

Daggerheart Homebrew Weapon Builder

This analyzes the weapons in the Core Rulebook/SRD so you can homebrew simple new weapons that are (relatively) balanced with what's in the book.

STEP 1

Choose a Trait: Strength / Agility / Finesse / Knowledge / Instinct / Presence

STEP 2

Choose a Damage Type: Phy / Mag

STEP 3

Choose a Base. This weapon will be one-handed: we'll add bonuses if it's two-handed at the end. You might notice there's no difference between the columns for certain ranges. It be like that!

T is a number added to the damage modifier based on tier. This is the value of T:

Tier 1: T=0

Tier 2: T=3

Tier 3: T=6

Tier 4: T=9

For instance, a tier 4 weapon with d8+2+T would be d8+11.

Mundane Weapons (Based on Tier 1 Weapons)	Kinda Strong Weapons (Based on many core rulebook weapons, and some guesstimating)	Strong Weapons (Based on Motherboard and the strongest core rulebook weapons)
Melee d8+1 +T	Melee d10+1 +T	Melee d12+1 +T
Very Close d10 +T <i>OR</i> d8+3 +T	Very Close d10+1 +T <i>OR</i> d8+4 +T	Very Close d10+2 +T <i>OR</i> d8+5 +T
Close d8+1 +T	Close d8+1 +T	Close d10 +T
Far d6+1 +T	Far d6+1 +T	Far d8+1 +T

Very Far d6 +T	Very Far d6 +T	Very Far d6+1 +T
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STEP 4

Choose one feature, or make up a new feature based on the closest existing equivalent. The column on the right shows how to change the damage based on that feature. These damage calculations are often **VERY ESTIMATED** and may not feel balanced, or may make no sense when you compare them to each other. Nudge these damage bonuses/penalties around however feels right.

Basically: we can try to determine how much a certain tag is “worth” by looking at the change in damage between weapons with that Feature and their closest vanilla counterpart. But it’s impossible to know how much of that damage difference is due to A) whether a weapon is trying to be mundane or extra-strong, B) the intentionally chosen power/drawback of a certain feature, and C) the scaling that a weapon has based on its tier. And that assumes that all of the weapons and features are perfectly balanced, which they aren’t. I think the results you’ll get won’t be far off the mark, though.

If something says “for each tier”, then tier 1 = 1, tier 2 = 2, and so on.

Features from Tier 1	
Reliable: +1 to attack rolls	Dmg -1 for each tier
Massive: -1 to Evasion; on a successful attack, roll an additional damage die and discard the lowest result.	Dice Size +1 or dmg +1 and also dmg +1 for each tier
Heavy: -1 to Evasion	Dice Size +1
Cumbersome: -1 to Finesse	Dice Size +1 or Dmg +3
Quick: When you make an attack, you can mark a Stress to target another creature within range.	Dmg -1 for each tier
Returning: When this weapon is thrown within its range, it appears in your hand immediately after the attack.	Dmg -1 for each tier
Versatile: This weapon can also be used with these statistics—[Choose a Trait], Melee, d8+T.	Dmg -3 (just for the default damage, not the melee attack)
Powerful: On a successful attack, roll an	Dmg -3 or Dice Size -1

additional damage die and discard the lowest result.	
Damage dealt with this weapon treats the target's Major threshold as having a -2 penalty.	Dmg -1?
When you make an attack, you can mark a Stress to target another creature within Very Close range of the first target with that attack.	Dmg -2?
Your attack has disadvantage if the target is within Very Close range of you or within Melee range of one of your allies. You can mark a Stress to ignore this penalty.	Dice Size +2 and dmg +1
Features from Tier 2	
Brutal: When you roll the maximum value on a damage die, roll an additional damage die.	dmg -1 for each tier
Deadly: When you deal Severe damage, the target must mark an additional HP.	Dice Size -1 and also dmg -1
Scary: On a successful attack, the target must mark a Stress.	Dice Size -1
Reloading: After you make an attack, roll a d6. On a result of 1, you must mark a Stress to reload this weapon before you can fire it again.	Dmg +2 or Dice Size -1 and also dmg+3 (?) ... Or no change at all (this one is kinda random)
Pompous: You must have a Presence of 0 or lower to use this weapon.	Dmg +1
Versatile: This weapon can also be used with these statistics—[Choose a Trait], Far, d6+T.	dmg-2
Eruptive: On a successful attack against a target within Melee range, all other adversaries within Very Close range must succeed on a reaction roll (14) or take half damage.	Dice Size -1 and also dmg+2
Invigorating: On a successful attack, roll a d4. On a result of 4, clear a Stress.	dmg-1
Persuasive: Before you make a Presence Roll, you can mark a Stress to gain a +2 bonus to the result.	No change
Can be hidden to avoid detection	No change
You can make attacks against targets within Very	Dice size -1 and also dmg-3

