

MIXED ANCESTRY

Families within the world of Daggerheart are as unique as the peoples and cultures that inhabit it. Anyone's appearance and skill set can be shaped by blood, magic, proximity, or a variety of other factors.

If you decide that your character is a descendant of multiple ancestries and you want to mechanically represent that in the game, use the steps below:

STEP 1: DETERMINE ANCESTRY COMBINATION

When you choose an ancestry at character creation, write down how your character identifies themselves in the Heritage section of your character sheet. For example, your ancestry could be "goblin-orc," or just "goblin" (with orc in their lineage), or a name you choose, like "toothling."

STEP 2: CHOOSE ANCESTRY FEATURES

Work with your GM to choose two features from the ancestries in your character's lineage.

You must choose the first feature from one ancestry and the second from another. Write both down on a notecard you can keep with your other cards or next to your character sheet. For example, if you are making a goblin-orc, you might take the "Surefooted" and "Tusks" features or the "Sturdy" and "Danger Sense" features. You can't take both the "Surefooted" and "Sturdy" features.

If your character's heritage includes more than two ancestries, you only choose features from two. You can represent additional ancestries through their appearance or backstory.

INFERNIS-RIBBET
"HORNED TOAD"



FUNGRI-GALAPA
"SHROOMSHELL"

FAERIE-SIMIAH
"FLUTTERIN"



COMMUNITY

Communities represent the culture or environment your character grew up in. Though a character might have been a member of numerous communities during their upbringing, this choice represents the one they feel had the most influence over their personality and current skill set.

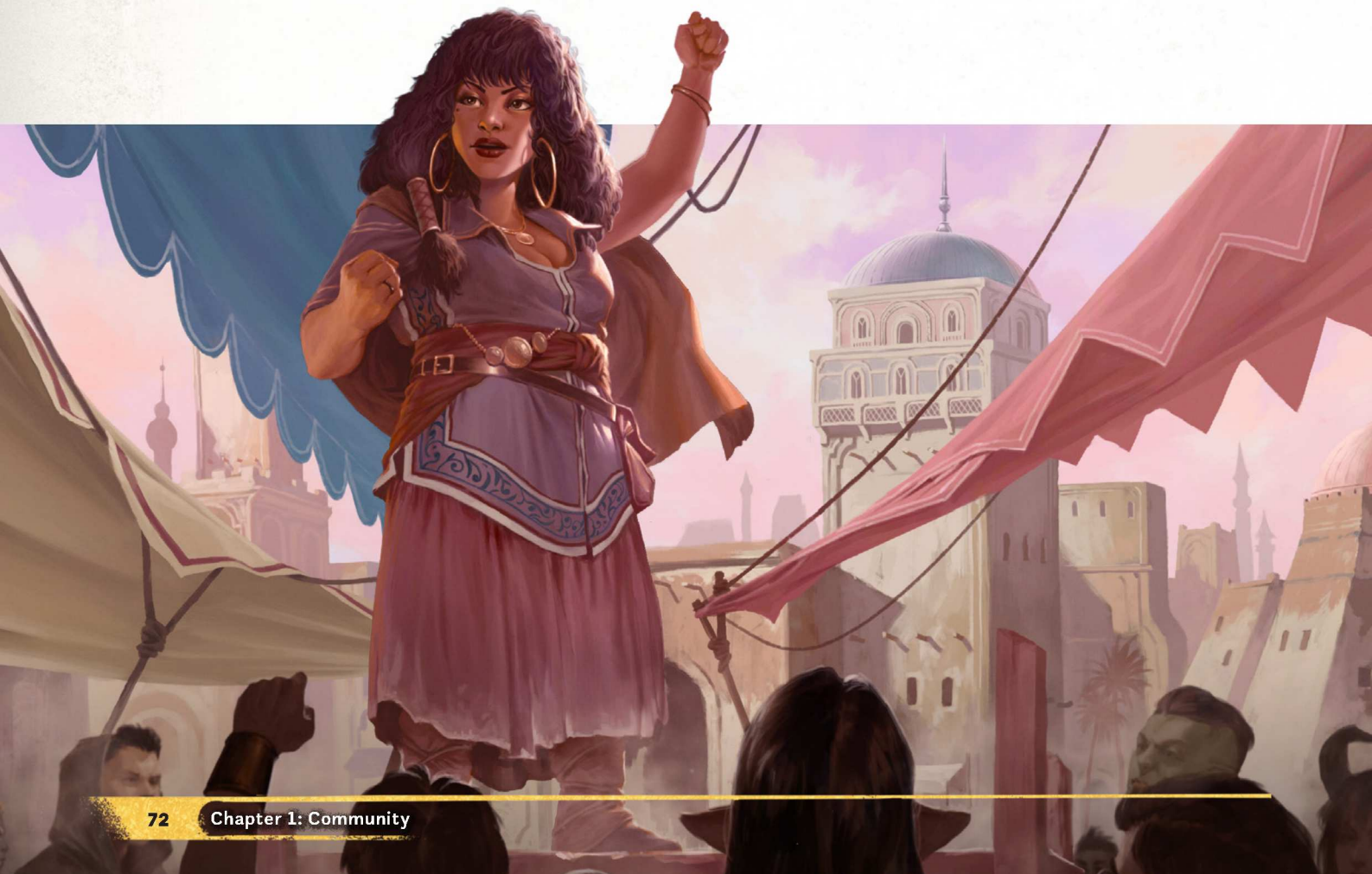
As with ancestries, describing the characteristics of a collective is nuanced, as people always view others through the lens of their own experience. For example, while a seaborne sailor might feel their own community is particularly strict, a character from an orderborne metropolis might find that group very changeable. An individual's relationship with their community also creates a wide variety of experiences. If your character has fallen out with the people that defined their upbringing, they might continue to carry that influence but also strive to live differently than they were taught.

