

NAME

Adelia Pruitt

PRONOUNS

HERITAGE

Highborne Human

SUBCLASS

Primal Origin

2

LEVEL

11

EVASION

Start at 10

3

ARMOR

AGILITY

+2

Sprint
Leap
Maneuver

STRENGTH

-1

Lift
Smash
Grapple

FINESSE

+1

Control
Hide
Tinker

INSTINCT

+3

Perceive
Sense
Navigate

PRESENCE

0

Charm
Perform
Deceive

KNOWLEDGE

0

Recall
Analyze
Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.

MINOR
DAMAGE

6

Mark 1 HP

MAJOR
DAMAGE

12

Mark 2 HP

SEVERE
DAMAGE

Mark 3 HP

HP

STRESS

HOPE

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

Do you Wanna Play?

+2

Pure Imagination

+2

They Mostly Come at Night

+2

GOLD

HANDFULS

BAGS

CHEST

CLASS FEATURE

ARCANE SENSE

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

MINOR ILLUSION

Make a **Spellcast 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

PRIMARY

Short Staff

Instinct/Close

2d8 + 1 (mag)

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

"Weird Doll"

FEATURE

SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

ACTIVE ARMOR

Gambeson Armor

5/11

3

NAME

BASE THRESHOLDS

BASE SCORE

+1 evasion

FEATURE

INVENTORY

Stamina potion 1d4

INVENTORY WEAPON


☐ PRIMARY

☐ SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

INVENTORY WEAPON


☐ PRIMARY

☐ SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

SORCERER

CHARACTER GUIDE

As a sorcerer, you were born with innate magical power,
and you've learned how to wield that power to get what you want.

SUGGESTED TRAITS

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 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.





HUMAN

ANCESTRY

Humans are most easily recognized by their dexterous hands, rounded ears, and bodies built for endurance.

High Stamina: Gain an additional Stress slot at character creation.

Adaptability: When you fail a roll that utilized one of your Experiences, you can **mark a Stress** to reroll.

Fernanda Suarez

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COMMUNITY

HIGHBORNE

Being part of a highborne community means you're accustomed to a life of elegance, opulence, and prestige within the upper echelons of society.

Privilege: You have advantage on rolls to consort with nobles, negotiate prices, or leverage your reputation to get what you want.

Julia Metzger

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SORCERER

PRIMAL ORIGIN

Foundation

SPELLCAST TRAIT: INSTINCT

Manipulate Magic: Your primal origin allows you to modify the essence of magic itself. After you cast a spell or make an attack using a weapon that deals magic damage, you can **mark a Stress** to do one of the following:

- Extend the spell or attack's reach by one range
- Gain a +2 bonus to the action roll's result
- Double a damage die of your choice
- Hit an additional target within range

Laura Galli

DH Core 040/270 | Daggerheart © Darrington Press 2026



SPELL

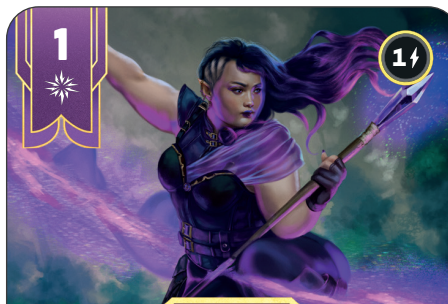
RUNE WARD

You have a deeply personal trinket that can be infused with protective magic and held as a ward by you or an ally. Describe what it is and why it's important to you. The ward's holder can spend a **Hope** to reduce incoming damage by **1d8**.

If the Ward Die result is 8, the ward's power ends after it reduces damage this turn. It can be recharged for free on your next rest.

Laura Marie Neal

DH Core 082/270 | Daggerheart © Darrington Press 2026



SPELL

UNLEASH CHAOS

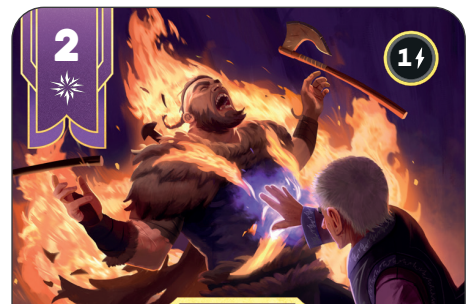
At the beginning of a session, place a number of tokens equal to your Spellcast trait on this card.

Make a **Spellcast Roll** against a target within Far range and spend any number of tokens to channel raw energy from within yourself to unleash against them. On a success, roll a number of **d10s** equal to the tokens you spent and deal that much magic damage to the target. **Mark a Stress** to replenish this card with tokens (up to your Spellcast trait).

