

HOW TO PLAY DAGGERHEART

4, 8–9

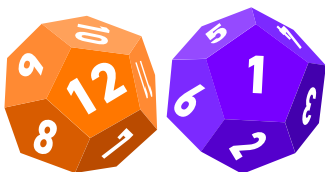
- The GM describes the situation, narrates events, and controls NPCs, adversaries, and obstacles the PCs encounter.
- You roleplay your PC's reaction to the scenario, declaring their action and dialogue.
- If your action depends on fate or fortune, the GM calls for an action roll. To make an action roll, you roll your Duality Dice—two distinct twelve-sided dice (d12s)—representing **Hope** and **Fear**. The dice are rolled, summed, and relevant bonuses called modifiers are added to the result.
- The total is compared to a Difficulty set by the GM. If the total meets or beats the Difficulty, you succeed. If it's lower, you fail.
- The situation also changes based on which Duality Die rolls higher, giving the player helpful **Hope**, or giving adversary **Fear** to the GM.

PLAYER PRINCIPLES

- Be a fan of your character.
- Spotlight your friends.
- Address the characters and the players.
- Build the world together.
- Play to find out what happens.
- Hold on gently.

PLAYER BEST PRACTICES

- Embrace danger.
- Use your resources.
- Tell the story.
- Discover your character.



CLASSES AND DOMAINS

14–15, 24–26



GM PRINCIPLES

142–147

- Begin and end with the fiction.
- Collaborate at all times, especially during conflict.
- Fill the world with life, wonder, and danger.
- Ask questions and incorporate the answers.
- Give every roll impact.
- Play to find out what happens.
- Hold on gently.

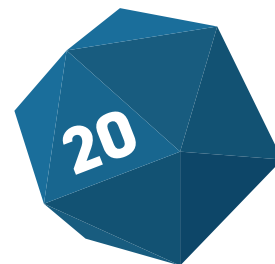
GM BEST PRACTICES

- Cultivate a curious table.
- Gain players' trust.
- Keep the story moving forward.
- Cut to the action.
- Help the players use the game.
- Create a meta conversation.
- Tell them what they would know.
- Ground the world in motive.
- Bring the game's mechanics to life.
- Reframe rather than reject.
- Work in moments and montages.

PITFALLS TO AVOID

- Undermining the heroes.
- Always telling the players what to roll.
- Letting scenes drag.
- Overplanning.
- Hoarding Fear.

When it comes to Fear, spend fast, spend big, and spend often!



GAINING LEVELS

26, 109–111

STEP 1: CHECK FOR TIER ACHIEVEMENTS

STEP 2: PURCHASE ADVANCEMENTS

STEP 3: INCREASE DAMAGE THRESHOLDS BY 1

STEP 4: CHOOSE A DOMAIN CARD

Domain cards levels can't exceed your own—or half your level if you gained access to the card's domain deck by multiclassing.

OG-DHSRD: OLD GUS' DAGGERHEART SYSTEM REFERENCE DOCUMENT

<https://callmepartario.github.io/og-dhsrd>

GM screen updated 2026-05-08



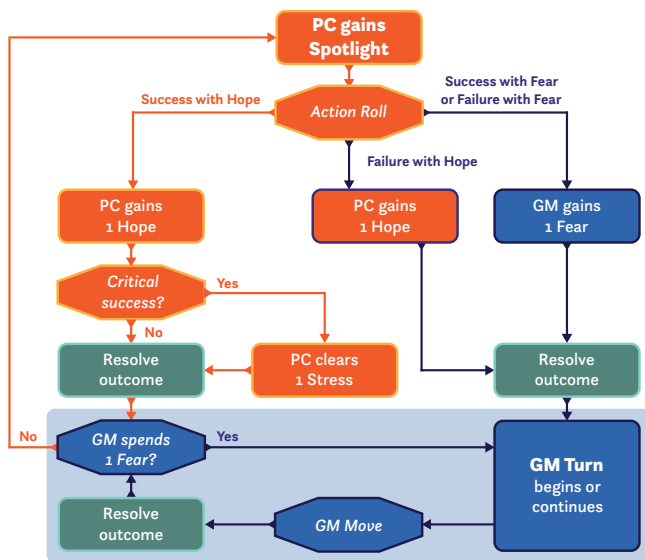
FLOW OF THE GAME

| 87–90, 193–194

STEP 1: SET THE SCENE

STEP 2: ASK AND ANSWER QUESTIONS

STEP 3: BUILD ON THE FICTION



ACTION ROLLS

| 17, 90–95, 148–150, 157–160

STEP 1: PICK AN APPROPRIATE TRAIT

Agility	Strength	Finesse	Instinct	Presence	Knowledge
Sprint	Lift	Control	Perceive	Charm	Recall
Leap	Smash	Hide	Sense	Perform	Analyze
Maneuver	Grapple	Tinker	Navigate	Deceive	Comprehend