Far range, but must do so with disadvantage.	
Spend a Hope to target a group of creatures within range. Targets you succeed against take half damage.	No change, but that might just be because the only weapon with this feature is stronger than usual
Features from Tier 3	
Sharpwing: Gain a bonus to your damage rolls equal to your Agility.	Dmg -2
Brave: -1 to Evasion; +3 to Severe damage threshold	Dmg -1
Devastating: Before you make an attack roll, you can mark a Stress to use a d20 as your damage die.	dmg-2
Dueling: When there are no other creatures within Close range of the target, gain advantage on your attack roll against them.	dmg-2
Lucky: On a failed attack, you can mark a Stress to reroll your attack.	Dmg-1 for each tier
Healing: During downtime, automatically clear a Hit Point.	Dmg-1 for each tier
Otherworldly: On a successful attack, you can deal physical or magic damage.	No change
Painful: Each time you make a successful attack, you must mark a Stress.	Dmg -1 for each tier and also damage dice become d20s
Timebending: You choose the target of your attack after making your attack roll.	Dmg -2
Self-Correcting: When you roll a 1 on a damage die, it deals 6 damage instead. [the die's max value]	Dmg -2
Burning: When you roll a 6 on a damage die, the target must mark a Stress.	Dmg -2
Once per scene, mark a Stress to move to Far range then make an attack. Gain a +1 bonus to your Proficiency on this attack.	Dmg -2
When an adversary within this weapon's range deals damage to you, you can mark 2 Stress to force them to mark a Hit Point.	Dice size -1 and also dmg +1

When you critically succeed on an attack, all PCs within Close range gain a Hope.	Dice size -1 and also dmg -1
When an attack from this weapon causes a target to mark 2 or more HP, they become temporarily Restrained.	Dmg -1
On a successful attack, you can mark a Stress to give an ally within Close range a +3 bonus to their next attack roll.	No change
Features from Tier 4	
Concussive: On a successful attack, you can spend a Hope to knock the target back to Far range.	Dmg -2
Destructive: -1 to Agility; on a successful attack, all adversaries within Very Close range must mark a Stress.	Dice Size +1 and also Dmg-2
Serrated: When you roll a 1 on a damage die, it deals 8 damage instead. [The die's max value]	Dice Size -1 and also Dmg-1 for each tier
Long: This weapon's attack targets all adversaries in a line within range.	Dice Size -1 and also Dmg-1 and then dmg-1 for each tier (only example in the book is Very Close)
Grappling: On a successful attack, you can spend a Hope to Restrain the target or pull them into Melee range with you.	Dmg-2 and also dmg-1 for each tier
Bouncing: Mark 1 or more Stress to hit that many targets in range of the attack.	dmg-1 for each tier
Hot: This weapon cuts through solid material.	Dmg +1 and then dmg-1 for each tier
Lifestealing: On a successful attack, roll a d6. On a result of 6, clear a Hit Point or clear a Stress.	Dmg -2 and then dmg-1 for each tier
Greedy: Spend a handful of gold to gain a +1 bonus to your Proficiency on a damage roll.	Dmg -2 and then dmg-1 for each tier
Bonded: Gain a bonus to your damage rolls equal to your level.	Dmg -2 and then dmg-1 for each tier
-1 to Agility; on a successful attack, all adversaries within Very Close range must mark a Stress.	Dmg +1

You can increase the range of this weapon up to Very Far. You gain a -1 penalty to attack rolls for each step you increase the range by (such as Melee to Very Close, Very Close to Close, or Close to Far).	No change
-1 to Agility; on a successful attack, all creatures within Very Close range of the target must mark a Hit Point.	Dice size +1 and dmg +3 (likely because the only weapon with this damage is intended to be strong)
When you deal Major or greater damage with this weapon, the target becomes temporarily Vulnerable.	Dmg -1
When you defeat a creature with this weapon, all adversaries within Close range must mark a Stress.	No change
You must mark a Stress to conjure this weapon. It lasts until the end of the scene.	Dice size -1 and dmg +3
When you make an attack with this weapon, you can spend a Hope to force all adversaries within Very Close range of the target to make a Reaction Roll (16). Creatures who fail must mark a Stress and are pulled into Melee range of the target.	Dice size -1 and dmg -2 and then dmg -1 per tier

STEP 4.5

If you'd like, you can change the size of the damage dice, changing the damage modifier to compensate.

Increase dice size by 1: subtract 2-3 damage. (for instance, d8+5 can become d10+2.)
Decrease dice size by 1: add 2-3 damage. (for instance, d12+1 can become d10+3.)

STEP 5

Surprisingly easy, this step. If the weapon is two-handed, choose one option below, or something comparable.

Dmg +2.

(For a more powerful option: instead do dmg +1 and then dmg +1 for each tier. This keeps pace with secondary weapons with the **Paired** feature.)

Protective: +1 Armor.

(For a more powerful option: instead do +1 armor for each tier. This keeps pace with secondary weapons with the **Protective** feature.)

If you wound up with a negative damage modifier going into this step, you must do one or both:

- Increase the damage modifier by 2 or 3, and also decrease the dice size by 1.
- Make the weapon two-handed and choose the dmg+ option above.

EXAMPLE

I want to gift my tier 2 Warrior a sword that lets them slash multiple enemies with teleport-like movements.

From Steps 1-3, I have a 1-handed Very Close Agility Weapon that deals d10+1+T phy damage. At tier 2, T is 3. So the damage is d10+4.

In Step 4, I give it the Quick tag, reducing the damage by 1 for each tier. So, d10+2. I want to simulate the idea of moving lightning-fast, so I rename the tag and rewrite the text, adding “End your move within melee range of one of the attack’s targets”.

In Step 5, I make it two-handed and give it +2 damage. I could make it stronger based on the math for two-handed weapons, but Very Close is a farther range than most Quick weapons usually have, so I think this will be balanced.

I wind up with:

Zephyr Sword

2-handed Agility Very Close | d10+4 phy

Teleport Slashes: You can mark a Stress to target an additional creature within range. End your move within melee range of one of the attack’s targets.