

WIZARD

Whether through an institution or individual study, those known as wizards acquire and hone immense magical power over years of learning using a variety of tools, including books, stones, potions, and herbs. Some wizards dedicate their lives to mastering a particular school of magic, while others learn from a wide variety of disciplines. Many wizards become wise and powerful figures in their communities, advising rulers, providing medicines and healing, and even leading war councils. While these mages all work toward the common goal of collecting magical knowledge, wizards often have the most conflict within their own ranks, as the acquisition, keeping, and sharing of powerful secrets is a topic of intense debate that has resulted in innumerable deaths.

DOMAINS

Codex and Splendor

STARTING EVASION

11

STARTING HIT POINTS

5

CLASS ITEMS

A book you're trying to translate or a tiny, harmless elemental pet

WIZARD'S HOPE FEATURE

Not This Time: Spend 3 Hope to force an adversary within Far range to reroll an attack or damage roll.

CLASS FEATURES

Prestidigitation

You can perform harmless, subtle magical effects at will. For example, you can change an object's color, create a smell, light a candle, cause a tiny object to float, illuminate a room, or repair a small object.

Strange Patterns

Choose a number between 1 and 12. When you roll that number on a Duality Die, gain a Hope or clear a Stress. You can change this number when you take a long rest.

WIZARD SUBCLASSES

Choose either the School of Knowledge or School of War subclass.

SCHOOL OF KNOWLEDGE

Play the School of Knowledge if you want a keen understanding of the world around you.

■ SPELLCAST TRAIT

Knowledge

■ FOUNDATION FEATURES

Prepared: Take an additional domain card of your level or lower from a domain you have access to.

Adept: When you Utilize an Experience, you can **mark a Stress** instead of spending a Hope. If you do, double your Experience modifier for that roll.

■ SPECIALIZATION FEATURES

Accomplished: Take an additional domain card of your level or lower from a domain you have access to.

Perfect Recall: Once per rest, when you recall a domain card in your vault, you can reduce its Recall Cost by 1.

■ MASTERY FEATURES

Brilliant: Take an additional domain card of your level or lower from a domain you have access to.

Honed Expertise: When you use an Experience, roll a **d6**. On a result of 5 or higher, you can use it without spending Hope.

SCHOOL OF WAR

Play the School of War if you want to utilize trained magic for violence.

■ SPELLCAST TRAIT

Knowledge

■ FOUNDATION FEATURES

Battlemage: You've focused your studies on becoming an unconquerable force on the battlefield. Gain an additional Hit Point slot.

Face Your Fear: When you succeed with Fear on an attack roll, you deal an extra **1d10** magic damage.

■ SPECIALIZATION FEATURES

Conjure Shield: You can maintain a protective barrier of magic. While you have at least 2 Hope, you add your Proficiency to your Evasion.

Fueled by Fear: The extra magic damage from your "Face Your Fear" feature increases to **2d10**.

■ MASTERY FEATURES

Thrive in Chaos: When you succeed on an attack, you can **mark a Stress** after rolling damage to force the target to mark an additional Hit Point.

Have No Fear: The extra magic damage from your "Face Your Fear" feature increases to **3d10**.

BACKGROUND QUESTIONS

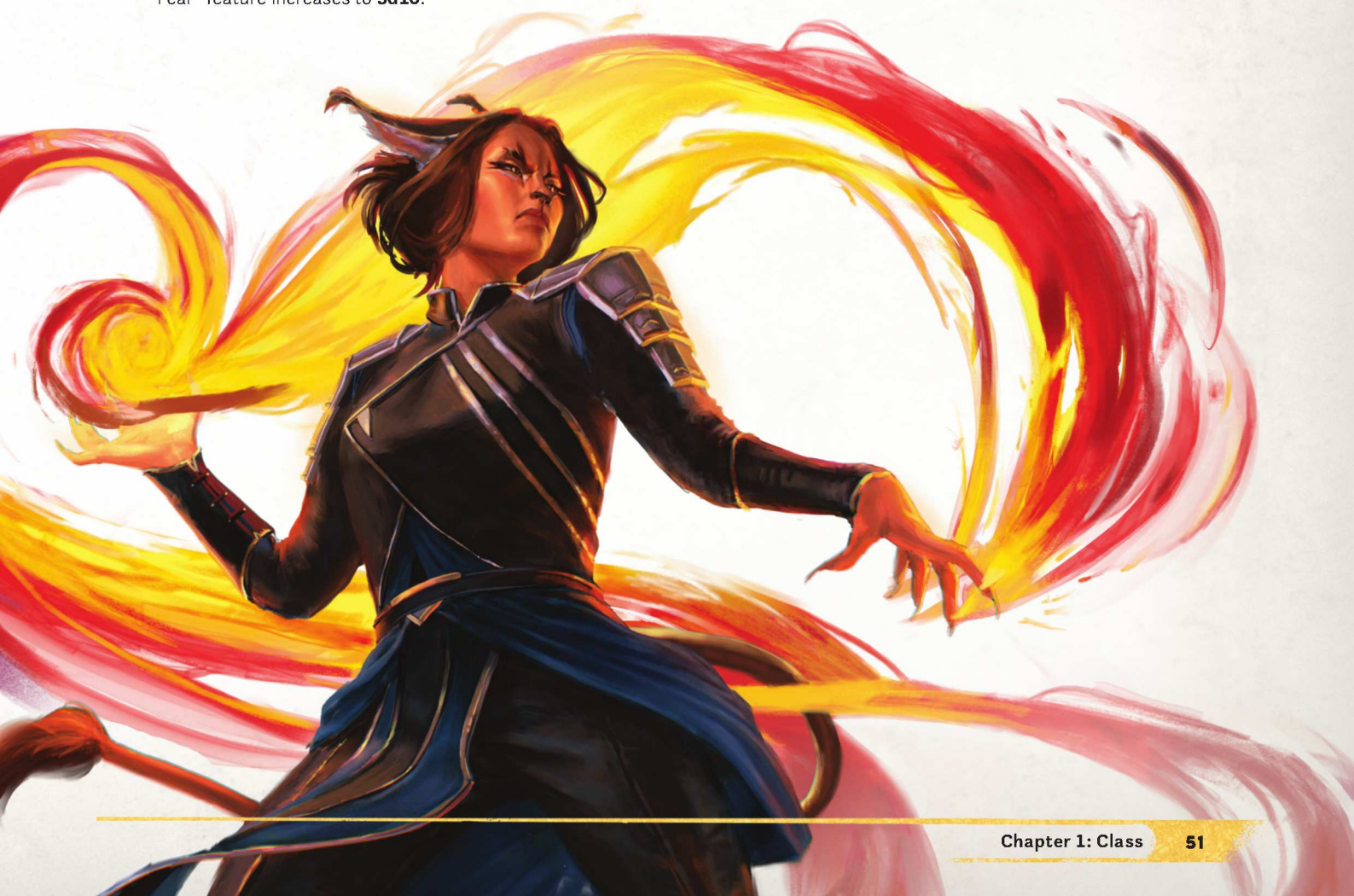
Answer any of the following background questions. You can also create your own questions.

- What responsibilities did your community once count on you for? How did you let them down?
- You've spent your life searching for a book or object of great significance. What is it, and why is it so important to you?
- You have a powerful rival. Who are they, and why are you so determined to defeat them?

CONNECTIONS

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

- What favor have I asked of you that you're not sure you can fulfill?
- What weird hobby or strange fascination do we both share?
- What secret about yourself have you entrusted only to me?



