



DAGGERHEART

BARD CLASS PACKAGE

THESE MATERIALS ARE FROM **MARCH 12, 2024**. BEFORE STARTING EACH SESSION, WE RECOMMEND CHECKING TO SEE IF THERE ARE ANY UPDATES.

Contained within is everything you need to play the **Bard** class.
For character creation, you'll only need to **print out pages 2-10** of this package.

When you level up, print out the next applicable level page of this package.

*We welcome you to fill out the Player Survey using the QR code below or
at www.daggerheart.com/play each time you play a session of Daggerheart.
This is the best way to give us feedback about your experience.*



daggerheart.com/play

CHARACTER CREATION

1 CHOOSE A CLASS.

Your class represents what kind of character you'll be playing and will give you access to certain abilities and spells during the game. Take the character sheet specific for this class.

2 CHOOSE A SUBCLASS.

Each class has a number of subclasses to choose from that help better define what kind of focus you'd like your character to have. Take the Foundation card for your chosen subclass.

3 CHOOSE A HERITAGE.

Heritage is made up of both an Ancestry and a Community card. These two cards that establish your physical appearance and the kind of environment you grew up in.

4 SET YOUR TRAITS & EVASION.

Distribute the values -1, 0, 0, +1, +1, +2 across your Character Traits. When rolling, you'll add the value of that Character Trait to the roll. Then record your starting Evasion score.

5 SET YOUR THRESHOLDS & HOPE.

Each class will start with its own Damage Thresholds detailed on the character sheet under the Hit Points section. Record these in their appropriate spaces. Then take 2 Hope to start the game.

6 CHOOSE STARTING WEAPONS.

Decide what kind of weapons you want to start the game with, and record their details in the appropriate spaces.

7 CHOOSE STARTING ARMOR

Take one of the available starting armors, and record its details in the appropriate spaces.

8 TAKE YOUR STARTING INVENTORY.

The starting inventory for your class is listed on your character guide. Record those items in the Inventory section of your character sheet.

9 CHOOSE YOUR DESCRIPTION.

Make choices from the available options on your character guide or create your own. This will help you start to build out your character's look and attitude.

10 TAKE DOMAIN DECK CARDS.

Each class is made up of two different domains, listed below the class name on the character sheet. Choose two cards total from the Level 1 cards in those domains from the domain decks. You may share these decks with other classes. If you do, make sure to talk with them about what cards they're interested in as well.

11 ANSWER BACKGROUND QUESTIONS.

Use the background questions on your character guide as a jumping off point to build out your character's history.

12 GENERATE EXPERIENCE.

Use all of the choices and backstory you've made about your character so far to generate their Experience, a set of narrative words or phrases that represent the kinds of things they've learned or become on their journey so far. Assign one +2 and the other +1 as their starting values.

13 RECORD YOUR NAME & PRONOUNS.

Create a name for your character and choose what pronouns they use. Then share your character with the rest of the table when they're ready.

14 CREATE CONNECTIONS.

Ask any of the Connection questions on your character guide to the other characters at the table, or generate your own. Use this as an opportunity to also discuss how you all met, what brought you together, and why you've decided to travel as a party.



**YOU'RE NOW
READY TO PLAY!**

FIRST NAMES

Alucard, Ambrose, Astrid, Ash, Bellamy, Calder, Calypso, Clover, Chartreuse, Dahlia, Darrow, Deacon, Elowen, Emrys, Fable, Fiorella, Flynn, Gerard, Harlow, Hadron, Indigo, Inara, Jasper, Kai, Kismet, Leo, Marigold, Maverick, Mika, Moon, Nyx, Phaedra, Quill, Raphael, Ronan, Roux, Reza, Saffron, Sierra, Skye, Talon, Thea, Triton, Vala, Velo, Wisteria, Yarrow, Zahara.

REGION NAMES

Watcher's Ravine, Shattered Peaks, Holdland, Daves Pass, Branishar, Crown of the World, South Choir, Xuria, Wilting Valley, Bonecross, Roaming Sea, Mistvale, Hadriel's Wall, Bloomfare, Cloud Isles, Revenance, Mountains of Creation, Sunbearer's Crescent.

FAMILY NAMES

Abbot, Advani, Agoston, Baptiste, Belgarde, Blossom, Chance, Covault, Dawn, Dennison, Drayer, Emrick, Foley, Fury, Gage, Gallamore, Grove, Hartley, Humfleet, Hyland, Jones, Jordon, Knoth, Lagrange, Lockamy, Lyon, Marche, Merrell, Newland, Novak, Orwick, Overholt, Pray, Pyre, Rathbone, Rose, Seagrave, Spurlock, Thorn, Tringle, Warren, Worth, York, Zimarik

PLACE NAMES

Stone's Throw, Golden Goose, Black Willow, Limping Liar, Menagerie, Great Expectations, Wicked Smile, Crow's Nest, Balking Tide, Figero, Idle Fiend, Quiet Magnitude, Nero's Compass, Netherwell, Kross, Hollow Keep, Salute, Hearthbreak, Parting Gift, Fool's Gold.

GOD GENERATOR

Boreo, Hyteria, Solteris, Modar, Ceranova, Fynn, Isoldaer, Jarii, Kroka, Maritov, Zorrak, Syr, Chayoss, Hidnor, Thotalat, Runruse, Xota Fare, Ezotl.

-the God of-

Night, Mountains, Tides, Spring, Victory, Justice, Summer, Storm, Birth, Death, Sleep, Autumn, Peace, Miracles, Fire, Winter, Fame, Shadows, Light.

