



BARD

**WORDSMITH**

Foundation

**SPELLCAST:** PRESENCE

**Heart of a Poet:** When speaking to a person you're trying to impress, persuade, or offend, use at least three rhyming words and spend a Hope to add **1d4** to the **Action Roll** against them.

**Rousing Speech:** Once per long rest, you can give a heartfelt, inspiring speech. All allies that can hear you clear a Stress.

[Artist Name TK]

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BARD

**TROUBADOUR**

Foundation

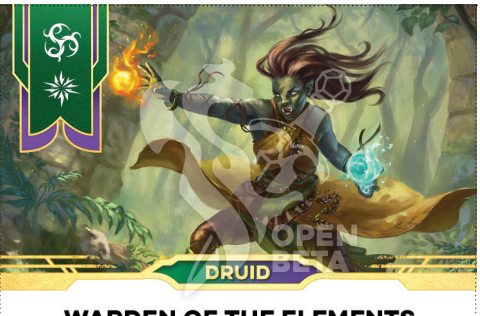
**SPELLCAST:** PRESENCE

When you select this Foundation, describe a unique instrument you carry and add it to your inventory. You may perform each song once per long rest:

- **When you play a relaxing song during a moment of calm, you and any close allies heal 1 Hit Point.**
- **When you play an epic song during battle, make a target temporarily Vulnerable.**
- **When you play a heartbreaking song at any time, you and any close allies take a Hope.**

[Artist Name TK]

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DRUID

**WARDEN OF THE ELEMENTS**

Foundation

**SPELLCAST:** INSTINCT

**Elemental Incarnation:** Mark a Stress to embody an elemental spirit from the list below, lasting for up to 1 hour or until you use this ability again. This ability can be used during (and overlap with) Beastform.

- **Fire:** When an enemy in melee range deals damage to you, they take **1d8** magical damage.
- **Earth:** You gain **+2** Armor Score.
- **Water:** You have advantage on Agility Rolls and can breathe underwater.
- **Air:** You gain **+2** Evasion.

[Artist Name TK]

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DRUID

**WARDEN OF RENEWAL**

Foundation

**SPELLCAST:** INSTINCT

**Clarity of Nature:** Once per long rest, you may create a space of natural serenity around you. After spending a few minutes resting within the space, you can clear Stress equal to your Instinct trait, distributed as you choose between you and your allies.

**Regeneration:** Touch a creature and spend **3 Hope** to heal **1d4** of their Hit Points.

[Artist Name TK]

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GUARDIAN

**STALWART**

Foundation

When you take this foundation, raise all of your Damage Thresholds by **+2**.

When you take physical damage, you may spend a Hope instead of marking an Armor Slot to reduce the damage by your Armor Score.

[Artist Name TK]

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GUARDIAN

**VENGEANCE**

Foundation

When you take this Foundation, gain an additional Armor Slot immediately.

When you are hit by an enemy in melee range and use an Armor Slot to reduce the damage, immediately do damage to them equal to your Armor Value.

[Artist Name TK]

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RANGER

**WAYFINDER**

Foundation

**SPELLCAST:** AGILITY

**Apex Predator:** Mark a Stress to increase your Proficiency by **+1** when rolling damage. When you deal damage to an enemy, you can never hit below their minor threshold.

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

[Artist Name TK]

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RANGER

**BEASTBOUND**

Foundation

**SPELLCAST:** AGILITY

You have an animal companion of your choice (at GM's discretion).

Take the Ranger Companion sheet. Whenever you level up your character, also choose a level up option for your companion from this sheet.

