

# BARNACLE

## UNDERBORNE RIBBET ROGUE

### Character Overview

There is no danger he will not get into, and no situation he cannot get out of. He fears water and will not swim.

#### BREAKDOWN

**Community:** Barnacle is part of the Underborne community, meaning he is from one of the cavern societies burrowed deep underground.

**Ancestry:** He is a ribbet, giving him protruding eyes and webbed digits.

**Class & Subclass:** As a Nightwalker Rogue, he can move from shadow to shadow.

**Experience:** Barnacle has the experiences “They Don’t See Me Coming!” and “Strike a Deal.” He will be able to utilize these in play when they apply.

**Weapon:** He wields a dagger that can hit a target in Melee range and when successful, deals 1d8+1 physical damage.

Question: What strange or interesting rumor have you heard about the

Answer

### The Basics

**Duality Dice:** Two d12 dice of different colors. Choose one to represent Hope and one to represent Fear.

**Action Rolls:** Most rolls you make will be action rolls. They use the Duality Dice. Roll them together, add any modifiers that apply, and tell the GM the total, as well as what die rolled higher.

*“I rolled a 10 on the Fear die, a 5 on the Hope die, and I have a 2 in Finesse, so that’s a 17 with Fear!”*

**Hope & Fear:** When you roll with Hope, mark a Hope on your character sheet. You’ll be able to spend any Hope you have to aid future rolls for you and your allies. When you roll with Fear, the GM gains a Fear. They can spend Fear to instigate or escalate challenges in the scene.

**Attack Rolls:** When you make an attack on a target, it works just like an action roll, but you’ll use the character trait the weapon or spell calls for as your modifier. On a success, you’ll usually make a damage roll.

**Damage Rolls:** Roll your damage dice and add their values together. Then tell the GM the value and type of damage you’re doing.

*“I rolled a 7 plus 1, that’s 8 points of physical damage.”*

**These mechanics and more will be covered during the coming adventure!**



### Character Sheet & Cards

On the next page, you’ll find the character sheet for Barnacle. To finish off the build, mark two Hope and a handful of gold. The third page will provide you with a guide for your character sheet. The fourth page is your starting loadout of cards, as well as some guidance on how to use them.

### Character Standee

Cut out the standee below for Barnacle and fold the paper in half so that he can stand on his own on the table. Keep this next to you for now, you’ll need it once you get into battle.

### CONNECTIONS

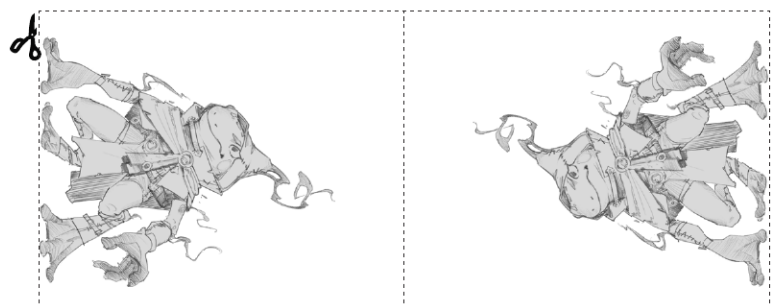
Create connections with your party before beginning play. Assign at least one of these relationships to a character.

Character \_\_\_\_\_  
Character \_\_\_\_\_  
Character \_\_\_\_\_

*I’d follow you anywhere.*

*We get in too much trouble.*

*I’m intimidated by you.*





This section denotes your **class**. Each class is made up of two **domains**. Yours are **Midnight & Grace**. You'll choose the majority of your **abilities and spells** from these domains.

**Evasion** represents your ability to avoid an attack. Yours is 13. 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). Yours is 3.

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 the 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 Hope** before the action roll to add their value as a modifier. You will earn more of these throughout a campaign, but you start with "They Don't See Me Coming!" and "Strike a Deal!"

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

Every 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**. These are what you will use as your primary modifiers on action rolls. They have descriptions beneath each to 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 will roll when using them for an attack. They also have a **range** (*Melee, Very Close, Close, Far, or Very Far*). The GM will tell you what range a target is in. **Damage dice** are what kind of dice you're rolling when you make a successful attack, and the type is either **physical** or **magic**. **Proficiency** tells you how many damage dice you roll. The **Feature** on a weapon gives you any special ability or requirement it has.

Weapons are either one-handed or two-handed. You'll see the appropriate amount of hands are already filled for the weapon you've taken.

Barnacle carries a Dagger that deals 1d8+1 physical damage to any adversaries you succeed against.

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.

**Inventory** is where you will store all of your **items** and **consumables**. Your potion is a consumable, so if you use it, make sure to cross it out here.

This is where you would store any **weapons** you want to carry, but not have active. While in your inventory, Features from these weapons are not useable or applicable.



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

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



# BARNACLE

## LEVEL 1 LOADOUT

### COMMUNITY



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

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### ANCESTRY



ANCESTRY

### RIBBET

Ribbets resemble anthropomorphic frogs with protruding eyes and webbed hands and feet.

**Amphibious:** You can breathe and move naturally underwater.

**Long Tongue:** You can use your long tongue to grab onto things within Close range. **Mark a Stress** to use your tongue as a Finesse Close weapon that deals **d12** physical damage using your Proficiency.

Leesha Hannigan

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### SUBCLASS



ROGUE

### NIGHTWALKER

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*.

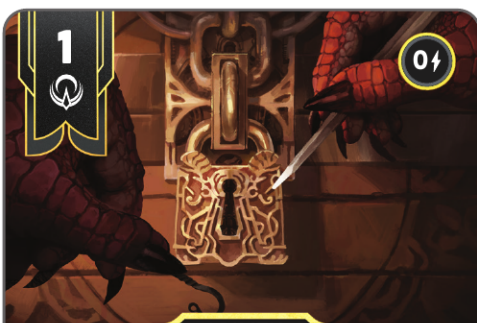
Juan Salvador Almenon

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When you see a move like this that gives you a die value "using your Proficiency" you use an amount of dice equal to your Proficiency (yours is 1).

**Spellcast Trait** is on this card. It's the trait you'll use when making a Spellcast Roll.

### DOMAIN



ABILITY

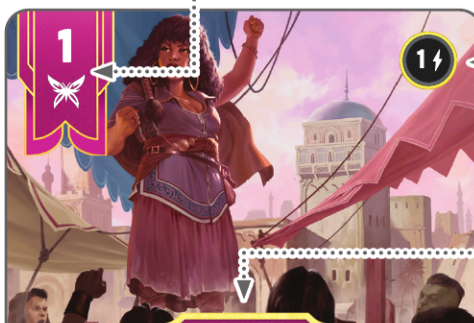
### PICK AND PULL

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

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### DOMAIN Level & Domain



ABILITY

### INSPIRATIONAL WORDS

Your speech is imbued with power. After a long rest, place a number of tokens on this card equal to your Presence. When you speak with an ally, you can spend a token from this card to give them one benefit from the following options:

- Your ally clears a Stress.
- Your ally clears a Hit Point.
- Your ally gains a Hope.

When you take a long rest, clear all unspent tokens.

Mat Wilma

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#### Recall Cost

When cards are in your Vault, this is how much Stress they cost to swap into your loadout. You don't need to worry about this at Level 1!

#### Type of Domain Card

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