

DAGGERHEART WARRIOR PACK

Language: EN (SRD 1.0)
Tier: 1-4

See the full creation process (in French) at:
<https://mydhblog.com/naissance-des-cartes/>



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- 9 Community cards
- 18 Ancestry cards
- 3 Class cards
- 6 Subclass cards - Tier: 1-4
- 42 Domain cards ['Blade', 'Bone'] - Tier: 1-4



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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. Traditionally, members of a highborne community possess incredible material wealth.

Privilege : You have Advantage on rolls to consort with nobles, negotiate prices, or leverage your reputation to get what you want.

COMMUNITY

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LOREBORNE

Being part of a loreborne community means you're from a society that favors strong academic or political prowess. Loreborne communities highly value knowledge, frequently in the form of historical preservation, political advancement, scientific study, skill development, or lore and mythology compilation.

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

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ORDERBORNE

Being part of an orderborne community means you're from a collective that focuses on discipline or faith, and you uphold a set of principles that reflect your experience there. Orderborne are frequently some of the most powerful among the surrounding communities.

Dedicated : Record three sayings or values your upbringing instilled in you. Once per rest, when you describe how you're embodying one of these principles through your current action, you can roll a **d20** as your Hope Die.

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RIDGEBORNE

Being part of a ridgeborne community means you've called the rocky peaks and sharp cliffs of the mountainside home. Those who've lived in the mountains often consider themselves hardier than most because they've thrived among the most dangerous terrain many continents have to offer.

Steady : You have Advantage on rolls to traverse dangerous cliffs and ledges, navigate harsh environments, and use your survival knowledge.

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SEABORNE

Being part of a seaborne community means you lived on or near a large body of water. Seaborne communities are built, both physically and culturally, around the specific waters they call home.

Know the Tide : You can sense the ebb and flow of life. When you roll with Fear, place a token on your community card. You can hold a number of tokens equal to your level. Before you make an action roll, you can spend any number of these tokens to gain a +1 bonus to the roll for each token spent. At the end of each session, clear all unspent tokens.

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SLYBORNE

Being part of a slyborne community means you come from a group that operates outside the law, including all manner of criminals, grifters, and con artists. Members of slyborne communities are brought together by their disparate goals and their clever means of achieving them.

Scoundrel : You have Advantage on rolls to negotiate with criminals, detect lies, or find a safe place to hide.

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UNDERBORNE

Being part of an underborne community means you're from a subterranean society. Many underborne live right beneath the cities and villages of other collectives, while some live much deeper.

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.

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WANDERBORNE

Being part of a wanderborne community means you've lived as a nomad, forgoing a permanent home and experiencing a wide variety of cultures. Unlike many communities that are defined by their locale, wanderborne are defined by their traveling lifestyle.

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 that's useful to your situation. Work with the GM to figure out what item you take out.

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WILDBORNE

Being part of a wildborne community means you lived deep within the forest. Wildborne communities are defined by their dedication to the conservation of their homelands, and many have strong religious or cultural ties to the fauna they live among.

Lightfoot : Your movement is naturally silent. You have Advantage on rolls to move without being heard.

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CLANK

Clanks are sentient mechanical beings built from a variety of materials, including metal, wood, and stone. They can resemble humanoids, animals, or even inanimate objects.

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.

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DRAKONA

Drakona resemble wingless dragons in humanoid form and possess a powerful elemental breath. All drakona have thick scales that provide excellent natural armor against both attacks and the forces of nature.

Scales : Your scales act as natural protection. When you would take Severe damage, you can **mark a Stress** to mark 1 fewer Hit Points.

Elemental Breath : Choose an element for your breath (such as electricity, fire, or ice). You can use this breath against a target or group of targets within Very Close range, treating it as an Instinct weapon that deals **d8** magic damage using your Proficiency.

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DWARF

Dwarves are most easily recognized as short humanoids with square frames, dense musculature, and thick hair. Their average height ranges from 4 to 5 ½ feet, and they are often broad in proportion to their stature.

Thick Skin : When you take Minor damage, you can **mark 2 Stress** instead of marking a Hit Point.

Increased Fortitude : **Spend 3 Hope** to halve incoming physical damage.

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ELF

Elves are typically tall humanoids with pointed ears and acutely attuned senses. Their ears vary in size and pointed shape, and as they age, the tips begin to droop.

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.

