finesse +3 | Evasion +4
Melee Finesse d10+11 phy

Gain advantage on: attack, deceive, locate, navigate

Carrier: You can carry up to three willing allies with you when you move.

Deadly Raptor: You can fly at will and move up to Far range as part of your action. When you move in a straight line into Melee range of a target from at least Close range and make an attack against that target in the same action, you can reroll all damage dice that rolled a result lower than your Proficiency.

■ EPIC AQUATIC BEAST

(Giant Squid, Whale, etc.)

Agility +3 | Evasion +3
Melee Agility d10+10 phy

Gain advantage on: locate, protect, scare, track

Ocean Master: You can breathe and move naturally underwater. When you succeed on an attack against a target within Melee range, you can temporarily *Restrain* them.

Unyielding: When you would mark an Armor Slot, roll a **d6**. On a result of 5 or higher, reduce the severity by one threshold without marking an Armor Slot.

■ MYTHIC BEAST

(Upgraded Tier 1 or Tier 2 Options)

Evolved: Pick a Tier 1 or Tier 2 Beastform option and become a larger, more powerful version of that creature. While you're in this form, you retain all traits and features from the original form and gain the following bonuses:

- A +9 bonus to damage rolls
- A +2 bonus to the trait used by this form
- A +3 bonus to Evasion
- Your damage die increases by one size (d6 becomes d8, d8 becomes d10, etc.)

■ MYTHIC HYBRID

(Chimera, Cockatrice, Manticore, etc.)

Strength +3 | Evasion +2
Strength Melee d12+10 phy

Hybrid Features: To transform into this creature, **mark 2 additional Stress**.

Choose any three Beastform options from Tiers 1–3. Choose a total of five advantages and three features from those options.



GUARDIAN

The title of guardian represents an array of martial professions, speaking more to their moral compass and unshakeable fortitude than the means by which they fight. While many guardians join groups of militants for either a country or cause, they're more likely to follow those few they truly care for, majority be damned. Guardians are known for fighting with remarkable ferocity even against overwhelming odds, defending their cohort above all else. Woe betide those who harm the ally of a guardian, as the guardian will answer this injury in kind.

DOMAINS

Valor and Blade

STARTING EVASION

9

STARTING HIT POINTS

7

CLASS ITEMS

A totem from your mentor or a secret key

GUARDIAN'S HOPE FEATURE

Frontline Tank: Spend 3 Hope to clear 2 Armor Slots.

CLASS FEATURE

Unstoppable

Once per long rest, you can become *Unstoppable*. You gain an Unstoppable Die. At level 1, your Unstoppable Die is a **d4**. Place it on your character sheet in the space provided, starting with the 1 value facing up. After you make a damage roll that deals 1 or more Hit Points to a target, increase the Unstoppable Die value by one. When the die's value would exceed its maximum value or when the scene ends, remove the die and drop out of *Unstoppable*. At level 5, your Unstoppable Die increases to a **d6**.

While *Unstoppable*, you gain the following benefits:

- You reduce the severity of physical damage by one threshold (Severe to Major, Major to Minor, Minor to None).
- You add the current value of the Unstoppable Die to your damage roll.
- You can't be *Restrained* or *Vulnerable*.

Tip: If your Unstoppable Die is a d4 and the 4 is currently facing up, you remove the die the next time you would increase it. However, if your Unstoppable Die has increased to a d6 and the 4 is currently facing up, you'll turn it to 5 the next time you would increase it. In this case, you'll remove the die after you would need to increase it higher than 6.

GUARDIAN SUBCLASSES

Choose either the *Stalwart* or *Vengeance* subclass.

STALWART

Play the *Stalwart* if you want to take heavy blows and keep fighting.

FOUNDATION FEATURES

Unwavering: Gain a permanent +1 bonus to your damage thresholds.

Iron Will: When you take physical damage, you can **mark an additional Armor Slot** to reduce the severity.

SPECIALIZATION FEATURES

Unrelenting: Gain a permanent +2 bonus to your damage thresholds.

Partners-in-Arms: When an ally within Very Close range takes damage, you can **mark an Armor Slot** to reduce the severity by one threshold.

MASTERY FEATURES

Undaunted: Gain a permanent +3 bonus to your damage thresholds.

Loyal Protector: When an ally within Close range has 2 or fewer Hit Points and would take damage, you can **mark a Stress** to sprint to their side and take the damage instead.

VENGEANCE

Play the *Vengeance* if you want to strike down enemies who harm you or your allies.

FOUNDATION FEATURES

At Ease: Gain an additional Stress slot.

Revenge: When an adversary within Melee range succeeds on an attack against you, you can **mark 2 Stress** to force the attacker to mark a Hit Point.

SPECIALIZATION FEATURE

Act of Reprisal: When an adversary damages an ally within Melee range, you gain a +1 bonus to your Proficiency for the next successful attack you make against that adversary.

MASTERY FEATURE

Nemesis: Spend 2 Hope to *Prioritize* an adversary until your next rest. When you make an attack against your *Prioritized* adversary, you can swap the results of your Hope and Fear Dice. You can only *Prioritize* one adversary at a time.

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- Who from your community did you fail to protect, and why do you still think of them?
- You've been tasked with protecting something important and delivering it somewhere dangerous. What is it, and where does it need to go?
- You consider an aspect of yourself to be a weakness. What is it, and how has it affected you?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- How did I save your life the first time we met?
- What small gift did you give me that you notice I always carry with me?
- What lie have you told me about yourself that I absolutely believe?



RANGER

Rangers are highly skilled hunters who, despite their martial abilities, rarely lend their skills to an army. Through mastery of the body and a deep understanding of the wilderness, rangers become sly tacticians, pursuing their quarry with cunning and patience. Many rangers track and fight alongside an animal companion with whom they've forged a powerful spiritual bond. By honing their skills in the wild, rangers become expert trackers, as likely to ensnare their foes in a trap as they are to assail them head-on.

DOMAINS

Bone and Sage

STARTING EVASION

12

STARTING HIT POINTS

6

CLASS ITEMS

A trophy from your first kill or a seemingly broken compass

RANGER'S HOPE FEATURE

Hold Them Off: Spend 3 Hope when you succeed on an attack with a weapon to use that same roll against two additional adversaries within range of the attack.

CLASS FEATURE

Ranger's Focus

Spend a Hope and make an attack against a target. On a success, deal your attack's normal damage and temporarily make the attack's target your Focus. Until this feature ends or you make a different creature your Focus, you gain the following benefits against your Focus:

- You know precisely what direction they are in.
- When you deal damage to them, they must mark a Stress.
- When you fail an attack against them, you can end your Ranger's Focus feature to reroll your Duality Dice.

RANGER SUBCLASSES

Choose either the *Beastbound* or *Wayfinder* subclass.

BEASTBOUND

Play the *Beastbound* if you want to form a deep bond with an animal ally.

■ SPELLCAST TRAIT

Agility

■ FOUNDATION FEATURE

Companion: You have an animal companion of your choice (at the GM's discretion). They stay by your side unless you tell them otherwise.

Take the *Ranger Companion* sheet. When you level up your character, choose a level-up option for your companion from this sheet as well.

■ SPECIALIZATION FEATURES

Expert Training: Choose an additional level-up option for your companion.

Battle-Bonded: When an adversary attacks you while they're within your companion's Melee range, you gain a +2 bonus to your Evasion against the attack.

■ MASTERY FEATURES

Advanced Training: Choose two additional level-up options for your companion.

Loyal Friend: Once per long rest, when the damage from an attack would mark your companion's last Stress or your last Hit Point and you're within Close range of each other, you or your companion can rush to the other's side and take that damage instead.



WAYFINDER

Play the Wayfinder if you want to hunt your prey and strike with deadly force.

■ SPELLCAST TRAIT

Agility

■ FOUNDATION FEATURES

Ruthless Predator: When you make a damage roll, you can **mark a Stress** to gain a +1 bonus to your Proficiency. Additionally, when you deal Severe damage to an adversary, they must mark a Stress.

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

■ SPECIALIZATION FEATURE

Elusive Predator: When your *Focus* makes an attack against you, you gain a +2 bonus to your Evasion against the attack.

■ MASTERY FEATURE

Apex Predator: Before you make an attack roll against your *Focus*, you can **spend a Hope**. On a successful attack, you remove a Fear from the GM's Fear pool.

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- A terrible creature hurt your community, and you've vowed to hunt them down. What are they, and what unique trail or sign do they leave behind?
- Your first kill almost killed you, too. What was it, and what part of you was never the same after that event?
- You've traveled many dangerous lands, but what is the one place you refuse to go?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- What friendly competition do we have?
- Why do you act differently when we're alone than when others are around?
- What threat have you asked me to watch for, and why are you worried about it?



RANGER COMPANION

When you choose the Beastbound Ranger subclass, take a companion sheet. This sheet is for tracking important information about your character's companion and can be tucked beneath the right side of your character sheet for ease of viewing.

■ STEP 1: NAME YOUR COMPANION

Work with the GM to decide what kind of animal you have as your companion. Give them a name and add a picture of them to the companion sheet.

■ STEP 2: WRITE THEIR EVASION

Fill in their Evasion, which starts at 10.

■ STEP 3: CHOOSE THEIR COMPANION EXPERIENCE

Create two Experiences for your companion based on their training and the history you have together.

Start with +2 in both Experiences. Whenever you gain a new Experience, your companion also gains one. All new Experiences start at +2.

Example Companion Experiences

Bold Distraction, Expert Climber, Fetch, Friendly, Guardian of the Forest, Horrifying, Intimidating, Loyal Until the End, Navigation, Nimble, Nobody Left Behind, On High Alert, Protective, Royal Companion, Scout, Service Animal, Trusted Mount, Vigilant, We Always Find Them, You Can't Hit What You Can't Find

■ STEP 4: CHOOSE THEIR ATTACK AND RECORD DAMAGE DIE

Finally, describe your companion's method of dealing damage (their standard attack) and record it in the "Attack & Damage" section. At level 1, your companion's damage die is a d6 and their range is Melee. Choose whether they deal physical or magic damage.

WORKING WITH YOUR COMPANION

The following sections will run you through the basics of working with your companion.

■ USING SPELLCAST ROLLS, HOPE, AND EXPERIENCES

Make a Spellcast Roll to connect with your companion and command them to take action. Spend a Hope to add an applicable Companion Experience to the roll. On a success with Hope, if your next action builds on their success, you gain advantage on the roll.

■ ATTACKING WITH YOUR COMPANION

When you command your companion to attack, they gain any benefits that would normally only apply to you (such as the effects of "Ranger's Focus"). On a success, their damage roll uses your Proficiency and their damage die.

■ TAKING DAMAGE AS STRESS

When your companion would take any amount of damage, they mark a Stress. When they mark their last Stress, they drop out of the scene (by hiding, fleeing, or a similar action). They remain unavailable until the start of your next long rest, where they return with 1 Stress cleared.

When you choose a downtime move that clears Stress on yourself, your companion clears an equal number of Stress.

■ LEVELING UP YOUR COMPANION

When your character levels up, choose one available option for your companion from the following list and mark it on your sheet.

Intelligent: Your companion gains a permanent +1 bonus to a Companion Experience of your choice.

Light in the Dark: Use this as an additional Hope slot your character can mark.

Creature Comfort: Once per rest, when you take time during a quiet moment to give your companion love and attention, you can gain a Hope or you can both clear a Stress.

Armored: When your companion takes damage, you can **mark one of your Armor Slots** instead of marking one of their Stress.

Vicious: Increase your companion's damage dice or range by one step (d6 to d8, Close to Far, etc.).

Resilient: Your companion gains an additional Stress slot.

Bonded: When you mark your last Hit Point, your companion rushes to your side to comfort you. Roll a number of **d6s** equal to the unmarked Stress slots they have and mark them. If any roll a 6, your companion helps you up. Clear your last Hit Point and return to the scene.

Aware: Your companion gains a permanent +2 bonus to their Evasion.





RANGER COMPANION



Start at 10

COMPANION NAME

COMPANION NAME

Work with the GM to decide what kind of animal you have as your companion. Give them a name and draw or attach a picture of them in the space above. Then create two Experiences for your companion based on their training and the history you have together. Finally, describe their method of dealing damage (their standard attack) and record it in the "Attack & Damage" section. Their damage starts at d6 and their range starts at Melee.

COMPANION EXPERIENCE

Start with +2 in two Experiences. Whenever you gain a new Experience, your companion also gains one. All new Experiences start at +2.

Example Companion Experiences

Bold Distraction, Expert Climber, Fetch, Friendly, Guardian of the Forest, Horrifying, Intimidating, Loyal Until the End, Navigation, Nimble, Nobody Left Behind, On High Alert, Protective, Royal Companion, Scout, Service Animal, Trusted Mount, Vigilant, We Always Find Them, You Can't Hit What You Can't Find

Make a **Spellcast Roll** to connect with your companion and command them to take action. **Spend a Hope** to add an applicable Companion Experience to the roll. On a success with Hope, if your next action builds on their success, you gain advantage on the roll.

ATTACK & DAMAGE

Standard Attack Range
○ d6 ○ d8 ○ d10 ○ d12 phy / mag

When you command your companion to attack, they gain any benefits that would normally only apply to you (such as the effects of "Ranger's Focus"). On a success, their damage roll uses your Proficiency and their damage die.

STRESS

STRESS:

When your companion would take any amount of damage, they mark a Stress. When they mark their last Stress, they drop out of the scene (by hiding, fleeing, or a similar action). They remain unavailable until the start of your next long rest, where they return with 1 Stress cleared.

When you choose a downtime move that clears Stress on yourself, your companion clears an equal number of Stress.

TRAINING

When your character levels up, choose one available option for your companion from the following list and mark it here.

- Intelligent:** Your companion gains a permanent +1 bonus to a Companion Experience of your choice.
- Light in the Dark:** Use this as an additional Hope slot your character can mark.
- Creature Comfort:** Once per rest, when you take time during a quiet moment to give your companion love and attention, you can gain a Hope or you can both clear a Stress.
- Armored:** When your companion takes damage, you can **mark one of your Armor Slots** instead of marking one of their Stress.
- Vicious:** Increase your companion's damage dice or range by one step (d6 to d8, Close to Far, etc.).
- Resilient:** Your companion gains an additional Stress slot.
- Bonded:** When you mark your last Hit Point, your companion rushes to your side to comfort you. Roll a number of **d6s** equal to the unmarked Stress slots they have and mark them. If any roll a 6, your companion helps you up. Clear your last Hit Point and return to the scene.
- Aware:** Your companion gains a permanent +2 bonus to their Evasion.

ROGUE

Rogues are scoundrels, often in both attitude and practice. Broadly known as liars and thieves, the best among this class move through the world anonymously. Utilizing their sharp wits and blades, rogues trick their foes through social manipulation as easily as breaking locks, climbing through windows, or dealing underhanded blows. These masters of magical craft manipulate shadow and movement, adding an array of useful and deadly tools to their repertoire. Rogues frequently establish guilds to meet future accomplices, hire out jobs, and hone secret skills, proving that there's honor among thieves for those who know where to look.

DOMAINS

Midnight and Grace

STARTING EVASION

12

STARTING HIT POINTS

6

CLASS ITEMS

A set of forgery tools or a grappling hook

ROGUE'S HOPE FEATURE

Rogue's Dodge: Spend 3 Hope to gain a +2 bonus to your Evasion until the next time an attack succeeds against you. Otherwise, this bonus lasts until your next rest.

CLASS FEATURES

Cloaked

Any time you would be *Hidden*, you are instead *Cloaked*. In addition to the benefits of the *Hidden* condition, while *Cloaked* you remain unseen if you are stationary when an adversary moves to where they would normally see you. After you make an attack or end a move within line of sight of an adversary, you are no longer *Cloaked*.

Sneak Attack

When you succeed on an attack while *Cloaked* or while an ally is within Melee range of your target, add a number of **d6s** equal to your tier to your damage roll.

Level 1 → Tier 1

Levels 2–4 → Tier 2

Levels 5–7 → Tier 3

Levels 8–10 → Tier 4

ROGUE SUBCLASSES

Choose either the *Nightwalker* or *Syndicate* subclass.

NIGHTWALKER

Play the *Nightwalker* if you want to manipulate shadows to maneuver through the environment.

■ SPELLCAST TRAIT

Finesse

■ FOUNDATION FEATURE

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

■ SPECIALIZATION FEATURES

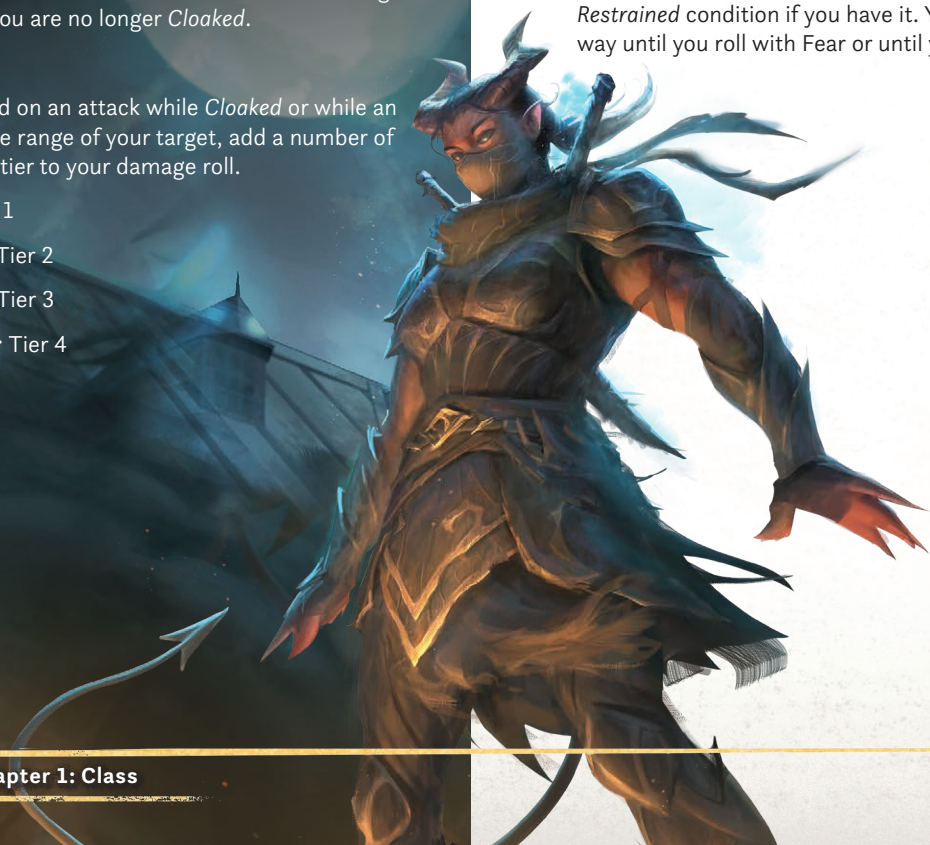
Dark Cloud: Make a **Spellcast Roll (15)**. On a success, create a temporary dark cloud that covers any area within Close range. Anyone in this cloud can't see outside of it, and anyone outside of it can't see in. You're considered *Cloaked* from any adversary for whom the cloud blocks line of sight.

Adrenaline: While you're *Vulnerable*, add your level to your damage rolls.

■ MASTERY FEATURES

Fleeting Shadow: Gain a permanent +1 bonus to your Evasion. You can use your "Shadow Stepper" feature to move within Very Far range.

Vanishing Act: **Mark a Stress** to become *Cloaked* at any time. When *Cloaked* from this feature, you automatically clear the *Restrained* condition if you have it. You remain *Cloaked* in this way until you roll with Fear or until your next rest.



SYNDICATE

Play the Syndicate if you want to have a web of contacts everywhere you go.

■ SPELLCAST TRAIT

Finesse

■ FOUNDATION FEATURE

Well-Connected: When you arrive in a prominent town or environment, you know somebody who calls this place home. Give them a name, note how you think they could be useful, and choose one fact from the following list:

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

■ SPECIALIZATION FEATURE

Contacts Everywhere: Once per session, you can briefly call on a shady contact. Choose one of the following benefits and describe what brought them here to help you in this moment:

- They provide 1 handful of gold, a unique tool, or a mundane object that the situation requires.
- On your next action roll, their help provides a +3 bonus to the result of your Hope or Fear Die.
- The next time you deal damage, they snipe from the shadows, adding **2d8** to your damage roll.

■ MASTERY FEATURE

Reliable Backup: You can use your "Contacts Everywhere" feature three times per session. The following options are added to the list of benefits you can choose from when you use that feature:

- When you mark 1 or more Hit Points, they can rush out to shield you, reducing the Hit Points marked by 1.
- When you make a Presence Roll in conversation, they back you up. You can roll a **d20** as your Hope Die.

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- What did you get caught doing that got you exiled from your home community?
- You used to have a different life, but you've tried to leave it behind. Who from your past is still chasing you?
- Who from your past were you most sad to say goodbye to?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- What did I recently convince you to do that got us both in trouble?
- What have I discovered about your past that I hold secret from the others?
- Who do you know from my past, and how have they influenced your feelings about me?





SERAPH

Seraphs are divine fighters and healers imbued with sacred purpose. A wide array of deities exist within the realms, and thus numerous kinds of seraphs are appointed by these gods. Their ethos traditionally aligns with the domain or goals of their god, such as defending the weak, exacting vengeance, protecting a land or artifact, or upholding a particular faith. Some seraphs ally themselves with an army or locale, much to the satisfaction of their rulers, but other crusaders fight in opposition to the follies of the Mortal Realm. It is better to be a seraph's ally than their enemy, as they are terrifying foes to those who defy their purpose.

DOMAINS

Splendor and Valor

STARTING EVASION

9

STARTING HIT POINTS

7

CLASS ITEMS

A bundle of offerings or a sigil of your god

SERAPH'S HOPE FEATURE

Life Support: Spend 3 Hope to clear a Hit Point on an ally within Close range.

CLASS FEATURE

Prayer Dice

At the beginning of each session, roll a number of **d4s** equal to your subclass's Spellcast trait and place them on your character sheet in the space provided. These are your Prayer Dice. You can spend any number of Prayer Dice to aid yourself or an ally within Far range. You can use a spent die's value to reduce incoming damage, add to a roll's result after the roll is made, or gain Hope equal to the result. At the end of each session, clear all unspent Prayer Dice.

SERAPH SUBCLASSES

Choose either the *Divine Wielder* or *Winged Sentinel* subclass.

DIVINE WIELDER

Play the *Divine Wielder* if you want to dominate the battlefield with a legendary weapon.

■ SPELLCAST TRAIT

Strength

■ FOUNDATION FEATURES

Spirit Weapon: When you have an equipped weapon with a range of Melee or Very Close, it can fly from your hand to attack an adversary within Close range and then return to you. You can **mark a Stress** to target an additional adversary within range with the same attack roll.

Sparing Touch: Once per long rest, touch a creature and clear 2 Hit Points or 2 Stress from them.

■ SPECIALIZATION FEATURE

Devout: When you roll your Prayer Dice, you can roll an additional die and discard the lowest result. Additionally, you can use your "Sparing Touch" feature twice instead of once per long rest.

■ MASTERY FEATURE

Sacred Resonance: When you roll damage for your "Spirit Weapon" feature, if any of the die results match, double the value of each matching die. For example, if you roll two 5s, they count as two 10s.

WINGED SENTINEL

Play the *Winged Sentinel* if you want to take flight and strike crushing blows from the sky.

■ SPELLCAST TRAIT

Strength

■ FOUNDATION FEATURE

Wings of Light: You can fly. While flying, you can do the following:

- **Mark a Stress** to pick up and carry another willing creature approximately your size or smaller.
- **Spend a Hope** to deal an extra **1d8** damage on a successful attack.

■ SPECIALIZATION FEATURE

Ethereal Visage: Your supernatural visage strikes awe and fear. While flying, you have advantage on Presence Rolls. When you succeed with Hope on a Presence Roll, you can remove a Fear from the GM's Fear pool instead of gaining Hope.

■ MASTERY FEATURES

Ascendant: Gain a permanent +4 bonus to your Severe damage threshold.

Power of the Gods: While flying, you deal an extra **1d12** damage instead of 1d8 from your "Wings of Light" feature.

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- Which god did you devote yourself to? What incredible feat did they perform for you in a moment of desperation?
- How did your appearance change after taking your oath?
- In what strange or unique way do you communicate with your god?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- What promise did you make me agree to, should you die on the battlefield?
- Why do you ask me so many questions about my god?
- You've told me to protect one member of our party above all others, even yourself. Who are they and why?



SORCERER

Not all innate magic users choose to hone their craft, but those who do can become powerful sorcerers. The gifts of these wielders are passed down through families, even if the family is unaware of or reluctant to practice them. A sorcerer's abilities can range from the elemental to the illusionary and beyond, and many practitioners band together into collectives based on their talents. The act of becoming a formidable sorcerer is not the practice of acquiring power, but learning to cultivate and control the power one already possesses. The magic of a misguided or undisciplined sorcerer is a dangerous force indeed.

DOMAINS

Arcana and Midnight

STARTING EVASION

10

STARTING HIT POINTS

6

CLASS ITEMS

A whispering orb or a family heirloom

SORCERER'S HOPE FEATURE

Volatile Magic: Spend 3 Hope to reroll any number of your damage dice on an attack that deals magic damage.

CLASS FEATURES

Arcane Sense

You can sense the presence of magical people and objects within Close range.

Minor Illusion

Make a **Spellcast Roll (10)**. On a success, you create a minor visual illusion no larger than yourself within Close range. This illusion is convincing to anyone at Close range or farther.

Channel Raw Power

Once per long rest, you can place a domain card from your loadout into your vault and choose to either:

- Gain Hope equal to the level of the card.
- Enhance a spell that deals damage, gaining a bonus to your damage roll equal to twice the level of the card.

SORCERER SUBCLASSES

Choose either the *Elemental Origin* or *Primal Origin* subclass.

ELEMENTAL ORIGIN

Play the *Elemental Origin* if you want to channel raw magic to take the shape of a particular element.

■ SPELLCAST TRAIT

Instinct

■ FOUNDATION FEATURE

Elementalist: Choose one of the following elements at character creation: air, earth, fire, lightning, water.

You can shape this element into harmless effects. Additionally, **spend a Hope** and describe how your control over this element helps an action roll you're about to make, then either gain a +2 bonus to the roll or a +3 bonus to the roll's damage.

■ SPECIALIZATION FEATURE

Natural Evasion: You can call forth your element to protect you from harm. When an attack roll against you succeeds, you can **mark a Stress** and describe how you use your element to defend you. When you do, roll a **d6** and add its result to your Evasion against the attack.

■ MASTERY FEATURE

Transcendence: Once per long rest, you can transform into a physical manifestation of your element. When you do, describe your transformation and choose two of the following benefits to gain until your next rest:

- +4 bonus to your Severe threshold
- +1 bonus to a character trait of your choice
- +1 bonus to your Proficiency
- +2 bonus to your Evasion



PRIMAL ORIGIN

Play the Primal Origin if you want to extend the versatility of your spells in powerful ways.

■ SPELLCAST TRAIT

Instinct

■ FOUNDATION FEATURE

Manipulate Magic: Your primal origin allows you to modify the essence of magic itself. After you cast a spell or make an attack using a weapon that deals magic damage, you can **mark a Stress** to do one of the following:

- Extend the spell or attack's reach by one range
- Gain a +2 bonus to the action roll's result
- Double a damage die of your choice
- Hit an additional target within range

■ SPECIALIZATION FEATURE

Enchanted Aid: You can enhance the magic of others with your essence. When you Help an Ally with a Spellcast Roll, you can roll a **d8** as your advantage die. Once per long rest, after an ally has made a Spellcast Roll with your help, you can swap the results of their Duality Dice.

■ MASTERY FEATURE

Arcane Charge: You can gather magical energy to enhance your capabilities. When you take magic damage, you become **Charged**. Alternatively, you can **spend 2 Hope** to become **Charged**. When you successfully make an attack that deals magic damage while **Charged**, you can clear your **Charge** to either gain a +10 bonus to the damage roll or gain a +3 bonus to the Difficulty of a reaction roll the spell causes the target to make. You stop being **Charged** at your next long rest.

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- What did you do that made the people in your community wary of you?
- What mentor taught you to control your untamed magic, and why are they no longer able to guide you?
- You have a deep fear you hide from everyone. What is it, and why does it scare you?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- Why do you trust me so deeply?
- What did I do that makes you cautious around me?
- Why do we keep our shared past a secret?



WARRIOR

Becoming a warrior requires years, often a lifetime, of training and dedication to the mastery of weapons and violence. While many who seek to fight hone only their strength, warriors understand the importance of an agile body and mind, making them some of the most sought-after fighters across the realms. Frequently, warriors find employment within an army, a band of mercenaries, or even a royal guard, but their potential is wasted in any position where they cannot continue to improve and expand their skills. Warriors are known to have a favored weapon; to come between them and their blade would be a grievous mistake.

DOMAINS

Blade and Bone

STARTING EVASION

11

STARTING HIT POINTS

6

CLASS ITEMS

The drawing of a lover or a sharpening stone

WARRIOR'S HOPE FEATURE

No Mercy: Spend 3 Hope to gain a +1 bonus to your attack rolls until your next rest.

CLASS FEATURES

Attack of Opportunity

If an adversary within Melee range attempts to leave that range, make a reaction roll using a trait of your choice against their Difficulty. Choose one effect on a success, or two if you critically succeed:

- They can't move from where they are.
- You deal damage to them equal to your primary weapon's damage.
- You move with them.

Combat Training

You ignore burden when equipping weapons. When you deal physical damage, you gain a bonus to your damage roll equal to your level.

WARRIOR SUBCLASSES

Choose either the *Call of the Brave* or *Call of the Slayer* subclass.

CALL OF THE BRAVE

Play the *Call of the Brave* if you want to use the might of your enemies to fuel your own power.

FOUNDATION FEATURES

Courage: When you fail a roll with Fear, you gain a Hope.

Battle Ritual: 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 preparations you make. When you do, clear 2 Stress and gain 2 Hope.

SPECIALIZATION FEATURE

Rise to the Challenge: You are vigilant in the face of mounting danger. While you have 2 or fewer Hit Points unmarked, you can roll a d20 as your Hope Die.

MASTERY FEATURE

Camaraderie: Your unwavering bravery is a rallying point for your allies. You can initiate a Tag Team Roll one additional time per session. Additionally, when an ally initiates a Tag Team Roll with you, they only need to spend 2 Hope to do so.

CALL OF THE SLAYER

Play the *Call of the Slayer* if you want to strike down adversaries with immense force.

FOUNDATION FEATURE

Slayer: You gain a pool of dice called Slayer Dice. On a roll with Hope, you can place a d6 on this card instead of gaining a Hope, adding the die to the pool. You can store a number of Slayer Dice equal to your Proficiency. When you make an attack roll or damage roll, you can spend any number of these Slayer Dice, rolling them and adding their result to the roll. At the end of each session, clear any unspent Slayer Dice on this card and gain a Hope per die cleared.

SPECIALIZATION FEATURE

Weapon Specialist: You can wield multiple weapons with dangerous ease. When you succeed on an attack, you can spend a Hope to add one of the damage dice from your secondary weapon to the damage roll. Additionally, once per long rest when you roll your Slayer Dice, reroll any 1s.

MASTERY FEATURE

Martial Preparation: You're an inspirational warrior to all who travel with you. Your party gains access to the Martial Preparation downtime move. To use this move during a rest, describe how you instruct and train with your party. You and each ally who chooses this downtime move gain a d6 Slayer Die. A PC with a Slayer Die can spend it to roll the die and add the result to an attack or damage roll of their choice.



BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own 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 how did they betray you?
- What legendary place have you always wanted to visit, and why is it so special?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- We knew each other long before this party came together. How?
- What mundane task do you usually help me with off the battlefield?
- What fear am I helping you overcome?



WIZARD

Whether through an institution or individual study, those known as wizards acquire and hone immense magical power over years of learning using a variety of tools, including books, stones, potions, and herbs. Some wizards dedicate their lives to mastering a particular school of magic, while others learn from a wide variety of disciplines. Many wizards become wise and powerful figures in their communities, advising rulers, providing medicines and healing, and even leading war councils. While these mages all work toward the common goal of collecting magical knowledge, wizards often have the most conflict within their own ranks, as the acquisition, keeping, and sharing of powerful secrets is a topic of intense debate that has resulted in innumerable deaths.

DOMAINS

Codex and Splendor

STARTING EVASION

11

STARTING HIT POINTS

5

CLASS ITEMS

A book you're trying to translate or a tiny, harmless elemental pet

WIZARD'S HOPE FEATURE

Not This Time: Spend 3 Hope to force an adversary within Far range to reroll an attack or damage roll.

CLASS FEATURES

Prestidigitation

You can perform harmless, subtle magical effects at will. For example, you can change an object's color, create a smell, light a candle, cause a tiny object to float, illuminate a room, or repair a small object.

Strange Patterns

Choose a number between 1 and 12. When you roll that number on a Duality Die, gain a Hope or clear a Stress. You can change this number when you take a long rest.

WIZARD SUBCLASSES

Choose either the School of Knowledge or School of War subclass.

SCHOOL OF KNOWLEDGE

Play the School of Knowledge if you want a keen understanding of the world around you.

■ SPELLCAST TRAIT

Knowledge

■ FOUNDATION FEATURES

Prepared: Take an additional domain card of your level or lower from a domain you have access to.

Adept: When you Utilize an Experience, you can **mark a Stress** instead of spending a Hope. If you do, double your Experience modifier for that roll.

■ SPECIALIZATION FEATURES

Accomplished: Take an additional domain card of your level or lower from a domain you have access to.

Perfect Recall: Once per rest, when you recall a domain card in your vault, you can reduce its Recall Cost by 1.

■ MASTERY FEATURES

Brilliant: Take an additional domain card of your level or lower from a domain you have access to.

Honed Expertise: When you use an Experience, roll a **d6**. On a result of 5 or higher, you can use it without spending Hope.

SCHOOL OF WAR

Play the School of War if you want to utilize trained magic for violence.

■ SPELLCAST TRAIT

Knowledge

■ FOUNDATION FEATURES

Battlemage: You've focused your studies on becoming an unconquerable force on the battlefield. Gain an additional Hit Point slot.

Face Your Fear: When you succeed with Fear on an attack roll, you deal an extra **1d10** magic damage.

■ SPECIALIZATION FEATURES

Conjure Shield: You can maintain a protective barrier of magic. While you have at least 2 Hope, you add your Proficiency to your Evasion.

Fueled by Fear: The extra magic damage from your "Face Your Fear" feature increases to **2d10**.

■ MASTERY FEATURES

Thrive in Chaos: When you succeed on an attack, you can mark a **Stress** after rolling damage to force the target to mark an additional Hit Point.

Have No Fear: The extra magic damage from your "Face Your Fear" feature increases to **3d10**.

BACKGROUND QUESTIONS

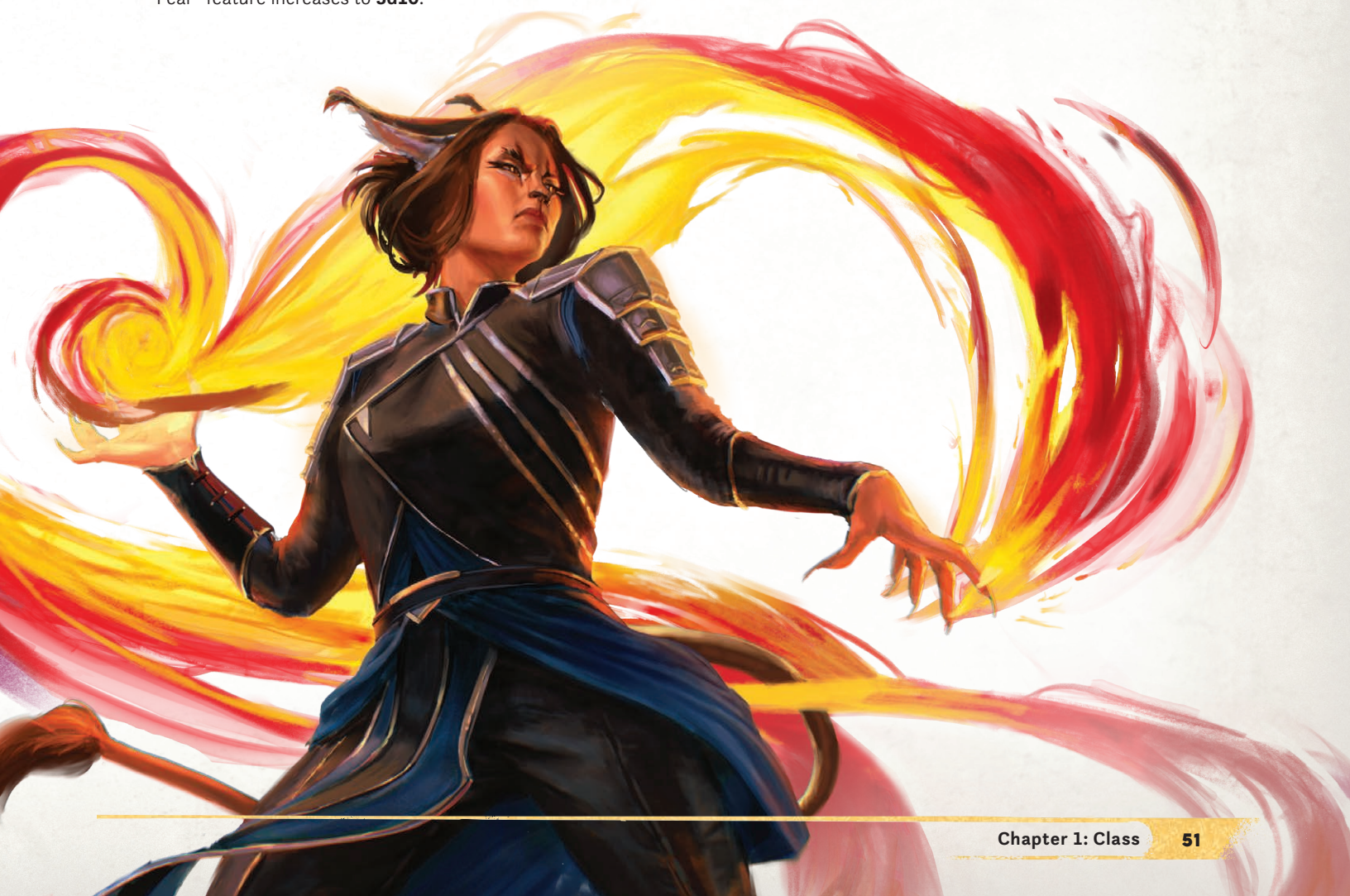
Answer any of the following background questions. You can also create your own questions.

- What responsibilities did your community once count on you for? How did you let them down?
- You've spent your life searching for a book or object of great significance. What is it, and why is it so important to you?
- You have a powerful rival. Who are they, and why are you so determined to defeat them?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- What favor have I asked of you that you're not sure you can fulfill?
- What weird hobby or strange fascination do we both share?
- What secret about yourself have you entrusted only to me?



ANCESTRY

Ancestries represent your character's lineage, which affects their physical appearance. The following section describes each ancestry in Daggerheart and the physical characteristics shared by members of that ancestry. That said, you can decide that your character possesses characteristics that aren't "standard" or "average" for that ancestry. We encourage you to look to the art for inspiration and explore the diversity within individual ancestries as you craft your character's appearance.

We hope this section provides a window into the various physicalities of the creatures that populate Daggerheart. As you play and meet members of each ancestry, you'll have the opportunity to learn about the nuances and unique qualities among them. You'll also notice that within the world of Daggerheart, the term "people" is used to refer to all ancestries, as individuals from all lineages possess unique characteristics and cultures, as well as personhood.

Some ancestries are described using the term "humanoid." This does not refer to that specific ancestry having any relation to "humans," the distinct ancestry within Daggerheart. Specifically, it refers to the set of physical characteristics readers will recognize from their own anatomy, such as bipedal movement, upright posture,

facial layout, and more. These traits vary by ancestry and individual, though "humanoid" should still provide a useful frame of reference.

Each ancestry has two **ancestry features**. While some features (such as the ability to fly) are directly tied to an ancestry's anatomy, you ultimately get to determine your character's physical form. If you decide that your faerie character never had wings or lost theirs, you can work with the GM to replace the "Wings" feature that grants faeries flight. It's likewise up to you to decide how important your character's appearance is to their story.

If you'd like to make a character who combines more than one ancestry, see the "Mixed Ancestry" section on page 71.



CLANK

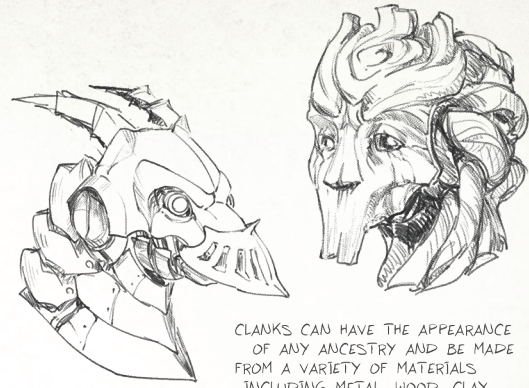
Clanks are sentient mechanical beings built from a variety of materials, including metal, wood, and stone. They can resemble humanoids, animals, or even inanimate objects. Like organic beings, their bodies come in a wide array of sizes. Because of their bespoke construction, many clanks have highly specialized physical configurations. Examples include clawed hands for grasping, wheels for movement, or built-in weaponry.

Many clanks embrace body modifications for style as well as function, and members of other ancestries often turn to clank artisans to construct customized mobility aids and physical adornments. Other ancestries can create clanks, even using their own physical characteristics as inspiration, but it's also common for clanks to build one another. A clank's lifespan extends as long as they're able to acquire or craft new parts, making their physical form effectively immortal. That said, their minds are subject to the effects of time, and deteriorate as the magic that powers them loses potency.

ANCESTRY FEATURES

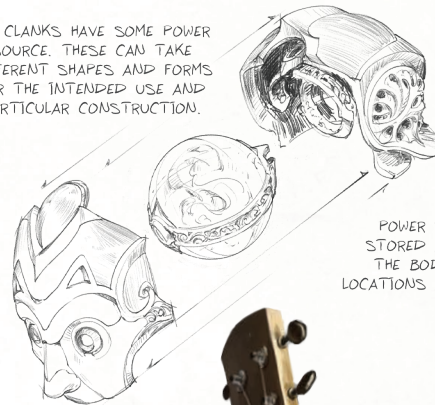
Purposeful Design: Decide who made you and for what purpose. At character creation, choose one of your Experiences that best aligns with this purpose and gain a permanent +1 bonus to it.

Efficient: When you take a short rest, you can choose a long rest move instead of a short rest move.

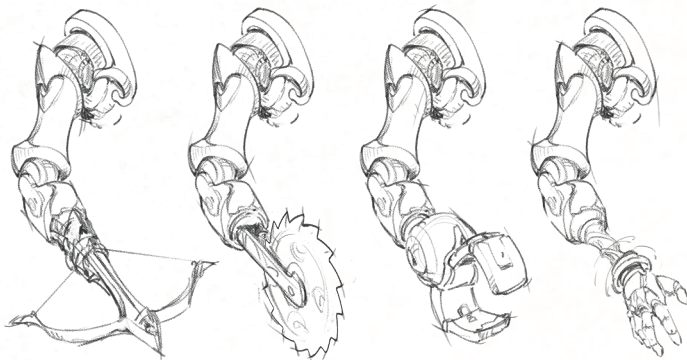


CLANKS CAN HAVE THE APPEARANCE OF ANY ANCESTRY AND BE MADE FROM A VARIETY OF MATERIALS INCLUDING METAL, WOOD, CLAY, PORCELAIN, STONE, ETC.

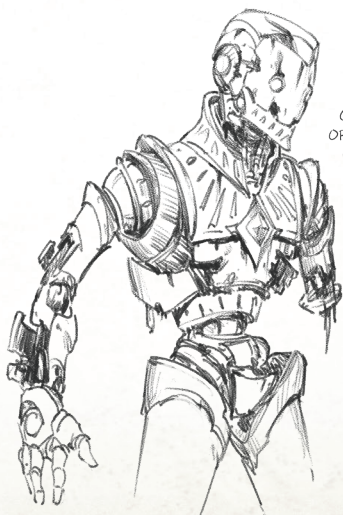
ALL CLANKS HAVE SOME POWER SOURCE. THESE CAN TAKE DIFFERENT SHAPES AND FORMS FOR THE INTENDED USE AND PARTICULAR CONSTRUCTION.



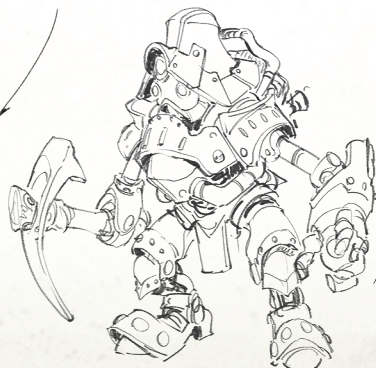
POWER SOURCES CAN BE STORED ANYWHERE WITHIN THE BODY, BUT COMMON LOCATIONS ARE IN THE HEAD OR CHEST.



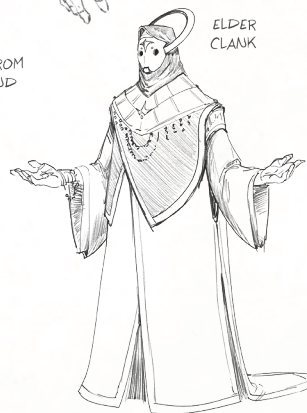
A VARIETY OF ATTACHMENTS ARE AVAILABLE, RANGING FROM TOOLS AND APPENDAGES FOR UTILITY, TO WEAPONS AND PROTECTIVE GEAR FOR COMBAT AND ADVENTURES.



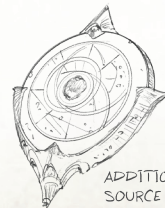
APPENDAGES OR ATTACHMENTS THAT HAVE BEEN LOST OR COMPLETELY BROKEN CANNOT BE REPAIRED OR REMADE THROUGH A CLANK'S SELF-REPAIR.



ADULT CLANK



ELDER CLANK



ADDITIONAL POWER SOURCE VARIANTS:



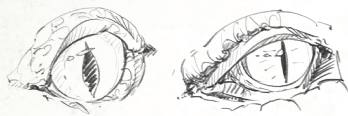
DRAKONA

Drakona resemble wingless dragons in humanoid form and possess a powerful elemental breath. All drakona have thick scales that provide excellent natural armor against both attacks and the forces of nature. They are large in size, ranging from 5 feet to 7 feet on average, with long sharp teeth. New teeth grow throughout a Drakona's approximately 350-year lifespan, so they are never in danger of permanently losing an incisor. Unlike their dragon ancestors, drakona don't have wings and can't fly without magical aid. Members of this ancestry pass down the element of their breath through generations, though in rare cases, a drakona's elemental power will differ from the rest of their family's.

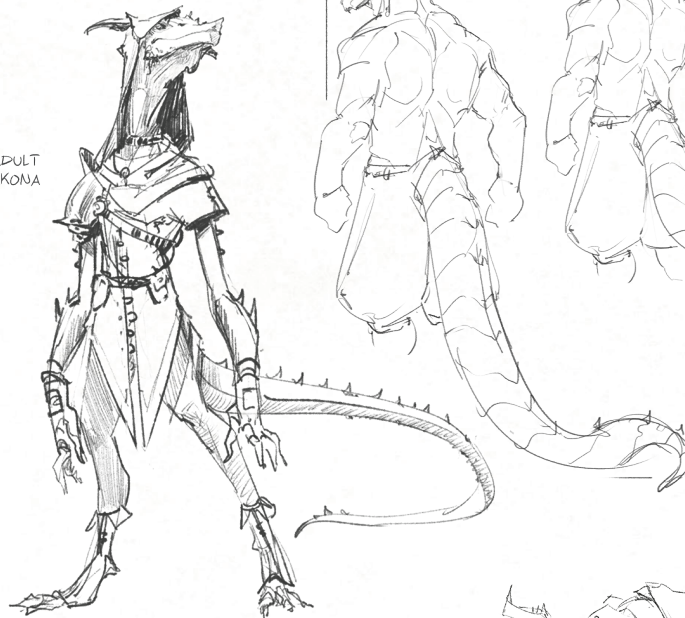
ANCESTRY FEATURES

Scales: Your scales act as natural protection. When you would take Severe damage, you can **mark a Stress** to mark 1 fewer Hit Points.

Elemental Breath: Choose an element for your breath (such as electricity, fire, or ice). You can use this breath against a target or group of targets within Very Close range, treating it as an Instinct weapon that deals **d8** magic damage using your Proficiency.



ADULT
DRAKONA



TAILS CAN BE LONG, SHORT, OR NON-EXISTENT. THEY CAN BE THICK OR THIN AND SCALED, SMOOTH, SPIKED, OR ACCENTED WITH HAIR.



MUCH LIKE EVERY FINGERPRINT IS DIFFERENT, EVERY DRAKONA HORN IS UNIQUE TO THAT INDIVIDUAL.

BROKEN HORNS MAY GROW BACK, BUT THE SPEED OF REGROWTH SLOWS WITH AGE.



MORE HUMANOID DRAKONA STILL HAVE HORNS AND SHARP TEETH—USUALLY ACCOMPANIED BY OTHER SHARP FEATURES.



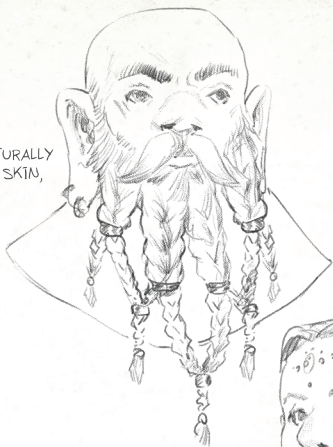
ELDER
DRAKONA



YOUNG
DRAKONA

ADULT
DRAKONA

DWARVES HAVE NATURALLY THICK AND TOUGH SKIN, HAIR, AND NAILS.



THEIR THICK SKIN OFFERS EXTRA PROTECTION FROM MINOR HAZARDS. THIS ALLOWS DWARVES TO DECORATE THEIR BODIES IN A VARIETY OF WAYS, FROM TATTOOS TO PIERCINGS, AND EVEN EMBEDDING GEMSTONES INTO THEIR SKIN.



DWARF

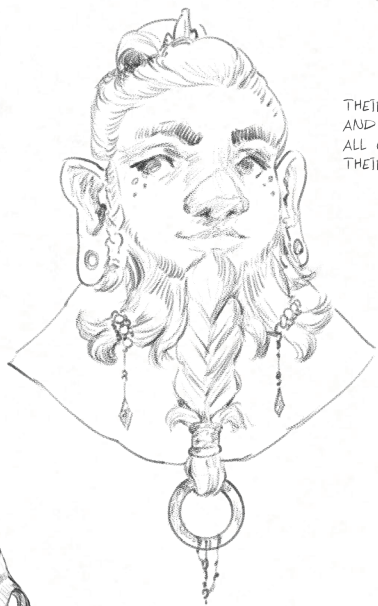
Dwarves are most easily recognized as short humanoids with square frames, dense musculature, and thick hair. Their average height ranges from 4 to 5 ½ feet, and they are often broad in proportion to their stature. Their skin and nails contain a high amount of keratin, making them naturally resilient. This allows dwarves to embed gemstones into their bodies and decorate themselves with tattoos or piercings. Their hair grows thickly—usually on their heads, but some dwarves have thick hair across their bodies as well. Dwarves of all genders can grow facial hair, which they often style in elaborate arrangements. Typically, dwarves live up to 250 years of age, maintaining their muscle mass well into later life.

ANCESTRY FEATURES

Thick Skin: When you take Minor damage, you can mark 2 Stress instead of marking a Hit Point.

Increased Fortitude: Spend 3 Hope to halve incoming physical damage.

THEIR HAIR TENDS TO BE THICK AND GROW QUICKLY. DWARVES OF ALL GENDERS OFTEN GROW OUT THEIR FACIAL HAIR FOR STYLING.



DUE TO THE THICKNESS OF THEIR NAILS, THEY CAN BE GROUND DOWN AND SHAPED. BECAUSE OF THIS, THEY OFTEN LOOK FACETED.



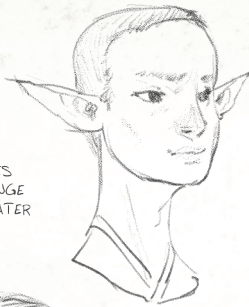
ADULT DWARF

ADULT DWARF

ELDER DWARF



MOST ELVES' APPEARANCES DON'T DRASTICALLY CHANGE UNTIL THEY REACH THE LATER YEARS OF THEIR LIFE.



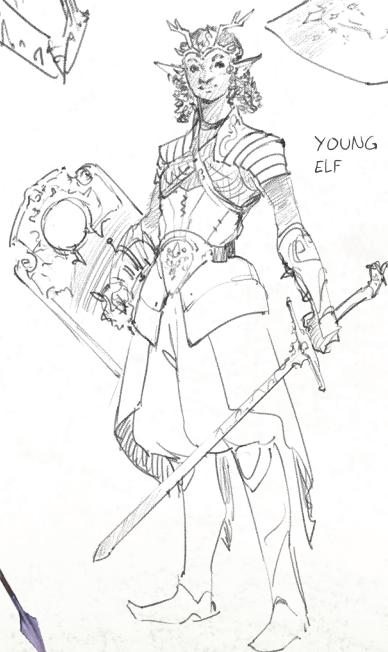
AS AN ELF AGES, THEIR EARS CHANGE. A YOUNG ELF'S EARS POINT UPWARDS AND ARE STIFF, WHILE AN ELDER ELF'S EARS TEND TO DROOP DOWNWARDS.



MYSTIC FORM ELVES CAN BE SHAPED BY A VARIETY OF ASPECTS FROM NATURE OR MAGICAL PRACTICE, SO INFLUENCES FROM THE ELEMENTS ARE COMMON. SOME OTHERS MAY BE ALTERED BY STARS OR CELESTIAL BODIES.



ELVEN EARS CAN BE LONG OR SHORT, THIN OR WIDE, BUT THEY ALWAYS COME TO A POINT.



YOUNG ELF



ADULT ELF

ELF

Elves are typically tall humanoids with pointed ears and acutely attuned senses. Their ears vary in size and pointed shape, and as they age, the tips begin to droop. While elves come in a wide range of body types, they are all fairly tall, with heights ranging from about 6 to 6 ½ feet. All elves have the ability to drop into a celestial trance, rather than sleep. This allows them to rest effectively in a short amount of time.

Some elves possess what is known as a “mystic form,” which occurs when an elf has dedicated themselves to the study or protection of the natural world so deeply that their physical form changes. These characteristics can include celestial freckles, the presence of leaves, vines, or flowers in their hair, eyes that flicker like fire, and more. Sometimes these traits are inherited from parents, but if an elf changes their environment or magical focus, their appearance changes over time. Because elves live for about 350 years, these traits can shift more than once throughout their lifespan.

ANCESTRY FEATURES

Quick Reactions: Mark a **Stress** to gain advantage on a reaction roll.

Celestial Trance: During a rest, you can drop into a trance to choose an additional downtime move.



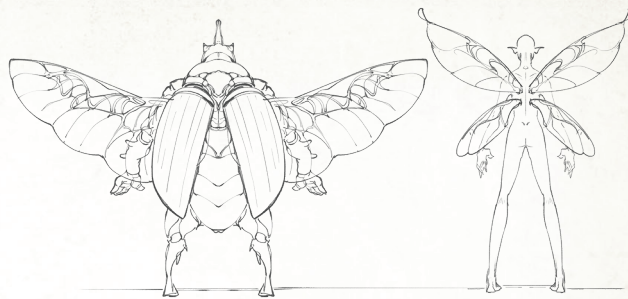
FAERIE

Faeries are winged humanoid creatures with insectile features. These characteristics cover a broad spectrum from humanoid to insectoid—some possess additional arms, compound eyes, lantern organs, chitinous exoskeletons, or stingers. Because of their close ties to the natural world, they also frequently possess attributes that allow them to blend in with various plants. The average height of a faerie ranges from about 2 feet to 5 feet, but some faeries grow up to 7 feet tall. All faeries possess membranous wings and they each go through a process of metamorphosis. The process and changes differ from faerie to faerie, but during this transformation each individual manifests the unique appearance they will carry throughout the rest of their approximately 50-year lifespan.

ANCESTRY FEATURE

Luckbender: Once per session, after you or a willing ally within Close range makes an action roll, you can spend 3 Hope to reroll the Duality Dice.

Wings: You can fly. While flying, you can mark a Stress after an adversary makes an attack against you to gain a +2 bonus to your Evasion against that attack.



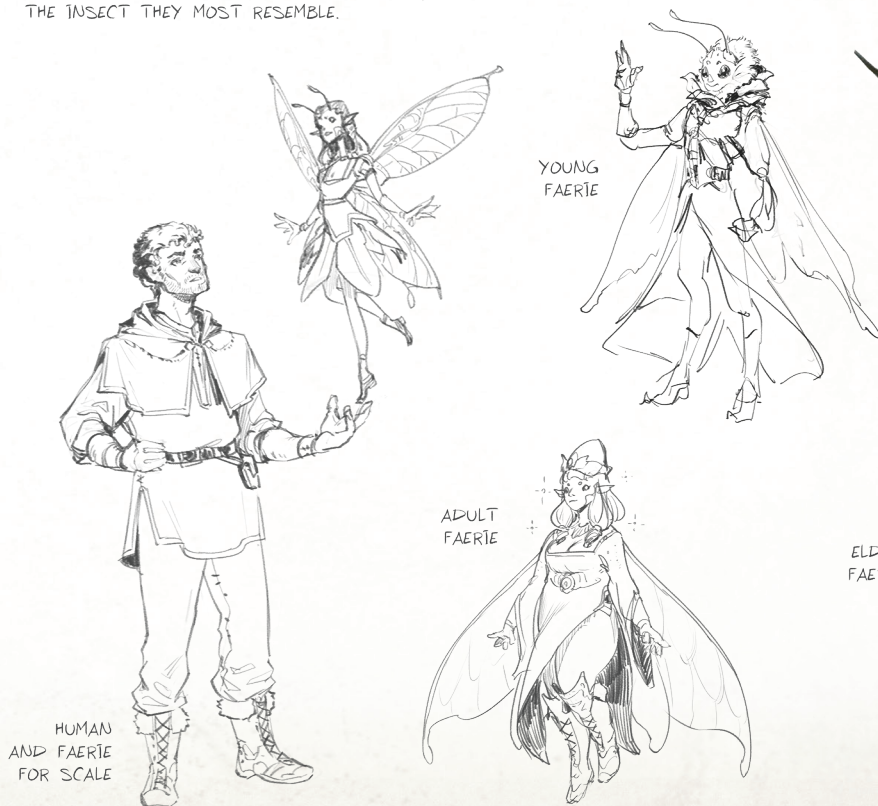
FAERIE APPEARANCES RANGE FROM INSECT-LIKE TO HUMANOID, WITH A WIDE VARIETY IN BETWEEN DIFFERENT FAMILIES. NO MATTER THEIR FORM, ALL FAERIES HAVE WINGS.



