

# MARLOWE FAIRWIND

## LOREBORNE ELF SORCERER

### Character Overview

Marlowe Fairwind is Emeris Crown Holdings' ward-mage, and is responsible for bringing this group

#### BREAKDOWN

**Community:** Marlowe is part of the Loreborne community, meaning she grew up in a place that values knowledge and learning.

**Ancestry:** She is an elf, giving her long pointed ears and acutely attuned senses.

**Class & Subclass:** As a Primal Origin Sorcerer, she can shape and change the magic she casts in unique ways.

**Experience:** Marlowe has the experiences "Royal Mage" and "Not On My Watch." She will be able to utilize these in play when they apply.

**Weapon:** She wields a dualstaff that can hit targets in Far range and when successful, deals 1d6+3 magic damage.

Question: Why does Emeris Crown Holdings trust you more than anyone

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 Instinct, 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 magic 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 Marlowe. To finish off the build, mark 2 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 Marlowe 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

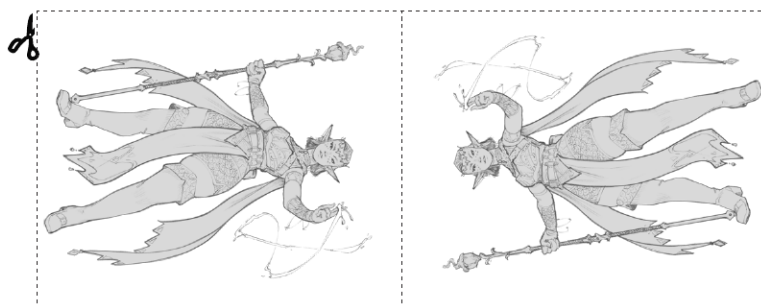
Create connections with your party before beginning play. Assign at least one of these relationships to a character.

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

*I trust you with my life.*

*I once considered you close.*

*I owe you a favor.*





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

**Evasion** represents your ability to avoid an attack. Yours is 10. 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 "Royal Mage" and "Not On My Watch."

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 set 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.

Marlowe carries a Dualstaff that deals 1d6+3 magic 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.



# MARLOWE FAIRWIND

## LEVEL 1 LOADOUT

### COMMUNITY



COMMUNITY

### LOREBORNE

Being part of a loreborne community means you're from a society that favors strong academic or political prowess.

**Well-Read:** You have advantage on rolls that involve the history, culture, or politics of a prominent person or place.

Juan Gutiérrez

DH Core 074/270 | Daggerheart © Darrington Press 2025

### ANCESTRY



ANCESTRY

### ELF

Elves are typically tall humanoids with pointed ears and acutely attuned senses.

**Quick Reactions:** Mark a **Stress** to gain advantage on a reaction roll.

**Celestial Trance:** During a rest, you can drop into a trance to choose an additional downtime move.

Mat Wilma

DH Core 059/270 | Daggerheart © Darrington Press 2025

### SUBCLASS



SORCERER

### PRIMAL ORIGIN

Foundation

**SPELLCAST TRAIT:** INSTINCT

**Manipulate Magic:** Your primal origin allows you to modify the essence of magic itself. After you cast a spell or make an attack using a weapon that deals magic damage, you can mark a **Stress** to do one of the following:

- Extend the spell or attack's reach by one range
- Gain a +2 bonus to the action roll's result
- Double a damage die of your choice
- Hit an additional target within range

Laura Gall

DH Core 040/270 | Daggerheart © Darrington Press 2025

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

### DOMAIN



SPELL

### UNLEASH CHAOS

At the beginning of a session, place a number of tokens equal to your Spellcast trait on this card.

Make a **Spellcast Roll** against a target within Far range and spend any number of tokens to channel raw energy from within yourself to unleash against them. On a success, roll a number of **d10s** equal to the tokens you spent and deal that much magic damage to the target. **Mark a Stress** to replenish this card with tokens (up to your Spellcast trait).

At the end of each session, clear all unspent tokens.

Ernanda Souza

DH Core 083/270 | Daggerheart © Darrington Press 2025

### DOMAIN



SPELL

### RAIN OF BLADES

**Spend a Hope** to make a **Spellcast Roll** and conjure throwing blades that strike out at all targets within Very Close range. Targets you succeed against take **d8+2** magic damage using your Proficiency.

If a target you hit is **Vulnerable**, they take an extra **1d8** damage.

Linda Lithén

DH Core 188/270 | Daggerheart © Darrington Press 2025

### 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.

**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.

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

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).

# 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

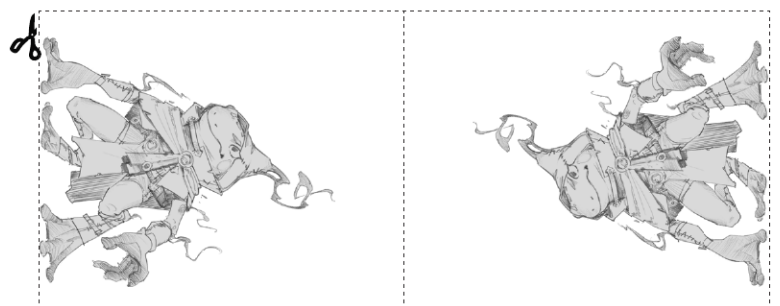
Create connections with your party before beginning play. Assign at least one of these relationships to a character.