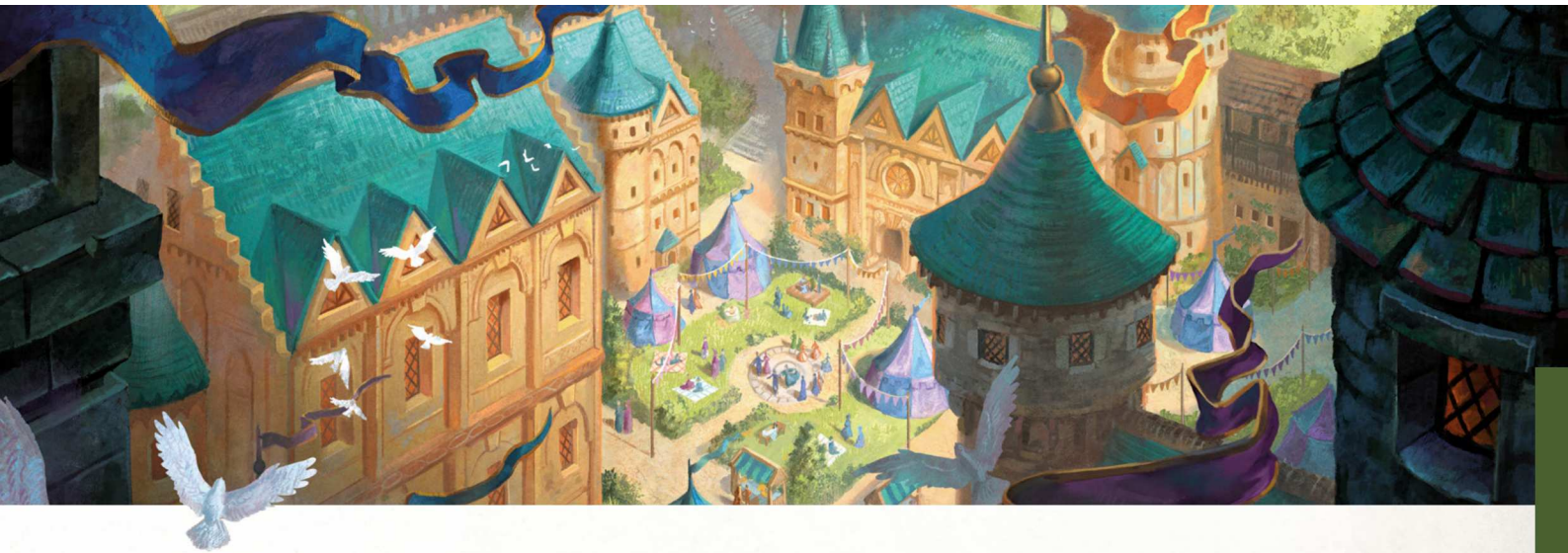
As you explore the communities in this section, imagine the variety of ways they might manifest in your game. Some community cards reference locations, others an ethos, and others a common goal, but no two places that fall under the same category are identical. If one wanderborne caravan travels the world willingly and another was expelled from their home by force, each community's material trappings and their people's feelings about their lifestyle would be very different.

When you build your character, you can draw inspiration from communities other than the one you've chosen. As always, this aspect of the game is meant to be utilized in the way that best serves your group.

Each community has a **community feature** granted to your character by their community that can be utilized in play.

Tip: Each community entry suggests six adjectives that you can use as inspiration when crafting a character. If you'd like, choose one or more of these words (or roll a d6) to help develop your character's personality, their relationship with their upbringing or peers, or even the demeanor with which they interact with the rest of their party.