FAERIES CAN HAVE A VARIETY OF ANTENNAE, OFTEN MATCHING THE INSECT THEY MOST RESEMBLE.



ONE, TWO, AND THREE SETS OF WINGS ARE MOST COMMON AMONG FAERIES. THEIR PATTERNS ARE INHERITED FROM THEIR PARENTS.



FAUNS DECORATE THEIR HORNS, EARS, AND HAIR IN A VARIETY OF WAYS.



ALL FAUNS HAVE SQUARE PUPILS, EVEN IF THEIR FACES ARE MORE HUMANOID THAN CAPRINE.



ADULT FAUN



YOUNG FAUN WARRIOR



ELDER FAUN BARD



FAUNS CAN USE THEIR POWERFUL HIND LEGS TO DELIVER STRONG BLOWS AND LEAP GREAT DISTANCES.



YOUNG FAUN



ADULT FAUN

AS THEY GROW OLDER, SOME FAUNS MAY TAKE ON A MORE GOAT-LIKE APPEARANCE.



ELDER FAUN

WHEN FAUNS ARE BORN, THEY ARE QUICK TO START WALKING AND RUNNING.

FAUN

Fauns resemble humanoid goats with curving horns, square pupils, and cloven hooves. Though their appearances may vary, most fauns have a humanoid torso and a goatlike lower body covered in dense fur. Faun faces can be more caprine or more humanlike, and they have a wide variety of ear and horn shapes. Faun horns range from short with minimal curvature to much larger with a distinct curl. The average faun ranges from 4 feet to 6 ½ feet tall, but their height can change dramatically from one moment to the next based on their stance. The majority of fauns have proportionately long limbs, no matter their size or shape, and are known for their ability to deliver powerful blows with their split hooves. Fauns live for roughly 225 years, and as they age, their appearance can become increasingly goatlike.

ANCESTRY FEATURES

Caprine Leap: You can leap anywhere within Close range as though you were using normal movement, allowing you to vault obstacles, jump across gaps, or scale barriers with ease.

Kick: When you succeed on an attack against a target within Melee range, you can **mark a Stress** to kick yourself off them, dealing an extra **2d6** damage and knocking back either yourself or the target to Very Close range.



FIRBOLG

Firbolgs are bovine humanoids typically recognized by their broad noses and long, drooping ears. Some have faces that are a blend of humanoid and bison, ox, cow, or other bovine creatures. Others, often referred to as minotaurs, have heads that entirely resemble cattle. They are tall and muscular creatures, with heights ranging from around 5 feet to 7 feet, and possess remarkable strength no matter their age. Some firbolgs are known to use this strength to charge their adversaries, an action that is particularly effective for those who have one of the many varieties of horn styles commonly found in this ancestry. Though their unique characteristics can vary, all firbolgs are covered in fur, which can be muted and earth-toned in color, or come in a variety of pastels, such as soft pinks and blues. On average, firbolgs live for about 150 years.

ANCESTRY FEATURES

Charge: When you succeed on an Agility Roll to move from Far or Very Far range into Melee range with one or more targets, you can **mark a Stress** to deal **1d12** physical damage to all targets within Melee range.

Unshakable: When you would mark a Stress, roll a **d6**. On a result of 6, don't mark it.



SOME FIRBOLG HAVE HUMANOID FACES, WHILE OTHERS HAVE THE HEADS OF COWS, OXEN, OR OTHER BOVINE CREATURES. THESE ARE CALLED MINOTAURS.



YOUNG FIRBOLG



YOUNG FIRBOLGS TEND TO HAVE ROUND, SOFT FEATURES.

ADULT FIRBOLG



AS THEY ENTER ADULTHOOD, SOME TAKE ON MORE SQUARE FEATURES.

FIRBOLG BODIES ARE COVERED IN SHORT FUR. THEIR FUR COMES IN A VARIETY OF COLORS SUCH AS: BROWN, BLACK, GREY AND VARIOUS PASTELS.

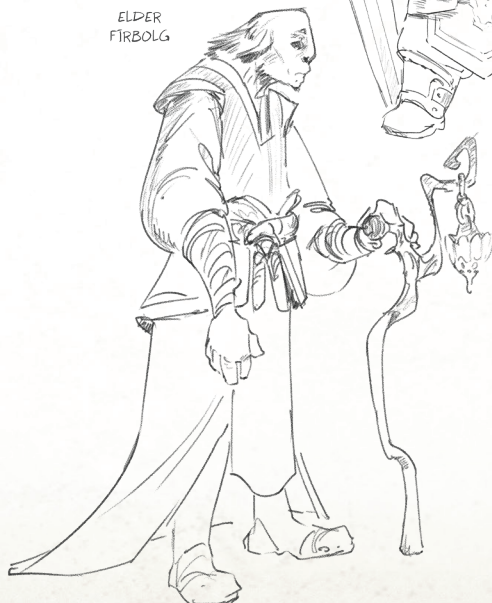


ELDER FIRBOLG WITH A PASTEL FUR COLORING.

FIRBOLGS HAVE HUMANOID PROPORTIONS EXCEPT IN THEIR FACIAL FEATURES, WHICH APPEAR BOVINE-LIKE.



ELDER FIRBOLG



YOUNG FIRBOLG



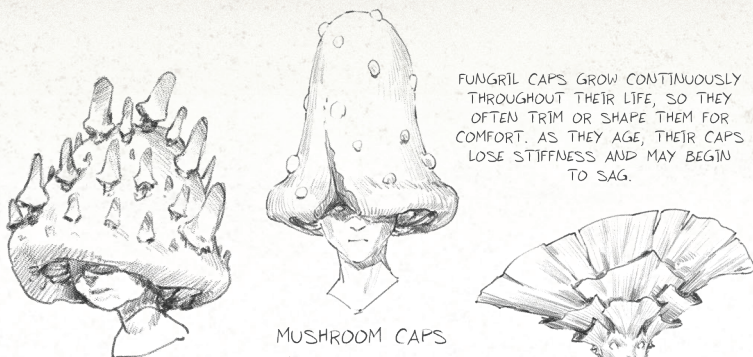
FUNGRIL

Fungril resemble humanoid mushrooms. They can be either more humanoid or more fungal in appearance, and they come in an assortment of colors, from earth tones to bright reds, yellows, purples, and blues. Fungril display an incredible variety of bodies, faces, and limbs, as there's no single common shape among them. Even their heights range from a tiny 2 feet tall to a staggering 7 feet tall. While the common lifespan of a fungril is about 300 years, some have been reported to live much longer. They can communicate nonverbally, and many members of this ancestry use a mycelial array to chemically exchange information with other fungril across long distances.

ANCESTRY FEATURES

Fungril Network: Make an **Instinct Roll (12)** to use your mycelial array to speak with others of your ancestry. On a success, you can communicate across any distance.

Death Connection: While touching a corpse that died recently, you can **mark a Stress** to extract one memory from the corpse related to a specific emotion or sensation of your choice.



FUNGRIL CAPS GROW CONTINUOUSLY THROUGHOUT THEIR LIFE, SO THEY OFTEN TRIM OR SHAPE THEM FOR COMFORT. AS THEY AGE, THEIR CAPS LOSE STIFFNESS AND MAY BEGIN TO SAG.

MUSHROOM CAPS

MOST FUNGRIL GROW FUNGUS OR MUSHROOM CAPS ON THEIR HEAD AND BODY. THESE CAPS CAN GROW IN A VARIETY OF STYLES—SOME FUNGRIL HAVE ONE CAP WHILE OTHERS HAVE MANY. CAPS MAY ALSO BE MODIFIED OR CULTIVATED TO GROW INTO PARTICULAR SHAPES.



ADULT FUNGRIL

DAMAGED CAPS

DAMAGED CAPS WILL NATURALLY REGROW BACK TO THEIR NORMAL SHAPE WITH ENOUGH TIME AND CARE.

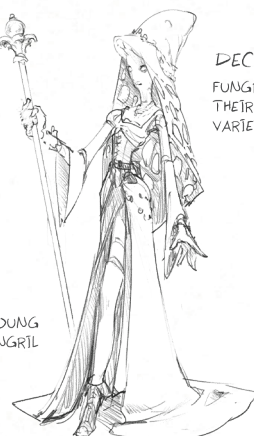


DECORATED CAPS

FUNGRIL OFTEN DECORATE THEIR CAPS WITH A VARIETY OF ACCESSORIES.



YOUNG FUNGRIL



ELDER FUNGRIL



GALAPA

Galapa resemble anthropomorphic turtles with large, domed shells into which they can retract. On average, they range from 4 feet to 6 feet in height, and their head and body shapes can resemble any type of turtle. Galapa come in a variety of earth tones—most often shades of green and brown—and possess unique patterns on their shells. Members of this ancestry can draw their head, arms, and legs into their shell for protection to use it as a natural shield when defensive measures are needed. Some supplement their shell's strength or appearance by attaching armor or carving unique designs, but the process is exceedingly painful. Most galapa move slowly no matter their age, and they can live approximately 150 years.

ANCESTRY FEATURES

Shell: Gain a bonus to your damage thresholds equal to your Proficiency.

Retract: Mark a **Stress** to retract into your shell. While in your shell, you have resistance to physical damage, you have disadvantage on action rolls, and you can't move.



GALAPAS SOMETIMES CARVE DESIGNS INTO THEIR SHELLS, THOUGH THE PROCESS IS PAINFUL.



ALL GALAPA HAVE STRONG NAILS, AND MANY HAVE WEBBING BETWEEN THEIR DIGITS.

SHELLS CAN ALSO BE REINFORCED COMPLETELY OR PARTIALLY WITH ARMOR OR OTHER MATERIALS.

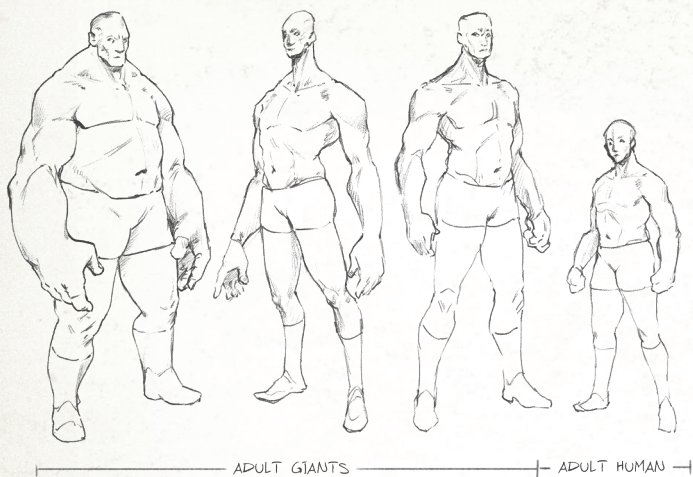


SHELLS THAT ARE DAMAGED CAN BE TEMPORARILY MENDED OR SUPPORTED LIKE ANY BROKEN BONE; OTHERWISE IT TAKES UP TO 2 YEARS FOR A DAMAGED SHELL TO FULLY RECOVER.

YOUNG GALAPA

ELDER GALAPA





GIANT

Giants are towering humanoids with broad shoulders, long arms, and one to three eyes. Adult giants range from 6 ½ to 8 ½ feet tall and are naturally muscular, regardless of body type. They are easily recognized by their wide frames and elongated arms and necks. Though they can have up to three eyes, all giants are born with none and remain sightless for their first year of life. Until a giant reaches the age of 10 and their features fully develop, the formation of their eyes may fluctuate. Those with a single eye are commonly known as cyclops. The average giant lifespan is about 75 years.

ANCESTRY FEATURES

Endurance: Gain an additional Hit Point slot at character creation.

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



OCULAR VARIANTS

GIANTS MAY HAVE ANYWHERE FROM ONE TO THREE EYES. THIS NUMBER FLUCTUATES WHEN CHILDREN ARE YOUNG.



EXTENDED REACH

GIANTS TEND TO HAVE LONG ARMS, WIDE CHESTS, AND LONG NECKS.

GOBLIN

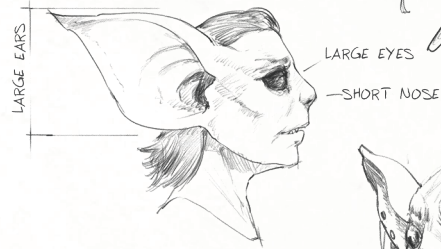
Goblins are small humanoids easily recognizable by their large eyes and massive membranous ears. With keen hearing and sharp eyesight, they perceive details both at great distances and in darkness, allowing them to move through less-optimal environments with ease. Their skin and eye colors are incredibly varied, with no one hue, either vibrant or subdued, more dominant than another. A typical goblin stands between 3 feet and 4 feet tall, and each of their ears is about the size of their head. Goblins are known to use ear positions to very specific effect when communicating nonverbally. A goblin's lifespan is roughly 100 years, and many maintain their keen hearing and sight well into advanced age.

ANCESTRY FEATURES

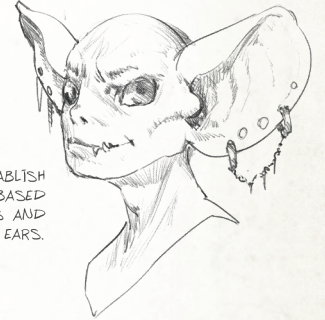
Surefooted: You ignore disadvantage on Agility Rolls.

Danger Sense: Once per rest, mark a Stress to force an adversary to reroll an attack against you or an ally within Very Close range.

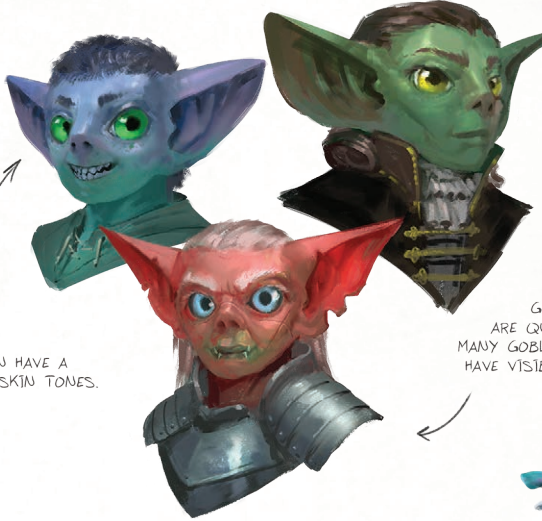
IT'S COMMON FOR GOBLINS TO ADORN THEIR EARS WITH ACCESSORIES, PIERCINGS, AND MODIFICATIONS.



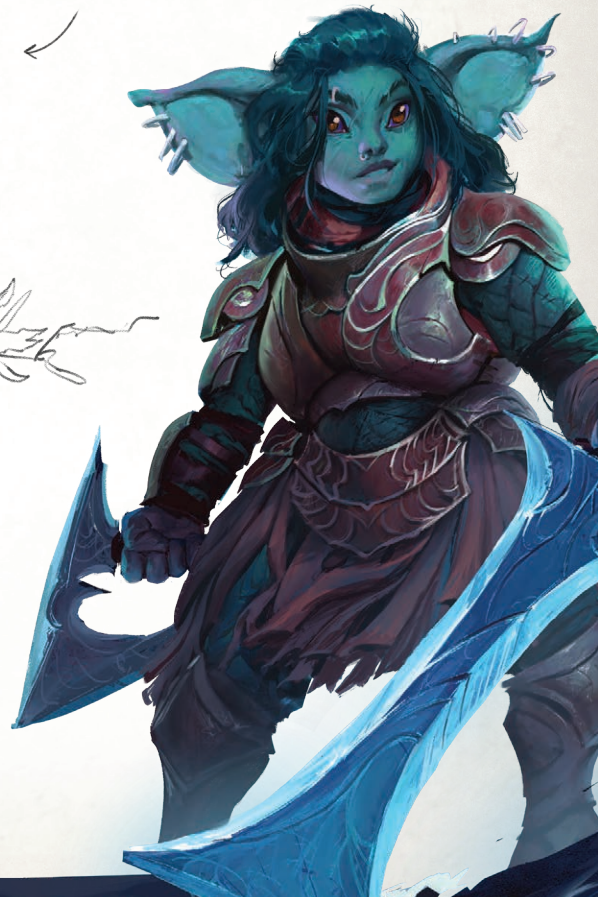
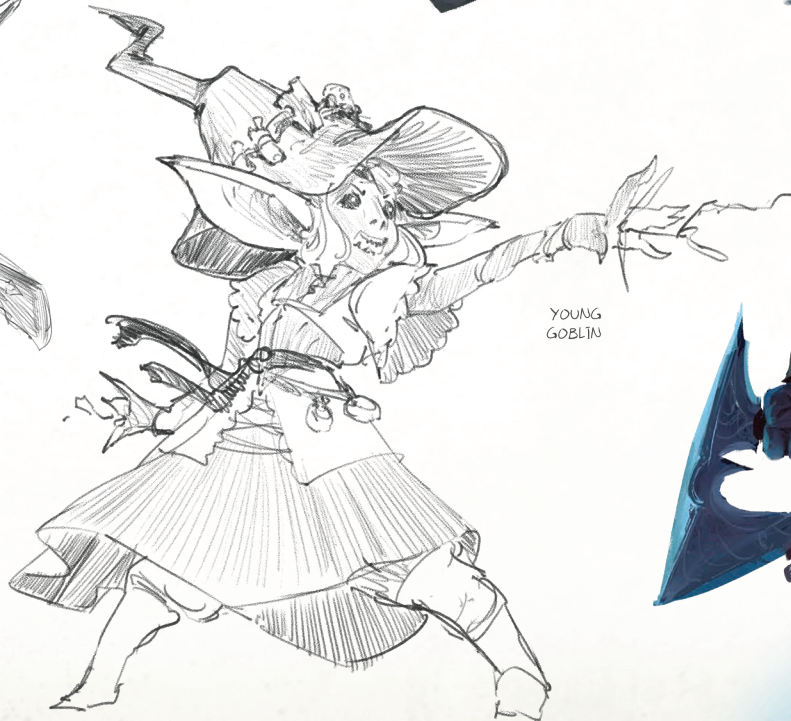
MANY GOBLINS ESTABLISH ENTIRE LANGUAGES BASED ON THE MOVEMENTS AND POSITION OF THEIR EARS.



GOBLINS CAN HAVE A VARIETY OF SKIN TONES.



GOBLIN EYES ARE QUITE LARGE. MANY GOBLINS DON'T HAVE VISIBLE SCLERA.



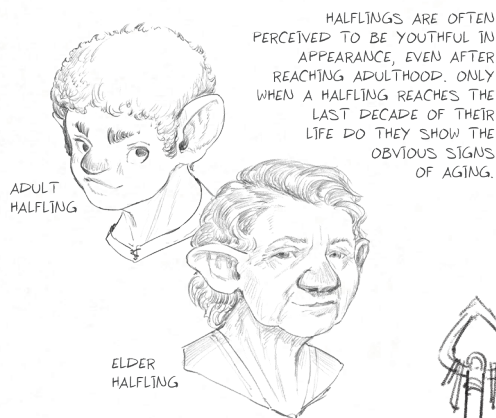
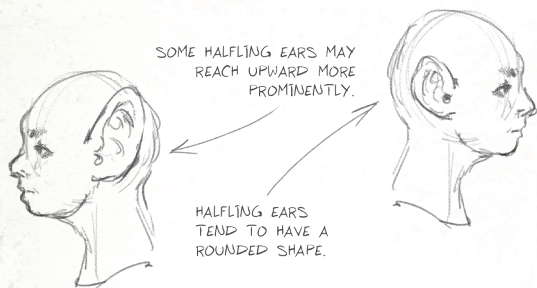
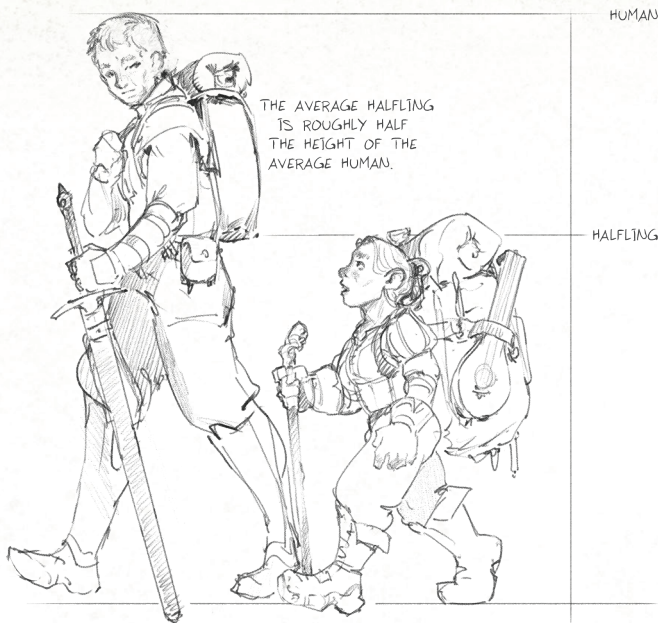
HALFLING

Halflings are small humanoids with large hairy feet and prominent rounded ears. On average, halflings are 3 to 4 feet in height, and their ears, nose, and feet are larger in proportion to the rest of their body. Members of this ancestry live for around 150 years, and a halfling's appearance is likely to remain youthful even as they progress from adulthood into old age. Halflings are naturally attuned to the magnetic fields of the Mortal Realm, granting them a strong internal compass. They also possess acute senses of hearing and smell, and can often detect those who are familiar to them by the sound of their movements.

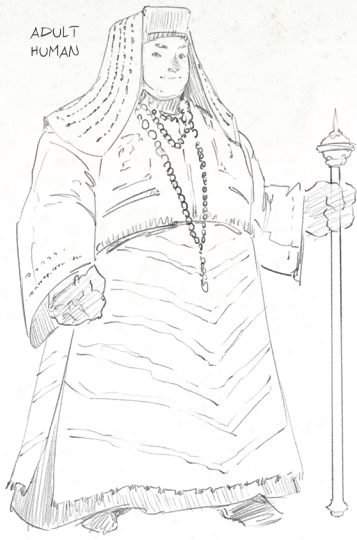
ANCESTRY FEATURES

Luckbringer: At the start of each session, everyone in your party gains a Hope.

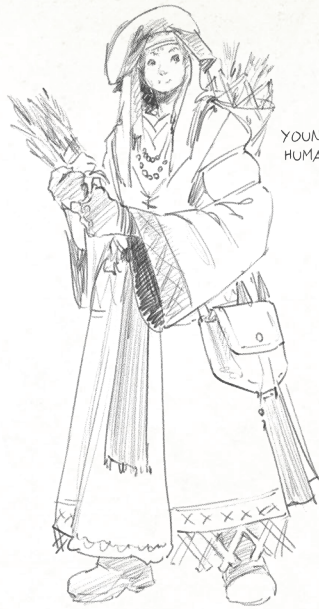
Internal Compass: When you roll a 1 on your Hope Die, you can reroll it.



ADULT HUMAN



YOUNG HUMAN



HUMAN

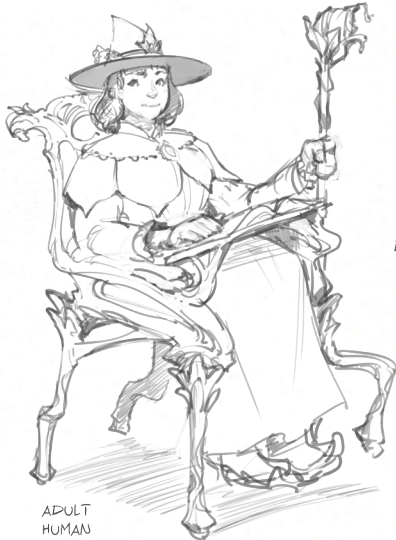
Humans are most easily recognized by their dexterous hands, rounded ears, and bodies built for endurance. Their average height ranges from just under 5 feet to about 6 ½ feet. They have a wide variety of builds, with some being quite broad, others lithe, and many inhabiting the spectrum in between. Humans are physically adaptable and adjust to harsh climates with relative ease. In general, humans live to an age of about 100, with their bodies changing dramatically between their youngest and oldest years.

ANCESTRY FEATURES

High Stamina: Gain 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.

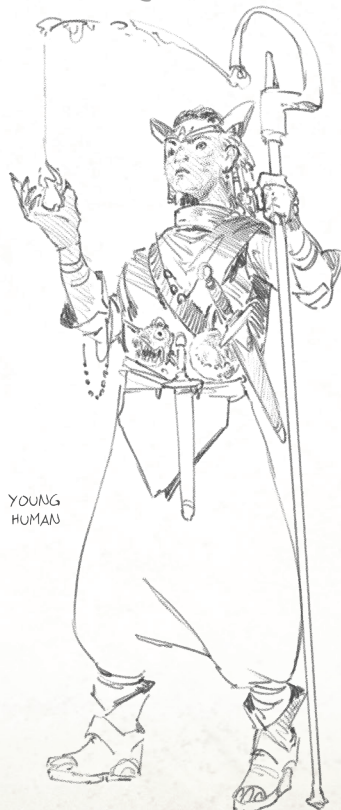
IT'S COMMONPLACE FOR HUMANS TO INCORPORATE BOTH MAGICAL AND MECHANICAL TOOLS, ACCESSORIES, AND ITEMS THAT ASSIST THEIR DAILY LIFE AND TASKS.



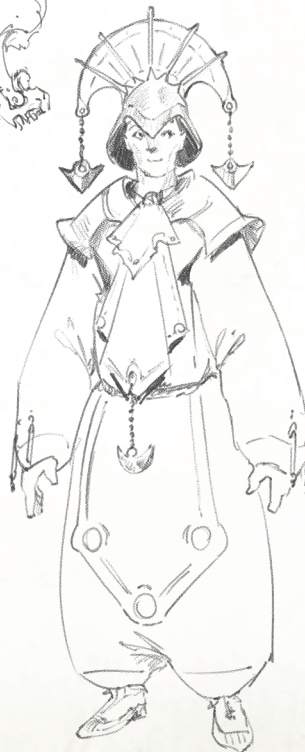
ADULT HUMAN



ELDER HUMAN



YOUNG HUMAN



ADULT HUMAN

HUMANS OFTEN DRESS TO CLEARLY DISPLAY SOCIAL STATUS, WEALTH, PERSONAL FAITH, OR AESTHETICS.

INFERNIS

Infernis are humanoids who possess sharp canine teeth, pointed ears, and horns. They are the descendants of demons from the Circles Below. On average, infernis range in height from 5 feet to 7 feet and are known to have long fingers and pointed nails. Some have long, thin, and smooth tails that end in points, forks, or arrowheads. It's common for infernis to have two or four horns—though some have crowns of many horns, or only one. These horns can also grow asymmetrically, forming unique, often curving, shapes that infernis enhance with carving and ornamentation. Their skin, hair, and horns come in an assortment of colors that can include soft pastels, stark tones, or vibrant hues, such as rosy scarlet, deep purple, and pitch black.

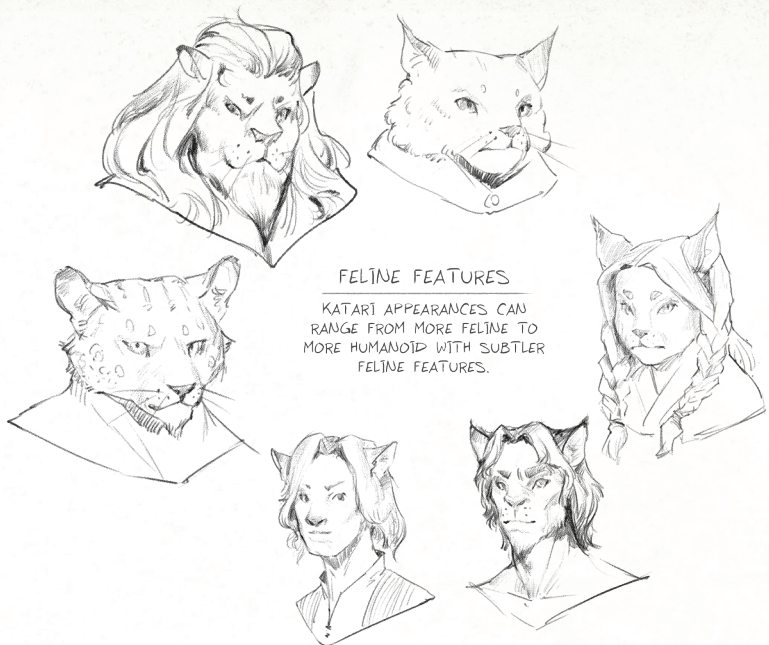
Infernis possess a “dread visage” that manifests both involuntarily, such as when they experience fear or other strong emotions, or purposefully, such as when they wish to intimidate an adversary. This visage can briefly modify their appearance in a variety of ways, including lengthening their teeth and nails, changing the colors of their eyes, twisting their horns, or enhancing their height. On average, infernis live up to 350 years, with some attributing this lifespan to their demonic lineage.

ANCESTRY FEATURES

Fearless: When you roll with Fear, you can mark 2 Stress to change it into a roll with Hope instead.

Dread Visage: You have advantage on rolls to intimidate hostile creatures.





FELINE FEATURES

KATARI APPEARANCES CAN RANGE FROM MORE FELINE TO MORE HUMANOID WITH SUBTLER FELINE FEATURES.

KATARI

Katari are feline humanoids with retractable claws, vertically slit pupils, and high, triangular ears. They can also have small, pointed canine teeth, soft fur, and long whiskers that assist their perception and navigation. Their ears can swivel nearly 180 degrees to detect sound, adding to their heightened senses. Katari may look more or less feline or humanoid, with catlike attributes in the form of hair, whiskers, and a muzzle. About half of the katari population have tails. Their skin and fur come in a wide range of hues and patterns, including solid colors, calico tones, tabby stripes, and an array of spots, patches, marbling, or bands. Their height ranges from about 3 feet to 6 ½ feet, and they live to around 150 years.

ANCESTRY FEATURES

Feline Instincts: When you make an Agility Roll, you can spend 2 Hope to reroll your Hope Die.

Retracting Claws: Make an Agility Roll to scratch a target within Melee range. On a success, they become temporarily Vulnerable.



SOME KATARI ARE DIGITIGRADES, NATURALLY STANDING ON THEIR TOES...

...WHILE OTHERS ARE PLANTIGRADES, NATURALLY STANDING FLAT-FOOTED ON THEIR HEELS.

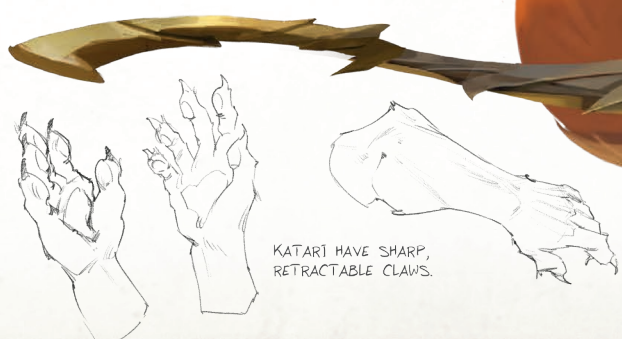
KATARI ALWAYS HAVE FELINE EARS, EVEN WHEN THEY ARE VERY HUMANOID IN APPEARANCE



ALL KATARI HAVE VERTICAL SLIT PUPILS.



ADULT KATARI



KATARI HAVE SHARP, RETRACTABLE CLAWS.



ORC

Orcs are humanoids most easily recognized by their square features and boar-like tusks that protrude from their lower jaw. Tusks come in various sizes, and though they extend from the mouth, they aren't used for consuming food. Instead, many orcs choose to decorate their tusks with significant ornamentation. Orcs typically live for 125 years, and unless altered, their tusks continue to grow throughout the course of their lives. Their ears are pointed, and their hair and skin typically have green, blue, pink, or gray tones. Orcs tend toward a muscular build, and their average height ranges from 5 feet to 6 ½ feet.

ANCESTRY FEATURES

Sturdy: When you have 1 Hit Point remaining, attacks against you have disadvantage.

Tusks: When you succeed on an attack against a target within Melee range, you can **spend a Hope** to gore the target with your tusks, dealing an extra **1d6** damage.

ORCS CAN HAVE A WIDE RANGE OF NATURAL HAIR GROWTH, FROM NO HAIR TO THICK HAIR COVERING MOST OF THEIR BODY.



SKIN TONES

ORC SKIN TONES CAN RANGE FROM COOLER SHADES OF GREENS AND BLUES TO WARMER SHADES OF PINKS AND GRAYS.



TUSKS AND SIGNIFICANCE

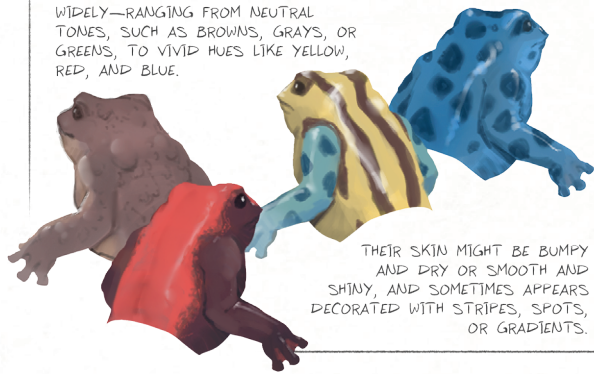
AN ORCS' TUSKS TEND TO BE FAIRLY PROMINENT AND CAN GROW IN A VARIETY OF WAYS DEPENDING ON THE INDIVIDUAL AND PARENTAGE. THEY CAN BE CARVED OR ORNAMENTED.



RIBBET

Ribbets resemble anthropomorphic frogs with protruding eyes and webbed hands and feet. They have smooth (though sometimes warty) moist skin and eyes positioned on either side of their head. Some ribbets have hind legs more than twice the length of their torso, while others have short limbs. No matter their size (which ranges from about 3 feet to 4 ½ feet), ribbets primarily move by hopping. All ribbets have webbed appendages, allowing them to swim with ease. Some ribbets possess a natural green-and-brown camouflage, while others are vibrantly colored with bold patterns. No matter their appearance, all ribbets are born from eggs laid in the water, hatch into tadpoles, and after about 6 to 7 years, grow into amphibians that can move around on land. Ribbets live for approximately 100 years.

A RIBBET'S SKIN CAN VARY WIDELY—RANGING FROM NEUTRAL TONES, SUCH AS BROWNS, GRAYS, OR GREENS, TO VIVID HUES LIKE YELLOW, RED, AND BLUE.



THEIR SKIN MIGHT BE BUMPY AND DRY OR SMOOTH AND SHINY, AND SOMETIMES APPEARS DECORATED WITH STRIPES, SPOTS, OR GRADIENTS.

EACH RIBBET HAS A UNIQUE COLORATION AND PATTERN COMBINATION, WITH SOME RESEMBLANCE TO THEIR PARENTS.



SOME RIBBETS HAVE WEBBED DIGITS AND STICKY PADS ON THEIR FINGERS AND TOES.

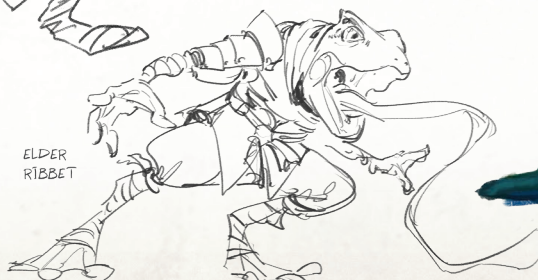
ADULT RIBBET



YOUNG RIBBET



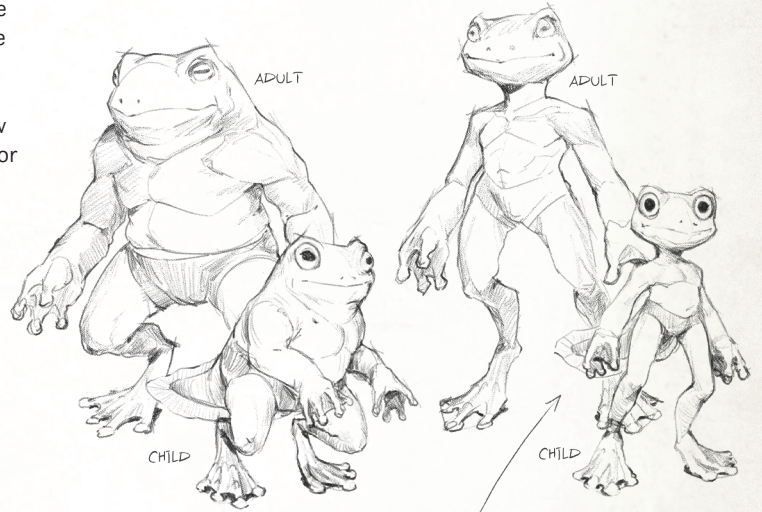
ELDER RIBBET



ANCESTRY FEATURES

Amphibious: You can breathe and move naturally underwater.

Long Tongue: You can use your long tongue to grab onto things within Close range. **Mark a Stress** to use your tongue as a Finesse Close weapon that deals **d12** physical damage using your Proficiency.

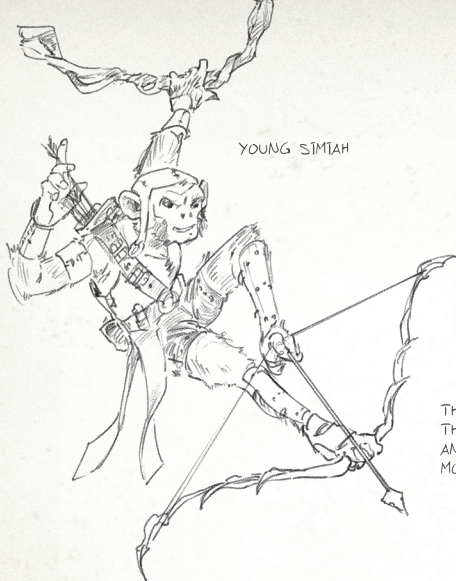


YOUNG RIBBETS HAVE SHORT TAILS THAT SHRINK AS THEY MATURE, AS WELL AS PROPORTIONATELY LARGE EYES, HANDS, AND FEET.



RIBBETS OFTEN MOVE AROUND BY HOPPING INSTEAD OF WALKING.





YOUNG SIMIAH

THEY ARE WELL KNOWN FOR THEIR CLIMBING ABILITY AND DEXTEROUS MOVEMENT.



ELDER SIMIAH



ADULT SIMIAH

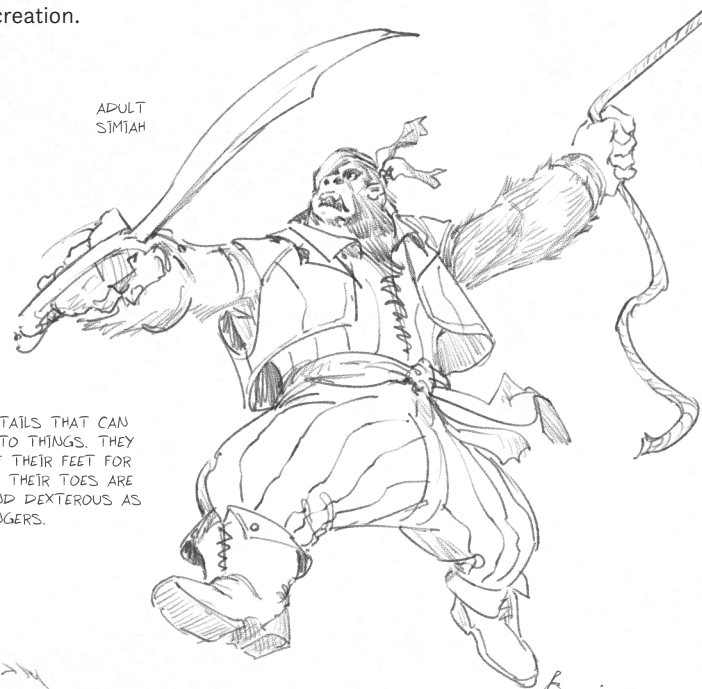
SIMIAH

Simiah resemble anthropomorphic monkeys and apes with long limbs and prehensile feet. While their appearance reflects all simian creatures, from the largest gorilla to the smallest marmoset, their size does not align with their animal counterparts, and they can be anywhere from 2 to 6 feet tall. All simiah can use their dexterous feet for nonverbal communication, work, and combat. Additionally, some also have prehensile tails that can grasp objects or help with balance during difficult maneuvers. These traits grant members of this ancestry unique agility that aids them in a variety of physical tasks. In particular, simiah are skilled climbers and can easily transition from bipedal movement to knuckle-walking and climbing, and back again. On average, simiah live for about 100 years.

ANCESTRY FEATURES

Natural Climber: You have advantage on Agility Rolls that involve balancing and climbing.

Nimble: Gain a permanent +1 bonus to your Evasion at character creation.



ADULT SIMIAH

SOME SIMIAH HAVE TAILS THAT CAN HELP THEM HOLD ONTO THINGS. THEY OFTEN MAKE USE OF THEIR FEET FOR VARIOUS TASKS, AS THEIR TOES ARE JUST AS STRONG AND DEXTEROUS AS THEIR FINGERS.



ADULT SIMIAH



ELDER SIMIAH

MIXED ANCESTRY

Families within the world of Daggerheart are as unique as the peoples and cultures that inhabit it. Anyone's appearance and skill set can be shaped by blood, magic, proximity, or a variety of other factors.

If you decide that your character is a descendant of multiple ancestries and you want to mechanically represent that in the game, use the steps below:

■ STEP 1: DETERMINE ANCESTRY COMBINATION

When you choose an ancestry at character creation, write down how your character identifies themselves in the Heritage section of your character sheet. For example, your ancestry could be "goblin-orc," or just "goblin" (with orc in their lineage), or a name you choose, like "toothling."

■ STEP 2: CHOOSE ANCESTRY FEATURES

Work with your GM to choose two features from the ancestries in your character's lineage.

You must choose the first feature from one ancestry and the second from another. Write both down on a notecard you can keep with your other cards or next to your character sheet. For example, if you are making a goblin-orc, you might take the "Surefooted" and "Tusks" features or the "Sturdy" and "Danger Sense" features. You can't take both the "Surefooted" and "Sturdy" features.

If your character's heritage includes more than two ancestries, you only choose features from two. You can represent additional ancestries through their appearance or backstory.

INFERNIS-RIBBET
"HORNED TOAD"



FUNGRIL-GALAPA
"SHROOMSHELL"

FAERIE-SIMIAH
"FLITTERIN"



COMMUNITY

Communities represent the culture or environment your character grew up in. Though a character might have been a member of numerous communities during their upbringing, this choice represents the one they feel had the most influence over their personality and current skill set.

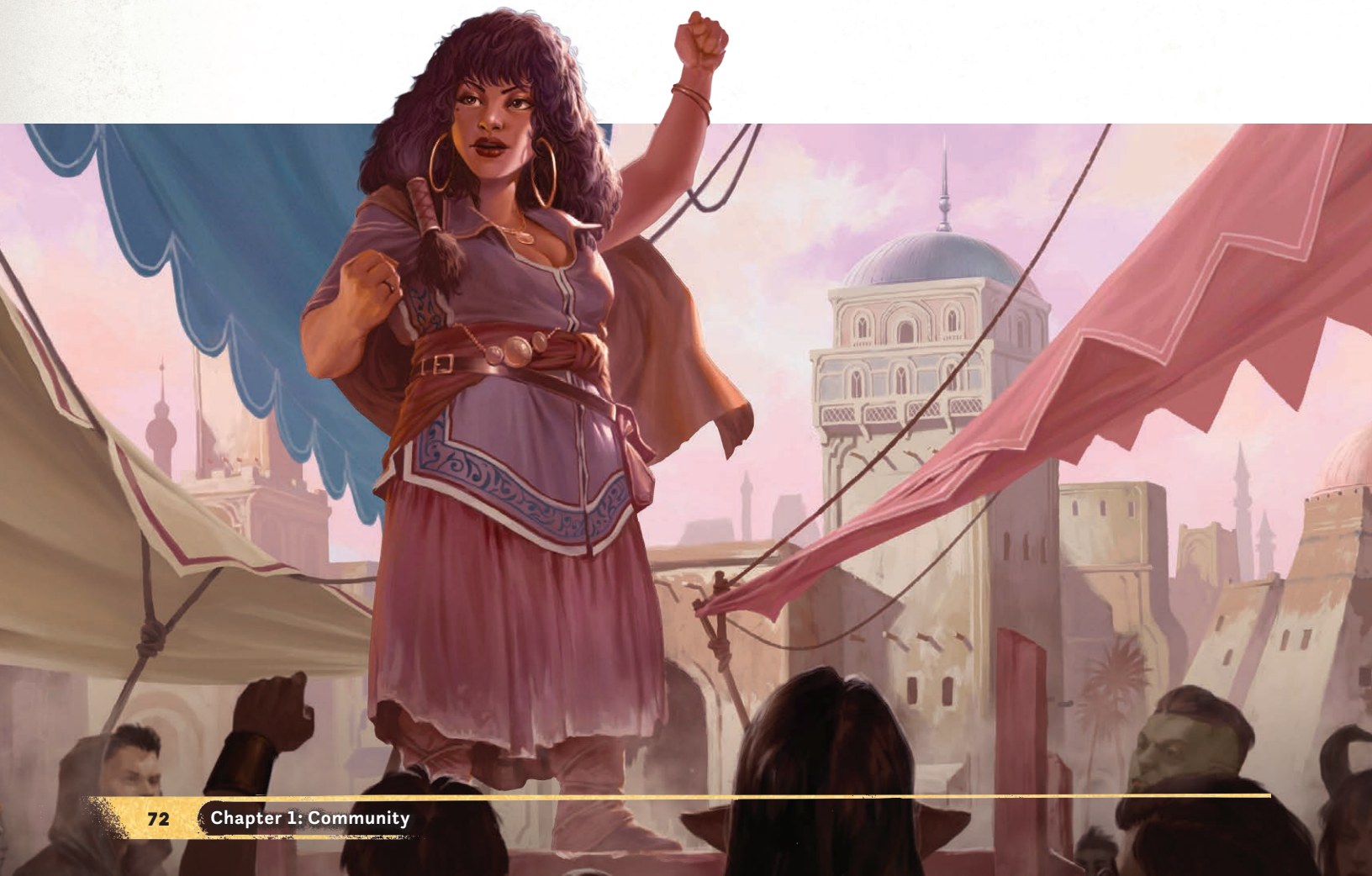
As with ancestries, describing the characteristics of a collective is nuanced, as people always view others through the lens of their own experience. For example, while a seaborne sailor might feel their own community is particularly strict, a character from an orderborne metropolis might find that group very changeable. An individual's relationship with their community also creates a wide variety of experiences. If your character has fallen out with the people that defined their upbringing, they might continue to carry that influence but also strive to live differently than they were taught.

As you explore the communities in this section, imagine the variety of ways they might manifest in your game. Some community cards reference locations, others an ethos, and others a common goal, but no two places that fall under the same category are identical. If one wanderborne caravan travels the world willingly and another was expelled from their home by force, each community's material trappings and their people's feelings about their lifestyle would be very different.

When you build your character, you can draw inspiration from communities other than the one you've chosen. As always, this aspect of the game is meant to be utilized in the way that best serves your group.

Each community has a **community feature** granted to your character by their community that can be utilized in play.

Tip: Each community entry suggests six adjectives that you can use as inspiration when crafting a character. If you'd like, choose one or more of these words (or roll a d6) to help develop your character's personality, their relationship with their upbringing or peers, or even the demeanor with which they interact with the rest of their party.





HIGHBORNE

Being part of a highborne community means you're accustomed to a life of elegance, opulence, and prestige within the upper echelons of society. Traditionally, members of a highborne community possess incredible material wealth. While this can take a variety of forms depending on the community—including gold and other minerals, land, or controlling the means of production—this status always comes with power and influence. Highborne place great value on titles and possessions, and there is little social mobility within their ranks. Members of a highborne community often control the political and economic status of the areas in which they live due to their ability to influence people and the economy with their substantial wealth. The health and safety of the less affluent people who live in these locations often hinges on the ability of this highborne ruling class to prioritize the well-being of their subjects over profit.

Highborne are often amiable, candid, conniving, enterprising, ostentatious, and unflappable.

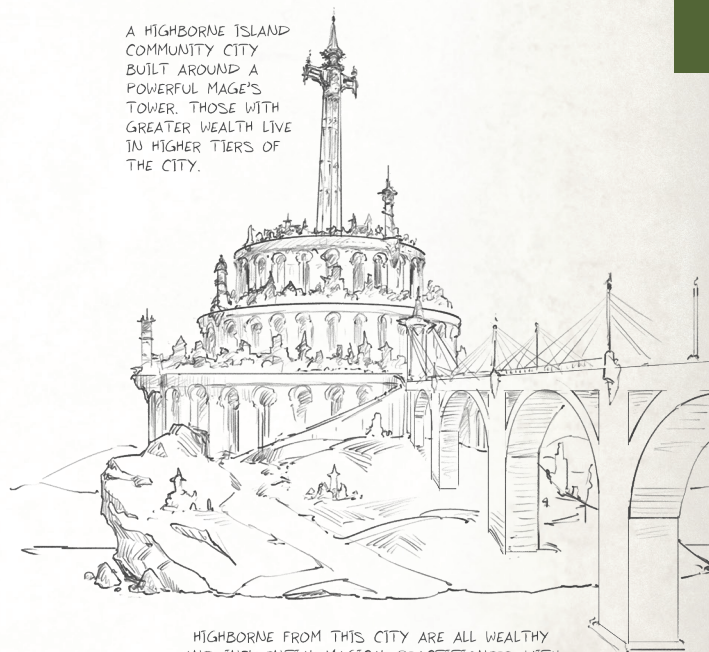
■ COMMUNITY FEATURE

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



ROYAL BALLS AND EXTRAVAGANT PARTIES ARE A REGULAR FIXTURE IN HIGHBORNE COMMUNITIES. THEY OFFER AN EXCELLENT AVENUE TO RUB ELBOWS WITH OTHER MEMBERS OF HIGH SOCIETY.

A HIGHBORNE ISLAND COMMUNITY CITY BUILT AROUND A POWERFUL MAGE'S TOWER. THOSE WITH GREATER WEALTH LIVE IN HIGHER TIERS OF THE CITY.

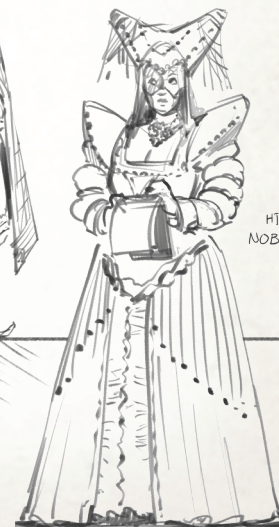


HIGHBORNE FROM THIS CITY ARE ALL WEALTHY AND INFLUENTIAL MAGICAL PRACTITIONERS WITH GOLD AND TITLES GRANTED BY THE GRAND MAGE.

HIGHBORNE NOBLEMAN



HIGHBORNE NOBLEWOMAN





SOME LOREBORNE COMMUNITIES ARE SMALL ENCLAVES OF SCHOLARS THAT SHARE A FIELD OF STUDY.

ALCHEMICAL GUILDS CAN EARN GOLD BY SELLING POTIONS TO NEIGHBORS AND PASSERSBY.

LOREBORNE

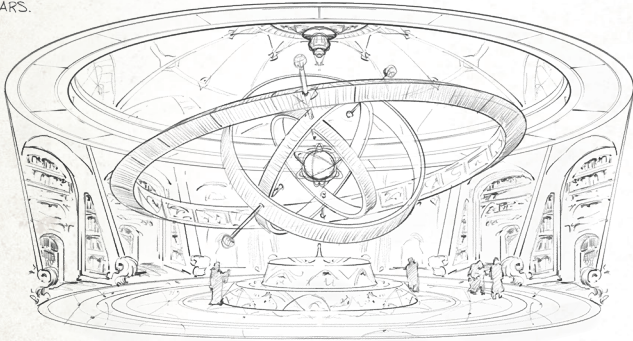
Being part of a loreborne community means you're from a society that favors strong academic or political prowess. Loreborne communities highly value knowledge, frequently in the form of historical preservation, political advancement, scientific study, skill development, or lore and mythology compilation. Most members of these communities research in institutions built in bastions of civilization, while some eclectic few thrive in gathering information from the natural world. Some may be isolationists, operating in smaller enclaves, schools, or guilds and following their own unique ethos. Others still wield their knowledge on a larger scale, making deft political maneuvers across governmental landscapes.

Loreborne are often direct, eloquent, inquisitive, patient, rhapsodic, and witty.

■ COMMUNITY FEATURE

Well-Read: You have advantage on rolls that involve the history, culture, or politics of a prominent person or place.

AN ORRERY THAT TRACKS THE MOVEMENT OF THE STARS.



FIELDS OF STUDY

THOSE WHO BELONG TO A LOREBORNE COMMUNITY OFTEN HAVE A DEDICATED FIELD OF STUDY. THEY CULTIVATE SPACES THAT ALLOW THEM TO ACQUIRE NEW INFORMATION AND PRESERVE IT OVER THE CENTURIES.

LIBRARIES PLAY AN IMPORTANT PART IN MANY LOREBORNE COMMUNITIES, SERVING BOTH AS VALUABLE SOURCES OF ANCIENT INFORMATION AS WELL AS REPOSITORIES FOR RECENT DISCOVERIES.



ORDERBORNE

Being part of an orderborne community means you're from a collective that focuses on discipline or faith, and you uphold a set of principles that reflect your experience there. Orderborne are frequently some of the most powerful among the surrounding communities.

By aligning the members of their society around a common value or goal, such as a god, doctrine, ethos, or even a shared business or trade, the ruling bodies of these enclaves are able to mobilize larger populations with less effort.

While orderborne communities take a variety of forms—some even profoundly pacifistic—perhaps the most feared are those that structure themselves around military prowess. In such a case, it's not uncommon for orderborne to provide soldiers for hire to other cities or countries.

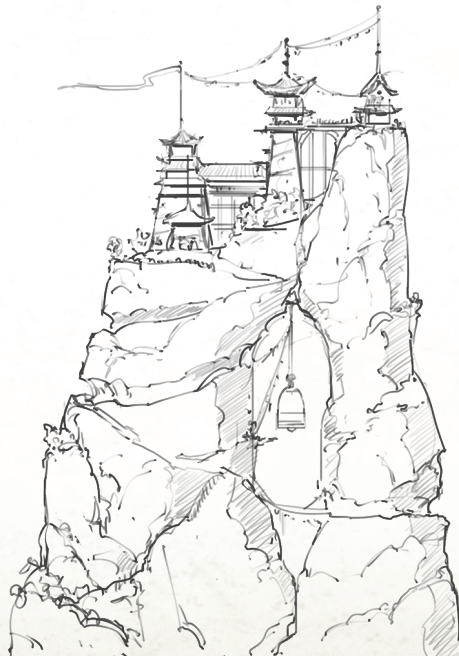
Orderborne are often ambitious, benevolent, pensive, prudent, sardonic, and stoic.

COMMUNITY FEATURE

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

ISOLATIONIST

SOME DEVOUT ORDERBORNE COMMUNITIES ARE BUILT ISOLATED HIGH IN THE MOUNTAINS.



A HUGE GATED CITY PROTECTS FERTILE FARMLAND FROM INVADING ARMIES. ALL CITIZENS THAT LIVE WITHIN THE WALLS ARE CONSCRIPTED INTO SERVICE FROM THE MOMENT THEY'RE BORN AND GIVEN TASKS THEY MUST PERFORM AS SOON AS THEY'RE STRONG ENOUGH TO CARRY A BUCKET OF WATER.



ORDERBORNE COMMUNITIES WITH STRONG MILITARIES OFTEN MAKE AND UTILIZE SPECIALIZED WEAPONS AND ARMOR.





RIDGEBORNE

Being part of a ridgeborne community means you've called the rocky peaks and sharp cliffs of the mountainside home. Those who've lived in the mountains often consider themselves harder than most because they've thrived among the most dangerous terrain many continents have to offer. These groups are adept at adaptation, developing unique technologies and equipment to move both people and products across difficult terrain. As such, ridgeborne grow up scrambling and climbing, making them sturdy and strong-willed. Ridgeborne localities appear in a variety of forms—some cities carve out entire cliff faces, others construct castles of stone, and still more live in small homes on windblown peaks. Outside forces often struggle to attack ridgeborne groups, as the small militias and large military forces of the mountains are adept at utilizing their high-ground advantage.