At the end of each session, clear all unspent tokens.

Ernanda Souza

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SPELL

CINDER GRASP

Make a **Spellcast Roll** against a target within Melee range. On a success, the target instantly bursts into flames, takes **1d20+3** magic damage, and is temporarily lit **On Fire**.

When a creature acts while **On Fire**, they must take an extra **2d6** magic damage if they are still **On Fire** at the end of their action.

Jenny Tan

DH Core 085/270 | Daggerheart © Darrington Press 2026

All passive bonuses have already been applied to your character sheet.

NAME

August

PRONOUNS

He/Him

HERITAGE

Underborn Faeire

SUBCLASS

S.O. Knowledge

2

LEVEL

11

EVASION

Start at 11

5

ARMOR

AGILITY

+1

Sprint
Leap
Maneuver

STRENGTH

-1

Lift
Smash
Grapple

FINESSE

+1

Control
Hide
Tinker

INSTINCT

+2

Perceive
Sense
Navigate

PRESENCE

0

Charm
Perform
Deceive

KNOWLEDGE

+4

Recall
Analyze
Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.

MINOR
DAMAGE

13

Mark 1 HP

MAJOR
DAMAGE

26

Mark 2 HP

SEVERE
DAMAGE

Mark 3 HP

HP

STRESS

HOPE

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.

EXPERIENCE

More Hands Make Less Work

+2

Absolutely Supposed to be Here

+2

Sticky Fingers

+2

GOLD

HANDFULS

BAGS

CHEST

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.

6

ACTIVE WEAPONS

PROFICIENCY

PRIMARY

Wand

NAME

Knowledge/Far

TRAIT & RANGE

2d6+1 (mag)

DAMAGE DICE & TYPE

FEATURE

SECONDARY

Grappler

NAME

Finess/Close

TRAIT & RANGE

2d6 (phy)

DAMAGE DICE & TYPE

On success attack, pull target into melee

FEATURE

ACTIVE ARMOR

Anointed Chain

NAME

11/24

BASE THRESHOLDS

5

BASE SCORE

Roll a Crit, gain +1 Armor

FEATURE

-1 evasion

INVENTORY

INVENTORY WEAPON


☐ PRIMARY

☐ SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

INVENTORY WEAPON


☐ PRIMARY

☐ SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

WIZARD

CHARACTER GUIDE

As a wizard, you've become familiar with the arcane through the relentless study of grimoires and other tools of magic.

SUGGESTED TRAITS

-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.
- ☐ ☐ 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.

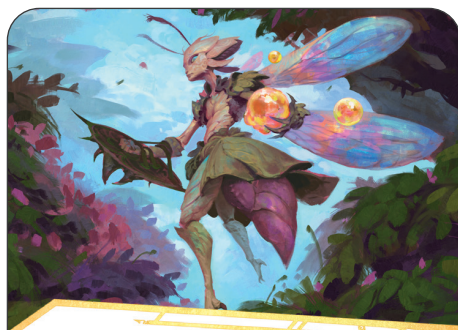
Choose two options from the list below or any from
the previous tier and mark them.

- ☐ ☐ ☐ 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.





FAERIE

ANCESTRY

Faeries are winged humanoid creatures with insectile features.

Luckbender: Once per session, after you or a willing ally within Close range makes an action roll, you can **spend 3 Hope** to reroll the Duality Dice.

Wings: You can fly. While flying, you can **mark a Stress** after an adversary makes an attack against you to gain a +2 bonus to your Evasion against that attack.

Anthony Jones

DH Core 060/270 | Daggerheart © Darrington Press 2026



COMMUNITY

UNDERBORNE

Being part of an underborne community means you're from a subterranean society.

Low-Light Living: When you're in an area with low light or heavy shadow, you have advantage on rolls to hide, investigate, or perceive details within that area.

Irina Nordsol

DH Core 079/270 | Daggerheart © Darrington Press 2026



WIZARD

SCHOOL OF KNOWLEDGE

Foundation

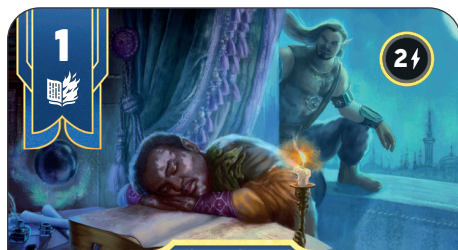
SPELLCAST TRAIT: KNOWLEDGE

Prepared: Take an additional domain card of your level or lower from a domain you have access to.