ANCESTRY

Ancestries represent your character's lineage, which affects their physical appearance. The following section describes each ancestry in Daggerheart and the physical characteristics shared by members of that ancestry. That said, you can decide that your character possesses characteristics that aren't "standard" or "average" for that ancestry. We encourage you to look to the art for inspiration and explore the diversity within individual ancestries as you craft your character's appearance.

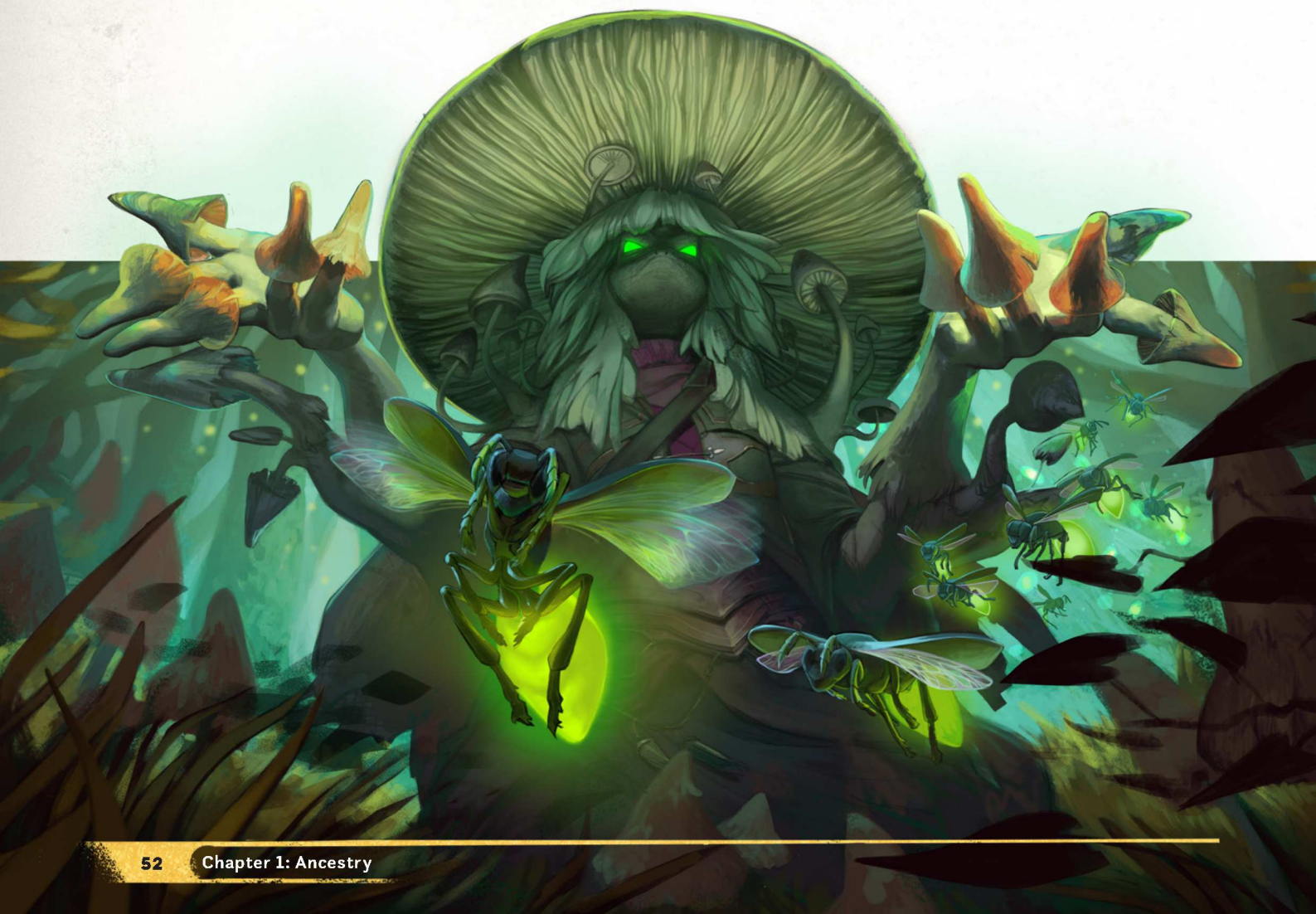
We hope this section provides a window into the various physicalities of the creatures that populate Daggerheart. As you play and meet members of each ancestry, you'll have the opportunity to learn about the nuances and unique qualities among them. You'll also notice that within the world of Daggerheart, the term "people" is used to refer to all ancestries, as individuals from all lineages possess unique characteristics and cultures, as well as personhood.

Some ancestries are described using the term "humanoid." This does not refer to that specific ancestry having any relation to "humans," the distinct ancestry within Daggerheart. Specifically, it refers to the set of physical characteristics readers will recognize from their own anatomy, such as bipedal movement, upright posture,

facial layout, and more. These traits vary by ancestry and individual, though "humanoid" should still provide a useful frame of reference.

Each ancestry has two **ancestry features**. While some features (such as the ability to fly) are directly tied to an ancestry's anatomy, you ultimately get to determine your character's physical form. If you decide that your faerie character never had wings or lost theirs, you can work with the GM to replace the "Wings" feature that grants faeries flight. It's likewise up to you to decide how important your character's appearance is to their story.

If you'd like to make a character who combines more than one ancestry, see the "Mixed Ancestry" section on page 71.



CLANK

Clanks are sentient mechanical beings built from a variety of materials, including metal, wood, and stone. They can resemble humanoids, animals, or even inanimate objects. Like organic beings, their bodies come in a wide array of sizes. Because of their bespoke construction, many clanks have highly specialized physical configurations. Examples include clawed hands for grasping, wheels for movement, or built-in weaponry.

Many clanks embrace body modifications for style as well as function, and members of other ancestries often turn to clank artisans to construct customized mobility aids and physical adornments. Other ancestries can create clanks, even using their own physical characteristics as inspiration, but it's also common for clanks to build one another. A clank's lifespan extends as long as they're able to acquire or craft new parts, making their physical form effectively immortal. That said, their minds are subject to the effects of time, and deteriorate as the magic that powers them loses potency.

ANCESTRY FEATURES

Purposeful Design: Decide who made you and for what purpose. At character creation, choose one of your Experiences that best aligns with this purpose and gain a permanent +1 bonus to it.

Efficient: When you take a short rest, you can choose a long rest move instead of a short rest move.

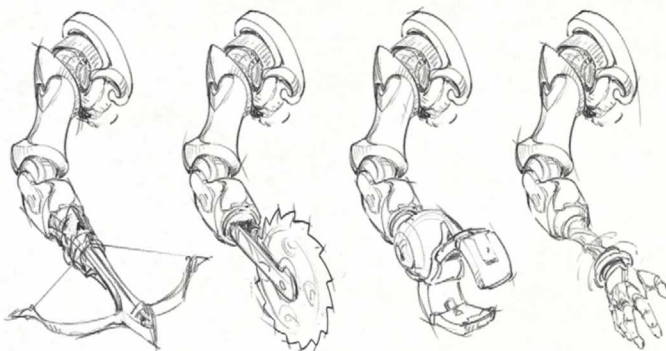


CLANKS CAN HAVE THE APPEARANCE OF ANY ANCESTRY AND BE MADE FROM A VARIETY OF MATERIALS INCLUDING METAL, WOOD, CLAY, PORCELAIN, STONE, ETC.

ALL CLANKS HAVE SOME POWER SOURCE. THESE CAN TAKE DIFFERENT SHAPES AND FORMS FOR THE INTENDED USE AND PARTICULAR CONSTRUCTION.



