

NAME

PRONOUNS

HERITAGE

SUBCLASS

LEVEL



EVASION

Start at 11



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 Boon:** Spend 3 Hope to call out to your patron for help, gaining 1d4 Favor.

## EXPERIENCE

## GOLD



HANDFULS



BAGS



CHEST

## CLASS FEATURE

### WARLOCK PATRON:

You have committed yourself to a patron (god, demon, fae, or other supernatural entity) in exchange for power. Write their name above. Then, choose their spheres of influence, at GM discretion (Nature & Mischief, Love & War, Knowledge & Shadow, etc.), record them below and set their value to +2. Anytime you increase your tier, these spheres of influence also gain a permanent +1 bonus. Before making an action roll that relates to one of your patron's spheres of influence, you can spend a Favor to call on them and add its value to the roll.

### SPHERES OF INFLUENCE

FAVOR

Start with 3 Favor. During a rest, take one of your downtime actions to tithe to your patron. When you do, gain Favor equal to your Presence. If you choose to forgo this offering, the GM instead gains a Fear.

## ACTIVE WEAPONS

PROFICIENCY

### PRIMARY

NAME

TRAIT &amp; RANGE

DAMAGE DICE &amp; TYPE

FEATURE

### SECONDARY

NAME

TRAIT &amp; RANGE

DAMAGE DICE &amp; TYPE

FEATURE

## ACTIVE ARMOR

NAME

BASE THRESHOLDS

BASE SCORE

FEATURE

## INVENTORY

### INVENTORY WEAPON


☐ PRIMARY

☐ SECONDARY

NAME

TRAIT &amp; RANGE

DAMAGE DICE &amp; TYPE

FEATURE

### INVENTORY WEAPON


☐ PRIMARY

☐ SECONDARY

NAME

TRAIT &amp; RANGE

DAMAGE DICE &amp; 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 coming storm, a devotee, a jester,  
an soothsayer, a monarch, a live wire, a hot mess

### 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.

**Deadly Devotion:** After you make a successful attack, you can spend a Favor to give your Evasion a +1 bonus until the next time an attack succeeds against you. Otherwise, this bonus lasts until your next rest.

[Artist Name TK]

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## WARLOCK

## 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.

[Artist Name TK]

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## WARLOCK

## PACT OF THE ENDLESS

Mastery

**Dark Aegis:** Once per long rest, you can **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.

[Artist Name TK]

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## PACT OF THE WRATHFUL

Foundation

### SPELLCAST TRAIT: PRESENCE

**Patron's Wrath:** Spend any number of Favor to imbue your Primary Weapon with your Patron's power. When rolling damage, you can choose to add an additional 1d6 to all damage rolls you make with it per Favor spent until your next rest. Anytime you choose to deal this additional damage, mark a Stress.

[Artist Name TK]

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## PACT OF THE WRATHFUL

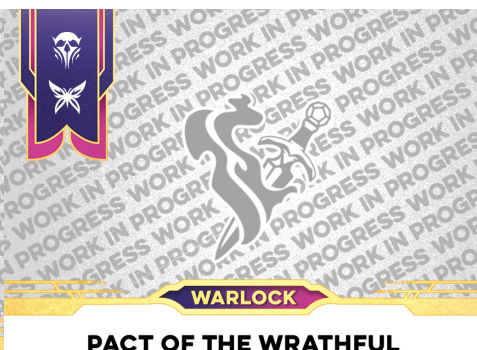
Specialization

**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 and take the new result.

**Diminish My Foes:** When you succeed with Hope on an action roll against a target, instead of taking a Hope, you can choose to have your target mark a Stress.

[Artist Name TK]

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## WARLOCK

## PACT OF THE WRATHFUL

Mastery

**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.

**Divine Ire:** 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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5

04

## 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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5

14

## 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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6

24

## 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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6

04

## 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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7

24

## 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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7

24

## 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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8

24

## 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. Otherwise, at your next rest, the die is cleared.

[Artist Name TK]

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14

## 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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9

24

## 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.