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- [Волмарт](#)
- [Синатра](#)
- [Зип Зап](#)
- [I.C.E](#)

???????



Lvl 3 Orc/Giant Stalwart Guardian

Agility	Strength	Finesse	Instinct	Presence	Knowledge
+2	+3	-1	+2	0	1

## Experiences:

- Pathfinding +2
- Mountain Lion +2
- 1v9 +2

## Battle stats:

- Evasion: 10
- Armor Slots: [ ] [ ] [ ] [ ] [ ] [ ]
- Damage thresholds: 14 27



### ORC

ANCESTRY

Orcs are humanoids most easily recognized by their square features and boar-like tusks that protrude from their lower jaw.

**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.

Simon Pape

DH Core 071/270 | Daggerheart © Darrington Press 2025



### GIANT

ANCESTRY

Giants are towering humanoids with broad shoulders, long arms, and one to three eyes.

**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.

Juan Salvador Alencion

DH Core 065/270 | Daggerheart © Darrington Press 2025



## RIDGEBORNE

Being part of a ridgeborne community means you've called the rocky peaks and sharp cliffs of the mountainside home.

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



## STALWART

*Foundation*

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

**Iron Will:** When you take physical damage, you can mark an additional **Armor Slot** to reduce the severity.



## BARE BONES

When you choose not to equip armor, you have a base Armor Score of 3 + your Strength and use the following as your base damage thresholds:

- **Tier 1:** 9/19
- **Tier 2:** 11/24
- **Tier 3:** 13/31
- **Tier 4:** 15/38



### 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.



### RECKLESS

**Mark a Stress** to gain advantage on an attack.



### LEAN ON ME

Once per long rest, when you console or inspire an ally who failed an action roll, you can both clear 2 Stress.

???????

Strength Melee d12+1 Phys Large Battleaxe

Augments

- Empty

- Empty

# Loot

Quantum: [ 205 ]

## Scrap Collection

Gear	Coil	Wire	Trigger	Lens	Crystal
0	0	1	1	0	0

Alluminum	Copper	Cobalt	Silver	Platinum	Gold
2	0	0	0	0	1

Fuse	Circuit	Disc	Relay	Capacitor	Battery
0	1	1	0	0	1

??????????

Родился в небольшом племени где-то вдали от центра, получил свое имя и имя своего оружие от шамана племени, у которого сохранилась реликвия Павших - бумажная книга, в которую шаман тыкал пальцем для своих предсказаний. Как сильный и могучий был отправлен в TowerWatch, несколько лет провел в патрулях и поддержки дальних Шпилей. Переломным моментом, который поменял его жизнь стал проповедник против широкораспространенной религии, обожествляющий собственно Motherboard, центральный Шпиль долины. Этот проповедник, крича ересь, забрался на Шпиль, за которым присматривал Волмарт, как резко, будто его ударила молния, прыгнул насмерть со Шпиля. В надежде выяснить, что это было, он направился в Библиотеку.

?????

- Играет в техно-гвинт с [I.C.E](#)
- Доверет [Зип Запу](#) т.к. он прикрыл мою спину в бою
- Спас [Синатру](#) от техно-тигров
- [Синатра](#) наврал что он был в Шпиле и он там нашёл гитару

- [I.C.E](#) подарила мне устройство переводчик. У Волмарта были проблемы с другими диалектами Motherboarda

???????

*TODO: PORTRAIT*

## Lvl 3 Drakona/Fairy Troubadour Bard

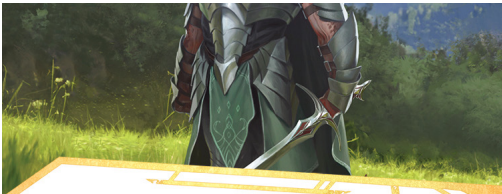
Agility	Strength	Finesse	Instinct	Presence	Knowledge
0	-1	+2	+1	+3	0

## Experiences:

- Candy in pile of shit +2
- Fantastical hearing +2
- Reckless Bravery +2

## Battle stats:

- Evasion: 12
- Armor Slots: [ ] [ ] [ ]
- Damage thresholds: 8 14
- Health: [ ] [ ] [ ] [ ] [ ] [ ]
- Stress: [ ] [ ] [ ] [ ] [ ] [ ]