[Artist Name TK]

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ROGUE

**SYNDICATE**

Foundation

**SPELLCAST:** FINESSE

When you arrive in a heavily populated town or city, you know somebody that calls this place home. Give them a name, note how you think they could be useful, and choose one from the list below:

- *They owe me a favor, but they will be hard to find.*
- *They're going to ask for something in exchange.*
- *They're always in a great deal of trouble.*
- *We used to be together. It's a long story.*
- *We didn't part on great terms.*

[Artist Name TK]

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ROGUE

**NIGHTWALKER**

Foundation

**SPELLCAST: FINESSE**

**Shadow Stepper:** You can move from shadow to shadow. When you step into the shadow cast by another person or object, or an area of darkness, mark stress to disappear from where you are and reappear inside of any other shadow you can see within far range.

[Artist Name TK]

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SERAPH

**WINGED SENTINEL**

Foundation

**SPELLCAST: STRENGTH**

You may spend a Hope to take flight until your next roll with **Fear**. While flying, do an additional **1d8** damage to any weapon attack you make. You may spend an additional Hope to pick up and carry another creature that is approximately your size or smaller.

[Artist Name TK]

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SERAPH

**DIVINE WIELDER**

Foundation

**SPELLCAST: STRENGTH**

**Spirit Weapon:** When you have a melee weapon equipped, it can fly from your hand to strike an enemy and return to you. Treat it as though it is a weapon with close range. Mark a Stress to also apply this attack to another target in range on the same Attack Roll.

**Sparing Touch:** Once per long rest, you can touch a creature and heal **2 Hit Points** or **2 Stress**.

[Artist Name TK]

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SORCERER

**PRIMAL ORIGIN**

Foundation

**SPELLCAST: INSTINCT**

Your primal origin allows you to modify the essence of magic itself. After you cast a spell or use a weapon that deals magic damage, you may mark a Stress to do any of the following:

- *Extend its reach by one range.*
- *Add +2 to the action roll result.*
- *Reroll any number of Damage Dice.*
- *Hit an additional target within range with the spell.*

[Artist Name TK]

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SORCERER

**ELEMENTAL ORIGIN**

Foundation

**SPELLCAST: INSTINCT**

Your elemental origin lets you manipulate and shape a certain kind of element.

Choose one:

**WATER · FIRE · AIR · LIGHTNING · EARTH**

You can channel this element into unique, harmless effects. You may also spend a Hope to describe how your control over this element helps a current action, and either add **+2** to the action roll before making it or **+3** to the damage.

[Artist Name TK]

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WARRIOR

**CALL OF THE SLAYER**

Foundation

On a roll with Hope, you may choose to place a single **1d6** Slayer die on this card instead of taking a Hope. You can store a number of **1d6** Slayer dice equal to your proficiency, and can pick up any number of these dice and roll them when making a weapon Attack or Damage Roll to add their value to your total. Discard any you use this way. At the end of a session, clear any remaining Slayer dice on your sheet and gain that many Hope.

[Artist Name TK]

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WARRIOR

**CALL OF THE BRAVE**

Foundation

When you fail a roll with **Fear**, you gain a Hope.

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 preparation you make to clear **2 Stress** and gain **2 Hope**.

[Artist Name TK]

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WIZARD

**SCHOOL OF KNOWLEDGE**

Foundation

**SPELLCAST: KNOWLEDGE**

You've gained priceless knowledge through great study. Whenever you make a Knowledge Roll to recall information, you have advantage. If this roll is about the magical nature of a creature or enchantment, your advantage die for the roll is **1d8**.

**Adept:** You may mark a Stress instead of spending a Hope to use an Experience on a roll. If you do, double the Experience modifier when you add it.

[Artist Name TK]

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WIZARD

**SCHOOL OF WAR**

Foundation

**SPELLCAST: KNOWLEDGE**

You've focused your studies on the shaping of magic in both dangerous and powerful ways. Take an extra armor slot immediately. When you make a successful **Attack Roll** with **Fear**, you deal an extra **1d6** magic damage.

[Artist Name TK]

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BARD

**TROUBADOUR**

Specialization

Your rallying songs also help steel the courage of those who listen. Anybody who receives a Rally die from you via your Rally ability can also choose to either gain a Hope or clear a Stress.

