WARLOCK
DREAD & GRACE

NAME

PRONOUNS

HERITAGE

SUBCLASS

1
LEVEL

11
EVASION
Start at 11

+0
ARMOR

AGILITY	STRENGTH	FINESSE	INSTINCT	PRESENCE	KNOWLEDGE
+0	+0	+0	+0	+0	+0
Sprint Leap Maneuver	Lift Smash Grapple	Control Hide Tinker	Perceive Sense Navigate	Charm Perform Deceive	Recall Analyze Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.

MINOR DAMAGE	7	MAJOR DAMAGE	14	SEVERE DAMAGE
Mark 1 HP		Mark 2 HP		Mark 3 HP

HP

STRESS

HOPE

Spend a Hope to use an experience or help an ally.

Patron's Boon: **Spend 3 Hope** to call out to your patron for help, gaining **1d4** Favor.

EXPERIENCE

GOLD

HANDFULS

BAGS

CHEST

CLASS FEATURE

WARLOCK PATRON: _____

You have committed yourself to a patron (god, demon, fae, or other supernatural entity) in exchange for power. Write their name above. Then choose their spheres of influence, at GM discretion (Nature & Mischief, Love & War, Knowledge & Shadow, etc.), record them below, and set their values to +2. Anytime you increase your tier, these spheres of influence gain a permanent +1 bonus. Before making an action roll that relates to one of your patron's spheres of influence, you can **spend a Favor** to call on them and add its value to the roll.

SPHERES OF INFLUENCE

FAVOR

Start with 3 Favor. During a rest, spend one of your downtime moves to tithe to your patron. When you do, gain Favor equal to your Presence. If you choose to forgo this offering, the GM instead gains a Fear.

ACTIVE WEAPONS

PROFICIENCY

PRIMARY

NAME | TRAIT & RANGE | DAMAGE DICE & TYPE

FEATURE

SECONDARY

NAME | TRAIT & RANGE | DAMAGE DICE & TYPE

FEATURE

ACTIVE ARMOR

NAME | BASE THRESHOLDS | BASE SCORE

FEATURE

INVENTORY

INVENTORY WEAPON

☐ PRIMARY ☐ SECONDARY

NAME | TRAIT & RANGE | DAMAGE DICE & TYPE

FEATURE

INVENTORY WEAPON

☐ PRIMARY ☐ SECONDARY

NAME | TRAIT & RANGE | DAMAGE DICE & TYPE

FEATURE

WARLOCK
CHARACTER GUIDE

As a warlock, you've pledged your life to a patron in exchange for great power.

SUGGESTED TRAITS
+1 Agility, –1 Strength, 0 Finesse,
+1 Instinct, +2 Presence, 0 Knowledge

SUGGESTED PRIMARY WEAPON
Scepter - Presence Far - d6 phy - Two-Handed
Versatile: This weapon can also be used with these statistics—Presence, Melee, d8.

SUGGESTED ARMOR
Leather Armor - Thresholds 6/13 - Score 3

INVENTORY
TAKE:
a torch, 50 feet of rope, basic supplies, and a handful of gold

THEN CHOOSE BETWEEN:
a Minor Health Potion **OR**
a Minor Stamina Potion

AND EITHER:
a carving that symbolizes your patron **OR**
a ring you can't remove

CHARACTER DESCRIPTION
Choose one (or more) from each line, or write your own description.

Clothes that are: shadowy, billowing, smoking, lavish, sacred, mended, neat, luminous

Eyes like: carnations, earth, endless ocean, fire, ivy, lilacs, night, seafoam, winter

Body that's: broad, carved, curvy, lanky, rotund, short, stocky, tall, thin, tiny, toned

Skin the color of: ashes, clover, falling snow, fine sand, obsidian, rose, sapphire, wisteria

Attitude like: a coming storm, a devotee, a jester, an soothsayer, a monarch, a live wire, a hot mess

BACKGROUND QUESTIONS
Answer any of the following background questions. You can also create your own questions.

What desperate situation led you to pledge your life to your patron?

Your patron has given you one task you must accomplish above all else. What is it, and why does it worry you?

You and your patron are similar in a very specific way. What characteristic do you share, and how do you feel about it?

Then work with the GM to generate two starting Experiences for your character.

CONNECTIONS
Ask your fellow players one of the following questions for their character to answer, or create your own questions.

I confide in you about what my patron says and does. Why?

