

DAGGERHEART

CHARACTER SHEET

NAME	PRONOUNS
HERITAGE	CLASS



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

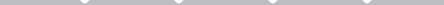
DAMAGE & HEALTH

Add your current level to your damage thresholds.

The diagram illustrates the HP and Stress scales. The HP scale is divided into three levels: Minor Damage (Mark 1 HP), Major Damage (Mark 2 HP), and Severe Damage (Mark 3 HP). The Stress scale is shown with a MAX mark and a series of boxes for measurement.

HOPE

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



HOPE FEATURE

EXPERIENCE

GOLD

HANDFULS **BAGS** **CHEST**

CLASS FEATURE

ACTIVE WEAPONS



PROFICIENCY ○○○○○○

PRIMARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
FEATURE		

SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
FEATURE		

ACTIVE ARMOR

NAME	BASE THRESHOLDS	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		

ANCESTRY:

DOMAIN CARD:

DOMAIN	TYPE	RECALL
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COMMUNITY:

DOMAIN CARD:

DOMAIN	TYPE	RECALL
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SUBCLASS:

FOUNDATION | SPECIALIZATION | MASTERY

CLASS	SPELLCAST TRAIT
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DOMAIN CARD:

DOMAIN	TYPE	RECALL
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SUBCLASS:

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DOMAIN CARD:

DOMAIN	TYPE	RECALL
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SUBCLASS:

FOUNDATION | SPECIALIZATION | MASTERY

CLASS	SPELLCAST TRAIT
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DOMAIN CARD:

DOMAIN	TYPE	RECALL
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DOMAIN CARD:

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RECALL

■ AGILE SCOUT

(Fox, Mouse, Weasel, etc.)

Agility +1 | Evasion +2

Melee Agility d4 phy

Gain advantage on: deceive, locate, sneak

Agile: Your movement is silent, and you can **spend a Hope** to move up to Far range without rolling.

Fragile: When you take Major or greater damage, you drop out of Beastform.

■ HOUSEHOLD FRIEND

(Cat, Dog, Rabbit, etc.)

Instinct +1 | Evasion +2

Melee Instinct d6 phy

Gain advantage on: climb, locate, protect

Companion: When you Help an Ally, you can roll a **d8** as your advantage die.

Fragile: When you take Major or greater damage, you drop out of Beastform.

■ NIMBLE GRAZER

(Deer, Gazelle, Goat, etc.)

Agility +1 | Evasion +3

Melee Agility d6 phy

Gain advantage on: leap, sneak, sprint

Elusive Prey: When an attack roll against you would succeed, you can **mark a Stress** and roll a **d4**. Add the result to your Evasion against this attack.

Fragile: When you take Major or greater damage, you drop out of Beastform.

■ PACK PREDATOR

(Coyote, Hyena, Wolf, etc.)

Strength +2 | Evasion +1

Melee Strength d8+2 phy

Gain advantage on: attack, sprint, track

Hobbling Strike: When you succeed on an attack against a target within Melee range, you can **mark a Stress** to make the target temporarily **Vulnerable**.

Pack Hunting: When you succeed on an attack against the same target as an ally who acts immediately before you, add a **d8** to your damage roll.

■ AQUATIC SCOUT

(Eel, Fish, Octopus, etc.)

Agility +1 | Evasion +2

Melee Agility d4 phy

Gain advantage on: navigate, sneak, swim

Aquatic: You can breathe and move naturally underwater.

Fragile: When you take Major or greater damage, you drop out of Beastform.

■ STALKING ARACHNID

(Tarantula, Wolf Spider, etc.)

Finesse +1 | Evasion +2

Melee Finesse d6+1 phy

Gain advantage on: attack, climb, sneak

Venomous Bite: When you succeed on an attack against a target within Melee range, the target becomes temporarily **Poisoned**. A **Poisoned** creature takes **1d10** direct physical damage each time they act.

Webslinger: You can create a strong web material useful for both adventuring and battle. The web is resilient enough to support one creature. You can temporarily **Restrain** a target within Close range by succeeding on a Finesse Roll against them.

TIER 2

■ ARMORED SENTRY

(Armadillo, Pangolin, Turtle, etc.)