HIGHBORNE

Being part of a highborne community means you're accustomed to a life of elegance, opulence, and prestige within the upper echelons of society. Traditionally, members of a highborne community possess incredible material wealth. While this can take a variety of forms depending on the community—including gold and other minerals, land, or controlling the means of production—this status always comes with power and influence. Highborne place great value on titles and possessions, and there is little social mobility within their ranks. Members of a highborne community often control the political and economic status of the areas in which they live due to their ability to influence people and the economy with their substantial wealth. The health and safety of the less affluent people who live in these locations often hinges on the ability of this highborne ruling class to prioritize the well-being of their subjects over profit.

Highborne are often amiable, candid, conniving, enterprising, ostentatious, and unflappable.

COMMUNITY FEATURE

Privilege: You have advantage on rolls to consort with nobles, negotiate prices, or leverage your reputation to get what you want.



ROYAL BALLS AND EXTRAVAGANT PARTIES ARE A REGULAR FIXTURE IN HIGHBORNE COMMUNITIES. THEY OFFER AN EXCELLENT AVENUE TO RUB ELBOWS WITH OTHER MEMBERS OF HIGH SOCIETY.

A HIGHBORNE ISLAND COMMUNITY CITY BUILT AROUND A POWERFUL MAGE'S TOWER. THOSE WITH GREATER WEALTH LIVE IN HIGHER TIERS OF THE CITY.



HIGHBORNE FROM THIS CITY ARE ALL WEALTHY AND INFLUENTIAL MAGICAL PRACTITIONERS WITH GOLD AND TITLES GRANTED BY THE GRAND MAGE.

HIGHBORNE NOBLEMAN



HIGHBORNE NOBLEWOMAN





SOME LOREBORNE COMMUNITIES ARE SMALL ENCLAVES OF SCHOLARS THAT SHARE A FIELD OF STUDY.

ALCHEMICAL GUILDS CAN EARN GOLD BY SELLING POTIONS TO NEIGHBORS AND PASSERSBY.

LOREBORNE

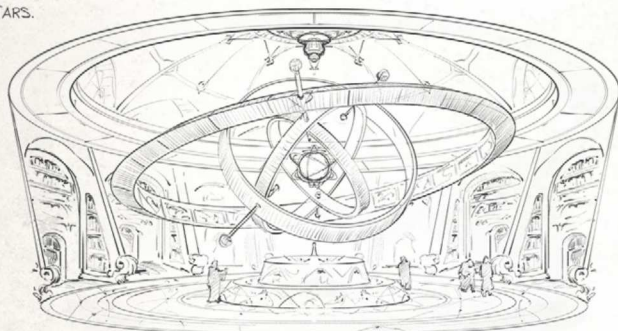
Being part of a loreborne community means you're from a society that favors strong academic or political prowess. Loreborne communities highly value knowledge, frequently in the form of historical preservation, political advancement, scientific study, skill development, or lore and mythology compilation. Most members of these communities research in institutions built in bastions of civilization, while some eclectic few thrive in gathering information from the natural world. Some may be isolationists, operating in smaller enclaves, schools, or guilds and following their own unique ethos. Others still wield their knowledge on a larger scale, making deft political maneuvers across governmental landscapes.

Loreborne are often direct, eloquent, inquisitive, patient, rhapsodic, and witty.

COMMUNITY FEATURE

Well-Read: You have advantage on rolls that involve the history, culture, or politics of a prominent person or place.

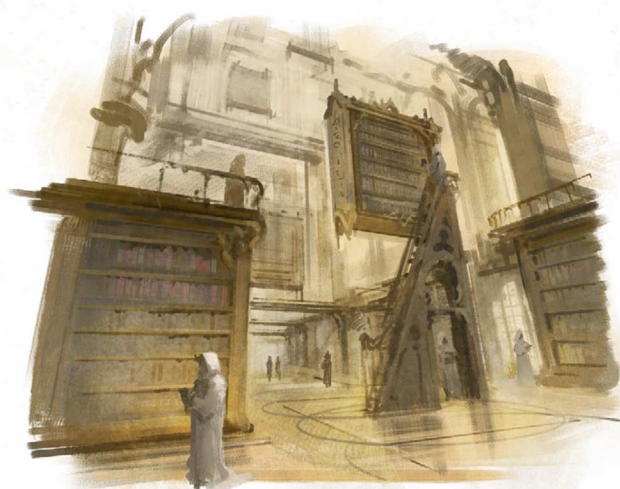
AN ORRERY THAT TRACKS THE MOVEMENT OF THE STARS.



FIELDS OF STUDY

THOSE WHO BELONG TO A LOREBORNE COMMUNITY OFTEN HAVE A DEDICATED FIELD OF STUDY. THEY CULTIVATE SPACES THAT ALLOW THEM TO ACQUIRE NEW INFORMATION AND PRESERVE IT OVER THE CENTURIES.

LIBRARIES PLAY AN IMPORTANT PART IN MANY LOREBORNE COMMUNITIES, SERVING BOTH AS VALUABLE SOURCES OF ANCIENT INFORMATION AS WELL AS REPOSITORIES FOR RECENT DISCOVERIES.