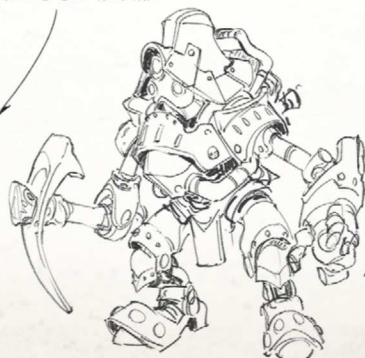
POWER SOURCES CAN BE STORED ANYWHERE WITHIN THE BODY, BUT COMMON LOCATIONS ARE IN THE HEAD OR CHEST.



A VARIETY OF ATTACHMENTS ARE AVAILABLE, RANGING FROM TOOLS AND APPENDAGES FOR UTILITY, TO WEAPONS AND PROTECTIVE GEAR FOR COMBAT AND ADVENTURES.



APPENDAGES OR ATTACHMENTS THAT HAVE BEEN LOST OR COMPLETELY BROKEN CANNOT BE REPAIRED OR REMADE THROUGH A CLANK'S SELF-REPAIR.



ELDER CLANK

ADULT CLANK



ADDITIONAL POWER SOURCE VARIANTS:



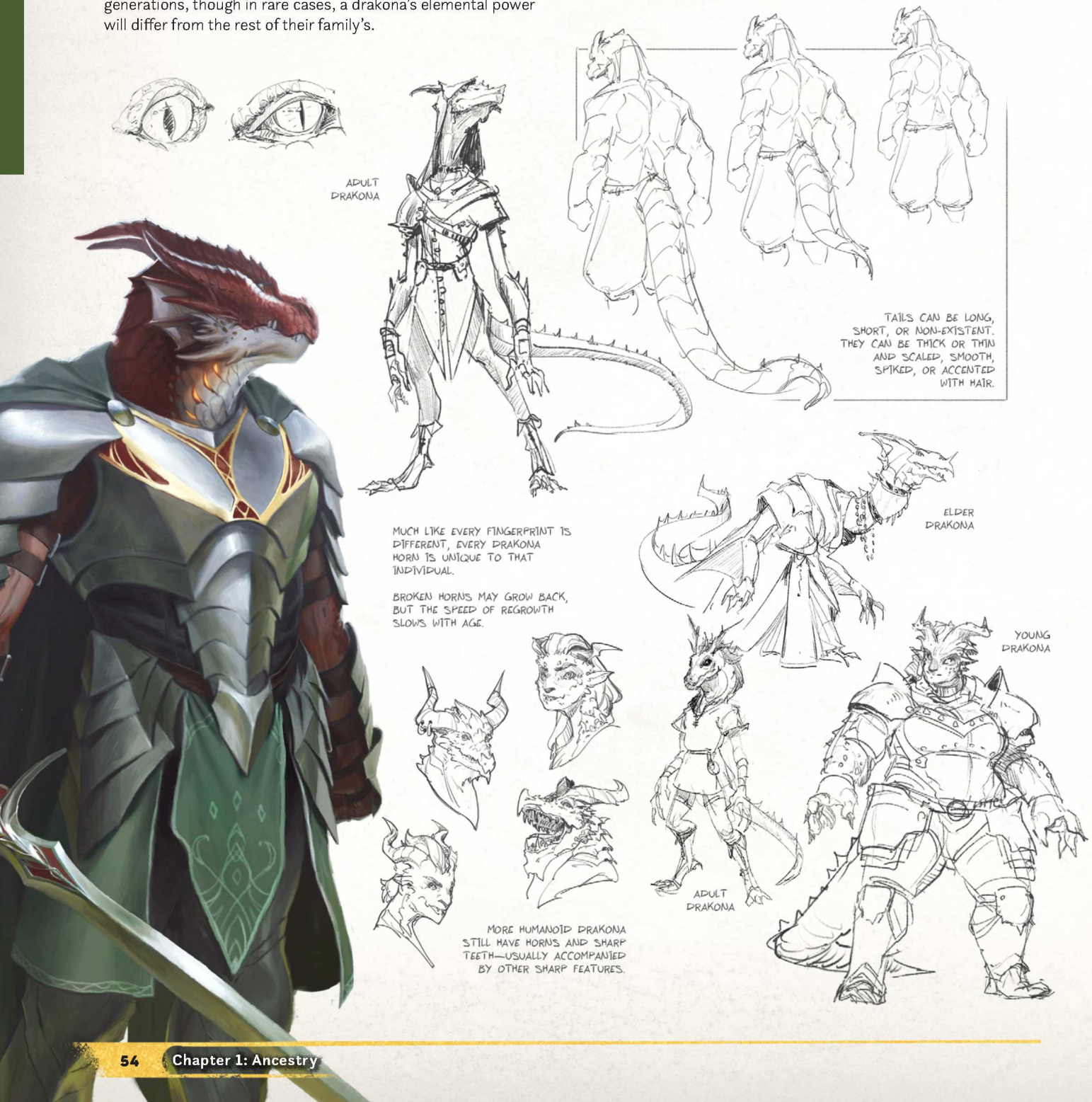
DRAKONA

Drakona resemble wingless dragons in humanoid form and possess a powerful elemental breath. All drakona have thick scales that provide excellent natural armor against both attacks and the forces of nature. They are large in size, ranging from 5 feet to 7 feet on average, with long sharp teeth. New teeth grow throughout a Drakona's approximately 350-year lifespan, so they are never in danger of permanently losing an incisor. Unlike their dragon ancestors, drakona don't have wings and can't fly without magical aid. Members of this ancestry pass down the element of their breath through generations, though in rare cases, a drakona's elemental power will differ from the rest of their family's.

ANCESTRY FEATURES

Scales: Your scales act as natural protection. When you would take Severe damage, you can **mark a Stress** to mark 1 fewer Hit Points.

Elemental Breath: Choose an element for your breath (such as electricity, fire, or ice). You can use this breath against a target or group of targets within Very Close range, treating it as an Instinct weapon that deals **d8** magic damage using your Proficiency.



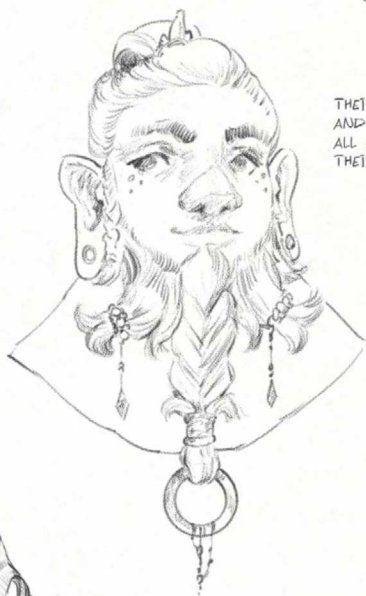
DWARVES HAVE NATURALLY THICK AND TOUGH SKIN, HAIR, AND NAILS.



THEIR THICK SKIN OFFERS EXTRA PROTECTION FROM MINOR HAZARDS. THIS ALLOWS DWARVES TO DECORATE THEIR BODIES IN A VARIETY OF WAYS, FROM TATTOOS TO PIERCINGS, AND EVEN EMBEDDING GEMSTONES INTO THEIR SKIN.



THEIR HAIR TENDS TO BE THICK AND GROW QUICKLY. DWARVES OF ALL GENDERS OFTEN GROW OUT THEIR FACIAL HAIR FOR STYLING.



DUE TO THE THICKNESS OF THEIR NAILS, THEY CAN BE GRIND DOWN AND SHAPED. BECAUSE OF THIS, THEY OFTEN LOOK FACETED.