## DRAKONA

ANCESTRY

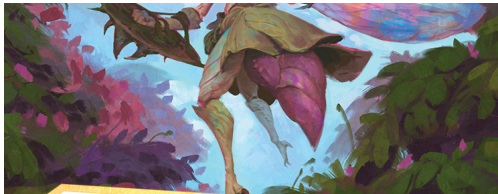
*Drakona resemble wingless dragons in humanoid form and possess a powerful elemental breath.*

**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.

*Mat Wilma*

DH Core 057/270 | Daggerheart © Darrington Press 2025



## FAERIE

ANCESTRY

*Faeries are winged humanoid creatures with insectile features.*

**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.

*Anthony Jones*

DH Core 060/270 | Daggerheart © Darrington Press 2025



COMMUNITY

## 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.*

**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.

*Paul Scott Canavan*

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## TROUBADOUR

Foundation

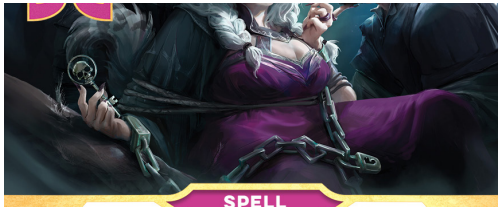
### SPELLCAST TRAIT: PRESENCE

**Gifted Performer:** Describe how you perform for others. You can play each song once per long rest:

- **Relaxing Song:** You and all allies within Close range clear a Hit Point.
- **Epic Song:** Make a target within Close range temporarily *Vulnerable*.
- **Heartbreaking Song:** You and all allies within Close range gain a Hope.

Bear Frymire

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## ENRAPTURE

Make a **Spellcast Roll** against a target within Close range. On a success, they become temporarily *Enraptured*. While *Enraptured*, a target's attention is fixed on you, narrowing their field of view and drowning out any sound but your voice. Once per rest on a success, you can **mark a Stress** to force the *Enraptured* target to mark a Stress as well.

Letícia Freitas

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## BOOK OF ILLIAT

**Slumber:** Make a **Spellcast Roll** against a target within Very Close range. On a success, they're *Asleep* until they take damage or the GM spends a Fear on their turn to clear this condition.

**Arcane Barrage:** Once per rest, **spend any number of Hope** and shoot magical projectiles that strike a target of your choice within Close range. Roll a number of **d6s** equal to the Hope spent and deal that much magic damage to the target.

**Telepathy:** **Spend a Hope** to open a line of mental communication with one target you can see. This connection lasts until your next rest or you cast Telepathy again.

Ermanda Souza

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### BOOK OF SITIL

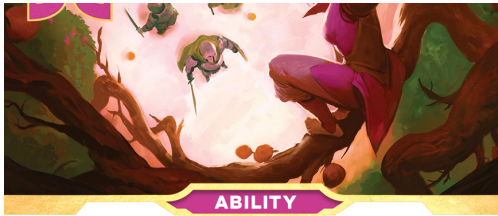
**Adjust Appearance:** You magically shift your appearance and clothing to avoid recognition.

**Parallela:** Spend 2 Hope to cast this spell on yourself or an ally within Close range. The next time the target makes an attack, they can hit an additional target within range that their attack roll would succeed against. You can only hold this spell on one creature at a time.

**Illusion:** Make a **Spellcast Roll (14)**. On a success, create a temporary visual illusion no larger than you within Close range that lasts for as long as you look at it. It holds up to scrutiny until an observer is within Melee range.

Laura Galli

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### TROUBLEMAKER

When you taunt or provoke a target within Far range, make a **Presence Roll** against them. Once per rest on a success, roll a number of **d4s** equal to your Proficiency. The target must mark Stress equal to the highest result rolled.

Anthony Jones

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### BOOK OF NORAI

**Mystic Tether:** Make a **Spellcast Roll** against a target within Far range. On a success, they're temporarily *Restrained* and must mark a Stress. If you target a flying creature, this spell grounds and temporarily *Restrains* them.

**Fireball:** Make a **Spellcast Roll** against a target within Very Far range. On a success, hurl a sphere of fire toward them that explodes on impact. The target and all creatures within Very Close range of them must make a Reaction Roll (13). Targets who fail take **d20+5** magic damage using your Proficiency. Targets who succeed take half damage.