Strength +1 | Evasion +1

Melee Strength d8+2 phy

Gain advantage on: dig, locate, protect

Armored Shell: Your hardened exterior gives you resistance to physical damage. Additionally, **mark an Armor Slot** to retract into your shell. While in your shell, physical damage is reduced by a number equal to your Armor Score (after applying resistance), but you can't perform other actions without leaving this form.

Cannonball: **Mark a Stress** to allow an ally to throw or launch you at an adversary. To do so, the ally makes an attack roll using Agility or Strength (their choice) against a target within Close range. On a success, the adversary takes **d12+2** physical damage using the thrower's Proficiency. You can **spend a Hope** to target an additional adversary within Very Close range of the first. The second target takes half the damage dealt to the first target.

■ POWERFUL BEAST

(Bear, Bull, Moose, etc.)

Strength +1 | Evasion +3

Melee Strength d10+4 phy

Gain advantage on: navigate, protect, scare

Rampage: When you roll a 1 on a damage die, you can roll a **d10** and add the result to the damage roll. Additionally, before you make an attack roll, you can **mark a Stress** to gain a +1 bonus to your Proficiency for that attack.

Thick Hide: You gain a +2 bonus to your damage thresholds.

■ MIGHTY STRIDER

(Camel, Horse, Zebra, etc.)

Agility +1 | Evasion +2

Melee Agility d8+1 phy

Gain advantage on: leap, navigate, sprint

Carrier: You can carry up to two willing allies with you when you move.

Trample: **Mark a Stress** to move up to Close range in a straight line and make an attack against all targets within Melee range of the line. Targets you succeed against take **d8+1** physical damage using your Proficiency and are temporarily **Vulnerable**.

■ STRIKING SERPENT

(Cobra, Rattlesnake, Viper, etc.)

Finesse +1 | Evasion +2

Very Close Finesse d8+4 phy

Gain advantage on: climb, deceive, sprint

Venomous Strike: Make an attack against any number of targets within Very Close range. On a success, a target is temporarily **Poisoned**. A **Poisoned** creature takes **1d10** physical direct damage each time they act.

Warning Hiss: **Mark a Stress** to force any number of targets within Melee range to move back to Very Close range.

■ POUNCING PREDATOR

(Cheetah, Lion, Panther, etc.)

Instinct +1 | Evasion +3

Melee Instinct d8+6 phy

Gain advantage on: attack, climb, sneak

Fleet: **Spend a Hope** to move up to Far range without rolling.

Takedown: **Mark a Stress** to move into Melee range of a target and make an attack roll against them. On a success, you gain a +2 bonus to your Proficiency for this attack and the target must mark a Stress.

■ WINGED BEAST

(Hawk, Owl, Raven, etc.)

Finesse +1 | Evasion +3

Melee Finesse d4+2 phy

Gain advantage on: deceive, locate, scare

Bird's-Eye View: You can fly at will. Once per rest while you are airborne, you can ask the GM a question about the scene below you without needing to roll. The first time a character makes a roll to act on this information, they gain advantage on the roll.

Hollow Bones: You gain a -2 penalty to your damage thresholds.

TIER 3

■ GREAT PREDATOR

(Dire Wolf, Velociraptor, Sabertooth Tiger, etc.)

Strength +2 | Evasion +2
Melee Strength d12+8 phy

Gain advantage on: attack, sneak, sprint

Carrier: You can carry up to two willing allies with you when you move.

Vicious Maul: When you succeed on an attack against a target, you can **spend a Hope** to make them temporarily *Vulnerable* and gain a +1 bonus to your Proficiency for this attack.

■ MIGHTY LIZARD

(Alligator, Crocodile, Gila Monster, etc.)

Instinct +2 | Evasion +1
Melee Instinct d10+7 phy

Gain advantage on: attack, sneak, track

Physical Defense: You gain a +3 bonus to your damage thresholds.

Snapping Strike: When you succeed on an attack against a target within Melee range, you can **spend a Hope** to clamp that opponent in your jaws, making them temporarily *Restrained* and *Vulnerable*.

■ GREAT WINGED BEAST

(Giant Eagle, Falcon, etc.)

Finesse +2 | Evasion +3
Melee Finesse d8+6 phy

Gain advantage on: deceive, distract, locate

Bird's-Eye View: You can fly at will. Once per rest while you are airborne, you can ask the GM a question about the scene below you without needing to roll. The first time a character makes a roll to act on this information, they gain advantage on the roll.

