

VARIAN SOTO

WILDBORNE KATARI RANGER

Character Overview

They take a “shoot first, ask questions later” approach. Any problem that can’t be solved with a bow, isn’t a problem yet.

BREAKDOWN

Community: Varian is part of the Wildborne community, meaning they were raised by a clan hidden deep within the forest.

Ancestry: They are a katari, giving them soft fur, triangular ears, and a tail.

Class & Subclass: As a Wayfinder Ranger, they can often identify the shortest, most direct path to a place they’ve visited before.

Experience: Varian has the experiences “Deadly Aim” and “Nature’s Friend.” They will be able to utilize these in play when they apply.

Weapon: They wield a shortbow that can hit targets in Far range and when successful, deals 1d6+3 physical damage.

Question: What hybrid animal have you been tracking for years near 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 Agility, so that’s a 17 with Fear!”

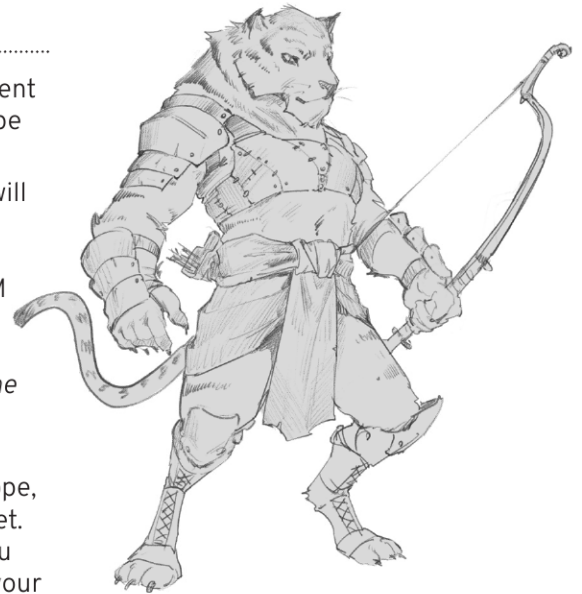
Hope & Fear: When you roll with Hope, mark a Hope on your character sheet. You’ll be able to spend any Hope you have to aid future rolls for you and your allies. When you roll with Fear, the GM gains a Fear. They can spend Fear to instigate or escalate challenges in the scene.

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 5 plus 3, 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 Varian Soto. 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 Varian and fold the paper in half so that they can stand on their 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.

I want to be more like you.

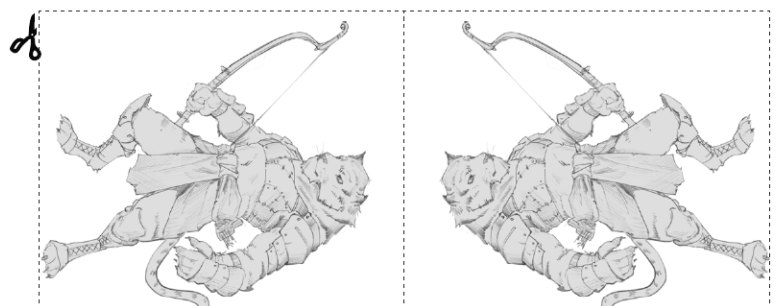
Character _____

I’m worried you’re better than me.

Character _____

We tell each other everything.

Character _____



This section denotes your **class**. Each class is made up of two **domains**. Yours are **Bone & Sage**. 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 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.

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.

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

Varian carries a Shortbow that deals 1d6+3 physical damage to any enemies it hits.

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 "Deadly Aim" and "Nature's Friend."

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. 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.



VARIAN SOTO

LEVEL 1 LOADOUT

COMMUNITY




WILDBORNE
Being part of a wildborne community means you lived deep within the forest.

Lightfoot: Your movement is naturally silent. You have advantage on rolls to move without being heard.

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ANCESTRY



KATARI
Katari are feline humanoids with retractable claws, vertically slit pupils, and high, triangular ears.

Feline Instincts: When you make an Agility Roll, you can spend 2 Hope to reroll your Hope Die.

Retracting Claws: Make an Agility Roll to scratch a target within Melee range. On a success, they become temporarily Vulnerable.

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SUBCLASS



WAYFINDER
Foundation

SPELLCAST TRAIT: AGILITY

Ruthless Predator: When you make a damage roll, you can mark a Stress to gain a +1 bonus to your Proficiency. Additionally, when you deal Severe damage to an adversary, they must mark a Stress.

Path Forward: When you're traveling to a place you've previously visited or you carry an object that has been at the location before, you can identify the shortest, most direct path to your destination.

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Vulnerable is a condition in the game. If a creature is Vulnerable, a roll against them has advantage. This means you roll a d6 and add its value as a bonus to your action roll.

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

DOMAIN



UNTOUCHABLE
Gain a bonus to your Evasion equal to half your Agility.

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DOMAIN



VICIOUS ENTANGLE
Make a Spellcast Roll against a target within Far range. On a success, roots and vines reach out from the ground, dealing 1d8+1 physical damage and temporarily Restraining the target. Additionally on a success, you can spend a Hope to temporarily Restrain another adversary within Very Close range of your target.

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Level & Domain

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

Spellcast Roll uses your Spellcast Trait, which can be found on your subclass card. Yours is Instinct.

Restrained is a condition that means the target can't move. Because it's temporary, the GM can only end it on their move.

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