DAGGERHEART

NAME

HERITAGE

PRONOUNS CLASS & SUBCLASS











PRIMARY

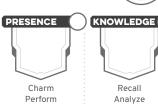
NAME

FEATURE





ACTIVE WEAPONS



Deceive

BASE THRESHOLDS

Recall Analyze Comprehend

BASE SCORE



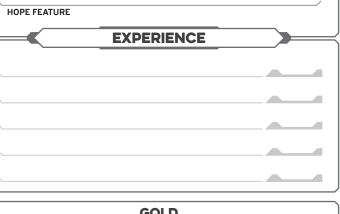














CLASS	FEATURE

		*
NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
FEATURE		
ECONDARY		
NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
FEATURE		
	ACTIVE ARMOR	
	:	:

INVENTOR	PΥ		
		☐ PRIMARY	SECONDAR
		0 0 0 0	
TRAIT & RANGE		DAMAGE	DICE & TYPE
		PRIMARY	SECONDAR
	~ ~	*	
TRAIT & RANGE	:	DAMAGE	DICE & TYPE
	TRAIT & RANGE	TRAIT & RANGE	TRAIT & RANGE DAMAGE



NAME HERITAGE

SUBCLASS









Maneuver







ACTIVE WEAPONS

PRONOUNS



Deceive



DAMAGE & HEALTH

Add your current level to your damage thresholds.















Spend a Hope to use an experience or help an ally.



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





00000000 HANDFULS



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.

PROFICIENCY () () () **PRIMARY** NAME DAMAGE DICE & TYPE **TRAIT & RANGE** FEATURE **SECONDARY** NAME **TRAIT & RANGE DAMAGE DICE & TYPE** FEATURE **ACTIVE ARMOR** BASE THRESHOLDS BASE SCORE NAME FEATURE

	INVENTOR	Y		
INVENTORY WEAPON		00	PRIMARY	SECONDAR
	•		**************************************	
NAME	TRAIT & RANGE		DAMAGE	DICE & TYPE
FEATURE				
INVENTORY WEAPON		(m) (m)	PRIMARY	SECONDAR
			0 9 9 9	
NAME	TRAIT & RANGE		DAMAGE	DICE & TYPE
FEATURE				



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.

Daggerheart © Darrington Press 2025

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

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.



NAME **PRONOUNS**

SUBCLASS HERITAGE









Maneuver



Grapple







Deceive

Recall Analyze Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.



MAJOR DAMAGE Mark 2 HP



Mark 3 HP







Spend a Hope to use an experience or help an ally.



 $\textbf{\textit{Evolution:} Spend 3 Hope} \ to \ transform \ into \ Beast form \ without$ marking a Stress. When you do, choose one trait to raise by +1 until you drop out of that Beastform.



GOLD

00000000 HANDFULS





CLASS FEATURE

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.

	ACTIVE WEAPONS		
	PROFICIENCY PROFICIENCY		
PRIMARY			
		:	
NAME	TRAIT & RANGE	DAM	AGE DICE & TYPE
FEATURE			
SECONDARY			
		:	
NAME	TRAIT & RANGE	DAM	AGE DICE & TYPE
FEATURE			
	ACTIVE ARMOR		
	AGTIVE ARMOR		
NAME	BASE THRESHOL	LDS	BASE SCORE
FEATURE			
	INVENTORY		

<u></u>	☐ PRIMARY	SECONDAR
<u></u>	PRIMARY	SECONDAR
T & RANGE	DAMAGE	DICE & TYPE
	:	
(h) (h)	PRIMARY	SECONDAR
ĺ	T & RANGE	



+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 guestions. 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.

Daggerheart © Darrington Press 2025

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.
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

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

HERITAGE

PRONOUNS

SUBCLASS





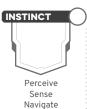




Maneuver







ACTIVE WEAPONS



Deceive

Recall Analyze Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.













Spend a Hope to use an experience or help an ally.



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

EXPERIENCE

CHEST

GOLD

HANDFULS BAGS

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 this 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.

RIMARY		
	:	
NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
FEATURE		
ECONDARY		
	•	
NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
FEATURE		
	ACTIVE ARMOR	
NAME	BASE THRI	ESHOLDS BASE SCORE
FEATURE		

INVENTORY

INVENTORY WEAPON			☐ PRIMARY	SECONDAR
	0 0 0 0	~ ~	**************************************	
NAME	TRAIT & RANGE		DAMAGE	DICE & TYPE
FEATURE				
NVENTORY WEAPON		~	PRIMARY	SECONDA
	0 0 0 0		***	
NAME	TRAIT & RANGE		DAMAGE	DICE & TYPE
FEATURE				



+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 guestions. 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.
traits and mark them.

