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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

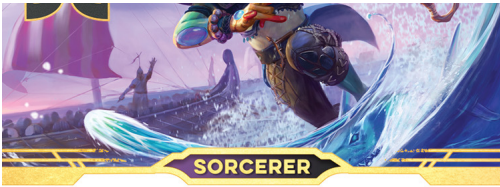
UNDERBORNE

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

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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

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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

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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

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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

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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

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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.

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- [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.

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