

SUMMONER

CHARACTER GUIDE

As a summoner, you harness your occult training to call forth and command otherworldly entities that act on your behalf.

SUGGESTED TRAITS

+0 Agility, -1 Strength, +1 Finesse, +1 Instinct, +0 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 harmless spirit trapped inside a glass bottle OR a pair of mysterious coins

CHARACTER DESCRIPTION

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

Clothes that are: somber, majestic, ceremonial, motley, minimalistic, bejeweled

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 gravedigger, a peacock, an oracle, a fanatic, a gardener

BACKGROUND QUESTIONS

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

Someone in your community forbade you from pursuing your magical practice. Who were they, and why did you reject their authority?

When you summon otherworldly entities, what precautions do you take to ensure nothing else crosses over?

You somehow lost control of an entity, which now wanders the world. What do you fear it might do before you banish 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.

You once asked me to research an occult ritual for you. Why did I refuse?

What question do you need my help to answer?

What part of yourself do you see in me? How do you treat me because of 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.





NECROMANCY

Foundation

SPELLCAST TRAIT: KNOWLEDGE

Second Circle – Shambling Corpse. You can summon Shambling Corpses using your Second Circle.

Hunger of the Grave. Make a Spellcast Roll against a target within Far range. On a success, your Shambling Corpses move to attack the target, dealing 5 physical damage for each Shambling Corpse before returning to you. One Shambling Corpse then disappears.

Grim Harvest. When an adversary within Far range marks its last Hit Point, you can summon one Shambling Corpse without marking a Stress.

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SUMMONER

NECROMANCY

Specialization

Third Circle – Ghosts. You can summon Ghosts using your Third Circle.

Ghostly Protectors. While you have any Ghosts summoned, your Evasion has a +1 bonus as they swirl around you in protection.

Spectral Terror. Make a Spellcast Roll against a target within Far range. On a success, one of your Ghosts flies to the target to scare it, causing it to mark a Stress. That Ghost then disappears.

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NECROMANCY

Mastery

Fourth Circle – Death Knight. You can summon one Death Knight at a time using your Fourth Circle.

Deathly Warrior. When you succeed on an attack roll with Hope, you can instead succeed with Fear, causing your Death Knight to rush your target, add 2d12 to the attack's damage, and then return to you.

Knighthly Bulwark. When you take Severe damage, the Death Knight takes one of the Hit Points instead and then disappears.

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THEURGY

Foundation

SPELLCAST TRAIT: KNOWLEDGE

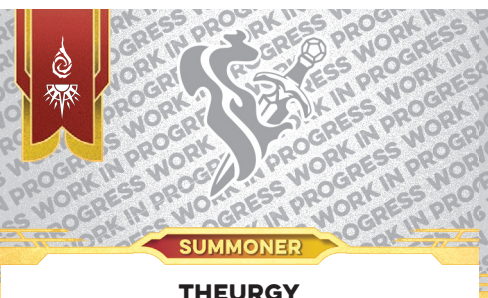
Second Circle – Angel. You can summon Angels using your Second Circle.

Angelic Presence. While you have any Angels summoned, you have advantage on Presence rolls to influence others, as the angelic power around you inspires awe and fear.

Hopeful Strike. When you succeed with Hope on an attack roll, you can command one Angel to deal an extra 1d10 magic damage to the target. The Angel then disappears.

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SUMMONER

THEURGY

Specialization

Third Circle – Archangel. You can summon Archangels using your Third Circle.

Divine Commander. While you have any Archangels summoned, the extra damage of your Hopeful Strike is 1d12 instead of 1d10.

Heavenly Aid. You can command an Archangel to do one of the following:

- Fly you or an ally within Very Close range to a location within Far range.
- Help an Ally within Close range without spending Hope.

The Archangel then disappears.

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SUMMONER

THEURGY

Mastery

Fourth Circle – Divine Manifestation. You can summon one Divine Manifestation at a time using your Fourth Circle.

Hallowed Hope. When you summon a Divine Manifestation, place three extra Hope dice on this card. When you make an action or a reaction roll, you can roll and expend one Hope die from this card, along with your normal Hope die, and use the Hope die with the highest result. When there are no dice left on this card, the Divine Manifestation disappears.

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SPELL

BLOOD SPIKE

Make a **Spellcast Roll** against a target within Close range. On a success, **spend a Hope** to deal **d8+2** magic damage to the target using your Proficiency, and the target marks a Stress. If you have at least 3 Hit Points marked, the damage die is a **d10** instead.

SPELL

LIFEBLOOD TALISMAN

Mark a Hit Point to conjure a talisman infused with your life essence. When the bearer of the talisman would take Severe or greater damage, they can destroy the talisman and reduce the damage by two thresholds. The talisman otherwise disappears when you take a rest or cast this spell again.

ABILITY

POWER THROUGH PAIN

When you mark a Hit Point, place a token on this card. On a successful attack, you can spend any number of tokens from this card to gain a 1d6 damage bonus on the attack for each token spent. This card can hold a maximum number of tokens equal to your Spellcast trait. Clear all tokens from this card when you take a long rest.