Simon Pape

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# Bass

## Finesse Very Close d10+2 Tech Electric Bass Guitar

## Augments

- Empty

- Empty

# Loot

## Quantum: [ 5 ]

### Scrap Collection

Gear	Coil	Wire	Trigger	Lens	Crystal
0	1	0	0	0	0

Alluminum	Copper	Cobalt	Silver	Platinum	Gold
1	0	0	0	0	0

Fuse	Circuit	Disc	Relay	Capacitor	Battery
1	1	1	1	0	0

??????????

Сирота, нашедший электробас на какой-то свалке, научился как-то на нем играть и петь, путешествует по Долине, собирая истории и пытается не умереть, зарабатывая на жизнь своим инструментом с переменным успехом. Испытывает страх перед Motherboard и старался путешествовать больше по окраинам Долины, где случайно и наткнулся на Библиотеку, жители которой были заинтересованы в его познаниях фольклора Долины.

?????

- [I.C.E](#) хватает его за руку по ночам когда он незаметно для себя скребет ногтями
- Раздражает [Зип Запа](#) своими историями о поверхности
- Был спасен [Волмартом](#) от техно-тигров
- Наврал [Волмарту](#) что он был в Шпиле, где нашёл гитару, а тот ему верит.
- Вместе с [Зип Запом](#) сломали какой-то девайс в Библиотеке и никому не рассказали
- Поделится с [I.C.E](#) своей главной тайной (пока спойлер для других игроков)

??? ???



## Lvl 3 Human/Firbolg Elemental Origin Sorcerer

Agility	Strength	Finesse	Instinct	Presence	Knowledge
0	-1	+1	+3	+2	0

## Experiences:

- Self-taught Engineer +2
- Good memory +2

- Rumor +2

# Battle stats:

- Evasion: 12
- Armor Slots: [ ] [ ] [ ]
- Damage thresholds: 8 14



## HUMAN

ANCESTRY

*Humans are most easily recognized by their dexterous hands, rounded ears, and bodies built for endurance.*

**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.

Artist Name

Daggerheart™ Compatible. Terms at Daggerheart.com



## FIRBOLG

ANCESTRY

*Firbolgs are bovine humanoids typically recognized by their broad noses and long, drooping ears.*

**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.

Anthony Jones

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COMMUNITY

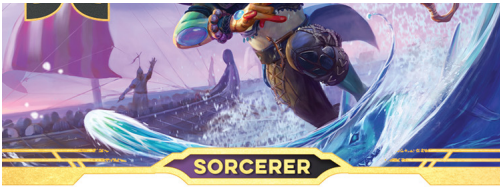
## UNDERBORNE

*Being part of an underborne community means you're from a subterranean society.*

**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.

Irina Nordsoel

DH Core 079/270 | Daggerheart © Darrington Press 2025



## ELEMENTAL ORIGIN

*Foundation*

### SPELLCAST TRAIT: INSTINCT

**Elementalist:** Choose one of the following elements at character creation:

**AIR · EARTH · FIRE · LIGHTNING · WATER**

You can shape this element into harmless effects. Additionally, **spend a Hope** and describe how your control over this element helps an action roll you're about to make, then either gain a +2 bonus to the roll or a +3 bonus to the roll's damage.

Bear Frymire

DH Core 037/270 | Daggerheart © Darrington Press 2025



## UNCANNY DISGUISE

When you have a few minutes to prepare, you can **mark a Stress** to don the facade of any humanoid you can picture clearly in your mind. While disguised, you have advantage on Presence Rolls to avoid scrutiny.

Place a number of tokens equal to your Spellcast trait on this card. When you take an action while disguised, spend a token from this card. After the action that spends the last token is resolved, the disguise drops.

Linda Lithén

DH Core 189/270 | Daggerheart © Darrington Press 2025



## UNLEASH CHAOS

At the beginning of a session, place a number of tokens equal to your Spellcast trait on this card.

Make a **Spellcast Roll** against a target within Far range and spend any number of tokens to channel raw energy from within yourself to unleash against them. On a success, roll a number of **d10s** equal to the tokens you spent and deal that much magic damage to the target. **Mark a Stress** to replenish this card with tokens (up to your Spellcast trait).

At the end of each session, clear all unspent tokens.