ADULT DWARF



ADULT DWARF



ELDER DWARF



DWARF

Dwarves are most easily recognized as short humanoids with square frames, dense musculature, and thick hair. Their average height ranges from 4 to 5 ½ feet, and they are often broad in proportion to their stature. Their skin and nails contain a high amount of keratin, making them naturally resilient. This allows dwarves to embed gemstones into their bodies and decorate themselves with tattoos or piercings. Their hair grows thickly—usually on their heads, but some dwarves have thick hair across their bodies as well. Dwarves of all genders can grow facial hair, which they often style in elaborate arrangements. Typically, dwarves live up to 250 years of age, maintaining their muscle mass well into later life.

ANCESTRY FEATURES

Thick Skin: When you take Minor damage, you can **mark 2 Stress** instead of marking a Hit Point.

Increased Fortitude: Spend 3 Hope to halve incoming physical damage.



MOST ELVES' APPEARANCES DON'T DRASTICALLY CHANGE UNTIL THEY REACH THE LATER YEARS OF THEIR LIFE.



AS AN ELF AGES, THEIR EARS CHANGE. A YOUNG ELF'S EARS POINT UPWARDS AND ARE STIFF, WHILE AN ELDER ELF'S EARS TEND TO DROOP DOWNWARDS.



MYSTIC FORM ELVES CAN BE SHAPED BY A VARIETY OF ASPECTS FROM NATURE OR MAGICAL PRACTICE, SO INFLUENCES FROM THE ELEMENTS ARE COMMON. SOME OTHERS MAY BE ALTERED BY STARS OR CELESTIAL BODIES.



ELVEN EARS CAN BE LONG OR SHORT, THIN OR WIDE, BUT THEY ALWAYS COME TO A POINT.



YOUNG ELF



ADULT ELF



ELF

Elves are typically tall humanoids with pointed ears and acutely attuned senses. Their ears vary in size and pointed shape, and as they age, the tips begin to droop. While elves come in a wide range of body types, they are all fairly tall, with heights ranging from about 6 to 6 ½ feet. All elves have the ability to drop into a celestial trance, rather than sleep. This allows them to rest effectively in a short amount of time.

Some elves possess what is known as a “mystic form,” which occurs when an elf has dedicated themselves to the study or protection of the natural world so deeply that their physical form changes. These characteristics can include celestial freckles, the presence of leaves, vines, or flowers in their hair, eyes that flicker like fire, and more. Sometimes these traits are inherited from parents, but if an elf changes their environment or magical focus, their appearance changes over time. Because elves live for about 350 years, these traits can shift more than once throughout their lifespan.

ANCESTRY FEATURES

Quick Reactions: Mark a **Stress** to gain advantage on a reaction roll.

Celestial Trance: During a rest, you can drop into a trance to choose an additional downtime move.

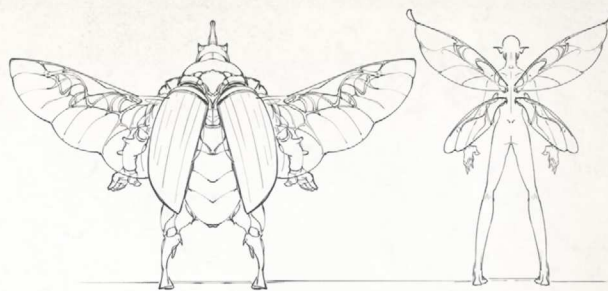
FAERIE

Faeries are winged humanoid creatures with insectile features. These characteristics cover a broad spectrum from humanoid to insectoid—some possess additional arms, compound eyes, lantern organs, chitinous exoskeletons, or stingers. Because of their close ties to the natural world, they also frequently possess attributes that allow them to blend in with various plants. The average height of a faerie ranges from about 2 feet to 5 feet, but some faeries grow up to 7 feet tall. All faeries possess membranous wings and they each go through a process of metamorphosis. The process and changes differ from faerie to faerie, but during this transformation each individual manifests the unique appearance they will carry throughout the rest of their approximately 50-year lifespan.

ANCESTRY FEATURE

Luckbender: Once per session, after you or a willing ally within Close range makes an action roll, you can **spend 3 Hope** to reroll the Duality Dice.

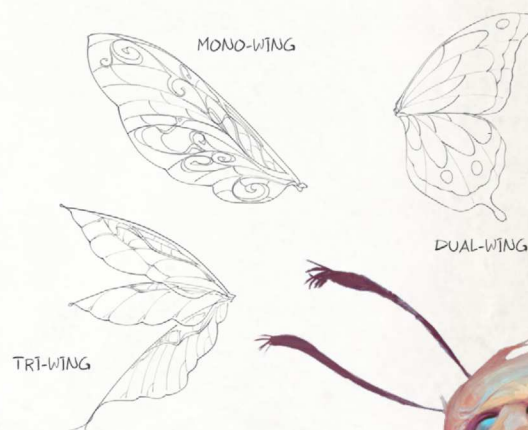
Wings: You can fly. While flying, you can **mark a Stress** after an adversary makes an attack against you to gain a +2 bonus to your Evasion against that attack.



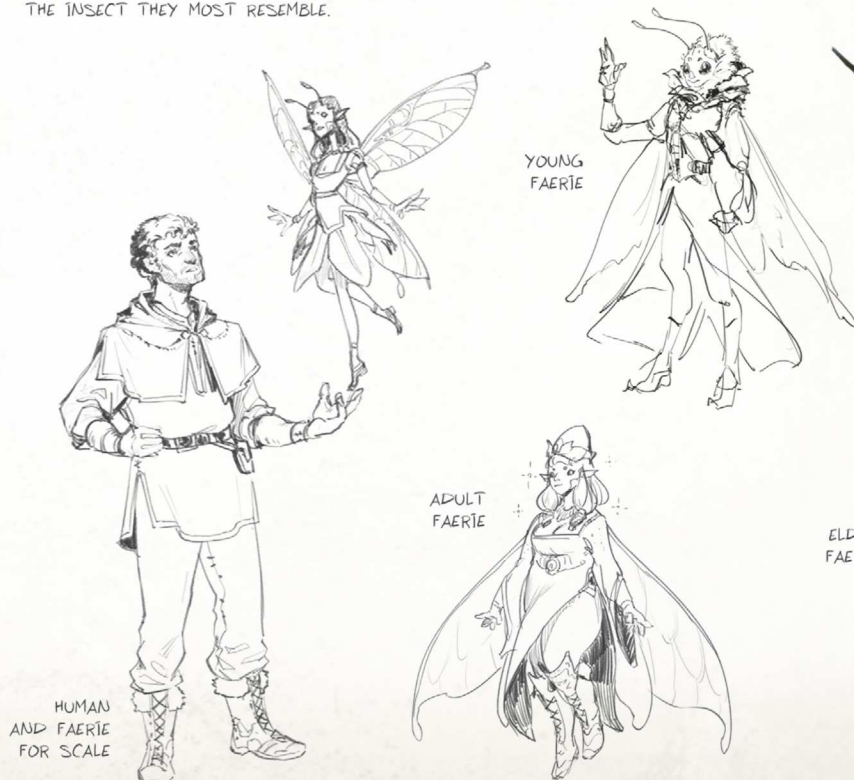
FAERIE APPEARANCES RANGE FROM INSECT-LIKE TO HUMANOID, WITH A WIDE VARIETY IN BETWEEN DIFFERENT FAMILIES. NO MATTER THEIR FORM, ALL FAERIES HAVE WINGS.



FAERIES CAN HAVE A VARIETY OF ANTENNAE, OFTEN MATCHING THE INSECT THEY MOST RESEMBLE.