Adept: When you Utilize an Experience, you can **mark a Stress** instead of spending a Hope. If you do, double your Experience modifier for that roll.

Bear Frymire

DH Core 049/270 | Daggerheart © Darrington Press 2026



GRIMOIRE

BOOK OF ILLIAT

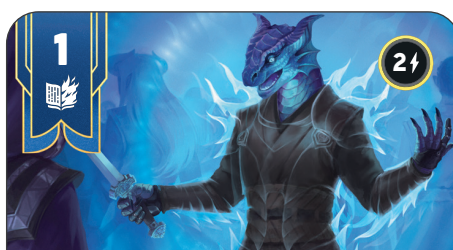
Slumber: Make a **Spellcast Roll** against a target within Very Close range. On a success, they're Asleep until they take damage or the GM spends a Fear on their turn to clear this condition.

Arcane Barrage: Once per rest, **spend any number of Hope** and shoot magical projectiles that strike a target of your choice within Close range. Roll a number of **d6s** equal to the Hope spent and deal that much magic damage to the target.

Telepathy: **Spend a Hope** to open a line of mental communication with one target you can see. This connection lasts until your next rest or you cast Telepathy again.

Ermanda Souza

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GRIMOIRE

BOOK OF AVA

Power Push: Make a **Spellcast Roll** against a target within Melee range. On a success, they're knocked back to Far range and take **d10+2** magic damage using your Proficiency.

Tava's Armor: **Spend a Hope** to give a target you can touch a +1 bonus to their Armor Score until their next rest or you cast Tava's Armor again.

Ice Spike: Make a **Spellcast Roll (12)** to summon a large ice spike within Far range. If you use it as a weapon, make the Spellcast Roll against the target's Difficulty instead. On a success, deal **d6** physical damage using your Proficiency.

Laura Galli

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SPELL

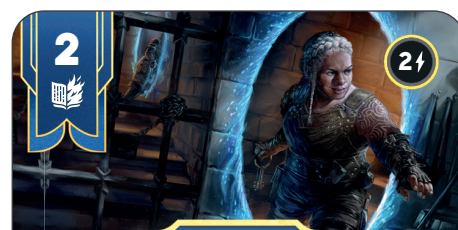
MENDING TOUCH

You lay your hands upon a creature and channel healing magic to close their wounds. When you can take a few minutes to focus on the target you're helping, you can **spend 2 Hope** to clear a Hit Point or a Stress on them.

Once per long rest, when you spend this healing time learning something new about them or revealing something about yourself, you can clear 2 Hit Points or 2 Stress on them instead.

Suzanne Helmigh

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GRIMOIRE

BOOK OF VAGRAS

Runic Lock: Make a **Spellcast Roll (15)** on an object you're touching that can close (such as a lock, chest, or box). Once per rest on a success, you can lock the object so it can only be opened by creatures of your choice. Someone with access to magic and an hour of time to study the spell can break it.

Arcane Door: When you have no adversaries within Melee range, make a **Spellcast Roll (13)**. On a success, **spend a Hope** to create a portal from where you are to a point within Far range you can see. It closes once a creature has passed through it.

Reveal: Make a **Spellcast Roll**. If there is anything magically hidden within Close range the roll would succeed against, it is revealed.

Mike Page

DH Core 149/270 | Daggerheart © Darrington Press 2026

All passive bonuses have already been applied to your character sheet.

NAME

Brixton

PRONOUNS

She/Her

HERITAGE

Orderborne Orc

SUBCLASS

Stalwart

2

LEVEL

7

EVASION

Start at 9

5

ARMOR

AGILITY

+1

(-1 plate)

Sprint
Leap
Maneuver

STRENGTH

+3

Lift
Smash
Grapple

FINESSE

0

Control
Hide
Tinker

INSTINCT

0

Perceive
Sense
Navigate

PRESENCE

-1

Charm
Perform
Deceive

KNOWLEDGE

+1

Recall
Analyze
Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.

MINOR
DAMAGE

9

Mark 1 HP

MAJOR
DAMAGE

18

Mark 2 HP

SEVERE
DAMAGE

Mark 3 HP

HP

STRESS

HOPE

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

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

EXPERIENCE

Historically Inspired

+2

Calloused Hands

+2

Graced by the Gods

+2

GOLD

HANDFULS

BAGS

CHEST

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*.

