



Quick References

Advantage <i>(Core, Page 100)</i>	PC: Add D6 to a Roll GM: Roll 2d20 (take higher)	Crit and damage	Damage die maximum plus the normal roll <i>(Core, p. 98)</i>
Disadvantage <i>(Core, Page 100)</i>	PC: Subtract D6 from a Roll GM: Roll 2d20 (take lower)	Direct Damage	Armor slots can't be used to reduce <i>(Core, p.99)</i>
Proficiency <i>(Core, Page 110)</i>	Starts with 1. Increases at higher tiers. Number of damage dice.	Massive Damage <i>(Core, p. 91)</i>	Optional rule. Damage equal to or more than double the Severe Threshold results marking of 4 HP
Evasion <i>(Core, page 18)</i>	Add it from: class, Ancestry, armor, shield and domain cards (+ if level up)	Resistance <i>(Core, page 99)</i>	Halve incoming damage to a type before comparing to thresholds
Armor	Pool of points to reduce damage. <i>(Core, p. 91, 114)</i>	Critical <i>(Core, p. 90)</i>	Same result on Duality Dice roll. Count as success with Hope. Player gains a Hope and clears a stress.
Unarmored <i>(Core, page 114)</i>	Armor score is 0. Major threshold is equal to their Level, and Severe threshold is equal to twice their level	Swapping Domain Cards <i>(Core, p 101)</i>	Free at downtime. Max 5 active cards. Mark stress equal to the Recall Cost on the Domain Card to activate, and place another domain card into vault
Thresholds <i>(p. 91, 98, 114)</i>	Limits, incoming damage compared with, determine damage	Line of sight <i>(Core, p. 104)</i>	Some effects require it. Transparency and targeting are GM decisions. Area effects usually do not depend on it. For blind characters, see the Adjusting Abilities and Spells section on Page 82.
Experience <i>(Core, page 20)</i>	Spend a Hope per experience if it fit to add +2-4 to a roll per experience GM can spend fear per experiences for adversary to increase the DC or a roll	Cover, Darkness <i>(Core, p104)</i>	Difficult or impossible to target or affect. Attack rolls have disadvantage against a target behind cover.
Spending resources <i>(Core, page 107)</i>	Unless an effect state otherwise, you can't spend Hope or mark Stress multiple times on the same feature		
Rounding up <i>(Core, page 107)</i>	No fractions; round up to a whole number unless otherwise specified		

Actions and Rolls

Reaction Roll <i>(Core, p. 99, 161)</i>	PC rolls Duality Dice, GM rolls D20. Does not generate Hope or Fear. Critical success means success, but does not generate a hope or clear a stress. Other player can not support. Bonuses (experiences) might apply	Fate Roll <i>(Core, p.112)</i>	Does not generate Hope or Fear. Only Duality Dice. Might start cooldowns or consequences
Spellcast Roll <i>(Core, Page 96)</i>	If can damage a target, it is considered as an attack roll	Switching weapon <i>(p.112)</i>	Mark a stress to switch to an inventory weapon. Previous goes to inventory.
Unarmed <i>(P.96)</i>	Strength or Finesse (or trait/ability),	Help Action <i>(Core, Page 90)</i>	Spend a Hope, add a D6 to an ally action roll. Can not use for a reaction.
Attack Rolls	Proficiency * d4 physical damage	Group Action <i>(Core, Page 97)</i>	Nominate leader and participants. Participants make reaction roll. Success = +1, failures = -1. Leader makes a roll with sum of modifiers
Attack Rolls <i>(Core, page .92)</i>	Duality dice. D20 die for GM. Trait plus modifiers (experiences, features, advantage or disadvantage) vs DC	Tag Team Roll <i>(Core, Page 97)</i>	Once per session, PC can spend 3 Hope and describe Tag Team with chosen partner. Both make action roll, choose which to keep, apply result to both PCs. On success both rolls damage, and add results together.
Throwing	Attack roll with Finesse		