ONE, TWO, AND THREE SETS OF WINGS ARE MOST COMMON AMONG FAERIES. THEIR PATTERNS ARE INHERITED FROM THEIR PARENTS.



FAUNS DECORATE THEIR HORNS, EARS, AND HAIR IN A VARIETY OF WAYS.



ALL FAUNS HAVE SQUARE PUPILS, EVEN IF THEIR FACES ARE MORE HUMANOID THAN CAPRINE.



ADULT FAUN



YOUNG FAUN WARRIOR



ELDER FAUN BARD



FAUNS CAN USE THEIR POWERFUL HIND LEGS TO DELIVER STRONG BLOWS AND LEAP GREAT DISTANCES.



YOUNG FAUN



ADULT FAUN

AS THEY GROW OLDER, SOME FAUNS MAY TAKE ON A MORE GOAT-LIKE APPEARANCE.



ELDER FAUN

WHEN FAUNS ARE BORN, THEY ARE QUICK TO START WALKING AND RUNNING.

FAUN

Fauns resemble humanoid goats with curving horns, square pupils, and cloven hooves. Though their appearances may vary, most fauns have a humanoid torso and a goatlike lower body covered in dense fur. Faun faces can be more caprine or more humanlike, and they have a wide variety of ear and horn shapes. Faun horns range from short with minimal curvature to much larger with a distinct curl. The average faun ranges from 4 feet to 6 ½ feet tall, but their height can change dramatically from one moment to the next based on their stance. The majority of fauns have proportionately long limbs, no matter their size or shape, and are known for their ability to deliver powerful blows with their split hooves. Fauns live for roughly 225 years, and as they age, their appearance can become increasingly goatlike.

ANCESTRY FEATURES

Caprine Leap: You can leap anywhere within Close range as though you were using normal movement, allowing you to vault obstacles, jump across gaps, or scale barriers with ease.

Kick: When you succeed on an attack against a target within Melee range, you can **mark a Stress** to kick yourself off them, dealing an extra **2d6** damage and knocking back either yourself or the target to Very Close range.



FIRBOLG

Firbolgs are bovine humanoids typically recognized by their broad noses and long, drooping ears. Some have faces that are a blend of humanoid and bison, ox, cow, or other bovine creatures. Others, often referred to as minotaurs, have heads that entirely resemble cattle. They are tall and muscular creatures, with heights ranging from around 5 feet to 7 feet, and possess remarkable strength no matter their age. Some firbolgs are known to use this strength to charge their adversaries, an action that is particularly effective for those who have one of the many varieties of horn styles commonly found in this ancestry. Though their unique characteristics can vary, all firbolgs are covered in fur, which can be muted and earth-toned in color, or come in a variety of pastels, such as soft pinks and blues. On average, firbolgs live for about 150 years.

ANCESTRY FEATURES

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.



SOME FIRBOLG HAVE HUMANOID FACES, WHILE OTHERS HAVE THE HEADS OF COWS, OXEN, OR OTHER BOVINE CREATURES. THESE ARE CALLED MINOTAURS.



YOUNG FIRBOLG



YOUNG FIRBOLGS TEND TO HAVE ROUND, SOFT FEATURES.

ADULT FIRBOLG



AS THEY ENTER ADULTHOOD, SOME TAKE ON MORE SQUARE FEATURES.

FIRBOLG BODIES ARE COVERED IN SHORT FUR. THEIR FUR COMES IN A VARIETY OF COLORS SUCH AS: BROWN, BLACK, GREY AND VARIOUS PASTELS.



ELDER FIRBOLG WITH A PASTEL FUR COLORING.

FIRBOLGS HAVE HUMANOID PROPORTIONS EXCEPT IN THEIR FACIAL FEATURES, WHICH APPEAR BOVINE-LIKE.



ELDER FIRBOLG



YOUNG FIRBOLG



FUNGRIL

Fungril resemble humanoid mushrooms. They can be either more humanoid or more fungal in appearance, and they come in an assortment of colors, from earth tones to bright reds, yellows, purples, and blues. Fungril display an incredible variety of bodies, faces, and limbs, as there's no single common shape among them. Even their heights range from a tiny 2 feet tall to a staggering 7 feet tall. While the common lifespan of a fungril is about 300 years, some have been reported to live much longer. They can communicate nonverbally, and many members of this ancestry use a mycelial array to chemically exchange information with other fungril across long distances.

ANCESTRY FEATURES

Fungril Network: Make an **Instinct Roll (12)** to use your mycelial array to speak with others of your ancestry. On a success, you can communicate across any distance.

Death Connection: While touching a corpse that died recently, you can **mark a Stress** to extract one memory from the corpse related to a specific emotion or sensation of your choice.



FUNGRIL CAPS GROW CONTINUOUSLY THROUGHOUT THEIR LIFE, SO THEY OFTEN TRIM OR SHAPE THEM FOR COMFORT. AS THEY AGE, THEIR CAPS LOSE STIFFNESS AND MAY BEGIN TO SAG.



MUSHROOM CAPS

MOST FUNGRIL GROW FUNGUS OR MUSHROOM CAPS ON THEIR HEAD AND BODY. THESE CAPS CAN GROW IN A VARIETY OF STYLES—SOME FUNGRIL HAVE ONE CAP WHILE OTHERS HAVE MANY. CAPS MAY ALSO BE MODIFIED OR CULTIVATED TO GROW INTO PARTICULAR SHAPES.



ADULT FUNGRIL

DAMAGED CAPS

DAMAGED CAPS WILL NATURALLY REGROW BACK TO THEIR NORMAL SHAPE WITH ENOUGH TIME AND CARE.



DECORATED CAPS

FUNGRIL OFTEN DECORATE THEIR CAPS WITH A VARIETY OF ACCESSORIES.



YOUNG FUNGRIL



ELDER FUNGRIL

GALAPA

Galapa resemble anthropomorphic turtles with large, domed shells into which they can retract. On average, they range from 4 feet to 6 feet in height, and their head and body shapes can resemble any type of turtle. Galapa come in a variety of earth tones—most often shades of green and brown—and possess unique patterns on their shells. Members of this ancestry can draw their head, arms, and legs into their shell for protection to use it as a natural shield when defensive measures are needed. Some supplement their shell's strength or appearance by attaching armor or carving unique designs, but the process is exceedingly painful. Most galapa move slowly no matter their age, and they can live approximately 150 years.

GALAPAS SOMETIMES CARVE DESIGNS INTO THEIR SHELLS, THOUGH THE PROCESS IS PAINFUL.



ANCESTRY FEATURES

Shell: Gain a bonus to your damage thresholds equal to your Proficiency.

Retract: Mark a **Stress** to retract into your shell. While in your shell, you have resistance to physical damage, you have disadvantage on action rolls, and you can't move.



SHELLS CAN ALSO BE REINFORCED COMPLETELY OR PARTIALLY WITH ARMOR OR OTHER MATERIALS.