[Artist Name TK]

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BARD

**WORDSMITH**

Specialization

You know your moving words can boost the morale of the group. When you use your skills as linguist to raise a member of your group up, once per session you can do one of the following:

- Allow them to find a mundane object or tool they need.
- Help an Ally by spending a Hope as usual, but roll a d8 instead of a d6 for your advantage die.
- Give them an additional Downtime activity during their next rest.

[Artist Name TK]

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DRUID

**WARDEN OF RENEWAL**

Specialization

You may use any of your Foundation features while in Beastform.

Once per long rest, you can magically repair armor outside of downtime. When you do, you or any ally in close range of you can clear a number of Armor Slots equal to your Instinct.

[Artist Name TK]

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DRUID

**WARDEN OF THE ELEMENTS**

Specialization

Once per short rest, while in Elemental Incarnation, you can give the area within close range of you an effect from the list below in accordance with that element. This effect follows you until you take Severe damage or the GM spends Fear to end it.

- **Fire:** Whenever an enemy marks one or more Hit Points, they also take a Stress.
- **Earth:** You and your allies gain +1 Armor Score.
- **Water:** After an enemy acts, you can spend a Hope to move them anywhere within close range of them.
- **Air:** If you or an ally get damaged by a ranged attack, reduce it by 1d8.

[Artist Name TK]

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GUARDIAN

**VENGEANCE**

Specialization

When an enemy damages an ally within melee range of you, the next successful attack you make against that enemy with has +1 Proficiency.

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GUARDIAN

**STALWART**

Specialization

When you take this specialization, raise all of your Damage Thresholds by +1.

When an ally within very close range takes damage, you can mark an Armor Slot to reduce the damage by your Armor Score.

[Artist Name TK]

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RANGER

**BEASTBOUND**

Specialization

When you take this Specialization, gain an additional level up option for your companion immediately.

When an enemy attacks you while in melee with your Ranger Companion, you gain +2 Evasion against the attack.

[Artist Name TK]

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RANGER

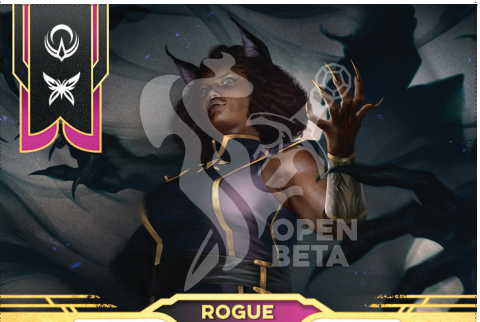
**WAYFINDER**

Specialization

When a creature that is marked by your Ranger's Focus attacks you, your Evasion is increased against the attack by a number equal to your Agility trait.

[Artist Name TK]

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ROGUE

**NIGHTWALKER**

Specialization

**Dark Cloud:** Make a Spellcast Roll (15). On a success, create a temporary dark cloud that covers any area within close range of you. Anyone in this cloud can't see outside of it, and anyone outside of it can't see in. You are considered Cloaked from any enemy it blocks line of sight from.

**Slippery:** You may spend Hope to immediately slip out of anything that is physically keeping you from moving.

[Artist Name TK]

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ROGUE

**SYNDICATE**

*Specialization*

Once per session, you can briefly call forth a shady contact. Immediately choose one of the benefits below and describe the flashback that brought them here to help you in this moment:

- They provide **1 handful of gold**, a unique tool, or a mundane object that the situation requires.
- When making an **Action Roll**, their help lets you shift your **Hope** or **Fear** die by **+3**.
- When dealing damage, they snipe from the shadows, adding **2d8** damage to your damage roll.

[Artist Name TK]

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SERAPH

**DIVINE WIELDER**

*Specialization*

When you take this Specialization, gain an additional Armor Slot immediately.

Your Sparing Touch can now be used one additional time per long rest.

