

HOUSE RULES

TWEAKS TO SOME OF THE GAME'S
MECHANICS, CLASSES AND SUBCLASSES



MECHANICS

CRITICAL SUCCESSES

- If a PC uses a **d20** as their Hope or Fear Die, a natural 20 is considered a critical success.
- The GM gains 1 Fear if they roll a natural 20. This does not apply to minions.
- The Liar's Crit: if you get a **6** and a **9**, no matter which dice is Hope or Fear, you can choose to declare that the roll is a Critical Success. If you do, the GM gains a Fear.

MASSIVE DAMAGE

Damage is capped at **Severe**, except in two instances:

- Damage from a **Critical Success**, or damage from **Tag Team rolls**. Every time damage reaches multiples of the Severe damage threshold, the target marks an additional HP.
- The same rule applies to adversaries that damage Player Characters on a critical Success.

AVOID DEATH

- When PCs choose the option "Avoid Death", they **get a Scar**, but they **choose** what they permanently cross out: either a Hope, a Stress, or a Hit Point to represent how their brush with Death affected them mentally or physically.
- A Warlock can also permanently cross out a Favor.

EXPERIENCES

Once per session, a PC can use **one** of their Experiences without spending Hope. This encourages players to find a balance between optimization, creativity and silliness.

CLASSES AND SUBCLASSES

BARDS

■ TROUBADOUR

Two features added:

Specialization feature

Signature Song: You have one song that is uniquely yours. Once per session, perform it. All creatures who hear it will remember you and the song for a long time, and will be able to sing it perfectly even if they can't sing — the GM tracks this and it may open doors, create enemies, or precede your reputation.

Mastery feature

The Song Will Remember: Once per session, play a melody connected to a shared memory with an ally. You both clear a Stress. Additionally, when you initiate a Tag Team Roll with that ally, reduce the Hope cost by 1.

■ WORDSMITH

Tweaks to three features:

Foundation feature

Rousing speech: Once per long rest, you can give a heartfelt inspiring speech. All allies within Far range clear 2 Stress and **do their next roll with advantage**.

Heart of a Poet: After you make an action roll to impress, persuade, seduce or offend someone, you can **spend a Hope** to add a **d4** to the roll. **At level 5, you can spend a Hope to add a d6 to the roll.**

Specialization feature

Eloquent: Your moving words boost morale. Once per session, when you encourage an ally, you can do one of the following:

- Allow them to find a mundane object or tool they need.
- Help an Ally without spending Hope.
- Give them an additional downtime move during their next rest.

Additionally, once per session, choose a NPC that heard you speak once. They remember something meaningful you said and will offer assistance.

DRUIDS

■ BEASTFORMS

To get access to a Tier 3 beastform, you need a **specialization** in a druid subclass. To get access to a Tier 4 beastform, you need a **mastery** in a druid subclass.

RANGERS

■ BEASTBOUND

Tweaks to one feature and one level-up option added:

Specialization feature

Battle-Bonded: When an adversary attacks you while they're within your companion's Melee range, you gain a +2 bonus to your Evasion against the attack. **Additionally, spend 2 Hope to do a Tag Team move with your companion.**

Companion Level-up Option

Battle-trained: When your companion is within Very Close range of

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your *Focus*, add your companion's damage die to your damage rolls against them, as your companion constantly harasses them and creates openings for your attacks.

■ BEASTBOUND

Tweaks to one feature:

Mastery feature

Apex Predator: Before you make an attack roll against your *Focus*, you can **spend a Hope**. On a successful attack, you remove a Fear from the GM's Fear pool. **Additionally, when your *Focus* is defeated, you clear a Stress and can mark a new focus at no cost.**

ROGUES

■ SYNDICATE

Tweaks to two features:

Foundation feature

Well-Connected: When you arrive in a prominent town or environment, you know somebody who calls this place home. **Otherwise spend 1 Hope to reach a contact.** Give them a name, note how you think they could be useful, and choose one fact from the following list...

Specialization feature

Contacts everywhere: Once per session, you can briefly call on a shady contact. Choose one of the following benefits and describe what brought them here to help you in this moment:

- They provide a **bag of gold**, a unique tool, or a mundane object that the situation requires.
- On your next action roll, their help provides a +3 bonus to the result of your Hope or Fear Die.
- The next time you deal damage, they snipe from the shadows, adding **d8 to your damage roll, using your proficiency.**

SERAPHS

■ WINGED SENTINEL

Tweaks to one feature:

Mastery feature

Power of the Gods: While flying, you deal an extra **2d8** damage instead of **1d8** from your "Wings of Light" feature.

SORCERERS

■ ELEMENTAL ORIGIN

Tweaks to one feature:

Foundation feature

Elementalist: Choose one of the following elements at character creation: air, earth, fire, lightning, water. You can shape this element into harmless effects. Additionally, **spend a Hope** and describe how your control over this element helps an action roll you're about to make, then either gain a +2 bonus to the roll or **2d4** bonus to the

roll's damage.

■ PRIMAL ORIGIN

One feature added:

Specialisation feature

Refined Manipulation: You can use your "Manipulate Magic" feature on an ally's spell when you initiate a Tag Team roll with them.

WARRIORS

■ CALL OF THE SLAYER

Tweaks to three features, and one feature added:

Foundation feature

Slayer: You gain a pool of dice called Slayer Dice. On a roll with Hope, you can place a d6 on this card instead of gaining a Hope, adding the die to the pool. **On a critical success, you automatically gain a Slayer Die and add it to your pool.** You can store a number of Slayer Dice equal to your Proficiency. When you make an attack roll or damage roll, you can spend any number of these Slayer Dice, rolling them and adding their result to the roll. At the end of each session, clear any unspent Slayer Dice on this card and gain a Hope per die cleared. **When you take Prepare as a downtime move, you can place 2d6s on the card instead of gaining 2 Hope.**

Specialisation feature

Weapon Specialist: You can wield multiple weapons with dangerous ease. When you succeed on an attack, you can spend a Hope to add one of the damage dice from your secondary weapon to the damage roll. Additionally, **once per rest**, when you roll your Slayer Dice, reroll any 1s.

Trophy: When you defeat an adversary of your tier or higher that is not a minion nor a member of a Horde, you can take a few minutes to collect a trophy and gain a Hope. While carrying a trophy, your Slayer Dice pool maximum increases by a number equal to the adversary's tier.

Mastery feature

Martial preparation: You're an inspirational warrior to all who travel with you. **When you take the "Prepare" downtime move during a rest**, describe how you instruct and train with your party. You and each ally who chooses this downtime move gain a d6 Slayer Die. A PC with a Slayer Die can spend it to roll the die and add the result to an attack or damage roll of their choice.

WIZARDS

■ SCHOOL OF WAR

Tweaks to one feature:

Foundation feature

Battlemage: You've focused your studies on becoming an unconquerable force on the battlefield. Gain an additional Hit Point slot. **Additionally, when you succeed with Hope on a Spellcast roll, add the result of your Hope Die to the damage of your spell.**