STEP 2: DETERMINE THE DIFFICULTY

5	10	15	20	25	30
Very Easy	Easy	Average	Hard	Very Hard	Nearly Impossible

STEP 3: APPLY BONUS DICE AND MODIFIERS

STEP 4: ROLL THE DICE

STEP 5: RESOLVE THE OUTCOME

Difficulty	Higher Hope Die	Higher Fear Die
Meets or beats	Success with Hope "Yes, and..."	Success with Fear "Yes, but..."
Less than	Failure with Hope "No, but..."	Failure with Fear "No, and..."

If Duality Dice results are equal, the result is **Critical Success (Crit)**, a special kind of **Success with Hope**. If the GM rolls a natural 20 on the **GM's die** for an adversary, they crit.

SPECIAL ROLLS

| 97, 99, 148, 161, 168

REACTION ROLLS

Reaction rolls don't generate **Hope** or **Fear**, and don't trigger additional GM moves. Other PCs can't use Help an Ally.

On a crit, ignore any effects. If the GM rolls a natural 20 on the **GM's die** for an adversary, the adversary crits.

GROUP ACTION ROLLS

The party chooses a PC to lead the action and describe how their PC cooperates. The leader makes an action roll, and the other PCs make reaction rolls. Modify the action roll results based on each reaction roll:

- **Success:** +1
- **Failure:** -1

TAG TEAM ROLLS

Once each session, A PC can **spend 3 Hope** to initiate a with another PC. describe how they coordinate actions. Each makes an action roll, and they choose one roll result.

- **Roll with Hope:** The involved PCs gain a Hope.
- **Roll with Fear:** GM gains a Fear for each involved PC.

If the roll is a successful attack, the involved PCs each make a damage roll and total them together. If the attacks deal different damage types, the players choose which type.

Fate Roll (Optional Rule): The GM instructs a player to roll their Hope Die or Fear Die, and establishes result interpretation.

ADVANTAGE AND DISADVANTAGE

| 90, 100, 107, 160

Advantage and disadvantage can result from features, mechanical triggers, or GM discretion.

ADVANTAGE

- **PCs:** Roll a **d6** and add the result to the total.
- **Adversaries:** Roll a second **d20**. Keep the higher result.

DISADVANTAGE

- **PCs:** Roll a **d6** and subtract the result from the total.
- **Adversaries:** Roll a second **d20**. Keep the lower result.

MULTIPLE SOURCES

Each source of advantageous or disadvantage cancels the other out. Disadvantage also cancels other d6 bonus dice—for example, d6 **Rally Dice** and **Slayer Dice**.

HELP AN ALLY

If a PC **spends a Hope** to use the **Help an Ally** move, they roll their own advantage die. After all advantage dice are rolled, keep the highest advantage die's result as the bonus to the roll.

GM TURNS AND GM MOVES

| 89, 152–153

During a GM turn, PCs can't make moves, **spend Hope**, **mark Stress**, manage their domain card loadouts, or make rolls unless a specific feature allows it.

SOFTER GM MOVES

- NPC action
- The world reacts
- Reveal truth or danger
- Signal imminent threat
- Dangle a goal
- Backstory rears its head
- Something happens elsewhere
- Ask questions, build on answers

HARDER GM MOVES

- Spotlight an adversary
- A PC marks a Stress
- Change the environment
- Collateral damage
- Consequences of party actions
- Capture something
- Remove an opportunity
- The party is split up

FEAR

| 91, 153–154, 156

Fear costs are cumulative. The GM might need to spend 1 Fear to make another GM move, and more do one of the following:

- Seize the spotlight
- Activate a Fear Feature
- Make another GM move
- Improvise a major complication
- Utilize an Experience

Utilizing an Experience add a bonus to an adversary's d20 roll, or subtracts it from a roll a PC makes against the adversary.

STRESS

| 92

When a character marks their last Stress, they become *Vulnerable* until they clear a Stress. If something forces them to mark any number of Stress, they mark 1 Hit Point instead.

CONDITIONS

| 102, 154

HIDDEN

Hidden characters can't be seen. Their location is unknown to their enemies. Rolls against them have disadvantage. If seen due to movement or if they attack, the *Hidden* condition ends.

RESTRAINED

Restrained characters can't move. They can take actions from their current position.

VULNERABLE

Rolls against them have advantage.