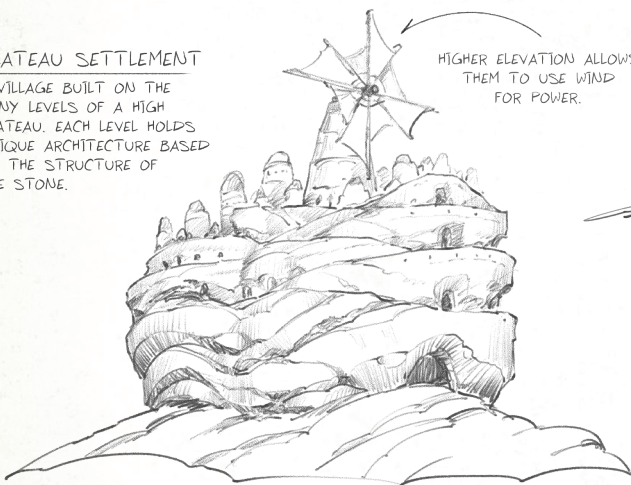
Ridgeborne are often bold, hardy, indomitable, loyal, reserved, and stubborn.

COMMUNITY FEATURE

Steady: You have advantage on rolls to traverse dangerous cliffs and ledges, navigate harsh environments, and use your survival knowledge.

PLATEAU SETTLEMENT

A VILLAGE BUILT ON THE MANY LEVELS OF A HIGH PLATEAU. EACH LEVEL HOLDS UNIQUE ARCHITECTURE BASED ON THE STRUCTURE OF THE STONE.

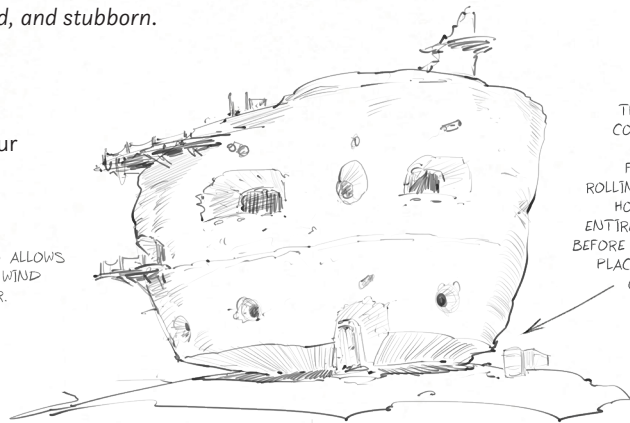


HIGHER ELEVATION ALLOWS THEM TO USE WIND FOR POWER.

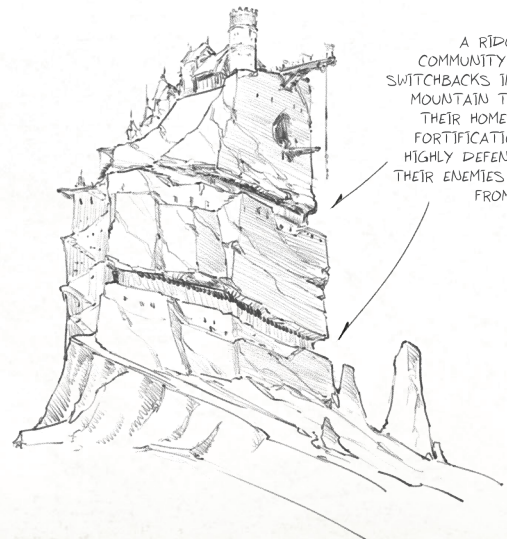
A MASSIVE FOSSIL EXPOSED BOTH BY EROSION AND BY THE WORK OF A RIDGEBORNE COMMUNITY CARVING HOMES INTO THE CANYON WALLS.



THE BONES OF AN ANCIENT DRAGON, SACRED TO THE INHABITANTS OF THE CITY.



THIS RIDGEBORNE COMMUNITY HAS A MYTH ABOUT A FORGOTTEN GOD ROLLING THEIR STONE HOME ACROSS THE ENTIRE MORTAL REALM BEFORE IT WAS FINALLY PLACED AT THE TOP OF A MOUNTAIN.



A RIDGEBORNE COMMUNITY CARVED SWITCHBACKS INTO THE MOUNTAIN TO BUILD THEIR HOMES. THEIR FORTIFICATIONS ARE HIGHLY DEFENSIBLE IF THEIR ENEMIES ATTACK FROM BELOW.

MEMBERS OF SEABORNE COMMUNITIES MAY UTILIZE WATER IN THEIR MAGICAL PRACTICE, CARRYING IT WITH THEM WHEN THEY TRAVEL TO DRY CLIMATES.



LIFE ON DECK

SOME SEABORNE COMMUNITIES ARE BUILT ON MASSIVE SHIPS. THIS VESSEL TRAVELS THE SAME ROUTE EVERY YEAR. TRAVELERS CAN JOIN THE COMMUNITY FOR MONTHS AT A TIME, DISEMBARKING AND REJOINING WHEN THE SHIP COMES BACK THE FOLLOWING YEAR.



SOME SEABORNE MERCANTILE, GODDS FROM ACI REALM WHI

MEMBERS OF SEABORNE COMMUNITIES MIGHT ADORN THEIR HAIR WITH CORAL OR SHELLS THAT WASH UP ON THE BEACH.



SEABORNE

Being part of a seaborne community means you lived on or near a large body of water. Seaborne communities are built, both physically and culturally, around the specific waters they call home. Some of these groups live along the shore, constructing ports for locals and travelers alike. These harbors function as centers of commerce, tourist attractions, or even just a safe place to lay down one's head after weeks of travel. Other seaborne live on the water in small boats or large ships, with the idea of "home" comprising a ship and its crew, rather than any one landmass. No matter their exact location, seaborne communities are closely tied to the ocean tides and the creatures who inhabit them. Seaborne learn to fish at a young age, and train from birth to hold their breath and swim in even the most tumultuous waters. Individuals from these groups are highly sought after for their sailing skills, and many become captains of vessels, whether within their own community, working for another, or even at the helm of a powerful naval operation.

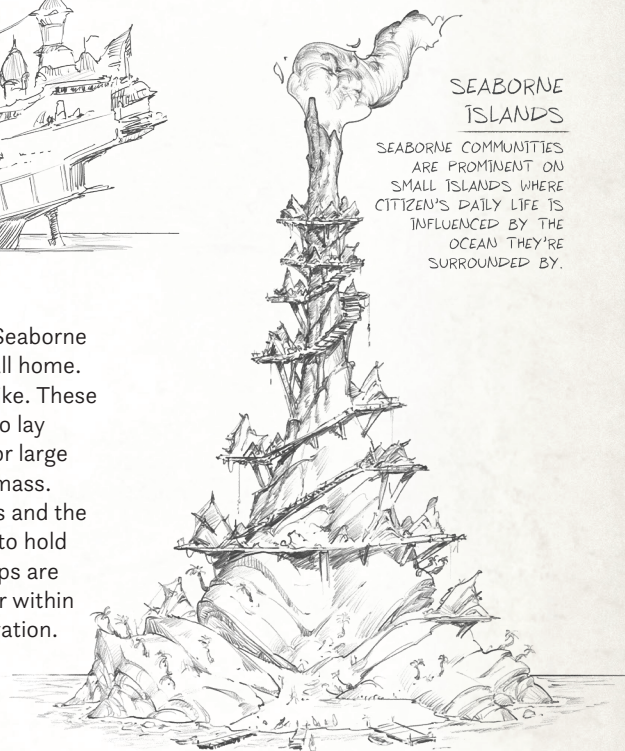
Seaborne are often candid, cooperative, exuberant, fierce, resolute, and weathered.

COMMUNITY FEATURE

Know the Tide: You can sense the ebb and flow of life. When you roll with Fear, place a token on your community card. You can hold a number of tokens equal to your level. Before you make an action roll, you can spend any number of these tokens to gain a +1 bonus to the roll for each token spent. At the end of each session, clear all unspent tokens.

SEABORNE ISLANDS

SEABORNE COMMUNITIES ARE PROMINENT ON SMALL ISLANDS WHERE CITIZEN'S DAILY LIFE IS INFLUENCED BY THE OCEAN THEY'RE SURROUNDED BY.





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. Members of slyborne communities are brought together by their disreputable goals and their clever means of achieving them. Many people in these communities have an array of unscrupulous skills: forging, thievery, smuggling, and violence. People of any social class can be slyborne, from those who have garnered vast wealth and influence to those without a coin to their name. To the outside eye, slyborne might appear to be ruffians with no loyalty, but these communities possess some of the strictest codes of honor which, when broken, can result in a terrifying end for the transgressor.

Slyborne are often calculating, clever, formidable, perceptive, shrewd, and tenacious.

COMMUNITY FEATURE

Scoundrel: You have advantage on rolls to negotiate with criminals, detect lies, or find a safe place to hide.



SLY FIVE

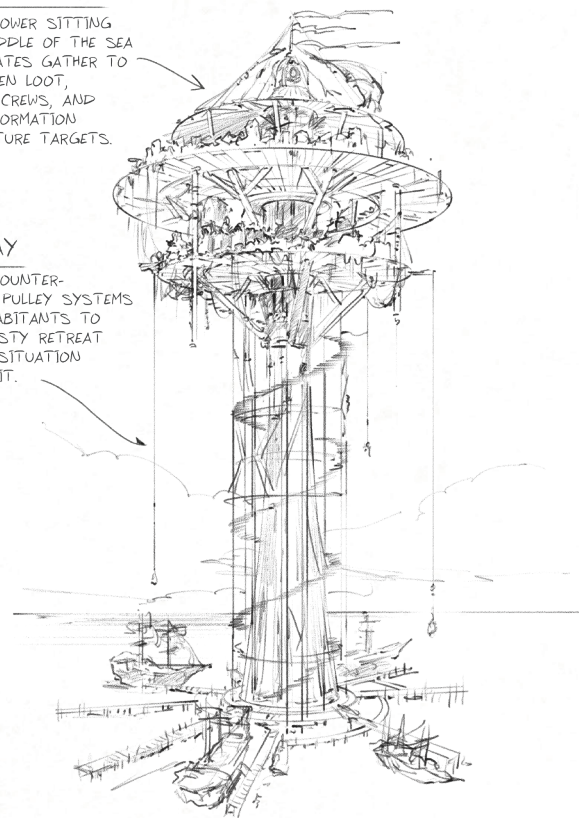
A CARD GAME THAT REQUIRES DECEPTION AND SKILL. CHEATING ISN'T AGAINST THE RULES, BUT THOSE WHO ARE CAUGHT WILL HAVE A FINGER REMOVED—THE DEALER CHOOSES WHICH ONE.

PIRATE TOWER

A LARGE TOWER SITTING IN THE MIDDLE OF THE SEA WHERE PIRATES GATHER TO SELL STOLEN LOOT, ASSEMBLE CREWS, AND TRADE INFORMATION ABOUT FUTURE TARGETS.

QUICK GETAWAY

COMPLEX COUNTER-BALANCED PULLEY SYSTEMS ALLOW INHABITANTS TO MAKE A HASTY RETREAT WHEN THE SITUATION REQUIRES IT.



GAMBLING IS A COMMON PASTIME IN MANY SLYBORNE COMMUNITIES. GAMES MAY HAVE MORE THAN MONEY ON THE LINE: MAGICAL ITEMS, INFORMATION, AND EVEN AN INDIVIDUAL'S MEMORIES CAN BE GAMBLED AWAY.



SLYBORNE MARKETS ALLOW CRIMINALS TO FENCE STOLEN ITEMS, BUY AND SELL CONTRABAND, AND GATHER ILLICIT INFORMATION.

CAVE SPIDER SILK CAN BE USED INSTEAD OF ROPE TO SUSPEND THESE UNDERBORNE HOMES, AS IT'S PARTICULARLY STRONG AND LIGHTWEIGHT.

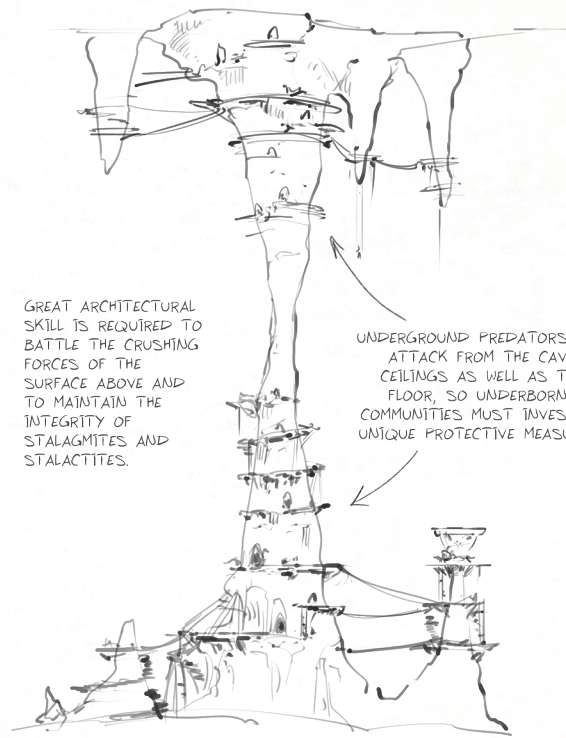
UNDERBORNE

Being part of an underborne community means you're from a subterranean society. Many underborne live right beneath the cities and villages of other collectives, while some live much deeper. These communities range from small family groups in burrows to massive metropolises in caverns of stone. In many locales, underborne are recognized for their incredible boldness and skill that enable great feats of architecture and engineering. Underborne are regularly hired for their bravery, as even the least daring among them has likely encountered formidable belowground beasts, and learning to dispatch such creatures is common practice amongst these societies. Because of the dangers of their environment, many underborne communities develop unique nonverbal languages that prove equally useful on the surface.

Underborne are often composed, elusive, indomitable, innovative, resourceful, and unpretentious.

COMMUNITY FEATURE

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



GREAT ARCHITECTURAL SKILL IS REQUIRED TO BATTLE THE CRUSHING FORCES OF THE SURFACE ABOVE AND TO MAINTAIN THE INTEGRITY OF STALAGMITES AND STALACTITES.

UNDERGROUND PREDATORS CAN ATTACK FROM THE CAVE CEILINGS AS WELL AS THE FLOOR, SO UNDERBORNE COMMUNITIES MUST INVEST IN UNIQUE PROTECTIVE MEASURES.



CHISELED FROM A MASSIVE CRYSTAL, THIS HOLLOWED-OUT HOME IS STRUCTURED LIKE ANY TOWER FOUND ABOVEGROUND.

JUST BENEATH

SOME UNDERBORNE COMMUNITIES LIVE JUST BENEATH THE SURFACE, ALLOWING THEM TO MOVE BENEATH THE UPPER WORLD UNDETECTED.



ABOVEGROUND ENTRANCE



SUSPENDED CITIES

AN UNDERBORNE COMMUNITY SUSPENDED FROM THE ROOF OF A CAVE TO PROTECT CITIZENS FROM SUBTERRANEAN THREATS.



WANDERBORNE

Being part of a wanderborne community means you've lived as a nomad, forgoing a permanent home and experiencing a wide variety of cultures. Unlike many communities that are defined by their locale, wanderborne are defined by their traveling lifestyle. Because of their frequent migration, wanderborne put less value on the accumulation of material possessions in favor of acquiring information, skills, and connections. While some wanderborne are allied by a common ethos, such as a religion or a set of political or economic values, others come together after shared tragedy, such as the loss of their home or land. No matter the reason, the dangers posed by life on the road and the choice to continue down that road together mean that wanderborne are known for their unwavering loyalty.

Wanderborne are often inscrutable, magnanimous, mirthful, reliable, savvy, and unorthodox.

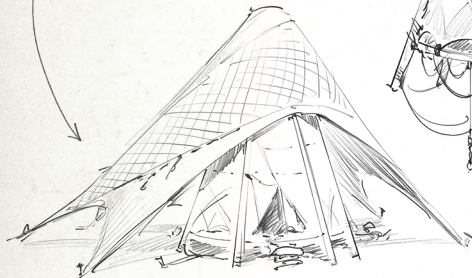
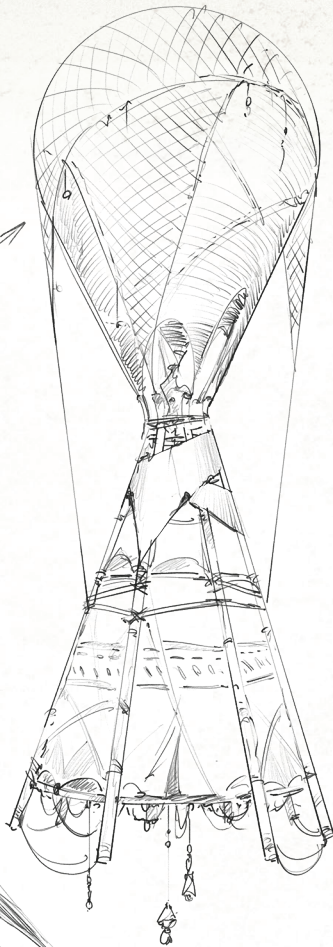
COMMUNITY FEATURE

Nomadic Pack: Add a Nomadic Pack to your inventory. Once per session, you can **spend a Hope** to reach into this pack and pull out a mundane item that's useful to your situation. Work with the GM to figure out what item you take out.

MEMBERS OF THIS WANDERBORNE COMMUNITY LIVE IN TENTS THAT CAN FLOAT IN THE AIR WITH THE HELP OF LARGE BALLOONS MADE OF SPECIALLY TREATED, WEATHER-RESISTANT HIDES.

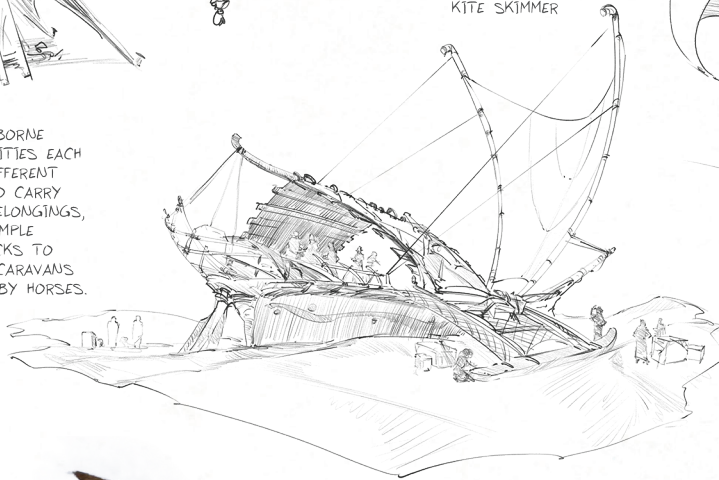
THESE WANDERBORNE CARRY FEW BELONGINGS WITH THEM BUT CAN QUICKLY TRAVEL A DISTANCE THAT WOULD NORMALLY TAKE A DAY OR MORE BY FOOT.

WHEN THEY LAND, THE HOT AIR BALLOON CAN BE USED TO PROTECT THEIR TENTS FROM HARSH WEATHER. IF THEY NEED TO, THIS COMMUNITY CAN MAKE A QUICK GETAWAY FROM DANGEROUS SITUATIONS.

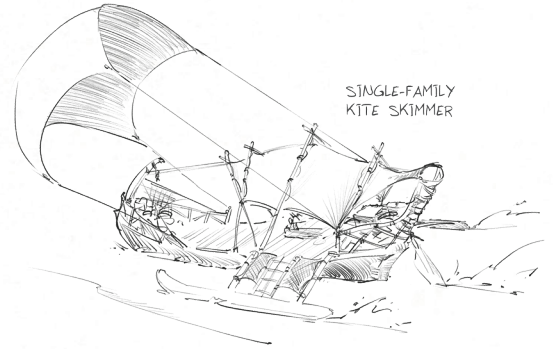


WANDERBORNE COMMUNITIES EACH HAVE DIFFERENT WAYS TO CARRY THEIR BELONGINGS, FROM SIMPLE BACKPACKS TO ENTIRE CARAVANS PULLED BY HORSES.

MULTI-FAMILY KITE SKIMMER



SINGLE-FAMILY KITE SKIMMER



KITE SKIMMERS ARE SPECIALIZED MOBILE HOMES FOR WANDERBORNE GROUPS WHO LIVE IN THE DESERT, WHERE THE GROUND CAN BE TOO LOOSE TO WALK ON FOR LONG DISTANCES.

THE KITES AND SAILS CAN BE LOWERED WHEN THE COMMUNITY ISN'T TRAVELING. THEY ARE USED AS SHADE STRUCTURES DURING THE HEAT OF THE DAY.





WILDBORNE

Being part of a wildborne community means you lived deep within the forest. Wildborne communities are defined by their dedication to the conservation of their homelands, and many have strong religious or cultural ties to the fauna they live among. This results in unique architectural and technological advancements that favor sustainability over short-term, high-yield results. It is a hallmark of wildborne societies to integrate their villages and cities with the natural environment and avoid disturbing the lives of the plants and animals. While some construct their lodgings high in the branches of trees, others establish their homes on the ground beneath the forest canopy. It's not uncommon for wildborne to remain reclusive and hidden within their woodland homes.

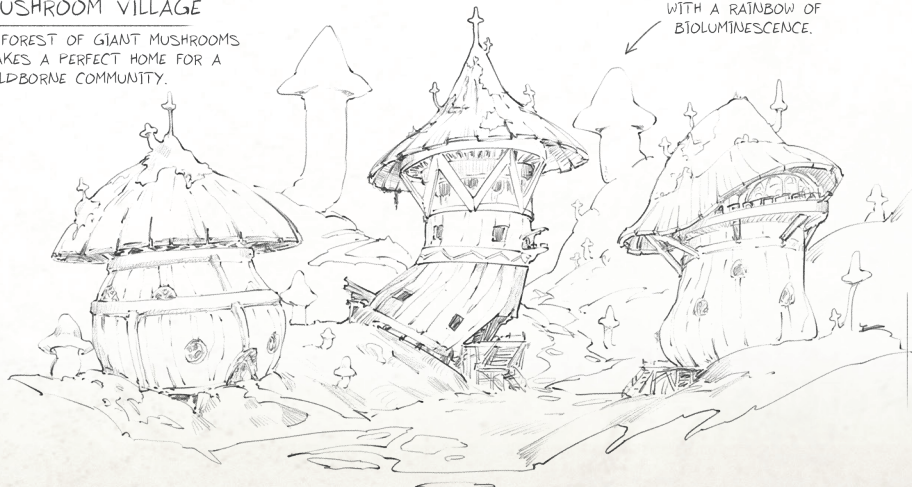
Wildborne are often hardy, loyal, nurturing, reclusive, sagacious, and vibrant.

■ COMMUNITY FEATURE

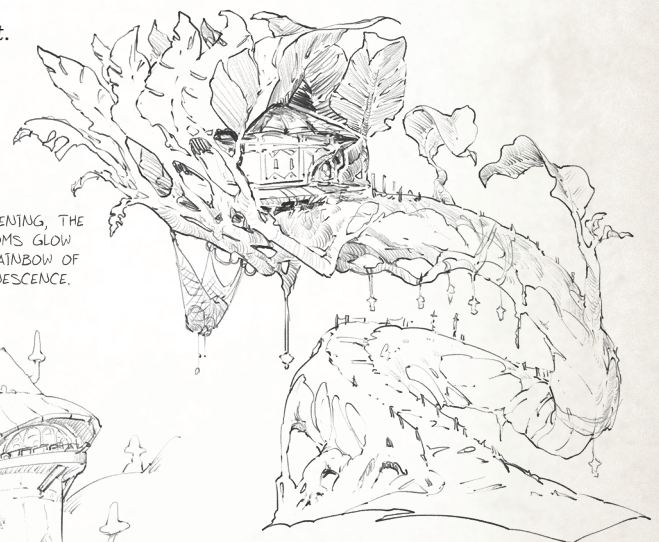
Lightfoot: Your movement is naturally silent. You have advantage on rolls to move without being heard.

MUSHROOM VILLAGE

A FOREST OF GIANT MUSHROOMS MAKES A PERFECT HOME FOR A WILDBORNE COMMUNITY.



IN THE EVENING, THE MUSHROOMS GLOW WITH A RAINBOW OF BIOLUMINESCENCE.



SYMBIOTIC RELATIONSHIP

MANY WILDBORNE COMMUNITIES PAY PARTICULAR ATTENTION TO THE HEALTH OF THE TREES THEY LIVE IN AND AROUND. IN ADDITION TO USING THESE TREES FOR FOOD AND SHELTER, THE COMMUNITY ALSO CARES FOR THEM THROUGH MAGICAL AND NONMAGICAL MEANS.

ADDITIONAL PLAYER GUIDANCE

This section provides guidance for playing disabled characters in Daggerheart.

ADJUSTING ABILITIES AND SPELLS

Some abilities and spells in Daggerheart designate the use of particular assets and senses, including sight, sound, touch, and movement. Like players, characters can be blind, deaf, or mute, have disabilities or limb differences, or possess any number of unique qualities that occur among individuals.

Just as there is no set style for weapons combat, there is no set style of spellcasting within Daggerheart. No spell requires specific language or motions. For example, sign language is equally viable for a Wordsmith bard as anything spoken aloud.

If instructions in the game aren't a good fit for your character's abilities (such as a blind PC's spell affecting "a target you can see"), work with your GM to adjust the requirements of that effect. For example, you might choose to make one of the following adjustments to the rules or campaign:

- Utilize another sense ("a target you can hear")
- Specify the mechanical range ("within Close range")
- Add narrative character details (the PC uses an aid or magical means to perceive the target)
- Address it through worldbuilding (the Mortal Realm is accessible for disabled characters)

Supporting the enjoyment of everyone at the table means modifying the spells, abilities, and other aspects of Daggerheart as you see fit. We invite you to adjust the flavor of cards based on the lines and veils established by the group (see the "Session Zero and Safety Tools" section on page 169). For example, a player might want their druid to use the Conjure Swarm spell, but either they or another player feel uncomfortable with bugs. In that case, they could conjure other objects such as flower petals, small birds, or even a specific bug (such as a butterfly) that everyone is comfortable with. All players, including the GM, should abide by the customizations made to accommodate one another.



PLAYING DISABILITY WITH PURPOSE AND RESPECT

By Rue Dickey

Portraying lived experiences—such as disability—other than your own is a powerful way to broaden your perspective when done with respect. Equality, disability, accessibility, and accommodations are a meaningful part of fantasy worldbuilding. For players interested in exploring these elements at the table, it's important to take care to avoid stereotypes and learn from disabled people themselves.

■ DISABLED IDENTITY

Like other marginalizations—such as race, gender, and sexuality—disability is just as much an identity as a state of being. When playing a disabled character, it's important to remember that disabilities are a part of people, not a mask they can take off. Different individuals have different experiences with their disability, such as how long they've been disabled, how society has treated them because of it, and how accommodations for their disability are handled. All of these elements are important to consider when building a disabled character, NPC, or fantasy world with accommodations.

Disability is a broad category, and some are more visible—both literally and metaphorically—than others. Some disabilities commonly touched on and explored at the table include limb difference, low mobility and mobility aids, low vision, hearing loss, neurodivergence, and mental illness. Mobility aids and prosthetics are most commonly included in disabled representation, but it is also important to remember that there are countless “invisible” disabilities, such as chronic illnesses, chronic pain, genetic disorders, and autoimmune conditions. Neurodivergence—a blanket term that covers autism, ADHD, learning or cognitive disabilities, PTSD, and more—and mental illness can also sometimes be considered invisible disabilities. When building an inclusive world, it is important to consider disabled people from all walks of life, not just those who are most visible.

■ MOBILITY AIDS, PROSTHETICS, AND ACCESSIBILITY TOOLS IN FANTASY

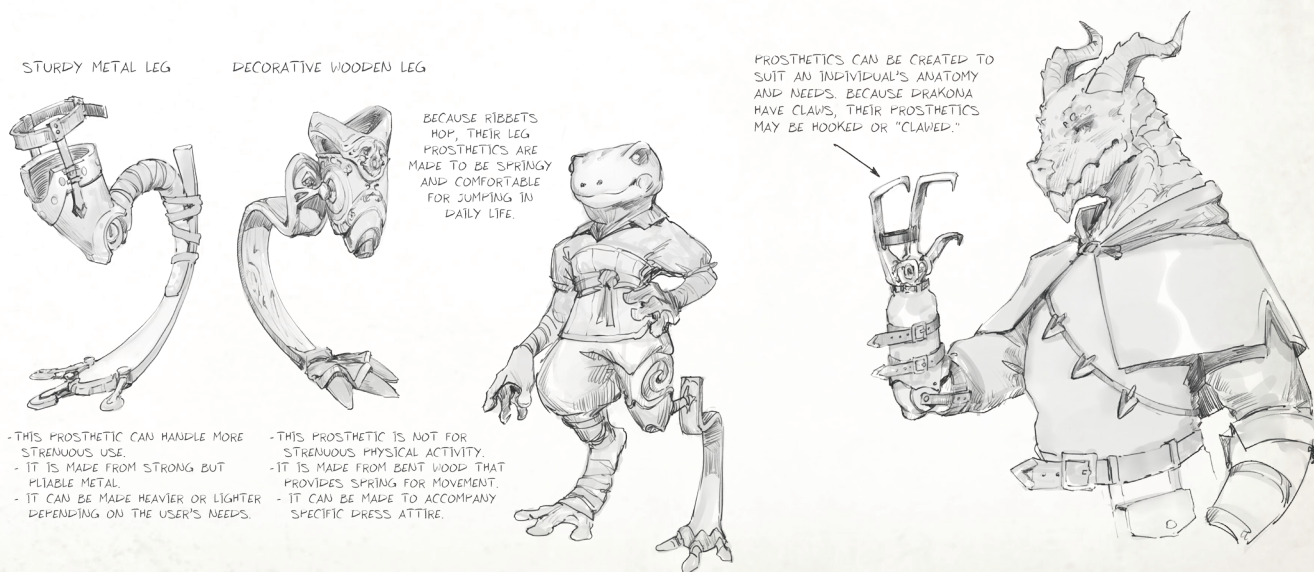
A key aspect of playing and including disabled characters in your narratives is ensuring that accessibility tools are a part of the setting. “Accessibility tools” is a broad category for anything that makes the world more navigable for a disabled person, from glasses and hearing aids to prosthetics, wheelchairs, canes, and more.

These mobility aids and accessibility tools can take inspiration from real life, using modern technology or historical reference. People have invented new ways to help disabled people access the world for thousands of years. But you should also feel empowered to get fun and fantastical with it—maybe a prosthetic grown from plants and vines, or a wheelchair that floats using magic better align with your PC or the campaign. If you'd like to implement a mobility aid mechanically, see the “Combat Wheelchair” section on page 122.

■ TELLING DISABLED STORIES

When playing a disabled character, or when including disabled characters as central elements in the plot, it's important to know what sort of story you're telling. Is the adventurer's disability a central element of their character? Is it part of their backstory or something they gained as part of their adventures? How do they engage with that part of their identity—are they proud of their disability, coming to terms with it, or looking for new coping strategies? All of these stories are valid explorations and will have different implications and directions for your character's journey throughout the narrative. Some players will want mechanical involvement for their disabilities, while others will want more narrative flavor without the mechanical aspects.

Above all, make sure to collaborate on the worlds you build, the characters you create, and the stories you tell. Be open to adjustment and change, and take care of yourself and your fellow players. The game will be safer, richer, and more fun if everyone has a seat at the table.



PLAYING A BLIND OR VISUALLY IMPAIRED CHARACTER

By Deven Rue

For ease of information, this section uses the term blind to refer to individuals who lack all sight, and visually impaired (VI) to refer to individuals with low vision, who have visual impairments, or who are legally blind by definition.

Though every individual in the blind/VI community has their own experiences and preferences, here are a few tips on how to play a blind/VI character respectfully. First, consider the following when developing their backstory:

- If your character was born blind/VI, remember that from very young ages, blind/VI children develop their own methods to interact with the world.
- If your character wasn't born blind/VI, what caused, or is causing them, to lose their vision? A sudden loss of sight can be traumatic, creating a sense of helplessness until they learn ways to adapt.
- If your character is visually impaired, what level of sight do they have? Do they see only shadows and light? Or are things blurry blobs at a distance?
- Does your character want to gain or regain their sight? Not all blind/VI individuals care about "curing" their sight, especially if they're born that way. It's hard to miss something they have never had, and some treasure their unique interpretation of the world. On the other hand, those who've lost their vision might wish to regain it.
- Will your character use a cane? Blind/VI people don't use canes to "see"; rather, they use them to gather information about the surface they're walking on (by sound or how far their cane sinks into the ground), inclines or descents, and the edges of objects around them.
- Does your character have a service animal or familiar? Blind/VI people develop close bonds with their service animals, and these companions alert them of potential danger or obstacles, guide them, and bring them items they need. While characters who weren't born blind/VI could potentially see through the eyes of a familiar, a character who was born blind might not understand the images a familiar projects into their mind, as they haven't experienced sight and don't have the necessary context.

Strive to give blind/VI PCs and NPCs the same level of independence and function as other characters in your game, and make them common enough to let others know they not only exist in your world, they thrive.

When roleplaying, you're encouraged to include descriptions that go beyond appearance. Blind/VI people do not inherently have heightened smell or hearing, but these senses can inform them about their environment. Think about an area's scent, temperature, wind flow, and more. Describe obstacles, people, and enemies in relation to their current position, such as stating that someone is "several paces in front" of a character or referencing a clock face or compass (where the character is always standing in the middle).

Above all, don't be afraid to play a blind/VI character and open yourself up to these roleplaying opportunities, experiences, and perspectives.

PLAYING A DEAF CHARACTER

By Rogan Shannon

Deaf people exist on a wide spectrum ranging from mild to profound deafness. Some are deaf in one ear, but otherwise hear and speak, while others are entirely deaf and living in a fully visual world—or one of the many possible combinations in between. When you play a Deaf character, consider the many factors that influence how they move through their life. The following questions are a good place to start:

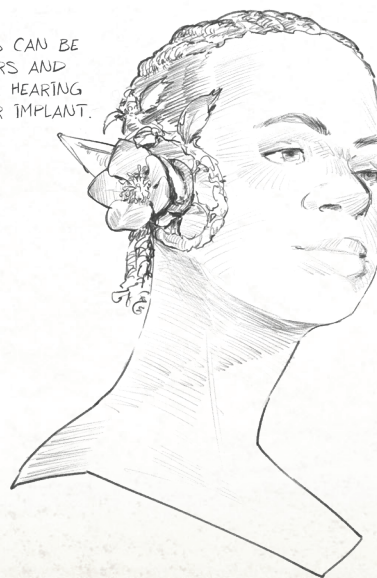
- Have they been deaf since birth, or did they become deaf later in life from illness or injury?
- How do they choose to communicate with their friends, loved ones, and the world at large?
- Growing up, did they learn how to speak, use sign language, or a combination of the two?
- If they don't speak the predominant language, how do they communicate? Do they use paper and pen? Or do they have accommodations, magical or otherwise?
- Is this person a loner, keeping to themselves and interacting with people only when they have to, or are they part of a community of other Deaf people?

As an accommodation for a Deaf character, the GM and players can flavor scenes using other senses. For example, the character might feel the rumbling of a dragon's deep roar or the intense heat from a fire spell, rather than hearing the bellow or an explosion of flame. They may have a metallic taste in their mouth and hair standing up on their arms as the air crackles with electricity. Rather than hearing the groan of the undead, their nose might be assaulted with the pungent scent of rot.

When roleplaying, be mindful of how you portray the character's chosen communication mode. Either speak as you normally would or be intentional about how you do it.

Above all, Deaf people are people. Play them as you would any other character while considering the added layer of how they move through the world differently due to communication needs. If you're able, don't hesitate to ask someone Deaf for ideas and feedback.

MAGICAL FLOWERS CAN BE WORN IN THE EARS AND FUNCTION LIKE A HEARING AID OR COCHLEAR IMPLANT.



ENCHANTED OBJECTS CAN BE USED TO GIVE USERS INFORMATION ABOUT THEIR SURROUNDINGS.



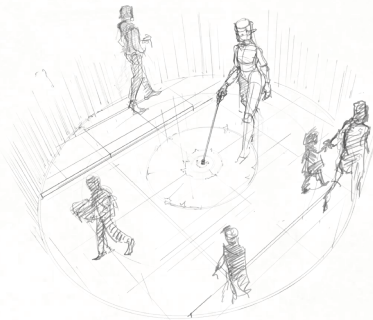
ATTIRE (SUCH AS A MASQUERADE MASK) CAN BE MAGICALLY ENHANCED TO FUNCTION LIKE GLASSES.



THOSE WHO WEREN'T BORN BLIND OR VISUALLY IMPAIRED MIGHT USE A SERVICE ANIMAL TO SHARE THEIR VISION.



ALLIES CAN GIVE BLIND AND VISUALLY IMPAIRED COMPANIONS INFORMATION BY DESCRIBING DETAILS IN RELATION TO A CLOCK OR COMPASS.



CANES ALLOW BLIND AND VISUALLY IMPAIRED INDIVIDUALS TO GAIN INFORMATION ABOUT THE TERRAIN AND CAN BE USED ALONGSIDE VARIOUS WEAPONS.

DIFFERENT SERVICE ANIMALS HAVE UNIQUE SKILLS. THEY DEVELOP A CLOSE BOND WITH THE INDIVIDUAL THEY WORK WITH.







CHAPTER TWO: PLAYING AN ADVENTURE

In this chapter, we'll cover what you need to know as a player to start your adventure, including the core mechanics, combat, leveling up, equipment, and a few optional rules you can add to your game.

FLOW OF THE GAME

In a session of *Daggerheart*, you and the other players go around the table describing what your characters do in the fictional circumstances that the GM sets up, building on each other's ideas and working together to tell an exciting story. The mechanics of the game help facilitate this conversation, providing structure to the discussion and a way to resolve moments when there are several exciting possibilities for what happens next.

Everyone at the table should ask questions and integrate the answers into the game. As a player, you'll often ask clarifying questions about the scene: "Are there any guards outside the door?" or "What kind of weapon are they holding?" or "Can I jump across the gap safely?" The GM might answer questions directly: "There are four guards outside the door," or "They're wielding longswords." They might also ask you to roll to determine the answer: "It's raining and dark, so let's see how well you jump the gap. Give me an Agility Roll, Difficulty 11."

In turn, the GM asks you questions and builds on those answers to create the fiction: "How are you able to sneak around this building so carefully?" or "What does the camp you've set up look like?" or "You've found a way to safely scramble up the wall—what made your climb easier than you anticipated?" This back and forth creates a collaborative conversation where everyone can meaningfully contribute to the fiction.

For those familiar with roleplaying games, the flow of the game might come naturally, but if you're new to this experience, it might not. The following steps outline an example of the gameplay loop that drives every session. This gameplay loop will be described in more detail in the upcoming sections.

STEP 1:

THE GM NARRATES DETAILS

STEP 2:

THE PLAYERS AND GM ASK QUESTIONS

STEP 3:

THE PLAYERS AND GM ANSWER QUESTIONS

STEP 4:

CHOOSE AND RESOLVE ACTIONS

STEP 5:

REPEAT THE CYCLE

STEP 1:

THE GM NARRATES DETAILS

The GM lays out a scene, describing the surroundings, dangers, NPCs, and any important elements the characters would notice immediately.

STEP 2:

THE PLAYERS AND GM ASK QUESTIONS

The players ask questions to explore the scene in more depth, gathering information to help them decide their characters' actions. When appropriate, the GM can ask the players to describe elements of a scene, leaving their own influence on the world.

STEP 3:

THE PLAYERS AND GM ANSWER QUESTIONS

The GM responds to these questions by giving the players information their characters can easily obtain. The players also respond to any questions the GM poses to them. If they want more insight than what is readily available, the GM informs players what dice roll or action they must make to obtain more information.

STEP 4:

CHOOSE AND RESOLVE ACTIONS

As the GM describes the scene and provides information, they lead the players to opportunities to take action—problems to solve, obstacles to overcome, mysteries to investigate, and so on. As the players pursue these opportunities, the GM helps facilitate their characters' actions, and everyone works together to move the fiction forward based on the outcome. If the players aren't compelled into action right away, the GM continues to provide more details, conflict, or consequences until they are.

STEP 5:

REPEAT THE CYCLE

Because the scene has changed in some way, this process repeats from the beginning.

EXAMPLE INTERACTION

A noble just caught Nolan's character, Lavelle, trying to steal an important letter from their bag in a busy market square at the center of town.

"How many guards did you say this noble had?" Nolan asks Stella, the GM.

"Two right there with him, and you suspect that there's another two out-of-uniform and back in the crowd."

"Great. I'm by an alley, right? I want to back off and find a place to climb up to the rooftop before anyone can catch me."

"Sure thing," Stella says. Based on the situation, she decides that Nolan doesn't need to roll for Lavelle to accomplish what they want to do. "You're fast, and thankfully the noble is the one who spotted you, not the guards—so you can scramble up without a roll. The guards will be following you, though, and once you're on the roof, they're going to draw their crossbows and start shooting."

Nolan asks, "How close are the buildings? Could I leap onto the next building's roof?"

"They're not that far apart," Stella says. "Certainly not any wider than what you're used to from growing up in Downside. That'd be an Agility Roll to escape across the rooftops. But heads up—if you don't succeed here, you'll probably take some serious damage from the fall. It's a long way down." Lavelle has a +2 Agility, and Nolan spends a Hope to use Lavelle's Scoundrel Experience, adding a +2 bonus to the roll to make the leap.

"I know it's dangerous, but I've done this kind of jump before." Nolan gathers 4 character tokens to represent his Agility and Scoundrel bonuses, then rolls his Duality Dice. The Hope Die lands on a 9 and the Fear Die lands on 4. He combines those values together—adding up to 13—then adds his 4 character tokens for a total of 17. Because his Hope Die rolled higher than his Fear Die, Nolan tells the GM: "I rolled a 17 with Hope!"

Stella nods. Nolan's total of 17 is higher than the Difficulty of 15 she had in mind, and a success with Hope means there are no negative consequences for the action. "That's more than enough to escape these guards. They're armored and trying to take shots, but none of them get close to you—and they're not good enough at jumping to risk a fall. By the time you're two blocks away, you've completely lost them. Make sure to gain a Hope for that roll. But now you're farther away from the noble and the letter you were trying to steal from him. What do you do?"



CORE MECHANICS

This section explains the core mechanics of *Daggerheart* and how to use them.

THE SPOTLIGHT

Any time a character becomes the focus of a scene, they're in the **spotlight**. Even if many characters are involved in a dramatic moment, there is often one character leading the action. This might be the PC pulling their ally to safety, the NPC haggling over the price of rare goods, or the adversary attacking with their foul weapon. The spotlight organically moves around the table as scenes unfold, but the mechanics of the game might also determine where the spotlight goes next. For example, if a player rolls with Fear on their Duality Dice during combat, the mechanics allow the GM to then spotlight an adversary to act against the heroes.

ON YOUR TURN

Daggerheart's turns don't follow a traditional, rigid format; you don't have a set number of actions you can take or things you can do before play passes to someone else. Players should follow the natural flow of the fiction to figure out what happens next, bouncing the spotlight around the table to whoever it makes sense to focus on in that moment. However, all players should keep in mind who has recently had the spotlight and try to find opportunities to give every character a chance to act.

OPTIONAL TOOL: SPOTLIGHT TRACKER

If your group prefers tactical play or structured player turns, you can limit the number of actions each PC has available to them at a time. We recommend that you start with three, but you can increase or decrease the number as your table prefers.

If you use this system, when a battle begins, every player places action tokens on their character sheets to represent how many actions they can take. Players then act as usual, and each time they make an action roll or perform a significant action while in the spotlight, they remove 1 token from their sheet. Collaborate with other players to pass play around the table, making moves and telling the story together. Even if you have multiple action tokens, see if any other players want a chance to act before you spend more than one in a row.

Once every player has used all their available tokens, players refill their character sheet with the same number of tokens as before, then continue playing.

MAKING MOVES

When you decide to do something in the story and the spotlight shifts to you, your PC makes a **move**, which you describe to the group. A move is an action a character takes to advance the story, such as talking to another character, interacting with the environment, using a class feature or spell, or anything else a character can do within the scene.

Some low-stakes moves automatically succeed—it's easy to open an unlocked door. Heroic, high-stakes moves often require a roll to determine the outcome—it's hard to break down a barricaded door. When you make a move and the result of that action is in question, the fiction pauses while you make an action roll to see how things play out.

MOVES IN COMBAT

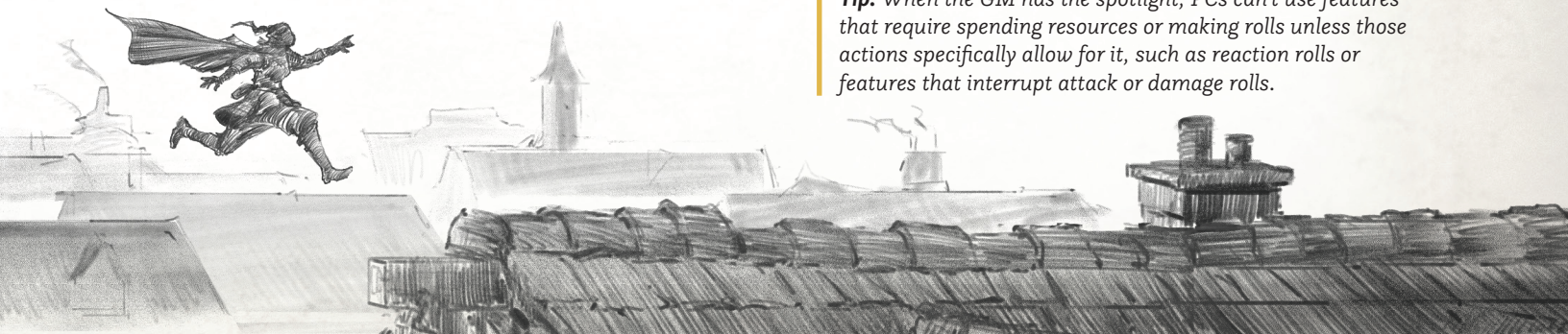
Since *Daggerheart* is a collaborative and conversational storytelling experience between the GM and players, combat has no initiative order, no rounds, and no distinct number of actions you can take while in the spotlight. Instead, fights play out narratively from moment to moment, just like noncombat scenes. This freeform combat gives players the freedom and opportunity to team up, respond on the fly to narrative changes in the scene, and follow the fiction. If they aren't mechanically locked into combat, players might find it easier to choose a solution other than violence, such as having their characters flee from their opponents or come to a temporary truce with their enemies.

GM MOVES AND ADVERSARY ACTIONS

PCs aren't the only ones who make moves—the GM can make a **GM move** (see the "Making Moves" section on page 149). GM moves can happen at nearly any time, but they most commonly occur when a PC rolls with Fear or fails an action roll. Typically, GM moves escalate the scene in an exciting and dangerous way. A new threat might emerge from the woods, the PCs could be separated by a sudden cave-in, or another similar action may significantly change the scene. When the GM is finished with their turn, play returns to the PCs. This creates a back-and-forth conversation as the story evolves organically between the GM and players.

Many GM moves don't require spending any resources, but the GM can spend Fear to make additional or more powerful moves, such as using an adversary or environment's Fear move (see the "Fear" section on page 154).

Tip: When the GM has the spotlight, PCs can't use features that require spending resources or making rolls unless those actions specifically allow for it, such as reaction rolls or features that interrupt attack or damage rolls.



DUALITY DICE

The core dice in Daggerheart are a pair of d12s called Duality Dice. Choose two d12s of different colors (or if you prefer, different sizes or patterns)—one to represent Hope and the other to represent Fear. Your Duality Dice should be easily recognizable from each other at a glance. You'll use these dice any time you make an action roll.

Example: Quinn looks at their dice and decides on a blue d12 to represent Hope and a red d12 to represent Fear.

Aliyah looks at her dice and chooses a yellow d12 to represent Hope and a purple d12 to represent Fear.

Nolan thinks about using a black d12 with red inking as the Fear Die and a black d12 with white inking as his Hope Die, but decides to go with an orange d12 as his Hope Die instead so that it's easier to identify.

The Duality Dice represent the way the world pushes the character back or guides them forward throughout the story. Regardless of whether you succeed or fail on an action roll, the Duality of Hope and Fear influences how the scene evolves.

ROLLING WITH HOPE AND FEAR

One of your Duality Dice is your **Hope Die**, and the other is your **Fear Die**.

Hope: When you roll your Duality Dice and the Hope Die rolls higher than the Fear Die, you **roll with Hope**. When this happens on an action roll, even if you fail, mark one of the Hope slots on your character sheet. You might also gain Hope from spells, abilities, or other events that happen during the game.

Fear: When you roll your Duality Dice and the Fear Die rolls higher than the Hope Die, you **roll with Fear**. When this happens on an action roll, even if you succeed, the GM gains a Fear and there are consequences or complications that come from the action you were attempting.

Critical Successes

When you roll the Duality Dice and both dice roll the same number, that is a **critical success**. A critical success counts as a roll with Hope, even if you would've otherwise failed because the total is lower than the roll's Difficulty.

When you critically succeed on a roll, along with gaining a Hope, you also clear a Stress from your character sheet.

Additionally, when you critically succeed on an attack roll, you deal extra damage as described in the "Damage Rolls" section on page 98.

USING HOPE

When you've gained Hope and recorded it on your character sheet, you can spend it to power special abilities, clearing it from your character sheet when you do. Your Hope carries over between sessions, but you can only hold a maximum of 6 Hope at a time, so we recommend you look for opportunities to spend it. Hope can be used in several ways: to **Help an Ally**, to **Utilize an Experience**, to **Initiate a Tag Team Roll**, or to **Activate a Hope Feature**.

Help an Ally

You can spend a Hope to Help an Ally who is making an action roll you could feasibly support. When you do this, describe how you're helping and roll a d6 advantage die (see the "Advantage and Disadvantage" section on page 100). Any number of PCs can Help an Ally as long as they spend a Hope to do so. The ally being helped might also gain advantage on the roll from another source; in this case, they'd roll their own d6 advantage die. If the ally has gained advantage on a roll from multiple sources, they take the highest of all the advantage dice rolled and add the result to their action roll.

Utilize an Experience

You can spend a Hope to use one of your relevant Experiences on an action or reaction roll, adding its modifier to the result. If more than one Experience applies to the situation, you can spend an additional Hope for each Experience you want to use.

Initiate a Tag Team Roll

You can spend three Hope to initiate a Tag Team Roll between you and another PC in order to combine your efforts together in an exciting and scene-defining moment (see the "Tag Team Rolls" section on page 97).

Activate a Hope Feature

A **Hope Feature** is any effect that allows (or requires) you to spend Hope to activate its effects. If the text instructs you to "spend Hope," you must spend the specified number of Hope, or you can't trigger the Hope Feature.

When using a Hope Feature, if you rolled with Hope for that action, the Hope you gain from that roll can be spent on that feature (or toward it, if it requires spending multiple Hope). If you didn't roll with Hope, you'll need to spend Hope you gained from previous rolls to activate the effect.

Tip: Some effects only trigger on a success with Hope. This doesn't mean you can spend Hope on a successful roll with Fear to get the effect; it means the effect only occurs when you roll with Hope and succeed on your action roll. You don't need to spend Hope to activate these effects—they happen as long as the conditions of the roll are met.

Each class has a unique Hope Feature, such as the guardian's "Frontline Tank" or the wizard's "Not This Time," that underscores their class archetype and showcases their power. You can spend 3 Hope to activate these powerful abilities. If you find yourself maxing out on Hope, using your Hope Feature could give you the upper hand—but remember to look for opportunities to use Hope to help your allies and utilize your Experiences. You will be gaining Hope regularly, and it's meant to be used often.

■ USING FEAR

As a player, rolling with Fear doesn't mean your action roll fails. Instead, you face a complication or consequence. For example, your character learns only some of the information they need, suffers a counterattack from the adversary they just struck, or encounters an unexpected danger or hazard. If you fail the action roll where you rolled with Fear, those consequences or complications are worse.

When you roll with Fear, you don't record it on your character sheet. Instead, the GM gains a Fear and makes a move to reflect the complications of your Fear roll. The GM can spend the Fear they gain on effects such as spotlighting an adversary or making Fear moves (see the "Spending Fear" section on page 154).

EVASION

Your **Evasion** represents your character's ability to avoid attacks and other unwanted effects from adversaries. This value sets the Difficulty for any roll a creature makes against you. Your base Evasion is determined by your class, but it can be modified by domain cards, equipment, conditions, and more.

You get to describe what your character's Evasion represents, flavoring it the same way you describe their actions. Take this opportunity to be creative, lean into the descriptions, and deepen your character. When an adversary misses them with an attack or other effect, they might deftly avoid it with acrobatic dodging or precise footwork or disrupt the attack with well-timed parries. They might even have a magical shield or enchanted object that wards off blows.

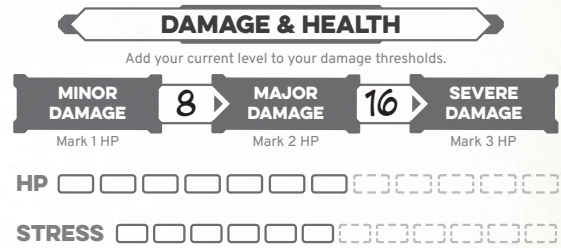
Although these descriptions add to your character and the story your group is telling together, they don't change the normal Evasion rules or give you special bonuses. For example, you might describe how your character uses a powerful burst of magic to redirect an arrow headed their way, but this doesn't mean you can redirect the arrow back at the attacker and deal the damage to them instead.

HIT POINTS AND DAMAGE THRESHOLDS

Hit Points (HP) represent the physical injuries and discomforts your character experiences during their adventures. Your available Hit Points are determined by your class. When you take damage—usually when an adversary succeeds on an attack roll against your Evasion—you mark between 1 and 3 HP, representing the harm your character suffers. You'll be able to increase the number of Hit Point slots you have available as you level up, to a maximum of 12.

The number of HP you mark is determined by your **damage thresholds**. The threshold bar in the "Damage & Health" section of your character sheet (and at the top right of this page) show the three thresholds of damage you can take: Minor, Major, and Severe.

A character's level is added to their armor's damage thresholds to determine their final damage thresholds. For example, a level 1 guardian wearing chainmail armor (with thresholds of 7/15) would start with the following thresholds. (See the "Using Armor" section on page 114 for more details.)



■ MARKING HIT POINTS

When the GM tells you to take damage, compare the damage total to your thresholds and mark a number of Hit Points determined by the threshold:

- **Severe damage** is equal to or above your Severe threshold; you mark 3 HP.
- **Major damage** is equal to or above your Major threshold but below Severe; you mark 2 HP.
- **Minor damage** is anything below your Major threshold; you mark 1 HP.

If you ever reduce incoming damage to 0 or less (typically by using a subclass or domain card), you don't mark any HP. When you mark your last Hit Point, you must make a death move (see the "Death" section on page 106).

Example: Using the example above, if a guardian's incoming damage is 16 or higher, the damage is Severe and they mark 3 Hit Points. If the damage is 8 or higher (but below 16), the damage is Major and they mark 2 Hit Points. If the damage is below their Major threshold of 8, the damage is Minor and they mark 1 Hit Point.

■ CLEARING HIT POINTS

Any time you make a downtime move (see the "Downtime" section on page 105), you have the opportunity to clear some of your marked Hit Points.

Additionally, as your character levels up, you can choose to permanently increase their number of Hit Points, making them more resilient against incoming attacks.

OPTIONAL RULE: MASSIVE DAMAGE

To make the game more dangerous, your table can implement a Massive threshold. If you ever take damage equal to double your Severe threshold, you mark 4 Hit Points.

Example: Using the example above, if the guardian takes 32 damage or more, they take Massive damage and mark 4 Hit Points.

STRESS

Stress represents the mental and physical strain your character suffers during their adventures. All classes start with 6 Stress slots. You'll be able to increase the number of Stress slots you have available as you level up, to a maximum of 12. Some features, such as your spells or abilities, might require you to mark a Stress to use them. Additionally, the GM might offer you the chance to mark a Stress in exchange for succeeding at the action you're taking. When you mark this Stress, consider the burden your character knowingly accepts. Does their anxiety increase as they use a new tactic in a high-stakes negotiation? Do they willingly dive back into danger and witness unimaginable horrors, knowing the toll it takes on them, to save an innocent life? Are they willing to take minor abrasions to fatally wound their foe?

MARKING STRESS

When an effect requires you to mark a Stress, do so on the slots on your character sheet. When you mark your last Stress, you become *Vulnerable* (see the "Conditions" section on page 102) until you clear at least 1 Stress.

If you're ever forced to mark 1 or more Stress but your slots are already full, you must instead mark 1 Hit Point. For example, if an adversary forces you to mark 3 Stress but your Stress is already filled, you instead mark 1 Hit Point. If you would take 2 Stress from an enemy and you have 1 Stress left, you would mark 1 Stress and 1 Hit Point.

As with Hit Points, when you make downtime moves (see the "Downtime" section on page 105), you have the opportunity to clear some of your marked Stress. Additionally, as your character levels up, you can choose to permanently increase the amount of Stress they can withstand.

Stress from Adversaries

Some adversary actions require you to mark Stress. These actions represent the adversary's ability to demoralize your character, exhaust them, or similarly push their physical and mental limits.

Stress from Complications

Your GM can tell you to mark Stress to represent a complication or consequence of an action, especially when a roll doesn't go as well as it could have. For example, you might mark Stress while having a difficult conversation, clashing swords with a worthy foe, or committing an act of incredible bravery. The GM might also allow you to mark Stress to avoid a different complication.

Stress from Moves

Certain moves require you to mark Stress. Unless an effect states otherwise, you can't mark Stress multiple times on the same feature to increase or repeat its effects (see the "Spending Resources" section on page 107).

You can't use a move that requires you to mark Stress if you don't have slots to mark.

ACTION ROLLS

In each scene, the GM and players go back and forth describing what happens. If you make a move where the outcome is in question, and the success or failure of that move is interesting to the story, your move is an action and the GM calls for an action roll to determine the outcome. However, if an action is either easy to pull off without complication or impossible to perform, there's no need to roll—you already know the result!

When the GM (or your spell, attack, or ability) asks you to make an action roll, you'll do so by rolling your Duality Dice. Each action roll follows four basic steps, which are summarized here and detailed in the sections that follow:

STEP 1: PICK A CHARACTER TRAIT.