ACTIVE WEAPONS

PROFICIENCY

PRIMARY

Gilded Falchion

NAME

Melee/Strength

TRAIT & RANGE

2d10+4 (phy)

DAMAGE DICE & TYPE

FEATURE

Roll 3 damage die + drop the lowest

SECONDARY

Tusks

NAME

Melee

TRAIT & RANGE

1d6

DAMAGE DICE & TYPE

Spend 1 Hope AFTER success attack

FEATURE

ACTIVE ARMOR

Full Plate

NAME

8/7

BASE THRESHOLDS

4

BASE SCORE

Very Heavy: -2 evasion, -1 agility

FEATURE

INVENTORY

Greatsword (d10+3) massive: -1 evasion

Stamina potion

Recovery salve x2 (+1 HP when used in short rest)

INVENTORY WEAPON


☐ PRIMARY

☐ SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

INVENTORY WEAPON


☐ PRIMARY

☐ SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

GUARDIAN

CHARACTER GUIDE

As a guardian, you run into danger to protect your party, keeping watch over those who might not survive without you there.

SUGGESTED TRAITS

+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 questions.
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.
- ☐ ☐ 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.





ORC

ANCESTRY

Orcs are humanoids most easily recognized by their square features and boar-like tusks that protrude from their lower jaw.

Sturdy: When you have 1 Hit Point remaining, attacks against you have disadvantage.

Tusks: When you succeed on an attack against a target within Melee range, you can **spend a Hope** to gore the target with your tusks, dealing an extra 1d6 damage.

Simon Page

DH Core 071/270 | Daggerheart © Darrington Press 2026



COMMUNITY

ORDERBORNE

Being part of an orderborne community means you're from a collective that focuses on discipline or faith, and you uphold a set of principles that reflect your experience there.

Dedicated: Record three sayings or values your upbringing instilled in you. Once per rest, when you describe how you're embodying one of these principles through your current action, you can roll a d20 as your Hope Die.

Rafater

DH Core 075/270 | Daggerheart © Darrington Press 2026



GUARDIAN

STALWART

Foundation

Unwavering: Gain a permanent +1 bonus to your damage thresholds.

Iron Will: When you take physical damage, you can mark an additional Armor Slot to reduce the severity.

Reiko Murakami

DH Core 013/270 | Daggerheart © Darrington Press 2026



ABILITY

WHIRLWIND

When you make a successful attack against a target within Very Close range, you can **spend a Hope** to use the attack against all other targets within Very Close range. All additional adversaries you succeed against with this ability take half damage.

Mike Page

DH Core 105/270 | Daggerheart © Darrington Press 2026



ABILITY

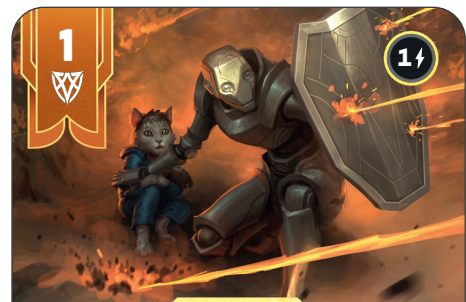
FORCEFUL PUSH

Make an attack with your primary weapon against a target within Melee range. On a success, you deal damage and knock them back to Close range. On a success with Hope, add a d6 to your damage roll.

Additionally, you can **spend a Hope** to make them temporarily **Vulnerable**.

Mat Wilma

DH Core 251/270 | Daggerheart © Darrington Press 2026



ABILITY

I AM YOUR SHIELD

When an ally within Very Close range would take damage, you can mark a **Stress** to stand in the way and make yourself the target of the attack instead. When you take damage from this attack, you can mark any number of Armor Slots.

Juan Salvador Almencion

DH Core 252/270 | Daggerheart © Darrington Press 2026



ABILITY

BODY BASHER

You use the full force of your body in a fight. On a successful attack using a weapon with a Melee range, gain a bonus to your damage roll equal to your Strength.

Ilya Royz

DH Core 253/270 | Daggerheart © Darrington Press 2026

All passive bonuses have already been applied to your character sheet.

NAME

Idyl

PRONOUNS

He/Him

HERITAGE

Human Slyborne

SUBCLASS

Divine Wielder

2

LEVEL

9

EVASION

Start at 9

5

ARMOR

AGILITY

+1

Sprint
Leap
Maneuver

STRENGTH

+3

Lift
Smash
Grapple

FINESSE

0

Control
Hide
Tinker

INSTINCT

+1

Perceive
Sense
Navigate

PRESENCE

-1

Charm
Perform
Deceive

KNOWLEDGE

0

Recall
Analyze
Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.

