

HOW TO PLAY DAGGERHEART

4, 8–9

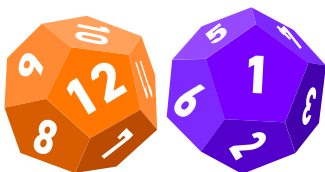
- The GM describes the situation, narrates events, and controls NPCs, adversaries, and obstacles the PCs encounter.
- You roleplay your PC's reaction to the scenario, declaring their action and dialogue.
- If your action depends on fate or fortune, the GM calls for an action roll. To make an action roll, 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.



DOMAINS

24–25



DICE

Dice are noted by the number of sides—for example, a **d6** is a six-sided die. **2d10** is two ten-sided dice. You will need at least **2d12** for **Duality Dice**, and at least one **d20**, **d10**, **d8**, **d6**, and **d4**. At higher levels, having additional dice helps quite a bit.



HERITAGE

52–71, 72–81

- **Ancestry:** Lineage and physical appearance. Grants two ancestry features.
- **Community:** Culture, class, or environment that has had a significant your upbringing. Grants a community feature.

CLASS AND SUBCLASS

27–51

A **class** grants you:

- Access to two domains
- Starting Evasion and Hit Points
- Starting items
- Class features, including a Hope Feature
- A choice of **subclass**

DOMAIN CARDS

26, 101, 107, 328–342

Choose two domain cards at character creation.

- **Level:** Domain cards you choose can't exceed your level—or half your level if you gained access to the card's domain deck by multiclassing.
- **Recall Cost:** **X**⚡: When you have the spotlight, you can mark Stress equal to a vaulted domain card's Recall Cost to exchange it for one in your loadout.
- **Type:** Abilities are non-magical. Spells are magical. Grimoires from the Codex domain grant you multiple, less potent spells.
- **Usage Limits:** Some domain cards can only be used a certain number of times before a short rest or long rest. If a card has number of uses equal to a trait with a modifier of +0 or less, you can't use it.
- **Loadout and Vault:** You can have up to 5 domain cards in your loadout. Domain cards that aren't in your loadout are placed in your vault. Unless stated otherwise, vaulted cards don't provide you any benefits. If you cast a spell and then place that domain card in your vault, its effects remain.

OG-DHSRD: OLD GUS' DAGGERHEART SYSTEM REFERENCE DOCUMENT

<https://callmepartario.github.io/og-dhsrd> Quick-Reference updated 2026-05-08



TRAITS

17, 158–159

Traits represent physical, mental, and social aptitudes. When making an action roll, add your trait as a modifier to the roll. At character creation, assign each trait one of these array values:

+2	+1	+1	+0	+0	-1
Agility	Strength	Finesse	Instinct	Presence	Knowledge
Sprint	Lift	Control	Perceive	Charm	Recall
Leap	Smash	Hide	Sense	Perform	Analyze
Maneuver	Grapple	Tinker	Navigate	Deceive	Comprehend

If your subclass assigned you a **Spellcast trait** is used for Spellcast Rolls. It also determines damage rolls of a few spells, and how frequently some domain cards can be used. It's a good idea to assign your Spellcast trait is at least a +1.

HOPE

90

You have a maximum of 6 Hope slots. Spend Hope on the following:

- **Help an Ally (1 Hope):** You help a PC with an action roll. Describe how you help, roll your own advantage die, and apply the result as a modifier to their roll. If the PC you help gains advantage from multiple sources, they add only the highest result from any rolled advantage dice.
- **Utilize an Experience (1+ Hope):** When you Utilize an Experience on a relevant roll.
- **Tag Team Roll (3 Hope):** Initiate a Tag Team Roll.
- **Class Hope Feature (3 Hope):** Gained from your class.
- **Other Uses for Hope (1+ Hope):** Activate specific class or subclass features, domain cards, or equipment.
- **Rolling with Hope:** If you roll with Hope for an action prompted by a Hope Feature or domain card, you can spend the Hope you gain from the roll on the action.

You start the game with 2 Hope. Hope carries over between sessions.