Carrier: You can carry up to two willing allies with you when you move.

■ AQUATIC PREDATOR

(Dolphin, Orca, Shark etc.)

Agility +2 | Evasion +4
Melee Agility d10+6 phy

Gain advantage on: attack, swim, track

Aquatic: You can breathe and move naturally underwater.

Vicious Maul: When you succeed on an attack against a target, you can **spend a Hope** to make them temporarily *Vulnerable* and gain a +1 bonus to your Proficiency for this attack.

■ LEGENDARY BEAST

(Upgraded Tier 1 Options)

Evolved: Pick a Tier 1 Beastform option and become a larger, more powerful version of that creature. While you're in this form, you retain all traits and features from the original form and gain the following bonuses:

- A +6 bonus to damage rolls
- A +1 bonus to the trait used by this form
- A +2 bonus to Evasion

■ LEGENDARY HYBRID

(Griffon, Sphinx, etc.)

Strength +2 | Evasion +3
Melee Strength d10+8

Hybrid Features: To transform into this creature, **mark an additional Stress**. Choose any two Beastform options from Tiers 1–2. Choose a total of four advantages and two features from those options.

TIER 4

■ MASSIVE BEHEMOTH

(Elephant, Mammoth, Rhinoceros, etc.)

Strength +3 | Evasion +1
Melee Strength d12+12 phy

Gain advantage on: locate, protect, scare, sprint

Carrier: You can carry up to four willing allies with you when you move.

Demolish: **Spend a Hope** to move up to Far range in a straight line and make an attack against all targets within Melee range of the line. Targets you succeed against take **d8+10** physical damage using your Proficiency and are temporarily *Vulnerable*.

Undaunted: You gain a +2 bonus to all your damage thresholds.

■ TERRIBLE LIZARD

(Brachiosaurus, Tyrannosaurus, etc.)

Strength +3 | Evasion +2
Melee Strength d12+10 phy

Gain advantage on: attack, deceive, scare, track

Devastating Strikes: When you deal Severe damage to a target within Melee range, you can **mark a Stress** to force them to mark an additional Hit Point.

Massive Stride: You can move up to Far range without rolling. You ignore rough terrain (at the GM's discretion) due to your size.

■ MYTHIC AERIAL HUNTER

(Dragon, Pterodactyl, Roc, Wyvern, etc.)

Finesse +3 | Evasion +4
Melee Finesse d10+11 phy

Gain advantage on: attack, deceive, locate, navigate

Carrier: You can carry up to three willing allies with you when you move.

Deadly Raptor: You can fly at will and move up to Far range as part of your action. When you move in a straight line into Melee range of a target from at least Close range and make an attack against that target in the same action, you can reroll all damage dice that rolled a result lower than your Proficiency.

■ EPIC AQUATIC BEAST

(Giant Squid, Whale, etc.)

Agility +3 | Evasion +3
Melee Agility d10+10 phy

Gain advantage on: locate, protect, scare, track

Ocean Master: You can breathe and move naturally underwater. When you succeed on an attack against a target within Melee range, you can temporarily *Restrained* them.

Unyielding: When you would mark an Armor Slot, roll a **d6**. On a result of 5 or higher, reduce the severity by one threshold without marking an Armor Slot.

■ MYTHIC BEAST

(Upgraded Tier 1 or Tier 2 Options)

Evolved: Pick a Tier 1 or Tier 2 Beastform option and become a larger, more powerful version of that creature. While you're in this form, you retain all traits and features from the original form and gain the the following bonuses:

- A +9 bonus to damage rolls
- A +2 bonus to the trait used by this form
- A +3 bonus to Evasion
- Your damage die increases by one size (d6 becomes d8, d8 becomes d10, etc.)

■ MYTHIC HYBRID

(Chimera, Cockatrice, Manticore, etc.)

Strength +3 | Evasion +2
Strength Melee d12+10 phy

Hybrid Features: To transform into this creature, **mark 2 additional Stress**. Choose any three Beastform options from Tiers 1–3. Choose a total of five advantages and three features from those options.

DAGGERHEART

CHARACTER DETAILS

DETAILS

Pronouns

Clothes that are...

Eyes like...

Body that's...

The color of...

Attitude like...