You once saw me tithe to my patron and it's changed how you interact with me. What did you see and how has it affected you?

I once did something very foolish, and you have never let me live it down. What was it?

TIER 2: LEVELS 2–4
At level 2, gain an additional Experience at +2 and gain a +1 bonus to your Proficiency.

Choose two options from the list below and mark them.

- ☐☐☐ *Gain a +1 bonus to two unmarked character traits and mark them.*
- ☐☐ *Permanently gain one Hit Point slot.*
- ☐☐ *Permanently gain one Stress slot.*
- ☐ *Permanently gain a +1 bonus to two Experiences.*
- ☐ *Choose an additional domain card of your level or lower from a domain you have access to (up to level 4).*
- ☐ *Permanently gain a +1 bonus to your Evasion.*

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 3: LEVELS 5–7
At level 5, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- ☐☐☐ *Gain a +1 bonus to two unmarked character traits and mark them.*
- ☐☐ *Permanently gain one Hit Point slot.*
- ☐☐ *Permanently gain one Stress slot.*
- ☐ *Permanently gain a +1 bonus to two Experiences.*
- ☐ *Choose an additional domain card of your level or lower from a domain you have access to (up to level 7).*
- ☐ *Permanently gain a +1 bonus to your Evasion.*
- ☐ *Take an upgraded subclass card. Then cross out the multiclass option for this tier.*
- ☐☐ *Increase your Proficiency by +1.*
- ☐☐ *Multiclass: Choose an additional class for your character, then cross out an unused "Take an upgraded subclass card" and the other multiclass option on this sheet.*

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 4: LEVELS 8–10
At level 8, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- ☐☐☐ *Gain a +1 bonus to two unmarked character traits and mark them.*
- ☐☐ *Permanently gain one Hit Point slot.*
- ☐☐ *Permanently gain one Stress slot.*
- ☐ *Permanently gain a +1 bonus to two Experiences.*
- ☐ *Choose an additional domain card of your level or lower from a domain you have access to.*
- ☐ *Permanently gain a +1 bonus to your Evasion.*
- ☐ *Take an upgraded subclass card. Then cross out the multiclass option for this tier.*
- ☐☐ *Increase your Proficiency by +1.*
- ☐☐ *Multiclass: Choose an additional class for your character, then cross out an unused "Take an upgraded subclass card" and the other multiclass option on this sheet.*

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

WARLOCK

PACT OF THE ENDLESS

Foundation

SPELLCAST TRAIT: PRESENCE

Patron's Mantle: **Mark a Stress** to cloak yourself in a terrifying aspect of your Patron that lasts until you take Severe damage or the scene ends:

- *When you would mark an Armor Slot, you can* ***spend 2 Favor*** *instead.*
- *You gain a bonus equal to your tier on action rolls to intimidate a target.*

Deadly Devotion: On a successful attack, you can **spend a Favor** to gain a +1 bonus to your Evasion until you mark a Hit Point or take a rest.

[Artist Name TK] *The Void v1.5 | Terms at Daggerheart.com*

WARLOCK

PACT OF THE ENDLESS

Specialization

Draining Invocation: When an adversary attacks you or an ally within Very Close range, you can **spend a Favor** to make them use a **d12** instead of a **d20** for the attack roll. Additionally, the adversary must mark a Stress, and you can clear a Stress.

[Artist Name TK] *The Void v1.5 | Terms at Daggerheart.com*

WARLOCK

PACT OF THE ENDLESS

Mastery

Dark Aegis: Once per long rest, when you would mark any number of Hit Points, you can **spend a Favor** instead.

Draining Bane: When an adversary attacks you or an ally within Very Close range, you can **spend 2 Favor** to temporarily *Drain* them. When you do, they must mark a Stress and you can clear a Stress. A *Drained* creature uses a **d12** instead of a **d20** for attack rolls.

[Artist Name TK] *The Void v1.5 | Terms at Daggerheart.com*

WARLOCK

PACT OF THE WRATHFUL

Foundation

SPELLCAST TRAIT: PRESENCE

Favored Weapon: **Mark a Stress** to *Imbue* your weapon with your Patron's fury until you deal Severe damage. On a successful *Imbued* weapon attack, you can **spend any number of Favor** to gain a **+1d6** damage bonus for each Favor spent.

Herald of Death: When you fail an attack roll, you can **spend a Favor** to reroll it. If it fails again, mark a Stress and take the new result.