EXPERIENCES

20, 93

- **Creating Experiences:** You start with two Experiences from character creation. You create new Experiences each time you reach a new tier. Experiences start with a +2 modifier.
- **Utilize an Experience:** When you make an action roll or reaction roll, you can spend a Hope to add a relevant experience's modifier to the result. Describe how the Experience applies. The GM might require you further justify the Experience's relevance, but you decide whether the Experience applies (within reason). You can apply more than one Experience to a roll.

Create **GREAT** Experiences: **G**rounded, **R**elevant, **E**xplainable, **A**daptable, and **T**ransformative!

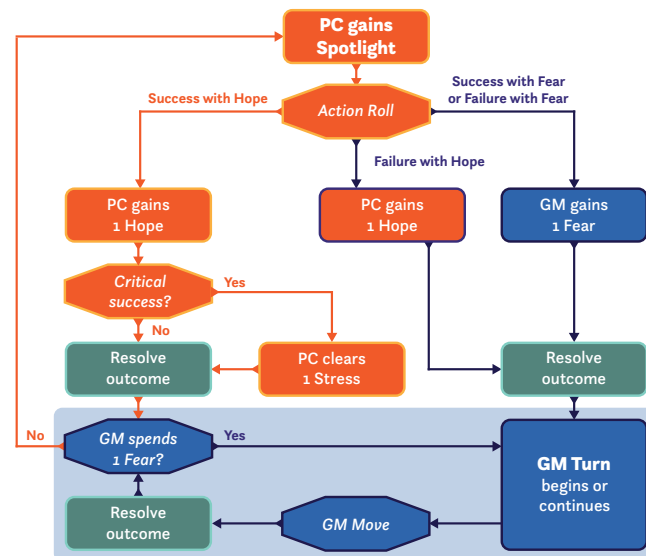
FLOW OF THE GAME

87–90, 193–194

Any time you take an action to advance the story—speaking with another character, interacting with the environment, making an attack, casting a spell, or using a class feature—you are making a **move**.

During a GM turn, you can't make moves, spend Hope, mark Stress, exchange domain cards between loadout and vault, or make rolls unless stated otherwise.

Features that allow you to make moves during a GM turn usually have a mechanical trigger.



The flow of the game is the same in and out of combat.

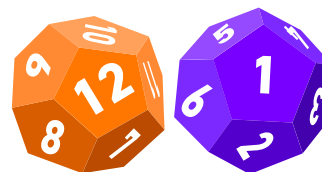
ACTION ROLLS

17, 90–95, 148–150, 157–160

Action rolls require two distinct **d12s** called **Duality Dice**. One represents Hope, and the other Fear. Roll the Duality Dice, sum the results, and apply relevant modifiers. Next, compare the result of the Hope Die and Fear Die, announcing which is higher. The GM compares the total to the **Difficulty** to determine 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**.



SPECIAL ROLLS

| 97, 99, 148, 161, 168

SPELLCAST ROLLS

Spellcast Rolls use the Spellcast trait assigned by your subclass.

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.

GROUP ACTION ROLLS

Choose a PC to lead the action. Other players describe how their PC cooperates. The leader makes an action roll, and the others make reaction rolls. Modify the action roll results based on each reaction roll:

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

TAG TEAM ROLLS

Once each session, you 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.

ADVANTAGE AND DISADVANTAGE

| 90, 100, 107, 160

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

ADVANTAGE

Roll a **d6** and add the result to the total.

A few features can increase your advantage die to a d8.

DISADVANTAGE

Roll a **d6** and subtract the result from the total.

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.

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. The trait used is determined by weapon or Spellcast trait.

DIFFICULTY AND EVASION

If your attack roll meets or beats the target's Difficulty, make a damage roll. If an adversary's attack roll meets or beats your Evasion, they make a damage roll.

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. 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 you chose to creates the effect.

WEAPONS

| 96, 112–113

- **Active Weapons:** You can equip two active weapons whose tier doesn't exceed yours—a primary, and a secondary. If your subclass assigned a Spellcast trait, you can equip magic weapons. You can make attacks with active weapons.
- **Inventory Weapons:** You can carry two inventory weapons. You can swap inventory and active weapons during calm moments. Under pressure, you must **mark a Stress**.
- **Burden:** When active, weapons occupy one or two hands.
- **Feature:** Some weapons grant features when active.
- **Throwing Weapons:** Make a Finesse attack roll to throw an active weapon within Very Close range, dealing its damage on a success. Once thrown, the weapon isn't active.
- **Unarmed Attacks:** Use either Strength or Finesse for the attack roll unless the GM allows otherwise, and deal d4 physical damage.