MINOR
DAMAGE

11

Mark 1 HP

MAJOR
DAMAGE

21

Mark 2 HP

SEVERE
DAMAGE

Mark 3 HP

HP

STRESS

HOPE

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

Leveling Aid Unnoticed

+2

Reading Between the Lines

+2

Shining a Light in the Dark

+2

GOLD

HANDFULS

BAGS

CHEST

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.

ACTIVE WEAPONS

PROFICIENCY

PRIMARY

Halberd

STR/Very close

d10+2 (phy)

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

cumbersome: -1 Finesse

SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

ACTIVE ARMOR

Leather Armor

6/13

3

NAME

BASE THRESHOLDS

BASE SCORE

FEATURE

INVENTORY

Skull banded crowbar/hammer

Healing potion

50 Ft. of rope

2 gold coins

Basic supplies

INVENTORY WEAPON


☐ PRIMARY

☐ SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

INVENTORY WEAPON


☐ PRIMARY

☐ SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

SERAPH

CHARACTER GUIDE

As a seraph, you've taken a vow to a god who helps you channel sacred arcane power to keep your party on their feet.

SUGGESTED TRAITS

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 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.





HUMAN

ANCESTRY

Humans are most easily recognized by their dexterous hands, rounded ears, and bodies built for endurance.

High Stamina: Gain an additional Stress slot at character creation.

Adaptability: When you fail a roll that utilized one of your Experiences, you can **mark a Stress** to reroll.

Fernanda Suarez

DH Core 068/270 | Daggerheart © Darrington Press 2026



COMMUNITY

SLYBORNE

Being part of a slyborne community means you come from a group that operates outside the law, including all manner of criminals, grifters, and con artists.

Scoundrel: You have advantage on rolls to negotiate with criminals, detect lies, or find a safe place to hide.

Paul Scott Canavan

DH Core 078/270 | Daggerheart © Darrington Press 2026



SERAPH

DIVINE WIELDER

Foundation

SPELLCAST TRAIT: STRENGTH

Spirit Weapon: When you have an equipped weapon with a range of Melee or Very Close, it can fly from your hand to attack an adversary within Close range and then return to you. You can **mark a Stress** to target an additional adversary within range with the same attack roll.

Sparing Touch: Once per long rest, touch a creature and clear 2 Hit Points or 2 Stress from them.

Jenny Tan

DH Core 031/270 | Daggerheart © Darrington Press 2026



SPELL

BOLT BEACON

Make a **Spellcast Roll** against a target within Far range. On a success, **spend a Hope** to send a bolt of shimmering light toward them, dealing **d8+2** magic damage using your Proficiency. The target becomes temporarily **Vulnerable** and glows brightly until this condition is cleared.

Anthony Jones

DH Core 229/270 | Daggerheart © Darrington Press 2026



ABILITY

BARE BONES

When you choose not to equip armor, you have a base Armor Score of 3 + your Strength and use the following as your base damage thresholds:

- **Tier 1:** 9/19
- **Tier 2:** 11/24
- **Tier 3:** 13/31
- **Tier 4:** 15/38

Simon Pape

DH Core 250/270 | Daggerheart © Darrington Press 2026



SPELL

FINAL WORDS

You can infuse a corpse with a moment of life to speak with it. Make a **Spellcast Roll (13)**. On a success with Hope, the corpse answers up to three questions. On a success with Fear, the corpse answers one question. The corpse answers truthfully, but it can't impart information it didn't know in life. On a failure, or once the corpse has finished answering your questions, the body turns to dust.

Bear Frymire

DH Core 232/270 | Daggerheart © Darrington Press 2026



SPELL

HEALING HANDS

Make a **Spellcast Roll (13)** and target a creature other than yourself within Melee range. On a success, **mark a Stress** to clear 2 Hit Points or 2 Stress on the target. On a failure, **mark a Stress** to clear a Hit Point or a Stress on the target. You can't heal the same target again until your next long rest.

Samantha Kung

DH Core 233/270 | Daggerheart © Darrington Press 2026

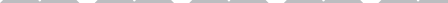
All passive bonuses have already been applied to your character sheet.

AGILITY	STRENGTH	FINESSE	INSTINCT	PRESENCE	KNOWLEDGE
0	-1	+1	+1	+2	0
Sprint Leap Maneuver	Lift Smash Grapple	Control Hide Tinker	Perceive Sense Navigate	Charm Perform Deceive	Recall Analyze Comprehend

Add your current level to your damage thresholds.