The GM tells you which character trait best applies to the roll and sets a Difficulty for the roll (either openly or privately, at their discretion) based on the details of the scene.

STEP 2: ADD EXTRA DICE AND MODIFIERS.

You decide if any Experiences or other modifiers also apply, and grab character tokens, advantage or disadvantage dice, and other dice as needed.

STEP 3: ROLL THE DICE.

You roll your Duality Dice and any additional dice, then add up the result of the dice and the tokens. Tell the GM the total and which Duality Die rolled higher ("I got a 15 with Fear!").

STEP 4: RESOLVE THE SITUATION.

You and the GM work together to resolve the outcome of your action.



STEP 1: PICK A CHARACTER TRAIT

Some actions require a certain character trait. In more flexible situations, depending on the scenario and how you've described what you're trying to do, the GM might tell you which trait to use. Other times, the GM might ask you for more information to help decide: *"You want to convince this guard to let you through. How are you speaking to them? Are you intimidating them? Tricking them?"*

Sometimes, more than one trait makes sense. In this case, the GM might ask you which trait best fits your intent, offer you a choice between two, or make a judgment call based on the situation at hand. *"As you inform him about the important message you have for the king, I need you to make a roll to determine if he believes your lie. I'd say Presence is probably what best applies. Does that sound right to you?"*

Unless your action requires a certain trait, feel free to suggest one and describe why it's a good match for what you're doing. However, the GM always has final say over which trait applies.

Roll Difficulty

When you make an action roll, the roll will have a **Difficulty**—the number you need to reach or exceed when you roll. Often, the GM sets the roll's Difficulty based on the situation and how effective your approach might be. Some features provide this Difficulty in parentheses after the listed roll, such as an Agility Roll (13) or a Spellcast Roll (10). If you're making an action roll against an adversary, the Difficulty is found in their stat block.

The GM can choose whether to share the Difficulty of an action or not. Even if they don't tell you the Difficulty, they should make any potential consequences of your actions clear (unless the consequences aren't something your character would reasonably know). For example, *"You're putting yourself in melee with this guard, so you might take a hit in return,"* or *"If you fail this jump, you might not make it to the other side."*

STEP 2: ADD EXTRA DICE AND MODIFIERS

Once you know which character trait to use, it's time to figure out if any other dice or modifiers apply to the roll, such as the following:

Duality Dice: You roll your Hope Die and Fear Die for every action roll.

Advantage or Disadvantage: If you have advantage or disadvantage on the roll (see the "Advantage and Disadvantage" section on page 100), set aside that d6. If you're rolling with disadvantage, make sure your disadvantage die is a distinct color, so you can remember which die to subtract from the result.

Features: Some features allow you to add additional dice to your roll (or allow another character to give you a die). For example, a bard can give you a Rally Die, which you can add to an action, reaction, or damage roll of your choice. Set these dice aside for your roll.

Other Dice: Occasionally, other effects (like a PC helping you with the action) might give you additional dice.

Then count the **modifiers** that apply to your action roll, setting aside that many character tokens to help you keep track. Modifiers can include the following:

Chosen Trait: Add or subtract the value of the trait you and your GM chose for this roll as the modifier.

Experience: If you have an Experience (or several) that you think applies to the situation, describe how your Experience helps your chance of success, then spend a Hope per Experience to add its modifier to your roll. The GM might ask you for more information to justify that Experience, but you have final say (within reason) over whether your Experience applies.

Class Features, Subclass Cards, and Domain Cards: Sometimes class features, subclass cards, and domain cards add a modifier to your roll, so keep an eye on your character sheet and cards.

Other Bonuses or Penalties: Add or subtract bonuses or penalties from your equipment, items, or other sources.

Tip: *If you consistently use the same Experience on every roll, the GM will likely ask you to narrow the scope of that Experience or change it altogether. Experiences are meant to reflect the way your character has specialized in something important, not give you a bonus to all your actions.*

Counting Character Tokens

Once you declare what modifiers you're applying to your action roll, grab that many character tokens.

Tokens aren't dice; they're counters you add to your hand to help total your results. Before you roll, total the sum of all of your modifiers and grab that many tokens. For example, if you have a -1 to Agility and a +2 modifier from an Experience you're utilizing, you have a +1 total modifier to the roll, so set aside 1 token to represent that.

Tip: *Occasionally, your total modifier on a roll can be negative. In this case, you can still use tokens, but they'll signify the number you need to subtract from the result, rather than add. If you'd like, you can use a token of a different color to indicate when your other tokens represent a negative modifier.*

STEP 3: ROLL THE DICE

Once you've gathered your dice and tokens from step 2, roll the dice at the same time. Add the results together (and subtract your disadvantage die, if necessary). Then, counting each token as 1, add or subtract your tokens to get the final result.

Tell the GM the total number you rolled and which Duality Die rolled higher ("I rolled a 12 with Hope!").

■ ADDING BONUSES TO ROLLS

Some features give you (or another player) a bonus to your action rolls, damage rolls, or reaction rolls. Unless otherwise specified, all bonuses must be added before you make the roll. For example, if a bard gives you a Rally Die, you must choose to use it before you roll, rather than after you see the results.

STEP 4: RESOLVE THE SITUATION

If your total meets or exceeds the Difficulty, the action **succeeds**—you get what you want. If the total is below the Difficulty, the action **fails**—you don't get what you want—but with one exception! As described in the earlier "Duality Dice" section, if your Duality Dice both roll the same number, you critically succeed, even if your total wasn't enough to meet the Difficulty.

Based on the result of your roll, the GM uses the following guidelines to decide how the narrative moves forward:

■ ON A CRITICAL SUCCESS...

You get what you want and a little extra. You gain a Hope and clear a Stress. If you made an attack roll, you also deal extra damage (see the "Calculating Damage" section on page 98).

■ ON A SUCCESS WITH HOPE...

You pull it off well and get what you want. You gain a Hope.

■ ON A SUCCESS WITH FEAR...

You get what you want, but it comes with a cost or consequence. 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 there are consequences, but you gain a Hope.

■ ON A FAILURE WITH FEAR...

Things go very badly. You probably don't get what you want, and a major consequence or complication occurs because of it. The GM gains a Fear.

After you announce the result of your roll, the GM describes what happens next. The "Making Moves" section on page 149 provides GM guidance for resolving action rolls and making moves.



EXAMPLE ACTION ROLL

Aliyah's warrior Tabby is trying to run across a narrow parapet to stop a mage who is raining spellfire down on her party. The GM, Stella, tells Aliyah to make an Agility Roll with a Difficulty of 15. Tabby has a +2 Agility, so Aliyah rolls the Duality Dice, adds them together, then adds 2 tokens (representing her +2 modifier from Agility) to get her total.

Here are examples of the five possible results of her roll:

■ FAILURE WITH FEAR

Aliyah rolls 3 on the Hope Die and 6 on the Fear Die, then adds 2 from her Agility for a result of 11 with Fear. 11 is below the roll's Difficulty. Stella gains Fear and, because play passes back to her on a failure, describes the mage making an attack roll in response to Tabby's maneuver. The attack is successful, so the mage knocks her off the parapet with a blast of magical fire and deals damage. Tabby crashes down to the ground below and must find a way back up if she plans to face the mage head-on again.

■ FAILURE WITH HOPE

Aliyah rolls 6 on the Hope Die and 3 on the Fear Die, then adds 2 from her Agility. That's an 11 with Hope. A total of 11 isn't enough to make it across safely, so on a failure, Stella makes a move, narrating that the mage sees Tabby coming and makes an attack, which succeeds. The mage's blast knocks Tabby off-balance, leaving her dangling from the parapet, her progress stalled and position precarious. Tabby gains a Hope, but her friends are still in the line of fire and might need to help her reach safety.

■ SUCCESS WITH FEAR

Aliyah rolls 5 on the Hope Die and a 9 on the Fear Die, then adds 2 from her Agility. That's a 16 with Fear, so it's a success. Stella gains Fear, then asks Aliyah to describe how she races across the parapet, dodging the mage's blasts. After her description, Stella takes over, saying that once Tabby has crossed, she faces her foe head-on, blocking them from attacking the rest of the party. But as the consequence for a result with Fear—the mage reaches out with magic and crumbles the parapet behind Tabby, leaving her trapped and unable to move back to safety. At least the mage isn't attacking her friends, right?

■ SUCCESS WITH HOPE

Aliyah rolls 10 on the Hope Die and 6 on the Fear Die, then adds 2 from her Agility. That's an 18 with Hope, so it's a success. She immediately gains a Hope, then Stella asks her to describe what it looks like as Tabby races across the parapet and interrupts the mage's assault on the party. Since Aliyah rolled a success with Hope, Stella asks what the players want to do next.

■ CRITICAL SUCCESS

Aliyah rolls 8 on the Hope Die and 8 on the Fear Die. That's a critical success! Tabby immediately gains a Hope and clears a Stress. Stella offers Aliyah a choice of two extra benefits—she can deal damage to the mage or gain advantage on the next roll against the mage. Aliyah describes how Tabby races across the parapet and lands a solid blow on the mage, not just stopping their attacks on the party, but dealing weapon damage as well. Since a critical success counts as a roll with Hope, Stella asks the players what they want to do next.

STORY IS CONSEQUENCE

In *Daggerheart*, every time you roll the dice, the scene changes in some way. There is no such thing as a roll where nothing happens, because the fiction constantly evolves based on the successes and failures of the characters. A failure doesn't mean you simply don't get what you want, especially if that would result in a moment of inaction. The game is more interesting when every action the players take yields an active outcome—something that develops the situation they're in.

For example, if you fail a roll to pick a lock, it's not just that the door doesn't open. On a failure with Hope, it might mean you can hear the rumble of footsteps coming down the hall behind you—the adversaries you previously escaped are getting close, and you have to hide, or find another way through. On a failure with Fear, the door might've been magically warded to keep thieves away, and its arcane alarm triggers. Meanwhile, on a success with Fear, you might succeed in unlocking the door, but you're spotted by the adversaries within. These consequences are what make the game interesting and drive forward your shared adventure.

Every GM and player has a different level of interest and comfort in this roll-by-roll improvisation. Some groups might prefer a largely predetermined world—for example, the GM could have previously decided there are two guards on patrol, and you roll simply to learn whether you unwittingly run into both of them, whether one rounds the corner but you catch them unawares, or whether you escape both guards without notice. In other groups, the GM might not have decided if there are guards at all—but after you roll a failure with Fear, they quickly weave two guards into the story. Either approach is okay, and you'll likely use a mix of both in each session!

SPECIAL ACTION ROLLS

Many action rolls use the rules in the previous section. However, some situations require special types of action rolls, which are detailed in the following sections.

■ TRAIT ROLLS

A **trait roll** is an action roll that calls for a specific character trait to be used. These rolls often appear on domain cards and say something like “Presence Roll” or “Agility Roll (12).” If there is a number in parentheses after the trait, that is the Difficulty you must meet to succeed on the roll. If there is no number, the Difficulty is set by the GM based on the circumstances. You can add your Experiences and other bonuses to a trait roll.

If a feature affects a roll that uses a certain trait (such as an Agility Roll), it affects any roll that uses that trait (such as a Spellcast Roll or attack roll that uses Agility). For example, the katari’s ancestry feature “Feline Instincts,” which allows the katari to reroll an Agility Roll, can be used both on an Agility Roll to traverse dangerous terrain and on an attack roll made with a weapon that uses Agility.

■ ATTACK ROLLS

When you make an action roll with the intent to harm an adversary, you’re making an attack roll. Reference the weapon or spell you’re using for the attack to determine what trait it uses. We’ll talk more about Spellcast Rolls in the next section, but for a standard physical or magic weapon attack, use the character trait the weapon requires (see the “Equipment” section on page 112), as well as any applicable Experiences or other modifiers, and resolve it as you would a normal action roll.

If you succeed, make a damage roll to determine how much damage the target takes.

By default, each attack roll can only target one adversary. If a spell or ability allows you to target multiple adversaries, roll once and apply that result to all of the adversaries the attack can hit, unless otherwise specified. The attack is successful against all targets for which the attack roll result meets or exceeds their Difficulty.

■ UNARMED ATTACK ROLLS

When your character makes an attack without a weapon—for example, a punch or a kick—you make an attack roll using Strength or Finesse (though the GM might allow you to use another trait depending on how you describe the attack). On a success, you deal d4 physical damage using your Proficiency.

■ SPELLCAST ROLLS

Spellcast Rolls are a type of action roll used when you’re creating significant magical effects (typically with a domain card). To make a Spellcast Roll, your character must have a subclass that gives you a Spellcast trait (which you can find on the subclass foundation card). You use that trait when you make a Spellcast Roll. Like other trait rolls, Spellcast Rolls can have a set Difficulty, such as “Spellcast Roll (14).”

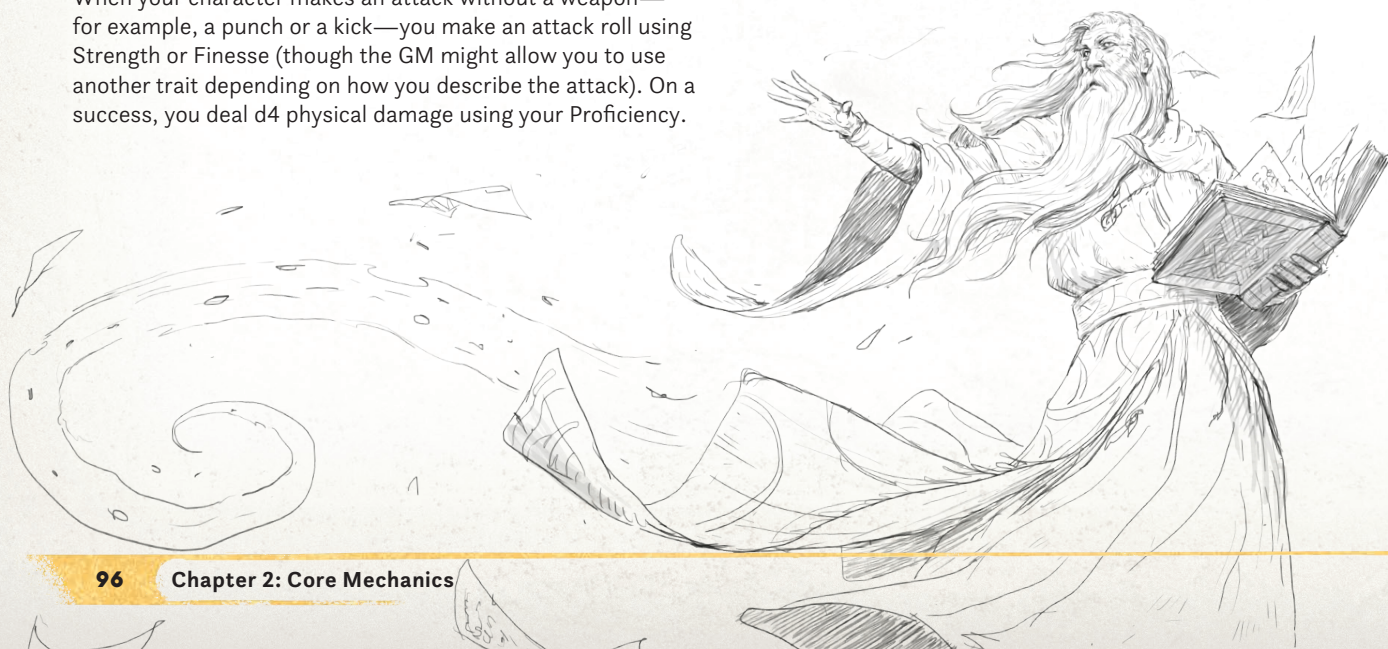
If a Spellcast Roll can damage a target, it’s also considered an attack roll.

You can’t make a Spellcast Roll unless you use a spell that calls for one, and the action you’re trying to perform must be within the scope of the spell. You can’t just make up magic effects that aren’t on your character sheet or cards. However, at the GM’s discretion, they might allow you to creatively apply an existing spell in an unusual way. Remember that you can always flavor your magic to match the character you’re playing, but that flavor won’t give you access to new effects.

Example 1: A sorcerer is trying to reach a cliff high above him and doesn’t have a spell or ability that lets him get there. He can’t make a generic Spellcast Roll to have magic lift him up into the air and fly him to the cliff; he needs a specific spell or ability to accomplish this task.

Example 2: To explain why their “Rune Circle” spell gives them protection from adversaries, a wizard wants to flavor that spell as an eruption of sparks from their wand that forms a galloping stallion circling around them. That’s awesome and should be highly encouraged, but dealing extra damage to an adversary because of this narration falls outside the scope of the spell.

When you cast a spell, the text tells you when the effect expires. It might be temporary (in which case the GM can spend Fear to end the spell), it might end at the next rest, or it might have another duration. If the spell doesn’t note an expiration, you choose when to end it, or it ends when the story changes in a way that would naturally stop the effect. If you ever want to end a spell earlier than its normal expiration, you can always choose to do so. Unless the spell says otherwise, you can cast and maintain the effects of more than one spell at the same time.



GROUP ACTION ROLLS

When multiple characters take action together—such as sneaking through an adversary’s camp as a group—the party nominates one character to lead the action (typically the character with the highest bonus to the most applicable skill). Each player then describes how their character collaborates on the task. The action’s leader makes an action roll as usual, while the other players make a reaction roll using whichever traits they and the GM decide fit best (see the upcoming “Reaction Rolls” section). They can use different traits for their reaction rolls if they wish.

The leader’s action roll gains a +1 bonus for each reaction roll that succeeds and a –1 penalty for each reaction roll that fails.

Tip: If you want to assist an individual ally with an action, you can use *Help an Ally* instead (see page 90).

Example: The party has just retrieved a stolen amulet from an ancient stronghold, and they are rushing out as the structure collapses around them.

The GM calls for a group action roll as they try to escape. The group elects Tabby the warrior to be the leader, since that character would best remember the path to the exit. The other characters each explain how they work with the party to escape:

Shepherd the druid says they are running alongside Tabby to act as a second set of eyes in case there’s a faster route. The GM calls for an Instinct Reaction Roll. It’s a 19, a success, so they give Tabby an additional +1 bonus. The GM asks Shepherd to describe the shortcut they notice that allows for a quicker escape.

Rune the wizard says that he wants to understand what kind of magic caused the collapse and potentially reverse it. The GM calls for a Knowledge Reaction Roll. It’s a 12, which isn’t quite enough, giving Tabby a –1 penalty. The GM asks Rune what causes him to fall behind for a moment.

Lavelle the rogue says he notices that Rune looks like he’s not going to make it, so he turns back to reach out a hand in a moment of desperation, yelling, “I’ve got you! We’re not leaving you behind!” The GM calls for a Presence Reaction Roll. It’s a 16—a success—giving Tabby a +1 bonus. The GM asks Lavelle and Rune to describe how this rescue happens successfully.

Now that everyone else has acted, Tabby takes the total of the modifiers, in this case +1, and makes an Agility Roll, hoping to lead the party to safety while dodging debris and pointing out hazards. She rolls a 16 with Fear. The GM gains a Fear and says that each character must mark a Stress—but they also emerge from the stronghold just in the nick of time, the ancient stones collapsing behind them.

TAG TEAM ROLLS

Once per session, each player can choose to spend 3 Hope and initiate a **Tag Team Roll** between their character and another PC. When you do, work with the other character’s player to describe how you combine your actions in a unique and exciting way. You both make separate action rolls, but before resolving the roll’s outcome, choose one of the rolls to apply for both of your results. On a roll with Hope, all PCs involved gain a Hope. On a roll with Fear, the GM gains a Fear for each PC involved.

Tag Team Rolls are especially powerful on attack rolls. When you and a partner succeed on a Tag Team Roll attack, you both roll damage and add the totals together to determine the damage dealt. If the attacks deal different types of damage (physical or magic), you choose which type to deal.

A Tag Team Roll counts as a single action roll for the purposes of any countdowns or features that track action rolls.

Tip: Though you can only initiate one Tag Team Roll per session, you can be involved in multiple Tag Team Rolls. For example, you might spend 3 Hope to initiate a Tag Team Roll with a partner, and the same partner can later spend 3 Hope to initiate one with you.



DAMAGE ROLLS

When you succeed on an attack roll against an adversary, you then make a damage roll to determine how much damage your attack deals, and thus how many Hit Points your target must mark. A damage roll is composed of two parts: your Proficiency and damage dice.

PROFICIENCY

Your Proficiency reflects how skilled you are at wielding weapons. You start at 1 Proficiency and can increase this value to a maximum of 6 over the course of a campaign. Your Proficiency determines how many damage dice you roll on a successful attack with a weapon, though other abilities or spells use Proficiency as well. This value is not weapon-specific, and does not change or reset when you equip a new weapon.

Tip: The effects of a spell or an ability might allow you to increase your Proficiency beyond the maximum of 6.

DAMAGE DICE

The **damage dice** used to make a damage roll are determined by the weapon, spell, or ability you're using to make the attack. If the attack uses a weapon, you roll a number of your weapon's damage dice equal to your Proficiency. You can find your weapon's damage dice in the "Active Weapons" section of your character sheet. If the attack is coming from a spell on a domain card or class feature, the text tells you which damage dice you should roll.

Any time a move tells you to deal damage using your Proficiency, you roll a number of dice equal to your Proficiency. Any time it tells you to deal damage using your Spellcast trait, you roll a number of dice equal to your Spellcast trait.

Example: Aliyah's character Tabby has an ability that deals d8 damage using her Proficiency, which is 2. She rolls 2d8 when dealing damage. Miles's character Rune has a spell that deals d6 damage using his Spellcast trait, which is 3. He rolls 3d6 when dealing damage.

As with action rolls, if you want to add a bonus to your damage roll, you must decide to do so before you roll.

CALCULATING DAMAGE

After rolling your damage dice, add their values together, then add any modifiers to determine the result. The GM marks Hit Points based on that damage.

Tip: In *Daggerheart*, there's a difference between damage and Hit Points. Damage is the result of your damage roll, including your damage dice and modifiers. Hit Points reflect how hard that damage affects the creature who's taking it. The number of Hit Points a creature marks depends on factors such as their damage thresholds, armor, resistances, and immunities.

DAMAGE WITHOUT MODIFIERS

Some damage rolls tell you to roll a certain number and type of die without any modifiers. For example, "1d8 physical damage." In this case, you simply roll as indicated and the result of that roll is the amount of damage you deal.

Example: Aliyah makes an attack roll with her warrior's broadsword and gets a 15, which is a success. Her Damage Proficiency is 2 and her broadsword's damage dice are d8s, so she rolls 2d8 and gets a 3 and a 7, for 10 total damage.

DAMAGE WITH MODIFIERS

Some damage rolls come with modifiers, such as "2d6+2" or "3d8+5." In these cases, you roll the dice, add their values together, then add the modifier to that total. This modifier is not affected by your Proficiency.

Example: Nolan makes a successful attack with his improved shortbow, which deals d6+6 damage. He has a Proficiency of 3, so he rolls 3d6. The results are 3, 5, and 6, totaling 14. He then adds the modifier of +6, for a total of 20 physical damage to the target.

CRITICAL SUCCESSES AND DAMAGE

If your attack roll critically succeeds, your attack deals extra damage! Start with the highest possible value the damage dice can roll, and then make a damage roll as usual, adding it to that value.

Example: Miles's character Rune makes an attack against a target with his wand and rolls two 7s on the Duality Dice—a critical success. Rune has a Proficiency of 2, and the wand deals d6+1 magic damage, so Miles starts with the maximum possible roll of 2d6, for a total of 12 damage. Then, he rolls the 2d6 and they land on a 4 and 5, totaling 9. Finally, he adds the +1 modifier for a total of 22 magic damage.

MULTIPLE SOURCES OF DAMAGE

Whenever damage would be applied more than once to a creature during a PC's move, the damage is always totaled before it's applied to the adversary's damage thresholds. For example, if a PC with orc ancestry makes a successful attack against a target in Melee range and decides to spend a Hope to use their "Tusks" feature (which gives them an extra 1d6 damage on a damage roll), they would roll their normal weapon damage and add a d6 to the result, then deal that total damage to the adversary.

If this orc then decided—with the table's consent—to keep the spotlight and make another attack, this is considered a separate move. When this attack resolves, its total damage is counted separately from the damage of the orc's first move.

DAMAGE TYPES AND RESISTANCE

Sometimes other circumstances affect how much damage a creature takes. Use the following rules to determine whether special circumstances affect a damage roll.

■ DAMAGE TYPES

Weapons, spells, and abilities deal one of two damage types: physical damage (phy) or magic damage (mag). Some mechanics interact with damage types to affect how damage is dealt or received—for example, a spell might double magic damage, a condition might make a character resistant to physical damage, or an adversary might be immune to a damage type altogether.

- **Physical damage** is dealt through mundane physical blows, usually without the aid of magic. Most standard blades and bows deal physical damage.
- **Magic damage** is dealt through magical means. Most harmful spells deal magic damage.

■ DIRECT DAMAGE

Direct damage is physical or magic damage that Armor Slots can't be used to reduce. For example, if a character is *Poisoned* by a creature's attack, they might take 1d10 direct physical damage each time they act, which their Armor Slots can't be used to reduce.

■ RESISTANCE AND IMMUNITY

Some abilities, spells, items, and other effects grant resistance that reduces damage, or immunity that prevents it. If the text doesn't specify whether resistance or immunity applies to physical or magic damage, the effect applies to both.

When a creature has **resistance** to a damage type, they halve damage of that type before comparing it to their damage thresholds. For example, when your character deals 26 physical damage to a creature with physical resistance, the creature only takes 13 physical damage.

If multiple features grant the same kind of resistance, they only count as one source of resistance. For example, if two different spells both provide a character resistance to physical damage, incoming damage is still only halved.

When a creature has **immunity** to a damage type, they do not take any damage from an attack that deals damage of that type.

If your character has resistance or immunity plus another way to reduce damage (such as marking an Armor Slot), apply the resistance or immunity first. You can then use other methods to reduce the damage further. If an attack deals both physical and magic damage, you can only benefit from resistance or immunity if you are resistant or immune to both damage types.

REACTION ROLLS

Some moves prompt a reaction roll. This is a roll in response to an attack or a hazard, representing your effort to avoid or withstand the effect.

Reaction rolls work similarly to action rolls, except they don't generate Hope, Fear, or additional GM moves. Additionally, other characters can't help you on a reaction roll—every second counts, so you'll have to handle this alone!

When you make a reaction roll, the GM tells you what trait to use, then you make a roll with the Duality Dice as if it were an action roll. As with action rolls, if you want to add a bonus to your reaction roll, you must decide to do so before you roll. An effect requiring a reaction roll often says something like: "The target must succeed on an Agility Reaction Roll (14) or take 3d12 physical damage." In this case, if the target fails to meet or exceed the Difficulty of 14, they take the damage from the effect.

***Example:** The GM describes a mage's explosive spell hurtling toward Nolan's rogue Lavelle, then asks Nolan to make a reaction roll using Agility. Nolan rolls his Duality Dice, adds his Agility, and gets a 19, beating the assigned Difficulty of 16. It's a success! The GM asks Nolan to describe how Lavelle avoids the attack.*

If you critically succeed on a reaction roll, you don't clear a Stress or gain a Hope, but you do ignore any effects that would still impact you on a success (such as taking damage or marking Stress).

Adversaries also make reaction rolls, though they follow slightly different rules (see the "Adversary Reaction Rolls" section on page 161).



ADVANTAGE AND DISADVANTAGE BATTLING ADVERSARIES

Some features let you roll with advantage or disadvantage on an action or reaction roll.

Advantage represents an opportunity that you seize to increase your chances of success. When you roll with advantage, you add a d6 advantage die to your total.

Disadvantage represents an additional difficulty, hardship, or challenge you face when attempting an action. When you roll with disadvantage, you subtract a d6 disadvantage die from your total.

Some of your abilities might automatically grant you advantage or impose disadvantage on adversaries, but the GM can also choose to give you advantage or disadvantage on any roll when it fits the story. Unique rules for advantage come into play when an ally is helping you with a roll, so see the earlier “Help an Ally” section on page 90 for more information.

Advantage and disadvantage always cancel each other out when applied to the same roll, so you’ll never roll both at the same time. For example, if the GM gives you disadvantage on a roll but you gain advantage from a domain ability, the two cancel each other out and the roll is made without a d6 advantage or disadvantage die. In this way, if you have two sources of advantage and one of disadvantage, one of the advantage dice and the disadvantage die cancel each other out, so you would have advantage on the roll.

NPCs can also roll with advantage (or disadvantage), but when they do, the GM rolls an additional d20 and picks the highest (or lowest) result (see the “Giving Advantage and Disadvantage” section on page 160).

Tip: Some moves or effects require you to add or subtract a d6 for reasons other than advantage or disadvantage. If you find yourself both adding and subtracting a d6 for any reason, roll neither, since they cancel each other out.

The flow of combat in Daggerheart is malleable and driven by the dice. The player characters pass the spotlight between themselves, making moves until someone fails a roll or rolls with Fear, or until the GM spends a Fear to interrupt the players’ turns. When play passes to the GM, the GM can make a move to spotlight an adversary—and, if they wish, can spend any number of Fear to spotlight that many additional adversaries.

A spotlighted adversary can take any action the fiction demands of them, but most of the time, they’ll do one of the following:

- Move within Close range and make a standard attack.
- Move within Close range and use an adversary action.
- Clear a condition.
- Sprint within Far or Very Far range on the battlefield.

Conditions and ranges are described in the upcoming “Conditions” and “Maps, Range, and Movement” sections, but the following example provides a brief overview of what it looks like when the GM takes their turn. Once the GM has finished, play passes back to the PCs.

Example: After Quinn makes an attack roll with Fear for their druid Shepherd, play moves to the GM. The GM spotlights a nearby adversary who is temporarily Vulnerable, and describes them breaking free from the vines that are binding them to remove the Vulnerable condition. The GM has 6 Fear available, so they spend 1 to spotlight the adversary Shepherd just hit with their shortstaff. The GM describes the adversary pulling their warhammer out of the mud and swinging at Shepherd’s ribs. The adversary succeeds on the attack, then rolls for damage and totals it for 9 physical damage. This damage falls above Shepherd’s Major threshold, but Quinn marks an Armor Slot and reduces the damage by one tier to Minor instead, marking 1 Hit Point.

Spending another Fear to shift the spotlight again, the GM describes an additional adversary sprinting all the way across the battlefield to get to the massive bell that would signal reinforcements. As the adversary prepares to ring it, the GM returns play to the players, asking, “What do you want to do?”



DOMAIN CARDS

As introduced in the “Domains” section of chapter 1, your active domain cards grant you special abilities or spells. Unless a domain card states otherwise, you can use it as many times as you wish, for as long as it remains in your loadout.

LOADOUT AND VAULT

You can have a maximum of five active domain cards in your **loadout** at any one time. Your subclass, ancestry, and community cards don't count toward that limit and are always active. At lower levels, you won't have enough cards that you need to make selections, but once you have six or more domain cards, you need to choose which to keep in your loadout and which to store in your vault.

Cards in your loadout can be held in your hand, placed on the table next to your character sheet, or made accessible through other means. Do whatever makes it easiest to use them. Any cards in your loadout are considered active, and you're free to use them during play.

Your **vault** holds any domain cards that are inactive and not currently in your loadout. Vault cards should be kept somewhere out of the way, but close enough that they're available if they need to be accessed during a session if you want to swap them into your loadout. A few features require you to permanently place a card in your vault. When this happens, that card is removed from play. You can't move such a card back into your loadout by any means, nor can you choose it again when you gain a level.

SWAPPING CARDS

When you start a rest, you can swap cards between your loadout and your vault. You must do so before you use any downtime moves. If you have fewer than five cards in your loadout, you can add cards from your vault to your loadout until you have five active cards.

When you're not resting, you can still swap cards into your loadout, but it's stressful to do so! To immediately switch a card from your vault to your loadout, mark a number of Stress equal to the vaulted card's Recall Cost (located in the top right of the card next to the lightning bolt symbol). When you do, switch it for another domain card in your loadout and place that card into your vault. If you currently have fewer than five domain cards in your loadout, you can pay the Recall Cost and place a card from your vault into your loadout without trading out a card for it.

Swapping When You Level Up

If your loadout is full when you level up and gain a new card, you can immediately move one of your active cards into your vault and add the new card to your loadout at no cost.

USAGE LIMITS

Some domain cards have an exhaustion limit that restricts how often you can use that card (for example, once per long rest). If you use that card, you'll need a way to remember that it's temporarily unavailable. You might choose to take that card out of your hand and place it face down on the table, turn it on its side or upside down, or any other method to remind yourself that you've already used it. If a card allows for a certain number of uses, you could add a token to it each time you activate it to keep track of how many times you've used it.

ADDING TOKENS TO CARDS

A feature might ask you to add a number of tokens to a domain card. When you do, put the card on the table, grab the appropriate number of character tokens, and place them on the card. These tokens are used to track certain effects, but they don't affect your ability to add tokens to your roll to represent your modifiers, or anything else you might need to use them for. If you still have tokens on your card at the end of a session and aren't told to clear them, ensure you track the number you have left to place back on that card at the beginning of the next session.

Tip: Some spells or abilities remain in effect once you activate them. Unless stated otherwise, this does not prevent you from activating another spell or ability—you can use two (or more) at the same time.

Level

Domain

6

2

Recall Cost

SPELL

RESTORATION

After a long rest, place a number of tokens equal to your Spellcast trait on this card. Touch a creature and spend any number of tokens to clear 2 Hit Points or 2 Stress for each token spent.

You can also spend a token when touching a creature to end the *Vulnerable* condition or heal physical or magical ailment (the GM might require additional tokens depending on the ailment).

When you take a long rest, clear a number of tokens.

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CONDITIONS

Some features impose a condition on your character (or an adversary). These are effects that grant specific benefits or drawbacks to the target they are applied to. Daggerheart has three primary conditions—*Hidden*, *Restrained*, and *Vulnerable*—which are explained in the following sections. Some features apply other unique conditions whose effects are detailed within the text of the feature. Unless otherwise noted, the same condition can't be stacked—applied more than once—on one target.

■ HIDDEN

While you're out of sight from all foes and they don't know where you are, you gain the **Hidden** condition. While *Hidden*, any rolls against you have disadvantage. After an adversary moves to where they would see you, you move into their line of sight, or you make an attack, you are no longer *Hidden*.

Example: While scouting a temple to the Fallen Gods and investigating some large statues depicting ancient battles, Rune hears footsteps coming. He declares that he's going to duck behind the statues and wait for whoever's approaching to pass. The GM decides that the statues provide ample cover and doesn't call for a roll. Rune is now considered *Hidden*. The GM describes snippets of dialogue as two cultists walk right by Rune as he sticks to the shadows, then asks Rune what he wants to do next. If Rune had attacked the cultists as they passed, he'd have lost the *Hidden* condition after doing so.

■ RESTRAINED

When you gain the **Restrained** condition, you can't move until this condition is cleared, but you can still take actions from your current position.

■ VULNERABLE

When you gain the **Vulnerable** condition, you're in a difficult position within the fiction. This might mean you're knocked over, scrambling to keep your balance, caught off guard, magically enfeebled, or anything else that makes sense in the scene. When a creature becomes *Vulnerable*, the players and GM should work together to describe narratively how that happened. While you are *Vulnerable*, all rolls targeting you have advantage.

CLEARING CONDITIONS

When an effect imposes a condition, it might say it is "temporary," or only applies "temporarily," the condition is a **temporary condition**. You can make an action roll, with a Difficulty determined by the GM, to try clearing a temporary condition, though the GM might have you clear it in another way. As always, this action roll should be described and negotiated narratively. For example, if your character is *Vulnerable*, you might describe how you leap through the fire that's trapped you, free your legs from the vines entangling them, or use a canteen to wash noxious venom off your body.

If an adversary is affected by a temporary condition, the GM can use their move to spotlight the adversary and show how they clear the condition. This doesn't require a roll but does use that adversary's spotlight. When it fits the story, the GM might clear the condition in other ways instead.

Special conditions are cleared only when specific requirements are met, such as completing a certain action or using an item. The requirements for clearing these conditions are stated in the text when the condition is applied. The GM can offer alternative ways to clear these conditions at their discretion.

■ ENDING OTHER TEMPORARY EFFECTS

Some effects aren't a condition, but state that they are **temporary**. They can be ended in the same way as temporary conditions. If you initiate the effect (for example, by using the "Ranger's Focus" class feature), the GM can end it by spotlighting the adversary and describing how they get rid of it. Conversely, if the GM initiates the effect (such as an adversary creating a temporary cloud of poisonous gas), you can try to end it by making an appropriate action roll.

COUNTDOWNS

Sometimes the GM, or a specific mechanic, utilizes a **countdown**. Countdowns are a way for the table to keep track of a coming event, which you do by setting a die to a certain value, then ticking that number down until it reaches 0. A countdown might tick down every time an action roll is made, every time a PC rolls with Fear, during each downtime, or any other parameter (either set by the specific mechanics or by the GM to reflect the fiction). To learn more about countdowns, see the "Countdowns" section on page 162.

MAPS, RANGE, AND MOVEMENT

You can play Daggerheart using theater of the mind or maps and miniatures. The following section assumes you are using a map for combat.

MAPS

Your group might want to use maps to clarify positioning, showcase an environment, or simply because you enjoy maps and miniatures. Maps can be as elaborate or as simple as you like. When it's time to use an area map, everyone places their miniatures on it. Use the range measurements discussed below as general reference when building out a map.

RANGE

Daggerheart measures most distance by **range**. Each range includes an example of how you might quickly estimate distance on a physical map on which 1 inch represents roughly 5 feet. However, these ranges aren't intended to be precisely measured during play. The suggested estimates are a quick guide for the GM to determine ranges during a scene, and they might adjust the map as needed. The map should always adjust to capture the fiction, rather than the fiction changing to match the map.

If the table decides not to implement a map, you still use range, but in a more abstract way. Distances are simply a part of the theater of the mind, and it's up to the GM to decide roughly how far away everything is.

Melee: Your character is within touching distance of the target. A PC can touch targets up to a few feet away from them. Keep in mind that Melee range might be greater for especially large NPCs.

Very Close: Your character is very close to a target, able to see their fine details, and can reach them within moments. This is about 5–10 feet away. While in danger, a character can move into Melee range with anything that's within Very Close range of them as part of their action. *Anything on a battle map that is within the shortest length of a game card (2–3 inches) can usually be considered within Very Close range.*

Close: Your character is close enough to a target to see their prominent details, such as across a room or in a neighboring market stall. This is about 10–30 feet away. While in danger, a character can move into Melee range with anything that's within Close range of them as part of their action. *Anything on a battle map that is within the length of a standard pen or pencil (5–6 inches) can usually be considered within Close range.*

Far: Your character is far enough away that they can see the appearance of a target, but not in detail, such as across a small battlefield or down a large corridor. This is about 30–100 feet away. While a character is in danger, the GM might call for them to make an Agility Roll to safely move into Melee range with something that's within Far range of them. *Anything on a battle map that is within the length of the long edge of a standard piece of paper (11–12 inches) can usually be considered within Far range.*

Very Far: Your character is very far away, such as across a large battlefield or down a long street, and while they might be able to see the shape of a person or object, they likely can't make out any details. This is about 100–300 feet away. While a character is in danger, the GM might call for them to make an Agility Roll to safely move into Melee range with something that's within Very Far range of them. *Anything on a battle map that is beyond Far range, but still within the bounds of the conflict or scene, can usually be considered within Very Far range.*

Out of Range: Anything beyond a character's Very Far range is Out of Range and usually can't be targeted.

Tip: When specific distances are referenced in the game (such as a wall that is 30 feet high or a rope that is 50 feet long) it is to give a sense of scale in the fiction. In this same way, you shouldn't feel restricted to using ranges when describing the world—just when the characters interact with it mechanically.

■ USING RANGE

When a weapon, spell, ability, item, or other effect states a range, this refers to its maximum range. Unless otherwise noted, an effect can also be used at closer ranges. For example, the shortstaff weapon has a Close range, so it can be used against a target within Close, Very Close, or Melee range.

Range is always measured from the source of the effect (often the attacker or caster), unless the feature says otherwise. This means targets in any direction of your character within the specified range can be hit. Some effects specify a certain area within their range, such as an effect that targets "all adversaries in front of you." In that example, you choose which direction your character is facing, then target each adversary in a 180-degree field in front of them. If an effect targets creatures in a line, then you target each adversary in a straight line within the specified range. As with other rules in this game, use common sense when interpreting these effects—they're there to support the story, not limit it.

Other effects can move your character or a target from one range to another, such as an effect that lets you "knock back a target to Close range." These effects typically clarify which range band a target is moved to (you can always move them closer by choice). But if the fiction doesn't support it—for example, if an adversary hits a wall and can't be moved any farther—then follow the fiction rather than the exact range.

A map is just an approximation of the scene playing out in everyone's head, so scale, distance, and details don't need to be perfectly accurate. The map and the miniatures on it should never limit the table's imagination, only provide spatial context so everyone is on the same page.

OPTIONAL RULE: DEFINED RANGES

If your table would rather operate with more precise range rules, you can use a 1-inch grid battle map during combat. If you do, use the following guidelines for play:

- **Melee:** 1 square
- **Very Close:** 3 squares
- **Close:** 6 squares
- **Far:** 12 squares
- **Very Far:** 13+ squares
- **Out of Range:** Off the battlemat

MOVEMENT

When you're not in a dangerous, difficult, or time-sensitive situation, you don't need to worry about how fast you move. However, when you're under pressure or in danger, the following rules apply.

■ MOVING CLOSE DURING ACTIONS

When you make an action roll, you can also move to a location within Close range as part of that action. This location must be somewhere your character could plausibly and easily reach within the narrative. If you want to move somewhere beyond your Close range but within Far or Very Far range, or if you want to reach an area that's not easily accessible (such as one that requires climbing, swimming, or jumping), use the following rules.

■ MOVING FAR OR MOVING AS YOUR PRIMARY ACTION

If you're not already making an action roll, or if you want to move farther than your Close range, you'll need to succeed on an Agility Roll to safely reposition yourself. The GM sets this Difficulty depending on the situation. On a failure, you might only be able to move some of that distance, the adversaries might act before you can make it, or a hazard might prevent you from moving at all.

■ ADVERSARY MOVEMENT

When an adversary is in the spotlight and makes a move such as attacking a target or picking a lock, the GM can move them within their Close range as part of their action. For example, the adversary can pick a lock to open a door and then move within their Close range toward a PC inside the room beyond. If the GM wants to move the adversary somewhere beyond their Close range but within their Far or Very Far range, this uses their entire action, but the adversary doesn't have to succeed on an Agility Roll like a PC would.

TARGETS AND GROUPS

An effect often asks you to choose a target within range. This means you choose a single creature to affect. When it makes sense in the story, you can ask the GM if you can target a single object in range, rather than an adversary, adjusting the effects as needed. If an effect allows for multiple targets, you can choose any that fall within the parameters of the effect.

To affect a **group** of targets, those targets must be clumped together in an area within Very Close range of a point you choose. You can always ask the GM if adversaries would be considered a group before you make a move. Regardless of the number of targets, you only make one attack roll and compare its result to the Difficulty of each eligible target to determine which creatures you succeed against. When your attack deals damage to more than one target, roll damage once and apply the total to each target the attack succeeded against.

COVER, LINE OF SIGHT, AND DARKNESS

Sometimes during a fight, you might seek **cover**, such as by diving behind a small barricade or ducking behind a tree. When you take cover behind something that makes attacking you more difficult (but not impossible), attack rolls against you are made with disadvantage.

You usually can't be targeted if you're entirely behind a substantial structure like a wall, even if you're technically in range of the attack. However, you might still be affected by nearby explosions or similar effects that target an area.

Some effects require the target to be within your **line of sight**. You have line of sight if you can see the target (though in some situations, the GM might decide the effect can't go through a glass window or similarly transparent object). For alternatives to this rule for blind characters, see the "Adjusting Abilities and Spells" section on page 82.

Darkness can also make certain actions more challenging. The GM should reflect this by raising the Difficulty of action rolls or imposing disadvantage on rolls made by the PCs.

GOLD

Gold tracks how much wealth you have collected on your journey. You can spend it on things such as items, consumables, and equipment. Some campaigns are more or less focused on gold as a reward, so check with your GM about how much your game will prioritize gold. There are no set prices in this book for weapons, armor, and loot, so you aren't locked out of adding exciting equipment if you're not playing a gold-focused campaign. The GM determines equipment prices based on the amount of gold given out during your sessions.

Gold is measured in **handfuls**, **bags**, and **chests**, with 10 handfuls to 1 bag, and 10 bags to 1 chest. When you have marked all of the slots in a category and you gain another gold reward in that category, you mark a slot in the following category and clear all the slots in the current one. For example, if you have 9 handfuls and gain another, you instead mark 1 bag and erase all handfuls. If you have 9 bags and gain another, you mark 1 chest and erase all bags. If you ever have more than 1 chest, you'll need to store some of your gold before you can take more.

The value of gold is abstracted so you don't need to track it precisely. If you want to tip a coin to a waiter or flip a coin into a well, you don't need to worry about it.

OPTIONAL RULE: GOLD COINS

If your group wants to track gold more granularly, you can add **coins** as your lowest denomination. Following the established pattern, 10 coins equal 1 handful.

DOWNTIME

A party can choose to rest before they continue forward on their journey, and when they do, each PC has the chance to make two **downtime moves**. Though downtime is their chance to recover from the dangers they've faced, it's also an opportunity for characters to have important, emotional scenes with each other—to learn more about one another in their quiet moments together and have character-centric conversations they might not have had time for during big battles or high-intensity exploits.

■ SHORT REST

A **short rest** is when the characters stop to catch their breath, taking a break for about an hour. Each player can swap any domain cards in their loadout for cards in their vault, then choose two of the following moves (or choose the same move twice). Some short rest downtime moves require you to use your tier as a value. This is covered in the upcoming “Tiers of Play” section.

Tend to Wounds: Describe how you hastily patch yourself up, then clear a number of Hit Points equal to 1d4 + your tier. You can do this to an ally instead.

Clear Stress: Describe how you blow off steam or pull yourself together, then clear a number of Stress equal to 1d4 + your tier.

Repair Armor: Describe how you quickly repair your armor, then clear a number of Armor Slots equal to 1d4 + your tier. You can do this to an ally's armor instead.

Prepare: Describe how you prepare yourself for the path ahead, then gain a Hope. If you choose to Prepare with one or more members of your party, you each gain 2 Hope.

■ WORKING ON A PROJECT IN DOWNTIME

If a PC wants to pursue a project that would take them a substantial amount of time but that they can work on during a long rest, they should first discuss it with the GM. This could involve deciphering an ancient text, crafting a new weapon, or something similar. Projects usually involve a Progress Countdown (see the “Countdowns” section on page 162). Each time a PC takes the Work on a Project downtime move during a long rest, they either automatically tick down their countdown, or the GM might ask them to make an action roll to gauge their progress.

For more information on projects, see the “Using Downtime” section on page 181.

■ DOWNTIME CONSEQUENCES

Downtime allows for quiet scenes between characters, encouraging personal moments in the story—but the world doesn't stop when you rest! The GM also takes actions during downtime. On a short rest, they gain 1d4 Fear. On a long rest, they gain an amount of Fear equal to 1d4 + the number of PCs, and they can advance a long-term countdown.

When the characters decide they want to have downtime, they choose between a short rest and a long rest. A party can take up to three short rests before their next rest must be a long rest. If a short rest is interrupted (such as by an adversary's attack), characters don't gain its benefits. If a long rest is interrupted, the characters instead gain the benefits of a short rest (even if they've already had three short rests).

■ LONG REST

A **long rest** is when the characters make camp, relax for a few hours, and get some rest. Each player can swap any domain cards in their loadout for cards in their vault, then can choose two of the following moves (or choose the same move twice).

Tend to All Wounds: Describe how you patch yourself up, then clear all Hit Points. You can do this to an ally instead.

Clear All Stress: Describe how you blow off steam or pull yourself together, then clear all Stress.

Repair All Armor: Describe how you spend time repairing your armor, then clear all Armor Slots. You can do this to an ally's armor instead.

Prepare: Describe how you prepare for the next day's adventure, then gain a Hope. If you choose to Prepare with one or more members of your party, you each gain 2 Hope.

Work on a Project: Establish or continue work on a project (see the following “Working on a Project in Downtime” section).

■ REFRESHING FEATURES DURING DOWNTIME

Resting can refresh the availability of your features and end some temporary effects.

- Any effects that last until your next rest end when your character finishes either a long or a short rest. Likewise, any features that can be used a number of times per rest refresh when your character finishes either a long or a short rest.
- Any effects that last until your next long rest end when your character finishes a long rest. Likewise, any features that can be used a number of times per long rest only refresh when your character finishes a long rest.

■ ONCE PER SESSION FEATURES

Some features say you can use them “once per session.” These features don't refresh during rests, but instead are available again at the start of your next Daggerheart session. If your table decides to play a long session, the GM might decide that all “once per session” abilities are refreshed during a break in play instead.

DEATH

Facing death is an important part of being an adventurer and having a character die can be an exciting end to a story, as well as an opportunity for the player to transition into something new. In *Daggerheart*, when you mark your last Hit Point, you must make a **death move**.

■ DEATH MOVE

Choose one of the following options:

Blaze of Glory: Your character embraces death and goes out in a blaze of glory. Take one action (at the GM's discretion), which critically succeeds, then cross through the veil of death.

Avoid Death: Your character avoids death and faces the consequences. They temporarily drop unconscious, and then you work with the GM to describe how the situation worsens. Your character can't move or act while unconscious, they can't be targeted by an attack, and they return to consciousness when an ally clears 1 or more of their marked Hit Points or when the party finishes a long rest. After your character falls unconscious, roll your Hope Die. If its value is equal to or under your character's level, they gain a scar (see the following "Scars" section).

Risk It All: Roll your Duality Dice. If the Hope Die is higher, your character stays on their feet and clears an amount of Hit Points or Stress equal to the value of the Hope Die (divide the Hope Die value between Hit Points and Stress however you'd prefer). If the Fear Die is higher, your character crosses through the veil of death. If you critically succeed, your character stays up and clears all Hit Points and Stress.

If a player makes a death move that results in their character dying, they should work with the GM before the next session to build a new character at the current level of the rest of the party.

■ SCARS

If you choose to avoid death, you might take a **scar**. If you do, cross out one of your Hope slots. You can't use this slot anymore. The narrative impact of this scar is up to you. For example, you might now bear a physical scar, a painful memory, or a deep fear. Scars are permanent, but can be healed at the GM's discretion as a downtime project, a reward for a quest focused on healing that scar, or something with similar narrative weight.

If you ever cross out your last Hope slot, it's time to end your character's journey. Work with the GM to find a fitting way for the party to say goodbye to them at the end of the session, then prepare a new character at the current level of the rest of the party for the next time you play.

■ RESURRECTION

It is possible to resurrect a dead character, though it's often a long, difficult, and costly process. If a party decides to take this path upon a character's death, the GM details the steps the party must take to complete the resurrection.

There is also the "Resurrection" spell available from the Splendor domain at level 10.



ADDITIONAL RULES

The following rules apply to many aspects of the game.

■ ROUNDING UP

This game doesn't use fractions; if you need to round to a whole number, round up unless otherwise specified.

■ REROLLING DICE

When a feature allows you to reroll a die, you always take the new result. You do not choose between the first result and the new one, unless the feature specifically says that you can.

■ INCOMING DAMAGE

When a feature refers to incoming damage, it's describing the damage amount a target is currently receiving. For example, the dwarves' "Increased Fortitude" feature allows a PC to spend 3 Hope to halve incoming physical damage. This means that the GM tells the player how much damage their PC is taking from an attack. The player can then decide to spend 3 Hope to take half as much damage instead. If the player wanted to do this again on an additional attack, they'd need to spend another 3 Hope.

■ SIMULTANEOUS AND STACKING EFFECTS

If two or more effects can apply to a situation, and the rules don't tell you which order to apply them in, the player controlling the effects (including the GM) can apply the effects in any order. For example, if one ability lets you spend a Hope to retaliate after an attack, and another ability lets you gain a Hope when you mark a Hit Point, you can decide to gain the Hope first, then spend it to make the attack. Similarly, if you have multiple moves that can trigger in a situation (such as two moves that occur "after a successful attack"), you can use them together and choose in which order to activate them.

If you want to apply two or more effects, they must both be able to successfully resolve to be used together. Otherwise, you must choose which one applies. For example, if you can clear a Stress every time you roll with Fear, and you have an ability that lets you make a roll with Fear into a roll with Hope, you can't clear a Stress and then change the roll to be with Hope instead of Fear. As always, if there's any uncertainty, the GM arbitrates how effects apply.

At the GM's discretion, most effects can stack. For example, if two bards give you a Rally Die, you can spend both of them on the same roll. However, you can't stack conditions, advantage or disadvantage, or other effects that say you can't.

■ ONGOING SPELL EFFECTS

Once a spell's effect is in play, as long as it doesn't mention an expiration, it continues until a PC or the GM ends it, or until the fiction changes in a way that would naturally stop it. This means that if you cast a spell and then switch out that domain card for another in your vault, the spell's effect can remain active, even though that card is no longer in your loadout.

■ SPENDING RESOURCES

If a rule tells you to spend a resource, you lose that resource once you spend it. For example, when you spend a Hope on an ability, you clear a Hope that you've marked on your character sheet. Similarly, if a bard gives you a Rally Die, when you choose to spend it and add its result to your roll, you lose that die and return it to the other player.

Unless an effect states otherwise, you can't spend Hope or mark Stress multiple times on the same feature to increase or repeat its effects on the same roll. For example, if a feature says you can "spend a Hope to add 1d6 to the damage roll," you can't spend 2 Hope and add 2d6 instead. If a feature says "mark a Stress to gain a +3 bonus to your Spellcast Roll," you can't mark 2 Stress and gain a +6 bonus.

However, on an effect like the Guardian's Hope Feature, which says "Spend 3 Hope to clear 2 Armor Slots," you can spend 6 Hope to clear 4 Armor Slots, because this effect isn't applying its bonus to a specific roll—you're just activating the feature more than once.

■ USING FEATURES AFTER A ROLL

Some features let you affect a roll after the result has been totaled—such as the seraph's "Prayer Dice," the faerie's "Wings," or the Grace domain's "Endless Charisma." In this case, you use it after the GM declares if the roll succeeds or fails, but before the narrative consequences unfold (such as damage being rolled) or another dice roll is made.

■ END OF THE SCENE

Sometimes certain effects, bonuses, or conditions state that they last until the end of the scene. At the GM's discretion, a scene continues until the current narrative situation has played out. A chase scene might end when the PCs have caught their quarry or when they've escaped pursuit. A battle scene usually ends when one side has fled, surrendered, or been entirely defeated. If there's uncertainty about when a scene is considered to be over, throw it to the table and see what the players think makes sense. You don't have to linger in a scene after the most engaging actions and interactions have occurred. If you want to play out their implications or process the emotions but the heat of the moment has passed, that aftermath can take place in its own scene.

PLAYER BEST PRACTICES

This section provides guidance for player best practices and how to get the most out of Daggerheart. When considering these best practices, remember the “Player Principles” section in this book’s introduction.

- Embrace danger.
- Use your resources.
- Tell the story.
- Discover your character.

■ EMBRACE DANGER

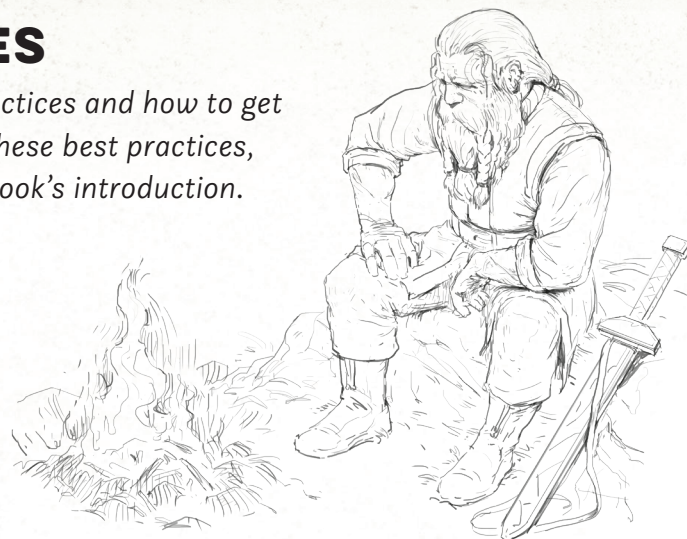
The life of an adventurer is a dangerous one, often filled with treacherous paths, monstrous threats, and powerful foes. Along the way, you’ll face difficult choices and life-threatening peril. It’s important as adventurers to embrace this danger as part of the game. Playing it safe, not taking risks, and overthinking a plan can often slow the game to a halt.

Don’t be afraid to leap in headfirst and think like a storyteller, asking what the hero of a novel or a TV show would do here? Think about not only what choice might be obvious, but what story could be most interesting, or how your character might approach the situation differently because of their background. Remember that you are not your character and that it’s okay to put them into harm’s way, push them to their limits, and take big risks if it’s right for the story. Their trials and their failures are not yours. We might always want to win, but players win by collaborating on a compelling narrative, not by having successful dice rolls every time.

■ USE YOUR RESOURCES

Player characters in Daggerheart have access to many resources that help them in their heroic journey. Chief among them is Hope, a resource that frequently comes and goes over the course of a session. You’ll gain a Hope roughly every other time you make an action roll, so you’re encouraged to spend it on Hope Features, to Help an Ally, to Utilize an Experience, to initiate a Tag Team Roll, and to use other features and abilities that cost Hope.

Stress, Hit Points, and Armor are your most essential other resources. They interact in varying ways that you can manipulate and optimize with domain abilities, ancestry features, class features, and more. For players excited about the crunch of interacting mechanics, look to those resources and think about how to manage them to get the most out of your character.



