DAGGERHEART CHARACTER SHEET

NAME: Intrepid | PRONOUNS: They/Them | HERITAGE: Wanderborne Clank | CLASS: Guardian - Stalwart | LEVEL: 3

EVASION: 9 | ARMOR: 6

AGILITY	STRENGTH	FINESSE	INSTINCT	PRESENCE	KNOWLEDGE
1	3	1	0	-1	1
Sprint Leap Maneuver	Lift Smash Grapple	Control Hide Tinker	Perceive Sense Navigate	Charm Perform Deceive	Recall Analyze Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.

MINOR DAMAGE	MAJOR DAMAGE	SEVERE DAMAGE
15	28	
Mark 1 HP	Mark 2 HP	Mark 3 HP

HP (MAX 8)

STRESS (MAX 7)

HOPE

Spend a Hope to use an experience or help an ally.

HOPE FEATURE

EXPERIENCE

Stronger together	3
Enduring	2
Repairer	2

GOLD

HANDFULS | BAGS | CHEST

CLASS FEATURE

ACTIVE WEAPONS

PROFICIENCY

PRIMARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
Improved Warhammer	Strength Melee	1d12+6 Physical

FEATURE: Heavy (-1 to Evasion)

SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
		-

FEATURE

ACTIVE ARMOR

NAME	BASE THRESHOLDS	BASE SCORE

FEATURE

INVENTORY

a secret key, Flare Launcher, Improved Mace,

INVENTORY WEAPON

■ PRIMARY ☐ SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
Improved Mace	Strength Melee	1d8+4 Physical

FEATURE

INVENTORY WEAPON

☐ PRIMARY ☐ SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
		-

FEATURE

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ANCESTRY: Clank

Purposeful Design: Decide who made you and for what purpose. At character creation, choose one of your Experiences that best aligns with this purpose and gain a permanent +1 bonus to it.

Efficient: When you take a short rest, you can choose a long rest move instead of a short rest move.

COMMUNITY: Wanderborne

Nomadic Pack: Add a Nomadic Pack to your inventory. Once per session, you can spend a Hope to reach into this pack and pull out a mundane item thats useful to your situation. Work with the GM to figure out what item you take out.

SUBCLASS: Stalwart

FOUNDATION | SPECIALIZATION | MASTERY

Guardian	
CLASS	SPELLCAST TRAIT

Unwavering: Gain a permanent +1 bonus to your damage thresholds.

SUBCLASS:

FOUNDATION | SPECIALIZATION | MASTERY

CLASS	SPELLCAST TRAIT

SUBCLASS:

FOUNDATION | SPECIALIZATION | MASTERY

CLASS	SPELLCAST TRAIT

DOMAIN CARD: Get Back Up

blade	ability	1
DOMAIN	TYPE	RECALL

DOMAIN CARD: Bare Bones

valor	ability	0
DOMAIN	TYPE	RECALL

DOMAIN CARD: Body Basher

valor	ability	1
DOMAIN	TYPE	RECALL

DOMAIN CARD: Reckless

blade	ability	1
DOMAIN	TYPE	RECALL

DOMAIN CARD:

DOMAIN	TYPE	RECALL

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DOMAIN CARD:

DOMAIN | TYPE | RECALL

DOMAIN CARD:

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DOMAIN | TYPE | RECALL

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DAGGERHEART
CHARACTER DETAILS

NOTES

DETAILS

Pronouns
They/Them

Clothes that are...
No clothes, hull painted with heraldry.

Eyes like...
windows

Body that's...
metal

The color of...
cast iron

Attitude like...
officer

BACKGROUND QUESTIONS

Who from your community did you fail to protect, and why do you still think of them?

Intrepid, the clank who died for us and now is our home.

Youve been tasked with protecting something important and delivering it somewhere dangerous. What is it, and where does it need to go?

Ourselves, to the mage in the desert.

You consider an aspect of yourself to be a weakness. What is it, and how has it affected you?

The shared nightmare.

CONNECTIONS

How did I save your life the first time we met?

What small gift did you give me that you notice I always carry with me?

What lie have you told me about yourself that I absolutely believe?

PLAY GUIDE

ACTION ROLLS

Describe what you want to do and work with the GM to determine whether a roll is necessary to accomplish it. If it is...

AGILITY +1, THIEF +2

Decide which modifiers apply. Spend a Hope to add an Experience.



Roll your Duality Dice and add them together along with your modifiers.

"21 WITH FEAR!"

Tell the GM the result and which Duality Die rolled higher.



CRITICAL SUCCESS!

If the Hope and Fear Die both land on the same number, it's a critical success.

ACTION ROLL RESULTS

- **On a critical success**, you get what you want and a little extra. You gain a Hope and clear a Stress.
- **On a success with Hope**, you pull it off well and get what you want. You gain a Hope.
- **On a success with Fear**, you get what you want, but it comes with a cost or consequence. You might get attacked, get limited information, attract danger, or face another complication. The GM gains a Fear.
- **On a failure with Hope**, things don't go to plan. You probably don't get what you want and there are consequences, but you gain a Hope.
- **On a failure with Fear**, things go very badly. You probably don't get what you want, and a major consequence or complication occurs because of it. The GM gains a Fear.

DAMAGE ROLLS

After a successful attack, roll a number of your weapon's damage dice equal to your Proficiency and add them together.

If your attack roll critically succeeds, your attack deals extra damage! Start with the highest possible value the damage dice can roll, and then make a damage roll as usual, adding it to that value.