STRESS

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



EXPERIENCE

Soothing Music	+3
They Can't See You if You Don't Move	+2
Pick on Someone Your Own Size	+2

At level 5, your Rally Die increases to a **d8**.

PROFICIENCY ●●○○○○○

FEATURE

When thrown within range, it appears back in your hand immediately after attack

SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
	d v v v v d	d v v v v d

FEATURE

ACTIVE ARMOR

Gambeson	5/11	3
NAME	BASE THRESHOLDS	BASE SCORE

FEATURE
+1 evasion

INVENTORY

1 minor health potion

Skull head with iron clasp around mouth

Orb - relics used for protection

INVENTORY WEAPON

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
------	---------------	--------------------

FEATURE

INVENTORY WEAPON

	D T V V V	D T V V V
NAME	TRAIT & RANGE	DAMAGE DICE & TYPE

FEATURE

BARD

CHARACTER GUIDE

As a bard, you know how to get people to talk, bring attention to yourself, and use words or music to influence the world around you.

SUGGESTED TRAITS

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.

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.

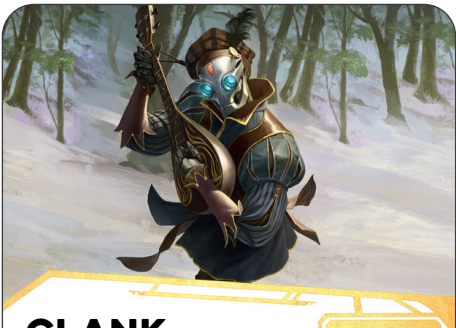
- ☐ ☐ ☐ Gain a +1 bonus to two unmarked character traits and mark them.
- ☐ ☐ Permanently gain one Hit Point slot.
- ☐ ☐ Permanently gain one Stress slot.
- ☐ Permanently gain a +1 bonus to two Experiences.
- ☐ Choose an additional domain card of your level or lower from a domain you have access to.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





CLANK

ANCESTRY

Clanks are sentient mechanical beings built from a variety of materials, including metal, wood, and stone.

Purposeful Design: Decide who made you and for what purpose. At character creation, choose one of your Experiences that best aligns with this purpose and gain a permanent +1 bonus to it.

Efficient: When you take a short rest, you can choose a long rest move instead of a short rest move.

Mat Wilma DH Core 056/270 | Daggerheart © Darrington Press 2026



COMMUNITY

HIGHBORNE

Being part of a highborne community means you're accustomed to a life of elegance, opulence, and prestige within the upper echelons of society.

Privilege: You have advantage on rolls to consort with nobles, negotiate prices, or leverage your reputation to get what you want.

Julia Metzger DH Core 073/270 | Daggerheart © Darrington Press 2026



BARD

TROUBADOUR

Foundation

SPELLCAST TRAIT: PRESENCE

Gifted Performer: Describe how you perform for others. You can play each song once per long rest:

- **Relaxing Song:** You and all allies within Close range clear a Hit Point.
- **Epic Song:** Make a target within Close range temporarily **Vulnerable**.
- **Heartbreaking Song:** You and all allies within Close range gain a Hope.

Bear Frymire DH Core 001/270 | Daggerheart © Darrington Press 2026



SPELL

ENRAPTURE

Make a **Spellcast Roll** against a target within Close range. On a success, they become temporarily *Enraptured*. While *Enraptured*, a target's attention is fixed on you, narrowing their field of view and drowning out any sound but your voice. Once per rest on a success, you can **mark a Stress** to force the *Enraptured* target to mark a Stress as well.

Leticia Freitas DH Core 167/270 | Daggerheart © Darrington Press 2026



GRIMOIRE

BOOK OF TYFAR

Wild Flame: Make a **Spellcast Roll** against up to three adversaries within Melee range. Targets you succeed against take **2d6** magic damage and must mark a Stress as flames erupt from your hand.

Magic Hand: You conjure a magical hand with the same size and strength as your own within Far range.

Mysterious Mist: Make a **Spellcast Roll (13)** to cast a temporary thick fog that gathers in a stationary area within Very Close range. The fog heavily obscures this area and everything in it.

Kristina Carroll DH Core 147/270 | Daggerheart © Darrington Press 2026



GRIMOIRE

BOOK OF SITIL

Adjust Appearance: You magically shift your appearance and clothing to avoid recognition.