Permanently gain one Hit Point slot.

Permanently gain one Stress slot. Permanently gain a +1 bonus to two Experiences.

access to (up to level 4).

Choose an additional domain card of your level or lower from a domain you have

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.



Daggerheart © Darrington Press 2025

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

Choose an additional domain card of your

level or lower from a domain you have

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.

RANGER × S **BONE & SAGE**

NAME

SUBCLASS









Maneuver

HERITAGE

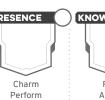






ACTIVE WEAPONS

PRONOUNS



Deceive



DAMAGE & HEALTH

Add your current level to your damage thresholds.















Spend a Hope to use an experience or help an ally.



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.

EXPERIENCE

GOLD

HANDFULS





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.

PRIMARY			
NAME	TRAIT & RANGE	DAMA	GE DICE & TYPE
FEATURE			
ECONDARY			
		**	
NAME	TRAIT & RANGE	DAMA	GE DICE & TYPI
FEATURE			
	ACTIVE ARMOR		
			© 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
NAME	BASE THRE	SHOLDS	BASE SCORE
FEATURE			

	INVENTOR	RΥ		
INVENTORY WEAPON		00	PRIMARY	SECONDAR
_			0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	
NAME	TRAIT & RANGE	:	DAMAGE	DICE & TYPE
FEATURE				
INVENTORY WEAPON		6	PRIMARY	SECONDAR
_	:		0 0 0 0	
NAME	TRAIT & RANGE		DAMAGE	DICE & TYPE
FEATURE				

+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 characte
 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.

Daggerheart © Darrington Press 2025

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.

	ain a +1 bonus to two unmarked character aits 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 tw	0
-----------------------------------	---

Choose an additional domain card of your level or lower from a domain you have

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.



NAME

HERITAGE

SUBCLASS

PRONOUNS









Maneuver





Tinker





Deceive



DAMAGE & HEALTH

Add your current level to your damage thresholds.















Spend a Hope to use an experience or help an ally.



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.

EXPERIENCE

GOLD

HANDFULS



CHEST

CLASS FEATURE

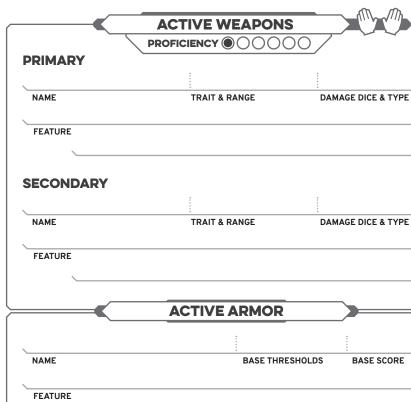
CLOAKED

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 is Tier 1 Levels 2-4 are Tier 2 Levels 5-7 are Tier 3 Levels 8-10 are Tier 4



	INVENTOR	Y		
				,
INVENTORY WEAPON		m m	□ PRIMARY	SECONDAR
INVENTORT WEAPON	:	VV	:	SECONDAR
NAME	TRAIT & RANGE	& RANGE DAMAGE DICE & TYPE		DICE & TYPE
FEATURE				
INVENTORY WEAPON		(M) (M)	PRIMARY	SECONDAR
	TRAIT & RANGE DAMAGE DICE & TYP		DICE & TVDE	



+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?

 ${\it Then work with the GM to generate two starting Experiences for your character.}$

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 characte
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.

Sales Contraction of the Contrac

Daggerheart © Darrington Press 2025

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.

] Gaii traii	n a +1 bonus s and mark	to two	unmarked	character
-----------------	----------------------------	--------	----------	-----------

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

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.



HERITAGE

SUBCLASS









Maneuver

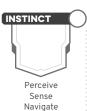
NAME



NAME

FEATURE





PRONOUNS



Deceive

Recall Analyze Comprehend

DAMAGE DICE & TYPE

DAMAGE & HEALTH

Add your current level to your damage thresholds.















Spend a Hope to use an experience or help an ally.



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

EXPERIENCE

GOLD

HANDFULS





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.



PRIMARY NAME TRAIT & RANGE DAMAGE DICE & TYPE FEATURE **SECONDARY**

TRAIT & RANGE

ACTIVE WEAPONS

ACTIVE ARMOR BASE THRESHOLDS BASE SCORE NAME FEATURE

	INVENTOR	Υ		
NVENTORY WEAPON		(M) (M)	PRIMARY	SECONDAR
	:		*	
NAME	TRAIT & RANGE DAMAGE DICE & TYP		DICE & TYPE	
FEATURE				
NVENTORY WEAPON		W W	PRIMARY	SECONDAR
MENTORI WEAPON	*	00	:	
NAME	TRAIT & RANGE DAMAGE DICE & TYPE		DICE & TYPE	
FEATURE				



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 characte
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.