Ermanda Souza

DH Core 083/270 | Daggerheart © Darrington Press 2025



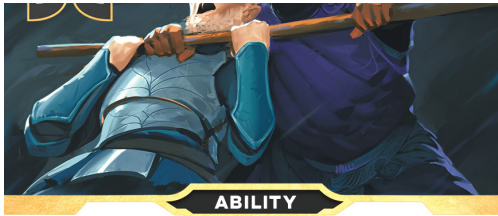
### RAIN OF BLADES

Spend a **Hope** to make a **Spellcast Roll** and conjure throwing blades that strike out at all targets within Very Close range. Targets you succeed against take **d8+2** magic damage using your Proficiency.

If a target you hit is *Vulnerable*, they take an extra **1d8** damage.

Linda Lithén

DH Core 188/270 | Daggerheart © Darrington Press 2025



### CHOKEHOLD

When you position yourself behind a creature who's about your size, you can **mark a Stress** to pull them into a chokehold, making them temporarily *Vulnerable*.

When a creature attacks a target who is *Vulnerable* in this way, they deal an extra **2d6** damage.

Anthony Jones

DH Core 192/270 | Daggerheart © Darrington Press 2025

???

# Instinct Far d8+1 Tech Cybernetic Arm

## Augments

- Empty
- Empty

## Loot

# Quantum: [ 205 ]

## Scrap Collection

Gear	Coil	Wire	Trigger	Lens	Crystal
0	0	1	0	0	0

Alluminum	Copper	Cobalt	Silver	Platinum	Gold

0	0	0	1	0	1
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Fuse	Circuit	Disc	Relay	Capacitor	Battery
0	0	0	0	0	0

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Житель подземного города, защищенного неводоной машиной прошлого. Она подключена сотнями проводов к местному Шпилю и жители учатся как правильно подключать механизмы к источникам энергии. Но в последнее время ток начал странно флуктуировать, поэтому Зип Зап отправился в Библиотеку, чтобы попробовать найти, есть ли проблема и как ее решить.

?????

- [I.C.E](#) остерегается его, потому что у него слишком хорошая память и он запомнил мимолетную реплику о часах в Библиотеке, показывающих время до ежегодного отключения всего
- Раздражается, когда [Синатра](#) травит байки о своих похождениях на поверхности.
- Прикрыл [Волмарту](#) спину в случайном бою, после чего тот считает его боевым товарищем и безоговорочно доверяет.
- Вместе с [Синатрой](#) сломали какой-то девайс в Библиотеке и никому не рассказали
- [I.C.E](#) просила добыть для него зверюшку рядом с родным городом, особо не представляя ее размер.

# I.C.E



## Lvl 4 Human/Elf School of Knowledge Wizard

Agility	Strength	Finesse	Instinct	Presence	Knowledge
+1	0	+2	+2	-1	+3

## Experiences:

- Technomancerb [Apprentice] +3
- Moving Targets +2

- Technically speaking... +3

# Battle stats:

- Evasion: 13
- Armor Slots: [ ] [ ] [ ] [ ] [ ] [ ]
- Damage thresholds: 10 19
- Health: [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]



## HUMAN

ANCESTRY

Humans are most easily recognized by their dexterous hands, rounded ears, and bodies built for endurance.

**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.

Fernanda Suarez

DH Core 068/270 | Daggerheart © Darrington Press 2025



## ELF

ANCESTRY

Elves are typically tall humanoids with pointed ears and acutely attuned senses.

**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.

Mat Wilma

DH Core 059/270 | Daggerheart © Darrington Press 2025



COMMUNITY

## LOREBORNE

Being part of a loreborne community means you're from a society that favors strong academic or political prowess.

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

Juan Gutierrez

DH Core 074/270 | Daggerheart © Darrington Press 2025



WIZARD

## SCHOOL OF KNOWLEDGE

Foundation

### SPELLCAST TRAIT: KNOWLEDGE

**Prepared:** Take an additional domain card of your level or lower from a domain you have access to.

**Adept:** When you Utilize an Experience, you can mark a **Stress** instead of spending a Hope. If you do, double your Experience modifier for that roll.

Bear Frymire

DH Core 049/270 | Daggerheart © Darrington Press 2025



ABILITY

## REASSURANCE

Once per rest, after an ally attempts an action roll but before the consequences take place, you can offer assistance or words of support. When you do, your ally can reroll their dice.