ORDERBORNE

Being part of an orderborne community means you're from a collective that focuses on discipline or faith, and you uphold a set of principles that reflect your experience there. Orderborne are frequently some of the most powerful among the surrounding communities. By aligning the members of their society around a common value or goal, such as a god, doctrine, ethos, or even a shared business or trade, the ruling bodies of these enclaves are able to mobilize larger populations with less effort. While orderborne communities take a variety of forms—some even profoundly pacifistic—perhaps the most feared are those that structure themselves around military prowess. In such a case, it's not uncommon for orderborne to provide soldiers for hire to other cities or countries.

Orderborne are often ambitious, benevolent, pensive, prudent, sardonic, and stoic.

COMMUNITY FEATURE

Dedicated: Record three sayings or values your upbringing instilled in you. Once per rest, when you describe how you're embodying one of these principles through your current action, you can roll a **d20** as your Hope Die.



ISOLATIONIST

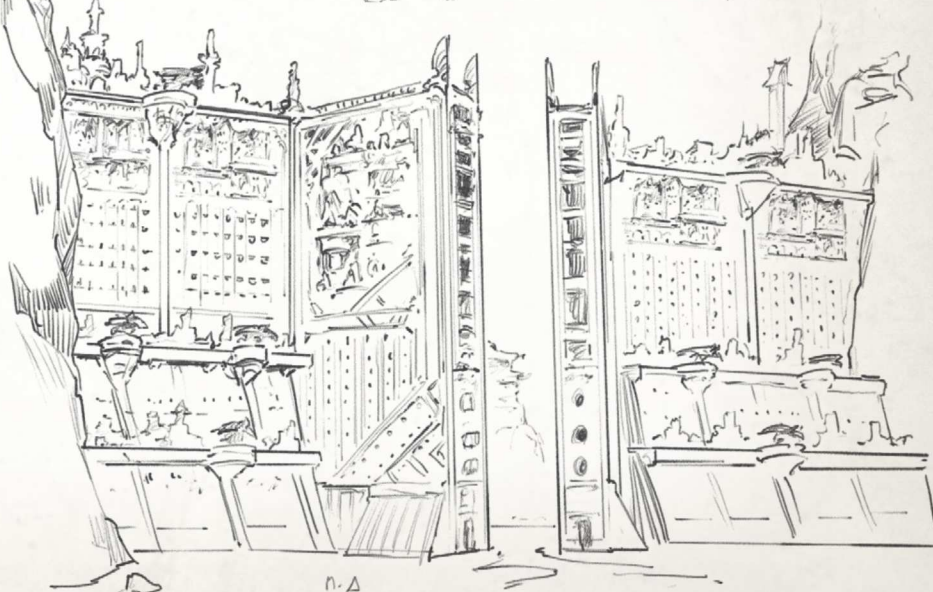
SOME DEVOUT ORDERBORNE COMMUNITIES ARE BUILT ISOLATED HIGH IN THE MOUNTAINS.



A HUGE GATED CITY PROTECTS FERTILE FARMLAND FROM INVADING ARMIES. ALL CITIZENS THAT LIVE WITHIN THE WALLS ARE CONSCRIPTED INTO SERVICE FROM THE MOMENT THEY'RE BORN AND GIVEN TASKS THEY MUST PERFORM AS SOON AS THEY'RE STRONG ENOUGH TO CARRY A BUCKET OF WATER.



ORDERBORNE COMMUNITIES WITH STRONG MILITARIES OFTEN MAKE AND UTILIZE SPECIALIZED WEAPONS AND ARMOR.





RIDGEBORNE

Being part of a ridgeborne community means you've called the rocky peaks and sharp cliffs of the mountainside home. Those who've lived in the mountains often consider themselves hardier than most because they've thrived among the most dangerous terrain many continents have to offer. These groups are adept at adaptation, developing unique technologies and equipment to move both people and products across difficult terrain. As such, ridgeborne grow up scrambling and climbing, making them sturdy and strong-willed. Ridgeborne localities appear in a variety of forms—some cities carve out entire cliff faces, others construct castles of stone, and still more live in small homes on windblown peaks. Outside forces often struggle to attack ridgeborne groups, as the small militias and large military forces of the mountains are adept at utilizing their high-ground advantage.

Ridgeborne are often bold, hardy, indomitable, loyal, reserved, and stubborn.

COMMUNITY FEATURE

Steady: You have advantage on rolls to traverse dangerous cliffs and ledges, navigate harsh environments, and use your survival knowledge.

PLATEAU SETTLEMENT

A VILLAGE BUILT ON THE MANY LEVELS OF A HIGH PLATEAU. EACH LEVEL HOLDS UNIQUE ARCHITECTURE BASED ON THE STRUCTURE OF THE STONE.