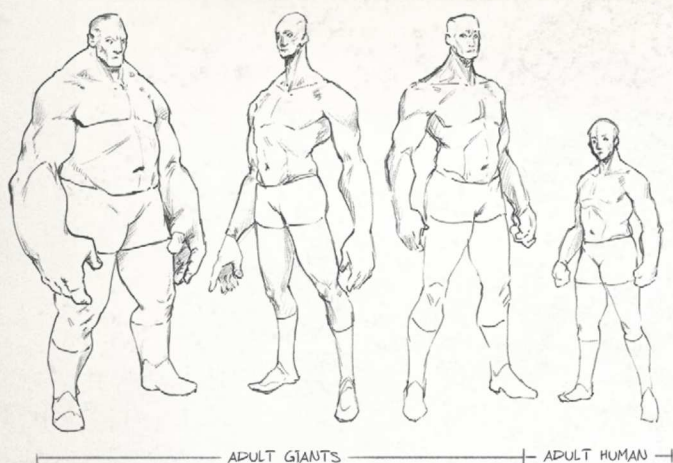
SHELLS THAT ARE DAMAGED CAN BE TEMPORARILY MENDED OR SUPPORTED LIKE ANY BROKEN BONE; OTHERWISE IT TAKES UP TO 2 YEARS FOR A DAMAGED SHELL TO FULLY RECOVER.



ELDER GALAPA

YOUNG GALAPA





GIANT

Giants are towering humanoids with broad shoulders, long arms, and one to three eyes. Adult giants range from 6 ½ to 8 ½ feet tall and are naturally muscular, regardless of body type. They are easily recognized by their wide frames and elongated arms and necks. Though they can have up to three eyes, all giants are born with none and remain sightless for their first year of life. Until a giant reaches the age of 10 and their features fully develop, the formation of their eyes may fluctuate. Those with a single eye are commonly known as cyclops. The average giant lifespan is about 75 years.

ANCESTRY FEATURES

Endurance: Gain an additional Hit Point slot at character creation.

Reach: Treat any weapon, ability, spell, or other feature that has a Melee range as though it has a Very Close range instead.

OCULAR VARIANTS

GIANTS MAY HAVE ANYWHERE FROM ONE TO THREE EYES. THIS NUMBER FLUCTUATES WHEN CHILDREN ARE YOUNG.



GOBLIN

Goblins are small humanoids easily recognizable by their large eyes and massive membranous ears. With keen hearing and sharp eyesight, they perceive details both at great distances and in darkness, allowing them to move through less-optimal environments with ease. Their skin and eye colors are incredibly varied, with no one hue, either vibrant or subdued, more dominant than another. A typical goblin stands between 3 feet and 4 feet tall, and each of their ears is about the size of their head. Goblins are known to use ear positions to very specific effect when communicating nonverbally. A goblin's lifespan is roughly 100 years, and many maintain their keen hearing and sight well into advanced age.

ANCESTRY FEATURES

Surefooted: You ignore disadvantage on Agility Rolls.

Danger Sense: Once per rest, mark a **Stress** to force an adversary to reroll an attack against you or an ally within Very Close range.

IT'S COMMON FOR GOBLINS TO ADORN THEIR EARS WITH ACCESSORIES, PIERCINGS, AND MODIFICATIONS.



MANY GOBLINS ESTABLISH ENTIRE LANGUAGES BASED ON THE MOVEMENTS AND POSITION OF THEIR EARS.



GOBLINS CAN HAVE A VARIETY OF SKIN TONES.



GOBLIN EYES ARE QUITE LARGE. MANY GOBLINS DON'T HAVE VISIBLE SCLERA.



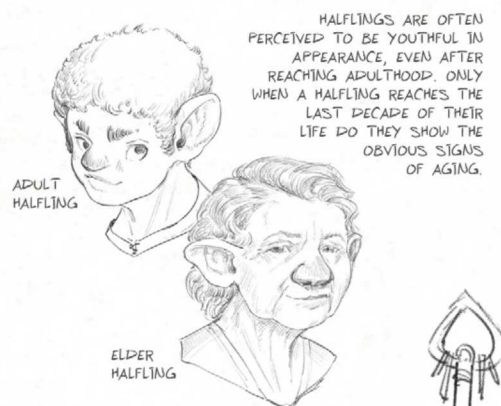
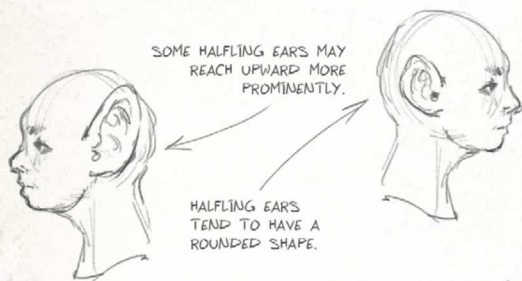
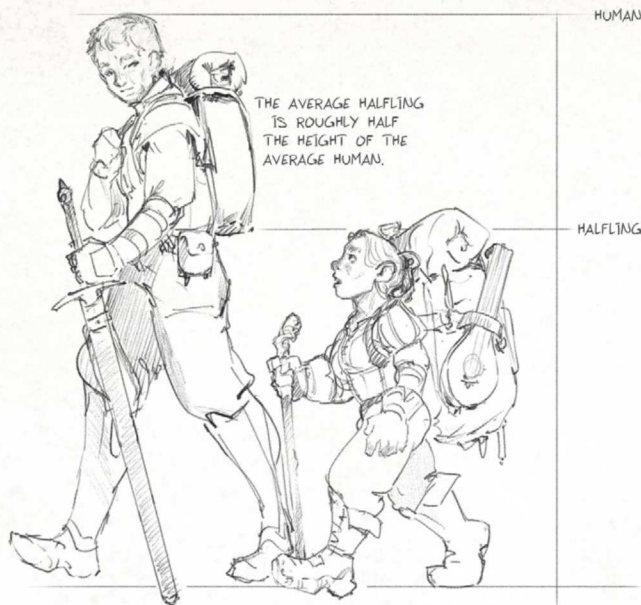
HALFLING

Halflings are small humanoids with large hairy feet and prominent rounded ears. On average, halflings are 3 to 4 feet in height, and their ears, nose, and feet are larger in proportion to the rest of their body. Members of this ancestry live for around 150 years, and a halfling's appearance is likely to remain youthful even as they progress from adulthood into old age. Halflings are naturally attuned to the magnetic fields of the Mortal Realm, granting them a strong internal compass. They also possess acute senses of hearing and smell, and can often detect those who are familiar to them by the sound of their movements.

ANCESTRY FEATURES

Luckbringer: At the start of each session, everyone in your party gains a Hope.

Internal Compass: When you roll a 1 on your Hope Die, you can reroll it.



ADULT
HUMAN



YOUNG
HUMAN



IT'S COMMONPLACE
FOR HUMANS TO INCORPORATE
BOTH MAGICAL AND MECHANICAL
TOOLS, ACCESSORIES, AND
ITEMS THAT ASSIST THEIR
DAILY LIFE AND TASKS.

ELDER
HUMAN



ADULT
HUMAN



YOUNG
HUMAN



HUMANS OFTEN DRESS
TO CLEARLY DISPLAY
SOCIAL STATUS,
WEALTH, PERSONAL
FAITH, OR AESTHETICS.

ADULT
HUMAN



HUMAN

Humans are most easily recognized by their dexterous hands, rounded ears, and bodies built for endurance. Their average height ranges from just under 5 feet to about 6 ½ feet. They have a wide variety of builds, with some being quite broad, others lithe, and many inhabiting the spectrum in between. Humans are physically adaptable and adjust to harsh climates with relative ease. In general, humans live to an age of about 100, with their bodies changing dramatically between their youngest and oldest years.

ANCESTRY FEATURES

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.