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FAERIE

Faeries are winged humanoid creatures with insectile features. These characteristics cover a broad spectrum from humanoid to insectoid—some possess additional arms, compound eyes, lantern organs, chitinous exoskeletons, or stingers.

Luckbender : Once per session, after you or a willing ally within Close range makes an action roll, you can **spend 3 Hope** to reroll the Duality Dice.

Wings : You can fly. While flying, you can **mark a Stress** after an adversary makes an attack against you to gain a +2 bonus to your Evasion against that attack.

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FAUN

Fauns resemble humanoid goats with curving horns, square pupils, and cloven hooves. Though their appearances may vary, most fauns have a humanoid torso and a goatlike lower body covered in dense fur.

Caprine Leap : You can leap anywhere within Close range as though you were using normal movement, allowing you to vault obstacles, jump across gaps, or scale barriers with ease.

Kick : When you succeed on an attack against a target within Melee range, you can **mark a Stress** to kick yourself off them, dealing an extra **2d6** damage and knocking back either yourself or the target to Very Close range.

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FIRBOLG

Firbolgs are bovine humanoids typically recognized by their broad noses and long, drooping ears. Some have faces that are a blend of humanoid and bison, ox, cow, or other bovine creatures.

Charge : When you succeed on an Agility Roll to move from Far or Very Far range into Melee range with one or more targets, you can **mark a Stress** to deal **1d12** physical damage to all targets within Melee range.

Unshakable : When you would mark a Stress, roll a **d6**. On a result of 6, don't mark it.

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FUNGRIL

Fungrils resemble humanoid mushrooms. They can be either more humanoid or more fungal in appearance, and they come in an assortment of colors, from earth tones to bright reds, yellows, purples, and blues.

Fungril Network : Make an **Instinct Roll (12)** to use your mycelial array to speak with others of your ancestry. On a success, you can communicate across any distance.

Death Connection : While touching a corpse that died recently, you can **mark a Stress** to extract one memory from the corpse related to a specific emotion or sensation of your choice.

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GALAPA

Galapas resemble anthropomorphic turtles with large, domed shells into which they can retract. On average, they range from 4 feet to 6 feet in height, and their head and body shapes can resemble any type of turtle.

Shell : Gain a bonus to your Damage Thresholds equal to your Proficiency.

Retract : **Mark a Stress** to retract into your shell. While in your shell, you have Resistance to physical damage, you have Disadvantage on action rolls, and you can't move.

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GIANT <i>Giants are towering humanoids with broad shoulders, long arms, and one to three eyes. Adult giants range from 6 ½ to 8 ½ feet tall and are naturally muscular, regardless of body type.</i> 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. ANCESTRY Daggerheart™ Compatible. Terms at Daggerheart.com >> My blog: https://mydhblog.com <<	GOBLIN <i>Goblins are small humanoids easily recognizable by their large eyes and massive membranous ears. With keen hearing and sharp eyesight, they perceive details both at great distances and in darkness, allowing them to move through less-optimal environments with ease.</i> Surefooted : You ignore Disadvantage on Agility Rolls. Danger Sense : Once per rest, mark a Stress to force an adversary to reroll an attack against you or an ally within Very Close range. ANCESTRY Daggerheart™ Compatible. Terms at Daggerheart.com >> My blog: https://mydhblog.com <<	HALFLING <i>Halflings are small humanoids with large hairy feet and prominent rounded ears. On average, halflings are 3 to 4 feet in height, and their ears, nose, and feet are larger in proportion to the rest of their body.</i> Luckbringer : At the start of each session, everyone in your party gains a Hope. Internal Compass : When you roll a 1 on your Hope Die, you can reroll it. ANCESTRY Daggerheart™ Compatible. Terms at Daggerheart.com >> My blog: https://mydhblog.com <<
HUMAN <i>Humans are most easily recognized by their dexterous hands, rounded ears, and bodies built for endurance. Their average height ranges from just under 5 feet to about 6 ½ feet.</i> 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. ANCESTRY Daggerheart™ Compatible. Terms at Daggerheart.com >> My blog: https://mydhblog.com <<	INFERNIS <i>Infernis are humanoids who possess sharp canine teeth, pointed ears, and horns. They are the descendants of demons from the Circles Below.</i> Fearless : When you roll with Fear, you can mark 2 Stress to change it into a roll with Hope instead. Dread Visage : You have Advantage on rolls to intimidate hostile creatures. ANCESTRY Daggerheart™ Compatible. Terms at Daggerheart.com >> My blog: https://mydhblog.com <<	KATARI <i>Kataris are feline humanoids with retractable claws, vertically slit pupils, and high, triangular ears. They can also have small, pointed canine teeth, soft fur, and long whiskers that assist their perception and navigation.</i> 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. ANCESTRY Daggerheart™ Compatible. Terms at Daggerheart.com >> My blog: https://mydhblog.com <<
ORC <i>Orcs are humanoids most easily recognized by their square features and boar-like tusks that protrude from their lower jaw. Tusks come in various sizes, and though they extend from the mouth, they aren't used for consuming food.</i> Sturdy : When you have 1 Hit Point remaining, attacks against you have Disadvantage. Tusks : When you succeed on an attack against a target within Melee range, you can spend a Hope to gore the target with your tusks, dealing an extra 1d6 damage. ANCESTRY Daggerheart™ Compatible. Terms at Daggerheart.com >> My blog: https://mydhblog.com <<	RIBBET <i>Ribbets resemble anthropomorphic frogs with protruding eyes and webbed hands and feet. They have smooth (though sometimes warty) moist skin and eyes positioned on either side of their head.</i> 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. ANCESTRY Daggerheart™ Compatible. Terms at Daggerheart.com >> My blog: https://mydhblog.com <<	SIMIAH <i>Simiahs resemble anthropomorphic monkeys and apes with long limbs and prehensile feet. While their appearance reflects all simian creatures, from the largest gorilla to the smallest marmoset, their size does not align with their animal counterparts, and they can be anywhere from 2 to 6 feet tall.</i> Natural Climber : You have Advantage on Agility Rolls that involve balancing and climbing. Nimble : Gain a permanent +1 bonus to your Evasion at character creation. ANCESTRY Daggerheart™ Compatible. Terms at Daggerheart.com >> My blog: https://mydhblog.com <<