CLEARING CONDITIONS

- **PCs:** Succeed a trait roll.
- **Adversaries:** Spotlight them.

ADVERSARY ACTIONS

| 89, 100, 102, 148, 153, 154, 194

Spotlight an adversary to:

- Move within Close range and make a standard attack
- Move within Close range and use an action
- Clear a condition
- Sprint within Far or Very Far range
- Take another action the fiction demands

COUNTDOWNS

| 162

- **Standard:** Tick down each time a PC makes a relevant action roll.
- **Dynamic:** Tick down based on relevant roll results.
- **Consequence:** Leads to negative effects.
- **Loop:** Reset after triggering. The GM can increase or decrease starting value by 1.
- **Long-Term:** Tick down after long rests.
- **Progress:** Leads to positive effects.
- **Linked:** If one ticks down to 0, end another without effect.
- **Randomized:** Dice determine starting value.

DYNAMIC COUNTDOWNS

Roll Result	Progress	Consequence
Failure with Fear	— (or +1)	-3
Failure with Hope	—	-2
Success with Fear	-1	-1
Success with Hope	-2	—
Crit	-3	— (or +1)

BATTLE GUIDE

| 197

Battle Points = $3 \times \text{the number of PCs} + 2$

ENCOUNTER MODIFIERS

Encounter	Modifier
Easier or shorter fight	-1
Includes 2 or more Solos	-2
Add 1d4 (or +2) to adversary damage rolls	-2
Deploy an adversary from a lower tier	+1
No Bruisers, Hordes, Leaders, or Solos	+1
Harder or longer fight	+2

SPEND BATTLE POINTS

Adversary Type	Battle Points
Minions (equal to the number of PCs)	1
Social or Support	1
Horde, Ranged, Skulk, or Standard	2
Leader	3
Bruiser	4
Solo	5

MAPS, RANGE, AND MOVEMENT

103–104

Range	Description	Movement	Feet	Meters
Melee	Touch	—	< 5	< 1.5
Very Close	Fine details	Move + action	5–10	1.5–3
Close	Prominent details	Move + action	10–30	3–9
Far	Few details	Agility Roll	30–100	9–30
Very Far	No details	Agility Roll	100–300	30–90
Out of Range	Can't target	—	> 300	> 90

ATTACK ROLLS

96, 104, 148, 160

An attack roll is an action roll intended to inflict harm.

- **PCs:** The trait used is determined by weapon or Spellcast trait.
- **Adversaries:** Rolls a **d20** and adds the adversary's attack bonus. If the result meets or beats the PC's Evasion, the attack succeeds.

LINE OF SIGHT AND COVER

A ranged attacker must have line of sight to the target unless stated otherwise. If the target is partially obstructed, the attack roll has disadvantage.

MULTIPLE TARGETS

Make one attack roll and compare it to each target's Difficulty or Evasion. Make one damage roll and apply the results to each target the attack succeeds against.

AREA OF EFFECT

Unless stated otherwise, area effects are within Very Close range of a point chosen by the character that creates the effect.

DEATH MOVES

7, 106, 182

When a PC marks their last Hit Point, they make a Death Move.

- **Blaze of Glory:** The PC takes a GM-approved action that automatically crits. After it resolves, they die.
- **Avoid Death:** The player describes how the PC avoid death and rolls their Hope Die. If the result is equal to or less than PC level, gain a **scar** and lose a Hope slot. Either way, the PC is temporarily *Unconscious*—they can't move, act, or be targeted by attacks. The condition ends they clear a Hit Point, or after a long rest. If a PC loses their last Hope slot, they must retire.
- **Risk It All:** The player rolls Duality Dice. If the Hope Die is higher, the PC distributes the value of the Hope Die, clearing Hit Points or Stress. If the Fear Die is higher, the PC dies. If they are equal, they clear all Hit Points and Stress.

The Splendor domain includes a level 10 **Resurrection** spell.

DAMAGE ROLLS

91, 96, 98–99, 107, 110, 113

PROFICIENCY

Proficiency determines the number of damage dice PCs roll with weapons and with features that use Proficiency. Features, spells or other effects can cause Proficiency to exceed 6.

SPELLCAST TRAIT

Some PCs gain a Spellcast trait from their subclass. If a feature deals damage using a Spellcast trait, roll a number of dice equal to the trait. If the trait is +0 or lower, no dice are rolled.

ADDITIONAL DAMAGE DICE

Some features add dice to the damage roll—for example, domain cards like **Strategic Approach**.

MODIFIERS AND BONUS DICE

Some features call for dice to be rolled separately, with the result added as a modifier—for example, the Bard's **Rally Dice**.