INFERNIS

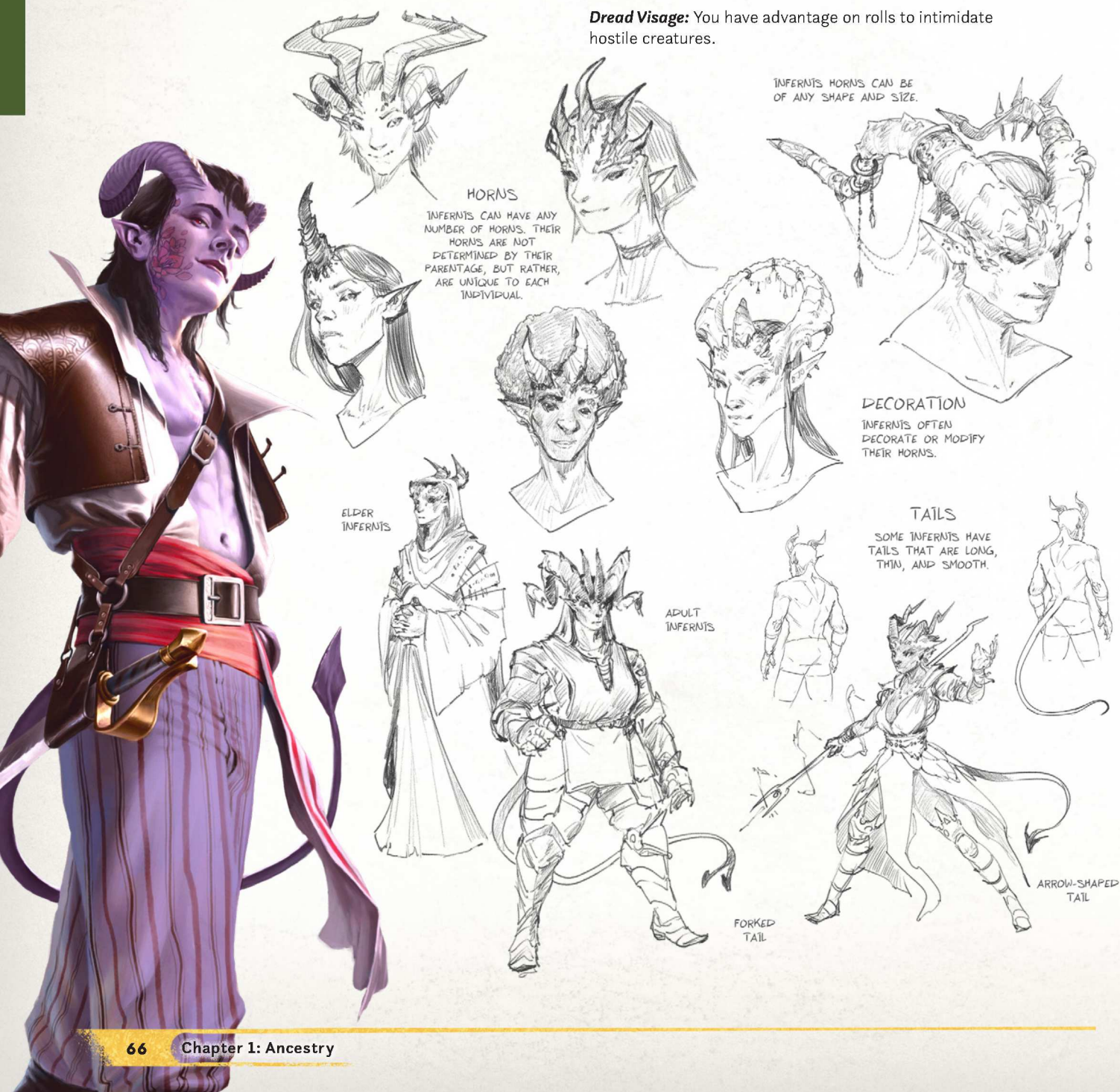
Infernis are humanoids who possess sharp canine teeth, pointed ears, and horns. They are the descendants of demons from the Circles Below. On average, infernis range in height from 5 feet to 7 feet and are known to have long fingers and pointed nails. Some have long, thin, and smooth tails that end in points, forks, or arrowheads. It's common for infernis to have two or four horns—though some have crowns of many horns, or only one. These horns can also grow asymmetrically, forming unique, often curving, shapes that infernis enhance with carving and ornamentation. Their skin, hair, and horns come in an assortment of colors that can include soft pastels, stark tones, or vibrant hues, such as rosy scarlet, deep purple, and pitch black.

Infernis possess a “dread visage” that manifests both involuntarily, such as when they experience fear or other strong emotions, or purposefully, such as when they wish to intimidate an adversary. This visage can briefly modify their appearance in a variety of ways, including lengthening their teeth and nails, changing the colors of their eyes, twisting their horns, or enhancing their height. On average, infernis live up to 350 years, with some attributing this lifespan to their demonic lineage.

ANCESTRY FEATURES

Fearless: When you roll with Fear, you can **mark 2 Stress** to change it into a roll with Hope instead.

Dread Visage: You have advantage on rolls to intimidate hostile creatures.





KATARI

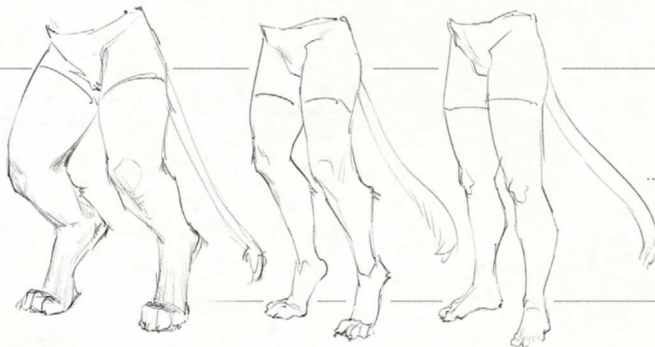
Katari are feline humanoids with retractable claws, vertically slit pupils, and high, triangular ears. They can also have small, pointed canine teeth, soft fur, and long whiskers that assist their perception and navigation. Their ears can swivel nearly 180 degrees to detect sound, adding to their heightened senses. Katari may look more or less feline or humanoid, with catlike attributes in the form of hair, whiskers, and a muzzle. About half of the katari population have tails. Their skin and fur come in a wide range of hues and patterns, including solid colors, calico tones, tabby stripes, and an array of spots, patches, marbling, or bands. Their height ranges from about 3 feet to 6 ½ feet, and they live to around 150 years.

ANCESTRY FEATURES

Feline Instincts: When you make an Agility Roll, you can **spend 2 Hope** to reroll your Hope Die.

Retracting Claws: Make an **Agility Roll** to scratch a target within Melee range. On a success, they become temporarily **Vulnerable**.

SOME KATARI ARE DIGITIGRADES, NATURALLY STANDING ON THEIR TOES...



...WHILE OTHERS ARE PLANTIGRADES, NATURALLY STANDING FLAT-FOOTED ON THEIR HEELS.

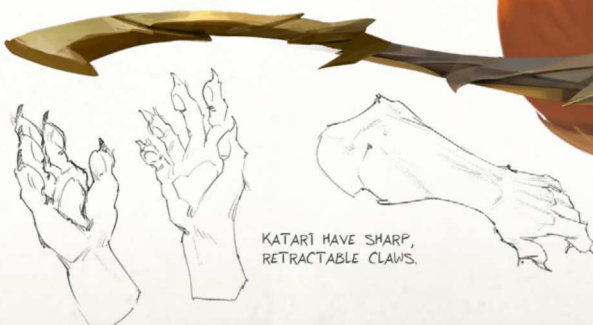
KATARI ALWAYS HAVE FELINE EARS, EVEN WHEN THEY ARE VERY HUMANOID IN APPEARANCE



ALL KATARI HAVE VERTICAL SLIT PUPILS.