Sam Key

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GRIMOIRE

## BOOK OF AVA

**Power Push:** Make a **Spellcast Roll** against a target within Melee range. On a success, they're knocked back to Far range and take **d10+2** magic damage using your Proficiency.

**Tava's Armor:** Spend a **Hope** to give a target you can touch a +1 bonus to their Armor Score until their next rest or you cast Tava's Armor again.

**Ice Spike:** Make a **Spellcast Roll (12)** to summon a large ice spike within Far range. If you use it as a weapon, make the Spellcast Roll against the target's Difficulty instead. On a success, deal **d6** physical damage using your Proficiency.

Laura Galli

DH Core 145/270 | Daggerheart © Darrington Press 2025



GRIMOIRE

### BOOK OF TYFAR

**Wild Flame:** Make a **Spellcast Roll** against up to three adversaries within Melee range. Targets you succeed against take **2d6** magic damage and must mark a Stress as flames erupt from your hand.

**Magic Hand:** You conjure a magical hand with the same size and strength as your own within Far range.

**Mysterious Mist:** Make a **Spellcast Roll (13)** to cast a temporary thick fog that gathers in a stationary area within Very Close range. The fog heavily obscures this area and everything in it.

*Kristina Carroll*

DH Core 147/270 | Daggerheart © Darrington Press 2025



GRIMOIRE

### BOOK OF VAGRAS

**Runic Lock:** Make a **Spellcast Roll (15)** on an object you're touching that can close (such as a lock, chest, or box). Once per rest on a success, you can lock the object so it can only be opened by creatures of your choice. Someone with access to magic and an hour of time to study the spell can break it.

**Arcane Door:** When you have no adversaries within Melee range, make a **Spellcast Roll (13)**. On a success, **spend a Hope** to create a portal from where you are to a point within Far range you can see. It closes once a creature has passed through it.

**Reveal:** Make a **Spellcast Roll**. If there is anything magically hidden within Close range, the roll would succeed against, it is revealed.

*Artist Name*

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GRIMOIRE

### BOOK OF KORVAX

**Levitation:** Make a **Spellcast Roll** to temporarily lift a target you can see up into the air and move them within Close range of their original position.

**Recant:** **Spend a Hope** to force a target within Melee range to make a Reaction Roll (15). On a failure, they forget the last minute of your conversation.

**Rune Circle:** **Mark a Stress** to create a temporary magical circle on the ground where you stand. All adversaries within Melee range, or who enter Melee range, take **2d12+4** magic damage and are knocked back to Very Close range.

*Rick Hetner*

DH Core 150/270 | Daggerheart © Darrington Press 2025

??????

Knowledge Very Far d6+1 Phys Smart Sniper Rifle

Augments

- Deny (+2 Armor Score)

- Empty
- Empty

# Loot

Quantum: [ 2 ]

## Scrap Collection (outdated)

Gear	Coil	Wire	Trigger	Lens	Crystal
1	1	0	2	0	0

Alluminum	Copper	Cobalt	Silver	Platinum	Gold
0	0	0	0	1	0

Fuse	Circuit	Disc	Relay	Capacitor	Battery
0	0	0	0	0	0

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Родилась и выросла в Библиотеке. Деторождение в стенах Библиотеки не является одобряемой практикой, но если ребенок не показывает следов мутаций несопоставимых с жизнью, избавляться от него никто не будет. Уже с малых лет I.C.E. готовили стать Архиваром - одним из членов очень узкого круга лиц, которые управляют Библиотекой и знают ее самые потаенные секреты. Пока же ее аналитический склад ума привел ее только к должности Младшего Координатора ОПВ (Отряда Поиска и Возврата). Из плюсов - это значит, что можно услышать много интересных историй извне. Из минусов - редко, но порой самой приходится выходить за стены Библиотеки

?????

- Играет в техно-гвинт с [Волмартом](#)
- Хватает [Синатру](#) за руку по ночам когда он незаметно для себя скребет ногтями
- Опасается [Зип Запа](#) из-за его феноменальной памяти на некоторые детали
- Подарила [Волмарту](#) маленький девайс-переводчик, с которым тот теперь не расстается, потому что он помогает ему с различными диалектами Долины

- Знает главную тайну [Синатры](#): пока спойлер для игроков.
- Попросил [Зип Запа](#) достать крабика, живущего в окрестностях его родного города