■ TELL THE STORY

You are an equal partner in telling the story alongside everyone else at the table. The GM presents opportunities and challenges for the party along the way, but they are not the sole author of the fiction you’re exploring together. Daggerheart is a collaborative game where everyone is responsible for bringing the tone, feel, and themes they’re interested in to the group. If you have an idea for a description or a detail to add, feel free to offer it to the table. If you want a specific emotional arc to be a part of your story, talk to your GM about finding opportunities to include it, and seize those opportunities when they show up. When you reach these moments in the story, take the time to showcase the emotions driving your character forward and the desires spurring their actions.

Your role as a player in Daggerheart is to guide your character along the best story arc you can, not necessarily to always make the most tactical or strategic moves. Think about what you’re interested in saying thematically with the narrative, and let that be expressed through your character.

■ DISCOVER YOUR CHARACTER

It’s okay not to know everything about your character when you sit down to play for the first time, the tenth time, or even the hundredth time. When the game begins, you only have a few pieces of information to go on—such as what your character might be good at, some backstory, their relationships with a few other characters, and what kind of weapon they carry. That’s perfectly fine—because you’ll build on your character throughout the game. Think of character creation as an ongoing process. The GM might turn to you to ask something about your past that you haven’t worked out or thought of yet. You could take this opportunity to invent something on the spot, or ask them to talk through some ideas with you before you settle on one. Try to use the game’s fiction to discover the different aspects of your character, and let those discoveries flow into the decisions they make.

LEVELING UP

When your party reaches a milestone in a campaign, the GM will tell you that it's time to level up. How often this happens is up to your GM and your group's narrative preferences, but most groups play at least three sessions between levels.

OVERVIEW

All party members level up at the same time. When you level up your character, you can upgrade their character traits and features. The following sections provide step-by-step instructions for leveling up a character.

Generally, characters begin their journey at level 1 and end their journey at level 10, but if a party loses a character in the middle of a campaign, the GM should have the character's player make a new character at the appropriate level of the party.

TIERS OF PLAY

Levels in Daggerheart are divided into tiers.

- **Tier 1** encompasses level 1 only.
- **Tier 2** encompasses levels 2–4.
- **Tier 3** encompasses levels 5–7.
- **Tier 4** encompasses levels 8–10.

Your tier affects your damage thresholds, level achievements, and more.

LEVEL ACHIEVEMENTS

When your character levels up, first take any **level achievements** they have earned. These achievements are given in at the top of the tier block, found on the lower half of your class guide.

- **At level 2**, you gain an additional Experience and add it to your character sheet with a modifier of +2. You also gain a permanent +1 bonus to your Proficiency.
- **At level 5**, you gain an additional Experience and add it to your character sheet with a modifier of +2. You also gain a permanent +1 bonus to your Proficiency. You clear any marks on each character trait you've previously increased and marked, allowing you to increase those traits again later.
- **At level 8**, you gain an additional Experience and add it to your character sheet with a modifier of +2. You also gain a permanent +1 bonus to your Proficiency. You clear any marks on each character trait you've previously increased and marked.

Tip: For help with Experiences, see the "Step 7: Create Your Experiences" section on page 20.



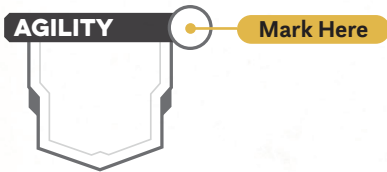
CHOOSING ADVANCEMENTS

Next, you have a set list of options for upgrading your character. You can choose any two options with unmarked slots. Some options have multiple slots, meaning they can be chosen more than once. When you choose your advancement, mark the appropriate slot. Once all of an option's slots have been marked, you can't take that option again.

TIER 2: LEVELS 2-4	TIER 3: LEVELS 5-7	TIER 4: LEVELS 8-10
<p>At level 2, gain an additional Experience at +2 and gain a +1 bonus to your Proficiency.</p>	<p>At level 5, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.</p>	<p>At level 8, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.</p>
<p>Choose two options from the list below and mark them.</p>	<p>Choose two options from the list below or any from the previous tier and mark them.</p>	<p>Choose two options from the list below or any from the previous tier and mark them.</p>
<p><input type="checkbox"/> <input type="checkbox"/> Gain a +1 bonus to two unmarked character traits and mark them.</p> <p><input type="checkbox"/> <input type="checkbox"/> Permanently gain one Hit Point slot.</p> <p><input type="checkbox"/> <input type="checkbox"/> Permanently gain one Stress slot.</p> <p><input type="checkbox"/> Permanently gain a +1 bonus to two Experiences.</p> <p><input type="checkbox"/> Choose an additional domain card of your level or lower from a domain you have access to (up to level 4).</p> <p><input type="checkbox"/> Permanently gain a +1 bonus to your Evasion.</p>	<p><input type="checkbox"/> <input type="checkbox"/> Gain a +1 bonus to two unmarked character traits and mark them.</p> <p><input type="checkbox"/> <input type="checkbox"/> Permanently gain one Hit Point slot.</p> <p><input type="checkbox"/> <input type="checkbox"/> Permanently gain one Stress slot.</p> <p><input type="checkbox"/> Permanently gain a +1 bonus to two Experiences.</p> <p><input type="checkbox"/> Choose an additional domain card of your level or lower from a domain you have access to (up to level 7).</p> <p><input type="checkbox"/> Permanently gain a +1 bonus to your Evasion.</p> <p><input type="checkbox"/> Take an upgraded subclass card. Then cross out the multiclass option for this tier.</p>	<p><input type="checkbox"/> <input type="checkbox"/> Gain a +1 bonus to two unmarked character traits and mark them.</p> <p><input type="checkbox"/> <input type="checkbox"/> Permanently gain one Hit Point slot.</p> <p><input type="checkbox"/> <input type="checkbox"/> Permanently gain one Stress slot.</p> <p><input type="checkbox"/> Permanently gain a +1 bonus to two Experiences.</p> <p><input type="checkbox"/> Choose an additional domain card of your level or lower from a domain you have access to.</p> <p><input type="checkbox"/> Permanently gain a +1 bonus to your Evasion.</p> <p><input type="checkbox"/> Take an upgraded subclass card. Then cross out the multiclass option for this tier.</p>
<p>Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.</p>	<p>Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.</p>	<p>Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.</p>
<p><input type="checkbox"/> <input type="checkbox"/> Increase your Proficiency by +1.</p> <p><input type="checkbox"/> <input type="checkbox"/> 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.</p>	<p><input type="checkbox"/> <input type="checkbox"/> Increase your Proficiency by +1.</p> <p><input type="checkbox"/> <input type="checkbox"/> 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.</p>	<p><input type="checkbox"/> <input type="checkbox"/> Increase your Proficiency by +1.</p> <p><input type="checkbox"/> <input type="checkbox"/> 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.</p>



- When you choose to increase two unmarked character traits and mark them:** Choose two unmarked character traits and gain a permanent +1 bonus to them. You can't increase these stats again until the next tier (when your level achievement allows you to clear those marks).
- When you choose to increase your Evasion:** Gain a permanent +1 bonus to your Evasion.
- When you choose to take an upgraded subclass card:** Take the next card for your subclass. If you have only the foundation card, take a specialization. If you have a specialization already, take a mastery. You'll also cross out the option to multiclass when you subsequently level up in that tier.
- When you choose to increase your Proficiency:** Fill in one of the open circles in the "Proficiency" section of your character sheet, then increase your weapon's number of damage dice by 1 (for example, from 2d6 to 3d6). You'll see a black box around the level-up slots. That is because increasing your Proficiency requires you to mark both level-up slots in order to take it as an option.
- When you choose to multiclass:** You can take certain features and domain cards from another class. You'll see a black box around the level-up slots. That is because multiclassing requires you to mark both level-up slots in order to take it as an option. See the upcoming "Multiclassing" section for details.



- When you choose to permanently add 1 or more Hit Point slots:** Darken the outline of the next rectangle in the Hit Point section of your character sheet in pen or permanent marker.
- When you choose to permanently add 1 or more Stress slots:** Darken the outline of the next rectangle in the Stress section of your character sheet in pen or permanent marker.
- When you choose to increase your Experiences:** Choose two Experiences on your character sheet and gain a permanent +1 bonus to both.

RAISING DAMAGE THRESHOLDS

After choosing advancements, raise your character's damage thresholds by +1 (since you always add their current level to their damage thresholds).

TAKING DOMAIN CARDS

Finally, take a new domain deck card at your level or lower, increasing the special abilities your character can use. You can choose one card from any domain deck available to your class. If you share a domain deck with another player, make sure you take each other's preferences into consideration when choosing a card, or that you have multiple copies of a card available.

Additionally, you can also choose to trade out one domain card you already have for a different domain card of an equal level or lower.

Since you can't have more than five domain cards active at a time, once you have six or more domain cards, you need to choose which to keep in your loadout and which to store in your vault.

MULTICLASSING

Starting at level 5, you can choose multiclassing as an option when leveling up. When you multiclass, you get to choose an additional class, select one domain from that class, and gain access to their class feature. Take the appropriate multiclass module and add it to the right side of your character sheet, then choose a foundation card from a subclass of your choice. If that foundation card has a Spellcast trait on it, you can choose to use that trait when making a Spellcast Roll or use the Spellcast trait from your original subclass. If you did not previously have a Spellcast trait and now require one for your multiclass, you must use the Spellcast trait noted on your new subclass.

Tip: When you multiclass, you must cross out one available "take an upgraded subclass card" option on this tier of your level up sheet, meaning you can't gain the mastery card for any subclass. You also cross out any other multiclass options, as characters can only multiclass once.

Choose a domain from your new class that you don't already have access to. Moving forward, whenever you get to choose domain cards, you can choose from cards that match your additional domain at half your current level (rounded up). This means a level 5 wizard who decides to multiclass into druid and chooses the Sage domain could choose any Sage domain cards of level 3 or lower.

Any attacks, spells, or other moves you use while multiclassing are always performed at your current level. For example, a level 7 wizard who multiclassed into a druid can use the tier 3 "Beastform" options. If any move you get by multiclassing asks you to use a number of dice equal to your level, use the level on your character sheet. The half-level restriction only applies to selecting domain cards, not the mechanics written on them.

EXAMPLE OF LEVELING UP A CHARACTER

Aliyah's party has just advanced to level 2 and the group is leveling up together. Aliyah finds the warrior class guide to bring Tabby up to level 2.

- First, Aliyah updates Tabby's level to "2" at the top of her character sheet.
- Aliyah then takes her level achievements. She adds a new Experience for Tabby. Because Tabby has been doing a lot of acrobatics and daring jumps, she decides to give her the Always Land on My Feet Experience. This is a new Experience, so it starts with a +2 modifier. Afterward, she increases Tabby's Proficiency to 2 (because she gets a permanent +1 bonus at level 2) and fills in one of the circles in the Proficiency section of her character sheet to reflect the change.
- Next, she looks at the advancement options for levels 2 to 4. She knows she wants to increase Tabby's Agility, since that's her primary trait for combat. She marks "Gain a +1 bonus to two unmarked character traits and mark them." Aliyah chooses Agility and Instinct, raising each by 1 (Tabby now has an Agility of +3 and an Instinct of +2), then marks the circle attached to each trait as a reminder that they can't be raised again until Tabby hits level 5 and clears marks on all traits.
- Following that, Aliyah marks "Permanently gain one Stress slot." She looks at the Stress section of Tabby's character sheet and fills in the outline of one of the dotted squares to represent Tabby's new permanent Stress slot. That means she'll be able to withstand more strain during play.
- She then goes to Tabby's damage thresholds and gains a permanent +1 bonus to both from her level up, increasing her Major threshold from 7 to 8 and her Severe threshold from 14 to 15. Additionally, she updates the damage bonus from her "Combat Training" class feature to +2, as the bonus is equal to her level.
- Lastly, Aliyah asks for the domain decks for Blade and Bone to pick a new domain card at level 2 or lower. At level 2, her options in the Blade deck are "Reckless" and "A Soldier's Bond." Her choices from the Bone are "Strategic Approach" and "Ferocity." Aliyah considers the option to gain and give Hope with "A Soldier's Bond." Since Tabby's Knowledge trait is only 0, she doesn't think "Strategic Approach" is a good choice. In the end, she settles on "Reckless" to give Tabby a better chance of hitting her opponents.

Now Tabby is ready to continue her journey as a level 2 warrior!

EQUIPMENT

This section details the rules for equipping and using weapons and armor, then lists the weapons and armor used in this game.

EQUIPPING, STORING, AND SWITCHING EQUIPMENT

You **equip** weapons and armor to your character by recording them on your character sheet in the “Active Weapons” and “Active Armor” sections. Your character can only attack with weapons, benefit from armor, and gain features from items they have equipped.

■ INVENTORY WEAPONS

As your character acquires new equipment throughout their journey, they can carry two additional weapons (primary, secondary, or any combination of the two) in the “Inventory Weapon” areas of the character sheet, but there’s only so much room in your character’s pack. The inventory section holds gear your character doesn’t have equipped, therefore your character isn’t wielding these items and will not gain their benefits.

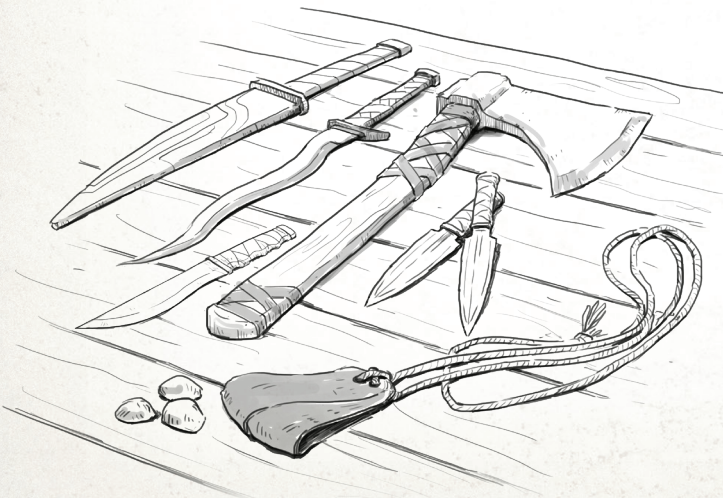
■ SWITCHING WEAPONS

When your character is in a dangerous situation, you can mark a Stress to equip an Inventory Weapon, moving their previous Active Weapon into the Inventory Weapon section. If your character is in a calm situation or preparing during a rest, they can swap weapons with no Stress cost.

■ SWITCHING ARMOR

Your character can’t equip armor while in danger or under pressure. Otherwise, they can equip armor freely, replacing their previous active armor with armor they’ve purchased or otherwise acquired. Each armor has its own Armor Slots, as recorded in the boxes in that section; if your character switches armor, be sure to keep track of how many Armor Slots you’ve marked on the old armor, especially if you are giving it to a party member. You can’t carry additional armor in your inventory.

When your character switches armor, be sure to add their current level to its base damage thresholds and incorporate any bonuses they might have from other features.



USING WEAPONS

The following sections detail the types of weapons found in Daggerheart, then break down their statistics. When you’re ready to review the weapon options, see the “Primary Weapon Tables” and “Secondary Weapon Tables” sections, which list available weapons by tier.

■ PRIMARY AND SECONDARY WEAPONS

Weapons fall into two main categories: primary and secondary.

Primary weapons are the main weapons your character will likely be fighting with during an encounter. A character can only hold one primary weapon at a time, which goes into the “Primary Weapon” area of their character sheet. If you take a two-handed weapon, this is typically the only weapon your character can have active. The list of starting primary weapons, called Tier 1 primary weapons, can be found in the upcoming “Primary Weapon Tables” section on page 115.

Secondary weapons are typically ancillary pieces of equipment that augment your character’s fighting, such as shields, daggers, or small swords. If a character’s primary weapon is one-handed, we recommend you also take a secondary weapon (but you can’t hold your secondary weapon if you switch to a primary weapon that requires two hands). Your character can only hold one secondary weapon at a time, which goes in the “Secondary Weapon” area on their character sheet. The list of starting secondary weapons, called Tier 1 secondary weapons, can be found in the upcoming “Secondary Weapon Tables” section on page 124.

You can make an attack roll with either a primary or secondary weapon your character has equipped, allowing for flexibility in the types of attacks you can make. Many secondary weapons have features that augment another aspect of your character’s fighting style—for example, a dagger might grant them extra damage to targets they attack with their primary weapon within Melee range, or a shield might add to your character’s Armor Score. Most adventurers choose to at least carry a primary weapon, but for guidance on fighting without a weapon, see the “Unarmed Attack Rolls” section on page 96.

■ THROWING A WEAPON

When you’re using a weapon that you could theoretically throw (such as a dagger or an axe), you can throw it at a target within Very Close range, making an attack roll using Finesse. On a success, deal damage as usual for that weapon. Once thrown, you lose that weapon. Unless you retrieve it, you can’t attack with it or benefit from its features.

WEAPON STATISTICS

Each weapon in this book includes its name, trait, range, damage die, damage type, and burden. Some weapons also have a feature. For example, the broadsword starting weapon has the following statistics:

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Broadsword	Agility	Melee	d8 phy	One-handed	Reliable: +1 to attack rolls

NAME

In your character's early adventures, most weapon **names** are the same as their type. For starting weapons, this is often something straightforward, such as a battleaxe or hand runes. As characters level up and collect better equipment, this name could become more specific—something like a flaming dragonscale blade, a valiant bow, or even a named weapon like the Wand of Essek.

TRAIT

This tells you what **trait** is used when making an attack with this weapon. For example, a Strength weapon uses your character's Strength trait whenever they use it to attack a target.

RANGE

Range signifies the maximum distance from which a weapon or effect can hit a target. You can hit something in Melee, Very Close, Close, Far, or Very Far range with an effect or weapon.

DAMAGE

The **damage** represents how deadly your weapon is against the adversaries you face. When a weapon's damage lists a type of die—such as “d8”—you roll that die to determine the damage you deal.

As your character levels up, they'll increase their Proficiency, which starts at 1. Unless otherwise specified, you roll a number of damage dice equal to your character's Proficiency. For example, if your character's Proficiency is 2 and their damage die is a d8, you roll 2d8 and add their values together. If you roll a 4 and an 8 on these dice, you deal a total of 12 damage.

DAMAGE TYPE

A weapon's **damage type** specifies what kind of damage it does to a target: physical (phy) or magic (mag). Physical damage comes from any wielded weapon that cuts, stabs, or bludgeons (such as swords, longbows, and warhammers). Magic damage is caused or enhanced by magic (such as the “Conjure Swarm,” “Midnight Spirit,” and “Smite” spells).

Damage types are important because some creatures might have resistance or immunity to one of the two types. For example, ghosts may not be as affected by physical damage as they are by magic damage.

You typically can't wield weapons that deal magic damage unless you have a Spellcast trait.

BURDEN

A weapon's **burden** notes how many hands it takes to wield it. Weapons are either one-handed or two-handed. When you take a weapon, you'll also fill up a number of hands equal to its burden on your character sheet. If your character can't bear the burden of a weapon because their hands are already full, you can't equip it.

You're welcome to create a character with any number of hands or have your character wield a weapon using something other than their hands. However, when tracking burden, each character mechanically has two appendages capable of wielding weapons.

FEATURE

A weapon **feature** describes any special rules that apply only to that particular weapon. For example, some features reduce or increase your character's statistics, while others give them special ways to deal damage. A weapon's features only apply to that weapon; you can't apply its features to a different weapon. Your character can only benefit from a weapon's features while the weapon is equipped. If you put a weapon into your inventory, lose it, or get rid of it, your character no longer gains the benefits of that feature.

Arrows & Ammunition

We assume that if your character has a bow, they're well supplied with standard arrows. If you have a gun, they're well supplied with standard bullets of the applicable type. But if they've picked up specialized ammunition at some point, be prepared to keep track of this limited arsenal.

Tip: *Your party might want to play a campaign that feels grounded or gritty. If so, you can monitor and limit the acquisition of supplies such as food, ammunition, and other sundries. Have a discussion with your GM and table about the cost of goods and the availability of materials in your world.*

USING ARMOR

Each armor in this book includes its name, base damage thresholds, and base Armor Score. Some armor also has a feature. For example, the chainmail starting armor has the following statistics:

NAME	BASE THRESHOLDS	BASE SCORE	FEATURE
Chainmail Armor	7 / 15	4	Heavy: -1 to Evasion

NAME

In your character's early adventures, most early armor **names** are the same as their type, such as chainmail armor. As your character levels up, they might acquire special armor, such as veritas opal armor.

BASE SCORE

An armor's **base score** represents the short-term protection it provides and how many Armor Slots you can mark (before any bonuses from other features). For example, if an armor's base score is 4, you have 4 available Armor Slots you can mark. Your character's Armor Score, with all bonuses included, can never exceed 12. Once you add all other bonuses to an armor's base score, the final total is referred to as your character's Armor Score.

BASE THRESHOLDS

An armor's **base damage thresholds** represent the long-term protection your armor provides, and determine your damage thresholds (before any bonuses from other features). When recording your character's damage thresholds in the "Damage & Health" section of your character sheet, you always add your character's level to those values. For example, if your level 1 character has base thresholds of 7/15 with no other bonuses, they would have a Major damage threshold of 8 and a Severe damage threshold of 16.

FEATURE

Armor **features** describe any special rules that apply only to that particular armor. For example, some reduce or increase your character's statistics, and others give you special ways to use your character's Armor Slots. A set of armor's features apply only to that specific armor; you can't apply its features to different armor. Your character can benefit from a set of armor's features only while armor is equipped.

REDUCING DAMAGE

When your character takes damage, you can negate some (or all) of it by marking an available **Armor Slot** next to the large Armor shield on your character sheet, then reducing the severity of the damage by one threshold (Severe to Major, Major to Minor, Minor to Nothing). Each time your character takes damage, you can only mark 1 Armor Slot (as long as you have one available). Once all available Armor Slots are marked, your character's armor can't be used again in this way until they repair it, usually as a move during downtime.

Example: Rune has an Armor Score of 3 and Miles, his player, has marked 1 Armor Slot already. If an adversary hits Rune for Major damage, Miles can mark an Armor Slot to reduce that to Minor instead. That puts him at 2 marked Armor Slots, so he can only mark 1 more Armor Slot before needing to repair his armor during downtime.



Armor Score of 3 with 2 Armor Slots marked.

If your character has an Armor Score of 0, you can't mark Armor Slots. If an effect gives your character a temporary Armor Score (such as the "Tava's Armor" spell), you can mark that many additional Armor Slots while the temporary armor is active. When the temporary armor ends, clear a number of Armor Slots equal to the temporary Armor Score.

Example: Miles's wizard Rune gains a +2 bonus to his Armor Score until his next rest. Miles changes Rune's Armor Score to 5. At the start of his next short rest, he changes Rune's Armor Score back to 3 and clears 2 Armor Slots.

UNARMORED

Going unarmored does not give your character any bonuses or penalties, but while unarmored, they have an Armor Score of 0, their Major threshold is equal to their level, and their Severe threshold is equal to twice their level.

REFLAVORING ARMOR

As with weapons, class abilities, and domains, you can re flavor your character's armor to suit them. A wizard using full plate armor might describe their protection as coming from heavily enchanted robes and protective rings, while their penalty to Evasion and Agility is due to the intense focus required to maintain such powerful protective magic.

PRIMARY WEAPON TABLES

Players can choose one Tier 1 primary weapon during character creation.

The GM can make other weapons available throughout the campaign as the PCs level up.

TIER 1 (LEVEL 1)

Physical Weapons

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Broadsword	Agility	Melee	d8 phy	One-Handed	Reliable: +1 to attack rolls
Longsword	Agility	Melee	d10+3 phy	Two-Handed	—
Battleaxe	Strength	Melee	d10+3 phy	Two-Handed	—
Greatsword	Strength	Melee	d10+3 phy	Two-Handed	Massive: -1 to Evasion; on a successful attack, roll an additional damage die and discard the lowest result.
Mace	Strength	Melee	d8+1 phy	One-Handed	—
Warhammer	Strength	Melee	d12+3 phy	Two-Handed	Heavy: -1 to Evasion
Dagger	Finesse	Melee	d8+1 phy	One-Handed	—
Quarterstaff	Instinct	Melee	d10+3 phy	Two-Handed	—
Cutlass	Presence	Melee	d8+1 phy	One-Handed	—
Rapier	Presence	Melee	d8 phy	One-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.
Halberd	Strength	Very Close	d10+2 phy	Two-Handed	Cumbersome: -1 to Finesse
Spear	Finesse	Very Close	d8+3 phy	Two-Handed	—
Shortbow	Agility	Far	d6+3 phy	Two-Handed	—
Crossbow	Finesse	Far	d6+1 phy	One-Handed	—
Longbow	Agility	Very Far	d8+3 phy	Two-Handed	Cumbersome: -1 to Finesse

TIER 1 (LEVEL 1)

Magic Weapons

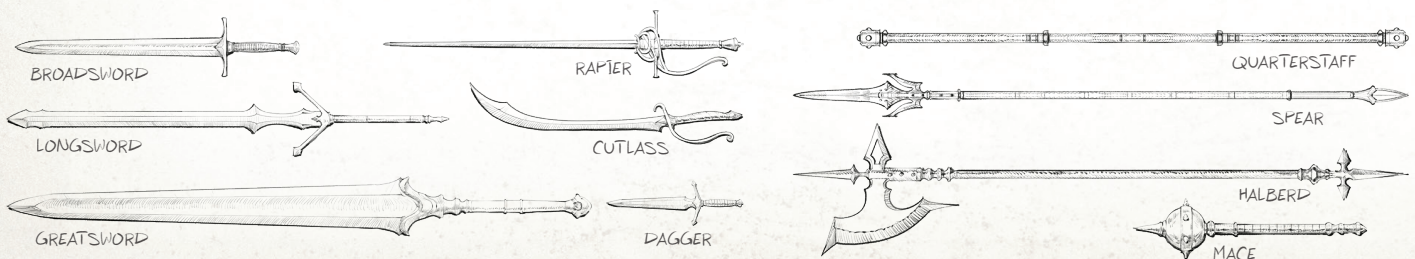
All magic weapons require a Spellcast trait

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Arcane Gauntlets	Strength	Melee	d10+3 mag	Two-Handed	—
Hallowed Axe	Strength	Melee	d8+1 mag	One-Handed	—
Glowing Rings	Agility	Very Close	d10+2 mag	Two-Handed	—
Hand Runes	Instinct	Very Close	d10 mag	One-Handed	—
Returning Blade	Finesse	Close	d8 mag	One-Handed	Returning: When this weapon is thrown within its range, it appears in your hand immediately after the attack.
Shortstaff	Instinct	Close	d8+1 mag	One-Handed	—
Dualstaff	Instinct	Far	d6+3 mag	Two-Handed	—
Scepter	Presence	Far	d6 mag	Two-Handed	Versatile: This weapon can also be used with these statistics—Presence, Melee, d8.
Wand	Knowledge	Far	d6+1 mag	One-Handed	—
Greatstaff	Knowledge	Very Far	d6 mag	Two-Handed	Powerful: On a successful attack, roll an additional damage die and discard the lowest result.

TIER 2 (LEVELS 2-4)

Physical Weapons

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Improved Broadsword	Agility	Melee	d8+3 phy	One-Handed	Reliable: +1 to attack rolls
Improved Longsword	Agility	Melee	d10+6 phy	Two-Handed	—
Improved Battleaxe	Strength	Melee	d10+6 phy	Two-Handed	—
Improved Greatsword	Strength	Melee	d10+6 phy	Two-Handed	Massive: -1 to Evasion; on a successful attack, roll an additional damage die and discard the lowest result.
Improved Mace	Strength	Melee	d8+4 phy	One-Handed	—
Improved Warhammer	Strength	Melee	d12+6 phy	Two-Handed	Heavy: -1 to Evasion
Improved Dagger	Finesse	Melee	d8+4 phy	One-Handed	—
Improved Quarterstaff	Instinct	Melee	d10+6 phy	Two-Handed	—
Improved Cutlass	Presence	Melee	d8+4 phy	One-Handed	—
Improved Rapier	Presence	Melee	d8+3 phy	One-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.
Improved Halberd	Strength	Very Close	d10+5 phy	Two-Handed	Cumbersome: -1 to Finesse
Improved Spear	Finesse	Very Close	d8+6 phy	Two-Handed	—
Improved Shortbow	Agility	Far	d6+6 phy	Two-Handed	—
Improved Crossbow	Finesse	Far	d6+4 phy	One-Handed	—
Improved Longbow	Agility	Very Far	d8+6 phy	Two-Handed	Cumbersome: -1 to Finesse
Gilded Falchion	Strength	Melee	d10+4 phy	One-Handed	Powerful: On a successful attack, roll an additional damage die and discard the lowest result.
Knuckle Blades	Strength	Melee	d10+6 phy	Two-Handed	Brutal: When you roll the maximum value on a damage die, roll an additional damage die.
Urok Broadsword	Finesse	Melee	d8+3 phy	One-Handed	Deadly: When you deal Severe damage, the target must mark an additional HP.
Bladed Whip	Agility	Very Close	d8+3 phy	One-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.
Steelforged Halberd	Strength	Very Close	d8+4 phy	Two-Handed	Scary: On a successful attack, the target must mark a Stress.
War Scythe	Finesse	Very Close	d8+5 phy	Two-Handed	Reliable: +1 to attack rolls
Blunderbuss	Finesse	Close	d8+6 phy	Two-Handed	Reloading: After you make an attack, roll a d6. On a result of 1, you must mark a Stress to reload this weapon before you can fire it again.
Greatbow	Strength	Far	d6+6 phy	Two-Handed	Powerful: On a successful attack, roll an additional damage die and discard the lowest result.
Finehair Bow	Agility	Very Far	d6+5 phy	Two-Handed	Reliable: +1 to attack rolls

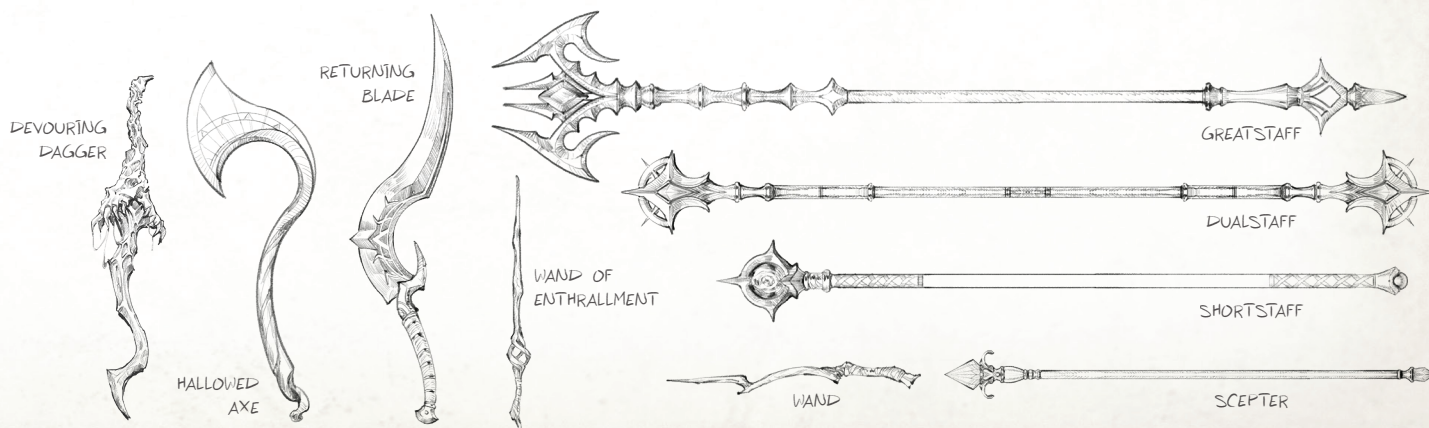


TIER 2 (LEVELS 2-4)

Magic Weapons

All magic weapons require a Spellcast trait

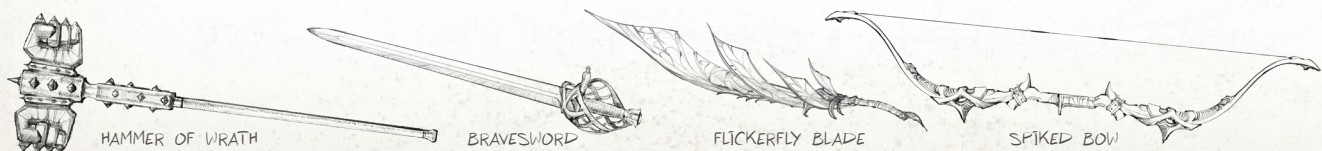
NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Improved Arcane Gauntlets	Strength	Melee	d10+6 mag	Two-Handed	—
Improved Hallowed Axe	Strength	Melee	d8+4 mag	One-Handed	—
Improved Glowing Rings	Agility	Very Close	d10+5 mag	Two-Handed	—
Improved Hand Runes	Instinct	Very Close	d10+3 mag	One-Handed	—
Improved Returning Blade	Finesse	Close	d8+3 mag	One-Handed	Returning: When this weapon is thrown within its range, it appears in your hand immediately after the attack.
Improved Shortstaff	Instinct	Close	d8+4 mag	One-Handed	—
Improved Dualstaff	Instinct	Far	d6+6 mag	Two-Handed	—
Improved Scepter	Presence	Far	d6+3 mag	Two-Handed	Versatile: This weapon can also be used with these statistics—Presence, Melee, d8+3.
Improved Wand	Knowledge	Far	d6+4 mag	One-Handed	—
Improved Greatstaff	Knowledge	Very Far	d6+3 mag	Two-Handed	Powerful: On a successful attack, roll an additional damage die and discard the lowest result.
Ego Blade	Agility	Melee	d12+4 mag	One-Handed	Pompous: You must have a Presence of 0 or lower to use this weapon.
Casting Sword	Strength	Melee	d10+4 mag	Two-Handed	Versatile: This weapon can also be used with these statistics—Knowledge, Far, d6+3.
Devouring Dagger	Finesse	Melee	d8+4 mag	One-Handed	Scary: On a successful attack, the target must mark a Stress.
Hammer of Exota	Instinct	Melee	d8+6 mag	Two-Handed	Eruptive: On a successful attack against a target within Melee range, all other adversaries within Very Close range must succeed on a reaction roll (14) or take half damage.
Yutari Bloodbow	Finesse	Far	d6+4 mag	Two-Handed	Brutal: When you roll the maximum value on a damage die, roll an additional damage die.
Elder Bow	Instinct	Far	d6+4 mag	Two-Handed	Powerful: On a successful attack, roll an additional damage die and discard the lowest result.
Scepter of Elias	Presence	Far	d6+3 mag	One-Handed	Invigorating: On a successful attack, roll a d4. On a result of 4, clear a Stress.
Wand of Enthralment	Presence	Far	d6+4 mag	One-Handed	Persuasive: Before you make a Presence Roll, you can mark a Stress to gain a +2 bonus to the result.
Keeper's Staff	Knowledge	Far	d6+4 mag	Two-Handed	Reliable: +1 to attack rolls



TIER 3 (LEVELS 5-7)

Physical Weapons

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Advanced Broadsword	Agility	Melee	d8+6 phy	One-Handed	Reliable: +1 to attack rolls
Advanced Longsword	Agility	Melee	d10+9 phy	Two-Handed	—
Advanced Battleaxe	Strength	Melee	d10+9 phy	Two-Handed	—
Advanced Greatsword	Strength	Melee	d10+9 phy	Two-Handed	Massive: -1 to Evasion; on a successful attack, roll an additional damage die and discard the lowest result.
Advanced Mace	Strength	Melee	d8+7 phy	One-Handed	—
Advanced Warhammer	Strength	Melee	d12+9 phy	Two-Handed	Heavy: -1 to Evasion
Advanced Dagger	Finesse	Melee	d8+7 phy	One-Handed	—
Advanced Quarterstaff	Instinct	Melee	d10+9 phy	Two-Handed	—
Advanced Cutlass	Presence	Melee	d8+7 phy	One-Handed	—
Advanced Rapier	Presence	Melee	d8+6 phy	One-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.
Advanced Halberd	Strength	Very Close	d10+8 phy	Two-Handed	Cumbersome: -1 to Finesse
Advanced Spear	Finesse	Very Close	d8+9 phy	Two-Handed	—
Advanced Shortbow	Agility	Far	d6+9 phy	Two-Handed	—
Advanced Crossbow	Finesse	Far	d6+7 phy	One-Handed	—
Advanced Longbow	Agility	Very Far	d8+9 phy	Two-Handed	Cumbersome: -1 to Finesse
Flickerfly Blade	Agility	Melee	d8+5 phy	One-Handed	Sharpwing: Gain a bonus to your damage rolls equal to your Agility.
Bravesword	Strength	Melee	d12+7 phy	Two-Handed	Brave: -1 to Evasion; +3 to Severe damage threshold
Hammer of Wrath	Strength	Melee	d10+7 phy	Two-Handed	Devastating: Before you make an attack roll, you can mark a Stress to use a d20 as your damage die.
Labrys Axe	Strength	Melee	d10+7 phy	Two-Handed	Protective: +1 to Armor Score
Meridian Cutlass	Presence	Melee	d10+5 phy	One-Handed	Dueling: When there are no other creatures within Close range of the target, gain advantage on your attack roll against them.
Retractable Saber	Presence	Melee	d10+7 phy	One-Handed	Retractable: The blade can be hidden in the hilt to avoid detection.
Double Flail	Agility	Very Close	d10+8 phy	Two-Handed	Powerful: On a successful attack, roll an additional damage die and discard the lowest result.
Talon Blades	Finesse	Close	d10+7 phy	Two-Handed	Brutal: When you roll the maximum value on a damage die, roll an additional damage die.
Black Powder Revolver	Finesse	Far	d6+8 phy	One-Handed	Reloading: After you make an attack, roll a d6. On a result of 1, you must mark a Stress to reload this weapon before you can fire it again.
Spiked Bow	Agility	Very Far	d6+7 phy	Two-Handed	Versatile: This weapon can also be used with these statistics—Agility, Melee, d10+5.



TIER 3 (LEVELS 5-7)

Magic Weapons

All magic weapons require a Spellcast trait

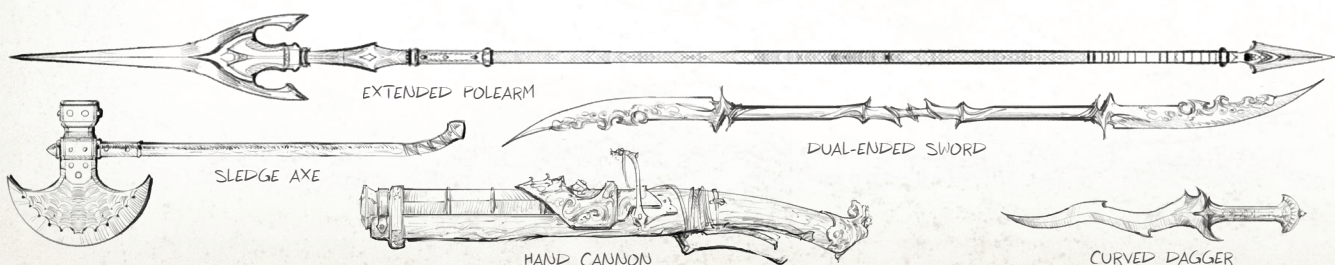
NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Advanced Arcane Gauntlets	Strength	Melee	d10+9 mag	Two-Handed	—
Advanced Hallowed Axe	Strength	Melee	d8+7 mag	One-Handed	—
Advanced Glowing Rings	Agility	Very Close	d10+8 mag	Two-Handed	—
Advanced Hand Runes	Instinct	Very Close	d10+6 mag	One-Handed	—
Advanced Returning Blade	Finesse	Close	d8+6 mag	One-Handed	Returning: When this weapon is thrown within its range, it appears in your hand immediately after the attack.
Advanced Shortstaff	Instinct	Close	d8+7 mag	One-Handed	—
Advanced Dualstaff	Instinct	Far	d6+9 mag	Two-Handed	—
Advanced Scepter	Presence	Far	d6+6 mag	Two-Handed	Versatile: This weapon can also be used with these statistics—Presence, Melee, d8+4.
Advanced Wand	Knowledge	Far	d6+7 mag	One-Handed	—
Advanced Greatstaff	Knowledge	Very Far	d6+6 mag	Two-Handed	Powerful: On a successful attack, roll an additional damage die and discard the lowest result.
Axe of Fortunis	Strength	Melee	d10+8 mag	Two-Handed	Lucky: On a failed attack, you can mark a Stress to reroll your attack.
Blessed Anlace	Instinct	Melee	d10+6 mag	One-Handed	Healing: During downtime, automatically clear a Hit Point.
Ghostblade	Presence	Melee	d10+7 phy or mag	One-Handed	Otherworldly: On a successful attack, you can deal physical or magic damage.
Runes of Ruination	Knowledge	Very Close	d20+4 mag	One-Handed	Painful: Each time you make a successful attack, you must mark a Stress.
Widogast Pendant	Knowledge	Close	d10+5 mag	One-Handed	Timebending: You choose the target of your attack after making your attack roll.
Gilded Bow	Finesse	Far	d6+7 mag	Two-Handed	Self-Correcting: When you roll a 1 on a damage die, it deals 6 damage instead.
Firestaff	Instinct	Far	d6+7 mag	Two-Handed	Burning: When you roll a 6 on a damage die, the target must mark a Stress.
Mage Orb	Knowledge	Far	d6+7 mag	One-Handed	Powerful: On a successful attack, roll an additional damage die and discard the lowest result.
Ilmari's Rifle	Finesse	Very Far	d6+6 mag	One-Handed	Reloading: After you make an attack, roll a d6. On a result of 1, you must mark a Stress to reload this weapon before you can fire it again.



TIER 4 (LEVELS 8-10)

Physical Weapons

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Legendary Broadsword	Agility	Melee	d8+9 phy	One-Handed	Reliable: +1 to attack rolls
Legendary Longsword	Agility	Melee	d10+12 phy	Two-Handed	—
Legendary Battleaxe	Strength	Melee	d10+12 phy	Two-Handed	—
Legendary Greatsword	Strength	Melee	d10+12 phy	Two-Handed	Massive: -1 to Evasion; on a successful attack, roll an additional damage die and discard the lowest result.
Legendary Mace	Strength	Melee	d8+10 phy	One-Handed	—
Legendary Warhammer	Strength	Melee	d12+12 phy	Two-Handed	Heavy: -1 to Evasion
Legendary Dagger	Finesse	Melee	d8+10 phy	One-Handed	—
Legendary Quarterstaff	Instinct	Melee	d10+12 phy	Two-Handed	—
Legendary Cutlass	Presence	Melee	d8+10 phy	One-Handed	—
Legendary Rapier	Presence	Melee	d8+9 phy	One-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.
Legendary Halberd	Strength	Very Close	d10+11 phy	Two-Handed	Cumbersome: -1 to Finesse
Legendary Spear	Finesse	Very Close	d8+12 phy	Two-Handed	—
Legendary Shortbow	Agility	Far	d6+12 phy	Two-Handed	—
Legendary Crossbow	Finesse	Far	d6+10 phy	One-Handed	—
Legendary Longbow	Agility	Very Far	d8+12 phy	Two-Handed	Cumbersome: -1 to Finesse
Dual-Ended Sword	Agility	Melee	d10+9 phy	Two-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.
Impact Gauntlet	Strength	Melee	d10+11 phy	One-Handed	Concussive: On a successful attack, you can spend a Hope to knock the target back to Far range.
Sledge Axe	Strength	Melee	d12+13 phy	Two-Handed	Destructive: -1 to Agility; on a successful attack, all adversaries within Very Close range must mark a Stress.
Curved Dagger	Finesse	Melee	d8+9 phy	One-Handed	Serrated: When you roll a 1 on a damage die, it deals 8 damage instead.
Extended Polearm	Finesse	Very Close	d8+10 phy	Two-Handed	Long: This weapon's attack targets all adversaries in a line within range.
Swinging Ropeblade	Presence	Close	d8+9 phy	Two-Handed	Grappling: On a successful attack, you can spend a Hope to <i>Restrain</i> the target or pull them into Melee range with you.
Ricochet Axes	Agility	Far	d6+11 phy	Two-Handed	Bouncing: Mark 1 or more Stress to hit that many targets in range of the attack.
Aantari Bow	Finesse	Far	d6+11 phy	Two-Handed	Reliable: +1 to attack rolls
Hand Cannon	Finesse	Very Far	d6+12 phy	One-Handed	Reloading: After you make an attack, roll a d6. On a 1, you must mark a Stress to reload this weapon before you can fire it again.

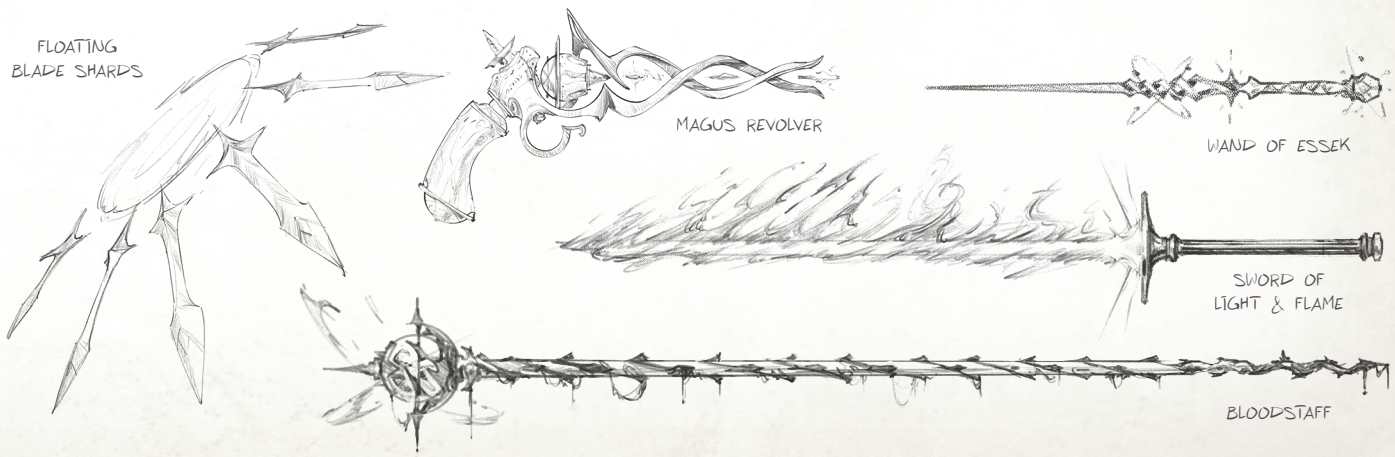


TIER 4 (LEVELS 8-10)

Magic Weapons

All magic weapons require a Spellcast trait

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Legendary Arcane Gauntlets	Strength	Melee	d10+12 mag	Two-Handed	—
Legendary Hallowed Axe	Strength	Melee	d8+10 mag	One-Handed	—
Legendary Glowing Rings	Agility	Very Close	d10+11 mag	Two-Handed	—
Legendary Hand Runes	Instinct	Very Close	d10+9 mag	One-Handed	—
Legendary Returning Blade	Finesse	Close	d8+9 mag	One-Handed	Returning: When this weapon is thrown within its range, it appears in your hand immediately after the attack.
Legendary Shortstaff	Instinct	Close	d8+10 mag	One-Handed	—
Legendary Dualstaff	Instinct	Far	d8+12 mag	Two-Handed	—
Legendary Scepter	Presence	Far	d6+9 mag	Two-Handed	Versatile: This weapon can also be used with these statistics—Presence, Melee, d8+6.
Legendary Wand	Knowledge	Far	d6+10 mag	One-Handed	—
Legendary Greatstaff	Knowledge	Very Far	d6+9 mag	Two-Handed	Powerful: On a successful attack, roll an additional damage die and discard the lowest result.
Sword of Light & Flame	Strength	Melee	d10+11 mag	Two-Handed	Hot: This weapon cuts through solid material.
Siphoning Gauntlets	Presence	Melee	d10+9 mag	Two-Handed	Lifestealing: On a successful attack, roll a d6. On a result of 6, clear a Hit Point or clear a Stress.
Midas Scythe	Knowledge	Melee	d10+9 mag	Two-Handed	Greedy: Spend a handful of gold to gain a +1 bonus to your Proficiency on a damage roll.
Floating Bladeshards	Instinct	Close	d8+9 mag	One-Handed	Powerful: On a successful attack, roll an additional damage die and discard the lowest result.
Bloodstaff	Instinct	Far	d20+7 mag	Two-Handed	Painful: Each time you make a successful attack, you must mark a Stress.
Thistlebow	Instinct	Far	d6+13 mag	Two-Handed	Reliable: +1 to attack rolls
Wand of Essek	Knowledge	Far	d8+13 mag	One-Handed	Timebending: You can choose the target of your attack after making your attack roll.
Magus Revolver	Finesse	Very Far	d6+13 mag	One-Handed	Reloading: After you make an attack, roll a d6. On a result of 1, you must mark a Stress to reload this weapon before you can fire it again.
Fusion Gloves	Knowledge	Very Far	d6+9 mag	Two-Handed	Bonded: Gain a bonus to your damage rolls equal to your level.



COMBAT WHEELCHAIR

By Mark Thompson

The combat wheelchair is a ruleset designed to help you play a wheelchair user in *Daggerheart*. This section provides mechanics and narrative guidance for you to work from, but feel free to adapt the flavor text to best suit your character. Have fun with your character's wheelchair design, and make it as unique or tailored to them as you please.

■ ACTION AND MOVEMENT

When describing how your character moves, you can use descriptions such as the following:

- *"I roll over to the door to see if it's open."*
- *"I wheel myself over to the group to ask what's going on."*
- *"I pull my brakes and skid to a halt, turning in my seat to level my bow at the intruder."*

■ CONSEQUENCES

Here are some ways you might describe complications you encounter when your character uses their wheelchair:

- *"I pull my brakes, but I don't think to account for the loose gravel on the ground."*
- *"I hit a patch of ice awkwardly and am sent skidding out past my target."*
- *"I go to push off in pursuit, but one of my front caster wheels snags on a crack in the pavement, stalling me for a moment."*

GMs should avoid breaking a character's wheelchair or otherwise removing it from play as a consequence, unless everyone at the table, especially the wheelchair user's player, gives their approval.

■ EVASION

Your character is assumed to be skilled in moving their wheelchair and navigating numerous situations in it. As a result, the only wheelchair that gives a penalty to a PC's Evasion is the Heavy Frame model.

■ BURDEN

All wheelchairs can be maneuvered using one or two hands outside of combat. However, when being used as a weapon, the chair is restricted to requiring one or two hands to perform attacks, depending on the model you've chosen.

If you're playing a character who has limited to no mobility in their arms, their wheelchair can be attuned to them by magical means. For example, your character might use a psychic link to guide the chair around like a pseudo-electric wheelchair. All the rules presented here can be tailored and adapted to any character's needs.

■ CHOOSING YOUR MODEL

All combat wheelchairs are equipped as Primary Weapons. There are three models of wheelchair available: **light**, **heavy**, and **arcane**. You're encouraged to consider the type of character you're playing and the class they belong to, then choose the model that best matches that character concept.



Light Frame Models

Though tough, these wheelchairs have light frames that allow the chair to move with your character in more acrobatic ways. These models are best suited to adventurers who rely on speed and flexibility.

NAME	TIER	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Light-Frame Wheelchair	1	Agility	Melee	d8 phy	One-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.
Improved Light-Frame Wheelchair	2	Agility	Melee	d8+3 phy	One-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.
Advanced Light-Frame Wheelchair	3	Agility	Melee	d8+6 phy	One-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.
Legendary Light-Frame Wheelchair	4	Agility	Melee	d8+9 phy	One-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.

Heavy Frame Models

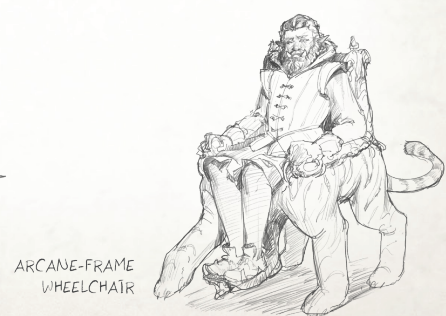
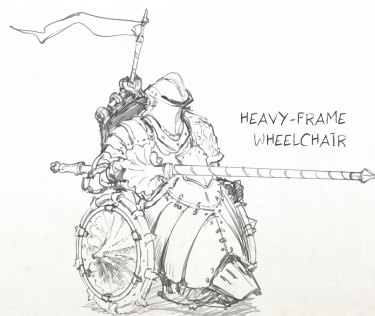
These wheelchairs have bulky and heavier frames, allowing the chair to lend its weight to your character's attacks. It also makes them a bigger target.

NAME	TIER	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Heavy-Frame Wheelchair	1	Strength	Melee	d12+3 phy	Two-Handed	Heavy: -1 to Evasion
Improved Heavy-Frame Wheelchair	2	Strength	Melee	d12+6 phy	Two-Handed	Heavy: -1 to Evasion
Advanced Heavy-Frame Wheelchair	3	Strength	Melee	d12+9 phy	Two-Handed	Heavy: -1 to Evasion
Legendary Heavy-Frame Wheelchair	4	Strength	Melee	d12+12 phy	Two-Handed	Heavy: -1 to Evasion

Arcane Frame Models

These wheelchairs have frames that are attuned to your character and their magic, allowing them to channel their spells through the chair. Unlike other primary magic weapons, the arcane-frame model doesn't specify a trait to use when making an attack with it. Instead, you use the Spellcast trait indicated by your subclass.

NAME	TIER	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Arcane-Frame Wheelchair	1	Spellcast	Far	d6 mag	One-Handed	Reliable: +1 to attack rolls
Improved Arcane-Frame Wheelchair	2	Spellcast	Far	d6+3 mag	One-Handed	Reliable: +1 to attack rolls
Advanced Arcane-Frame Wheelchair	3	Spellcast	Far	d6+6 mag	One-Handed	Reliable: +1 to attack rolls
Legendary Arcane-Frame Wheelchair	4	Spellcast	Far	d6+9 mag	One-Handed	Reliable: +1 to attack rolls



SECONDARY WEAPON TABLES

Players can choose one Tier 1 secondary weapon during character creation.

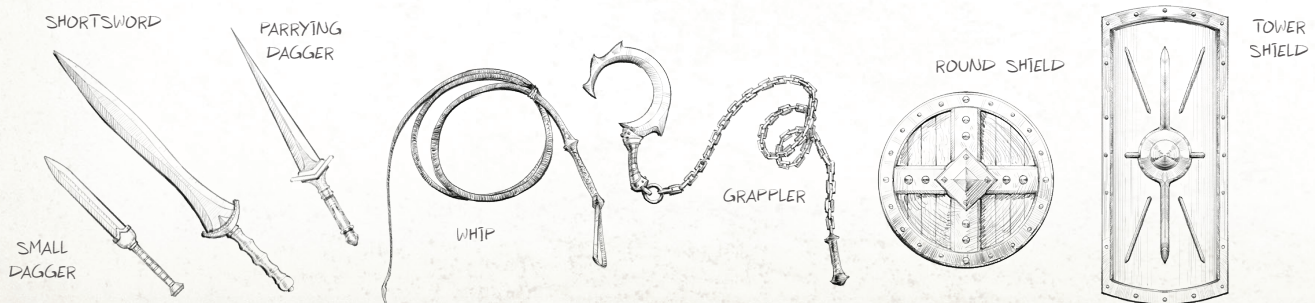
The GM can make other weapons available throughout the campaign as the PCs level up.

TIER 1 (LEVEL 1)

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Shortsword	Agility	Melee	d8 phy	One-Handed	Paired: +2 to primary weapon damage to targets within Melee range
Round Shield	Strength	Melee	d4 phy	One-Handed	Protective: +1 to Armor Score
Tower Shield	Strength	Melee	d6 phy	One-Handed	Barrier: +2 to Armor Score; -1 to Evasion
Small Dagger	Finesse	Melee	d8 phy	One-Handed	Paired: +2 to primary weapon damage to targets within Melee range
Whip	Presence	Very Close	d6 phy	One-Handed	Startling: Mark a Stress to crack the whip and force all adversaries within Melee range back to Close range.
Grappler	Finesse	Close	d6 phy	One-Handed	Hooked: On a successful attack, you can pull the target into Melee range.
Hand Crossbow	Finesse	Far	d6+1 phy	One-Handed	—

TIER 2 (LEVELS 2-4)

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Improved Shortsword	Agility	Melee	d8+2 phy	One-Handed	Paired: +3 to primary weapon damage to targets within Melee range
Improved Round Shield	Strength	Melee	d4+2 phy	One-Handed	Protective: +2 to Armor Score
Improved Tower Shield	Strength	Melee	d6+2 phy	One-Handed	Barrier: +3 to Armor Score; -1 to Evasion
Improved Small Dagger	Finesse	Melee	d8+2 phy	One-Handed	Paired: +3 to primary weapon damage to targets within Melee range
Improved Whip	Presence	Very Close	d6+2 phy	One-Handed	Startling: Mark a Stress to crack the whip and force all adversaries within Melee range back to Close range.
Improved Grappler	Finesse	Close	d6+2 phy	One-Handed	Hooked: On a successful attack, you can pull the target into Melee range.
Improved Hand Crossbow	Finesse	Far	d6+3 phy	One-Handed	—
Spiked Shield	Strength	Melee	d6+2 phy	One-Handed	Double Duty: +1 to Armor Score; +1 to primary weapon damage within Melee range Parry: When you are attacked, roll this weapon's damage dice. If any of the attacker's damage dice rolled the same value as your dice, the matching results are discarded from the attacker's damage dice before the damage you take is totaled.
Parrying Dagger	Finesse	Melee	d6+2 phy	One-Handed	
Returning Axe	Agility	Close	d6+4 phy	One-Handed	Returning: When this weapon is thrown within its range, it appears in your hand immediately after the attack.