REACTION ROLLS

Reaction rolls work similarly to action rolls, except they don't generate Hope, Fear, or additional GM moves.

USING ARMOR

Your Armor Score represents how many Armor Slots you have available. When you take damage, you can mark an Armor Slot to reduce the severity by one threshold. You can only mark 1 Armor Slot per incoming attack.

QUICK REFERENCE

Advantage: Add a **d6** advantage die to your roll.

Disadvantage: Subtract a **d6** disadvantage die from your roll.

Help an Ally: Spend a Hope and roll a **d6** advantage die to add to an ally's roll. If the ally has gained advantage on a roll from multiple sources, they only add the highest result to their roll.

Group Action: Nominate a leader of the action. All other participants in the group action roll make a reaction roll using whichever traits they and the GM decide best fit (they don't need to use the same traits). The leader then makes an action roll. Their action roll gains a +1 bonus for each reaction roll that succeeds and a –1 penalty for each reaction roll that fails.

Tag Team Roll: Once per session, each player can choose to **spend 3 Hope** and initiate a Tag Team Roll between their character and another PC. When you do, work with the other character's player to describe how you combine your actions in a unique and exciting way. You both make separate action rolls, but before resolving the roll's outcome, choose one of the rolls to apply for both of your results. On a roll with Hope, all PCs involved gain a Hope. On a roll with Fear, the GM gains a Fear for each PC involved. If you succeed on a Tag Team Roll attack, you both roll damage, then add it together to determine the damage dealt.

Vulnerable: When a creature has the *Vulnerable* condition, all rolls against them have advantage.

Restrained: When a creature has the *Restrained* condition, they can't move, but they can still take actions from their current position.

Hidden: While you're out of sight from all foes and they don't know where you are, you gain the *Hidden* condition. While you're *Hidden*, any rolls against you have disadvantage.

Direct Damage: Armor Slots can't be marked to reduce this damage.

DOWNTIME

Level 1 ▸ Tier 1 | Levels 2–4 ▸ Tier 2 | Levels 5–7 ▸ Tier 3 | Levels 8–10 ▸ Tier 4

Downtime represents moments of respite within the perilous journey the characters are on together. It's not only an opportunity to recover and prepare for what lies ahead, but also a time to share more quiet, intimate scenes that help to build or showcase the relationships characters have with one another.

SHORT REST

Each player can swap any domain cards in their loadout for cards in their vault, then choose two of the following moves (or choose the same move twice). The GM gains 1d4 Fear.

- **Tend to Wounds**
  Describe how you hastily patch yourself up, then clear a number of Hit Points equal to 1d4 + your tier. You can do this to an ally instead.
- **Clear Stress**
  Describe how you blow off steam or pull yourself together, then clear a number of Stress equal to 1d4 + your tier.
- **Repair Armor**
  Describe how you quickly repair your armor, then clear a number of Armor Slots equal to 1d4 + your tier. You can do this to an ally's armor instead.
- **Prepare**
  Describe how you prepare yourself for the path ahead, then gain a Hope. If you choose to Prepare with one or more members of your party, you each gain 2 Hope.

LONG REST

Each player can swap any domain cards in their loadout for cards in their vault, then choose two of the following moves (or choose the same move twice). The GM gains an amount of Fear equal to the number of PCs + 1d4 and can advance a long-term countdown.

- **Tend to All Wounds**
  Describe how you patch yourself up, then clear all Hit Points.
  You can do this to an ally instead.
- **Clear All Stress**
  Describe how you blow off steam or pull yourself together, then clear all Stress.
- **Repair All Armor**
  Describe how you spend time repairing your armor, then clear all Armor Slots.
  You can do this to an ally's armor instead.
- **Prepare**
  Describe how you prepare for the next day's adventure, then gain a Hope. If you choose to Prepare with one or more members of your party, you each gain 2 Hope.
- **Work on a Project**
  Establish or continue work on a project. The GM might ask for a roll to determine how much to tick down the progress countdown.

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CHARACTER SHEET SIDECAR

This section denotes your **class**. Each class is made up of two **domains**. You choose your **abilities and spells** from these domains.

Evasion represents your ability to avoid an attack. 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).

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 your character's 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 a Hope** before the action roll to add an Experience's value as a modifier. You earn more Experiences throughout a campaign.

This is where you keep track of your **gold** during a campaign. If you would mark your tenth handful, you instead mark a **bag** and erase all your handfuls. If you would mark your tenth bag, you instead mark a **chest** and erase your bags. **You start with one handful of gold.**

Each 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**. You use these as your primary modifiers on action rolls. The descriptions beneath each trait 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 roll when using them for an attack. They also have a **range** (*Melee, Very Close, Close, Far, or Very Far*). The GM tells you what range a target is at relative to your character. **Damage dice** are the kind of dice you roll when you make a successful attack, and the damage type is either **physical** or **magic**. **Proficiency** tells you how many damage dice you roll. A weapon's **feature** describes its special abilities or the requirements to use it.

Weapons are either one-handed or two-handed. Fill in the appropriate number of hands based on the weapons you take.

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.

Your **inventory** is where you store **items** and **consumables**.

This is where you store **weapons** you want to carry but not have active. While a weapon is in your inventory, you can't benefit from its feature.

SLIDE THIS SIDE OUT TO THE LEFT OF YOUR CHARACTER SHEET.

SLIDE THIS SIDE OUT TO THE RIGHT OF YOUR CHARACTER SHEET.

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