

EARTHKIN

ANCESTRY

Earthkin are descended from earth elementals. They are humanoids whose bodies are a combination of flesh and earth.

Hard as Stone: After marking any number of Hit Points, you can spend **2 Hope** to gain a **+1** bonus to your damage thresholds that lasts until your next rest.

Tectonic Attack: You can strike the ground with your weapon, erupting the earth in a cascading fissure. When you do, make a weapon attack against all targets in a line within Very Close range. Any targets you succeed against take **d8** magic damage using your Proficiency and are temporarily *Restrained*.

[Artist Name TK]

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TIDEKIN

ANCESTRY

Tidekin are descended from water elementals. They are humanoids whose bodies are a combination of flesh and water.

Lifespring: Once per session, you can use a small amount of water from your surroundings to heal an ally within Melee range. When you do, clear a Hit Point from the target.

Water Whip: You can pull water from the environment around you to use for an attack. When you do, treat it as a Finesse Weapon with Close range that deals **d6** magic damage using your Proficiency. If you are within Close range of a body of water, you can **spend a Hope** to give the attack Far range and deal **d10** damage instead.

[Artist Name TK]

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EMBERKIN

ANCESTRY

Emberkin are descended from fire elementals. They are humanoids whose bodies are a combination of flesh and fire.

Incinerator: Mark a **Stress** to light yourself *Ablaze* until you take Major damage or more. While *Ablaze*, any adversaries who end their attack in Melee range must mark a **Stress**.

Fireshot: You can unleash a projectile of fire towards a target within Far range. They must make a Reaction Roll against your level **+10**. On a failure, they take **d10+5** magic damage using your Proficiency. On a success, you must mark a **Stress** and the GM gains a Fear.

[Artist Name TK]

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SKYKIN

ANCESTRY

Skykin are descended from air elementals. They are humanoids whose bodies are a combination of flesh and air.

Gust Leap: Once per rest, you can call upon the wind to pick you up and carry you to a point you can see within Very Far range.

Gale Force: To conjure a wind attack, make an **Instinct Roll** against all targets in front of you within Very Close range. Any targets you succeed against take **d6** magic damage using your Proficiency and are forced back to Far range.

[Artist Name TK]

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AETHERIS

ANCESTRY

Aetheris are humanoids who possess glowing auras and wings they can conjure at will. They are the descendants of celestials from the Hallows Above.

Hallowed Soul: When you roll with Hope, instead of gaining Hope, you can instead **spend a Hope** to clear a **Stress**.

Divine Wings: You can call forth your Divine Wings and fly. While flying, you can mark a **Stress** to pick up and carry a willing creature approximately your size or smaller. While your wings are revealed you also gain advantage on rolls to command or intimidate a target.

[Artist Name TK]

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GNOME

ANCESTRY

Gnomes are small humanoids most easily recognized by their dense musculature, long arms, and large facial features.

Nimble Fingers: When you make a Finesse Roll, you can **spend 2 Hope** to reroll your Hope Die.

Magical Sense: You can sense the presence of magical creatures. You have advantage on rolls to track or locate creatures with magical ability.

[Artist Name TK]

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DUNEBORNE

Being part of a duneborne community means you've made a home among the shifting sands and arid climate of the desert.

Oasis: Through the heat of the day and the cold of the night, you know how to take care of your people. Once per rest, during a moment of calm, you can **clear a Stress** on all allies within Very Close range or **clear a Hit Point** on all allies within Very Close range.

[Artist Name TK]

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FREEBORNE

Being part of a freeborne community means you're from a collective that lived under tyrannical rule and is now liberated.

Unbound: Once per session, when you make an action roll with Fear, you can instead change it to a roll with Hope.

[Artist Name TK]

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FROSTBORNE

Being part of a frostborne community means you come from a place of snow and ice.

Long Winter: You know how to make resources last. Once per long rest, when you choose to Repair All Armor, you can also repair an ally's armor up to half their Base Armor Score.

[Artist Name TK]

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HEARTHBORNE

Coming from a hearthborne community means you come from humble origins, having lived in a small village or the countryside.

Close-Knit: When you Help An Ally, you can instead **spend 2 Hope** to make the advantage die a **d10** instead of a d6.

[Artist Name TK]

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REBORNE

You were once a member of another community, but you can no longer remember it.

Found Family: Once per session, you can **spend a Hope** to use an ally's community ability. When you do, your ally gains a Hope.

At any point, when you've discovered the community you were once a part of, or have joined a new community, you can permanently trade this community card for that one instead.

[Artist Name TK]

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WARBORNE

Being part of a warborne community means you come from a place that is, or was, ravaged by war.

Brave Face: Once per rest you can **mark 2 Stress** instead of an Armor Slot to reduce incoming damage by one threshold.

[Artist Name TK]

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