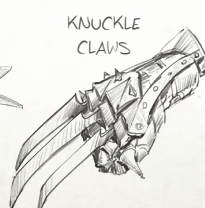
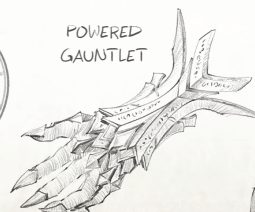


TIER 3 (LEVELS 5-7)

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Advanced Shortsword	Agility	Melee	d8+4 phy	One-Handed	Paired: +4 to primary weapon damage to targets within Melee range
Advanced Round Shield	Strength	Melee	d4+4 phy	One-Handed	Protective: +3 to Armor Score
Advanced Tower Shield	Strength	Melee	d6+4 phy	One-Handed	Barrier: +4 to Armor Score; -1 to Evasion
Advanced Small Dagger	Finesse	Melee	d8+4 phy	One-Handed	Paired: +4 to primary weapon damage to targets within Melee range
Advanced Whip	Presence	Very Close	d6+4 phy	One-Handed	Startling: Mark a Stress to crack the whip and force all adversaries within Melee range back to Close range.
Advanced Grappler	Finesse	Close	d6+4 phy	One-Handed	Hooked: On a successful attack, you can pull the target into Melee range.
Advanced Hand Crossbow	Finesse	Far	d6+5 phy	One-Handed	—
Buckler	Agility	Melee	d4+4 phy	One-Handed	Deflecting: When you are attacked, you can mark an Armor Slot to gain a bonus to your Evasion equal to your available Armor Slots against the attack.
Powered Gauntlet	Knowledge	Close	d6+4 phy	One-Handed	Charged: Mark a Stress to gain a +1 bonus to your Proficiency on a primary weapon attack.
Hand Sling	Finesse	Very Far	d6+4 phy	One-Handed	Versatile: This weapon can also be used with these statistics—Finesse, Close, d8+4.

TIER 4 (LEVELS 8-10)

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Legendary Shortsword	Agility	Melee	d8+6 phy	One-Handed	Paired: +5 to primary weapon damage to targets within Melee range
Legendary Round Shield	Strength	Melee	d4+6 phy	One-Handed	Protective: +4 to Armor Score
Legendary Tower Shield	Strength	Melee	d6+6 phy	One-Handed	Barrier: +5 to Armor Score; -1 to Evasion.
Legendary Small Dagger	Finesse	Melee	d8+6 phy	One-Handed	Paired: +5 to primary weapon damage to targets within Melee range
Legendary Whip	Presence	Very Close	d6+6 phy	One-Handed	Startling: Mark a Stress to crack the whip and force all adversaries within Melee range back to Close range.
Legendary Grappler	Finesse	Close	d6+6 phy	One-Handed	Hooked: On a successful attack, you can pull the target into Melee range.
Legendary Hand Crossbow	Finesse	Far	d6+7 phy	One-Handed	—
Braveshield	Agility	Melee	d4+6 phy	One-Handed	Sheltering: When you mark an Armor Slot, it reduces damage for you and all allies within Melee range of you who took the same damage.
Knuckle Claws	Strength	Melee	d6+8 phy	One-Handed	Doubled Up: When you make an attack with your primary weapon, you can deal damage to another target within Melee range.
Primer Shard	Instinct	Very Close	d4 phy	One-Handed	Locked On: On a successful attack, your next attack against the same target with your primary weapon automatically succeeds.



ARMOR TABLES

Players can choose one Tier 1 piece of armor during character creation. The GM can make other armor available throughout the campaign as the PCs level up.

TIER 1 (LEVEL 1)

NAME	BASE THRESHOLDS	BASE SCORE	FEATURE
Gambeson Armor	5 / 11	3	Flexible: +1 to Evasion
Leather Armor	6 / 13	3	—
Chainmail Armor	7 / 15	4	Heavy: -1 to Evasion
Full Plate Armor	8 / 17	4	Very Heavy: -2 to Evasion; -1 to Agility

TIER 2 (LEVELS 2-4)

NAME	BASE THRESHOLDS	BASE SCORE	FEATURE
Improved Gambeson Armor	7 / 16	4	Flexible: +1 to Evasion
Improved Leather Armor	9 / 20	4	—
Improved Chainmail Armor	11 / 24	5	Heavy: -1 to Evasion
Improved Full Plate Armor	13 / 28	5	Very Heavy: -2 to Evasion; -1 to Agility
Elundrian Chain Armor	9 / 21	4	Warded: You reduce incoming magic damage by your Armor Score before applying it to your damage thresholds.
Harrowbone Armor	9 / 21	4	Resilient: Before you mark your last Armor Slot, roll a d6. On a result of 6, reduce the severity by one threshold without marking an Armor Slot.
Irontree Breastplate Armor	9 / 20	4	Reinforced: When you mark your last Armor Slot, increase your damage thresholds by +2 until you clear at least 1 Armor Slot.
Runetan Floating Armor	9 / 20	4	Shifting: When you are targeted for an attack, you can mark an Armor Slot to give the attack roll against you disadvantage.
Tyris Soft Armor	8 / 18	5	Quiet: You gain a +2 bonus to rolls you make to move silently.
Rosewild Armor	11 / 23	5	Hopeful: When you would spend a Hope, you can mark an Armor Slot instead.

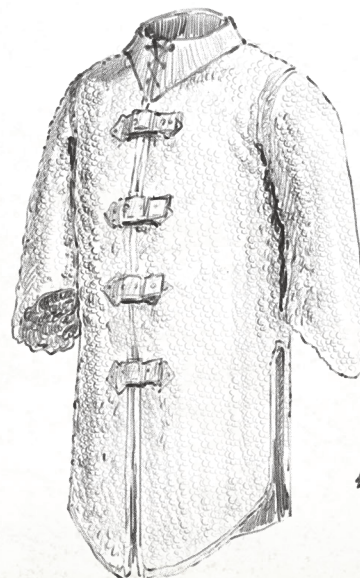
GAMBESON ARMOR



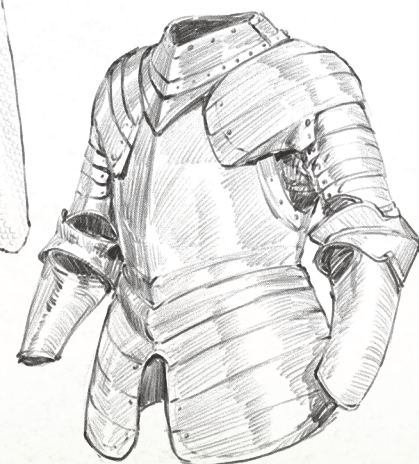
LEATHER ARMOR



CHAINMAIL ARMOR



FULL PLATE ARMOR

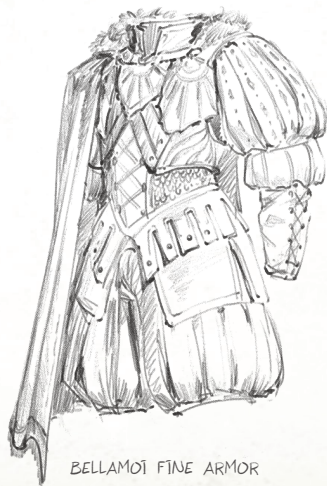


TIER 3 (LEVELS 5-7)

NAME	BASE THRESHOLDS	BASE SCORE	FEATURE
Advanced Gambeson Armor	9 / 23	5	Flexible: +1 to Evasion
Advanced Leather Armor	11 / 27	5	—
Advanced Chainmail Armor	13 / 31	6	Heavy: -1 to Evasion
Advanced Full Plate Armor	15 / 35	6	Very Heavy: -2 to Evasion; -1 to Agility
Bellamoi Fine Armor	11 / 27	5	Gilded: +1 to Presence
Dragonscale Armor	11 / 27	5	Impenetrable: Once per short rest, when you would mark your last Hit Point, you can instead mark a Stress.
Spiked Plate Armor	10 / 25	5	Sharp: On a successful attack against a target within Melee range, add a d4 to the damage roll.
Bladefare Armor	16 / 39	6	Physical: You can't mark an Armor Slot to reduce magic damage.
Monett's Cloak	16 / 39	6	Magic: You can't mark an Armor Slot to reduce physical damage.
Runes of Fortification	17 / 43	6	Painful: Each time you mark an Armor Slot, you must mark a Stress.

TIER 4 (LEVELS 8-10)

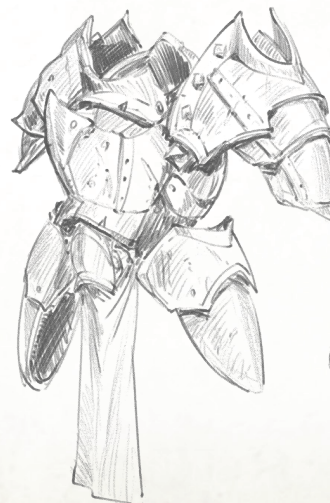
NAME	BASE THRESHOLDS	BASE SCORE	FEATURE
Legendary Gambeson Armor	11 / 32	6	Flexible: +1 to Evasion
Legendary Leather Armor	13 / 36	6	—
Legendary Chainmail Armor	15 / 40	7	Heavy: -1 to Evasion
Legendary Full Plate Armor	17 / 44	7	Very Heavy: -2 to Evasion; -1 to Agility
Dunamis Silkchain	13 / 36	7	Timeslowing: Mark an Armor Slot to roll a d4 and add its result as a bonus to your Evasion against an incoming attack.
Channeling Armor	13 / 36	5	Channeling: +1 to Spellcast Rolls
Emberwoven Armor	13 / 36	6	Burning: When an adversary attacks you within Melee range, they mark a Stress.
Full Fortified Armor	15 / 40	4	Fortified: When you mark an Armor Slot, you reduce the severity of an attack by two thresholds instead of one.
Veritas Opal Armor	13 / 36	6	Truthseeking: This armor glows when another creature within Close range tells a lie.
Savior Chainmail	18 / 48	8	Difficult: -1 to all character traits and Evasion



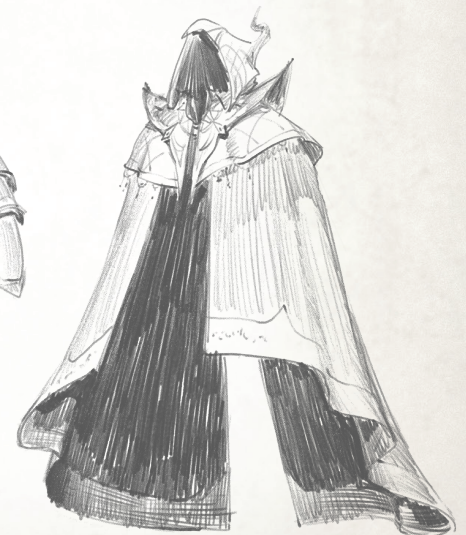
BELLAMOI FINE ARMOR



DUNAMIS SILKCHAIN



FULL FORTIFIED ARMOR



MONETT'S CLOAK



LOOT

The items and consumables you find along your journey are known as loot. The GM can pull loot from the following tables, or use the tables as inspiration to create their own unique loot.

ITEMS

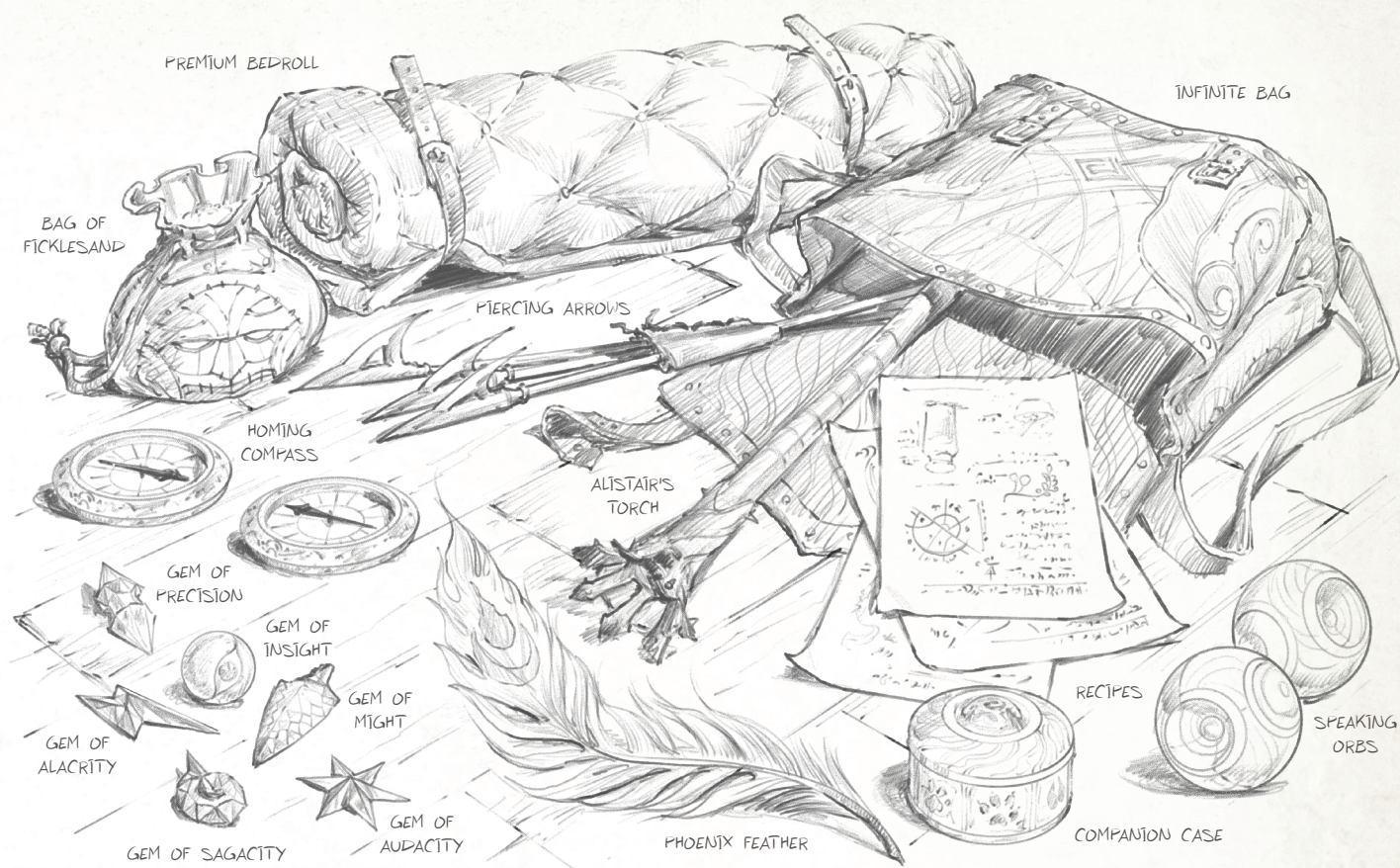
Items are loot that can be kept and used repeatedly until you choose to get rid of them, or until something in the narrative causes you to lose them.

Use the rolling guide on the right to generate items ahead of a game or during a session. Determine the desired rarity of your items, roll the associated number of d12s, add their values together (if needed), and take the item that matches that value. The rolling guide to the right also describes where each rarity of item is commonly found.

- **Common (1d12 or 2d12):** Common items might be found at an abandoned camp or readily available at a local shop.
- **Uncommon (2d12 or 3d12):** Uncommon items might be found in limited supply in a shop, kept in a protected place in a camp, or offered as part of a reward for a job.
- **Rare (3d12 or 4d12):** Rare items might be kept under lock and key in a shop, offered as the sole reward for a job, or discovered among a powerful NPC's possessions.
- **Legendary (4d12 or 5d12):** Legendary items might be the only item of their kind, a reward for an incredibly difficult or dangerous job, or a powerful adversary's most precious and guarded treasure.

ROLL	LOOT	DESCRIPTION
01	Premium Bedroll	During downtime, you automatically clear a Stress.
02	Piper Whistle	This handcrafted whistle has a distinctive sound. When you blow this whistle, its piercing tone can be heard within a 1-mile radius.
03	Charging Quiver	When you succeed on an attack with an arrow stored in this quiver, gain a bonus to the damage roll equal to your current tier.
04	Alistair's Torch	You can light this magic torch at will. The flame's light fills a much larger space than it should, enough to illuminate a cave bright as day.
05	Speaking Orbs	This pair of orbs allows any creatures holding them to communicate with each other across any distance.
06	Manacles	This pair of locking cuffs comes with a key.
07	Arcane Cloak	A creature with a Spellcast trait wearing this cloak can adjust its color, texture, and size at will.
08	Woven Net	You can make a Finesse Roll using this net to trap a small creature. A trapped target can break free with a successful Attack Roll (16).
09	Fire Jar	You can pour out the strange liquid contents of this jar to instantly produce fire. The contents regenerate when you take a long rest.
10	Suspended Rod	This flat rod is inscribed with runes. When you activate the rod, it is immediately suspended in place. Until the rod is deactivated, it can't move, doesn't abide by the rules of gravity, and remains in place.
11	Glamour Stone	Activate this pebble-sized stone to memorize the appearance of someone you can see. Spend a Hope to magically recreate this guise on yourself as an illusion.
12	Empty Chest	This magical chest appears empty. When you speak a specific trigger word or action and open the chest, you can see the items stored within it.
13	Companion Case	This case can fit a small animal companion. While the companion is inside, the animal and case are immune to all damage and harmful effects.
14	Piercing Arrows	Three times per rest when you succeed on an attack with one of these arrows, you can add your Proficiency to the damage roll.
15	Valorstone	You can attach this stone to armor that doesn't already have a feature. The armor gains the following feature. Resilient: Before you mark your last Armor Slot, roll a d6. On a result of 6, reduce the severity by one threshold without marking an Armor Slot.
16	Skeleton Key	When you use this key to open a locked door, you gain advantage on the Finesse Roll.
17	Arcane Prism	Position this prism in a location of your choosing and activate it. All allies within Close range of it gain a +1 bonus to their Spellcast Rolls. While activated, the prism can't be moved. Once the prism is deactivated, it can't be activated again until your next long rest.
18	Minor Stamina Potion Recipe	As a downtime move, you can use the bone of a creature to craft a Minor Stamina Potion.
19	Minor Health Potion Recipe	As a downtime move, you can use a vial of blood to craft a Minor Health Potion.

ROLL	LOOT	DESCRIPTION
20	Homing Compasses	These two compasses point toward each other no matter how far apart they are.
21	Corrector Sprite	This tiny sprite sits in the curve of your ear canal and whispers helpful advice during combat. Once per short rest, you can gain advantage on an attack roll.
22	Gecko Gloves	You can climb up vertical surfaces and across ceilings.
23	Lorekeeper	You can store the name and details of up to three hostile creatures inside this book. You gain a +1 bonus to action rolls against those creatures.
24	Vial of Darksmoke Recipe	As a downtime move, you can mark a Stress to craft a Vial of Darksmoke.
25	Bloodstone	You can attach this stone to a weapon that doesn't already have a feature. The weapon gains the following feature. Brutal: When you roll the maximum value on a damage die, roll an additional damage die.
26	Greatstone	You can attach this stone to a weapon that doesn't already have a feature. The weapon gains the following feature. Powerful: On a successful attack, roll an additional damage die and discard the lowest result.
27	Glider	While falling, you can mark a Stress to deploy this small parachute and glide safely to the ground.
28	Ring of Silence	Spend a Hope to activate this ring. Your footsteps are silent until your next rest.
29	Calming Pendant	When you would mark your last Stress, roll a d6. On a result of 5 or higher, don't mark it.
30	Dual Flask	This flask can hold two different liquids. You can swap between them by flipping a small switch on the flask's side.
31	Bag of Ficklesand	You can convince this small bag of sand to be much heavier or lighter with a successful Presence Roll (10). Additionally, on a successful Finesse Roll (10), you can blow a bit of sand into a target's face to make them temporarily <i>Vulnerable</i> .
32	Ring of Resistance	Once per long rest, you can activate this ring after a successful attack against you to halve the damage.
33	Phoenix Feather	If you have at least one Phoenix Feather on you when you fall unconscious, you gain a +1 bonus to the roll you make to determine whether you gain a scar.
34	Box of Many Goods	Once per long rest, you can open this small box and roll a d12. On a result of 1–6, it's empty. On a result of 7–10, it contains one random common consumable. On a result of 11–12, it contains two random common consumables.
35	Airblade Charm	You can attach this charm to a weapon with a Melee range. Three times per rest, you can activate the charm and attack a target within Close range.
36	Portal Seed	You can plant this seed in the ground to grow a portal in that spot. The portal is ready to use in 24 hours. You can use this portal to travel to any other location where you planted a portal seed. A portal can be destroyed by dealing any amount of magic damage to it.
37	Paragon's Chain	As a downtime move, you can meditate on an ideal or principle you hold dear and focus your will into this chain. Once per long rest, you can spend a Hope to roll a d20 as your Hope Die for rolls that directly align with that principle.
38	Elusive Amulet	Once per long rest, you can activate this amulet to become <i>Hidden</i> until you move. While <i>Hidden</i> in this way, you remain unseen even if an adversary moves to where they would normally see you.
39	Hopekeeper Locket	During a long rest, if you have 6 Hope, you can spend a Hope to imbue this locket with your bountiful resolve. When you have 0 Hope, you can use the locket to immediately gain a Hope. The locket must be re-imbued before it can be used this way again.
40	Infinite Bag	When you store items in this bag, they are kept in a pocket dimension that never runs out of space. You can retrieve an item at any time.
41	Stride Relic	You gain a +1 bonus to your Agility. You can only carry one relic.
42	Bolster Relic	You gain a +1 bonus to your Strength. You can only carry one relic.
43	Control Relic	You gain a +1 bonus to your Finesse. You can only carry one relic.
44	Attune Relic	You gain a +1 bonus to your Instinct. You can only carry one relic.
45	Charm Relic	You gain a +1 bonus to your Presence. You can only carry one relic.
46	Enlighten Relic	You gain a +1 bonus to your Knowledge. You can only carry one relic.
47	Honing Relic	You gain a +1 bonus to an Experience of your choice. You can only carry one relic.
48	Flickerfly Pendant	While you carry this pendant, your weapons with a Melee range that deal physical damage have a gossamer sheen and can attack targets within Very Close range.
49	Lakestrider Boots	You can walk on the surface of water as if it were soft ground.



ROLL	LOOT	DESCRIPTION
50	Clay Companion	When you sculpt this ball of clay into a clay animal companion, it behaves as that animal. For example, a clay spider can spin clay webs, while a clay bird can fly. The clay companion retains memory and identity across different shapes, but they can adopt new mannerisms with each form.
51	Mythic Dust Recipe	As a downtime move, you can use a handful of fine gold dust to craft Mythic Dust.
52	Shard of Memory	Once per long rest, you can spend 2 Hope to recall a domain card from your vault instead of paying its Recall Cost.
53	Gem of Alacrity	You can attach this gem to a weapon, allowing you to use your Agility when making an attack with that weapon.
54	Gem of Might	You can attach this gem to a weapon, allowing you to use your Strength when making an attack with that weapon.
55	Gem of Precision	You can attach this gem to a weapon, allowing you to use your Finesse when making an attack with that weapon.
56	Gem of Insight	You can attach this gem to a weapon, allowing you to use your Instinct when making an attack with that weapon.
57	Gem of Audacity	You can attach this gem to a weapon, allowing you to use your Presence when making an attack with that weapon.
58	Gem of Sagacity	You can attach this gem to a weapon, allowing you to use your Knowledge when making an attack with that weapon.
59	Ring of Unbreakable Resolve	Once per session, when the GM spends a Fear, you can spend 4 Hope to cancel the effects of that spent Fear.
60	Belt of Unity	Once per session, you can spend 5 Hope to lead a Tag Team Roll with three PCs instead of two.

CONSUMABLES

Consumables are loot that can only be used once. You can hold up to five of each consumable at a time.

Use the following rolling guide to generate consumables ahead of a game or during a session. Determine the desired rarity of your consumable, roll the associated number of d12s, add their values together (if needed), and take the consumable that matches that value. The rolling guide below also describes where each rarity of consumable is commonly found.

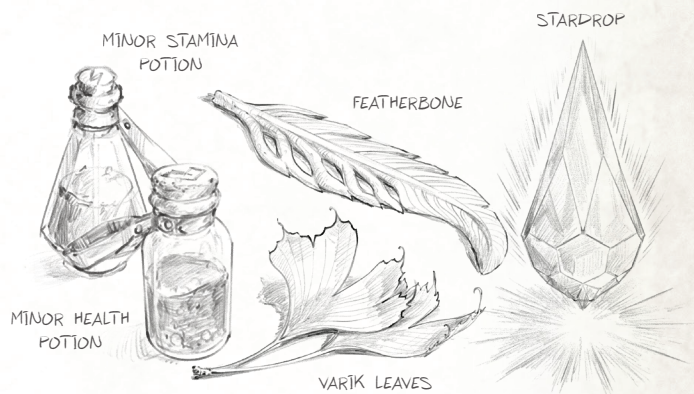
- **Common (1d12 or 2d12).** Common consumables might be found at an abandoned camp or readily available at a local store.
- **Uncommon (2d12 or 3d12).** Uncommon consumables might be found in limited supply in a shop, kept in a protected place in a camp, or offered as part of a reward for a job.
- **Rare (3d12 or 4d12).** Rare consumables might be kept under lock and key in a shop, offered as the sole reward for a job, or discovered in a powerful NPC's possessions.
- **Legendary (4d12 or 5d12).** Legendary consumables might be the only item of their kind, a reward for an incredibly difficult or dangerous job, or a powerful adversary's most precious and guarded treasure.

ROLL	LOOT	DESCRIPTION
01	Stride Potion	You gain a +1 bonus to your next Agility Roll.
02	Bolster Potion	You gain a +1 bonus to your next Strength Roll.
03	Control Potion	You gain a +1 bonus to your next Finesse Roll.
04	Attune Potion	You gain a +1 bonus to your next Instinct Roll.
05	Charm Potion	You gain a +1 bonus to your next Presence Roll.
06	Enlighten Potion	You gain a +1 bonus to your next Knowledge Roll.
07	Minor Health Potion	Clear 1d4 HP.
08	Minor Stamina Potion	Clear 1d4 Stress.
09	Grindetooth Venom	You can apply this venom to a weapon that deals physical damage to add a d6 to your next damage roll with that weapon.
10	Varik Leaves	You can eat these paired leaves to immediately gain 2 Hope.
11	Vial of Moondrip	When you drink the contents of this vial, you can see in total darkness until your next rest.
12	Unstable Arcane Shard	You can make a Finesse Roll to throw this shard at a group of adversaries within Far range. Targets you succeed against take 1d20 magic damage.
13	Potion of Stability	You can drink this potion to choose one additional downtime move.

ROLL	LOOT	DESCRIPTION
14	Improved Grindetooth Venom	You can apply this venom to a weapon that deals physical damage to add a d8 to your next damage roll with that weapon.
15	Morphing Clay	You can spend a Hope to use this clay, altering your face enough to make you unrecognizable until your next rest.
16	Vial of Darksmoke	When an adversary attacks you, use this vial and roll a number of d6s equal to your Agility. Add the highest result to your Evasion against the attack.
17	Jumping Root	Eat this root to leap up to Far range once without needing to roll.
18	Snap Powder	Mark a Stress and clear a HP.
19	Health Potion	Clear 1d4+1 HP.
20	Stamina Potion	Clear 1d4+1 Stress.
21	Armor Stitcher	You can use this stitcher to spend any number of Hope and clear that many Armor Slots.
22	Gill Salve	You can apply this salve to your neck to breathe underwater for a number of minutes equal to your level.
23	Replication Parchment	By touching this piece of parchment to another, you can perfectly copy the second parchment's contents. Once used, this parchment becomes mundane paper.
24	Improved Arcane Shard	You can make a Finesse Roll to throw this shard at a group of adversaries within Far range. Targets you succeed against take 2d20 magic damage.
25	Major Stride Potion	You gain a +1 bonus to your Agility until your next rest.
26	Major Bolster Potion	You gain a +1 bonus to your Strength until your next rest.
27	Major Control Potion	You gain a +1 bonus to your Finesse until your next rest.
28	Major Attune Potion	You gain a +1 bonus to your Instinct until your next rest.
29	Major Charm Potion	You gain a +1 bonus to your Presence until your next rest.
30	Major Enlighten Potion	You gain a +1 bonus to your Knowledge until your next rest.
31	Blood of the Yorgi	You can drink this blood to disappear from where you are and immediately reappear at a point you can see within Very Far range.
32	Homet's Secret Potion	After drinking this potion, the next successful attack you make critically succeeds.
33	Redthorn Saliva	You can apply this saliva to a weapon that deals physical damage to add a d12 to your next damage roll with that weapon.
34	Channelstone	You can use this stone to take a spell or grimoire from your vault, use it once, and return it to your vault.

ROLL	LOOT	DESCRIPTION
35	Mythic Dust	You can apply this dust to a weapon that deals magic damage to add a d12 to your next damage roll with that weapon.
36	Acidpaste	This paste eats away walls and other surfaces in bright flashes.
37	Hopehold Flare	When you use this flare, allies within Close range roll a d6 when they spend a Hope. On a result of 6, they gain the effect of that Hope without spending it. The flare lasts until the end of the scene.
38	Major Arcane Shard	You can make a Finesse Roll to throw this shard at a group of adversaries within Far range. Targets you succeed against take 4d20 magic damage.
39	Featherbone	You can use this bone to control your falling speed for a number of minutes equal to your level.
40	Circle of the Void	Mark a Stress to create a void that extends up to Far range. No magic can be cast inside the void, and creatures within the void are immune to magic damage.
41	Sun Tree Sap	Consume this sap to roll a d6. On a result of 5–6, clear 2 HP. On a result of 2–4, clear 3 Stress. On a result of 1, see through the veil of death and return changed, gaining one scar.
42	Dripfang Poison	A creature who consumes this poison takes 8d10 direct magic damage.
43	Major Health Potion	Clear 1d4+2 HP.
44	Major Stamina Potion	Clear 1d4+2 Stress.
45	Ogre Musk	You can use this musk to prevent anyone from tracking you by mundane or magical means until your next rest.
46	Wingsprout	You gain magic wings that allow you to fly for a number of minutes equal to your level.
47	Jar of Lost Voices	You can open this jar to release a deafening echo of voices for a number of minutes equal to your Instinct. Creatures within Far range unprepared for the sound take 6d8 magic damage.
48	Dragonbloom Tea	You can drink this tea to unleash a fiery breath attack. Make an Instinct Roll against all adversaries in front of you within Close range. Targets you succeed against take d20 physical damage using your Proficiency.
49	Bridge Seed	Thick vines grow from your location to a point of your choice within Far range, allowing you to climb up or across them. The vines dissipate on your next short rest.
50	Sleeping Sap	You can drink this potion to fall asleep for a full night's rest. You clear all Stress upon waking.
51	Feast of Xuria	You can eat this meal to clear all HP and Stress and gain 1d4 Hope.

ROLL	LOOT	DESCRIPTION
52	Bonding Honey	This honey can be used to glue two objects together permanently.
53	Shrinking Potion	You can drink this potion to halve your size until you choose to drop this form or your next rest. While in this form, you have a +2 bonus to Agility and a -1 penalty to your Proficiency.
54	Growing Potion	You can drink this potion to double your size until you choose to drop this form or your next rest. While in this form, you have a +2 bonus to Strength and a +1 bonus to your Proficiency.
55	Knowledge Stone	If you die while holding this stone, an ally can take a card from your loadout to place in their loadout or vault. After they take this knowledge, the stone crumbles.
56	Sweet Moss	You can consume this moss during a rest to clear 1d10 HP or 1d10 Stress.
57	Blinding Orb	You can activate this orb to create a flash of bright light. All targets within Close range become <i>Vulnerable</i> until they mark HP.
58	Death Tea	After you drink this tea, you instantly kill your target when you critically succeed on an attack. If you don't critically succeed on an attack before your next long rest, you die.
59	Mirror of Marigold	When you take damage, you can spend a Hope to negate that damage, after which the mirror shatters.
60	Stardrop	You can use this stardrop to summon a hailstorm of comets that deals 8d20 physical damage to all targets within Very Far range.



USING CONSUMABLES

Using a consumable typically doesn't require a roll unless stated. Under certain circumstances, the GM might have you make an action roll to use a consumable, even if an action roll isn't noted in its description. For example, if you're on the battlefield preparing to run at an adversary and attack them, you have a moment to drink a Stamina Potion before you sprint toward them. But if you're pinned in the jaws of a massive Flickerfly and want to consume a Health Potion, the GM might rule that you need to make an action roll to drink it.

FULL EXAMPLE OF PLAY

In this full example of play, we join a party as they embark on a journey to Whitecrest Tower, rumored to be the home of a powerful artifact from an ancient battle.

THE PARTY:

- **Quinn (they/them)**, playing Shepherd (they/them), Wildborne Infernis Warden of Renewal Druid
- **Miles (he/him)**, playing Rune (he/him), Ridgeborne Drakona School of War Wizard
- **Aliyah (she/her)**, playing Tabby (she/her), Underborne Katari Call of the Brave Warrior
- **Nolan (he/him)**, playing Lavelle (he/him), Slyborne Human Nightwalker Rogue

THEIR GM:

- **Stella (she/her)**, who starts the scene with five Fear.

STELLA: “Whitecrest Tower is built into the side of a mountain, forcing attackers approaching from the valley below to make a dangerous climb. So my first question is—how do you want to get up to the tower?”

QUINN: “I want to use ‘Nature’s Tongue’ and find a goat or ram or some other creature that lives on the mountains and ask them about the easiest way up to the tower.”

STELLA: “Absolutely. It’s not hard to find some goats tromping around in seeming defiance of gravity. Give me that Instinct Roll, Difficulty 12.”

Quinn rolls the Duality Dice and adds 2 tokens to represent their Instinct of +2. They roll a 7 on the Hope Die and a 4 on the Fear Die.

With their 2 tokens, the final result is a 13 with Hope. Quinn adds a Hope to their sheet.

“On a success with Hope, the goat is friendly enough and gives you clear information. She remembers the pathway that the last group of two-legs took and leads you to it. Don’t forget to gain a Hope.”

QUINN: “I respond, ‘Thank you, goat friend.’ Then I fish out some food from my pack and give it to her as she leads us up.”

STELLA: “The food disappears in an instant. Then the goat starts scaling the mountain, leading you to the path. We’re going to do the ascent as a progress countdown, but since you’re getting help, I’m going to set it at 3 instead of 5. What’s the next move you make to scale the mountain?”

ALIYAH: “Tabby is going to take the lead and set pitons for the others to help make the ascent easier for everyone.”

STELLA: “That sounds like an Agility Roll.”

Aliyah rolls a 2 on the Hope Die, but a 7 on the Fear Die. With Tabby’s Agility of +3, that’s a total of 12 with Fear.

ALIYAH: “I’m going to use my ‘Feline Instincts’ as a katari to spend 2 Hope and reroll my Hope Die.”

She spends the Hope and rolls the Hope Die again, getting an 8.

“Nice! That’s an 18 with Hope.”

STELLA: “On a success with Hope, you tick down the countdown by 2.” “It’s down to 1, so at this point, even a success with Fear will get you to the tower. Gain a Hope. Tabby scales the mountain, neck and neck with the goat, setting pitons and throwing rope down behind to help the others. You’re making quick work, but there’s still another hundred feet between you and the top of the tower. What do you do?”

MILES: “Oh, I want to try out my new grimoire. Rune takes some rope and pitons, and then he’s going to cast ‘Arcane Door’ to teleport up to the front gate so he can throw down the rope.”

STELLA: “Nice. That’s a Spellcast Roll with Difficulty 13, and you spend a Hope to cast it.”

Miles spends a Hope and rolls the Duality Dice, adding 3 modifier tokens for his character’s Spellcast trait (Knowledge). He gets a 5 on the Hope Die and a 6 on the Fear Die.

MILES (slightly nervous): “That’s a 14, so a success...with Fear.”

Stella gains a Fear, adding it to her pool.

STELLA: “You all see Rune disappear and then reappear halfway up the remaining distance, then he blinks out again and appears by the front gate. With a rope leading all the way up, it’s relatively simple for the rest of you to make the climb unscathed.”

QUINN: “I give the helpful goat another nibble of food before I send her off to her own business.”

STELLA (nods): “Shepherd says farewell to the goat. But Rune, behind you something shifts, like the wooden floors of an old house. But this doesn’t feel like settling. It feels like something waking from slumber.”

NOLAN (with an expression that suggests the opposite): “I’m sure that’s fine.”

STELLA: “Once you’ve all made it up the rope, you stand at the shattered front gate of Whitecrest Tower, the mountainside wall collapsed and long since worn down by snow, rain, or avalanche. The only sounds you hear are the whistling of wind through the ruins as you pass the outer wall of Whitecrest Tower.”

STELLA (CONT'D): *Lavelle, your contact said that the surviving treasure hunter she met last month made it as far as the basement of the castle before the rest of her party was killed by a Skeleton Knight.*

NOLAN: *“So we know to go down once we get inside. Let’s sneak in as far as we can before we catch the attention of whatever’s already here.”*

STELLA: *“Okay, that’ll be a group Finesse Roll.”*

QUINN: *“Lavelle, you lead?”*

Nolan agrees, so Quinn, Miles, and Aliyah make Finesse Reaction Rolls for their characters. Miles and Quinn succeed, and Aliyah fails.

STELLA: *“Miles and Quinn, you each add a +1 to the group roll, and Aliyah adds a –1 for that failure, which means you’re at a +1, Nolan. Let’s see how you do in leading the group.”*

NOLAN: *“I’m going to spend a Hope to Utilize an Experience, this is definitely the kind of intrusion Lavelle has done as a ‘Treasure Hunter.’”*

Nolan rolls a 2 on the Hope Die and a 4 on the Fear Die—that’s 6. He adds +3 for his Finesse, +2 for the “Treasure Hunter” Experience, and +1 from the party’s contribution (6+3+2+1=12).

“That’s a total of 12, with Fear.”

Stella grimaces as she takes a Fear token.

STELLA: *“A 12 is not going to do it. You make your way through the outer courtyard of the fortress passing rusted swords, decayed wooden emplacements, and rubble from the collapsing stone structure. You take a turn into the inner courtyard, with the keep just ahead of you, when you hear rattling and the sounds of steel on stone. All around you, skeletons lying in the snow begin assembling, stacking themselves up into moving figures wielding rusted swords and bows that shouldn’t work, but do. Since you rolled a failure with Fear, this opening move is going to be a big one.”*

Stella spends a Fear to make a group attack using the Skeleton Dredges.

“All four of the smaller skeletons surround Lavelle, hacking and stabbing with their rusted blades.”

Stella makes one attack for the group of skeletons according to the text of the group attack action. She rolls a d20, adding 1 token for the Skeleton Dredges’ attack modifier of –1. The die comes up a 15, –1 for 14.

“Lavelle, what is your Evasion?”

NOLAN: *“It’s 13.”*

STELLA: *“Then that’s a hit. You take 4 physical damage.”*

NOLAN: *“That would be Minor damage, so I’m marking an Armor Slot to bring it down to nothing.”*

Nolan has an Armor Score of 3 from his gambeson armor, so he has 2 more uses of armor available.

STELLA: *“Now for the archers.”*

Stella spends another two Fear to spotlight two additional adversaries.

“They’re going to attack Shepherd and Rune.”

The archers are not using a group attack, so Stella rolls 1d20+2 twice (once for each Skeleton Archer). She rolls a 3 and an 8, for a total of 5 against Rune and 10 against Shepherd. The attack against Rune misses (5 is lower than his Evasion of 12), but the attack against Shepherd hits (they have an Evasion of 10, and if an attack total is equal to the target’s Evasion, the attack hits).

Stella rolls 1d8+1 for the archer’s damage. It’s a total of 6—but that gets doubled thanks to the Skeleton Archers’ “Opportunist” feature, which says, “When two or more adversaries are within Very Close range of a target, all damage the archer deals to that target is doubled.” Since the Skeleton Dredges mobbed the group, the archers are able to fire in moments when the heroes are more open.

“That’s 12 physical damage for Shepherd.”

Stella turns to Quinn to see what they want to do about the damage taken by Shepherd.

QUINN: *“12 is Major damage, so I’ll mark armor and only take Minor damage.”*

Quinn marks an Armor Slot on their sheet. But since a character can only mark armor once per attack, they can’t completely negate the attack, and must mark a Hit Point for Minor damage. Shepherd’s Armor Score is 4, so they have three more uses of armor before it needs repairs.

Stella spends another Fear to spotlight the Skeleton Knight.

STELLA: *“Once the other skeletons have engaged and the archers have loosed their arrows, the Skeleton Knight stomps forward and takes a big swing at Tabby.”*

The Skeleton Knight has a +2 modifier, so Stella adds 2 tokens to the d20. She rolls a 14 and adds +2 for a total of 16.

“I’m pretty sure a 16 hits Tabby?”

ALIYAH: *“It does, alas.”*

Stella rolls 1d10+2 for damage, getting a total of 10.

STELLA: “That’s 10 physical damage against Tabby as the knight comes in with an overhead blow. Their ‘Terrifying’ feature causes Tabby and everyone within Close range of her to lose a Hope, plus I will take a Fear.”

ALIYAH: “That’s all of us.”

All four characters lose a Hope and Stella takes a Fear. The total of 10 would be Major damage, so Aliyah marks an Armor Slot to reduce it to Minor, then marks a Hit Point.

Every adversary has activated during this turn, and Stella wants to hold on to some Fear for later, so she returns the spotlight to the PCs.

STELLA: “The skeletons rushed you all at once like it was a practiced maneuver. I wonder how many other groups they’ve ambushed like this. What do you want to do?”

MILES: “This is going to be their last ambush. Magical flame ignites in my hands, and I hurl it at the skeletons I’m in melee with. I’m going to use ‘Wild Flame,’ targeting two of the little ones and the big one with the sword.”

STELLA: “Cool, roll spellcast as your attack roll.”

MILES: “This is exactly what my War College Prodigy Experience prepared me for.”

Miles spends a Hope to add 2 tokens from his Experience to his +3 bonus from his Knowledge. He rolls 9 on the Hope Die, 11 on the Fear Die, then adds +5 from his modifiers.

“That’s a 25 with Fear.”

Stella gains a Fear.

STELLA: “So you’ll get your bonus damage from School of War, and each of them has to mark a Stress because of Wild Flame. Let’s see that damage roll!”

Miles rolls 2d6 for the “Wild Flame” spell, plus an extra d10 for his foundation subclass feature. He gets a total of 17 magic damage, which is compared to each of the three targets’ damage thresholds. Since the dredges have the “Minion (4)” feature, every 4 damage dealt to them kills an additional dredge in range. The 17 damage is enough to kill all four minions in one blow.

STELLA: “Nice. With one graceful sweep of your hands, you hit the first two you were aiming for, who collapse as you continue to erupt fire. Since they were minions, 17 damage was enough to kill all four of them. You turn them to ash.”

Next, Stella looks at the knight’s thresholds. A 17 is above the Severe threshold.

“You turn your fire on the Skeleton Knight. Their armor begins to melt and sag, melding to the bone. The knight’s still coming, but you dealt them a Severe blow.”

Stella marks 3 HP for the knight.

“Since you rolled with Fear, I’m going to spotlight the Skeleton Knight. As the minions collapse, the knight roars with an unearthly voice, eyes glowing yellow with malice. They raise the greatsword and hack into the group with huge sweeping blows. I’m marking a Stress to attack all enemies within Very Close range. So all four of you.”

Stella rolls 1d20+2 for the attack, getting 6+2 for a total of 8. That total is compared to each character’s Evasion. Luckily, every PC’s evasion is above 8 and the attack misses entirely.

Stella spends a Fear to spotlight one of the archers, who attacks Shepherd. But this time Stella rolls a 4, for a total of 6, which is below Shepherd’s Evasion.

After that attack, Stella decides to save her Fear, since this encounter is just a warmup.

STELLA: “The knight is rampaging while the archers pelt you with arrows. What do you do?”

ALIYAH: “I’d love to take a swing at them.”

The others nod.

“I’m going to mark Stress to use ‘Reckless’ and get advantage on an attack against the big boy. And I’ll spend a Hope to Utilize my Pit Fighter Experience for +2.”

Aliyah rolls 5 on the Hope Die, 5 on the Fear Die, and 3 on the advantage die, +3 for Agility since Tabby’s using a broadsword, +1 from the broadsword’s “Reliable” feature, and +2 for her Experience.

“My total is 19, but since the dice matched, it’s a critical success!”

STELLA: “Amazing! Give me that critical damage roll!”

ALIYAH: “I just got my second point of Proficiency, and the broadsword has d8 damage dice. So that’s 16 plus a normal roll of 2d8, and +2 for my level thanks to ‘Combat Training.’”

Aliyah rolls a 1 and a 4, but rerolls the 1 thanks to her Blade domain ability Not Good Enough, getting an 8. She adds 8+4+2 (because of her “Combat Training” feature) for a total of 14, and then she adds that to 16 because of the critical hit. An amazing 30 damage!

That’s a Severe hit for the Skeleton Knight, who only had 2 HP left.

STELLA (looks up and asks): “So Aliyah, how do you want to do this?”

The table bursts into cheers.

ALIYAH: “The knight has a greatsword, right? I get right up in their face so they can’t bring the sword to bear. Then I hack them apart like I’m chopping wood. There goes the tibia; there goes the humerus. Then, I bring my sword around and do a backflip, chopping off the knight’s head. I land with my shield bracing me as the knight topples into a shattering pile of bones.”

STELLA: “Amazing. Make sure to clear a Stress and gain a Hope from your crit. And as the skeleton collapses, they have one final reaction that triggers when they’re killed—they lash out with the last of their strength to try to bring you with them, clawing at you with a great skeletal hand.”

Stella rolls 1d20+2 and gets a 16+2 for 18. She rolls 1d4+8 damage and gets a 4 for a total of 12. Because the knight’s “Dig Two Graves” feature also forces the PC to lose 1d4 Hope, she rolls a d4, for a result of 2.

Because Tabby critically succeeded, Stella chooses to omit the “Terrifying” feature from this attack.

“The Skeleton Knight deals 12 physical damage back, and steals 2 Hope from you as unlife fades from their bones.”

ALIYAH: “Oof. That’s Major damage, but I still have armor to spend, so I’m going to mark that and just take Minor damage.”

Aliyah marks an Armor Slot and marks a Hit Point for Minor damage. She also loses 2 Hope from the “Dig Two Graves” action.

STELLA: “As you all look up from the destroyed knight, you see that the archers have collapsed back into piles of bones. Rune, you remember lore about groups of skeletons where the spell used to animate them is focused on one of the group, usually the strongest.”

MILES: “So next time, we go straight for the big one.”

With the combat complete, Stella takes a breath and resets the scene.

STELLA: “You’re alone in the inner courtyard, the destroyed remains of skeletons around you. What do you do?”

QUINN: “I’m guessing that’s not the last surprise we’ll see today,” Shepherd says. “In we go?”

NOLAN: “Yes, but this time I want to be scanning for threats.”

In some situations, Stella might rule that Lavelle could just hear adversaries coming, but she wants to emphasize the danger and uncertainty of this ruin.

STELLA: “That’s an Instinct Roll.”

MILES: “Rune can help by listening for more of those strange building-waking-up sounds or anything else suspicious.”

Miles spends a Hope, rolls a d6 advantage die, and gets a 3.

Nolan makes an Instinct Roll for Lavelle. He gets a 1 on the Hope Die and a 5 on the Fear Die. Nolan adds his Duality Dice together for a value of 6, +1 for his Instinct, and +3 for Rune’s help, for a total of 10 with Fear.

Stella nods, thinking for a moment as she gains a Fear.

STELLA: “You enter the keep with caution, looking for traps and listening for threats. The base of the tower is littered with the decayed remains of many different kinds of folk—galapa and katari, dwarves and infernis. But none of them stir. You go through a barracks and a kitchen, finding the stairwell that leads you down into the musty basement.

“There’s no light here, but you have torches. Here and there are some traps somehow still intact, or perhaps repaired. There are three somewhat-fresh corpses of adventurers that must have been the survivor’s companions. At this altitude, they’re pretty well preserved. Two are impaled on a wall of spikes that jutted out from one side. The third is wrapped in the embrace of another Skeleton Knight, but that one does not move.

“But what you don’t see, dear adventurers, is the wraith emerging from the wall behind you, looming over Shepherd and Tabby as Lavelle and Rune take the lead. The wraith grows wide, its midnight eyes devouring the light behind you. The room grows cold as it reaches out toward you... and that’s where we’ll end for tonight.”

The table erupts into excited chatter as the players debrief from their session together.



QUESTIONS TO CONSIDER FOR GMS

- Aliyah's roll with Hope to finish off the Skeleton Knight meant that the PCs would have been able to act again before the archers. Those archers hadn't taken any damage, but Stella described them falling apart after the knight died. Do you feel like that was a satisfying end to the combat, or would you have had the archers keep fighting? The explanation Stella offered to Rune could be taken as precedent, so if Stella chooses to not end a fight early in the future when the party destroys the most powerful skeleton, she'll want to have an idea in mind why things are different the second time to maintain the integrity of the story.
- Stella allowed Rune to make two jumps using the "Arcane Door" spell rather than making him roll for each casting. When a character is using an ability like that, do you want to call for a roll for each use or let one roll represent chaining the ability a couple of times like Stella did?
- Would you have chosen to use "Terrifying" when the Skeleton Knight hit Tabby with "Dig Two Graves?" You don't always have to use every one of an adversary's features, and Stella skipped it to honor Tabby's critical success.
- In the fight with the skeletons, would you have had them attack the group in the order and fashion that Stella did? Choosing which adversaries to spotlight—and when—helps determine the shape of the fight and its rhythm, the ups and downs. How else could that fight have gone? Would you have waited to use the archers until after the Skeleton Knight?
- Rune destroyed all four skeleton minions in one good hit, which meant the attack on the other skeletons was wasted. Would you have allowed Rune to use that other "Wild Flame" attack to attack the Skeleton twice, or maybe to hit one of the archers even though they were out of range? Or does losing the extra attack seem like a fair price for the certainty of being able to remove the minions?
- What would you have done if Shepherd had rolled a success with Fear when using their "Nature's Tongue" spell to talk to the goat? What would have been an interesting consequence if Shepherd failed that roll entirely? Would the goat have run off, or would you have introduced another complication during their ascent? Is there some complication that Stella could have used to foreshadow the skeletons or the wraith? Or would it have been better to gain a Fear and let the players keep pressing forward without an immediate consequence?

As you consider your answers to these questions and make rulings during the game, you'll develop your own GM style. That's the key point to take away from this: there is no right answer. It all comes down to your group and what creates the best experience for your table. Your GM style might even change over time, and that's okay, too. Next up is chapter 3, which will give you the tools you need to run a great game for your players.





This PDF is primarily an excerpt from the Daggerheart Core Rulebook to use alongside your Class Packs, conveniently bringing all the rules, guidance, and options you need to create and advance your characters and to play the game. The page numbers have been kept consistent with the Core Rulebook, so you will be able to easily communicate with other players using the full Daggerheart Core Set. In addition to the excerpt pages, we've included several character sheets, guides, and references at the end of the PDF (just ahead of the index), which you'll want to use to fill out your character choices and stats. To dive deeper or learn to be a game master, remember that you'll need a full copy of the Daggerheart Core Set by your side!



APPENDIX

This section contains additional information and reference sheets.

DOMAIN CARD REFERENCE

ARCANA DOMAIN



■ RUNE WARD

Level 1 Arcana Spell
Recall Cost: 0

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

If the Ward Die result is 8, the ward's power ends after it reduces damage this turn. It can be recharged for free on your next rest.

■ UNLEASH CHAOS

Level 1 Arcana Spell
Recall Cost: 1

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

Make a **Spellcast Roll** against a target within Far range and spend any number of tokens to channel raw energy from within yourself to unleash against them. On a success, roll a number of **d10s** equal to the tokens you spent and deal that much magic damage to the target. **Mark a Stress** to replenish this card with tokens (up to your Spellcast trait).

At the end of each session, clear all unspent tokens.

■ WALL WALK

Level 1 Arcana Spell
Recall Cost: 1

Spend a Hope to allow a creature you can touch to climb on walls and ceilings as easily as walking on the ground. This lasts until the end of the scene or you cast Wall Walk again.

■ CINDER GRASP

Level 2 Arcana Spell
Recall Cost: 1

Make a **Spellcast Roll** against a target within Melee range. On a success, the target instantly bursts into flames, takes **1d20+3** magic damage, and is temporarily lit *On Fire*.

When a creature acts while *On Fire*, they must take an extra **2d6** magic damage if they are still *On Fire* at the end of their action.

■ FLOATING EYE

Level 2 Arcana Spell
Recall Cost: 0

Spend a Hope to create a single, small floating orb that you can move anywhere within Very Far range. While this spell is active, you can see through the orb as though you're looking out from its position. You can transition between using your own senses and seeing through the orb freely. If the orb takes damage or moves out of range, the spell ends.

■ COUNTERSPELL

Level 3 Arcana Spell
Recall Cost: 2

You can interrupt a magical effect taking place by making a reaction roll using your Spellcast trait. On a success, the effect stops and any consequences are avoided, and this card is placed in your vault.

■ FLIGHT

Level 3 Arcana Spell
Recall Cost: 1

Make a **Spellcast Roll (15)**. On a success, place a number of tokens equal to your Agility on this card (minimum 1). When you make an action roll while flying, spend a token from this card. After the action that spends the last token is resolved, you descend to the ground directly below you.

■ BLINK OUT

Level 4 Arcana Spell
Recall Cost: 1

Make a **Spellcast Roll (12)**. On a success, **spend a Hope** to teleport to another point you can see within Far range. If any willing creatures are within Very Close range, **spend an additional Hope** for each creature to bring them with you.

■ PRESERVATION BLAST

Level 4 Arcana Spell
Recall Cost: 2

Make a **Spellcast Roll** against all targets within Melee range. Targets you succeed against are forced back to Far range and take **d8+3** magic damage using your Spellcast trait.

■ CHAIN LIGHTNING

Level 5 Arcana Spell
Recall Cost: 1

Mark 2 Stress to make a **Spellcast Roll**, unleashing lightning on all targets within Close range. Targets you succeed against must make a reaction roll with a Difficulty equal to the result of your Spellcast Roll. Targets who fail take **2d8+4** magic damage. Additional adversaries not already targeted by Chain Lightning and within Close range of previous targets who took damage must also make the reaction roll. Targets who fail take **2d8+4** magic damage. This chain continues until there are no more adversaries within range.

■ PREMONITION

Level 5 Arcana Spell
Recall Cost: 2

You can channel arcane energy to have visions of the future. Once per long rest, immediately after the GM conveys the consequences of a roll you made, you can rescind the move and consequences like they never happened and make another move instead.

■ RIFT WALKER

Level 6 Arcana Spell
Recall Cost: 2

Make a **Spellcast Roll (15)**. On a success, you place an arcana marking on the ground where you currently stand. The next time you successfully cast Rift Walker, a rift in space opens up, providing safe passage back to the exact spot where the marking was placed. This rift stays open until you choose to close it or you cast another spell.

You can drop the spell at any time to cast Rift Walker again and place the marking somewhere new.

■ TELEKINESIS

Level 6 Arcana Spell
Recall Cost: 0

Make a **Spellcast Roll** against a target within Far range. On a success, you can use your mind to move them anywhere within Far range of their original position. You can throw the lifted target as an attack by making an additional Spellcast Roll against the second target you're trying to attack. On a success, deal **d12+4** physical damage to the second target using your Proficiency. This spell then ends.

■ ARCANA-TOUCHED

Level 7 Arcana Ability
Recall Cost: 2

When 4 or more of the domain cards in your loadout are from the Arcana domain, gain the following benefits:

- +1 bonus to your Spellcast Rolls
- Once per rest, you can switch the results of your Hope and Fear Dice.

■ CLOAKING BLAST

Level 7 Arcana Spell
Recall Cost: 2

When you make a successful **Spellcast Roll** to cast a different spell, you can **spend a Hope** to become *Cloaked*. While *Cloaked*, you remain unseen if you are stationary when an adversary moves to where they would normally see you. When you move into or within an adversary's line of sight or make an attack, you are no longer *Cloaked*.

■ ARCANE REFLECTION

Level 8 Arcana Spell
Recall Cost: 1

When you would take magic damage, you can **spend any number of Hope** to roll that many **d6s**. If any roll a 6, the attack is reflected back to the caster, dealing the damage to them instead.

■ CONFUSING AURA

Level 8 Arcana Spell
Recall Cost: 2

Make a **Spellcast Roll (14)**. Once per long rest on a success, you create a layer of illusion over your body that makes it hard to tell exactly where you are. **Mark any number of Stress** to make that many additional layers. When an adversary makes an attack against you, roll a number of **d6s** equal to the number of layers currently active. If any roll a 5 or higher, one layer of the aura is destroyed and the attack fails. If all the results are 4 or lower, you take the damage and this spell ends.

■ EARTHQUAKE

Level 9 Arcana Spell
Recall Cost: 2

Make a **Spellcast Roll (16)**. Once per rest on a success, all targets within Very Far range who aren't flying must make a Reaction Roll (18). Targets who fail take **3d10+8** physical damage and are temporarily *Vulnerable*. Targets who succeed take half damage.

Additionally, when you succeed on the Spellcast Roll, all terrain within Very Far range becomes difficult to move through and structures within this range might sustain damage or crumble.

■ SENSORY PROJECTION

Level 9 Arcana Spell
Recall Cost: 0

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

■ ADJUST REALITY

Level 10 Arcana Spell
Recall Cost: 1

After you or a willing ally make any roll, you can **spend 5 Hope** to change the numerical result of that roll to a result of your choice instead. The result must be plausible within the range of the dice.

■ FALLING SKY

Level 10 Arcana Spell
Recall Cost: 1

Make a **Spellcast Roll** against all adversaries within Far range. **Mark any number of Stress** to make shards of arcana rain down from above. Targets you succeed against take **1d20+2** magic damage for each Stress marked.

