

BRAVE & PERFORMER

Daggerheart Classes & Domains

By T. L. Bainter



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Special Thanks to This Book's Artists

I would like to thank the artists I worked with on this guide. Their work was instrumental in bringing this to life, and by purchasing this guide you are supporting real art. You can find the artists in this book on social media.

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INTRODUCTION

Advice and assist your allies with the *Brave* and *Performer* traditions, each built around the concept of empowerment through collaboration. Each has access to the new *Counsel* Domain, in addition to domains of their own, which is designed to boost not only oneself, but one's allies as well. These are great classes to play if you are a player who finds yourself constantly seeking opportunities to include or highlight others. Various mechanics in this book provide unique ways to share the spotlight, grant advantage, and otherwise aid allies. But what else makes these classes and their domains unique and enticing?

The Classes

The Brave

A true leader, the Brave sets an example for others to follow. Through wisdom and will, they lead others to success and victory. Their guidance may be through direct heart-to-hearts and speeches or it may be more applied simply through the deeds committed by the Brave.

General Subclass

The general is a tremendous leader, giving orders and instructions that, when followed, help ensure victory. Their cornerstone feature allows them to pass the spotlight to an ally to increase their odds of success should they pursue a particular course of action.

Suave Subclass

The suave's style of leadership is applied primarily through example rather than direct orders. When the suave acts, others cannot help but to be

enthralled and follow their example. Their presence instills hope in their allies and fear in their enemies.

The Performer

A variant of the bard more focused on ally empowerment and enemy weakening than anything else, the Performer uses their master of the arts to relieve tension, embolden others, and ensure everyone gets their time at center stage.

Discourager

The discourager's primary focus lies not in direct empowerment of allies, but in total discouragement and mental harm to enemies. Enemies are easily caught of guard when a Performer's creative insults and distracting drawings are hurled at them like a stone from a sling, giving allies an advantage.

Encourager

If discouraging enemies to gain the upper hand isn't a Performer's style, they'll likely lean more in the positive direction. Encouragers channel their creativity into methods of empowering and inspiring others to achieve their goals.

The Domains

This book comes with three new domains for the classes within. *Counsel* is a domain shared by both the Brave and Performer, while *Creativity* is exclusive to the Performer and *Judgment* is exclusive to the Brave. This gives both classes access to tools that will aid them in their efforts to share the spotlight and suggest courses of action while also giving them room to shine in other unique areas of expertise.



Items

Counsel

The shared domain, *Counsel*, is focused on giving direct advice to allies, inspiring them through your own actions, and setting the stage for success in all fields. Cards like *Rallying Strike* give bonuses when you pass the spotlight while *Inspiring Speech* grants long-term benefits of your choice to affected allies.

Creativity

The *Creativity* Domain is designed to... well, incentivize creativity. Cards from this domain allow you to take brush to canvas to create new pathways through *Painted Path* or use *Musical Number* to completely alter the feeling and nature of a scene.

Judgment

The final domain, *Judgment*, improves one's ability to make the right call and predict the outcome. Rather than relying purely on gut instinct, this domain puts tools in your toolbox to know exactly what the right call is. Use *Foresight* to increase your chances of rolling a Success with Hope on a particular roll or *Guilty Verdict* to render an adversary *Guilty* and prone to your wrath.

Items

In addition to the new classes and domains within this book, there are two new items available, each themed around their respective class! These make tremendous rewards not just for these classes, but for any class and character.

Leader's Cutter

A unique hat covered in dried blood and decorated by bones, this hat compels others to listen to what you

have to say and follow your instructions. While wearing the hat, advantage you give to other creatures is improved!

Satyr's Lute

A once-cursed lute that has lost much of its power, the *Satyr's Lute* has ruby eyes set into the sockets of a goat head on the instrument's body. The lute sends a chill down the spine of those who gaze upon it, which can be enough to put someone who is already tense into a state of panic.

Words of Advice

The classes, subclasses, items, and domains in this book are themed around the concept not of taking the spotlight for yourself and seizing the day, but rather creating openings and opportunities for your allies. As with all TTRPGs, the entire party is the main character, not just one person, and this book is built to emphasize that core aspect of the game.

However, the contents of this book take that concept a step further by giving you numerous tools explicitly designed to share the spotlight and provide benefits for doing so. Not only will you not be the center of attention regularly, you'll be highlighting others and making *them* the center of attention, with bonuses to boot. The Brave and Performer are both extremely helpful, valuable members of a team, but the word *team* does a lot of heavy-lifting, there. If you are going to play one of these classes, be prepared to work closely with your allies to achieve success and know that while you may not be the one to deal the final blow, you may just be the one who made it possible.



BRAVE

Standing on the front lines with their weapon drawn and allies at their back, the brave leads by example. Their strength comes from guiding their team, tactical preparations, and quick-thinking. Where some would call themselves leaders by sending others to die in their name, the brave is right there with their allies, trudging through mud and slashing through foes to ensure victory. Morale is never higher than when a brave is by your side.

DOMAINS

Counsel and Judgment

STARTING EVASION

11

STARTING HIT POINTS

6

CLASS ITEMS

A medal of honor or an elegant weapon

BRAVE'S HOPE FEATURE

Marching Orders: Spend 3 Hope and choose a trait. All allies within Close range gain advantage on their action rolls using that trait this session. The advantage is lost early for an ally when they fail a roll using the chosen trait.

CLASS FEATURE

To My Side!

Choose an ally within Far range. That ally may immediately move within Melee range of you — provided no extenuating circumstances would prevent them from doing so — without a roll. Once you have used this feature in a scene, additional uses in the same scene require the chosen ally to **mark a Stress**.



The Brave & Performer Classes

The Brave
By Motolog



CLASS SUBCLASSES

Choose either the *General* or *Suave* subclass.

GENERAL

Play the General if you want to guide your allies to victory through commands and tactics.

◆ FOUNDATION FEATURES

Command: Spend a Hope when you have the spotlight to pass the spotlight to an ally and suggest a course of action that requires a roll. If the ally attempts that course of action during this spotlight, they may use a d20 as their Hope Die for the roll. At level 5, if the ally rolls a Success with Hope, you also gain a Hope.

Withstand: Allies within Melee range have a bonus to their damage thresholds equal to your Tier.

◆ SPECIALIZATION FEATURE

Commanding Presence: When you fail a roll to command, intimidate, or otherwise persuade, spend a Hope to reroll the Hope Die for the roll. You must use the new roll. At level 10, the Hope Die becomes a d20 when rerolled in this way.

Follow My Lead: When you are the leader of a group action roll, you may spend a Hope to grant a bonus equal to your Tier to the reaction rolls of the other participants.

◆ MASTERY FEATURE

On the Ground: When you help an ally, the ally rolls a d20 for their Hope Die. If they roll a Success with Hope, you also gain a Hope.

Priority Target: When an adversary takes the spotlight, spend a Hope to identify that adversary as a priority. Reaction rolls triggered by that adversary have advantage until you use this feature again.