

NAME

PRONOUNS

HERITAGE

SUBCLASS

LEVEL



EVASION

Start at 10



ARMOR



AGILITY


Sprint
Leap
Maneuver

STRENGTH


Lift
Smash
Grapple

FINESSE


Control
Hide
Tinker

INSTINCT


Perceive
Sense
Navigate

PRESENCE


Charm
Perform
Deceive

KNOWLEDGE


Recall
Analyze
Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.

MINOR
DAMAGE

Mark 1 HP

MAJOR
DAMAGE

Mark 2 HP

SEVERE
DAMAGE

Mark 3 HP

HP

STRESS

HOPE

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


Patron's Protection: On a successful attack against you, you can spend 3 Hope. If you do, the GM must spend a Fear to make the attack hit, or it misses.

EXPERIENCE

GOLD



HANDFULS



BAGS



CHEST

CLASS FEATURE

WARLOCK PATRON:

You have a patron to whom you have committed yourself in exchange for power. Create a name for your patron and write it above. Then add two Boons that represent your patron's spheres of influence and set their values to +3. Anytime you increase your tier, these Boons also gain a permanent +1 bonus.

BOONS

Before making an action roll where the Boon would be applicable, you can spend a Favor to call on your patron and add its bonus to the roll.

FAVOR

Start with 2 Favor. During a long rest, pay one of your downtime actions as a tithe to your patron. When you do, gain 1d4 Favor from them. If you choose to forgo this offering, the GM instead gains a Fear.

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

INVENTORY WEAPON


☐ PRIMARY

☐ SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

INVENTORY WEAPON


☐ PRIMARY

☐ SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

WARLOCK

CHARACTER GUIDE

As a warlock, you've pledged your life to a patron in exchange for great power.

SUGGESTED TRAITS

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

SUGGESTED PRIMARY WEAPON

Scepter - Presence Far - d6 phy - Two-Handed

Versatile: This weapon can also be used with these statistics—Presence, Melee, d8.

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 carving that symbolizes your patron OR
a ring you can't remove

CHARACTER DESCRIPTION

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

Clothes that are: shadowy, billowing, smoking,
lavish, sacred, mended, neat, luminous

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 storm, a rattlesnake, a jester,
a monarch, a harbinger, an apprentice

BACKGROUND QUESTIONS

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

What desperate situation led you to pledging your life to your patron?

Your patron has given you one task you must accomplish
above all else. What is it, and why does it worry you?

You and your patron are similar in a very specific way.
What characteristic do you share, and how do you feel about 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.

I confide in you about what my patron says and does. Why?

You once saw me tithe to my patron and it's changed how you
interact with me. What did you see and how has it affected you?

I once did something very foolish, and you have never let me
live it down. What was 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.

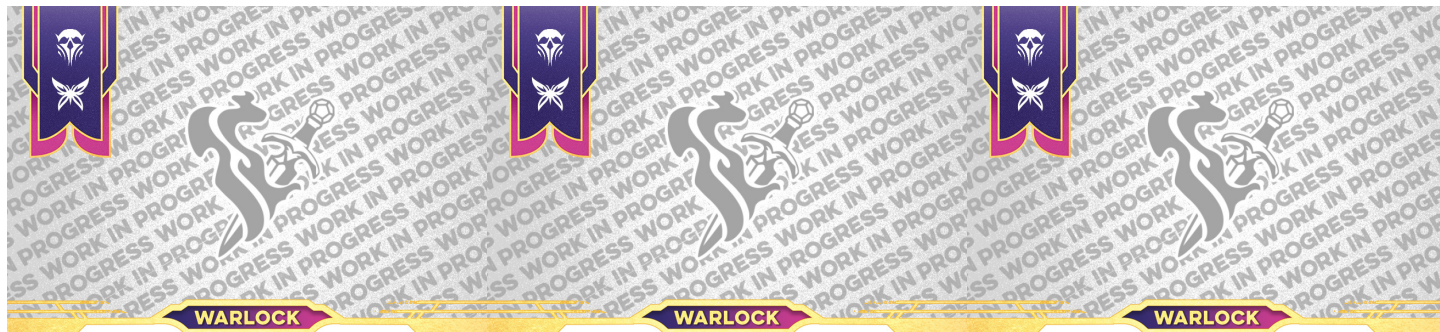
- ☐ ☐ ☐ Gain a +1 bonus to two unmarked character
traits and mark them.
- ☐ ☐ Permanently gain one Hit Point slot.
- ☐ ☐ Permanently gain one Stress slot.
- ☐ Permanently gain a +1 bonus to two
Experiences.
- ☐ Choose an additional domain card of your
level or lower from a domain you have
access to.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