BLADE DOMAIN

■ GET BACK UP

Level 1 Blade Ability
Recall Cost: 1

When you take Severe damage, you can **mark a Stress** to reduce the severity by one threshold.

■ NOT GOOD ENOUGH

Level 1 Blade Ability
Recall Cost: 1

When you roll your damage dice, you can reroll any 1s or 2s.

■ WHIRLWIND

Level 1 Blade Ability
Recall Cost: 0

When you make a successful attack against a target within Very Close range, you can **spend a Hope** to use the attack against all other targets within Very Close range. All additional adversaries you succeed against with this ability take half damage.



■ A SOLDIER'S BOND

Level 2 Blade Ability

Recall Cost: 1

Once per long rest, when you compliment someone or ask them about something they're good at, you can both gain 3 Hope.

■ RECKLESS

Level 2 Blade Ability

Recall Cost: 1

Mark a **Stress** to gain advantage on an attack.

■ SCRAMBLE

Level 3 Blade Ability

Recall Cost: 1

Once per rest, when a creature within Melee range would deal damage to you, you can avoid the attack and safely move out of Melee range of the enemy.

■ VERSATILE FIGHTER

Level 3 Blade Ability

Recall Cost: 1

You can use a different character trait for an equipped weapon, rather than the trait the weapon calls for.

When you deal damage, you can **mark a Stress** to use the maximum result of one of your damage dice instead of rolling it.

■ DEADLY FOCUS

Level 4 Blade Ability

Recall Cost: 2

Once per rest, you can apply all your focus toward a target of your choice. Until you attack another creature, you defeat the target, or the battle ends, gain a +1 bonus to your Proficiency.

■ FORTIFIED ARMOR

Level 4 Blade Ability

Recall Cost: 0

While you are wearing armor, gain a +2 bonus to your damage thresholds.

■ CHAMPION'S EDGE

Level 5 Blade Ability

Recall Cost: 1

When you critically succeed on an attack, you can **spend up to 3 Hope** and choose one of the following options for each Hope spent:

- You clear a Hit Point.
- You clear an Armor Slot.
- The target must mark an additional Hit Point.

You can't choose the same option more than once.

■ VITALITY

Level 5 Blade Ability

Recall Cost: 0

When you choose this card, permanently gain two of the following benefits:

- One Stress slot
- One Hit Point slot
- +2 bonus to your damage thresholds

Then place this card in your vault permanently.

■ BATTLE-HARDENED

Level 6 Blade Ability

Recall Cost: 2

Once per long rest when you would make a Death Move, you can **spend a Hope** to clear a Hit Point instead.

■ RAGE UP

Level 6 Blade Ability

Recall Cost: 1

Before you make an attack, you can **mark a Stress** to gain a bonus to your damage roll equal to twice your Strength.

You can Rage Up twice per attack.

■ BLADE-TOUCHED

Level 7 Blade Ability

Recall Cost: 1

When 4 or more of the domain cards in your loadout are from the Blade domain, gain the following benefits:

- +2 bonus to your attack rolls
- +4 bonus to your Severe damage threshold

■ GLANCING BLOW

Level 7 Blade Ability

Recall Cost: 1

When you fail an attack, you can **mark a Stress** to deal weapon damage using half your Proficiency.

■ BATTLE CRY

Level 8 Blade Ability

Recall Cost: 2

Once per long rest, while you're charging into danger, you can muster a rousing call that inspires your allies. All allies who can hear you each clear a Stress and gain a Hope. Additionally, your allies gain advantage on attack rolls until you or an ally rolls a failure with Fear.

■ FRENZY

Level 8 Blade Ability

Recall Cost: 3

Once per long rest, you can go into a *Frenzy* until there are no more adversaries within sight.

While *Frenzied*, you can't use Armor Slots, and you gain a +10 bonus to your damage rolls and a +8 bonus to your Severe damage threshold.

■ GORE AND GLORY

Level 9 Blade Ability

Recall Cost: 2

When you critically succeed on a weapon attack, gain an additional Hope or clear an additional Stress.

Additionally, when you deal enough damage to defeat an enemy, gain a Hope or clear a Stress.

■ REAPER'S STRIKE

Level 9 Blade Ability

Recall Cost: 3

Once per long rest, **spend a Hope** to make an attack roll. The GM tells you which targets within range it would succeed against. Choose one of these targets and force them to mark 5 Hit Points.

■ BATTLE MONSTER

Level 10 Blade Ability

Recall Cost: 0

When you make a successful attack against an adversary, you can **mark 4 Stress** to force the target to mark a number of Hit Points equal to the number of Hit Points you currently have marked instead of rolling for damage.

■ ONSLAUGHT

Level 10 Blade Ability

Recall Cost: 3

When you successfully make an attack with your weapon, you never deal damage beneath a target's Major damage threshold (the target always marks a minimum of 2 Hit Points).

Additionally, when a creature within your weapon's range deals damage to an ally with an attack that doesn't include you, you can **mark a Stress** to force them to make a Reaction Roll (15). On a failure, the target must mark a Hit Point.

BONE DOMAIN



■ DEFT MANEUVERS

Level 1 Bone Ability
Recall Cost: 0

Once per rest, **mark a Stress** to sprint anywhere within Far range without making an Agility Roll to get there.

If you end this movement within Melee range of an adversary and immediately make an attack against them, gain a +1 bonus to the attack roll.

■ I SEE IT COMING

Level 1 Bone Ability
Recall Cost: 1

When you're targeted by an attack made from beyond Melee range, you can **mark a Stress** to roll a **d4** and gain a bonus to your Evasion equal to the result against the attack.

■ UNTOUCHABLE

Level 1 Bone Ability
Recall Cost: 1

Gain a bonus to your Evasion equal to half your Agility.

■ FEROCITY

Level 2 Bone Ability
Recall Cost: 2

When you cause an adversary to mark 1 or more Hit Points, you can **spend 2 Hope** to increase your Evasion by the number of Hit Points they marked. This bonus lasts until after the next attack made against you.

■ STRATEGIC APPROACH

Level 2 Bone Ability
Recall Cost: 1

After a long rest, place a number of tokens equal to your Knowledge on this card (minimum 1). The first time you move within Close range of an adversary and make an attack against them, you can spend one token to choose one of the following options:

- You make the attack with advantage.
- You clear a Stress on an ally within Melee range of the adversary.
- You add a **d8** to your damage roll.

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

■ BRACE

Level 3 Bone Ability
Recall Cost: 1

When you mark an Armor Slot to reduce incoming damage, you can **mark a Stress** to mark an additional Armor Slot.

■ TACTICIAN

Level 3 Bone Ability
Recall Cost: 1

When you Help an Ally, they can spend a Hope to add one of your Experiences to their roll alongside your advantage die.

When making a Tag Team Roll, you can roll a **d20** as your Hope Die.

■ BOOST

Level 4 Bone Ability
Recall Cost: 1

Mark a Stress to boost off a willing ally within Close range, fling yourself into the air, and perform an aerial attack against a target within Far range. You have advantage on the attack, add a **d10** to the damage roll, and end your move within Melee range of the target.

■ REDIRECT

Level 4 Bone Ability
Recall Cost: 1

When an attack made against you from beyond Melee range fails, roll a number of **d6s** equal to your Proficiency. If any roll a 6, you can **mark a Stress** to redirect the attack to damage an adversary within Very Close range instead.

■ KNOW THY ENEMY

Level 5 Bone Ability
Recall Cost: 1

When observing a creature, you can make an **Instinct Roll** against them. On a success, **spend a Hope** and ask the GM for one set of information about the target from the following options:

- Their unmarked Hit Points and Stress.
- Their Difficulty and damage thresholds.
- Their tactics and standard attack damage dice.
- Their features and Experiences.

Additionally on a success, you can **mark a Stress** to remove a Fear from the GM's Fear Pool.

■ SIGNATURE MOVE

Level 5 Bone Ability
Recall Cost: 1

Name and describe your signature combat move. Once per rest, when you perform this signature move as part of an action you're taking, you can roll a **d20** as your Hope Die. On a success, clear a Stress.

■ RAPID RIPOSTE

Level 6 Bone Ability
Recall Cost: 0

When an attack made against you from within Melee range fails, you can **mark a Stress** and seize the opportunity to deal the weapon damage of one of your active weapons to the attacker.

■ RECOVERY

Level 6 Bone Ability
Recall Cost: 1

During a short rest, you can choose a long rest downtime move instead. You can **spend a Hope** to let an ally do the same.

■ BONE-TOUCHED

Level 7 Bone Ability
Recall Cost: 2

When 4 or more of the domain cards in your loadout are from the Bone domain, gain the following benefits:

- +1 bonus to Agility
- Once per rest, you can **spend 3 Hope** to cause an attack that succeeded against you to fail instead.

■ CRUEL PRECISION

Level 7 Bone Ability
Recall Cost: 1

When you make a successful attack with a weapon, gain a bonus to your damage roll equal to either your Finesse or Agility.

■ BREAKING BLOW

Level 8 Bone Ability
Recall Cost: 3

When you make a successful attack, you can **mark a Stress** to make the next successful attack against that same target deal an extra **2d12** damage.

■ WRANGLE

Level 8 Bone Ability
Recall Cost: 1

Make an Agility Roll against all targets within Close range. **Spend a Hope** to move targets you succeed against, and any willing allies within Close range, to another point within Close range.

■ ON THE BRINK

Level 9 Bone Ability
Recall Cost: 1

When you have 2 or fewer Hit Points unmarked, you don't take Minor damage.

■ SPLINTERING STRIKE

Level 9 Bone Ability

Recall Cost: 3

Spend a Hope and make an attack against all adversaries within your weapon's range. Once per long rest, on a success against any targets, roll your weapon's damage and distribute that damage however you wish between the targets you succeeded against. Before you deal damage to each target, roll an additional damage die and add its result to the damage you deal to them.

■ DEATHRUN

Level 10 Bone Ability

Recall Cost: 1

Spend 3 Hope to run a straight path through the battlefield to a point within Far range, making an attack against all adversaries within your weapon's range along that path. Choose the order in which you deal damage to the targets you succeeded against. For the first, roll your weapon damage with a +1 bonus to your Proficiency. Then remove a die from your damage roll and deal the remaining damage to the next target. Continue to remove a die for each subsequent target until you have no more damage dice or adversaries.

You can't target the same adversary more than once per attack.

■ SWIFT STEP

Level 10 Bone Ability

Recall Cost: 2

When an attack made against you fails, clear a Stress. If you can't clear a Stress, gain a Hope.

CODEX DOMAIN



■ BOOK OF AVA

Level 1 Codex Grimoire

Recall Cost: 2

Power Push: Make a **Spellcast Roll** against a target within Melee range. On a success, they're knocked back to Far range and take **d10+2** magic damage using your Proficiency.

Tava's Armor: **Spend a Hope** to give a target you can touch a +1 bonus to their Armor Score until their next rest or you cast Tava's Armor again.

Ice Spike: Make a **Spellcast Roll (12)** to summon a large ice spike within Far range. If you use it as a weapon, make the Spellcast Roll against the target's Difficulty instead. On a success, deal **d6** physical damage using your Proficiency.

■ BOOK OF ILLIAT

Level 1 Codex Grimoire

Recall Cost: 2

Slumber: Make a **Spellcast Roll** against a target within Very Close range. On a success, they're *Asleep* until they take damage or the GM spends a Fear on their turn to clear this condition.

Arcane Barrage: Once per rest, **spend any number of Hope** and shoot magical projectiles that strike a target of your choice within Close range. Roll a number of **d6s** equal to the Hope spent and deal that much magic damage to the target.

Telepathy: **Spend a Hope** to open a line of mental communication with one target you can see. This connection lasts until your next rest or you cast Telepathy again.

■ BOOK OF TYFAR

Level 1 Codex Grimoire

Recall Cost: 2

Wild Flame: Make a **Spellcast Roll** against up to three adversaries within Melee range. Targets you succeed against take **2d6** magic damage and must mark a Stress as flames erupt from your hand.

Magic Hand: You conjure a magical hand with the same size and strength as your own within Far range.

Mysterious Mist: Make a **Spellcast Roll (13)** to cast a temporary thick fog that gathers in a stationary area within Very Close range. The fog heavily obscures this area and everything in it.

■ BOOK OF SITIL

Level 2 Codex Grimoire

Recall Cost: 2

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

Parallela: **Spend 2 Hope** to cast this spell on yourself or an ally within Close range. The next time the target makes an attack, they can hit an additional target within range that their attack roll would succeed against. You can only hold this spell on one creature at a time.

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

■ BOOK OF VAGRAS

Level 2 Codex Grimoire

Recall Cost: 2

Runic Lock: Make a **Spellcast Roll (15)** on an object you're touching that can close (such as a lock, chest, or box). Once per rest on a success, you can lock the object so it can only be opened by creatures of your choice. Someone with access to magic and an hour of time to study the spell can break it.

Arcane Door: When you have no adversaries within Melee range, make a **Spellcast Roll (13)**. On a success, **spend a Hope** to create a portal from where you are to a point within Far range you can see. It closes once a creature has passed through it.

Reveal: Make a **Spellcast Roll**. If there is anything magically hidden within Close range, it is revealed.

■ BOOK OF KORVAX

Level 3 Codex Grimoire

Recall Cost: 2

Levitation: Make a **Spellcast Roll** to temporarily lift a target you can see up into the air and move them within Close range of their original position.

Recant: **Spend a Hope** to force a target within Melee range to make a Reaction Roll (15). On a failure, they forget the last minute of your conversation.

Rune Circle: **Mark a Stress** to create a temporary magical circle on the ground where you stand. All adversaries within Melee range, or who enter Melee range, take **2d12+4** magic damage and are knocked back to Very Close range.

BOOK OF NORAI

Level 3 Codex Grimoire
Recall Cost: 2

Mystic Tether: Make a **Spellcast Roll** against a target within Far range. On a success, they're temporarily *Restrained* and must mark a Stress. If you target a flying creature, this spell grounds and temporarily *Restrains* them.

Fireball: Make a **Spellcast Roll** against a target within Very Far range. On a success, hurl a sphere of fire toward them that explodes on impact. The target and all creatures within Very Close range of them must make a Reaction Roll (13). Targets who fail take **d20+5** magic damage using your Proficiency. Targets who succeed take half damage.

BOOK OF EXOTA

Level 4 Codex Grimoire
Recall Cost: 3

Repudiate: You can interrupt a magical effect taking place. Make a reaction roll using your Spellcast trait. Once per rest on a success, the effect stops and any consequences are avoided.

Create Construct: Spend a Hope to choose a group of objects around you and create an animated construct from them that obeys basic commands. Make a **Spellcast Roll** to command them to take action. When necessary, they share your Evasion and traits and their attacks deal **2d10+3** physical damage. You can only maintain one construct at a time, and they fall apart when they take any amount of damage.

BOOK OF GRYNN

Level 4 Codex Grimoire
Recall Cost: 2

Arcane Deflection: Once per long rest, **spend a Hope** to negate the damage of an attack targeting you or an ally within Very Close range.

Time Lock: Target an object within Far range. That object stops in time and space exactly where it is until your next rest. If a creature tries to move it, make a **Spellcast Roll** against them to maintain this spell.

Wall of Flame: Make a **Spellcast Roll (15)**. On a success, create a temporary wall of magical flame between two points within Far range. All creatures in its path must choose a side to be on, and anything that subsequently passes through the wall takes **4d10+3** magic damage.

MANIFEST WALL

Level 5 Codex Spell
Recall Cost: 2

Make a **Spellcast Roll (15)**. Once per rest on a success, **spend a Hope** to create a temporary magical wall between two points within Far range. It can be up to 50 feet high and form at any angle. Creatures or objects in its path are shunted to a side of your choice. The wall stays up until your next rest or you cast Manifest Wall again.

TELEPORT

Level 5 Codex Spell
Recall Cost: 2

Once per long rest, you can instantly teleport yourself and any number of willing targets within Close range to a place you've been before. Choose one of the following options, then make a **Spellcast Roll (16)**:

- If you know the place very well, gain a +3 bonus.
- If you've visited the place frequently, gain a +1 bonus.
- If you've visited the place infrequently, gain no modifier.
- If you've only been there once, gain a -2 penalty.

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

BANISH

Level 6 Codex Spell
Recall Cost: 0

Make a **Spellcast Roll** against a target within Close range. On a success, roll a number of **d20s** equal to your Spellcast trait. The target must make a reaction roll with a Difficulty equal to your highest result. On a success, the target must mark a Stress but isn't banished. Once per rest on a failure, they are banished from this realm.

When the PCs roll with Fear, the Difficulty gains a -1 penalty and the target makes another reaction roll. On a success, they return from banishment.

SIGIL OF RETRIBUTION

Level 6 Codex Spell
Recall Cost: 2

Mark an adversary within Close range with a sigil of retribution. The GM gains a Fear. When the marked adversary deals damage to you or your allies, place a **d8** on this card. You can hold a number of **d8s** equal to your level. When you successfully attack the marked adversary, roll the dice on this card and add the total to your damage roll, then clear the dice. This effect ends when the marked adversary is defeated or you cast Sigil of Retribution again.

BOOK OF HOMET

Level 7 Codex Grimoire
Recall Cost: 0

Pass Through: Make a **Spellcast Roll (13)**. Once per rest on a success, you and all creatures touching you can pass through a wall or door within Close range. The effect ends once everyone is on the other side.

Plane Gate: Make a **Spellcast Roll (14)**. Once per long rest on a success, open a gateway to a location in another dimension or plane of existence you've been to before. This gateway lasts until your next rest.

CODEX-TOUCHED

Level 7 Codex Ability
Recall Cost: 2

When 4 or more of the domain cards in your loadout are from the Codex domain, gain the following benefits:

- You can **mark a Stress** to add your Proficiency to a Spellcast Roll.
- Once per rest, replace this card with any card from your vault without paying its Recall Cost.

BOOK OF VYOLA

Level 8 Codex Grimoire
Recall Cost: 2

Memory Delve: Make a **Spellcast Roll** against a target within Far range. On a success, peer into the target's mind and ask the GM a question. The GM describes any memories the target has pertaining to the answer.

Shared Clarity: Once per long rest, **spend a Hope** to choose two willing creatures. When one of them would mark Stress, they can choose between the two of them who marks it. This spell lasts until their next rest.

SAFE HAVEN

Level 8 Codex Spell

Recall Cost: 3

When you have a few minutes of calm to focus, you can **spend 2 Hope** to summon your Safe Haven, a large interdimensional home where you and your allies can take shelter. When you do, a magical door appears somewhere within Close range. Only creatures of your choice can enter. Once inside, you can make the entrance invisible. You and anyone else inside can always exit. Once you leave, the doorway must be summoned again.

When you take a rest within your own Safe Haven, you can choose an additional downtime move.

BOOK OF RONIN

Level 9 Codex Grimoire

Recall Cost: 4

Transform: Make a **Spellcast Roll (15)**. On a success, transform into an inanimate object no larger than twice your normal size. You can remain in this shape until you take damage.

Eternal Enervation: Once per long rest, make a **Spellcast Roll** against a target within Close range. On a success, they become permanently *Vulnerable*. They can't clear this condition by any means.

DISINTEGRATION WAVE

Level 9 Codex Spell

Recall Cost: 4

Make a **Spellcast Roll (18)**. Once per long rest on a success, the GM tells you which adversaries within Far range have a Difficulty of 18 or lower. **Mark a Stress** for each one you wish to hit with this spell. They are killed and can't come back to life by any means.

BOOK OF YARROW

Level 10 Codex Grimoire

Recall Cost: 2

Timejammer: Make a **Spellcast Roll (18)**. On a success, time temporarily slows to a halt for everyone within Far range except for you. It resumes the next time you make an action roll that targets another creature.

Magic Immunity: **Spend 5 Hope** to become immune to magic damage until your next rest.

TRANSCENDENT UNION

Level 10 Codex Spell

Recall Cost: 1

Once per long rest, **spend 5 Hope** to cast this spell on two or more willing creatures. Until your next rest, when a creature connected by this union would mark Stress or Hit Points, the connected creatures can choose who marks it.

GRACE DOMAIN



DEFT DECEIVER

Level 1 Grace Ability

Recall Cost: 0

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

ENRAPTURE

Level 1 Grace Spell

Recall Cost: 0

Make a **Spellcast Roll** against a target within Close range. On a success, they become temporarily *Enraptured*. While *Enraptured*, a target's attention is fixed on you, narrowing their field of view and drowning out any sound but your voice. Once per rest on a success, you can **mark a Stress** to force the *Enraptured* target to mark a Stress as well.

INSPIRATIONAL WORDS

Level 1 Grace Ability

Recall Cost: 1

Your speech is imbued with power. After a long rest, place a number of tokens on this card equal to your Presence. When you speak with an ally, you can spend a token from this card to give them one benefit from the following options:

- Your ally clears a Stress.
- Your ally clears a Hit Point.
- Your ally gains a Hope.

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

TELL NO LIES

Level 2 Grace Spell

Recall Cost: 1

Make a **Spellcast Roll** against a target within Very Close range. On a success, they can't lie to you while they remain within Close range, but they are not compelled to speak. If you ask them a question and they refuse to answer, they must mark a Stress and the effect ends. The target is typically unaware this spell has been cast on them until it causes them to utter the truth.

TROUBLEMAKER

Level 2 Grace Ability

Recall Cost: 2

When you taunt or provoke a target within Far range, make a **Presence Roll** against them. Once per rest on a success, roll a number of **d4s** equal to your Proficiency. The target must mark Stress equal to the highest result rolled.

HYPNOTIC SHIMMER

Level 3 Grace Spell

Recall Cost: 1

Make a **Spellcast Roll** against all adversaries in front of you within Close range. Once per rest on a success, create an illusion of flashing colors and lights that temporarily *Stuns* targets you succeed against and forces them to mark a Stress. While *Stunned*, they can't use reactions and can't take any other actions until they clear this condition.

INVISIBILITY

Level 3 Grace Spell

Recall Cost: 1

Make a **Spellcast Roll (10)**. On a success, **mark a Stress** and choose yourself or an ally within Melee range to become *Invisible*. An *Invisible* creature can't be seen except through magical means and attack rolls against them are made with disadvantage. Place a number of tokens on this card equal to your Spellcast trait. When the *Invisible* creature takes an action, spend a token from this card. After the action that spends the last token is resolved, the effect ends.

You can only hold Invisibility on one creature at a time.

SOOTHING SPEECH

Level 4 Grace Ability

Recall Cost: 1

During a short rest, when you take the time to comfort another character while using the Tend to Wounds downtime move on them, clear an additional Hit Point on that character. When you do, you also clear 2 Hit Points.

THROUGH YOUR EYES

Level 4 Grace Spell

Recall Cost: 1

Choose a target within Very Far range. You can see through their eyes and hear through their ears. You can transition between using your own senses or the target's freely until you cast another spell or until your next rest.

THOUGHT DELVER

Level 5 Grace Spell

Recall Cost: 2

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

On a roll with Fear, the target might, at the GM's discretion, become aware that you're reading their thoughts.

WORDS OF DISCORD

Level 5 Grace Spell

Recall Cost: 1

Whisper words of discord to an adversary within Melee range and make a Spellcast Roll (13). On a success, the target must mark a Stress and make an attack against another adversary instead of against you or your allies.

Once this attack is over, the target realizes what happened. The next time you cast Words of Discord on them, gain a -5 penalty to the Spellcast Roll.

NEVER UPSTAGED

Level 6 Grace Ability

Recall Cost: 2

When you mark 1 or more Hit Points from an attack, you can mark a Stress to place a number of tokens equal to the number of Hit Points you marked on this card. On your next successful attack, gain a +5 bonus to your damage roll for each token on this card, then clear all tokens.

SHARE THE BURDEN

Level 6 Grace Spell

Recall Cost: 0

Once per rest, take on the Stress from a willing creature within Melee range. The target describes what intimate knowledge or emotions telepathically leak from their mind in this moment between you. Transfer any number of their marked Stress to you, then gain a Hope for each Stress transferred.

ENDLESS CHARISMA

Level 7 Grace Ability

Recall Cost: 1

After you make an action roll to persuade, lie, or garner favor, you can spend a Hope to reroll the Hope or Fear Die.

GRACE-TOUCHED

Level 7 Grace Ability

Recall Cost: 2

When 4 or more of the domain cards in your loadout are from the Grace domain, gain the following benefits:

- You can mark an Armor Slot instead of marking a Stress.
- When you would force a target to mark a number of Hit Points, you can choose instead to force them to mark that number of Stress.

ASTRAL PROJECTION

Level 8 Grace Spell

Recall Cost: 0

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

You can see and hear through the projection as though it were you and affect the world as though you were there. A creature investigating the projection can tell it's of magical origin. This effect lasts until your next rest or your projection takes any damage.

MASS ENRAPTURE

Level 8 Grace Spell

Recall Cost: 3

Make a Spellcast Roll against all targets within Far range. Targets you succeed against become temporarily *Enraptured*. While *Enraptured*, a target's attention is fixed on you, narrowing their field of view and drowning out any sound but your voice. Mark a Stress to force all *Enraptured* targets to mark a Stress, ending this spell.

COPYCAT

Level 9 Grace Spell

Recall Cost: 3

Once per long rest, this card can mimic the features of another domain card of level 8 or lower in another player's loadout. Spend Hope equal to half the card's level to gain access to the feature. It lasts until your next rest or they place the card in their vault.

MASTER OF THE CRAFT

Level 9 Grace Ability

Recall Cost: 0

Gain a permanent +2 bonus to two of your Experiences or a permanent +3 bonus to one of your Experiences. Then place this card in your vault permanently.

ENCORE

Level 10 Grace Spell

Recall Cost: 1

When an ally within Close range deals damage to an adversary, you can make a Spellcast Roll against that same target. On a success, you deal the same damage to the target that your ally dealt. If your Spellcast Roll succeeds with Fear, place this card in your vault.

NOTORIOUS

Level 10 Grace Ability

Recall Cost: 0

People know who you are and what you've done, and they treat you differently because of it. When you leverage your notoriety to get what you want, you can mark a Stress before you roll to gain a +10 bonus to the result. Your food and drinks are always free wherever you go, and everything else you buy is reduced in price by one bag of gold (to a minimum of one handful).

This card doesn't count against your loadout's domain card maximum of 5 and can't be placed in your vault.



■ PICK AND PULL

Level 1 Midnight Ability
Recall Cost: 0

You have advantage on action rolls to pick nonmagical locks, disarm nonmagical traps, or steal items from a target (either through stealth or by force).

■ RAIN OF BLADES

Level 1 Midnight Spell
Recall Cost: 1

Spend a Hope to make a **Spellcast Roll** and conjure throwing blades that strike out at all targets within Very Close range. Targets you succeed against take **d8+2** magic damage using your Proficiency.

If a target you hit is *Vulnerable*, they take an extra **1d8** damage.

■ UNCANNY DISGUISE

Level 1 Midnight Spell
Recall Cost: 0

When you have a few minutes to prepare, you can **mark a Stress** to don the facade of any humanoid you can picture clearly in your mind. While disguised, you have advantage on Presence Rolls to avoid scrutiny.

Place a number of tokens equal to your Spellcast trait on this card. When you take an action while disguised, spend a token from this card. After the action that spends the last token is resolved, the disguise drops.

■ MIDNIGHT SPIRIT

Level 2 Midnight Spell
Recall Cost: 1

Spend a Hope to summon a humanoid-sized spirit that can move or carry things for you until your next rest. You can also send it to attack an adversary. When you do, make a **Spellcast Roll** against a target within Very Far range. On a success, the spirit moves into Melee range with that target. Roll a number of **d6s** equal to your Spellcast trait and deal that much magic damage to the target. The spirit then dissipates. You can only have one spirit at a time.

■ SHADOWBIND

Level 2 Midnight Spell
Recall Cost: 0

Make a **Spellcast Roll** against all adversaries within Very Close range. Targets you succeed against are temporarily *Restrained* as their shadow binds them in place.

■ CHOKEHOLD

Level 3 Midnight Ability
Recall Cost: 1

When you position yourself behind a creature who's about your size, you can **mark a Stress** to pull them into a chokehold, making them temporarily *Vulnerable*.

When a creature attacks a target who is *Vulnerable* in this way, they deal an extra **2d6** damage.

■ VEIL OF NIGHT

Level 3 Midnight Spell
Recall Cost: 1

Make a **Spellcast Roll (13)**. On a success, you can create a temporary curtain of darkness between two points within Far range. Only you can see through this darkness. You're considered *Hidden* to adversaries on the other side of the veil, and you have advantage on attacks you make through the darkness. The veil remains until you cast another spell.

■ STEALTH EXPERTISE

Level 4 Midnight Ability
Recall Cost: 0

When you roll with Fear while attempting to move unnoticed through a dangerous area, you can **mark a Stress** to roll with Hope instead.

If an ally within Close range is also attempting to move unnoticed and rolls with Fear, you can **mark a Stress** to change their result to a roll with Hope.

■ GLYPH OF NIGHTFALL

Level 4 Midnight Spell
Recall Cost: 1

Make a **Spellcast Roll** against a target within Very Close range. On a success, **spend a Hope** to conjure a dark glyph upon their body that exposes their weak points, temporarily reducing the target's Difficulty by a value equal to your Knowledge (minimum 1).

■ HUSH

Level 5 Midnight Spell
Recall Cost: 1

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

The target and anything within the area is *Silenced* until the GM spends a Fear on their turn to clear this condition, you cast Hush again, or you take Major damage. While *Silenced*, they can't make noise and can't cast spells.

■ PHANTOM RETREAT

Level 5 Midnight Spell
Recall Cost: 2

Spend a Hope to activate Phantom Retreat where you're currently standing. **Spend another Hope** at any time before your next rest to disappear from where you are and reappear where you were standing when you activated Phantom Retreat. This spell ends after you reappear.

■ DARK WHISPERS

Level 6 Midnight Spell
Recall Cost: 0

You can speak into the mind of any person with whom you've made physical contact. Once you've opened a channel with them, they can speak back into your mind. Additionally, you can **mark a Stress** to make a **Spellcast Roll** against them. On a success, you can ask the GM one of the following questions and receive an answer:

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

■ MASS DISGUISE

Level 6 Midnight Spell
Recall Cost: 0

When you have a few minutes of silence to focus, you can **mark a Stress** to change the appearance of all willing creatures within Close range. Their new forms must share a general body structure and size, and can be somebody or something you've seen before or entirely fabricated. A disguised creature has advantage on Presence Rolls to avoid scrutiny.

Activate a Countdown (8). It ticks down as a consequence the GM chooses. When it triggers, the disguise drops.

■ MIDNIGHT-TOUCHED

Level 7 Midnight Ability

Recall Cost: 2

When 4 or more of the domain cards in your loadout are from the Midnight domain, gain the following benefits:

- Once per rest, when you have 0 Hope and the GM would gain a Fear, you can gain a Hope instead.
- When you make a successful attack, you can **mark a Stress** to add the result of your Fear Die to your damage roll.

■ VANISHING DODGE

Level 7 Midnight Spell

Recall Cost: 1

When an attack made against you that would deal physical damage fails, you can **spend a Hope** to envelop yourself in shadow, becoming *Hidden* and teleporting to a point within Close range of the attacker. You remain *Hidden* until the next time you make an action roll.

■ SHADOWHUNTER

Level 8 Midnight Ability

Recall Cost: 2

Your prowess is enhanced under the cover of shadow. While you're shrouded in low light or darkness, you gain a +1 bonus to your Evasion and make attack rolls with advantage.

■ SPELLCHARGE

Level 8 Midnight Spell

Recall Cost: 1

When you take magic damage, place tokens equal to the number of Hit Points you marked on this card. You can store a number of tokens equal to your Spellcast trait.

When you make a successful attack against a target, you can spend any number of tokens to add a **d6** for each token spent to your damage roll.

■ NIGHT TERROR

Level 9 Midnight Spell

Recall Cost: 2

Once per long rest, choose any targets within Very Close range to perceive you as a nightmarish horror. The targets must succeed on a Reaction Roll (16) or become temporarily *Horrified*. While *Horrified*, they're *Vulnerable*. Steal a number of Fear from the GM equal to the number of targets that are *Horrified* (up to the number of Fear in the GM's pool). Roll a number of **d6s** equal to the number of stolen Fear and deal the total damage to each *Horrified* target. Discard the stolen Fear.

■ TWILIGHT TOLL

Level 9 Midnight Ability

Recall Cost: 1

Choose a target within Far range. When you succeed on an action roll against them that doesn't result in making a damage roll, place a token on this card. When you deal damage to this target, spend any number of tokens to add a **d12** for each token spent to your damage roll. You can only hold Twilight Toll on one creature at a time.

When you choose a new target or take a rest, clear all unspent tokens.

■ ECLIPSE

Level 10 Midnight Spell

Recall Cost: 2

Make a **Spellcast Roll (16)**. Once per long rest on a success, plunge the entire area within Far range into complete darkness only you and your allies can see through. Attack rolls have disadvantage when targeting you or an ally within this shadow.

Additionally, when you or an ally succeeds with Hope against an adversary within this shadow, the target must mark a Stress.

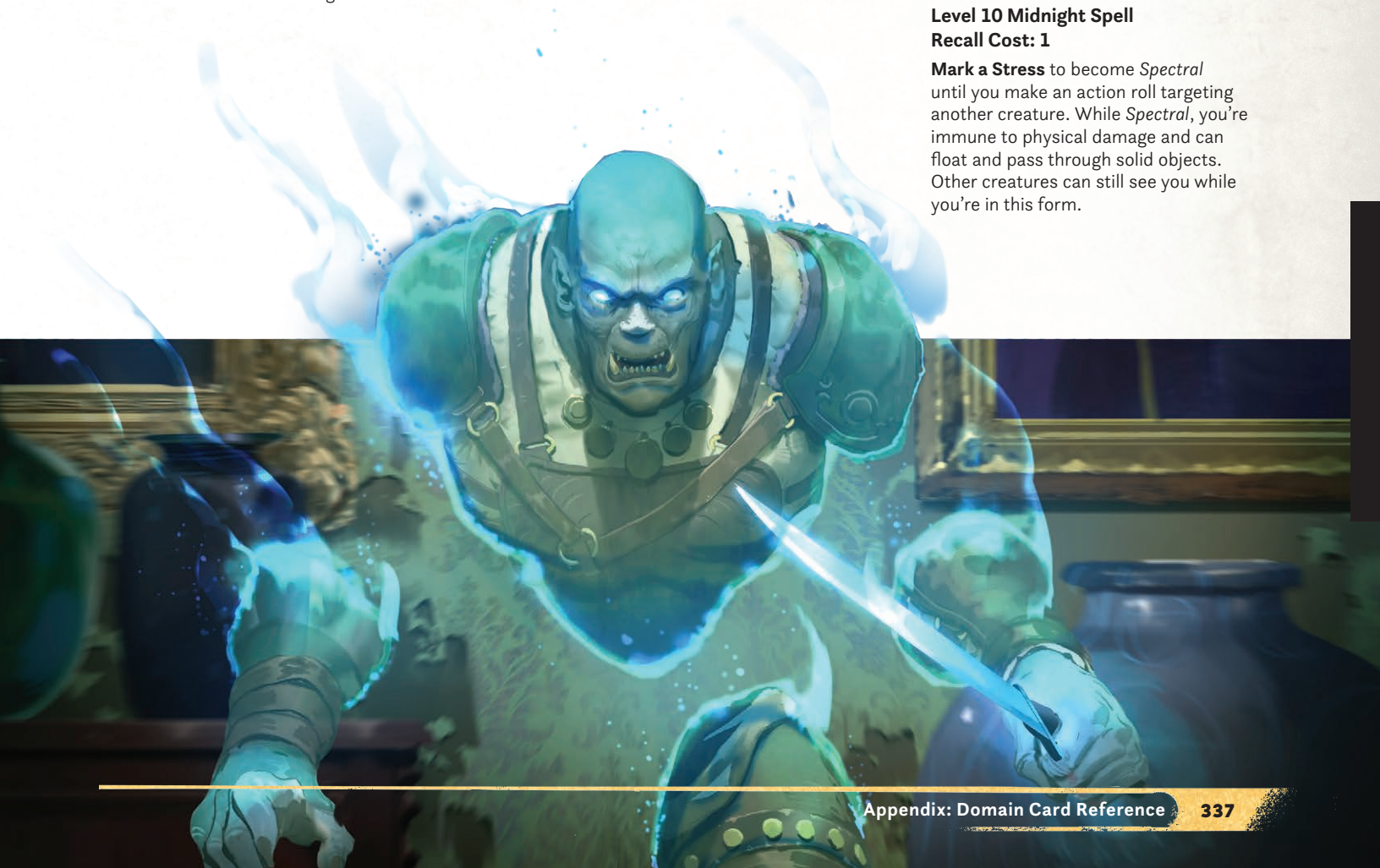
This spell lasts until the GM spends a Fear on their turn to clear this effect or you take Severe damage.

■ SPECTER OF THE DARK

Level 10 Midnight Spell

Recall Cost: 1

Mark a Stress to become *Spectral* until you make an action roll targeting another creature. While *Spectral*, you're immune to physical damage and can float and pass through solid objects. Other creatures can still see you while you're in this form.





■ GIFTED TRACKER

Level 1 Sage Ability
Recall Cost: 0

When you're tracking a specific creature or group of creatures based on signs of their passage, you can **spend any number of Hope** and ask the GM that many questions from the following list.

- What direction did they go?
- How long ago did they pass through?
- What were they doing in this location?
- How many of them were here?

When you encounter creatures you've tracked in this way, gain a +1 bonus to your Evasion against them.

■ NATURE'S TONGUE

Level 1 Sage Ability
Recall Cost: 0

You can speak the language of the natural world. When you want to speak to the plants and animals around you, make an **Instinct Roll (12)**. On a success, they'll give you the information they know. On a roll with Fear, their knowledge might be limited or come at a cost.

Additionally, before you make a Spellcast Roll while within a natural environment, you can **spend a Hope** to gain a +2 bonus to the roll.

■ VICIOUS ENTANGLE

Level 1 Sage Spell
Recall Cost: 1

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

Additionally on a success, you can **spend a Hope** to temporarily *Restrain* another adversary within Very Close range of your target.

■ CONJURE SWARM

Level 2 Sage Spell
Recall Cost: 1

Tekaira Armored Beetles: Mark a **Stress** to conjure armored beetles that encircle you. When you next take damage, reduce the severity by one threshold. You can **spend a Hope** to keep the beetles conjured after taking damage.

Fire Flies: Make a **Spellcast Roll** against all adversaries within Close range. **Spend a Hope** to deal **2d8+3** magic damage to targets you succeeded against.

■ NATURAL FAMILIAR

Level 2 Sage Spell
Recall Cost: 1

Spend a Hope to summon a small nature spirit or forest critter to your side until your next rest, you cast Natural Familiar again, or the familiar is targeted by an attack. If you **spend an additional Hope**, you can summon a familiar that flies. You can communicate with them, make a **Spellcast Roll** to command them to perform simple tasks, and **mark a Stress** to see through their eyes.

When you deal damage to an adversary within Melee range of your familiar, you add a **d6** to your damage roll.

■ CORROSIVE PROJECTILE

Level 3 Sage Spell
Recall Cost: 1

Make a **Spellcast Roll** against a target within Far range. On a success, deal **d6+4** magic damage using your Proficiency. Additionally, **mark 2 or more Stress** to make them permanently *Corroded*. While a target is *Corroded*, they gain a -1 penalty to their Difficulty for every 2 Stress you spent. This condition can stack.

■ TOWERING STALK

Level 3 Sage Spell
Recall Cost: 1

Once per rest, you can conjure a thick, twisting stalk within Close range that can be easily climbed. Its height can grow up to Far range.

Mark a Stress to use this spell as an attack. Make a **Spellcast Roll** against an adversary or group of adversaries within Close range. The erupting stalk lifts targets you succeed against into the air and drops them, dealing **d8** physical damage using your Proficiency.

■ DEATH GRIP

Level 4 Sage Spell
Recall Cost: 1

Make a **Spellcast Roll** against a target within Close range and choose one of the following options:

- You pull the target into Melee range or pull yourself into Melee range of them.
- You constrict the target and force them to mark 2 Stress.
- All adversaries between you and the target must succeed on a Reaction Roll (13) or be hit by vines, taking **3d6+2** physical damage.

On a success, vines reach out from your hands, causing the chosen effect and temporarily *Restraining* the target.

■ HEALING FIELD

Level 4 Sage Spell
Recall Cost: 2

Once per long rest, you can conjure a field of healing plants around you. Everywhere within Close range of you bursts to life with vibrant nature, allowing you and all allies in the area to clear a Hit Point.

Spend 2 Hope to allow you and all allies to clear 2 Hit Points instead.

■ THORN SKIN

Level 5 Sage Spell
Recall Cost: 1

Once per rest, **spend a Hope** to sprout thorns all over your body. When you do, place a number of tokens equal to your Spellcast trait on this card. When you take damage, you can spend any number of tokens to roll that number of **d6s**. Add the results together and reduce the incoming damage by that amount. If you're within Melee range of the attacker, deal that amount of damage back to them.

When you take a rest, clear all unspent tokens.

WILD FORTRESS

Level 5 Sage Spell

Recall Cost: 1

Make a **Spellcast Roll (13)**. On a success, **spend 2 Hope** to grow a natural barricade in the shape of a dome that you and one ally can take cover within. While inside the dome, a creature can't be targeted by attacks and can't make attacks. Attacks made against the dome automatically succeed. The dome has the following damage thresholds and lasts until it marks 3 Hit Points. Place tokens on this card to represent marking Hit Points.

Thresholds: 15/30

CONJURED STEEDS

Level 6 Sage Spell

Recall Cost: 0

Spend any number of Hope to conjure that many magical steeds (such as horses, camels, or elephants) that you and your allies can ride until your next long rest or the steeds take any damage. The steeds double your land speed while traveling and, when in danger, allow you to move within Far range without having to roll. Creatures riding a steed gain a -2 penalty to attack rolls and a +2 bonus to damage rolls.

FORAGER

Level 6 Sage Ability

Recall Cost: 1

As an additional downtime move you can choose, roll a d6 to see what you forage. Work with the GM to describe it and add it to your inventory as a consumable. Your party can carry up to five foraged consumables at a time.

1. A unique food (Clear 2 Stress)
2. A beautiful relic (Gain 2 Hope)
3. An arcane rune (+2 to a Spellcast Roll)
4. A healing vial (Clear 2 Hit Points)
5. A luck charm (Reroll any die)
6. Choose one of the options above.

SAGE-TOUCHED

Level 7 Sage Ability

Recall Cost: 2

When 4 or more of the domain cards in your loadout are from the Sage domain, gain the following benefits:

- While you're in a natural environment, you gain a +2 bonus to your Spellcast Rolls.
- Once per rest, you can double your Agility or Instinct when making a roll that uses that trait. You must choose to do this before you roll.

WILD SURGE

Level 7 Sage Spell

Recall Cost: 2

Once per long rest, **mark a Stress** to channel the natural world around you and enhance yourself. Describe how your appearance changes, then place a **d6** on this card with the 1 value facing up.

While the Wild Surge Die is active, you add its value to every action roll you make. After you add its value to a roll, increase the Wild Surge Die's value by one. When the die's value would exceed 6 or you take a rest, this form drops and you must **mark an additional Stress**.

FOREST SPRITES

Level 8 Sage Spell

Recall Cost: 2

Make a **Spellcast Roll (13)**. On a success, **spend any number of Hope** to create an equal number of small forest sprites who appear at points you choose within Far range, providing the following benefits:

- Your allies gain a +3 bonus to attack rolls against adversaries within Melee range of a sprite.
- An ally who marks an Armor Slot while within Melee range of a sprite can mark an additional Armor Slot.

A sprite vanishes after granting a benefit or taking any damage.

REJUVENATION BARRIER

Level 8 Sage Spell

Recall Cost: 1

Make a **Spellcast Roll (15)**. Once per rest on a success, create a temporary barrier of protective energy around you at Very Close range. You and all allies within the barrier when this spell is cast clear **1d4** Hit Points. While the barrier is up, you and all allies within have resistance to physical damage from outside the barrier.

When you move, the barrier follows you.

FANE OF THE WILDS

Level 9 Sage Ability

Recall Cost: 2

After a long rest, place a number of tokens equal to the number of Sage domain cards in your loadout and vault on this card.

When you would make a Spellcast Roll, you can spend any number of tokens after the roll to gain a +1 bonus for each token spent.

When you critically succeed on a Spellcast Roll for a Sage domain spell, gain a token.

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

PLANT DOMINION

Level 9 Sage Spell

Recall Cost: 1

Make a **Spellcast Roll (18)**. Once per long rest on a success, you reshape the natural world, changing the surrounding plant life anywhere within Far range of you. For example, you can grow trees instantly, clear a path through dense vines, or create a wall of roots.

FORCE OF NATURE

Level 10 Sage Spell

Recall Cost: 2

Mark a Stress to transform into a hulking nature spirit, gaining the following benefits:

- When you succeed on an attack or Spellcast Roll, gain a +10 bonus to the damage roll.
- When you deal enough damage to defeat a creature within Close range, you absorb them and clear an Armor Slot.
- You can't be *Restrained*.

Before you make an action roll, you must **spend a Hope**. If you can't, you revert to your normal form.

TEMPEST

Level 10 Sage Spell

Recall Cost: 2

Choose one of the following tempests and make a **Spellcast Roll** against all targets within Far range. Targets you succeed against experience its effects until the GM spends a Fear on their turn to end this spell.

- **Blizzard:** Deal **2d20+8** magic damage and targets are temporarily *Vulnerable*.
- **Hurricane:** Deal **3d10+10** magic damage and choose a direction the wind is blowing. Targets can't move against the wind.
- **Sandstorm:** Deal **5d6+9** magic damage. Attacks made from beyond Melee range have disadvantage.

SPLENDOR DOMAIN



BOLT BEACON

Level 1 Splendor Spell
Recall Cost: 1

Make a **Spellcast Roll** against a target within Far range. On a success, **spend a Hope** to send a bolt of shimmering light toward them, dealing **d8+2** magic damage using your Proficiency. The target becomes temporarily *Vulnerable* and glows brightly until this condition is cleared.

MENDING TOUCH

Level 1 Splendor Spell
Recall Cost: 1

You lay your hands upon a creature and channel healing magic to close their wounds. When you can take a few minutes to focus on the target you're helping, you can **spend 2 Hope** to clear a Hit Point or a Stress on them.

Once per long rest, when you spend this healing time learning something new about them or revealing something about yourself, you can clear 2 Hit Points or 2 Stress on them instead.

REASSURANCE

Level 1 Splendor Ability
Recall Cost: 0

Once per rest, after an ally attempts an action roll but before the consequences take place, you can offer assistance or words of support. When you do, your ally can reroll their dice.

FINAL WORDS

Level 2 Splendor Spell
Recall Cost: 1

You can infuse a corpse with a moment of life to speak with it. Make a **Spellcast Roll (13)**. On a success with Hope, the corpse answers up to three questions. On a success with Fear, the corpse answers one question. The corpse answers truthfully, but it can't impart information it didn't know in life. On a failure, or once the corpse has finished answering your questions, the body turns to dust.

HEALING HANDS

Level 2 Splendor Spell
Recall Cost: 1

Make a **Spellcast Roll (13)** and target a creature other than yourself within Melee range. On a success, **mark a Stress** to clear 2 Hit Points or 2 Stress on the target. On a failure, **mark a Stress** to clear a Hit Point or a Stress on the target. You can't heal the same target again until your next long rest.

SECOND WIND

Level 3 Splendor Ability
Recall Cost: 2

Once per rest, when you succeed on an attack against an adversary, you can clear 3 Stress or a Hit Point. On a success with Hope, you also clear 3 Stress or a Hit Point on an ally within Close range of you.

VOICE OF REASON

Level 3 Splendor Ability
Recall Cost: 1

You speak with an unmatched power and authority. You have advantage on action rolls to de-escalate violent situations or convince someone to follow your lead.

Additionally, you're emboldened in moments of duress. When all of your Stress slots are marked, you gain a +1 bonus to your Proficiency for damage rolls.

DIVINATION

Level 4 Splendor Spell
Recall Cost: 1

Once per long rest, **spend 3 Hope** to reach out to the forces beyond and ask one "yes or no" question about an event, person, place, or situation in the near future. For a moment, the present falls away and you see the answer before you.

LIFE WARD

Level 4 Splendor Spell
Recall Cost: 1

Spend 3 Hope and choose an ally within Close range. They are marked with a glowing sigil of protection. When this ally would make a death move, they clear a Hit Point instead.

This effect ends when it saves the target from a death move, you cast Life Ward on another target, or you take a long rest.

SHAPE MATERIAL

Level 5 Splendor Spell
Recall Cost: 1

Spend a Hope to shape a section of natural material you're touching (such as stone, ice, or wood) to suit your purpose. The area of the material can be no larger than you. For example, you can form a rudimentary tool or create a door.

You can only affect the material within Close range of where you're touching it.

SMITE

Level 5 Splendor Spell
Recall Cost: 2

Once per rest, **spend 3 Hope** to charge your powerful smite. When you next successfully attack with a weapon, double the result of your damage roll. This attack deals magic damage regardless of the weapon's damage type.

RESTORATION

Level 6 Splendor Spell
Recall Cost: 2

After a long rest, place a number of tokens equal to your Spellcast trait on this card. Touch a creature and spend any number of tokens to clear 2 Hit Points or 2 Stress for each token spent.

You can also spend a token from this card when touching a creature to clear the *Vulnerable* condition or heal a physical or magical ailment (the GM might require additional tokens depending on the strength of the ailment).

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

ZONE OF PROTECTION

Level 6 Splendor Spell
Recall Cost: 2

Make a **Spellcast Roll (16)**. Once per long rest on a success, choose a point within Far range and create a visible zone of protection there for all allies within Very Close range of that point. When you do, place a **d6** on this card with the 1 value facing up. When an ally in this zone takes damage, they reduce it by the die's value. You then increase the die's value by one. When the die's value would exceed 6, this effect ends.

HEALING STRIKE

Level 7 Splendor Spell
Recall Cost: 1

When you deal damage to an adversary, you can **spend 2 Hope** to clear a Hit Point on an ally within Close range.

SPLENDOR-TOUCHED

Level 7 Splendor Ability
Recall Cost: 2

When 4 or more of the domain cards in your loadout are from the Splendor domain, gain the following benefits:

- +3 bonus to your Severe damage threshold
- Once per long rest, when incoming damage would require you to mark a number of Hit Points, you can choose to mark that much Stress or spend that much Hope instead.

SHIELD AURA

Level 8 Splendor Spell

Recall Cost: 2

Mark a **Stress** to cast a protective aura on a target within Very Close range. When the target marks an Armor Slot, they reduce the severity of the attack by an additional threshold. If this spell causes a creature who would be damaged to instead mark no Hit Points, the effect ends.

You can only hold Shield Aura on one creature at a time.

STUNNING SUNLIGHT

Level 8 Splendor Spell

Recall Cost: 2

Make a **Spellcast Roll** to unleash powerful rays of burning sunlight against all adversaries in front of you within Far range. On a success, **spend any number of Hope** and force that many targets you succeeded against to make a Reaction Roll (14).

Targets who succeed take **3d20+3** magic damage. Targets who fail take **4d20+5** magic damage and are temporarily *Stunned*. While *Stunned*, they can't use reactions and can't take any other actions until they clear this condition.

OVERWHELMING AURA

Level 9 Splendor Spell

Recall Cost: 2

Make a **Spellcast Roll (15)** to magically empower your aura. On a success, **spend 2 Hope** to make your Presence equal to your Spellcast trait until your next long rest.

While this spell is active, an adversary must mark a Stress when they target you with an attack.

SALVATION BEAM

Level 9 Splendor Spell

Recall Cost: 2

Make a **Spellcast Roll (16)**. On a success, **mark any number of Stress** to target a line of allies within Far range. You can clear Hit Points on the targets equal to the number of Stress marked, divided among them however you'd like.

INVIGORATION

Level 10 Splendor Spell

Recall Cost: 3

When you or an ally within Close range has used a feature that has an exhaustion limit (such as once per rest or once per session), you can **spend any number of Hope** and roll that many **d6s**. If any roll a 6, the feature can be used again.

RESURRECTION

Level 10 Splendor Spell

Recall Cost: 2

Make a **Spellcast Roll (20)**. On a success, restore one creature who has been dead no longer than 100 years to full strength. Then roll a **d6**. On a result of 5 or lower, place this card in your vault permanently.

On a failure, you can't cast Resurrection again for a week.

VALOR DOMAIN



BARE BONES

Level 1 Valor Ability

Recall Cost: 0

When you choose not to equip armor, you have a base Armor Score of 3 + your Strength and use the following as your base damage thresholds:

- **Tier 1:** 9/19
- **Tier 2:** 11/24
- **Tier 3:** 13/31
- **Tier 4:** 15/38

FORCEFUL PUSH

Level 1 Valor Ability

Recall Cost: 0

Make an attack with your primary weapon against a target within Melee range. On a success, you deal damage and knock them back to Close range. On a success with Hope, add a **d6** to your damage roll.

Additionally, you can **spend a Hope** to make them temporarily *Vulnerable*.

I AM YOUR SHIELD

Level 1 Valor Ability

Recall Cost: 1

When an ally within Very Close range would take damage, you can **mark a Stress** to stand in the way and make yourself the target of the attack instead. When you take damage from this attack, you can mark any number of Armor Slots.

BODY BASHER

Level 2 Valor Ability

Recall Cost: 1

You use the full force of your body in a fight. On a successful attack using a weapon with a Melee range, gain a bonus to your damage roll equal to your Strength.

BOLD PRESENCE

Level 2 Valor Ability

Recall Cost: 0

When you make a Presence Roll, you can **spend a Hope** to add your Strength to the roll.

Additionally, once per rest when you would gain a condition, you can describe how your bold presence aids you in the situation and avoid gaining the condition.

CRITICAL INSPIRATION

Level 3 Valor Ability

Recall Cost: 1

Once per rest, when you critically succeed on an attack, all allies within Very Close range can clear a Stress or gain a Hope.

LEAN ON ME

Level 3 Valor Ability

Recall Cost: 1

Once per long rest, when you console or inspire an ally who failed an action roll, you can both clear 2 Stress.

GOAD THEM ON

Level 4 Valor Ability

Recall Cost: 1

Describe how you taunt a target within Close range, then make a **Presence Roll** against them. On a success, the target must mark a Stress, and the next time the GM spotlights them, they must target you with an attack, which they make with disadvantage.

■ SUPPORT TANK

Level 4 Valor Ability
Recall Cost: 2

When an ally within Close range fails a roll, you can **spend 2 Hope** to allow them to reroll either their Hope or Fear Die.

■ ARMORER

Level 5 Valor Ability
Recall Cost: 1

While you're wearing armor, gain a +1 bonus to your Armor Score.

During a rest, when you choose to repair your armor as a downtime move, your allies also clear an Armor Slot.

■ ROUSING STRIKE

Level 5 Valor Ability
Recall Cost: 1

Once per rest, when you critically succeed on an attack, you and all allies who can see or hear you can clear a Hit Point or **1d4** Stress.

■ INEVITABLE

Level 6 Valor Ability
Recall Cost: 1

When you fail an action roll, your next action roll has advantage.

■ RISE UP

Level 6 Valor Ability
Recall Cost: 2

Gain a bonus to your Severe threshold equal to your Proficiency.

When you mark 1 or more Hit Points from an attack, clear a Stress.

■ SHRUG IT OFF

Level 7 Valor Ability
Recall Cost: 1

When you would take damage, you can **mark a Stress** to reduce the severity of the damage by one threshold. When you do, roll a **d6**. On a result of 3 or lower, place this card in your vault.

■ VALOR-TOUCHED

Level 7 Valor Ability
Recall Cost: 1

When 4 or more of the domain cards in your loadout are from the Valor domain, gain the following benefits:

- +1 bonus to your Armor Score
- When you mark 1 or more Hit Points without marking an Armor Slot, clear an Armor Slot.

■ FULL SURGE

Level 8 Valor Ability
Recall Cost: 1

Once per long rest, **mark 3 Stress** to push your body to its limits. Gain a +2 bonus to all of your character traits until your next rest.

■ GROUND POUND

Level 8 Valor Ability
Recall Cost: 2

Spend 2 Hope to strike the ground where you stand and make a **Strength Roll** against all targets within Very Close range. Targets you succeed against are thrown back to Far range and must make a Reaction Roll (17). Targets who fail take **4d10+8** damage. Targets who succeed take half damage.

■ HOLD THE LINE

Level 9 Valor Ability
Recall Cost: 1

Describe the defensive stance you take and **spend a Hope**. If an adversary moves within Very Close range, they're pulled into Melee range and *Restrained*.

This condition lasts until you move or fail a roll with Fear, or the GM spends 2 Fear on their turn to clear it.

■ LEAD BY EXAMPLE

Level 9 Valor Ability
Recall Cost: 3

When you deal damage to an adversary, you can **mark a Stress** and describe how you encourage your allies. The next PC to make an attack against that adversary can clear a Stress or gain a Hope.