WARRIOR

Blade - Bone

Becoming a warrior requires years, often a lifetime, of training and dedication to the mastery of weapons and violence. While many who seek to fight hone only their strength, warriors understand the importance of an agile body and mind, making them some of the most sought-after fighters across the realms.

CLASS

Subclasses : Call of the Brave, Call of the Slayer

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WARRIOR

Hope Feature

No Mercy : Spend 3 Hope to gain a +1 bonus to your attack rolls until your next rest.

CLASS

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WARRIOR

Class Features

Attack of Opportunity : If an adversary within Melee range attempts to leave that range, make a reaction roll using a trait of your choice against their Difficulty. Choose one effect on a success, or two if you critically succeed:

- They can't move from where they are.
- You deal damage to them equal to your primary weapon's damage.
- You move with them.

Combat Training : You ignore burden when equipping weapons. When you deal physical damage, you gain a bonus to your damage roll equal to your level.

CLASS

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CALL OF THE BRAVE

Foundation

Play the Call of the Brave if you want to use the might of your enemies to fuel your own power.

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.

SUBCLASS OF WARRIOR

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CALL OF THE BRAVE

Specialization

Rise to the Challenge : You are vigilant in the face of mounting danger. While you have 2 or fewer Hit Points unmarked, you can roll a d20 as your Hope Die.

SUBCLASS OF WARRIOR

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CALL OF THE BRAVE

Mastery

Camaraderie : Your unwavering bravery is a rallying point for your allies. You can initiate a Tag Team Roll once per additional time per session. Additionally, when an ally initiates a Tag Team Roll with you, they only need to spend 2 Hope to do so.

SUBCLASS OF WARRIOR

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CALL OF THE SLAYER

Foundation

Play the Call of the Slayer if you want to strike down adversaries with immense force.

Slayer : You gain a pool of dice called Slayer Dice. On a roll with Hope, you can place a **d6** on this card instead of gaining a Hope, adding the die to the pool. You can store a number of Slayer Dice equal to your Proficiency. When you make an attack roll or damage roll, you can spend any number of these Slayer Dice, rolling them and adding their result to the roll. At the end of each session, clear any unspent Slayer Dice on this card and gain a Hope per die cleared.

SUBCLASS OF WARRIOR

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CALL OF THE SLAYER

Specialization

Weapon Specialist : You can wield multiple weapons with dangerous ease. When you succeed on an attack, you can **spend a Hope** to add one of the damage dice from your secondary weapon to the damage roll. Additionally, once per long rest when you roll your Slayer Dice, reroll any 1s.