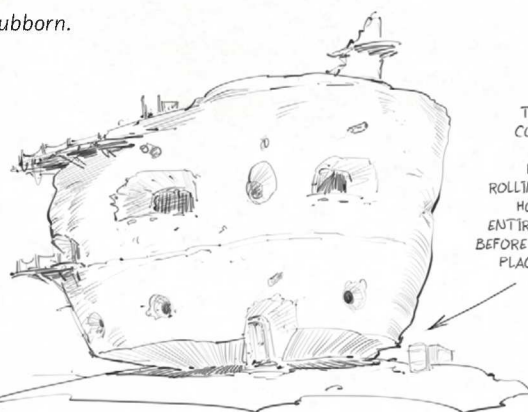


HIGHER ELEVATION ALLOWS THEM TO USE WIND FOR POWER.

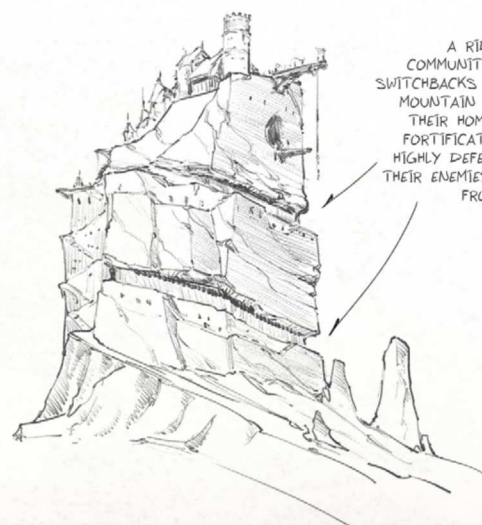
A MASSIVE FOSSIL EXPOSED BOTH BY EROSION AND BY THE WORK OF A RIDGEBORNE COMMUNITY CARVING HOMES INTO THE CANYON WALLS.



THE BONES OF AN ANCIENT DRAGON, SACRED TO THE INHABITANTS OF THE CITY.



THIS RIDGEBORNE COMMUNITY HAS A MYTH ABOUT A FORGOTTEN GOD ROLLING THEIR STONE HOME ACROSS THE ENTIRE MORTAL REALM BEFORE IT WAS FINALLY PLACED AT THE TOP OF A MOUNTAIN.



A RIDGEBORNE COMMUNITY CARVED SWITCHBACKS INTO THE MOUNTAIN TO BUILD THEIR HOMES. THEIR FORTIFICATIONS ARE HIGHLY DEFENSIBLE IF THEIR ENEMIES ATTACK FROM BELOW.

MEMBERS OF SEABORNE COMMUNITIES MAY UTILIZE WATER IN THEIR MAGICAL PRACTICE, CARRYING IT WITH THEM WHEN THEY TRAVEL TO DRY CLIMATES.



LIFE ON DECK

SOME SEABORNE COMMUNITIES ARE BUILT ON MASSIVE SHIPS. THIS VESSEL TRAVELS THE SAME ROUTE EVERY YEAR. TRAVELERS CAN JOIN THE COMMUNITY FOR MONTHS AT A TIME, DISEMBARKING AND REJOINING WHEN THE SHIP COMES BACK THE FOLLOWING YEAR.



MEMBERS OF SEABORNE COMMUNITIES MIGHT ADORN THEIR HAIR WITH CORAL OR SHELLS THAT WASH UP ON THE BEACH.



SOME SEABORNE COMMUNITIES ARE MERCANTILE, KNOWN TO TRADE GOODS FROM ACROSS THE MORTAL REALM WHEREVER THEY SAIL.

SEABORNE

Being part of a seaborne community means you lived on or near a large body of water. Seaborne communities are built, both physically and culturally, around the specific waters they call home. Some of these groups live along the shore, constructing ports for locals and travelers alike. These harbors function as centers of commerce, tourist attractions, or even just a safe place to lay down one's head after weeks of travel. Other seaborne live on the water in small boats or large ships, with the idea of "home" comprising a ship and its crew, rather than any one landmass. No matter their exact location, seaborne communities are closely tied to the ocean tides and the creatures who inhabit them. Seaborne learn to fish at a young age, and train from birth to hold their breath and swim in even the most tumultuous waters. Individuals from these groups are highly sought after for their sailing skills, and many become captains of vessels, whether within their own community, working for another, or even at the helm of a powerful naval operation.