ADULT KATARI



ORC

Orcs are humanoids most easily recognized by their square features and boar-like tusks that protrude from their lower jaw. Tusks come in various sizes, and though they extend from the mouth, they aren't used for consuming food. Instead, many orcs choose to decorate their tusks with significant ornamentation. Orcs typically live for 125 years, and unless altered, their tusks continue to grow throughout the course of their lives. Their ears are pointed, and their hair and skin typically have green, blue, pink, or gray tones. Orcs tend toward a muscular build, and their average height ranges from 5 feet to 6 ½ feet.

ANCESTRY FEATURES

Sturdy: When you have 1 Hit Point remaining, attacks against you have disadvantage.

Tusks: When you succeed on an attack against a target within Melee range, you can **spend a Hope** to gore the target with your tusks, dealing an extra **1d6** damage.

ORCS CAN HAVE A WIDE RANGE OF NATURAL HAIR GROWTH, FROM NO HAIR TO THICK HAIR COVERING MOST OF THEIR BODY.



SKIN TONES

ORC SKIN TONES CAN RANGE FROM COOLER SHADES OF GREENS AND BLUES TO WARMER SHADES OF PINKS AND GRAYS.



TUSKS AND SIGNIFICANCE

AN ORCS' TUSKS TEND TO BE FAIRLY PROMINENT AND CAN GROW IN A VARIETY OF WAYS DEPENDING ON THE INDIVIDUAL AND PARENTAGE. THEY CAN BE CARVED OR ORNAMENTED.



RIBBET

Ribbets resemble anthropomorphic frogs with protruding eyes and webbed hands and feet. They have smooth (though sometimes warty) moist skin and eyes positioned on either side of their head. Some ribbets have hind legs more than twice the length of their torso, while others have short limbs. No matter their size (which ranges from about 3 feet to 4 ½ feet), ribbets primarily move by hopping. All ribbets have webbed appendages, allowing them to swim with ease. Some ribbets possess a natural green-and-brown camouflage, while others are vibrantly colored with bold patterns. No matter their appearance, all ribbets are born from eggs laid in the water, hatch into tadpoles, and after about 6 to 7 years, grow into amphibians that can move around on land. Ribbets live for approximately 100 years.

A RIBBET'S SKIN CAN VARY WIDELY—RANGING FROM NEUTRAL TONES, SUCH AS BROWNS, GRAYS, OR GREENS, TO VIVID HUES LIKE YELLOW, RED, AND BLUE.



THEIR SKIN MIGHT BE BUMPY AND DRY OR SMOOTH AND SHINY, AND SOMETIMES APPEARS DECORATED WITH STRIPES, SPOTS, OR GRADIENTS.

EACH RIBBET HAS A UNIQUE COLORATION AND PATTERN COMBINATION, WITH SOME RESEMBLANCE TO THEIR PARENTS.



SOME RIBBETS HAVE WEBBED DIGITS AND STICKY PADS ON THEIR FINGERS AND TOES.

ADULT RIBBET



YOUNG RIBBET

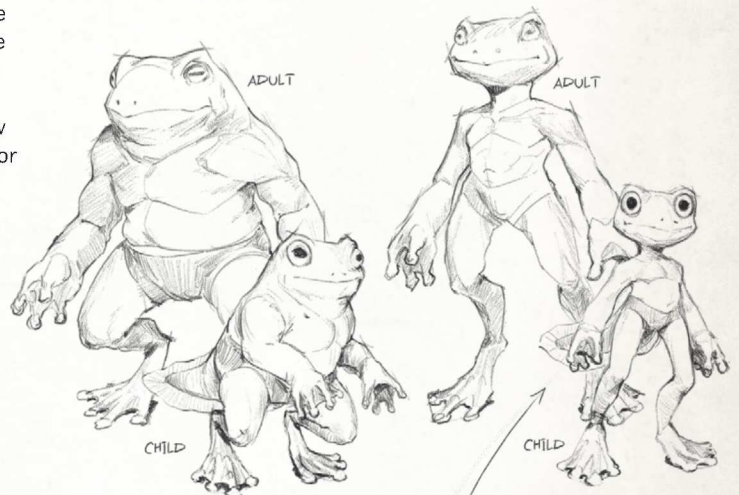


ELDER RIBBET

ANCESTRY FEATURES

Amphibious: You can breathe and move naturally underwater.

Long Tongue: You can use your long tongue to grab onto things within Close range. **Mark a Stress** to use your tongue as a Finesse Close weapon that deals **d12** physical damage using your Proficiency.



YOUNG RIBBETS HAVE SHORT TAILS THAT SHRINK AS THEY MATURE, AS WELL AS PROPORTIONATELY LARGE EYES, HANDS, AND FEET.



RIBBETS OFTEN MOVE AROUND BY HOPPING INSTEAD OF WALKING.





YOUNG SIMIAH

THEY ARE WELL KNOWN FOR THEIR CLIMBING ABILITY AND DEXTEROUS MOVEMENT.



ELDER SIMIAH



ADULT SIMIAH

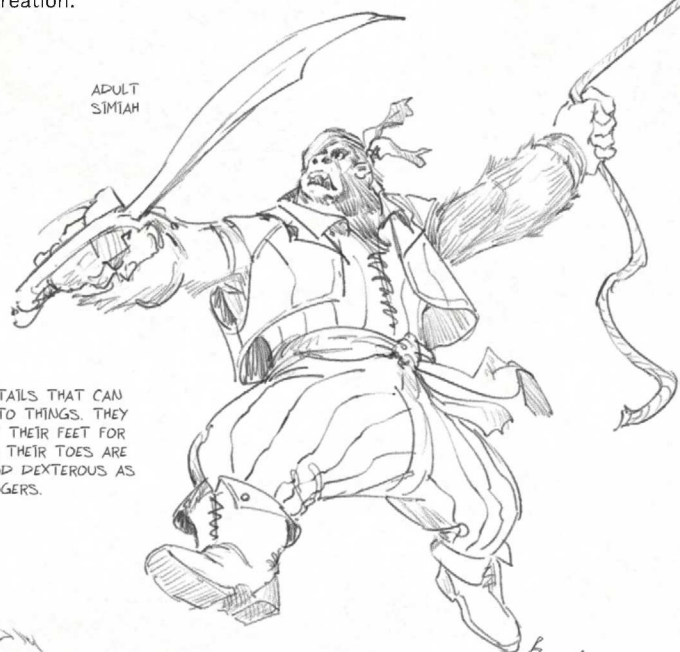
SIMIAH

Simiah resemble anthropomorphic monkeys and apes with long limbs and prehensile feet. While their appearance reflects all simian creatures, from the largest gorilla to the smallest marmoset, their size does not align with their animal counterparts, and they can be anywhere from 2 to 6 feet tall. All simiah can use their dexterous feet for nonverbal communication, work, and combat. Additionally, some also have prehensile tails that can grasp objects or help with balance during difficult maneuvers. These traits grant members of this ancestry unique agility that aids them in a variety of physical tasks. In particular, simiah are skilled climbers and can easily transition from bipedal movement to knuckle-walking and climbing, and back again. On average, simiah live for about 100 years.

ANCESTRY FEATURES

Natural Climber: You have advantage on Agility Rolls that involve balancing and climbing.

Nimble: Gain a permanent +1 bonus to your Evasion at character creation.



ADULT SIMIAH

SOME SIMIAH HAVE TAILS THAT CAN HELP THEM HOLD ONTO THINGS. THEY OFTEN MAKE USE OF THEIR FEET FOR VARIOUS TASKS, AS THEIR TOES ARE JUST AS STRONG AND DEXTEROUS AS THEIR FINGERS.



ADULT SIMIAH



ELDER SIMIAH