SUBCLASS OF WARRIOR

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CALL OF THE SLAYER

Mastery

Martial Preparation : You're an inspirational warrior to all who travel with you. Your party gains access to the Martial Preparation downtime move. To use this move during a rest, describe how you instruct and train with your party. You and each ally who chooses this downtime move gain a **d6** Slayer Die. A PC with a Slayer Die can spend it to roll the die and add the result to an attack or damage roll of their choice.

SUBCLASS OF WARRIOR

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BLADE - 1 - ABILITY GET BACK UP When you take Severe damage, you can mark a Stress to reduce the severity by one threshold. DOMAIN - Recall: 1 Stress Daggerheart™ Compatible. Terms at Daggerheart.com >> My blog: https://mydhblog.com << 	BLADE - 1 - ABILITY NOT GOOD ENOUGH When you roll your damage dice, you can reroll any 1s or 2s. DOMAIN - Recall: 1 Stress Daggerheart™ Compatible. Terms at Daggerheart.com >> My blog: https://mydhblog.com << 	BLADE - 1 - 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. DOMAIN - Recall: 0 Stress Daggerheart™ Compatible. Terms at Daggerheart.com >> My blog: https://mydhblog.com << 
BLADE - 2 - ABILITY A SOLDIER'S BOND Once per long rest, when you compliment someone or ask them about something they're good at, you can both gain 3 Hope. DOMAIN - Recall: 1 Stress Daggerheart™ Compatible. Terms at Daggerheart.com >> My blog: https://mydhblog.com << 	BLADE - 2 - ABILITY RECKLESS Mark a Stress to gain advantage on an attack. DOMAIN - Recall: 1 Stress Daggerheart™ Compatible. Terms at Daggerheart.com >> My blog: https://mydhblog.com << 	BLADE - 3 - ABILITY SCRAMBLE Once per rest, when a creature within Melee range would deal damage to you, you can avoid the attack and safely move out of Melee range of the enemy. DOMAIN - Recall: 1 Stress Daggerheart™ Compatible. Terms at Daggerheart.com >> My blog: https://mydhblog.com << 
BLADE - 3 - ABILITY VERSATILE FIGHTER You can use a different character trait for an equipped weapon, rather than the trait the weapon calls for. When you deal damage, you can mark a Stress to use the maximum result of one of your damage dice instead of rolling it. DOMAIN - Recall: 1 Stress Daggerheart™ Compatible. Terms at Daggerheart.com >> My blog: https://mydhblog.com << 	BLADE - 4 - ABILITY DEADLY FOCUS Once per rest, you can apply all your focus toward a target of your choice. Until you attack another creature, you defeat the target, or the battle ends, gain a +1 bonus to your Proficiency. DOMAIN - Recall: 2 Stress Daggerheart™ Compatible. Terms at Daggerheart.com >> My blog: https://mydhblog.com << 	BLADE - 4 - ABILITY FORTIFIED ARMOR While you are wearing armor, gain a +2 bonus to your damage thresholds. DOMAIN - Recall: 0 Stress Daggerheart™ Compatible. Terms at Daggerheart.com >> My blog: https://mydhblog.com << 

BLADE - 5 - ABILITY

CHAMPION'S EDGE

When you critically succeed on an attack, you can **spend up to 3 Hope** and choose one of the following options for each Hope spent:

- You clear a Hit Point.
 - You clear an Armor Slot.
 - The target must mark an additional Hit Point.
- You can't choose the same option more than once.

DOMAIN - Recall: 1 Stress

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BLADE - 5 - ABILITY

VITALITY

When you choose this card, permanently gain two of the following benefits:

- One Stress slot
 - One Hit Point slot
 - +2 bonus to your damage thresholds
- Then place this card in your vault permanently.

DOMAIN - Recall: 0 Stress

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BLADE - 6 - ABILITY

BATTLE-HARDENED

Once per long rest when you would make a Death Move, you can **spend a Hope** to clear a Hit Point instead.

DOMAIN - Recall: 2 Stress

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BLADE - 6 - ABILITY

RAGE UP

Before you make an attack, you can **mark a Stress** to gain a bonus to your damage roll equal to twice your Strength. You can Rage Up twice per attack.

