

GARRICK REED

HIGHBORNE HUMAN WARRIOR

Character Overview

A defector from a distant military force, he approaches most conflict with a “kill ‘em with kindness” attitude.

BREAKDOWN

Community: Garrick is part of the Highborne community, meaning he was born into a life of elegance, opulence, and prestige.

Ancestry: He is a human, giving him rounded ears and a natural endurance.

Class & Subclass: As a Call of the Brave Warrior, he can steel himself before battle to gain a tactical advantage.

Experience: Garrick has the experiences “Affable” and “Hit Them Hard.” He will be able to utilize these in play when they apply.

Weapon: He wields a longsword that can hit targets in Melee range and when successful, deals 1d8+3 physical damage.

Question: What has Marlowe asked of you previously that made this mission difficult to say yes to?

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 Agility, 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 6 plus 3, so that’s 9 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 Garrick Reed. 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 Garrick Reed 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

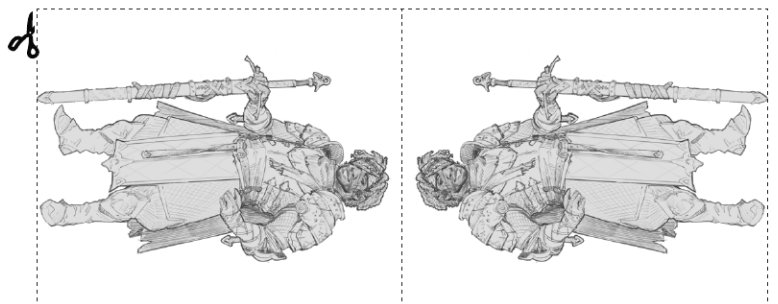
Create connections with your party before beginning play. Assign at least one of these relationships to a character.

Character

Character

Character

- I’ll keep your secret.*
- I see you trying your best.*
- We need to put our feelings aside.*



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

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**.

Evasion represents your ability to avoid an attack. Yours is 11. 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.

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.

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 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.

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**.

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.

Garrick carries a Longsword that deals 1d8+3 physical damage to any adversaries you succeed against.

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 "Affable" and "Hit Them Hard."

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.

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**.

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.

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 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.



GARRICK REED

LEVEL 1 LOADOUT

COMMUNITY



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 2025

ANCESTRY



ANCESTRY

HUMAN

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 2025

SUBCLASS



WARRIOR

CALL OF THE BRAVE

Foundation

Courage: When you fail a roll with Fear, you gain a Hope.

Battle Ritual: Once per long rest, before you attempt something incredibly dangerous or face off against a foe who clearly outmatches you, describe what ritual you perform or preparations you make. When you do, clear 2 Stress and gain 2 Hope.

Mat Wilma

DH Core 043/270 | Daggerheart © Darrington Press 2025

DOMAIN



ABILITY

NOT GOOD ENOUGH

When you roll your damage dice, you can reroll any 1s or 2s.

Juan Salvador Alimencio

DH Core 104/270 | Daggerheart © Darrington Press 2025

DOMAIN

Level & Domain



ABILITY

I SEE IT COMING

When you're targeted by an attack made from beyond Melee range, you can mark a Stress to roll a d4 and gain a bonus to your Evasion equal to the result against the attack.

Mat Wilma

DH Core 125/270 | Daggerheart © Darrington Press 2025

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

Feature

This feature let's you gain a d4 bonus to your Evasion against an attack beyond Melee range. Once the attack is completed (whether it succeeds or fails), your Evasion returns to normal.

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