Dual-Wielding is handled through secondary weapon features.

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.
- **Magic (mag):** Spells and magic weapons.
- **Direct Damage:** Can't be reduced by marking Armor Slots.
- **Resistance:** Reduces incoming damage by half (before other modifiers that reduce incoming damage). If an effect deals physical and magic, the target must have resistance to both.
- **Immunity:** Target doesn't take damage. If an effect deals physical and magic, the target must be immune to both.

DAMAGE THRESHOLDS AND HIT POINTS

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

When incoming damage causes you to mark Hit Points, you can **mark an Armor Slot** to reduce it by one threshold—for example, from Severe to Major, or from Minor to nothing.

STRESS

92

If you mark your last Stress, you are *Vulnerable* until you clear a Stress. If something forces you to mark any number of Stress, mark 1 Hit Point instead.

ARMOR

112, 114

- **Unarmored:** While unarmored, your base Armor Score is 0. Your Major threshold is equal to your level. Your Severe threshold is equal to twice your level.
- **Equipping Armor:** You can't equip armor while under pressure, and you can't equip armor whose tier exceed yours. You can equip only one set of armor. Each set of armor has its own Armor Slots. If you change armor, track its Armor Slots. You can't carry armor in your inventory.
- **Base Thresholds:** Your equipped armor's base thresholds determine your Major and Severe damage thresholds. Add your level and any other applicable bonuses.
- **Armor Score and Armor Slots:** Your Armor Score equals your equipped armor's Base Score plus any modifiers (to a maximum of 12).
- **Feature:** Some armors grant a feature when equipped.
- **Temporary Armor:** If your Armor Score gains a temporary bonus, your Armor Slots increase by the same amount. When the effect ends, clear Armor Slots equal to the bonus.

Shields aren't armor. They are secondary weapons that provide a bonus to your Armor Score.

CONDITIONS

102, 154

- **Hidden:** You can't be seen, your location is unknown to your enemies, and rolls against you have disadvantage. If seen due to movement or if you attack, the condition ends.
- **Restrained:** You can't move, but can take actions from your current position.
- **Vulnerable:** Rolls against you have advantage.

You can clear a Condition with a successful action roll.

DEATH MOVES

7, 106, 182

If you mark your last Hit Point, make a Death Move.

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

DOWNTIME

105, 181

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

- **Short Rest:** Lasts about an hour. If interrupted, gain no benefits. After three short rests, the next must be a long rest.
- **Long Rest:** Several hours of relaxation or sleep. If interrupted, gain short rest benefits for that downtime move instead.

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-forwards the story across an extended period.

GOLD

104, 165

- **Handful:** 10 handfuls of gold equals 1 bag.
- **Bag:** 10 bags of gold equals 1 chest.
- **Chest:** You can't carry more than 1 chest, so you'll need to spend some or store it somewhere before you can acquire more.

Coin (Optional Rule): 10 coins equals 1 handful.

LOOT

129–131

Loot comprises any consumables or reusable items the party acquires, which can be used until sold, discarded, or lost.

CONSUMABLES

132–133

Consumables are loot that can only be used once. You can carry up to five of each consumable at a time in your inventory. Using a consumable doesn't require a roll unless required by the GM.

You start the game with one of the following:

Minor Health Potion: Clear 1d4 Hit Points.

Minor Stamina Potion: Clear 1d4 Stress.

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.

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

You 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

You can maintain effects from multiple features or domain cards at once, and decide 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. These end when you choose, when fiction demands it, or when you end them with an action roll.

OG-DHSRD: OLD GUS' DAGGERHEART SYSTEM REFERENCE DOCUMENT

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



GAINING LEVELS

26, 109–111

STEP 1: CHECK FOR TIER ACHIEVEMENTS

There are 10 PC levels, divided into 4 tiers. When gaining a level causes you reach a new tier, you create a new Experience, gain a +1 bonus to your Proficiency, and clear any marked traits.