[Artist Name TK] *The Void v1.5 | Terms at Daggerheart.com*

WARLOCK

PACT OF THE WRATHFUL

Specialization

Menacing Reach: When you *Imbue* your weapon with your Patron's fury, you can **mark an additional Stress** to increase its range by one step (Melee to Very Close, Very Close to Close, etc.).

Diminish My Foes: When you succeed with Hope on an action roll against a target, you can **spend a Hope** to make your target mark a Stress.

[Artist Name TK] *The Void v1.5 | Terms at Daggerheart.com*

WARLOCK

PACT OF THE WRATHFUL

Mastery

Fearsome Attack: You can always **spend a Favor** to reroll any number of your damage dice. You can continue spending Favor to reroll the same dice as many times as you'd like.

Divine Ire: Once per rest, when you take damage, you can **spend any number of Favor** to target that many adversaries within Close range. Each target must mark a Hit Point.

[Artist Name TK] *The Void v1.5 | Terms at Daggerheart.com*

1 | 1

SPELL

BLIGHTING STRIKE

Make a **Spellcast Roll** against a target within Far range. On a success, the target takes **d6+1** magic damage using your Proficiency and the next time the target deals damage to an ally, it is reduced by half. If you succeed with Fear, the target instead takes **d10+1** magic damage using your Proficiency.

[Artist Name TK] *The Void v1.5 | Terms at Daggerheart.com*

1 | 0

SPELL

VOICE OF DREAD

You can magically speak directly into the ears of a creature you can see. To torment them with your words, make a **Spellcast Roll** against them. On a success, they must mark a Stress and become temporarily *Vulnerable*.

[Artist Name TK] *The Void v1.5 | Terms at Daggerheart.com*

1 | 1

SPELL

UMBRAL VEIL

Once per rest, when you roll with Fear, you can **spend any number of Hope** to place an equal number of tokens on this card, encasing yourself in a shadowy energy. After an attack roll is made against you, you can spend any number of tokens to give the attack roll a -1 penalty per token. On your next rest, remove all tokens from this card.

[Artist Name TK] *The Void v1.5 | Terms at Daggerheart.com*

2 | 2

SPELL

HIDEOUS RETRIBUTION

When an ally within Close range takes damage from a target you can see, you can make a **Spellcast Reaction Roll** against the target. On a success, **mark a Stress** to deal them **d6** magic damage using your Proficiency.

[Artist Name TK] *The Void v1.5 | Terms at Daggerheart.com*

2 | 1

SPELL

SIPHON ESSENCE

Make a **Spellcast Roll** against a target within Very Close range. On a success, once per long rest, the target takes **d20** magic damage using your Proficiency. You clear a number of Hit Points equal to the number of Hit Points the target marked from this attack. On a success with Fear, you gain a +1 bonus to your Proficiency for this attack.

[Artist Name TK] *The Void v1.5 | Terms at Daggerheart.com*

3 | 1

SPELL

TERRIFY

Make a **Spellcast Roll** against a target within Far range. On a success, the target marks **1d4 Stress** and you can choose to make the target run one range away from you (Close to Far, Far to Very Far, etc). On a success with Fear, the target becomes temporarily *Vulnerable*.

[Artist Name TK] *The Void v1.5 | Terms at Daggerheart.com*

3 | 1

SPELL

SHARED TRAUMA

You can transfer suffering from one creature to another. Once per rest, mark any number of Hit Points on a willing creature within Melee range to clear an equal number of Hit Points on another willing creature within Melee range. You can choose yourself in place of either creature.

[Artist Name TK] *The Void v1.5 | Terms at Daggerheart.com*

4 | 2

SPELL

CHAINS OF AFFLICTION

Mark **2 Stress** to temporarily *Chain* a target within Close range. When a *Chained* creature deals damage, the target of their attack reduces the number of Hit Points they mark by one. You can't have more than one creature *Chained* at a time.

[Artist Name TK] *The Void v1.5 | Terms at Daggerheart.com*

4 | 2

SPELL

SUMMON HORROR

Make a **Spellcast Roll** against a target within Far range. On a success, **spend a Hope** to call forth an otherworldly creature to attack them and deal **d10** magic damage using your Proficiency. The target must succeed on a **Reaction Roll (12)** to steel themselves from the horror or mark **1d4** Stress.

After making the attack, the creature dissipates.