CRITICAL DAMAGE

If the attack roll was a crit, add the maximum possible result of the damage dice to the result—for example, if the damage dice are **1d8 + 1d6**, add **+14** to the result.

INCOMING DAMAGE

Total damage from a single attack or source, then compare it to the target's damage thresholds.

DAMAGE TYPES

- **Physical (phy):** Unarmed attacks and mundane weapons deal physical damage.
- **Magic (mag):** Spells and magic weapons deal magic damage.
- **Direct Damage:** Direct damage can't be reduced by marking Armor Slots.
- **Resistance:** Resistance reduces incoming damage by half (before other modifiers that reduce incoming damage). If an effect deals both physical and magic damage, the target must be resistant to both.
- **Immunity:** Immune targets don't take damage. If an effect deals both physical and magic damage, the target must be immune to both.

DAMAGE THRESHOLDS, HIT POINTS, AND ARMOR

Minor	≥ Major	≥ Severe
Mark 1 HP	Mark 2 HP	Mark 3 HP

When incoming damage causes a PC to mark **Hit Points**, they can mark one Armor Slot instead of a Hit Point.

Massive Damage (Optional Rule): If a character takes damage equal to twice their Severe threshold, mark 4 Hit Points.

RULES

| 7, 94, 96, 102, 104, 107, 153

THE GOLDEN RULE

Make the game your own. Don't let rules interfere with the story, characters, or adventure you want.

RULINGS OVER RULES

When in doubt, the GM makes a ruling aligning with the narrative—make it interesting, logical, and story-based!

ROUNDING UP

Round up to the nearest whole number.

USING FEATURES AFTER A ROLL

Unless specified otherwise, add bonuses or benefits before rolling. If a feature can affect a roll's outcome, use it after the GM announces if the roll succeeds or fails, but before the outcome is resolved or another roll is made.

SPENDING TO INCREASE EFFECTS

PCs can't spend Hope or mark Stress multiple times on the same feature to increase or repeat effects on a single roll.

REROLLING DICE

Always take the new result.

TARGETING

- **Target:** Anything you choose to affect.
- **Creature:** Living beings.
- **Allies:** Friendly creatures other than you.

MULTIPLE EFFECTS

Characters can maintain effects from multiple features or domain cards at once. The character in control of the effects decides their resolution order. The GM arbitrates any uncertainty.

STACKING EFFECTS

Effects stack, except advantage and disadvantage, resistance, and conditions.

TEMPORARY AND ONGOING EFFECTS

Some effects don't say when they end, so try:

- When the character in control of the effect chooses.
- When fiction demands it.
- When a PC ends it with an action roll.

The GM can spend a Fear to end a temporary effect created by PC features and domain cards.

Conditions are different. PCs must succeed on a trait roll. The GM can use a GM move to spotlight an adversary to clear a condition affecting them.

DOWNTIME

| 105, 181

Each PC chooses two downtime moves, and can manage domain cards loadout without paying Recall Costs.

SHORT REST

- **PCs:** Lasts about an hour. If interrupted, gain no benefits. After three short rests, the next must be a long rest.
- **GM:** Gain **1d4** Fear.

LONG REST

- **PCs:** Several hours of relaxation or sleep. If interrupted, gain short rest benefits for that downtime move instead.
- **GM:** Gain Fear equal to **1d4 + the number of PCs**, and tick down a long-term countdown.

DOWNTIME MOVES

Move	Short Rest Benefits	Long Rest Benefits
Tend to Wounds	Clear 1d4 + Tier Hit Points (yours or an ally's).	Clear all Hit Points (yours or an ally's).
Clear Stress	Clear 1d4 + Tier Stress.	Clear all Stress.
Repair Armor	Clear 1d4 + Tier Armor Slots (yours or an ally's).	Clear all Armor Slots (yours or an ally's).
Prepare	Gain a Hope. If preparing with another PC, gain 2 Hope.	Gain a Hope. If preparing with another PC, gain 2 Hope.
Work on a Project	—	Tick progress countdown down (or assign an action roll).

EXTENDED DOWNTIME

- Fast-forward the story across an extended period.
- **GM:** Gains **1d6** Fear per PC, and tick down relevant long-term countdowns.

GOLD

| 104, 165

AVERAGE GOLD COSTS

Goods and Services	Gold	Coins
Meals for a party per night	1 Handful	10
Standard inn room per night	1 Handful	10
Luxury inn room per night	1 Bag	100
Carriage ride	2 Handfuls	20
Mount (horse, mule, etc.)	3 Bags	300
Specialized tools	3 Handfuls	30
Fine clothing	3 Handfuls	30
Luxury clothing	1 Bag	100
Tier 1 weapon or armor	1–5 Handfuls	10–50
Tier 2 weapon or armor	1–2 Bags	100–200
Tier 3 weapon or armor	5–10 Bags	500–1000
Tier 4 weapon or armor	1–2 Chests	1000–2000

Optional Rule: 10 coins equals 1 handful.