NOTES

BACKGROUND QUESTIONS

CONNECTIONS

PLAY GUIDE

ACTION ROLLS

Describe what you want to do and work with the GM to determine whether a roll is necessary to accomplish it. If it is...

AGILITY +1, THIEF +2

Decide which modifiers apply. Spend a Hope to add an Experience.



Roll your Duality Dice and add them together along with your modifiers.

"21 WITH FEAR!"

Tell the GM the result and which Duality Die rolled higher.



CRITICAL SUCCESS!

If the Hope and Fear Die both land on the same number, it's a critical success.

ACTION ROLL RESULTS

- **On a critical success**, you get what you want and a little extra. You gain a Hope and clear a Stress.
- **On a success with Hope**, you pull it off well and get what you want. You gain a Hope.
- **On a success with Fear**, you get what you want, but it comes with a cost or consequence. You might get attacked, get limited information, attract danger, or face another complication. The GM gains a Fear.
- **On a failure with Hope**, things don't go to plan. You probably don't get what you want and there are consequences, but you gain a Hope.
- **On a failure with Fear**, things go very badly. You probably don't get what you want, and a major consequence or complication occurs because of it. The GM gains a Fear.

DAMAGE ROLLS

After a successful attack, roll a number of your weapon's damage dice equal to your Proficiency and add them together.

If your attack roll critically succeeds, your attack deals extra damage! Start with the highest possible value the damage dice can roll, and then make a damage roll as usual, adding it to that value.

REACTION ROLLS

Reaction rolls work similarly to action rolls, except they don't generate Hope, Fear, or additional GM moves.

USING ARMOR

Your Armor Score represents how many Armor Slots you have available. When you take damage, you can mark an Armor Slot to reduce the severity by one threshold. You can only mark 1 Armor Slot per incoming attack.

QUICK REFERENCE

Advantage: Add a d6 advantage die to your roll.

Disadvantage: Subtract a d6 disadvantage die from your roll.

Help an Ally: Spend a Hope and roll a d6 advantage die to add to an ally's roll. If the ally has gained advantage on a roll from multiple sources, they only add the highest result to their roll.

Group Action: Nominate a leader of the action. All other participants in the group action roll make a reaction roll using whichever traits they and the GM decide best fit (they don't need to use the same traits). The leader then makes an action roll. Their action roll gains a +1 bonus for each reaction roll that succeeds and a -1 penalty for each reaction roll that fails.

Tag Team Roll: Once per session, each player can choose to spend 3 Hope and initiate a Tag Team Roll between their character and another PC. When you do, work with the other character's player to describe how you combine your actions in a unique and exciting way. You both make separate action rolls, but before resolving the roll's outcome, choose one of the rolls to apply for both of your results. On a roll with Hope, all PCs involved gain a Hope. On a roll with Fear, the GM gains a Fear for each PC involved. If you succeed on a Tag Team Roll attack, you both roll damage, then add it together to determine the damage dealt.

Vulnerable: When a creature has the *Vulnerable* condition, all rolls against them have advantage.

Restrained: When a creature has the *Restrained* condition, they can't move, but they can still take actions from their current position.

Hidden: While you're out of sight from all foes and they don't know where you are, you gain the *Hidden* condition. While you're *Hidden*, any rolls against you have disadvantage.

Direct Damage: Armor Slots can't be marked to reduce this damage.

DOWNTIME

Level 1 ▶ Tier 1

Levels 2-4 ▶ Tier 2

Levels 5-7 ▶ Tier 3

Levels 8-10 ▶ Tier 4

Downtime represents moments of respite within the perilous journey the characters are on together. It's not only an opportunity to recover and prepare for what lies ahead, but also a time to share more quiet, intimate scenes that help to build or showcase the relationships characters have with one another.

SHORT REST

Each player can swap any domain cards in their loadout for cards in their vault, then choose two of the following moves (or choose the same move twice). The GM gains 1d4 Fear.

• Tend to Wounds

Describe how you hastily patch yourself up, then clear a number of Hit Points equal to 1d4 + your tier. You can do this to an ally instead.

• Clear Stress

Describe how you blow off steam or pull yourself together, then clear a number of Stress equal to 1d4 + your tier.

• Repair Armor

Describe how you quickly repair your armor, then clear a number of Armor Slots equal to 1d4 + your tier. You can do this to an ally's armor instead.