PACT OF THE ENDLESS

Foundation

SPELLCAST TRAIT: PRESENCE

Patron's Mantle: Mark a Stress to transform into a terrifying visage that lasts until you take Severe damage or the scene ends. While transformed:

- You can spend a Favor in place of an Armor Slot.
- You have advantage on rolls to intimidate a target.

Avoid Death: Before you roll Risk It All on a death move, you can spend Favor to add the value of one of your Boons to your Hope die.

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PACT OF THE ENDLESS

Specialization

Draining Invocation: When an adversary targets you or an ally within Very Close range with an attack, you can spend a Favor to make them roll a d12 instead of a d20 for the attack. Additionally, the adversary must mark a Stress, and you can clear a Stress.

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PACT OF THE ENDLESS

Mastery

Dark Aegis: Once per long rest, spend a Favor instead of marking any number of Hit Points.

Draining Bane: The target of your "Draining Invocation" also becomes temporarily *Drained*. While *Drained*, all of their attack rolls use a d12 instead of a d20.

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PACT OF THE WRATHFUL

Foundation

SPELLCAST TRAIT: PRESENCE

Herald of Death: On a failed attack roll, you can spend a Favor to reroll the attack. If it fails again, you must mark a Stress.

Energy Drain: When you succeed with Hope on an Attack Roll, instead of taking a Hope, you can choose to have your target mark a Stress.

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PACT OF THE WRATHFUL

Specialization

Fearsome Attack: When you make a successful attack roll with Fear, you can spend a Favor to reroll any number of your damage dice. You can continue spending Favor to reroll these dice as many times as you'd like.

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PACT OF THE WRATHFUL

Mastery

Divine Ire: You can spend Favor to imbue your Primary Weapon with your Patron's power. When you do, add an additional d6 to all damage rolls you make with it per Favor spent until your next rest.

Patron's Wrath: Once per rest, when you take damage, you can spend Favor for each target within Close range. For each you spend a Favor for, they must mark a Hit Point.

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SPELL

BLIGHTING STRIKE

Make a **Spellcast Roll** against a target within Far range. On a success, the target takes **d6** magic damage using your Proficiency and the next time the target deals damage to an ally, it is reduced by **1d6**. If you succeed with **Fear**, the target instead takes **d10** magic damage using your Proficiency.

SPELL

VOICE OF DREAD

You can magically speak directly into the ears of a creature you can see. To torment them with your words, make a **Spellcast Roll** against them. On a success, they must mark a Stress and become temporarily **Vulnerable**.

SPELL

UMBRAL VEIL

Make a **Spellcast Roll (10)**. On a success, spend any number of Hope and place an equal number of tokens on this card to encase yourself in shadowy energy. After an attack roll is made against you, you may spend any number of tokens to gain a +1 bonus to your Evasion per token against that attack.

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SPELL

HIDEOUS RETRIBUTION

When an ally within Close range takes damage from a target you can see, you can make a Reaction Roll against the target. On a success, mark a Stress to deal them **d6** magic damage using your Proficiency.

SPELL

SIPHON ESSENCE

Make a **Spellcast Roll** against a target within Far range. On a success, once per short rest, the target takes **d8** magic damage using your Proficiency and you clear 2 Hit Points. If you succeed with **Fear**, you clear 3 Hit Points.

SPELL

TERRIFY

Make a **Spellcast Roll** against a target within Far range. On a success, the target marks **1d4 Stress** and you can choose to make the target run one range away from you (Close to Far, Far to Very Far, etc). You can also spend a Hope to make the target temporarily **Vulnerable**.

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SPELL

SHARED TRAUMA

Once per rest, you can redistribute any marked Hit Points between two willing targets you can touch.

SPELL

WITHERING AFFLICTION

Make a **Spellcast Roll** on a target within Far range. On a success, **spend a Hope** to make the target temporarily **Withered**. While **Withered**, any damage they deal is reduced by 1 Hit Point. You can only hold this spell on one creature at a time.