DOMAIN - Recall: 1 Stress

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BLADE - 7 - ABILITY

BLADE-TOUCHED

When 4 or more of the domain cards in your loadout are from the Blade domain, gain the following benefits:

- +2 bonus to your attack rolls
- +4 bonus to your Severe damage threshold

DOMAIN - Recall: 1 Stress

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BLADE - 7 - ABILITY

GLANCING BLOW

When you fail an attack, you can **mark a Stress** to deal weapon damage using half your Proficiency.

DOMAIN - Recall: 1 Stress

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BLADE - 8 - ABILITY

BATTLE CRY

Once per long rest, while you're charging into danger, you can muster a rousing call that inspires your allies. All allies who can hear you each clear a Stress and gain a Hope. Additionally, your allies gain advantage on attack rolls until you or an ally rolls a failure with Fear.

DOMAIN - Recall: 2 Stress

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BLADE - 8 - ABILITY

FRENZY

Once per long rest, you can go into a Frenzy until there are no more adversaries within sight. While Frenzied, you can't use Armor Slots, and you gain a +10 bonus to your damage rolls and a +8 bonus to your Severe damage threshold.

DOMAIN - Recall: 3 Stress

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BLADE - 9 - ABILITY

GORE AND GLORY

When you critically succeed on a weapon attack, gain an additional Hope or clear an additional Stress.

Additionally, when you deal enough damage to defeat an enemy, gain a Hope or clear a Stress.

DOMAIN - Recall: 2 Stress

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BLADE - 9 - ABILITY

REAPER'S STRIKE

Once per long rest, **spend a Hope** to make an attack roll. The GM tells you which targets within range it would succeed against. Choose one of these targets and force them to mark 5 Hit Points.

DOMAIN - Recall: 3 Stress

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BLADE - 10 - ABILITY

BATTLE MONSTER

When you make a successful attack against an adversary, you can mark 4 Stress to force the target to mark a number of Hit Points equal to the number of Hit Points you currently have marked instead of rolling for damage.

DOMAIN - Recall: 0 Stress

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BLADE - 10 - ABILITY

ONSLAUGHT

When you successfully make an attack with your weapon, you never deal damage beneath a target's Major damage threshold (the target always marks a minimum of 2 Hit Points). Additionally, when a creature within your weapon's range deals damage to an ally with an attack that doesn't include you, you can **mark a Stress** to force them to make a Reaction Roll (15). On a failure, the target must mark a Hit Point.

DOMAIN - Recall: 3 Stress

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BONE - 1 - ABILITY

DEFT MANEUVERS

Once per rest, **mark a Stress** to sprint anywhere within Far range without making an Agility Roll to get there. If you end this movement within Melee range of an adversary and immediately make an attack against them, gain a +1 bonus to the attack roll.

DOMAIN - Recall: 0 Stress

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BONE - 1 - 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.

DOMAIN - Recall: 1 Stress

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BONE - 1 - ABILITY

UNTOUCHABLE

Gain a bonus to your Evasion equal to half your Agility.

DOMAIN - Recall: 1 Stress

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BONE - 2 - ABILITY

FEROCITY

When you cause an adversary to mark 1 or more Hit Points, you can spend 2 Hope to increase your Evasion by the number of Hit Points they marked. This bonus lasts until after the next attack made against you.

DOMAIN - Recall: 2 Stress

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BONE - 2 - ABILITY

STRATEGIC APPROACH

After a long rest, place a number of tokens equal to your Knowledge on this card (minimum 1). The first time you move within Close range of an adversary and make an attack against them, you can spend one token to choose one of the following options:

- You make the attack with advantage.
- You clear a Stress on an ally within Melee range of the adversary.
- You add a d8 to your damage roll.

When you take a long rest, clear all unspent tokens.

DOMAIN - Recall: 1 Stress

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BONE - 3 - ABILITY

BRACE

When you mark an Armor Slot to reduce incoming damage, you can **mark a Stress** to mark an additional Armor Slot.

DOMAIN - Recall: 1 Stress

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BONE - 3 - ABILITY

TACTICIAN

When you Help an Ally, they can **spend a Hope** to add one of your Experiences to their roll alongside your advantage die. When making a Tag Team Roll, you can roll a d20 as your Hope Die.

DOMAIN - Recall: 1 Stress

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BONE - 4 - ABILITY

BOOST

Mark a Stress to boost off a willing ally within Close range, fling yourself into the air, and perform an aerial attack against a target within Far range. You have advantage on the attack, add a d10 to the damage roll, and end your move within Melee range of the target.