[Artist Name TK]

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SERAPH

**WINGED SENTINEL**

*Specialization*

Your supernatural visage strikes awe and fear. You have advantage on Presence Rolls while in flight, and if you succeed on this Presence roll with Hope, you may remove a **Fear** from the GM's Fear Pool instead of taking Hope.

[Artist Name TK]

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SORCERER

**ELEMENTAL ORIGIN**

*Specialization*

You can call forth your chosen element to protect you from harm. When you are attacked, you may mark a Stress to describe how your element is channeled to defend you and add **1d8** to your Evasion against the attack.

[Artist Name TK]

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SORCERER

**PRIMAL ORIGIN**

*Specialization*

You can enhance the magical practices of others with your essence. When you Help an Ally on a **Spellcast Roll**, the advantage die you roll is **1d8**. After you help them make their **Spellcast Roll**, once per long rest, you can swap the values of their Duality dice.

[Artist Name TK]

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WARRIOR

**CALL OF THE BRAVE**

*Specialization*

You are vigilant in the face of mounting danger. While you have **2 Hit Points** available or less, your Hope die becomes a **1d20**.

[Artist Name TK]

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WARRIOR

**CALL OF THE SLAYER**

*Specialization*

You can wield multiple weapons with dangerous ease. When you make a successful **Attack Roll**, you may spend a Hope to add one weapon damage die from your secondary weapon to the damage.

In addition, once per long rest, when you roll your Slayer dice, you can reroll any 1s once, taking the new result.

[Artist Name TK]

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WIZARD

**SCHOOL OF WAR**

*Specialization*

You can concentrate to maintain a protective barrier of magic to protect you. While you have at least **3 Hope**, you can add your Spellcast trait to your Evasion.

[Artist Name TK]

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WIZARD

**SCHOOL OF KNOWLEDGE**

*Specialization*

When you take this Specialization, you may change an existing Experience you have, then add **+1** to one of your Experiences.

Once per short rest, you may reduce the Recall Cost of a Domain card in your Vault by 1 when recalling it.

[Artist Name TK]

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BARD

**WORDSMITH**

Mastery

The Rally die you distribute increases to a **d10**.  
In addition, whenever you Help an Ally, when you narrate the moment as if you were writing the tale of their heroism in a memoir, your advantage die to help them is a **d10**.

[Artist Name TK]

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BARD

**TROUBADOUR**

Mastery

Your craft rivals the greats, your skill and creativity unbounded. You may perform each of your Foundation songs an additional time per long rest.

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DRUID

**WARDEN OF THE ELEMENTS**

Mastery

When you use your Elemental Incarnation, you further embody the spirit and gain the additional benefits below based on the element chosen.

- **Fire:** When you deal damage with an attack or spell, you are at **+1 Proficiency**.
- **Earth:** When you should mark an Armor Slot, roll **1d6**. On a **5-6**, you don't mark it.
- **Water:** When you are hit by an attack, you can take a **Stress** to make the attacker **Vulnerable**.
- **Air:** You gain **+1 Evasion** and can fly.

[Artist Name TK]

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DRUID

**WARDEN OF RENEWAL**

Mastery

Your animal transformation embodies a healing guardian spirit. While you are in Beastform, when an ally within close range marks **2** or more Hit Points, you can mark a **Stress** to reduce the amount of Hit Points they mark by **1**.

[Artist Name TK]

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GUARDIAN

**STALWART**

Mastery

When you take this mastery, raise all of your Damage Thresholds by **+2**.  
When an ally within close range has **2** or less available Hit Points and takes damage, you can immediately mark a **Stress** to sprint to their side and take the damage instead.

[Artist Name TK]

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GUARDIAN

**VENGEANCE**

Mastery

Spend a **Hope** to mark an enemy until your next rest. When you make an **Attack Roll** against an enemy you have marked in this way, you can adjust your **Hope** or **Fear** die by **+1**.

[Artist Name TK]

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RANGER

**WAYFINDER**

Mastery

When you make an **Attack Roll** against the target of your Ranger's Focus, you may spend a **Hope** before the roll. On a success, you remove one **Fear** from the GM's **Fear** Pool.