• Prepare

Describe how you prepare yourself for the path ahead, then gain a Hope. If you choose to Prepare with one or more members of your party, you each gain 2 Hope.

LONG REST

Each player can swap any domain cards in their loadout for cards in their vault, then choose two of the following moves (or choose the same move twice). The GM gains an amount of Fear equal to the number of PCs + 1d4 and can advance a long-term countdown.

• Tend to All Wounds

Describe how you patch yourself up, then clear all Hit Points. You can do this to an ally instead.

• Clear All Stress

Describe how you blow off steam or pull yourself together, then clear all Stress.

• Repair All Armor

Describe how you spend time repairing your armor, then clear all Armor Slots. You can do this to an ally's armor instead.

• Prepare

Describe how you prepare for the next day's adventure, then gain a Hope. If you choose to Prepare with one or more members of your party, you each gain 2 Hope.

• Work on a Project

Establish or continue work on a project. The GM might ask for a roll to determine how much to tick down the progress countdown.

CHARACTER SHEET SIDECAR

This section denotes your **class**. Each class is made up of two **domains**. You choose your **abilities and spells** from these domains.

Evasion represents your ability to avoid an attack. The GM rolls against this number when determining if an adversary hits you. If you do get hit, you can choose to mark an **Armor Slot** (the small empty shields to the right of the large "Armor" shield) to reduce the severity of the incoming damage by one threshold. You have a number of available slots equal to your **Armor Score** (the number in the large "Armor" shield).

The two smaller boxes are your **damage thresholds**. These come from your armor, and you always add your level to their value. When you take damage, compare it to the numbers here. If the incoming damage is **Minor**, you **mark a Hit Point**. If it is **Major**, you **mark 2 Hit Points**. If it is **Severe**, you **mark 3 Hit Points**. If you ever need to mark Stress and can't, **mark a Hit Point**. If you ever mark your last Hit Point, you must make a **death move**.

This is where you record your **Hope**. You spend Hope to use an **Experience** (details below), **Help an Ally**, use a **Hope Feature**, or initiate a **Tag Team Roll**. When you Help an Ally, you explain how you're aiding them and **roll a d6 advantage die** they add to their action roll total. **You start with 2 Hope marked**.

Your class's unique Hope Feature is in this section as well.

Experience represents your character's particular specializations your character has. These are narrative tags that you create to reflect what your character is skilled in. When they apply to the scene, you can **spend a Hope** before the action roll to add an Experience's value as a modifier. You earn more Experiences throughout a campaign.

This is where you keep track of your **gold** during a campaign. If you would mark your tenth handful, you instead mark a **bag** and erase all your handfuls. If you would mark your tenth bag, you instead mark a **chest** and erase your bags. **You start with one handful of gold**.

Each class starts with a unique **class feature** that sets them apart from other classes. Make sure to read through them before you begin playing.

This section gives you a place to record your **name**, **pronouns**, **heritage** (the combination of your community and ancestry), and **subclass**. There is also a space to record your **level**.

This area contains your **six character traits**. You use these as your primary modifiers on action rolls. The descriptions beneath each trait remind you how to use them.

This is the section for your **active weapons**. Along with a **name**, weapons have an associated **trait** that you roll when using them for an attack. They also have a **range** (*Melee, Very Close, Close, Far, or Very Far*). The GM tells you what range a target is at relative to your character. **Damage dice** are the kind of dice you roll when you make a successful attack, and the damage type is either **physical** or **magic**. **Proficiency** tells you how many damage dice you roll. A weapon's **feature** describes its special abilities or the requirements to use it.

Weapons are either one-handed or two-handed. Fill in the appropriate number of hands based on the weapons you take.

This is the section for your **armor**. Along with a **name**, armor has **base thresholds** that contribute to your damage thresholds, and a **base score** that contributes to your Armor Score. The armor's **feature** describes its special abilities or the requirements to use it.

Your **inventory** is where you store **items** and **consumables**.

This is where you store **weapons** you want to carry but not have active. While a weapon is in your inventory, you can't benefit from its feature.



SLIDE THIS SIDE OUT TO THE LEFT
OF YOUR CHARACTER SHEET.

SLIDE THIS SIDE OUT TO THE RIGHT
OF YOUR CHARACTER SHEET.