Level	Tier
Level 1	Tier 1
Level 2–4	Tier 2
Level 5–7	Tier 3
Level 8–10	Tier 4

STEP 2: PURCHASE ADVANCEMENTS

You gain two advancements that don't exceed your tier.

STEP 3: INCREASE DAMAGE THRESHOLDS

Increase Major and Severe damage thresholds by 1.

STEP 4: CHOOSE A DOMAIN CARD

Choose a domain card and add it to your loadout or vault. If your loadout is full, you can place a card into your vault to make room. Additionally, you can exchange one domain card for another of equal or lower level.

ADVANCEMENTS

110

Some advancements can be purchased more than once.

Advancement	Tier 2	Tier 3	Tier 4
Traits: Gain a +1 bonus to two trait modifiers and mark them. You can't use this advancement to increase a marked trait until you reach a new tier and clear it.	○○○	○○○	○○○
Hit Point: Gain a Hit Point slot.	○○	○○	○○
Stress: Gain a Stress slot.	○○	○○	○○
Experiences: Gain a +1 bonus to two Experiences.	○	○	○
Domain Card: Choose a new domain card from your domains. The card's level can't exceed the level range of the tier slot used to purchase this advancement.	○	○	○
Evasion: Gain a +1 bonus to your Evasion.	○	○	○
Enhanced Subclass: Progress a subclass, gaining its specialization feature—or if you have them already, its mastery features. Choosing this option excludes the Multiclass advancement for this tier.	—	○	○
Proficiency: Gain a +1 bonus to your Proficiency. You must spend both advancements to purchase this benefit.	—	○	○
Multiclassing: You gain additional class, as described under multiclassing. You must spend both advancements to purchase this benefit. Choosing this option excludes the Enhanced Subclass advancement for this tier. You can only multiclass once.	—	○	○

MULTICLASSING

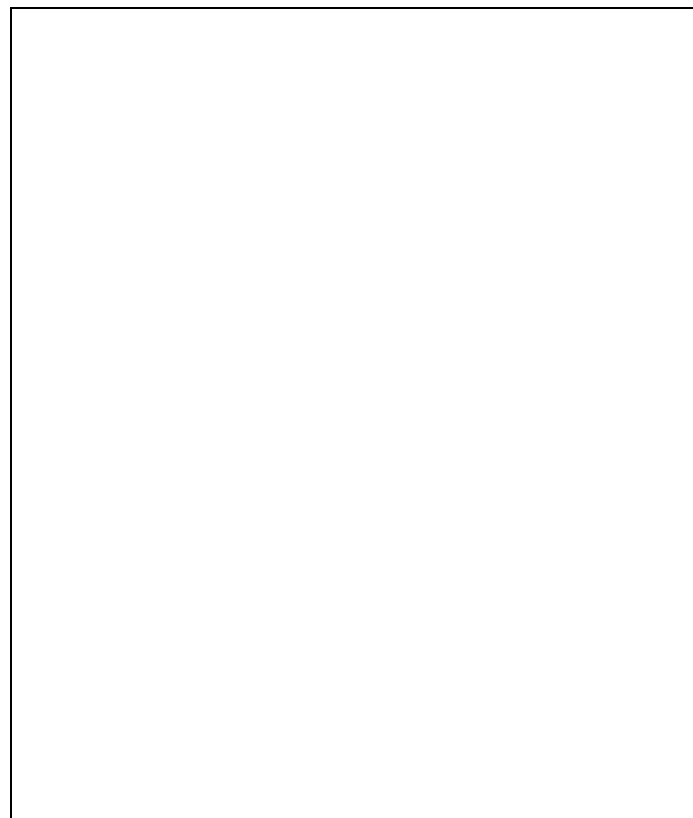
111

Starting at Tier 3, you can choose multiclassing as an advancement. You can only multiclass once, and doing so excludes the Enhanced Subclass advancement for that tier.

- **Choosing a Multiclass:** You gain access to one of its domain and class features. You don't gain the class Hope feature. Choose a subclass and gain its foundation features.
- **Multiclass Features:** Use your level and tier. If you gain a second Spellcast trait, choose which modifier to apply when making a Spellcast Roll.
- **Multiclass Domain Cards:** When you choose a new domain card, you can choose from cards up to half your level from your multiclass domain.

CAMPAIGN FRAME NOTES

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