Parallela: **Spend 2 Hope** to cast this spell on yourself or an ally within Close range. The next time the target makes an attack, they can hit an additional target within range that their attack roll would succeed against. You can only hold this spell on one creature at a time.

Illusion: Make a **Spellcast Roll (14)**. On a success, create a temporary visual illusion no larger than you within Close range that lasts for as long as you look at it. It holds up to scrutiny until an observer is within Melee range.

Laura Galli DH Core 148/270 | Daggerheart © Darrington Press 2026

All passive bonuses have already been applied to your character sheet.

NAME Skreev

PRONOUNS

HERITAGE Slyborne Human

SUBCLASS Nightwalker

2

LEVEL

13

EVASION

Start at 12

3

ARMOR

AGILITY

+1

Sprint
Leap
Maneuver

STRENGTH

0

Lift
Smash
Grapple

FINESSE

+2

Control
Hide
Tinker

INSTINCT

+1

Perceive
Sense
Navigate

PRESENCE

0

Charm
Perform
Deceive

KNOWLEDGE

-1

Recall
Analyze
Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.

MINOR
DAMAGE

8

Mark 1 HP

MAJOR
DAMAGE

15

Mark 2 HP

SEVERE
DAMAGE

Mark 3 HP

HP

STRESS

HOPE

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

Under the Skin

+2

Boo, Motherfucker

+2

Creepy Climber

+2

GOLD

HANDFULS

BAGS

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

ACTIVE WEAPONS

PROFICIENCY

PRIMARY

Dagger (claw)

NAME

Finesse

TRAIT & RANGE

2d8+3 (phy)

DAMAGE DICE & TYPE

FEATURE

SECONDARY

Small Dagger

NAME

Finesse

TRAIT & RANGE

d8 (phy)

DAMAGE DICE & TYPE

FEATURE

Paired: +2 to primary weapon damage to targets within Melee range

ACTIVE ARMOR

Leather Armor (wraps)

NAME

6/13

BASE THRESHOLDS

3

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

ROGUE

CHARACTER GUIDE

As a rogue, you have experience fighting with your blade as well as your wit, preferring to move quickly and fight quietly.

SUGGESTED TRAITS

+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?

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 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.





HUMAN

ANCESTRY

Humans are most easily recognized by their dexterous hands, rounded ears, and bodies built for endurance.

High Stamina: Gain an additional Stress slot at character creation.

Adaptability: When you fail a roll that utilized one of your Experiences, you can **mark a Stress** to reroll.

Fernanda Suarez DH Core 06/270 | Daggerheart © Darrington Press 2026



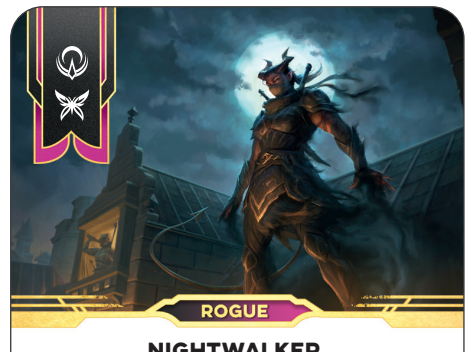
SLYBORNE

COMMUNITY

Being part of a slyborne community means you come from a group that operates outside the law, including all manner of criminals, grifters, and con artists.

Scoundrel: You have advantage on rolls to negotiate with criminals, detect lies, or find a safe place to hide.

Paul Scott Canavan DH Core 07/270 | Daggerheart © Darrington Press 2026



NIGHTWALKER

ROGUE

Foundation

SPELLCAST TRAIT: FINESSE

Shadow Stepper: You can move from shadow to shadow. When you move into an area of darkness or a shadow cast by another creature or object, you can **mark a Stress** to disappear from where you are and reappear inside another shadow within Far range. When you reappear, you are **Cloaked**.

Juan Salvador Almencon DH Core 02/270 | Daggerheart © Darrington Press 2026



ENRAPTURE

SPELL

Make a **Spellcast Roll** against a target within Close range. On a success, they become temporarily **Enraptured**. While **Enraptured**, a target's attention is fixed on you, narrowing their field of view and drowning out any sound but your voice. Once per rest on a success, you can **mark a Stress** to force the **Enraptured** target to mark a Stress as well.

Leticia Freitas DH Core 16/270 | Daggerheart © Darrington Press 2026



PICK AND PULL

ABILITY

You have advantage on action rolls to pick nonmagical locks, disarm nonmagical traps, or steal items from a target (either through stealth or by force).