[Artist Name TK]

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RANGER

**BEASTBOUND**

Mastery

When you take this Specialization, gain **2** level up options for your companion immediately.  
Once per long rest, if you and your companion are within close range of each other when the damage from an attack would take you or your companion out of the fight, the other may immediately rush to their side and take that damage instead.

[Artist Name TK]

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ROGUE

**SYNDICATE**

Mastery

You can now use your Specialization Feature three times per session. You can also choose from the following options when you use it:

- When you mark **1** or more Hit Points, a contact rushes out to shield you, reducing the Hit Points marked by **1**.
- When you make a **Presence Roll** in conversation, they back you up. Your **Hope** die becomes a **d20** for the roll.

[Artist Name TK]

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ROGUE

**NIGHTWALKER**

Mastery

Permanently gain **+1** to your Evasion and your ability to shadow step now works at very far range.

**Cloaked:** At any time, you can mark stress to make yourself *cloaked*. While cloaked, you take all the benefits of the *hidden* condition and automatically lose the *vulnerable* and *restrained* condition if you have them. *Cloaked* only drops when you make a roll with Fear, or at your next rest.

[Artist Name TK]

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SERAPH

**WINGED SENTINEL**

Mastery

When you take this mastery, raise your Severe Damage Threshold by **+4** immediately.

While in flight, the additional damage you deal with a weapon attack (because of your Winged Sentinel Foundation) increases to **1d12**.

[Artist Name TK]

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SERAPH

**DIVINE WIELDER**

Mastery

When you roll damage for your Spirit Weapon, if any of your damage dice values match, roll an additional damage die per match (**8** and **8** rolls **+1** die, **5**, **5**, and **5** rolls **+2** dice, etc). Do not count any of these additional dice towards matching.

[Artist Name TK]

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SORCERER

**PRIMAL ORIGIN**

Mastery

You can gather magical energy to enhance your capability. You may become "charged" after taking magical damage, or after spending **2 Hope** to do so. When you successfully cast a spell while "charged", you may become no longer "charged" to either roll damage at **+2** Proficiency or inflict a **+2** Reaction Roll difficulty for that spell.

You are no longer "charged" after a long rest.

[Artist Name TK]

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SORCERER

**ELEMENTAL ORIGIN**

Mastery

Once per long rest, you can transform into an elemental form of your chosen element. When you do, describe your transformation and choose two of the following features to gain until your next short rest:

- **+4** to your Severe Threshold.
- **+1** to a Character Trait of your choice.
- **+1** Proficiency
- **+2** to your Armor Score.
- **+2** Evasion

[Artist Name TK]

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WARRIOR

**CALL OF THE SLAYER**

Mastery

You have become an inspirational warrior to all who travel with you. You gain a new Downtime option called **Martial Preparation**.

**Martial Preparation:** Describe how you instruct and train with your party and gain **1d6** Slayer dice to distribute between you and your allies. Allies can use these Slayer dice to enhance their own weapon Attack or Damage rolls.

[Artist Name TK]

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WARRIOR

**CALL OF THE BRAVE**

Mastery

Your unbending courage is a rallying point for your allies. You can initiate a Tag Team Roll twice per session.

When an ally wishes to initiate a Tag Team Roll with you, they only need to spend **2 Hope** to do so.

[Artist Name TK]

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WIZARD

**SCHOOL OF KNOWLEDGE**

Mastery

When you take this Mastery, choose two Experiences and add **+1** to each of them.

Whenever you wish to use an Experience, roll a **1d6**. On a result of **5-6**, you do not need to spend a Hope to use it.

[Artist Name TK]

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WIZARD

**SCHOOL OF WAR**

Mastery

The extra magic damage from your School of War Foundation feature increases to **1d10**.

When you make a successful attack roll with Hope, you may choose to make it with **Fear** instead.

[Artist Name TK]

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