Resolving Action Rolls *(Core, Page 150)*

Critical Success	Get what you want and a little extra. Gain a Hope, and clear a Stress	Failure with Hope	Things don't go as planned, but you gain a Hope
Success with Hope	Get what you want and gain a Hope	Failure with Fear	Things don't go as planned, and it gets worse. GM gains a Fear
Success with Fear	Get what you want but there is a consequence. GM gains a Fear		



Domains

(Core, page 24)

Arcana
Innate and instinctual magic

Blade
Weapon mastery

Blood
Blood magic
(Source: The Void)

Bone
Tactics, physical abilities

Codex
Knowledge, study & magic

Dread
Magic & curses
(Source: The Void)

Grace
Charisma and charming

Midnight
Shadow and secrecy

Sage
Nature & magic

Splendor
Life, vitality and magic

Valor
Protection and battle

Difficulties

(Core, p 157)

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

Ranges

(Core, page 103)

Name	Square	Feet
Melee/Touch	1	0-5
Very Close	3	5-10
Close	6	10-30
Far	12	30-100
Very Far	13	100-300
Out of reach	-	300-

Movement

(Core, p. 104)

To Close	Move within close, part of the action
To Far	Agility check vs DC
Adversary	Use the entire action to move within Very Far without an Agility check

Falling

(Core, page 168)

Distance	Damage
Very Close	1d10+3 phy
Close	1d20+5 phy
Far/Very far	1d100+15 phy or Death
Collision	1d20+5 direct phy

Travel

(Core, page 173)

1 day distance	
1 day walking	5-14 miles
Depends on the environment, the player's condition, and the travel format (e.g., horseback, vehicle)	

Level up

(Core, Page 109, 110)

Every level introduces some changes; Tiers depend on level; Each tier gives opportunities (like multiclass)

Adjust threshold Add the level to the armor thresholds

Tier 2 +1 Experience; +1 Proficiency

Tier 3 +1 Exp; +1 Prof; Clear all trait marks

Tier 4 +1 Exp; +1 Prof; Clear all trait marks

Any level Check the level advancement cards

Spending Fear

(Core, page 104)

Make a move -1 Fear to make a move, interrupt a player, spotlight an adversary or trigger an ability, use an experience to get bonus for a roll, or trigger an environment feature

Incidental Spend 0-1 Fear (downtime)

Minor Spend 1-3 Fear (travel, skirmish)

Standard Spend 2-4 Fear (standard battle)

Major Spend 4-8 Fear (large/boss battle)

Climactic Spend 6-12 Fear (boss battle)

Countdowns

(Core, page 162)

Track progress toward an event, consequence, or adversary move.

Standard countdowns (Core, page 162)

The die begins on a specific number and ticks down every time a player makes an action roll, regardless of the result. At 0, the countdown's effect triggers immediately after the last action roll is resolved.

Dynamic countdowns (Core, page 162)

Only ticks down when an action outcome indicates

Dynamic countdown Advancement (Core, p.163)

Roll result	Success with			Failure with	
	Crit	Hope	Fear	Hope	Fear
Progress	-3	-2	-1	0	0
Consequence	0	0	-1	-2	-3

Chase countdowns (Core, page 163)

Two countdowns, one for pursuing and one for escaping. The escapee's countdown starts lower. Both countdowns are affected by the action rolls based on the dynamic countdown table (see above or page 163)

Loop (Core, page 163)

Some countdowns loop after they trigger, so they reset to their starting value and begin counting down again.

Long-term countdowns (Core, page 164)

Progress across multiple sessions. Generally, tick down a relevant long-term countdown once per long rest.