■ UNBREAKABLE

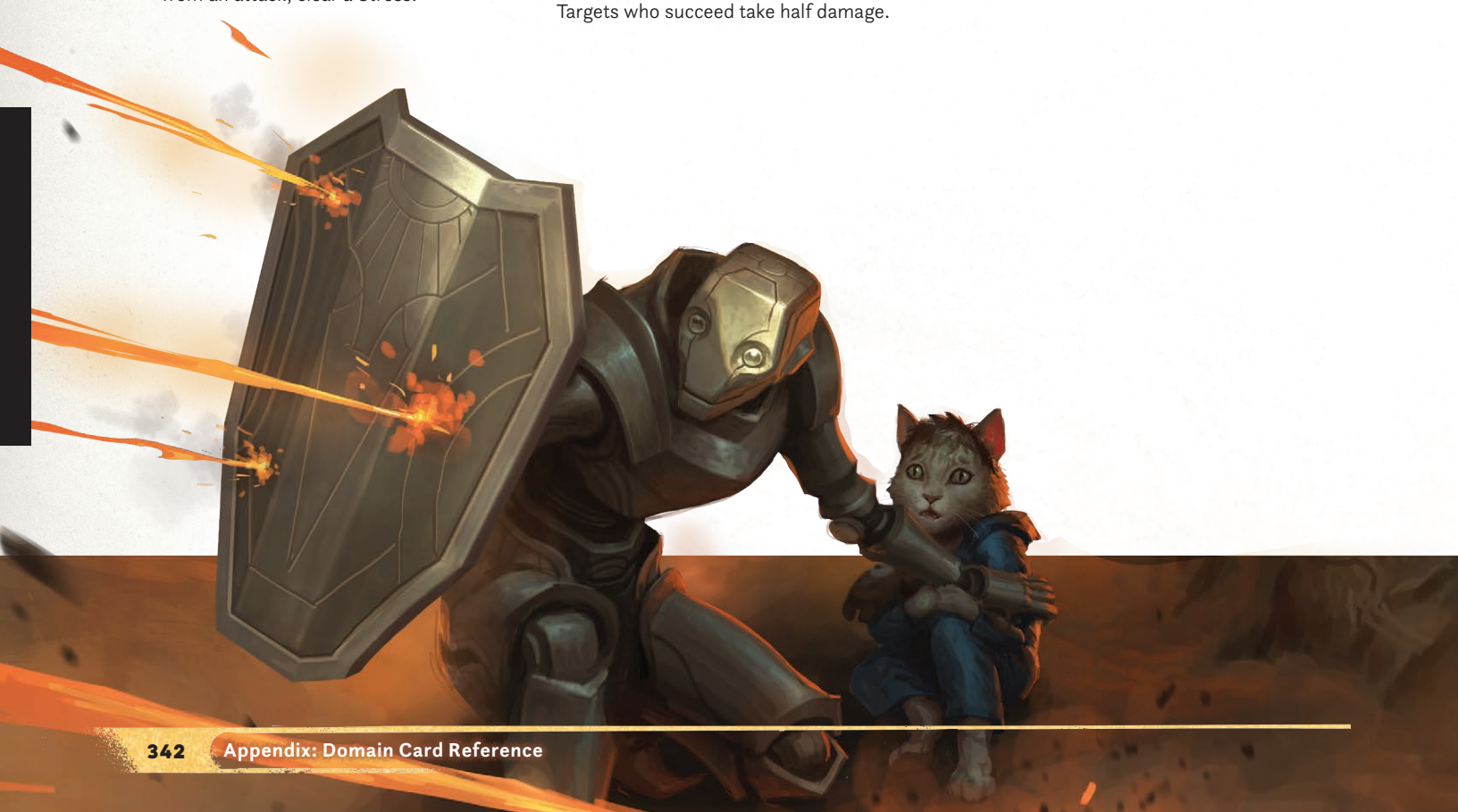
Level 10 Valor Ability
Recall Cost: 4

When you mark your last Hit Point, instead of making a death move, you can roll a **d6** and clear a number of Hit Points equal to the result. Then place this card in your vault.

■ UNYIELDING ARMOR

Level 10 Valor Ability
Recall Cost: 1

When you would mark an Armor Slot, roll a number of **d6s** equal to your Proficiency. If any roll a 6, reduce the severity by one threshold without marking an Armor Slot.



CHARACTER SHEET SIDECAR

This section denotes your **class**. Each class is made up of two **domains**. You choose your **abilities and spells** from these domains.

Evasion represents your ability to avoid an attack. The GM rolls against this number when determining if an adversary hits you. If you do get hit, you can choose to mark an **Armor Slot** (the small empty shields to the right of the large "Armor" shield) to reduce the severity of the incoming damage by one threshold. You have a number of available slots equal to your **Armor Score** (the number in the large "Armor" shield).

The two smaller boxes are your **damage thresholds**. These come from your armor, and you always add your level to their value. When you take damage, compare it to the numbers here. If the incoming damage is **Minor**, you **mark a Hit Point**. If it is **Major**, you **mark 2 Hit Points**. If it is **Severe**, you **mark 3 Hit Points**. If you ever need to mark Stress and can't, **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 spend Hope to use an **Experience** (details below), **Help an Ally**, use a **Hope Feature**, or initiate a **Tag Team Roll**. When you Help an Ally, you explain how you're aiding them and **roll a d6 advantage die** they add to their action roll total. **You start with 2 Hope marked**.

Your class's unique Hope Feature is in this section as well.

Experience represents your character's 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 a Hope** before the action roll to add an Experience's value as a modifier. You earn more Experiences throughout a campaign.

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

Each 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**. You use these as your primary modifiers on action rolls. The descriptions beneath each trait 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 roll when using them for an attack. They also have a **range** (*Melee, Very Close, Close, Far, or Very Far*). The GM tells you what range a target is at relative to your character. **Damage dice** are the kind of dice you roll when you make a successful attack, and the damage type is either **physical** or **magic**. **Proficiency** tells you how many damage dice you roll. A weapon's **feature** describes its special abilities or the requirements to use it.

Weapons are either one-handed or two-handed. Fill in the appropriate number of hands based on the weapons you take.

This is the section for your **armor**. Along with a **name**, armor has **base thresholds** that contribute to your damage thresholds, and a **base score** that contributes to your Armor Score. The armor's **feature** describes its special abilities or the requirements to use it.

Your **inventory** is where you store **items** and **consumables**.

This is where you store **weapons** you want to carry but not have active. While a weapon is in your inventory, you can't benefit from its feature.



SLIDE THIS SIDE OUT TO THE LEFT OF YOUR CHARACTER SHEET.

SLIDE THIS SIDE OUT TO THE RIGHT OF YOUR CHARACTER SHEET.



CHARACTER CREATION

1 CHOOSE A CLASS

Your class represents the kind of character you'll be playing and gives you access to certain abilities and spells during the game. Take the character sheet specific to this class.

Each class has a number of subclasses to choose from that help define what kind of focus you'd like your character to have. Take the foundation card for your chosen subclass.

2 CHOOSE A HERITAGE

Your character's heritage is made up of both an ancestry and a community card. These two cards establish your character's physical appearance and the environment they grew up in.

3 ASSIGN CHARACTER TRAITS

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.

4 RECORD CHARACTER INFORMATION

Next, record your starting Evasion. Additionally, gain 2 Hope to start the game.

5 CHOOSE STARTING EQUIPMENT

Decide which weapons you want to start the game with and record their details in the appropriate spaces in the "Active Weapons" section.

Next, take one of the available options for starting armor and record its details in the appropriate spaces. Your armor comes with its own damage thresholds and base armor score. Record this alongside your selection under "Active Armor." Add your thresholds to your level and record those numbers under the "Damage & Health" section. Also record the Base Armor Score, plus modifiers from any features, in the large shield labeled "Armor" at the top of the sheet.

The starting inventory for your class is listed on your character guide. Record those items in the "Inventory" section of your character sheet.

6 CREATE YOUR BACKGROUND

Make description 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.

Then use the background questions on your character guide as a jumping-off point to build out your character's history (or create your own questions).

Finally, name your character and choose which pronouns they use.

7 CREATE YOUR EXPERIENCES

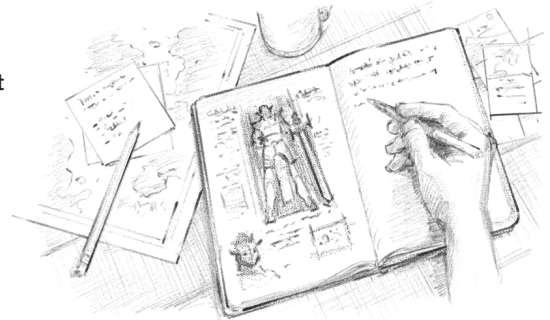
Use all the choices and backstory you've made about your character so far to generate their starting two Experiences, a set of narrative words or phrases that represent what they've learned or become on their journey so far. Assign both a modifier of +2.

8 CHOOSE DOMAIN DECK CARDS

Each class is made up of two different domains, which are listed below the class name on the character sheet. Choose two cards total from the level 1 cards in those domains. You can share these decks with other players. If you do, make sure to talk with them about which cards they're interested in.

9 CREATE CONNECTIONS

Ask any of the Connection questions on your character guide to the other players at the table (or generate your own questions). Use this as an opportunity to also discuss how your characters all met, what brought them together, and why they've decided to travel as a party.



FIRST NAMES

Alucard, Ambrose, Ash, Bellamy, Calder, Calypso, Chartreuse, Clover, Dahlia, Darrow, Deacon, Elowen, Emrys, Fable, Fiorella, Flynn, Gatlin, Gerard, Hadron, Harlow, Indigo, Isla, Jaden, Kai, Kismet, Leo, Mika, Moon, Nyx, Orna, Phaedra, Quill, Rani, Raphael, Reza, Roux, Saffron, Sierra, Skye, Talon, Thea, Triton, Vala, Velo, Wisteria, Yanelle, Zahara

REGION NAMES

Alvyon, Bloomfare, Bonecross, Branishar, Cloud Isles, Davesh Pass, End of Journeys, Fearhold, Ir'thandir, Mountains of Creation, Nocturne, Revenance, Shattered Peaks, South Choir, Sunbearer's Crescent, Watcher's Ravine, Wilting Valley, Xuria

FAMILY NAMES

Abbot, Advani, Agoston, Baptiste, Belgarde, Blossom, Chance, Covault, Dawn, Dennison, Drayer, Emrick, Foley, Fury, Grove, Hartley, Humfleet, Hyland, Ikeda, Jones, Jordon, Kaan, Knoth, Lagrange, Lockamy, Lyon, Marche, Merrell, Newland, Novak, Orwick, Overholt, Pray, Rathbone, Rose, Seagrave, Spurlock, Thorn, Tringle, Vasquez, Warren, Worth, York

PLACE NAMES

Balking Tide, Black Willow, Crow's Nest, Dire Reach, Figero, Fool's Gold, Golden Goose, Hearthbreak, Hollow Keep, Idle Fiend, Kross, Limping Liar, Mettler's Make, Nero's Compass, Netherwell, Parting Gift, Quiet Magnitude, Roaming Way, Salute, Wicked Smile

EXPERIENCES

Backgrounds like:
Bodyguard, Con Artist, Merchant, Noble, Pirate

Characteristics like:
Affable, Intimidating, Sticky Fingers, Survivor

Specialties like:
Healer, Inventor, Navigator, Swashbuckler

Skills like:
Barter, Quick Hands, Repair, Tracker

Phrases like:
Catch Me If You Can, Hold the Line, Nature's Friend, This Is Not a Negotiation

PLAY GUIDE

ACTION ROLLS

Describe what you want to do and work with the GM to determine whether a roll is necessary to accomplish it. If it is...

AGILITY +1, THIEF +2

Decide which modifiers apply. Spend a Hope to add an Experience.



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

"21 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 extra. You gain a Hope and clear a Stress.
- **On a success with Hope**, you pull it off well and get what you want. You 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, get limited information, attract danger, or face another complication. 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 there are consequences, but you gain a Hope.
- **On a failure with Fear**, things go very badly. You probably don't get what you want, and a major consequence or complication occurs because of it. The GM gains a Fear.

DAMAGE ROLLS

After a successful attack, roll a number of your weapon's damage dice equal to your Proficiency and add them together.

If your attack roll critically succeeds, your attack deals extra damage! Start with the highest possible value the damage dice can roll, and then make a damage roll as usual, adding it to that value.

REACTION ROLLS

Reaction rolls work similarly to action rolls, except they don't generate Hope, Fear, or additional GM moves.

USING ARMOR

Your Armor Score represents how many Armor Slots you have available. When you take damage, you can mark an Armor Slot to reduce the severity by one threshold. You can only mark 1 Armor Slot per incoming attack.

QUICK REFERENCE

Advantage: Add a d6 advantage die to your roll.

Disadvantage: Subtract a d6 disadvantage die from your roll.

Help an Ally: Spend a Hope and roll a d6 advantage die to add to an ally's roll. If the ally has gained advantage on a roll from multiple sources, they only add the highest result to their roll.

Group Action: Nominate a leader of the action. All other participants in the group action roll make a reaction roll using whichever traits they and the GM decide best fit (they don't need to use the same traits). The leader then makes an action roll. Their action roll gains a +1 bonus for each reaction roll that succeeds and a -1 penalty for each reaction roll that fails.

Tag Team Roll: Once per session, each player can choose to spend 3 Hope and initiate a Tag Team Roll between their character and another PC. When you do, work with the other character's player to describe how you combine your actions in a unique and exciting way. You both make separate action rolls, but before resolving the roll's outcome, choose one of the rolls to apply for both of your results. On a roll with Hope, all PCs involved gain a Hope. On a roll with Fear, the GM gains a Fear for each PC involved. If you succeed on a Tag Team Roll attack, you both roll damage, then add it together to determine the damage dealt.

Vulnerable: When a creature has the *Vulnerable* condition, all rolls against them have advantage.

Restrained: When a creature has the *Restrained* condition, they can't move, but they can still take actions from their current position.

Hidden: While you're out of sight from all foes and they don't know where you are, you gain the *Hidden* condition. While you're *Hidden*, any rolls against you have disadvantage.

Direct Damage: Armor Slots can't be marked to reduce this damage.

Level 1 ▶ Tier 1

Levels 2-4 ▶ Tier 2

Levels 5-7 ▶ Tier 3

Levels 8-10 ▶ Tier 4

DOWNTIME

Downtime represents moments of respite within the perilous journey the characters are on together. It's 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 can swap any domain cards in their loadout for cards in their vault, then choose two of the following moves (or choose the same move twice). The GM gains 1d4 Fear.

• Tend to Wounds

Describe how you hastily patch yourself up, then clear a number of Hit Points equal to 1d4 + your tier. You can do this to an ally instead.

• Clear Stress

Describe how you blow off steam or pull yourself together, then clear a number of Stress equal to 1d4 + your tier.

• Repair Armor

Describe how you quickly repair your armor, then clear a number of Armor Slots equal to 1d4 + your tier. You can do this to an ally's armor instead.

• Prepare

Describe how you prepare yourself for the path ahead, then gain a Hope. If you choose to Prepare with one or more members of your party, you each gain 2 Hope.

LONG REST

Each player can swap any domain cards in their loadout for cards in their vault, then choose two of the following moves (or choose the same move twice). The GM gains an amount of Fear equal to the number of PCs + 1d4 and can advance a long-term countdown.

• Tend to All Wounds

Describe how you patch yourself up, then clear all Hit Points. You can do this to an ally instead.

• Clear All Stress

Describe how you blow off steam or pull yourself together, then clear all Stress.

• Repair All Armor

Describe how you spend time repairing your armor, then clear all Armor Slots. You can do this to an ally's armor instead.

• Prepare

Describe how you prepare for the next day's adventure, then gain a Hope. If you choose to Prepare with one or more members of your party, you each gain 2 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 the progress countdown.



STARTING PRIMARY WEAPONS – PHYSICAL

Name	Trait	Range	Damage	Burden	Feature
Broadsword	Agility	Melee	d8 phy	One-Handed	Reliable: +1 to attack rolls
Longsword	Agility	Melee	d10+3 phy	Two-Handed	—
Battleaxe	Strength	Melee	d10+3 phy	Two-Handed	—
Greatsword	Strength	Melee	d10+3 phy	Two-Handed	Massive: –1 to Evasion; on a successful attack, roll an additional damage die and discard the lowest result.
Mace	Strength	Melee	d8+1 phy	One-Handed	—
Warhammer	Strength	Melee	d12+3 phy	Two-Handed	Heavy: –1 to Evasion
Dagger	Finesse	Melee	d8+1 phy	One-Handed	—
Quarterstaff	Instinct	Melee	d10+3 phy	Two-Handed	—
Cutlass	Presence	Melee	d8+1 phy	One-Handed	—
Rapier	Presence	Melee	d8 phy	One-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.
Halberd	Strength	Very Close	d10+2 phy	Two-Handed	Cumbersome: –1 to Finesse
Spear	Finesse	Very Close	d8+3 phy	Two-Handed	—
Shortbow	Agility	Far	d6+3 phy	Two-Handed	—
Crossbow	Finesse	Far	d6+1 phy	One-Handed	—
Longbow	Agility	Very Far	d8+3 phy	Two-Handed	Cumbersome: –1 to Finesse

STARTING PRIMARY WEAPONS – MAGIC

Name	Trait	Range	Damage	Burden	Feature
Arcane Gauntlets	Strength	Melee	d10+3 mag	Two-Handed	—
Hallowed Axe	Strength	Melee	d8+1 mag	One-Handed	—
Glowing Rings	Agility	Very Close	d10+2 mag	Two-Handed	—
Hand Runes	Instinct	Very Close	d10 mag	One-Handed	—
Returning Blade	Finesse	Close	d8 mag	One-Handed	Returning: When this weapon is thrown within its range, it appears in your hand immediately after the attack.
Shortstaff	Instinct	Close	d8+1 mag	One-Handed	—
Dualstaff	Instinct	Far	d6+3 mag	Two-Handed	—
Scepter	Presence	Far	d6 mag	Two-Handed	Versatile: This weapon can also be used with these statistics— Presence, Melee, d8.
Wand	Knowledge	Far	d6+1 mag	One-Handed	—
Greatstaff	Knowledge	Very Far	d6 mag	Two-Handed	Powerful: On a successful attack, roll an additional damage die and discard the lowest result.

STARTING SECONDARY WEAPONS

Name	Trait	Range	Damage	Burden	Feature
Shortsword	Agility	Melee	d8 phy	One-Handed	Paired: +2 to primary weapon damage to targets within Melee range
Round Shield	Strength	Melee	d4 phy	One-Handed	Protective: +1 to Armor Score
Tower Shield	Strength	Melee	d6 phy	One-Handed	Barrier: +2 to Armor Score; –1 to Evasion
Small Dagger	Finesse	Melee	d8 phy	One-Handed	Paired: +2 to primary weapon damage to targets within Melee range
Whip	Presence	Very Close	d6 phy	One-Handed	Startling: Mark a Stress to crack the whip and force all adversaries within Melee range back to Close range.
Grappler	Finesse	Close	d6 phy	One-Handed	Hooked: On a successful attack, you can pull the target into Melee range.
Hand Crossbow	Finesse	Far	d6+1 phy	One-Handed	—

STARTING ARMOR

Name	Base Thresholds	Base Score	Feature
Gambeson Armor	5 / 11	3	Flexible: +1 to Evasion
Leather Armor	6 / 13	3	—
Chainmail Armor	7 / 15	4	Heavy: –1 to Evasion
Full Plate Armor	8 / 17	4	Very Heavy: –2 to Evasion; –1 to Agility

ACTION ROLLS

Call for an action roll when a character takes an action where the outcome is in question and the success or failure is interesting to the story.

1. Pick a character trait.
2. Decide on a Difficulty.
3. Establish the stakes of the roll with the player.
4. Assign advantage or disadvantage if applicable.
5. Tell the player to roll the Duality Dice.
6. Resolve the situation based on the result of their roll.

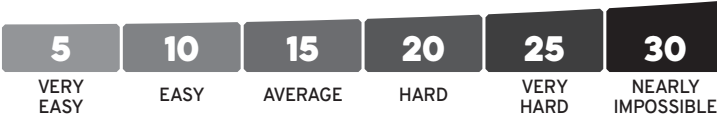
ACTION ROLL RESULTS

- **Critical Success:** They get what they wanted and a little extra. They gain a Hope and clear a Stress.
- **Success with Hope:** They get what they wanted and they gain a Hope.
- **Success with Fear:** They get what they want, but it comes with a consequence. You gain a Fear.
- **Failure with Hope:** They probably don't get what they want and there are consequences, but they gain a Hope.
- **Failure with Fear:** They don't get what they wanted and things go very badly. You gain a Fear.

CHARACTER TRAITS

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

DIFFICULTY



HOPE & FEAR

On a roll with Hope, the player gains a Hope.

They can spend Hope to:

- Help an Ally
- Utilize an Experience
- Initiate a Tag Team Roll
- Activate a Hope Feature

On a roll with Fear, you gain a Fear.

You can spend a Fear to:

- Interrupt the players to make a move.
- Make an additional GM move.
- Spotlight an additional adversary during a battle.
- Use an adversary's Fear feature.
- Use an environment's Fear feature.
- Add an adversary's Experience to a roll.

SPOTLIGHTING ADVERSARIES

When you spotlight an adversary, you might have them:

- Move within Close range and make a weapon attack
- Move within Close range and use an adversary action
- End a temporary condition or effect
- Sprint somewhere else on the battlefield

GM MOVES

Make a move whenever:

- They roll with Fear on an action roll.
- They fail an action roll.
- They do something that would have consequences.
- They give you a golden opportunity.
- They look to you for what happens next.

EXAMPLE GM MOVES

- **Show how the world reacts.**
"The kick shatters the door. Light spills in from the barracks as a half-dozen sleepy soldiers stumble to their feet, looking worried."
- **Ask a question and build on the answer.**
"How is it that you notice the assassin lurking in the treetops?"
- **Make an NPC act in accordance with their motive.**
"The Jagged Knife Bandit snips the gold purse off the merchant's hip and attempts to escape."
- **Lean on the character's goals to drive them to action.**
"The relic you've been trying to recover for your people floats ominously in the center of the altar, surrounded by cultists preparing to drain its power."
- **Signal an imminent off-screen threat.**
"You hear the crashing of falling trees and shattered branches as thundering steps approach. What do you do?"
- **Reveal an unwelcome truth or unexpected danger.**
"He reaches into his cloak and produces the Orb of Vengeance as you realize that he was the necromancer the entire time."
- **Force the group to split up.**
"The elementals are scattering—two heading for the town, three bearing down on the mill. What do you do?"
- **Make a PC mark Stress as a consequence for their actions.**
"You can pull the baron to safety if you mark a Stress. Otherwise you can only get yourself out of the way. What do you do?"
- **Make a move the characters don't see.**
"You brace for the alarm... but the door clicks open and everything seems fine... for now."
- **Show the collateral damage.**
"The Minotaur Wrecker barrels into the street, shattering a vegetable cart, sending cabbages flying and knocking the merchant into the wall."
- **Clear a temporary condition or effect.**
"The guard cuts through the vines that are holding her legs in place. She looks around to find her next target and raises her sword."
- **Shift the environment.**
"As soon as you cross, the ancient rope bridge snaps, leaving you stranded."
- **Spotlight an adversary.**
"As the Skeleton Dredge shambles forward to strike you, you see the two others on their flank turn their attention toward you as well."
- **Capture someone or something important.**
"The thief slides past you and jumps into the cart, grabbing the idol from the seat and stuffing it into their pouch."
- **Use a PC's backstory against them.**
"Your mentor sighs, drawing their blade. 'I wish it didn't come to this, child. But you still don't understand what sacrifices are required to maintain the peace.'"
- **Take away an opportunity permanently.**
"The door slams shut, cutting you off from the vault as the temple continues to collapse. You'll need to find another exit if you want to make it out alive."

BARD

CHARACTER GUIDE

As a bard, you know how to get people to talk, bring attention to yourself, and use words or music to influence the world around you.

SUGGESTED TRAITS

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

SUGGESTED PRIMARY WEAPON

Rapier - Presence Melee - d8 phy - One-Handed

Quick: When you make an attack, you can mark a Stress to target another creature within range.

SUGGESTED SECONDARY WEAPON

Small Dagger - Finesse Melee - d8 phy - One-Handed

Paired: +2 to primary weapon damage to targets within Melee range

SUGGESTED ARMOR

Gambeson Armor - Thresholds 5/11 - Score 3

Flexible: +1 to Evasion

INVENTORY

TAKE:

a torch, 50 feet of rope, basic supplies, and a handful of gold

THEN CHOOSE BETWEEN:

a Minor Health Potion **OR**
a Minor Stamina Potion

AND EITHER:

a romance novel **OR**
a letter never opened

THEN DECIDE WHAT YOU CARRY

YOUR SPELLS IN:

songbook, journal, etc.

CHARACTER DESCRIPTION

Choose one (or more) from each line, or write your own description.

Clothes that are: extravagant, fancy, loud, oversized, ragged, sleek, wild

Eyes like: carnations, earth, endless ocean, fire, ivy, lilacs, night, seafoam, winter

Body that's: broad, carved, curvy, lanky, rotund, short, stocky, tall, thin, tiny, toned

Skin the color of: ashes, clover, falling snow, fine sand, obsidian, rose, sapphire, wisteria

Attitude like: a barkeep, a magician, a ringmaster, a rock star, a swashbuckler

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

Who from your community taught you to have such confidence in yourself?

You were in love once. Who did you adore, and how did they hurt you?

You've always looked up to another bard. Who are they, and why do you idolize them?

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

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

What made you realize we were going to be such good friends?

What do I do that annoys you?

Why do you grab my hand at night?

TIER 2: LEVELS 2-4

At level 2, gain an additional Experience at +2 and gain a +1 bonus to your Proficiency.

Choose two options from the list below and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to (up to level 4).
- Permanently gain a +1 bonus to your Evasion.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 3: LEVELS 5-7

At level 5, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to (up to level 7).
- Permanently gain a +1 bonus to your Evasion.
- Take an upgraded subclass card. Then cross out the multiclass option for this tier.

- Increase your Proficiency by +1.
- 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.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 4: LEVELS 8-10

At level 8, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to.
- Permanently gain a +1 bonus to your Evasion.
- Take an upgraded subclass card. Then cross out the multiclass option for this tier.

- Increase your Proficiency by +1.
- 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.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.



■ AGILE SCOUT

(Fox, Mouse, Weasel, etc.)

Agility +1 | Evasion +2
Melee Agility d4 phy

Gain advantage on: deceive, locate, sneak

Agile: Your movement is silent, and you can spend a **Hope** to move up to Far range without rolling.

Fragile: When you take Major or greater damage, you drop out of Beastform.

■ HOUSEHOLD FRIEND

(Cat, Dog, Rabbit, etc.)

Instinct +1 | Evasion +2
Melee Instinct d6 phy

Gain advantage on: climb, locate, protect

Companion: When you Help an Ally, you can roll a **d8** as your advantage die.

Fragile: When you take Major or greater damage, you drop out of Beastform.

■ NIMBLE GRAZER

(Deer, Gazelle, Goat, etc.)

Agility +1 | Evasion +3
Melee Agility d6 phy

Gain advantage on: leap, sneak, sprint

Elusive Prey: When an attack roll against you would succeed, you can mark a **Stress** and roll a **d4**. Add the result to your Evasion against this attack.

Fragile: When you take Major or greater damage, you drop out of Beastform.

■ PACK PREDATOR

(Coyote, Hyena, Wolf, etc.)

Strength +2 | Evasion +1
Melee Strength d8+2 phy

Gain advantage on: attack, sprint, track

Hobbling Strike: When you succeed on an attack against a target within Melee range, you can mark a **Stress** to make the target temporarily **Vulnerable**.

Pack Hunting: When you succeed on an attack against the same target as an ally who acts immediately before you, add a **d8** to your damage roll.

■ AQUATIC SCOUT

(Eel, Fish, Octopus, etc.)

Agility +1 | Evasion +2
Melee Agility d4 phy

Gain advantage on: navigate, sneak, swim

Aquatic: You can breathe and move naturally underwater.

Fragile: When you take Major or greater damage, you drop out of Beastform.

■ STALKING ARACHNID

(Tarantula, Wolf Spider, etc.)

Finesse +1 | Evasion +2
Melee Finesse d6+1 phy

Gain advantage on: attack, climb, sneak

Venomous Bite: When you succeed on an attack against a target within Melee range, the target becomes temporarily **Poisoned**. A **Poisoned** creature takes **1d10** direct physical damage each time they act.

Webslinger: You can create a strong web material useful for both adventuring and battle. The web is resilient enough to support one creature. You can temporarily **Restrain** a target within Close range by succeeding on a Finesse Roll against them.

TIER 2

■ ARMORED SENTRY

(Armadillo, Pangolin, Turtle, etc.)

Strength +1 | Evasion +1
Melee Strength d8+2 phy

Gain advantage on: dig, locate, protect

Armored Shell: Your hardened exterior gives you resistance to physical damage. Additionally, mark an **Armor Slot** to retract into your shell. While in your shell, physical damage is reduced by a number equal to your Armor Score (after applying resistance), but you can't perform other actions without leaving this form.

Cannonball: Mark a **Stress** to allow an ally to throw or launch you at an adversary. To do so, the ally makes an attack roll using Agility or Strength (their choice) against a target within Close range. On a success, the adversary takes **d12+2** physical damage using the thrower's Proficiency. You can spend a **Hope** to target an additional adversary within Very Close range of the first. The second target takes half the damage dealt to the first target.

■ POWERFUL BEAST

(Bear, Bull, Moose, etc.)

Strength +3 | Evasion +1
Melee Strength d10+4 phy

Gain advantage on: navigate, protect, scare

Rampage: When you roll a 1 on a damage die, you can roll a **d10** and add the result to the damage roll. Additionally, before you make an attack roll, you can mark a **Stress** to gain a +1 bonus to your Proficiency for that attack.

Thick Hide: You gain a +2 bonus to your damage thresholds.

■ MIGHTY STRIDER

(Camel, Horse, Zebra, etc.)

Agility +1 | Evasion +2
Melee Agility d8+1 phy

Gain advantage on: leap, navigate, sprint

Carrier: You can carry up to two willing allies with you when you move.

Trample: Mark a **Stress** to move up to Close range in a straight line and make an attack against all targets within Melee range of the line. Targets you succeed against take **d8+1** physical damage using your Proficiency and are temporarily **Vulnerable**.

■ STRIKING SERPENT

(Cobra, Rattlesnake, Viper, etc.)

Finesse +1 | Evasion +2
Very Close Finesse d8+4 phy

Gain advantage on: climb, deceive, sprint

Venomous Strike: Make an attack against any number of targets within Very Close range. On a success, a target is temporarily **Poisoned**. A **Poisoned** creature takes **1d10** direct physical damage each time they act.

Warning Hiss: Mark a **Stress** to force any number of targets within Melee range to move back to Very Close range.

■ POUNCING PREDATOR

(Cheetah, Lion, Panther, etc.)

Instinct +1 | Evasion +3
Melee Instinct d8+6 phy

Gain advantage on: attack, climb, sneak

Fleet: Spend a **Hope** to move up to Far range without rolling.

Takedown: Mark a **Stress** to move into Melee range of a target and make an attack roll against them. On a success, you gain a +2 bonus to your Proficiency for this attack and the target must mark a **Stress**.

■ WINGED BEAST

(Hawk, Owl, Raven, etc.)

Finesse +1 | Evasion +3
Melee Finesse d4+2 phy

Gain advantage on: deceive, locate, scare

Bird's-Eye View: You can fly at will. Once per rest while you are airborne, you can ask the GM a question about the scene below you without needing to roll. The first time a character makes a roll to act on this information, they gain advantage on the roll.

Hollow Bones: You gain a -2 penalty to your damage thresholds.

TIER 3

■ GREAT PREDATOR

(Dire Wolf, Velociraptor, Sabertooth Tiger, etc.)

Strength +2 | Evasion +2
Melee Strength d12+8 phy

Gain advantage on: attack, sneak, sprint

Carrier: You can carry up to two willing allies with you when you move.

Vicious Maul: When you succeed on an attack against a target, you can **spend a Hope** to make them temporarily *Vulnerable* and gain a +1 bonus to your Proficiency for this attack.

■ MIGHTY LIZARD

(Alligator, Crocodile, Gila Monster, etc.)

Instinct +2 | Evasion +1
Melee Instinct d10+7 phy

Gain advantage on: attack, sneak, track

Physical Defense: You gain a +3 bonus to your damage thresholds.

Snapping Strike: When you succeed on an attack against a target within Melee range, you can **spend a Hope** to clamp that opponent in your jaws, making them temporarily *Restrained* and *Vulnerable*.

■ GREAT WINGED BEAST

(Giant Eagle, Falcon, etc.)

Finesse +2 | Evasion +3
Melee Finesse d8+6 phy

Gain advantage on: deceive, distract, locate

Bird's-Eye View: You can fly at will. Once per rest while you are airborne, you can ask the GM a question about the scene below you without needing to roll. The first time a character makes a roll to act on this information, they gain advantage on the roll.

Carrier: You can carry up to two willing allies with you when you move.

■ AQUATIC PREDATOR

(Dolphin, Orca, Shark etc.)

Agility +2 | Evasion +4
Melee Agility d10+6 phy

Gain advantage on: attack, swim, track

Aquatic: You can breathe and move naturally underwater.

Vicious Maul: When you succeed on an attack against a target, you can **spend a Hope** to make them temporarily *Vulnerable* and gain a +1 bonus to your Proficiency for this attack.

■ LEGENDARY BEAST

(Upgraded Tier 1 Options)

Evolved: Pick a Tier 1 Beastform option and become a larger, more powerful version of that creature. While you're in this form, you retain all traits and features from the original form and gain the following bonuses:

- A +6 bonus to damage rolls
- A +1 bonus to the trait used by this form
- A +2 bonus to Evasion

■ LEGENDARY HYBRID

(Griffon, Sphinx, etc.)

Strength +2 | Evasion +3
Melee Strength d10+8 phy

Hybrid Features: To transform into this creature, **mark an additional Stress**. Choose any two Beastform options from Tiers 1–2. Choose a total of four advantages and two features from those options.

TIER 4

■ MASSIVE BEHEMOTH

(Elephant, Mammoth, Rhinoceros, etc.)

Strength +3 | Evasion +1
Melee Strength d12+12 phy

Gain advantage on: locate, protect, scare, sprint

Carrier: You can carry up to four willing allies with you when you move.

Demolish: **Spend a Hope** to move up to Far range in a straight line and make an attack against all targets within Melee range of the line. Targets you succeed against take **d8+10** physical damage using your Proficiency and are temporarily *Vulnerable*.

Undaunted: You gain a +2 bonus to all your damage thresholds.

■ TERRIBLE LIZARD

(Brachiosaurus, Tyrannosaurus, etc.)

Strength +3 | Evasion +2
Melee Strength d12+10 phy

Gain advantage on: attack, deceive, scare, track

Devastating Strikes: When you deal Severe damage to a target within Melee range, you can **mark a Stress** to force them to mark an additional Hit Point.

Massive Stride: You can move up to Far range without rolling. You ignore rough terrain (at the GM's discretion) due to your size.

■ MYTHIC AERIAL HUNTER

(Dragon, Pterodactyl, Roc, Wyvern, etc.)

Finesse +3 | Evasion +4
Melee Finesse d10+11 phy

Gain advantage on: attack, deceive, locate, navigate

Carrier: You can carry up to three willing allies with you when you move.

Deadly Raptor: You can fly at will and move up to Far range as part of your action. When you move in a straight line into Melee range of a target from at least Close range and make an attack against that target in the same action, you can reroll all damage dice that rolled a result lower than your Proficiency.

■ EPIC AQUATIC BEAST

(Giant Squid, Whale, etc.)

Agility +3 | Evasion +3
Melee Agility d10+10 phy

Gain advantage on: locate, protect, scare, track

Ocean Master: You can breathe and move naturally underwater. When you succeed on an attack against a target within Melee range, you can temporarily *Restrain* them.

Unyielding: When you would mark an Armor Slot, roll a **d6**. On a result of 5 or higher, reduce the severity by one threshold without marking an Armor Slot.

■ MYTHIC BEAST

(Upgraded Tier 1 or Tier 2 Options)

Evolved: Pick a Tier 1 or Tier 2 Beastform option and become a larger, more powerful version of that creature. While you're in this form, you retain all traits and features from the original form and gain the following bonuses:

- A +9 bonus to damage rolls
- A +2 bonus to the trait used by this form
- A +3 bonus to Evasion
- Your damage die increases by one size (d6 becomes d8, d8 becomes d10, etc.)

■ MYTHIC HYBRID

(Chimera, Cockatrice, Manticore, etc.)

Strength +3 | Evasion +2
Strength Melee d12+10 phy

Hybrid Features: To transform into this creature, **mark 2 additional Stress**. Choose any three Beastform options from Tiers 1–3. Choose a total of five advantages and three features from those options.

DRUID

CHARACTER GUIDE

As a druid, you are a force of nature, preserving the balance of life and death by channeling the wilds themselves through you.

SUGGESTED TRAITS

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

SUGGESTED PRIMARY WEAPON

Shortstaff - Instinct Close - d8+1 mag - One-Handed

SUGGESTED SECONDARY WEAPON

Round Shield - Strength Melee - d4 phy - One-Handed

Protective: +1 to Armor Score

SUGGESTED ARMOR

Leather Armor - Thresholds 6/13 - Score 3

INVENTORY

TAKE:

a torch, 50 feet of rope, basic supplies,
and a handful of gold

THEN CHOOSE BETWEEN:

a Minor Health Potion **OR**
a Minor Stamina Potion

AND EITHER:

a small bag of rocks and bones **OR**
a strange pendant found in the dirt

CHARACTER DESCRIPTION

Choose one (or more) from each line, or write your own description.

Clothes that are: camouflaged, grown, loose, natural, patchwork, regal, scraps

Eyes like: carnations, earth, endless ocean, fire, ivy, lilacs, night, seafoam, winter

Body that's: broad, carved, curvy, lanky, rotund, short, stocky, tall, thin, tiny, toned

Skin the color of: ashes, clover, falling snow, fine sand, obsidian, rose, sapphire, wisteria

Attitude like: a firecracker, a fox, a guide, a hippie, a witch

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

Why was the community you grew up in so reliant on nature and its creatures?

Who was the first wild animal you bonded with? Why did your bond end?

Who has been trying to hunt you down? What do they want from you?

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

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

What did you confide in me that makes me leap into danger for you every time?

What animal do I say you remind me of?

What affectionate nickname have you given me?

TIER 2: LEVELS 2-4

At level 2, gain an additional Experience at +2 and gain a +1 bonus to your Proficiency.

Choose two options from the list below and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to (up to level 4).
- Permanently gain a +1 bonus to your Evasion.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 3: LEVELS 5-7

At level 5, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to (up to level 7).
- Permanently gain a +1 bonus to your Evasion.
- Take an upgraded subclass card. Then cross out the multiclass option for this tier.

Increase your Proficiency by +1.

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.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 4: LEVELS 8-10

At level 8, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to.
- Permanently gain a +1 bonus to your Evasion.
- Take an upgraded subclass card. Then cross out the multiclass option for this tier.

Increase your Proficiency by +1.

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.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.



As a guardian, you run into danger to protect your party, keeping watch over those who might not survive without you there.

SUGGESTED TRAITS

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

SUGGESTED PRIMARY WEAPON

Battleaxe - Strength Melee - d10+3 phy - Two-Handed

SUGGESTED ARMOR

Chainmail Armor - Thresholds 7/15 - Score 4

Heavy: -1 to Evasion

INVENTORY

TAKE:

a torch, 50 feet of rope, basic supplies, and a handful of gold

THEN CHOOSE BETWEEN:

a Minor Health Potion **OR**
a Minor Stamina Potion

AND EITHER:

a totem from your mentor **OR**
a secret key

CHARACTER DESCRIPTION

Choose one (or more) from each line, or write your own description.

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

Eyes like: carnations, earth, endless ocean, fire, ivy, lilacs, night, seafoam, winter

Body that's: broad, carved, curvy, lanky, rotund, short, stocky, tall, thin, tiny, toned

Skin the color of: ashes, clover, falling snow, fine sand, obsidian, rose, sapphire, wisteria

Attitude like: a captain, a caretaker, an elephant, a general, a wrestler

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

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

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

You consider an aspect of yourself to be a weakness. What is it, and how has it affected you?

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

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

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

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

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

TIER 2: LEVELS 2-4

At level 2, gain an additional Experience at +2 and gain a +1 bonus to your Proficiency.

Choose two options from the list below and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to (up to level 4).
- Permanently gain a +1 bonus to your Evasion.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 3: LEVELS 5-7

At level 5, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to (up to level 7).
- Permanently gain a +1 bonus to your Evasion.
- Take an upgraded subclass card. Then cross out the multiclass option for this tier.

- Increase your Proficiency by +1.
- 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.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 4: LEVELS 8-10

At level 8, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to.
- Permanently gain a +1 bonus to your Evasion.
- Take an upgraded subclass card. Then cross out the multiclass option for this tier.

- Increase your Proficiency by +1.
- 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.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.





RANGER COMPANION



Start at 10

COMPANION NAME

Work with the GM to decide what kind of animal you have as your companion. Give them a name and draw or attach a picture of them in the space above. Then create two Experiences for your companion based on their training and the history you have together. Finally, describe their method of dealing damage (their standard attack) and record it in the "Attack & Damage" section. Their damage starts at d6 and their range starts at Melee.

COMPANION EXPERIENCE

Start with +2 in two Experiences. Whenever you gain a new Experience, your companion also gains one. All new Experiences start at +2.

Example Companion Experiences

Bold Distraction, Expert Climber, Fetch, Friendly, Guardian of the Forest, Horrifying, Intimidating, Loyal Until the End, Navigation, Nimble, Nobody Left Behind, On High Alert, Protective, Royal Companion, Scout, Service Animal, Trusted Mount, Vigilant, We Always Find Them, You Can't Hit What You Can't Find

Make a **Spellcast Roll** to connect with your companion and command them to take action. **Spend a Hope** to add an applicable Companion Experience to the roll. On a success with Hope, if your next action builds on their success, you gain advantage on the roll.

ATTACK & DAMAGE

Standard Attack Range
 d6 d8 d10 d12 phy / mag

When you command your companion to attack, they gain any benefits that would normally only apply to you (such as the effects of "Ranger's Focus"). On a success, their damage roll uses your Proficiency and their damage die.

STRESS

STRESS:

When your companion would take any amount of damage, they mark a Stress. When they mark their last Stress, they drop out of the scene (by hiding, fleeing, or a similar action). They remain unavailable until the start of your next long rest, where they return with 1 Stress cleared.

When you choose a downtime move that clears Stress on yourself, your companion clears an equal number of Stress.

TRAINING

When your character levels up, choose one available option for your companion from the following list and mark it here.

- Intelligent:** Your companion gains a permanent +1 bonus to a Companion Experience of your choice.
- Light in the Dark:** Use this as an additional Hope slot your character can mark.
- Creature Comfort:** Once per rest, when you take time during a quiet moment to give your companion love and attention, you can gain a Hope or you can both clear a Stress.
- Armored:** When your companion takes damage, you can mark **one of your Armor Slots** instead of marking one of their Stress.
- Vicious:** Increase your companion's damage dice or range by one step (d6 to d8, Close to Far, etc.).
- Resilient:** Your companion gains an additional Stress slot.
- Bonded:** When you mark your last Hit Point, your companion rushes to your side to comfort you. Roll a number of **d6s** equal to the unmarked Stress slots they have and mark them. If any roll a 6, your companion helps you up. Clear your last Hit Point and return to the scene.
- Aware:** Your companion gains a permanent +2 bonus to their Evasion.

RANGER

CHARACTER GUIDE

As a ranger, your keen eyes and graceful haste make you indispensable when tracking down enemies and navigating the wilds.

SUGGESTED TRAITS

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

SUGGESTED PRIMARY WEAPON

Shortbow - Agility Far - d6+3 phy - Two-Handed

SUGGESTED ARMOR

Leather Armor - Thresholds 6/13 - Score 3

INVENTORY

TAKE:

a torch, 50 feet of rope, basic supplies,
and a handful of gold

THEN CHOOSE BETWEEN:

a Minor Health Potion **OR**
a Minor Stamina Potion

AND EITHER:

a trophy from your first kill **OR**
a seemingly broken compass

CHARACTER DESCRIPTION

Choose one (or more) from each line, or write your own description.

Clothes that are: flowing, muted, natural, stained, tactical, tight, woven

Eyes like: carnations, earth, endless ocean, fire, ivy, lilacs, night, seafoam, winter

Body that's: broad, carved, curvy, lanky, rotund, short, stocky, tall, thin, tiny, toned

Skin the color of: ashes, clover, falling snow, fine sand, obsidian, rose, sapphire, wisteria

Attitude like: a child, a ghost, a survivalist, a teacher, a watchdog

BACKGROUND QUESTIONS

Answer any of the following background questions.
You can also create your own questions.

A terrible creature hurt your community, and you've vowed to hunt them down. What are they, and what unique trail or sign do they leave behind?

Your first kill almost killed you, too. What was it, and what part of you was never the same after that event?

You've traveled many dangerous lands, but what is the one place you refuse to go?

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

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

What friendly competition do we have?

Why do you act differently when we're alone than when others are around?

What threat have you asked me to watch for, and why are you worried about it?

TIER 2: LEVELS 2-4

At level 2, gain an additional Experience at +2 and gain a +1 bonus to your Proficiency.

Choose two options from the list below and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to (up to level 4).
- Permanently gain a +1 bonus to your Evasion.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 3: LEVELS 5-7

At level 5, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to (up to level 7).
- Permanently gain a +1 bonus to your Evasion.
- Take an upgraded subclass card. Then cross out the multiclass option for this tier.

- Increase your Proficiency by +1.
- 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.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 4: LEVELS 8-10

At level 8, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to.
- Permanently gain a +1 bonus to your Evasion.
- Take an upgraded subclass card. Then cross out the multiclass option for this tier.

- Increase your Proficiency by +1.
- 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.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.



As a rogue, you have experience fighting with your blade as well as your wit, preferring to move quickly and fight quietly.

SUGGESTED TRAITS

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

SUGGESTED PRIMARY WEAPON

Dagger - Finesse Melee - d8+1 phy - One-Handed

SUGGESTED SECONDARY WEAPON

Small Dagger - Finesse Melee - d8 phy - One-Handed

Paired: +2 to primary weapon damage to targets within Melee range

SUGGESTED ARMOR:

Gambeson Armor - Thresholds 5/11 - Score 3

Flexible: +1 to Evasion

INVENTORY

TAKE:

a torch, 50 feet of rope, basic supplies, and a handful of gold

THEN CHOOSE BETWEEN:

a Minor Health Potion **OR**
a Minor Stamina Potion

AND EITHER:

a set of forgery tools **OR**
a grappling hook

CHARACTER DESCRIPTION

Choose one (or more) from each line, or write your own description.

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

Eyes like: carnations, earth, endless ocean, fire, ivy, lilacs, night, seafoam, winter

Body that's: broad, carved, curvy, lanky, rotund, short, stocky, tall, thin, tiny, toned

Skin the color of: ashes, clover, falling snow, fine sand, obsidian, rose, sapphire, wisteria

Attitude like: a bandit, a con artist, a gambler, a mob boss, a pirate

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

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

You used to have a different life, but you've tried to leave it behind. Who from your past is still chasing you?

Who from your past were you most sad to say goodbye to?

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

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

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

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

Who do you know from my past, and how have they influenced your feelings about me?

TIER 2: LEVELS 2-4

At level 2, gain an additional Experience at +2 and gain a +1 bonus to your Proficiency.

Choose two options from the list below and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to (up to level 4).
- Permanently gain a +1 bonus to your Evasion.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 3: LEVELS 5-7

At level 5, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to (up to level 7).
- Permanently gain a +1 bonus to your Evasion.
- Take an upgraded subclass card. Then cross out the multiclass option for this tier.

- Increase your Proficiency by +1.
- 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.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 4: LEVELS 8-10

At level 8, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to.
- Permanently gain a +1 bonus to your Evasion.
- Take an upgraded subclass card. Then cross out the multiclass option for this tier.

- Increase your Proficiency by +1.
- 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.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.



NAME PRONOUNS

HERITAGE SUBCLASS



EVASION
Start at 9

ARMOR

16 shield icons arranged in a 4x4 grid.

AGILITY **STRENGTH** **FINESSE** **INSTINCT** **PRESENCE** **KNOWLEDGE**

Sprint
Leap
Maneuver

Lift
Smash
Grapple

Control
Hide
Tinker

Perceive
Sense
Navigate

Charm
Perform
Deceive

Recall
Analyze
Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.

MINOR DAMAGE **MAJOR DAMAGE** **SEVERE DAMAGE**

Mark 1 HP Mark 2 HP Mark 3 HP

HP

STRESS

HOPE

Spend a Hope to use an experience or help an ally.

6 diamond icons in a row.

Life Support: Spend 3 Hope to clear a Hit Point on an ally within Close range.

EXPERIENCE

5 horizontal bars with a small icon at the end of each bar.

GOLD

HANDFULS

BAGS

CHEST

CLASS FEATURE

PRAYER DICE

At the beginning of each session, roll a number of **d4s** equal to your subclass's Spellcast trait and place them on this sheet in the space provided. These are your Prayer Dice. You can spend any number of Prayer Dice to aid yourself or an ally within Far range. You can use a spent die's value to reduce incoming damage, add to a roll's result after the roll is made, or gain Hope equal to the result. At the end of each session, clear all unspent Prayer Dice.

12 circular icons arranged in a 3x4 grid.

ACTIVE WEAPONS

PROFICIENCY

PRIMARY

NAME TRAIT & RANGE DAMAGE DICE & TYPE

FEATURE

SECONDARY

NAME TRAIT & RANGE DAMAGE DICE & TYPE

FEATURE

ACTIVE ARMOR

NAME BASE THRESHOLDS BASE SCORE

FEATURE

INVENTORY

5 horizontal lines for inventory items.

INVENTORY WEAPON

PRIMARY SECONDARY

NAME TRAIT & RANGE DAMAGE DICE & TYPE

FEATURE

INVENTORY WEAPON

PRIMARY SECONDARY

NAME TRAIT & RANGE DAMAGE DICE & TYPE

FEATURE

SERAPH

CHARACTER GUIDE

As a seraph, you've taken a vow to a god who helps you channel sacred arcane power to keep your party on their feet.

SUGGESTED TRAITS

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

SUGGESTED PRIMARY WEAPON

Hallowed Axe - Strength Melee - d8+1 mag - One-Handed

SUGGESTED SECONDARY WEAPON

Round Shield - Strength Melee - d4 phy - One-Handed

Protective: +1 to Armor Score

SUGGESTED ARMOR:

Chainmail Armor - Thresholds 7/15 - Score 4

Heavy: -1 to Evasion

INVENTORY

TAKE:

a torch, 50 feet of rope, basic supplies, and a handful of gold

THEN CHOOSE BETWEEN:

a Minor Health Potion **OR**
a Minor Stamina Potion

AND EITHER:

a bundle of offerings **OR**
a sigil of your god

CHARACTER DESCRIPTION

Choose one (or more) from each line, or write your own description.

Clothes that are: glowing, rippling, ornate, tight, modest, strange, natural

Eyes like: carnations, earth, endless ocean, fire, ivy, lilacs, night, seafoam, winter

Body that's: broad, carved, curvy, lanky, rotund, short, stocky, tall, thin, tiny, toned

Skin the color of: ashes, clover, falling snow, fine sand, obsidian, rose, sapphire, wisteria

Attitude like: an angel, a doctor, an evangelist, a monk, a priest

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

Which god did you devote yourself to? What incredible feat did they perform for you in a moment of desperation?

How did your appearance change after taking your oath?

In what strange or unique way do you communicate with your god?

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

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

What promise did you make me agree to, should you die on the battlefield?

Why do you ask me so many questions about my god?

You've told me to protect one member of our party above all others, even yourself. Who are they and why?

TIER 2: LEVELS 2-4

At level 2, gain an additional Experience at +2 and gain a +1 bonus to your Proficiency.

Choose two options from the list below and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to (up to level 4).
- Permanently gain a +1 bonus to your Evasion.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 3: LEVELS 5-7

At level 5, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to (up to level 7).
- Permanently gain a +1 bonus to your Evasion.
- Take an upgraded subclass card. Then cross out the multiclass option for this tier.

- Increase your Proficiency by +1.
- 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.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 4: LEVELS 8-10

At level 8, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to.
- Permanently gain a +1 bonus to your Evasion.
- Take an upgraded subclass card. Then cross out the multiclass option for this tier.

- Increase your Proficiency by +1.
- 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.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.



SORCERER

CHARACTER GUIDE

As a sorcerer, you were born with innate magical power, and you've learned how to wield that power to get what you want.

SUGGESTED TRAITS

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

SUGGESTED PRIMARY WEAPON

Dualstaff - Instinct Far - d6+3 mag - Two-Handed

SUGGESTED ARMOR

Gambeson Armor - Thresholds 5/11 - Score 3

Flexible: +1 to Evasion

INVENTORY

TAKE:

a torch, 50 feet of rope, basic supplies, and a handful of gold

THEN CHOOSE BETWEEN:

a Minor Health Potion **OR**
a Minor Stamina Potion

AND EITHER:

a whispering orb **OR**
a family heirloom

CHARACTER DESCRIPTION

Choose one (or more) from each line, or write your own description.

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

Eyes like: carnations, earth, endless ocean, fire, ivy, lilacs, night, seafoam, winter

Body that's: broad, carved, curvy, lanky, rotund, short, stocky, tall, thin, tiny, toned

Skin the color of: ashes, clover, falling snow, fine sand, obsidian, rose, sapphire, wisteria

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

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

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

What mentor taught you to control your untamed magic, and why are they no longer able to guide you?

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

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

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

Why do you trust me so deeply?

What did I do that makes you cautious around me?

Why do we keep our shared past a secret?

TIER 2: LEVELS 2-4

At level 2, gain an additional Experience at +2 and gain a +1 bonus to your Proficiency.

Choose two options from the list below and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to (up to level 4).
- Permanently gain a +1 bonus to your Evasion.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 3: LEVELS 5-7

At level 5, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to (up to level 7).
- Permanently gain a +1 bonus to your Evasion.
- Take an upgraded subclass card. Then cross out the multiclass option for this tier.

- Increase your Proficiency by +1.
- 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.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 4: LEVELS 8-10

At level 8, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to.
- Permanently gain a +1 bonus to your Evasion.
- Take an upgraded subclass card. Then cross out the multiclass option for this tier.

- Increase your Proficiency by +1.
- 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.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.



WARRIOR

CHARACTER GUIDE

As a warrior, you run into battle without hesitation or caution, knowing you can strike down whatever enemy stands in your path.

SUGGESTED TRAITS

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

SUGGESTED PRIMARY WEAPON

Longsword - Agility Melee - d10+3 phy - Two-Handed

SUGGESTED ARMOR

Chainmail Armor - Thresholds 7/ 15 - Score 4

Heavy: -1 to Evasion

INVENTORY

TAKE:

a torch, 50 feet 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 write your own description.

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

Eyes like: carnations, earth, endless ocean, fire, ivy, lilacs, night, seafoam, winter

Body that's: broad, carved, curvy, lanky, rotund, short, stocky, tall, thin, tiny, toned

Skin the color of: ashes, clover, falling snow, fine sand, obsidian, rose, sapphire, wisteria

Attitude like: a bull, a dedicated soldier, a gladiator, a hero, a hired hand

BACKGROUND QUESTIONS

Answer any of the following background questions.
You can also create your own 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 how did they betray you?

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

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

We knew each other long before this party came together. How?

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

What fear am I helping you overcome?

TIER 2: LEVELS 2-4

At level 2, gain an additional Experience at +2 and gain a +1 bonus to your Proficiency.

Choose two options from the list below and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to (up to level 4).
- Permanently gain a +1 bonus to your Evasion.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 3: LEVELS 5-7

At level 5, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to (up to level 7).
- Permanently gain a +1 bonus to your Evasion.
- Take an upgraded subclass card. Then cross out the multiclass option for this tier.

Increase your Proficiency by +1.

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.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 4: LEVELS 8-10

At level 8, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to.
- Permanently gain a +1 bonus to your Evasion.
- Take an upgraded subclass card. Then cross out the multiclass option for this tier.

Increase your Proficiency by +1.

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.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.



WIZARD

CHARACTER GUIDE

As a wizard, you've become familiar with the arcane through the relentless study of grimoires and other tools of magic.

SUGGESTED TRAITS

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

SUGGESTED PRIMARY WEAPON

Greatstaff - Knowledge Very Far - d6 mag - Two-Handed

Powerful: On a successful attack, roll an additional damage die and discard the lowest result.

SUGGESTED ARMOR

Leather Armor - Thresholds 6/13 - Score 3

INVENTORY

TAKE:

a torch, 50 feet of rope, basic supplies, and a handful of gold

THEN CHOOSE BETWEEN:

a Minor Health Potion **OR**
a Minor Stamina Potion

AND EITHER:

a book you're trying to translate **OR**
a tiny, harmless elemental pet

THEN DECIDE WHAT YOU CARRY YOUR SPELLS IN:

large tomes, tarot cards, etc.

CHARACTER DESCRIPTION

Choose one (or more) from each line, or write your own description.

Clothes that are: beautiful, clean, common, flowing, layered, patchwork, tight

Eyes like: carnations, earth, endless ocean, fire, ivy, lilacs, night, seafoam, winter

Body that's: broad, carved, curvy, lanky, rotund, short, stocky, tall, thin, tiny, toned

Skin the color of: ashes, clover, falling snow, fine sand, obsidian, rose, sapphire, wisteria

Attitude like: an eccentric, a librarian, a lit fuse, a philosopher, a professor

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

What responsibilities did your community once count on you for? How did you let them down?

You've spent your life searching for a book or object of great significance. What is it, and why is it so important to you?

You have a powerful rival. Who are they, and why are you so determined to defeat them?

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

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

What favor have I asked of you that you're not sure you can fulfill?

What weird hobby or strange fascination do we both share?

What secret about yourself have you entrusted only to me?

TIER 2: LEVELS 2-4

At level 2, gain an additional Experience at +2 and gain a +1 bonus to your Proficiency.

Choose two options from the list below and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to (up to level 4).
- Permanently gain a +1 bonus to your Evasion.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 3: LEVELS 5-7

At level 5, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to (up to level 7).
- Permanently gain a +1 bonus to your Evasion.
- Take an upgraded subclass card. Then cross out the multiclass option for this tier.

- Increase your Proficiency by +1.
- 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.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 4: LEVELS 8-10

At level 8, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to.
- Permanently gain a +1 bonus to your Evasion.
- Take an upgraded subclass card. Then cross out the multiclass option for this tier.

- Increase your Proficiency by +1.
- 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.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.



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