DOMAIN - Recall: 1 Stress

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BONE - 4 - ABILITY

REDIRECT

When an attack made against you from beyond Melee range fails, roll a number of d6s equal to your Proficiency. If any roll a 6, you can **mark a Stress** to redirect the attack to damage an adversary within Very Close range instead.

DOMAIN - Recall: 1 Stress

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BONE - 5 - ABILITY

KNOW THY ENEMY

When observing a creature, you can make an Instinct Roll against them. On a success, **spend a Hope** and ask the GM for one set of information about the target from the following options:

- Their unmarked Hit Points and Stress.
- Their Difficulty and damage thresholds.
- Their attacks and standard attack damage dice.
- Their features and Experiences.

Additionally on a success, you can **mark a Stress** to remove a Stress from the GM's Fear Pool.

DOMAIN - Recall: 1 Stress

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BONE - 5 - ABILITY

SIGNATURE MOVE

Name and describe your signature combat move. Once per rest, when you perform this signature move as part of an action you're taking, you can roll a d20 as your Hope Die. On a success, clear a Stress.

DOMAIN - Recall: 1 Stress

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BONE - 6 - ABILITY

RAPID RIPOSTE

When an attack made against you from within Melee range fails, you can **mark a Stress** and seize the opportunity to deal the weapon damage of one of your active weapons to the attacker.

DOMAIN - Recall: 0 Stress

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BONE - 6 - ABILITY

RECOVERY

During a short rest, you can choose a long rest downtime move instead. You can **spend a Hope** to let an ally do the same.

DOMAIN - Recall: 1 Stress

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BONE - 7 - ABILITY

BONE-TOUCHED

When 4 or more of the domain cards in your loadout are from the Bone domain, gain the following benefits:

- +1 bonus to Agility
- Once per rest, you can spend 3 Hope to cause an attack that succeeded against you to fail instead.

DOMAIN - Recall: 2 Stress

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BONE - 7 - ABILITY

CRUEL PRECISION

When you make a successful attack with a weapon, gain a bonus to your damage roll equal to either your Finesse or Agility.

DOMAIN - Recall: 1 Stress

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BONE - 8 - ABILITY BREAKING BLOW When you make a successful attack, you can mark a Stress to make the next successful attack against that same target deal an extra 2d12 damage. DOMAIN - Recall: 3 Stress Daggerheart™ Compatible. Terms at Daggerheart.com >> My blog: << 	BONE - 8 - ABILITY WRANGLE Make an Agility Roll against all targets within Close range. Spend a Hope to move targets you succeed against, and any willing allies within Close range, to another point within Close range. DOMAIN - Recall: 1 Stress Daggerheart™ Compatible. Terms at Daggerheart.com >> My blog: << 	BONE - 9 - ABILITY ON THE BRINK When you have 2 or fewer Hit Points unmarked, you don't take Minor damage. DOMAIN - Recall: 1 Stress Daggerheart™ Compatible. Terms at Daggerheart.com >> My blog: << 
BONE - 9 - ABILITY SPLINTERING STRIKE Spend a Hope and make an attack against all adversaries within your weapon's range. Once per long rest, on a success against any targets, roll your weapon's damage and distribute that damage however you wish between the targets you succeeded against. Before you deal damage to each target, roll an additional damage die and add its result to the damage you deal to them. DOMAIN - Recall: 3 Stress Daggerheart™ Compatible. Terms at Daggerheart.com >> My blog: << 	BONE - 10 - ABILITY DEATHRUN Spend 3 Hope to run a straight path through the battlefield to a point within Far range, making an attack against all adversaries within your weapon's range along that path. Choose the order in which you deal damage to the targets you succeeded against. For the first, roll your weapon damage with a +1 bonus to your Proficiency. Then remove a die from your damage roll and deal the remaining damage to the next target. Continue to remove a die for each subsequent target until you have no more damage dice or adversaries. You can't target the same adversary more than once per attack. DOMAIN - Recall: 1 Stress Daggerheart™ Compatible. Terms at Daggerheart.com >> My blog: << 	BONE - 10 - ABILITY SWIFT STEP When an attack made against you fails, clear a Stress. If you can't clear a Stress, gain a Hope. DOMAIN - Recall: 2 Stress Daggerheart™ Compatible. Terms at Daggerheart.com >> My blog: << 
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