Character Traits

(Core, page 17, 158)

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

Conditions

(Core, page 102)

Hidden	Disadvantage against hidden
Restrained	Can't move but can still take actions
Vulnerable	Advantage against vulnerable
Temporary	Action roll vs DC to clear
Poisoned	Provided by features. Might impose direct damage or disadvantage



Ancestry

(Core, page 52)

Name	Height	Max. Age	Adulthood	Reference
Clank	2-7	Not aging	-	Core, p.53
Drakona	5-7	350	70	Core, p.54
Dwarf	4-5	250	50	Core, p.55
Elf	5-6.5	350	70	Core, p.56
Faerie	2-7	50	10	Core, p.57
Faun	4-6	225	45	Core, p.58
Firbolg	5-7	150	30	Core, p.59
Fungril	2-7	300	60	Core, p.60
Galapa	4-6	150	30	Core, p.61
Giant	6-9	75	10	Core, p.62
Goblin	3-4	100	20	Core, p.63
Halfling	3-4	150	30	Core, p.64
Human	5-6	100	20	Core, p.65
Infernus	5-7	350	70	Core, p.66
Katari	3-6.5	150	30	Core, p.67
Orc	5-6.5	125	25	Core, p.68
Ribbet	3-4	100	6-7	Core, p.69
Simiah	4-5	250	20	Core, p.70
Earthkin	TBA	TBA	TBA	The Void 1.5
Tidekin	TBA	TBA	TBA	The Void 1.5
Emberkin	TBA	TBA	TBA	The Void 1.5
Skykin	TBA	TBA	TBA	The Void 1.5
Aetheris	TBA	TBA	TBA	The Void 1.5
Gnome	TBA	TBA	TBA	The Void 1.5

Classes and Domains

(Core, page 27)
(The Void 1.5 '26)

Bard	Grace & Codex	Warrior	Blade & Bone
Druid	Sage & Arcana	Wizard	Codex & Splendor
Guardian	Valor & Blade	Assassin	Blade & Midnight
Ranger	Bone & Sage	Brawler	Bone & Valor
Rogue	Midnight & Grace	Blood	Blade & Blood
Seraph	Splendor & Valor	Hunter	
Sorcerer	Arcana & Midnight	Witch	Dread & Sage

Rest

(Core, page 105)

Each player can swap any domain card in their loadout for cards in their vault. Then select two (2) downtime activity:

Short (1h)

Regain 1d4+Tier HP
Regain 1d4+Tier stress
Regain 1d4+tier Armor
Gain 1 hope (or +2 Hope per member)

-
GM gains 1d4 Fear

Long (8h+)

Regain all HP
Regain all Stress
Regain all Armor
Gain 1 hope (or +2 hope per member)

Work on a project (Core, p181)
GM gains Players+1d4 Fear

Work on a project

(Core, p181)

Typically uses a Progress Countdown or Dynamic Countdown. Consider the starting value, complexity, availability of relevant tools or information, and impact of the story. Simple projects might tick down the countdown each time the player uses the Work on a Project move. Might involve some skill checks.

Battle Guide

(Core, Page 197)

Battle points (3x the number of PC) + 2

-1 point For shorter or easier encounter

-2 points If using 2 or more Solo adversaries or If you add +1d4 (or static +2) to all adversaries damage rolls (higher challenge)

+1 point For adversary from lower tier or if there is no bruisers, hordes, leaders or solos

+2 points For longer or harder encounter

Improvising Adversaries

(Core, p.208)

Tier	Attack	Damage	Diff.	Thresholds
1	+1	1d6+2 to 1d12+4	11	7/12
2	+2	2d6+3 to 2d12+4	14	10/20
3	+3	3d8+3 to 3d12+5	17	20/32
4	+4	4d8+10 to 4d12+15	20	25/45

Adversaries average stats

(Rob Jon's Lair - Homebrew Monster Design video)

	Tier 1	Tier 2	Tier 3	Tier 4
Difficulty	12	14	16	19
Thresholds	6/11	10/21	19/35	32/59
HP	5	5	6	6
Stress	3	4	4	5
ATK mod	0	2	3	6
Min ATK DMG	3	5	5	13
Avg ATK DMG	6	12	16	27
Max ATK DMG	9	19	26	41
Features	3	3	4	4