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

DH Core 079/270 | Daggerheart © Darrington Press 2025

### 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

DH Core 072/270 | Daggerheart © Darrington Press 2025

### 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*.

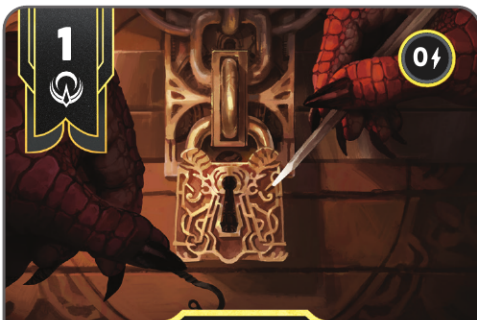
Juan Salvador Almenon

DH Core 025/270 | Daggerheart © Darrington Press 2025

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

DH Core 187/270 | Daggerheart © Darrington Press 2025

### 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

DH Core 168/270 | 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

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

# 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

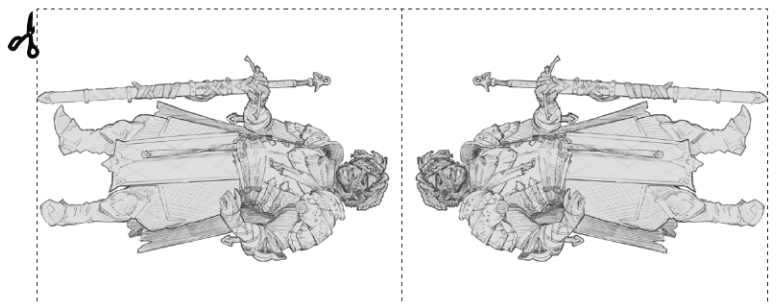
\_\_\_\_\_

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 lets 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.

# KHARI NIX

## IRIDGEBORNE 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.***

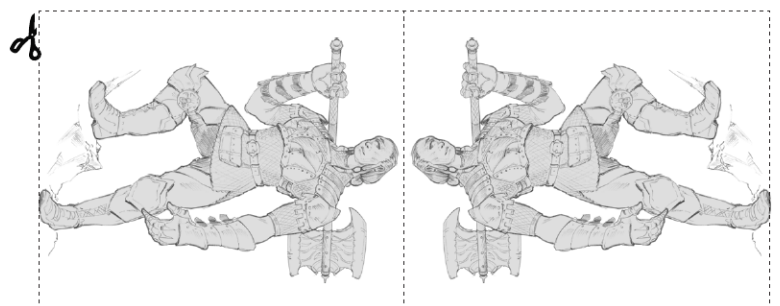
Character \_\_\_\_\_

***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

DH Core 076/270 | Daggerheart © Darrington Press 2025

### 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

DH Core 065/270 | Daggerheart © Darrington Press 2025

### 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

DH Core 013/270 | Daggerheart © Darrington Press 2025

### 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

DH Core 105/270 | Daggerheart © Darrington Press 2025

### 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

DH Core 252/270 | 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

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.

# 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!”*

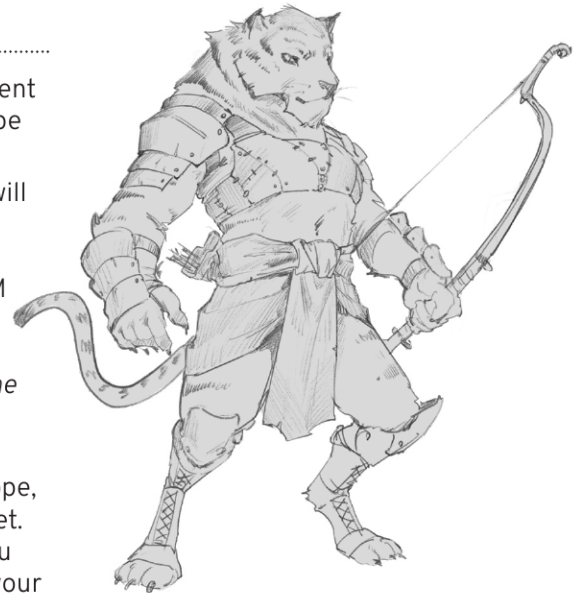
**Hope & Fear:** When you roll with Hope, mark a Hope on your character sheet. You’ll be able to spend any Hope you have to aid future rolls for you and your allies. When you roll with Fear, the GM gains a Fear. They can spend Fear to instigate or escalate challenges in the scene.

**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.***

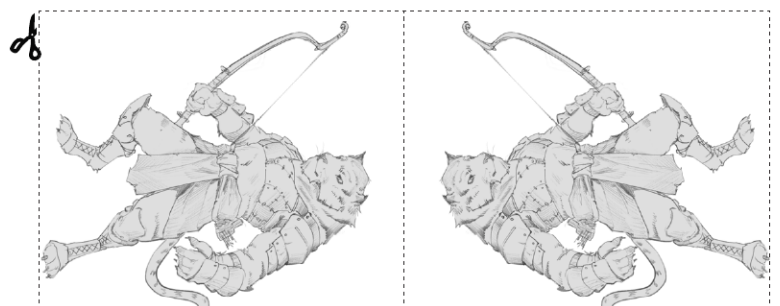
Character \_\_\_\_\_

***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.

Andreas Rocha | DH Core 081/270 | Daggerheart © Darrington Press 2025

### 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.

Hendry Iwanaga | DH Core 070/270 | Daggerheart © Darrington Press 2025

### 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.

Simon Pape | DH Core 022/270 | Daggerheart © Darrington Press 2025

**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.

Henry Peters | DH Core 126/270 | Daggerheart © Darrington Press 2025

### 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.

Leesha Hannigan | DH Core 210/270 | Daggerheart © Darrington Press 2025

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.