

KHARI NIX

RIDGEBORNE GIANT GUARDIAN

Character Overview

Loyal to the end, with a dry sense of humor, she will suffer no fools. Khari was practically born with an axe in her hand.

BREAKDOWN

Community: Khari is part of the Ridgeborne community, meaning she was raised in a mountainous environment.

Ancestry: She is a giant, meaning she is very tall with broad stature and long reach.

Class & Subclass: As a Stalwart Guardian, she is excellent at tanking physical damage in battle.

Experience: Khari has the experiences "I've Got Your Back" and "Not Afraid of Anything." She will be able to utilize these in play when they apply.

Weapon: She wields a battleaxe that can hit targets in Very Close range and when successful, deals 1d10+3 physical damage.

Question: Your community called the

Sablewood preserve something else.

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 Strength, 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 3, that's 10 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 Khari Nix. 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 Khari and fold the paper in half so that she can stand on her 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.

We both want the same thing.

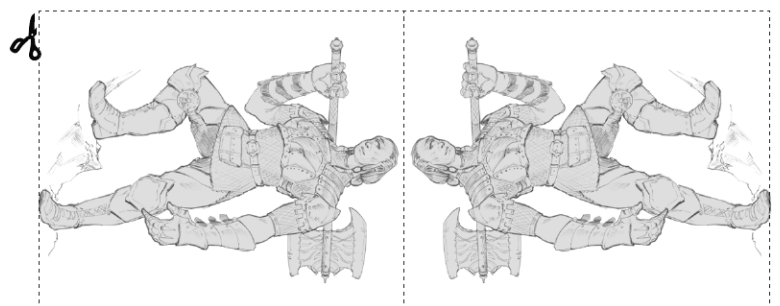
Character _____

I'm trying to impress you.

Character _____

You are my childhood friend.

Character _____



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

Evasion represents your ability to avoid an attack. Yours is 8. 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 4.

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 "I've Got Your Back" and "Not Afraid of Anything."

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.

Khari carries a Battleaxe that deals 1d10+3 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.



KHARI NIX

LEVEL 1 LOADOUT

COMMUNITY



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

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ANCESTRY



ANCESTRY

GIANT

Giants are towering humanoids with broad shoulders, long arms, and one to three eyes.

Endurance: Gain an additional Hit Point slot at character creation.

Reach: Treat any weapon, ability, spell, or other feature that has a Melee range as though it has a Very Close range instead.

Juan Salvador Almencion

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SUBCLASS



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

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DOMAIN



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 Pape

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DOMAIN

Level & Domain



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

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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.

This domain card lets you potentially hit multiple targets with an attack! For example, when you make an attack using your battleaxe, you can spend a Hope to also have a chance to hit any other adversaries in Very Close range as well.