[Artist Name TK] *The Void v1.5 | Terms at Daggerheart.com*

5 | 0

SPELL

SPECTRAL MIST

Mark a Stress to summon an eerie mist that turns you and any targets within Close range momentarily incorporeal. While a creature is incorporeal, they can move through solid objects and are immune to physical damage. A creature becomes corporeal again after they pass through a solid object or make an action roll. Otherwise, this effect drops at the end of the scene.

[Artist Name TK] | The Void v1.5 | Terms at Daggerheart.com

5 | 1

SPELL

DIRE STRIKE

After making a successful attack, you can **spend 2 Hope** to leach power from the target. For each Hit Point your target marked from this attack, the GM loses a Fear.

[Artist Name TK] | The Void v1.5 | Terms at Daggerheart.com

6 | 2

SPELL

DARKFIRE

Make a **Spellcast Roll** against all adversaries within Close range. You can **spend a Hope** for any you succeed against, and they must make a **Reaction Roll (14)**. On a failure, they take **d8+6** magic damage using your Proficiency as they are engulfed in dark fire. On a success, they take half damage.

[Artist Name TK] | The Void v1.5 | Terms at Daggerheart.com

6 | 0

SPELL

JUMP SCARE

When you deal magic damage to a target, you can **mark a Stress** to immediately teleport into Melee range of them. When you do, they become *Vulnerable* until they mark one or more Hit Points.

[Artist Name TK] | The Void v1.5 | Terms at Daggerheart.com

7 | 2

ABILITY

DREAD-TOUCHED

When 4 or more of the domain cards in your loadout are from the Dread domain, gain the following benefits:

- When you succeed with Fear, you can **mark 2 Stress** to prevent the GM from gaining a Fear.
- Once per rest, when making an action roll, you can add a +1 bonus to the roll for each Fear token the GM has stored.

[Artist Name TK] | The Void v1.5 | Terms at Daggerheart.com

7 | 2

SPELL

WALL OF HUNGER

Succeed on a **Spellcast Roll (13)** to create a visible wall of writhing, necrotic energy in a line between two points within Far range that lasts until you mark a Hit Point or cast this spell again. Any creatures inside the wall when it appears or who try to pass through the wall must mark **2 Stress**, then make a **Reaction Roll (16)**. On a failure, they are temporarily *Restrained* by the wall.

[Artist Name TK] | The Void v1.5 | Terms at Daggerheart.com

8 | 2

SPELL

DARK ARMY

Make a **Spellcast Roll (14)**. Once per long rest, on a success you can summon a group of fiends that surround and move with you. Place 8 tokens on this card. When you deal damage to a target within Very Close range, you can spend a token to increase it by **+1d8**. Additionally, when you take damage, you can spend a token to reduce it by **1d8**. Each time you spend a token, a fiend acts on your behalf, then disappears.

Remove all tokens from this card on your next rest.

[Artist Name TK] | The Void v1.5 | Terms at Daggerheart.com

8 | 1

SPELL

ELDRITCH FLESH

You embody the darkness you have dallied with. When this card is in your loadout:

- Gain a +1 bonus to your damage thresholds for each Stress you have marked.
- When you roll with Fear, you can **spend 2 Hope** to clear an Armor Slot.

[Artist Name TK] | The Void v1.5 | Terms at Daggerheart.com

9 | 2

SPELL

DAMNATION

Make a **Spellcast Roll** against a target within Far range. On a success, **mark any number of Stress** to roll an equal number of **d20s**, dealing magic damage equal to the total result. If the target is defeated as a result of this attack, all adversaries within Far range of the target mark a Stress.

[Artist Name TK] | The Void v1.5 | Terms at Daggerheart.com

9 | 0

SPELL

SAVOR THE ANGUISH

When an adversary within Close range marks Stress or takes Severe damage, you can **spend a Hope** to clear a Stress or force the GM to lose a Fear.

[Artist Name TK]

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10 | 2

SPELL

INVOKE TORMENT

Targets with all of their Stress marked take double damage from your attacks.

Additionally, when you defeat a creature with all of its Stress marked, you clear a Stress.

[Artist Name TK]

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10 | 1

SPELL

AVATAR OF TERROR

Mark a Stress to transform into a creature fueled by fear. While in this form, your damage rolls gain a **+1d6** bonus for each Fear the GM has. Additionally, gain a Hope when the GM uses a Fear feature on an adversary within Close range.

You must **spend a Hope** to make an action roll while in this form. Otherwise, you drop out of this form.

[Artist Name TK]

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