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SPELL

BRAND OF CASTIGATION

When you succeed on an attack roll against a target, you can **mark a Stress** to **Brand** them until you take a long rest or cast this spell again. You always know the direction of the **Branded** target. If the **Branded** target deals damage to you, you can remove the **Branded** condition to make them mark 2 Stress.

SPELL

PALPITATIONS

When you or an ally makes an action roll to frighten or intimidate a creature within Close range, you can **spend a Hope** to give the roll advantage. On a success, the target marks a Stress.

Additionally, once per long rest, you can **spend a Hope** to calm yourself or a willing creature within Close range, letting the target clear 2 Stress.

SPELL

BLOOD PUPPET

Make a **Spellcast Roll** against an adversary within Close range. On a success, spend a Hope to do any of the following in the order you choose:

- You move the target up to Close range from their current position. To move the target into dangerous terrain, you must spend another Hope.
- The target makes a standard attack against another target of your choice within the attack's range.

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SPELL

BURNING GORE

Make a **Spellcast Roll (13)**. On a success, **mark a Hit Point** to inflame a group's lifeblood within Far range, making each target **mark a Hit Point**. If you have at least 3 Hit Points marked, each target marks 2 Hit Points instead.

SPELL

GRISLY HARPOON

Make a **Spellcast Roll** against a creature within Far range. On a success, **mark a Stress** to throw a conjured harpoon of magic blood at the target, dealing **d10** magic damage using your Proficiency. Then you can pull yourself into Melee range with the target or pull the target into Melee range with you.

Alternatively, if you target an unheld object or terrain within Far range, make a **Spellcast Roll (13)**. On a success, you pull the object to you, or you pull yourself to the terrain.

SPELL

WEAVE THE FLESH

Once per long rest, you can **mark a Hit Point** to clot, suture, and fortify others with your own lifeblood. Each willing target within Very Close range clears a Hit Point and an Armor Slot.

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5

SPELL

VISCOS FORM

Mark a **Stress** to place a number of tokens equal to your Spellcast trait onto this card and transform into a pool of blood. Remove a token each time you make an action roll or take damage. You drop out of this form when you remove the last token on this card. While in blood form, you gain resistance to physical damage and can slither through any space a liquid can traverse.

5

SPELL

PARASITE OF THE WILL

Make a **Spellcast Roll** against an adversary within Close range. Once per rest on a success, **mark a Hit Point** to *Infect* the target with a tiny magical bloodworm.

Presence Rolls against the *Infected* target have advantage. When the *Infected* target makes an attack roll, you can **spend a Hope** to give the roll disadvantage. The *Infected* condition lasts until you take a rest or you sacrifice the bloodworm to make the *Infected* target mark a Hit Point.

6

SPELL

BLOOD BIND

Make a **Spellcast Roll** against an adversary within Close range. On a success, **mark a Stress** as you slow the target's vitality. The target is temporarily *Restrained* and *Vulnerable*.

Each time the target is spotlighted while either of these conditions persists on them, the target marks a Stress.

6

SPELL

LIFE LINK

Make a **Spellcast Roll (14)**. Once per rest on a success, you conjure a magical tether between yourself and a willing target within Close range that lasts until the end of the scene.

When either tethered creature would mark a Hit Point, the other tethered creature can mark a Hit Point instead.

7

ABILITY

BLOOD-TOUCHED

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

- You gain a Hope when you take Major or greater damage.
- When you make a Spellcast Roll, you can spend a Hope to gain a bonus equal to the number of Hit Points you have marked.

7

ABILITY

VAMPIRIC STRIKE

When you deal Major or greater damage to an adversary within Close range, you can **mark a Stress** to clear a Hit Point.

8

SPELL

VITAL WARD

Choose the physical or magic damage type, and make a **Spellcast Roll (15)**. On a success, you trace a Very Close circle of blood on the ground around you that grants creatures of your choice inside it resistance against that damage type.

The circle lasts until you take Major or greater damage, move outside the circle, or cast this spell again.

8

SPELL

BLEEDING TREE

Once per long rest, when an adversary within Close range is defeated, you can cause their body to erupt with a twisting, veiny tree that oozes life force. Place a number of tokens on this card equal to your Spellcast trait.

A PC within Melee range of the tree can spend a token from this card to siphon life force from the tree and clear a Hit Point.

9

SPELL

ICHOR WAVE

Mark a Hit Point to make a **Spellcast Roll** against all targets within Close range in front of you. On a success, deal **d10** magic damage using the number of Hit Points you have marked instead of your Proficiency. On a failure, deal half damage.

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SPELL

GLYPH OF HEMORRHAGING

Make a **Spellcast Roll** against a target within Close range. On a success, **spend a Hope** to mark the target with a magical glyph that causes them to bleed profusely. Until the glyph fades, damage the target takes is increased by one threshold.

The glyph fades when you take a rest, you cast this spell again, or the target takes Severe or greater damage.

ABILITY

SCABROUS ADAMANCE

Your wounds seal into armored scabs. When you mark 2 or more Hit Points from an attack, clear an Armor Slot.

SPELL

SANGUINE FEAST

Make a **Spellcast Roll** against an adversary within Close range. Once per rest on a success, roll a number of **d6s** equal to the number of Hit Points you have marked, and you can mark an additional Hit Point to reroll any number of these dice. The target marks a Hit Point for each result of 4 or higher.

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