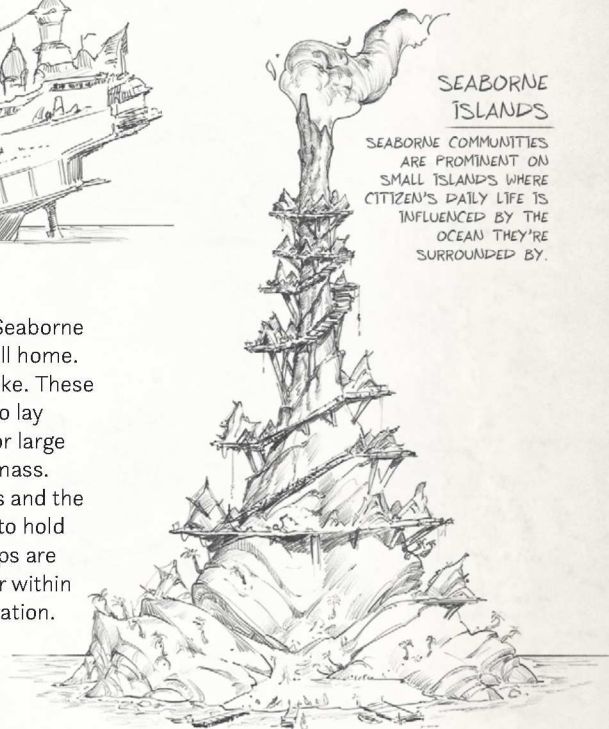
Seaborne are often candid, cooperative, exuberant, fierce, resolute, and weathered.

COMMUNITY FEATURE

Know the Tide: You can sense the ebb and flow of life. When you roll with Fear, place a token on your community card. You can hold a number of tokens equal to your level. Before you make an action roll, you can spend any number of these tokens to gain a +1 bonus to the roll for each token spent. At the end of each session, clear all unspent tokens.

SEABORNE ISLANDS

SEABORNE COMMUNITIES ARE PROMINENT ON SMALL ISLANDS WHERE CITIZEN'S DAILY LIFE IS INFLUENCED BY THE OCEAN THEY'RE SURROUNDED BY.





SLYBORNE

Being part of a slyborne community means you come from a group that operates outside the law, including all manner of criminals, grifters, and con artists. Members of slyborne communities are brought together by their disreputable goals and their clever means of achieving them. Many people in these communities have an array of unscrupulous skills: forging, thievery, smuggling, and violence. People of any social class can be slyborne, from those who have garnered vast wealth and influence to those without a coin to their name. To the outside eye, slyborne might appear to be ruffians with no loyalty, but these communities possess some of the strictest codes of honor which, when broken, can result in a terrifying end for the transgressor.

Slyborne are often calculating, clever, formidable, perceptive, shrewd, and tenacious.

COMMUNITY FEATURE

Scoundrel: You have advantage on rolls to negotiate with criminals, detect lies, or find a safe place to hide.



SLY FIVE

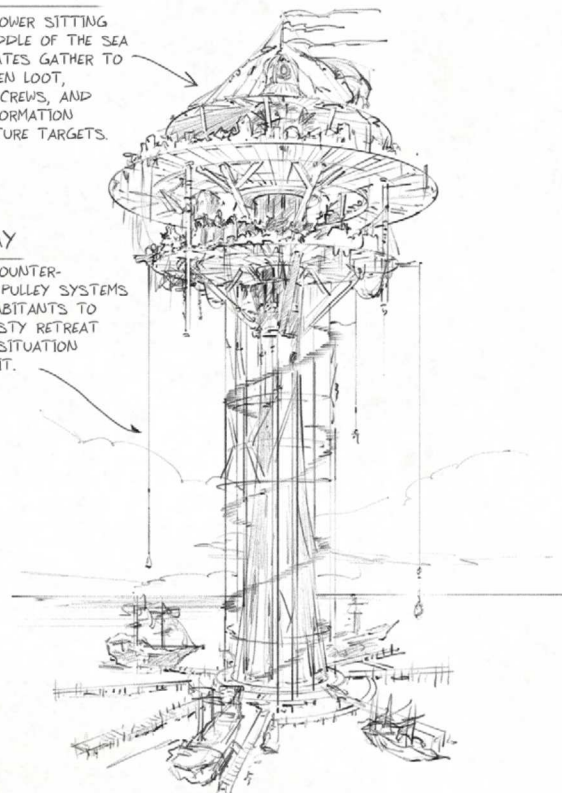
A CARD GAME THAT REQUIRES DECEPTION AND SKILL. CHEATING ISN'T AGAINST THE RULES, BUT THOSE WHO ARE CAUGHT WILL HAVE A FINGER REMOVED—THE DEALER CHOOSES WHICH ONE.

PIRATE TOWER

A LARGE TOWER SITTING IN THE MIDDLE OF THE SEA WHERE PIRATES GATHER TO SELL STOLEN LOOT, ASSEMBLE CREWS, AND TRADE INFORMATION ABOUT FUTURE TARGETS.

QUICK GETAWAY

COMPLEX COUNTER-BALANCED PULLEY SYSTEMS ALLOW INHABITANTS TO MAKE A HASTY RETREAT WHEN THE SITUATION REQUIRES IT.



