

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.


**Witch's Charm:** When you or an ally within Far range rolls a failure, you can **spend 3 Hope** to change into a success with Fear instead.

## EXPERIENCE

## GOLD



HANDFULS



BAGS



CHEST

## CLASS FEATURE

### HEX

When a creature causes you or an ally within Close range to mark any number of Hit Points, you can **mark a Stress** to *Hex* them. While *Hexed*, they gain a penalty to their damage thresholds equal to your Spellcast trait and a penalty to their Difficulty equal to your tier. You can only have one target *Hexed* at a time.

### COMMUNE

During a long rest, you can commune with an entity (an ancestor, deity, spirit, aspect of nature, etc.). Ask them a question, then roll **4d6**. If any of the dice have matching values, reference the chart below for the effect. If there are multiple matches, you get more than one effect.

- 6: You witness a relevant scene play out.
- 5: You see a vision relevant to the answer.
- 4: You hear sounds relevant to the answer.
- 3: You feel a sensation relevant to the answer.
- 2: You smell an odor relevant to the answer.
- 1: You taste a flavor relevant to the answer.

## 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

# WITCH

## CHARACTER GUIDE

As a witch, you weave together the mysterious powers of earth, sky, and spirit to craft protective charms and hex your enemies.

### SUGGESTED TRAITS

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

### SUGGESTED PRIMARY WEAPON

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

### SUGGESTED ARMOR

Gambeson - 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 handcrafted besom OR  
a pouch of animal bones you found in  
the wild

### CHARACTER DESCRIPTION

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

**Clothes that are:** forboding, ragged, flowing,  
stately, diaphanous, uniquely patterned

**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 spider, a sunny day, a doctor,  
a candle flame, an old tree, a cat, a oracle

### BACKGROUND QUESTIONS

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

How did you first discover your affinity for magical craft?

You once used your power to help some in a dire situation. Who  
were they and why did they come to you?

Your magic once opened a door best left closed. Who or  
what was on the other side?

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 about my magical practice makes you most ill at  
ease?

I once appeared to you in a dream and shared a vision of the  
future. What did I tell you?

Why do you come to me for advice?

### 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.





## HEDGE

Foundation

### SPELLCAST TRAIT: INSTINCT

**Herbal Remedies:** When you take a downtime action that requires rolling, you can roll twice and take the higher result.

**Tethered Talisman:** Once per rest, during a moment of peace, you can enchant a small object and give it to an ally to *Tether* to them. While a *Tethered* ally holds this object, when they are hit by an attack, you can expend the magic in the totem to deal 1 Hit Point to the attacker.

[Artist Name TK]

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## HEDGE

Specialization

**Walk Between Worlds:** Make a **Spellcast Roll (13)** in an area containing one or more dead bodies. On a success, you can watch the last few moments leading to their death by bringing the surroundings of the past to life in spectral form. You can **mark a Stress** during this spell to also hear the sounds that were made during this moment in time. On a failure, the bodies turn to dust.

**Enhanced Augury:** Increase the amount of dice you roll for your "Commune" feature to **6d6**.

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## HEDGE

Mastery

**Circle of Power:** Once per rest, mark a circle on the ground up to Very Close range and place a number of tokens equal to your Spellcast Trait on this card. Each time you make an action roll or are hit with an attack, remove a token. This spell lasts until you've spent your last token or you step out of the circle. While within this circle:

- Gain a **+4** bonus to your damage thresholds.
- Gain a **+2** bonus to your attack rolls.
- Gain a **+1** bonus to your Evasion.

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## MOON

Foundation

### SPELLCAST TRAIT: INSTINCT

**Nightwatcher:** When you are in moonlight, you have a **+1** bonus to your Spellcast Rolls.

**Ire of Pale Light:** When a creature within Far range that you have cursed with your Hex fails an attack roll, they must mark a Stress.

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## MOON

Specialization

**Moonglow:** Mark a **Stress** to *Glamour* yourself and create a magical facade over your form. Your *Glamour* automatically drops the next time you take damage or at your next rest. While *Glamour*ed you can:

- Take the form of any creature of your approximate size that you've seen.
- Enhance your own appearance. Gain advantage on Presence Rolls that leverage this change to its purpose.

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## MOON

Mastery

**Lunar Phases:** During a long rest, instead of Communing, you can roll your Communion Dice to alter your form. If any of the dice have matching values, reference the chart below for the effect. If you have multiple matches, choose one. If none match, choose a different downtime action. The effects last until your next rest.

- **5-6: Eclipse** - Gain a **+1** bonus to your Evasion.
- **2-4: Waxing** - Gain a **+2** bonus to all damage rolls.
- **1-2: Waning** - You can always **spend a Hope** to reduce Minor damage to None.

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

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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.