

EARTHKIN

ANCESTRY

Earthkin are descended from earth elementals. They are humanoids whose bodies are a combination of flesh and earth.

Stoneskin: Gain a **+1** bonus to your Armor Score and Damage Thresholds.

Immoveable: While your feet are touching the ground, you cannot be lifted or moved against your will.

✍ [Artist Name TK]

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TIDEKIN

ANCESTRY

Tidekin are descended from water elementals. They are humanoids whose bodies are a combination of flesh and water.

Amphibious: You can breathe and move naturally underwater.

Lifespring: Once per rest, when you have access to a small amount of water, you can **mark 2 Stress** to heal a Hit Point on yourself or an ally.

✍ [Artist Name TK]

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EMBERKIN

ANCESTRY

Emberkin are descended from fire elementals. They are humanoids whose bodies are a combination of flesh and fire.

Fireproof: You are immune to damage from magical or mundane flame.

Ignition: **Mark a Stress** to wreath your primary weapon in flame until the end of the scene. While ablaze, it gives off a bright light and grants a **1d6** bonus to damage rolls against targets within Melee range.

✍ [Artist Name TK]

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SKYKIN

ANCESTRY

Skykin are descended from air elementals. They are humanoids whose bodies are a combination of flesh and air.

Gale Force: **Mark a Stress** to conjure a gust of wind that carries you or an ally up to Very Far range. Additionally, you can always control the speed at which you fall.

Eye of the Storm: **Spend 2 Hope** to grant a **+1** bonus to either your or an ally's Evasion until you next take Severe damage or you use Eye of the Storm again.

✍ [Artist Name TK]

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AETHERIS

ANCESTRY

Aetheris are humanoids who possess radiant auras and glowing eyes. They are the descendants of celestials from the Hallows Above.

Hallowed Aura: Once per rest, when an ally within Close range rolls with Fear, you can make it a roll with Hope instead.

Divine Countenance: You have advantage on rolls to command or persuade.

✍ [Artist Name TK]

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GNOME

ANCESTRY

Gnomes are small humanoids most easily recognized by their dense musculature, long arms, and large facial features.

Nimble Fingers: When you make a Finesse Roll, you can **spend 2 Hope** to reroll your Hope Die.

True Sight: You have advantage on rolls to see through illusions.

✍ [Artist Name TK]

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COMMUNITY

DUNEBORNE

Being part of a duneborne community means you've made a home among the shifting sands and arid climate of the desert.

Oasis: During a short rest, you or an ally can reroll a die used for a downtime action.



COMMUNITY

FREEBORNE

Being part of a freeborne community means you're from a collective that lived under tyrannical rule and is now liberated.

Unbound: Once per session, when you make an action roll with Fear, you can change it to a roll with Hope instead.



COMMUNITY

FROSTBORNE

Being part of a frostborne community means you come from a place of snow and ice.

Hardy: Once per rest, you can Help an Ally traverse difficult terrain without spending a Hope.

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COMMUNITY

HEARTHBORNE

Coming from a hearthborne community means you come from humble origins, having lived in a small village or the countryside.

Close-Knit: Once per long rest, you can spend any number of Hope to give an ally the same number of Hope.



COMMUNITY

REBORNE

You were once a member of another community, but you can no longer remember it.

Found Family: Once per session, you can spend a Hope to use an ally's community ability. When you do, your ally gains a Hope.

At any point, when you've discovered the community you were once a part of, or have joined a new community, you can permanently trade this community card for that one instead.



COMMUNITY

WARBORNE

Being part of a warborne community means you come from a place that is, or was, ravaged by war.

Brave Face: Once per session, when an attack would cause you to mark a Stress, you can spend a Hope instead.

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