GAMBLING IS A COMMON PASTIME IN MANY SLYBORNE COMMUNITIES. GAMES MAY HAVE MORE THAN MONEY ON THE LINE: MAGICAL ITEMS, INFORMATION, AND EVEN AN INDIVIDUAL'S MEMORIES CAN BE GAMBLED AWAY.



SLYBOURNE MARKETS ALLOW CRIMINALS TO FENCE STOLEN ITEMS, BUY AND SELL CONTRABAND, AND GATHER ILLICIT INFORMATION.

UNDERBORNE

Being part of an underborne community means you're from a subterranean society. Many underborne live right beneath the cities and villages of other collectives, while some live much deeper. These communities range from small family groups in burrows to massive metropolises in caverns of stone. In many locales, underborne are recognized for their incredible boldness and skill that enable great feats of architecture and engineering. Underborne are regularly hired for their bravery, as even the least daring among them has likely encountered formidable belowground beasts, and learning to dispatch such creatures is common practice amongst these societies. Because of the dangers of their environment, many underborne communities develop unique nonverbal languages that prove equally useful on the surface.

Underborne are often composed, elusive, indomitable, innovative, resourceful, and unpretentious.

COMMUNITY FEATURE

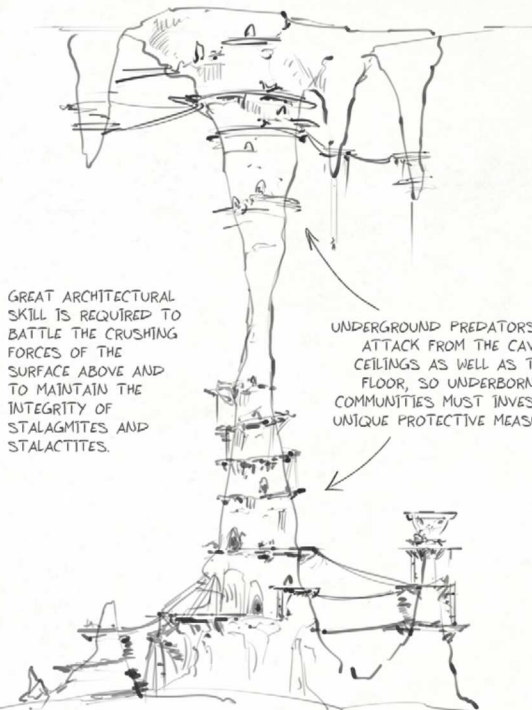
Low-Light Living: When you're in an area with low light or heavy shadow, you have advantage on rolls to hide, investigate, or perceive details within that area.

CAVE SPIDER SILK CAN BE USED INSTEAD OF ROPE TO SUSPEND THESE UNDERBORNE HOMES, AS IT'S PARTICULARLY STRONG AND LIGHTWEIGHT.



SUSPENDED CITIES

AN UNDERBORNE COMMUNITY SUSPENDED FROM THE ROOF OF A CAVE TO PROTECT CITIZENS FROM SUBTERRANEAN THREATS.



GREAT ARCHITECTURAL SKILL IS REQUIRED TO BATTLE THE CRUSHING FORCES OF THE SURFACE ABOVE AND TO MAINTAIN THE INTEGRITY OF STALAGMITES AND STALACTITES.

UNDERGROUND PREDATORS CAN ATTACK FROM THE CAVE CEILINGS AS WELL AS THE FLOOR, SO UNDERBORNE COMMUNITIES MUST INVEST IN UNIQUE PROTECTIVE MEASURES.



CHISELED FROM A MASSIVE CRYSTAL, THIS HOLLOWED-OUT HOME IS STRUCTURED LIKE ANY TOWER FOUND ABOVEGROUND.

JUST BENEATH

SOME UNDERBORNE COMMUNITIES LIVE JUST BENEATH THE SURFACE, ALLOWING THEM TO MOVE BENEATH THE UPPER WORLD UNDETECTED.

ABOVEGROUND ENTRANCE



WANDERBORNE

Being part of a wanderborne community means you've lived as a nomad, forgoing a permanent home and experiencing a wide variety of cultures. Unlike many communities that are defined by their locale, wanderborne are defined by their traveling lifestyle. Because of their frequent migration, wanderborne put less value on the accumulation of material possessions in favor of acquiring information, skills, and connections. While some wanderborne are allied by a common ethos, such as a religion or a set of political or economic values, others come together after shared tragedy, such as the loss of their home or land. No matter the reason, the dangers posed by life on the road and the choice to continue down that road together mean that wanderborne are known for their unwavering loyalty.

Wanderborne are often inscrutable, magnanimous, mirthful, reliable, savvy, and unorthodox.