Sales Sales

Daggerheart © Darrington Press 2025

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.
 i eminamentny gami one suless siot.

Permanently gain a +1 bonus to two Experiences.

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.



NAME HERITAGE

SUBCLASS





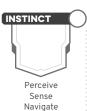




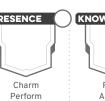
Maneuver







PRONOUNS



Deceive

Recall Analyze Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.















Spend a Hope to use an experience or help an ally.



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

EXPERIENCE

GOLD

HANDFULS





CLASS FEATURE

ARCANE SENSE

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

MINOR ILLUSION

Make a **Spelicast 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.

	ACTIVE WEAPONS	
	PROFICIENCY O	
RIMARY		
		0 0 0 1 0
NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
FEATURE		
ECONDARY		
NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
FEATURE		
	ACTIVE ARMOR	
NAME	BASE THRESHO	DLDS BASE SCORE
FEATURE		

INVENTOR	Y		
	00	PRIMARY	SECONDAR
		:	
TRAIT & RANGE		DAMAGE DICE & TYPE	
	(h) (h)	PRIMARY	SECONDAR
***		0 0 0 0	
TRAIT & RANGE		DAMAGE DICE & TYPE	
	TRAIT & RANGE	TRAIT & RANGE	TRAIT & RANGE DAMAGE



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 characte
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.

Daggerheart © Darrington Press 2025

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 characte traits and mark them.
Gain a +1 bonus to two unmarked characte 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.

Perma	nently g	ain d	one Stre	ss slot	
· -					

Permanently gain a +1 bonus to two Experiences.

Choose an additional domain card of your level or lower from a domain you have

Permanently gain a +1 bonus to your Evasion.

Take an upgraded subclass card. Then
 cross out the multiclass ontion 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.



NAME HERITAGE

SUBCLASS





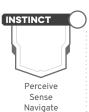




Maneuver







ACTIVE WEAPONS

PRONOUNS



Deceive



Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.

MINOR DAMAGE Mark 1 HP











Spend a Hope to use an experience or help an ally.



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

EXPERIENCE

GOLD

HANDFULS







CLASS FEATURE

ATTACK OF OPPORTUNITY

When 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.

	PROFICIENCY (00/
PRIMARY		
NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
FEATURE		
ECONDARY		
		•
NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
FEATURE		
	ACTIVE ARMOR	—
NAME	BASE THRE	SHOLDS BASE SCORE
FEATURE		

	INVENTOR	RY		
INVENTORY WEAPON			☐ PRIMARY	SECONDAR
			**************************************	_
NAME	TRAIT & RANGE		DAMAGE DICE & TYPE	
FEATURE				
INVENTORY WEAPON			PRIMARY	SECONDAR
			9 9 9 8	
NAME	TRAIT & RANGE DAMAGE DICE & TYPE		DICE & TYPE	
FEATURE				

As a warrior, you run into battle without hestation 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 - d8+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 characte
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.

Daggerheart © Darrington Press 2025

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 Experiences	gain a	+1 bonus	to two

Choose an additional domain card of your level or lower from a domain you have

400000000000000000000000000000000000000
Permanently gain a +1 bonus to your Evasion.

Take an upgraded subclass card. Then cross out the multiclass option for this tier.

Increase your I	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.



NAME

HERITAGE

PRONOUNS











Maneuver











Comprehend

Navigate Deceive **ACTIVE WEAPONS**

DAMAGE & HEALTH

Add your current level to your damage thresholds.







DAMAGE Mark 3 HP







Spend a Hope to use an experience or help an ally.



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



GOLD

HANDFULS





CLASS FEATURE

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.

PRIMARY			
NAME	TRAIT & RANGE	DAM	AGE DICE & TYPE
FEATURE			
ECONDARY			
NAME	TRAIT & RANGE	DAM	AGE DICE & TYPI
FEATURE			
	ACTIVE ARMOR		
	ACTIVE ARMOR		
NAME	BASE THRESH	OLDS	BASE SCORE
FEATURE			

	INVENTOR	Y		
INVENTORY WEAPON		(ii) (iii)	PRIMARY	SECONDAR
NAME	TRAIT & RANGE		DAMAGE DICE & TYPE	
FEATURE				
INVENTORY WEAPON			PRIMARY	SECONDAR
		V V	0 1 1 0	
NAME	TRAIT & RANGE		DAMAGE DICE & TYPE	



- -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.
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.

San Park

Daggerheart © Darrington Press 2025

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.

Ga	in a +1 bonus to two unmarked character
tra	its 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

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.