

FEARLESS

VOLUME 2



CREDITS

DESIGN, LAYOUT AND WRITING

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COVERT ART AND INTERIOR ART

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For **design notes** about the subclasses in this supplement, its FAQ, musings about Daggerheart, news on future projects and other homebrew content, visit **Daggerquill.com**

Projects like this become better thanks to feedback from the community. To this end:

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DAGGERHEART COMMUNITY GAMING LICENCE

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SERAPH

Seraphs are divine fighters and healers imbued with sacred purpose. A wide array of deities exist within the realms, and thus numerous kinds of seraphs are appointed by these gods. Their ethos traditionally aligns with the domain or goals of their god, such as defending the weak, exacting vengeance, protecting a land or artifact, or upholding a particular faith. Some seraphs ally themselves with an army or locale, much to the satisfaction of their rulers, but other crusaders fight in opposition to the follies of the Mortal Realm. It is better to be a seraph's ally than their enemy, as they are terrifying foes to those who defy their purpose.

DOMAINS

Splendor and Valor

STARTING EVASION SCORE

9

STARTING HIT POINTS

7

CLASS ITEMS

A bundle of offerings or a sigil of your god

SERAPH'S HOPE FEATURE

Life Support: Spend 3 Hope to clear a Hit Point on an ally within Close range.

CLASS FEATURE

Prayer Dice

At the beginning of each session, roll a number of **d4s** equal to your subclass's Spellcast trait and place them on your character sheet in the space provided. These are your Prayer Dice. You can spend any number of Prayer Dice to aid yourself or an ally within Far range. You can use a spent die's value to reduce incoming damage, add to a roll's result after the roll is made, or gain Hope equal to the result. At the end of each session, clear all unspent Prayer Dice.

SERAPH SUBCLASSES

Choose either the **Battlefield Saint** or **Lone Vigil** subclass.

Play the **Divine Wielder** if you want to dominate the battlefield with a legendary weapon, send it flying across the room and call it back to your hand, and channel divine power through every strike you make.

Play the **Winged Sentinel** if you want to take flight and strike crushing blows from the sky, carry allies out of danger, and make every enemy on the ground look up in awe or terror.

Play the **Battlefield Saint** if you want faith and violence to serve each other, pour divine power into every strike, and be the one who judges who falls and who is spared on the field of battle.

Play the **Lone Vigil** if you want to be the last soul still praying to a dying god, stand watch alone and look after your party, and find that solitude is not emptiness but the space where your purpose becomes clear.

SUBCLASS ITEMS

Battlefield Saint: A flag taken from a battlefield or a blade notched once for every judgment you've made.

Lone Vigil: A candle burned almost to nothing, or a name carved into stone that you alone remember.

BATTLEFIELD SAINT

■ SPELLCAST TRAIT

Strength

■ FOUNDATION FEATURES

Saintly Smite: When you succeed on an attack with Hope, or you critically succeed on an attack, you can spend a Prayer Die and a number of **d4s** equal to their value to your damage roll.

Battle Instinct: Once per rest, spend a moment observing a creature or location. Ask the GM **1d4** questions related to their combat capabilities, weaknesses, tactical significance, or possible dangers.

■ SPECIALIZATION FEATURE

Martial Discipline: Years of rigorous training have forged tactical instinct into your very bones. After a long rest, gain access to a Bone domain card of your choice, of a level up to your Spellcast trait.

■ MASTERY FEATURE

Sacred Judgment: You can spend more than one Prayer Die for your "Saintly Smite" feature. Additionally, when you eliminate an adversary of your tier or higher, that is not a Minion or part of a Horde, regain one spent Prayer Die: roll a **d4** and place it on your character sheet.

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- You have judged someone on the battlefield and been wrong. What happened?
- You have shown mercy when your faith told you not to. Do you regret it?
- What would shake your faith more: losing a battle, or winning one in a way that felt wrong?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- What do you think I ask for when I pray before battle? Do you believe my faith is more useful than my blade?
- We fought side by side in a battle and almost lost our lives. How did we survive?
- You have questioned my judgment in a moment of battle. Why did you?

LONE VIGIL

■ SPELLCAST TRAIT

Strength

■ FOUNDATION FEATURES

Faithful Vigil: When you roll your Prayer Dice at the beginning of the session, reroll any dice that show a 1 and keep the new results. Additionally, any weapon you wield deals magic damage instead of physical.

Never Forgotten: Once per session, when you perform a genuine act of aid or courage in your god's name and someone witnesses it, they carry your name and your god's name forward. Regain a Prayer Die.

■ SPECIALIZATION FEATURE

Secrets of a dying god: As your god slowly dies, they share their final powers with you. When you roll your Prayer Dice at the beginning of each session, designate one as your Arcana Die. While unspent, you gain access to an Arcana domain card of your choice up to the level shown by the die's result. This card doesn't count against your loadout limit.

■ MASTERY FEATURES

Arcane Fervor: You gain a +4 bonus to your damage thresholds against magic damage while your Arcana Die is unspent.

The last who believes: Your god will not let their last believer fall so easily. Once per session, you can spend a Prayer Die to clear Hit Points equal to its result.

Talk with your GM to take a different domain from Arcana for this subclass, if you think the domain would better fit your character's forgotten god, based on the campaign frame.

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- What was your first prayer to a god no one is worshipping anymore, and what made you believe?
- You have stood alone against something that should have required many. What happened?
- What was the sign your god sent you at your worst moment of doubt?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- I once told you something about my god that I have never told anyone else. What did I say to you?
- If I asked you to remember my god's name after I am gone, would you?
- Who or what do still believe in that the world has forgotten?



BATTLEFIELD SAINT



SERAPH

BATTLEFIELD SAINT

Foundation

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