

# 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



# 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



## 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



## 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

DH Core 231/270 | Daggerheart © Darrington Press 2025



## 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

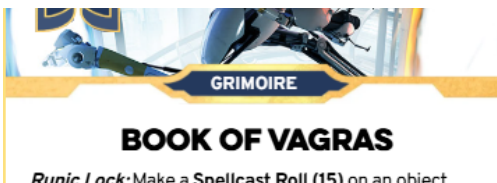
**Wild Flame:** Make a **Spellcast Roll** against up to three adversaries within Melee range. Targets you succeed against take **2d6** magic damage and must mark a Stress as flames erupt from your hand.

**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

Daggerheart™ Compatible. Terms at Daggerheart.com



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       |

??????????

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 расстанется, 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
- 

Revision #11

Created 15 September 2025 07:58:38 by DawnerAutsit

Updated 1 February 2026 07:04:57 by DrunkenWizard