Adversaries

(Core, Page 197)

Type	BP	Mechanics
Bruiser	4	High DMG, moderate Difficulty, armor, and thresholds. Melee.
Horde	2	Swarm. High damage initially, less DMG when less than half HP remains. Weak.
Leader	3	Can spot multiple ally, moderate stats, above average damage, feature rich
Minions	1	Fix HP, Fix DMG, large numbers, little to no thresholds and armor
Ranged	2	High range, damage, and attack. Low defensively. Ability to move.
Skulks	2	Ambushers, movement, hide. Ability to increase damage. Hit-and-run.
Social	1	Non-combatant. Many passive ability
Solo	5	Strong. Can be spotlighted multiple times per turn. Environment or helpers
Standard	2	Average. Use "Improvise Adversaries" table with simple features.
Support	1	Weaker than standard. Help ally, low on damage, high stress and feature rich



Costs

(Core, page 104)

Name	Gold
Handful	10
Bags	100
Chest	1000
Hoard	5000+

Prices

(Core, page 104)

Meal/Room	1 Handful
Luxury inn	1 Bag
Mount	3 Bags
Fine clothing/Tools	3 Handfuls
Tier 1 equipment	1-5 Handfuls
Tier 2 equipment	1-2 Bags
Tier 3 equipment	5-10 Bags
Tier 4 equipment	1-2 Chests

Loot

Loot, Items (Core, p.129) Rarities: common (1-24), uncommon (24-36), rare (36-48) and legendary (48-60)

Consumables (Core, Page 132) Can only be used once. You can hold up to five of each consumable at a time

Death Moves

(Core, page 106)

Blaze of Glory Take on action which critically succeeds, then death

Avoid death Unconscious. Return when clear 1 or more HP. Roll Hope die, if value is below Level, gain a scar

Risk it all Roll Duality Dice. On hope, the character stays on their feet, and clear a HP or stress equal to the Hope Die. If fear is higher, the character dies. On Crit, all HP and stress cleared.

Environments

(Core, Page 242)

Environments represent everything in a scene beyond the PCs and adversaries, such as the physical space, background NPCs, and natural forces

Env Stat	Damage dice	Difficulty
Tier 1	1d6+1 to 1d8+3	11
Tier 2	2d6+3 to 2d10+2	14
Tier 3	3d8+3 to 3d10+1	17
Tier 4	4d8+3 to 4d10+10	20

Potential Adversaries Should roughly be made to fit in the environment

Difficulty The number that players' rolls typically have to meet for a condition to proc

Type: Exploration Wondrous locations with mysteries and marvels to discover

Type: Social Locations that primarily present interpersonal challenges

Type: Traversal Impose some measure of difficulty or danger to the party

Type: Events Specific challenge

Passives Typically, fairly mundane and non-hostile to the players, usually quite beneficial to the party

Reactions Generally are what happens if a PC engages in a certain activity.

Actions General way for the GM to influence a scene

True Actions To make things much more difficult, often impose trait rolls and come with status conditions on failure

Fear(ful) Actions Require spending Fear tokens and come with nearly guaranteed negative effects toward the players (example: summoning adversaries)

Countdowns Might have long-term effects when using Progress Countdowns. May have Fear cost. Might tick down/progressing by a Passive or Action, or by PC actions

Features Pick a combination of no more than five (5) total different Passives, Reactions, and Actions.

Sources

Sources used (with thanks to the authors/creators):

Daggerheart Core Rulebook;

Daggerheart SRD by DarringtonPress;

The Void 1.5 (2025-2026) entries;

Daggerheart Guide v1.2 by u/TheArcticOtter;

GM Screen by u/Merenwen-YT;

GM Screen by u/daddylongHairs;

Daggerheart Handouts by <https://github.com/jktholomew>;

GM Screen by André Guerra.

Environemnt Community Breakdown by u/GeminiPestdeath

Rob Jon's Lair - <https://youtu.be/3fgulC1BVfE>



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