SPELL

SUMMON HORROR

Make a **Spellcast Roll** against a target within Far range. On a success, **spend a Hope** to call forth a large fiend or otherworldly creature to attack them and deal **d10** magic damage using your Proficiency. The target must also make a **Reaction Roll (12)** to steel themselves from the horror. On a failure, they mark **1d4 Stress**. After making the attack, the horror dissipates.

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SPELL

SPECTRAL MIST

Make a **Spellcast Roll (13)**. On a success, spend a **Hope** to create an eerie mist that gathers around you and any targets within Close range. All affected creatures become momentarily incorporeal, allowing them to move through a solid wall. This effect lasts until you have passed through the wall successfully.

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SPELL

DIRE STRIKE

Spend a **Hope** to summon pure dark energy that consumes your weapon until your next rest. When you make an attack in melee range with this weapon, use your Spellcast trait instead of the trait it calls for. On a success, roll a number of **d8** equal to the current number of **Fear** the GM has up to your level and deal that much damage as your adversary feels cold terror seep into their wound. If you succeed with **Fear**, the target must also mark a **Stress**.

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SPELL

NETHER FLAMES

Make a **Spellcast Roll** against all adversaries within Close range. You can **spend a Hope** for any you succeed against, and they must make a **Reaction Roll (14)**. On a failure, they take **d8+6** magic damage using your Proficiency as they are engulfed in dark fire. On a success, they take half damage.

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SPELL

WAILING LEAP

Whenever you deal magic damage to a target, you can mark a **Stress** to immediately teleport into Melee with that creature.

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ABILITY

DREAD-TOUCHED

When 4 or more of the domain cards in your loadout are from the Dread domain, gain the following benefits:

- When you succeed with **Fear**, you can mark 2 **Stress** to keep the GM from gaining a **Fear**.
- Once per short rest, when making an action roll, you can add a +1 bonus to the roll for each **Fear** token the GM has stored.

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SPELL

WALL OF HUNGER

Make a **Spellcast Roll (13)**. On a success, you can create a visible wall of writhing, necrotic energy in a line between two points within Far range. This lasts until you mark your next Hit Point. Any creatures that are in the wall when it appears or pass through the wall mark 2 **Stress**, then must make a **Reaction Roll (16)**. On a failure, they are temporarily *Restrained* by the wall.

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SPELL

DARK ARMY

Make a **Spellcast Roll (14)**. Once per rest, on a success you can mark a **Stress** to summon a group of 8 fiends within Close range that move with you. Place a d8 on this card set to 8, representing the size of your army. Whenever you deal damage to a target within Close range, you can decrease this value by 1 to deal an additional 1d8 of physical damage. When you take damage, you can decrease this value by 1 to reduce the damage by 1d8. Each time the die is decreased, a fiend acts on your behalf, then disappears. When the die's value would be reduced below 1, return this card to your vault.

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SPELL

ELDRITCH FLESH

You embody the darkness you have dallied with. While this card is active in your loadout:

- For every 2 **Stress** you have marked, increase your damage thresholds by +1.
- Whenever you succeed with **Fear** on an action roll, you can spend a **Hope** to clear an **Armor Slot**.

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SPELL

DAMNATION

Make a **Spellcast Roll** against a target within Far range. On a success, mark 3 **Stress** and roll a number of **d20s** equal to your Spellcast trait, dealing that much damage to them. If this damage is enough to defeat or destroy the creature, all adversaries within Far range of the target mark a **Stress**.

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SAVOR THE ANGUISH

Whenever a creature within Close range marks any number of Stress or takes Severe damage, you can **spend a Hope** to clear a Stress or clear a **Fear** the GM holds.

INVOKE TORMENT

When you deal damage to a creature that has all of its Stress marked, you deal double damage. If this defeats them, you can clear a Stress. If it doesn't defeat them, they are permanently *Vulnerable*.

AVATAR OF MALICE

You can **mark a Stress** to transform into an avatar of malice, gaining the following benefits:

- All adversaries within Close range must spend an additional Fear when using a Fear feature.
- When you defeat a creature within Close range, you absorb their life essence and clear a Hit Point.
- You can **mark a Stress** to teleport to a location within Very Far range.

Every time you make an action roll in this form, you must spend a Hope. If you can't, you drop this form.