Benjamin Ee DH Core 18/270 | Daggerheart © Darrington Press 2026



TROUBLEMAKER

ABILITY

When you taunt or provoke a target within Far range, make a **Presence Roll** against them. Once per rest on a success, roll a number of **d4s** equal to your Proficiency. The target must mark Stress equal to the highest result rolled.

Anthony Jones DH Core 17/270 | Daggerheart © Darrington Press 2026



SHADOWBIND

SPELL

Make a **Spellcast Roll** against all adversaries within Very Close range. Targets you succeed against are temporarily **Restrained** as their shadow binds them in place.

Adam Barker DH Core 19/270 | Daggerheart © Darrington Press 2026

All passive bonuses have already been applied to your character sheet.

FEATURE

RANGER

CHARACTER GUIDE

As a ranger, your keen eyes and graceful haste make you indispensable when tracking down enemies and navigating the wilds.

SUGGESTED TRAITS

+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 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.





FAUN

ANCESTRY

Fauns resemble humanoid goats with curving horns, square pupils, and cloven hooves.

Caprine Leap: You can leap anywhere within Close range as though you were using normal movement, allowing you to vault obstacles, jump across gaps, or scale barriers with ease.

Kick: When you succeed on an attack against a target within Melee range, you can **mark a Stress** to kick yourself off them, dealing an extra **2d6** damage and knocking back either yourself or the target to Very Close range.

Jessketchin

DH Core 063/270 | Daggerheart © Darrington Press 2026



COMMUNITY

RIDGEBORNE

Being part of a ridgeborne community means you've called the rocky peaks and sharp cliffs of the mountainside home.

Steady: You have advantage on rolls to traverse dangerous cliffs and ledges, navigate harsh environments, and use your survival knowledge.

Daarken

DH Core 076/270 | Daggerheart © Darrington Press 2026



RANGER

WAYFINDER

Foundation

SPELLCAST TRAIT: AGILITY

Ruthless Predator: When you make a damage roll, you can **mark a Stress** to gain a +1 bonus to your Proficiency. Additionally, when you deal Severe damage to an adversary, they must mark a Stress.

Path Forward: When you're traveling to a place you've previously visited or you carry an object that has been at the location before, you can identify the shortest, most direct path to your destination.

Simon Page

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ABILITY

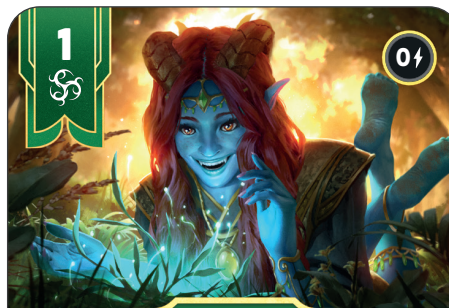
DEFT MANEUVERS

Once per rest, **mark a Stress** to sprint anywhere within Far range without making an Agility Roll to get there.

If you end this movement within Melee range of an adversary and immediately make an attack against them, gain a +1 bonus to the attack roll.

Tamara Osborn

DH Core 124/270 | Daggerheart © Darrington Press 2026



ABILITY

NATURE'S TONGUE

You can speak the language of the natural world. When you want to speak to the plants and animals around you, make an **Instinct Roll (12)**. On a success, they'll give you the information they know. On a roll with Fear, their knowledge might be limited or come at a cost.

Additionally, before you make a Spellcast Roll while within a natural environment, you can **spend a Hope** to gain a +2 bonus to the roll.

Simon Page

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SPELL

VICIOUS ENTANGLE

Make a **Spellcast Roll** against a target within Far range. On a success, roots and vines reach out from the ground, dealing **1d8+1** physical damage and temporarily **Restraining** the target.

Additionally on a success, you can **spend a Hope** to temporarily **Restrain** another adversary within Very Close range of your target.

Leesha Hannigan

DH Core 210/270 | Daggerheart © Darrington Press 2026



SPELL

CONJURE SWARM

Tekaira Armored Beetles: **Mark a Stress** to conjure armored beetles that encircle you. When you next take damage, reduce the severity by one threshold. You can **spend a Hope** to keep the beetles conjured after taking damage.

Fire Flies: Make a **Spellcast Roll** against all adversaries within Close range. **Spend a Hope** to deal **2d8+3** magic damage to targets you succeeded against.

Jen Estirdalin Pattison

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All passive bonuses have already been applied to your character sheet.