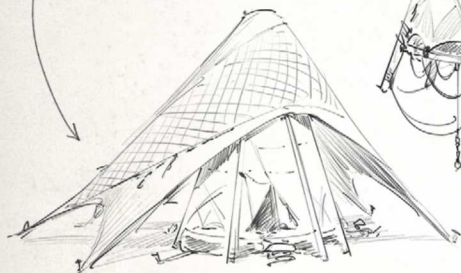
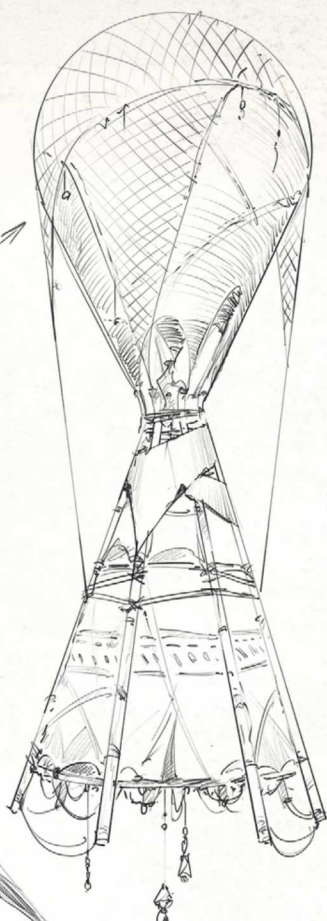
COMMUNITY FEATURE

Nomadic Pack: Add a Nomadic Pack to your inventory. Once per session, you can **spend a Hope** to reach into this pack and pull out a mundane item that's useful to your situation. Work with the GM to figure out what item you take out.

MEMBERS OF THIS WANDERBORNE COMMUNITY LIVE IN TENTS THAT CAN FLOAT IN THE AIR WITH THE HELP OF LARGE BALLOONS MADE OF SPECIALLY TREATED, WEATHER-RESISTANT HIDES.

THESE WANDERBORNE CARRY FEW BELONGINGS WITH THEM BUT CAN QUICKLY TRAVEL A DISTANCE THAT WOULD NORMALLY TAKE A DAY OR MORE BY FOOT.

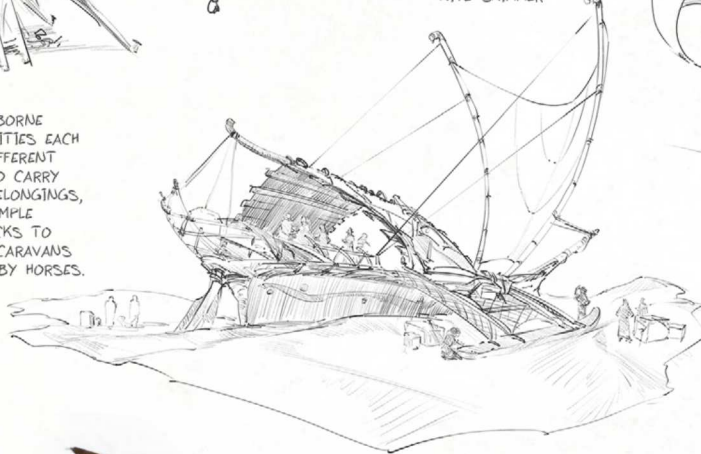
WHEN THEY LAND, THE HOT AIR BALLOON CAN BE USED TO PROTECT THEIR TENTS FROM HARSH WEATHER. IF THEY NEED TO, THIS COMMUNITY CAN MAKE A QUICK GETAWAY FROM DANGEROUS SITUATIONS.



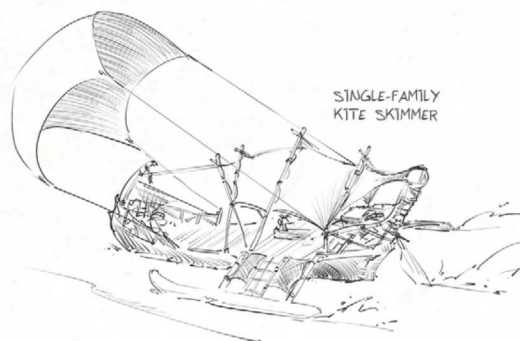
WANDERBORNE COMMUNITIES EACH HAVE DIFFERENT WAYS TO CARRY THEIR BELONGINGS, FROM SIMPLE BACKPACKS TO ENTIRE CARAVANS PULLED BY HORSES.



MULTI-FAMILY KITE SKIMMER



SINGLE-FAMILY KITE SKIMMER



KITE SKIMMERS ARE SPECIALIZED MOBILE HOMES FOR WANDERBORNE GROUPS WHO LIVE IN THE DESERT, WHERE THE GROUND CAN BE TOO LOOSE TO WALK ON FOR LONG DISTANCES.

THE KITES AND SAILS CAN BE LOWERED WHEN THE COMMUNITY ISN'T TRAVELING. THEY ARE USED AS SHADE STRUCTURES DURING THE HEAT OF THE DAY.