LOOT

129–131

Roll	Loot	Roll	Consumable
1	Premium Bedroll	31	Bag of Ficklesand
2	Piper Whistle	32	Ring of Resistance
3	Charging	33	Phoenix Feather
4	Alistair's Torch	34	Box of Many Goods
5	Speaking Orbs	35	Airblade Charm
6	Manacles	36	Portal Seed
7	Arcane Cloak	37	Paragon's Chain
8	Woven Net	38	Elusive Amulet
9	Fire Jar	39	Hopekeeper Locket
10	Suspended Rod	40	Infinite Bag
11	Glamour Stone	41	Stride Relic
12	Empty Chest	42	Bolster Relic
13	Companion Case	43	Control Relic
14	Piercing Arrows	44	Attune Relic
15	Valorstone	45	Charm Relic
16	Skeleton Key	46	Enlighten Relic
17	Arcane Prism	47	Honing Relic
18	Minor Stamina Potion Recipe	48	Flickerfly Pendant
19	Minor Health Potion Recipe	49	Lakestrider Boots
20	Homing Compasses	50	Clay Companion
21	Corrector Sprite	51	Mythic Dust Recipe
22	Gecko Gloves	52	Shard of Memory
23	Lorekeeper	53	Gem of Alacrity
24	Vial of Darksmoke Recipe	54	Gem of Might
25	Bloodstone	55	Gem of Precision
26	Greatstone	56	Gem of Insight
27	Glider	57	Gem of Audacity
28	Ring of Silence	58	Gem of Sagacity
29	Calming Pendant	59	Ring of Unbreakable Resolve
30	Dual Flask	60	Belt of Unity

CONSUMABLES

132–133

Roll	Loot	Roll	Consumable
1	Bolster Potion	31	Blood of the Yorgi
2	Control Potion	32	Homet's Secret Potion
3	Attune Potion	33	Redthorn Saliva
4	Charm Potion	34	Channelstone
5	Enlighten Potion	35	Mythic Dust
6	Minor Health Potion	36	Acidpaste
7	Minor Stamina Potion	37	Hopehold Flare
8	Grindetooth Venom	38	Major Arcane Shard
9	Varik Leaves	39	Featherbone
10	Vial of Moondrip	40	Circle of the Void
11	Unstable Arcane Shard	41	Sun Tree Sap
12	Potion of Stability	42	Dripfang Poison
13	Improved Grindetooth Venom	43	Major Health Potion
14	Morphing Clay	44	Major Stamina Potion
15	Vial of Darksmoke	45	Ogre Musk
16	Jumping Root	46	Wingsprout
17	Snap Powder	47	Jar of Lost Voices
18	Health Potion	48	Dragonbloom Tea
19	Stamina Potion	49	Bridge Seed
20	Armor Sticher	50	Sleeping Sap
21	Gill Salve	51	Feast of Xuria
22	Replication Parchment	52	Bonding Honey
23	Improved Arcane Shard	53	Shrinking Potion
24	Major Stride Potion	54	Growing Potion
25	Major Bolster Potion	55	Knowledge Stone
26	Major Control Potion	56	Sweet Moss
27	Major Attune Potion	57	Blinding Orb
28	Major Charm Potion	58	Death Tea
29	Major Enlighten Potion	59	Mirror of Marigold
30	Bolster Potion	60	Stardrop

OG-DHSRD: OLD GUS' DAGGERHEART SYSTEM REFERENCE DOCUMENT



<https://callmepartario.github.io/og-dhsrd>



This product includes materials from the Daggerheart System Reference Document 1.0, © Critical Role, LLC, under the terms of the Darrington Press Community Gaming (DPCGL) License. <https://daggerheart.com>

PCs can carry up to 5 of each type of consumable.

In a high-pressure or difficult situation, it might be appropriate to call for an action roll for a PC to use a consumable.

ROLLING FOR LOOT AND CONSUMABLES

- **Common:** 1d12 or 2d12
- **Uncommon:** 2d12 or 3d12
- **Rare:** 3d12 or 4d12
- **Legendary:** 4d12 or 5d12

*Try modifying loot rolls—for example, **3d20** has a more even distribution than **5d12**. Adding a modifier like **1d10 + 20** means results are evenly spread between **21–30**.*