NAME	PRONOUNS	
HERITAGE	SUBCLASS	

EVADE
Start at 9

ARMOR

The diagram consists of six vertical columns, each representing a stat category. Each column has a header with a stat name and a circular icon, a central shield-shaped icon, and a list of skills below. The columns are: Agility (Sprint, Leap, Maneuver), Strength (Lift, Smash, Grapple), Finesse (Control, Hide, Tinker), Instinct (Perceive, Sense, Navigate), Presence (Charm, Perform, Deceive), and Knowledge (Recall, Analyze, Comprehend).

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

HIT POINTS & STRESS

Start at MINOR 3, MAJOR 8, and SEVERE 13.

The diagram illustrates the HP and STRESS scales. The HP scale consists of three main sections: MINOR, MAJOR, and SEVERE. Each section has a corresponding HP mark (Mark 1 HP, Mark 2 HP, Mark 3 HP). The STRESS scale is a horizontal bar with a gradient from light to dark, divided into segments.

HOPE

Spend Hope to use an experience or help an ally.

EXPERIENCE

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GOLD

HANDFULS **BAGS** **CHESTS** **HOARDS** **FORTUNE**

CLASS FEATURE

Rally

At the beginning of a session, place a **d6** on the spot to the right with the lowest value side (1) facing up. When anyone in your party rolls with Fear, increase the Rally die's value by one.

When you would increase the value above 6, remove the die, describe how you rally the party, and give every character who listens a 1d6 Rally die. They can spend this die to roll it and add the result to any action roll, reaction roll, or damage roll.

If your Rally die hasn't finished this countdown by the end of a session, distribute the current value shown on the die as Hope amongst your party, splitting it any way you choose, and remove the die.

The Rally die you distribute increases to 1d8 at Level 5.

ACTIVE WEAPONS

PROFICIENCY ○

PRIMARY

NAME	TRAIT & RANGE	DAMAGE DICE
FEATURE		

SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE
FEATURE		

ACTIVE ARMOR

NAME	BASE SCORE
FEATURE	

INVENTORY

INVENTORY WEAPON

NAME	TRAIT & RANGE	DAMAGE DICE
FEATURE		

INVENTORY ARMOR

NAME	BASE SCORE
FEATURE	

BARD

CHARACTER GUIDE

As a Bard, you know how to get people to talk, bring attention to yourself, and use words or music to influence the natural world around you.

SUGGESTED TRAITS:

0 Agility, -1 Strength, +1 Finesse,
0 Instinct, +2 Presence, +1 Knowledge

SUGGESTED PRIMARY WEAPON:

Rapier - Presence Melee - d8 (Phy)
Feature: Small (+1 to Agility)

SUGGESTED SECONDARY WEAPON:

Dagger - Finesse Melee - d8 (Phy)
Feature: Paired (+2 to Primary Weapon damage in melee)

SUGGESTED ARMOR:

Breastplate Armor - Armor Score 5

INVENTORY:

TAKE:

a torch, 50ft of rope, basic supplies,
and a handful of gold.

THEN CHOOSE BETWEEN:

a minor health potion
OR a minor stamina potion.

AND EITHER:

a romance novel
OR a letter never opened.

THEN DECIDE WHAT YOU CARRY

YOUR SPELLS IN:
songbook, journal, etc.

CHARACTER DESCRIPTION:

Choose one (or more) from each line,
or make your own.

Clothes that are: sleek, extravagant, wild,
fancy, loud, oversize, ragged

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

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

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

Attitude like: a ringmaster, a magician, a
barkeep, a rockstar, a swashbuckler

BACKGROUND QUESTIONS

Who from your community taught you to have such
confidence in yourself?

You were in love once. Who was it with, and how did they hurt you?

You've always looked up to another Bard.
Who are they and why do you idolize them?

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

CONNECTIONS

After sharing your characters, ask any of these questions
to the others in your party.

What made you realize we were going to be such good friends?

What do I do that annoys you?

Why do you grab my hand at night?

LEVELS 2-4

At Level 2, take an additional Experience.

When you level up, record it on your
character sheet, then choose two available
options from the list below and mark them.

- ☐☐☐ Increase two unmarked Character
Traits by +1 and mark them.
 - ☐ Permanently add one Hit Point Slot.
 - ☐ Permanently add one Stress Slot.
 - ☐ Increase two Experiences by +1.
 - ☐ Increase your Proficiency by +1.
 - ☐ Permanently add one Armor Slot or
take +1 to your Evasion.
 - ☐ Increase your Major Damage
Threshold by +2.
 - ☐ Increase your Minor Damage
Threshold by +1.

Then increase your Severe Damage
Threshold by +2 and choose a new Domain
Deck card at your Level or lower.

LEVELS 5-7

At Level 5, take an additional Experience
and clear all marks on Character Traits.

When you level up, record it on your character
sheet, then choose two from the list below or any
unmarked above and mark them.

- ☐☐☐ Increase two unmarked Character Traits
by +1 and mark them.
 - ☐ Permanently add one Hit Point Slot.
 - ☐ Permanently add one Stress Slot.
 - ☐ Increase two Experiences by +1.
 - ☐☐ Increase your Proficiency by +1.
 - ☐☐ Permanently add one Armor Slot or
take +1 to your Evasion.
 - ☐ Increase your Major Damage Threshold by
+2 OR Severe Damage Threshold by +4.
 - ☐ Increase your Minor or Major Damage
Threshold by +1.
 - ☐ Take an upgraded subclass card. Then
cross out the multiclass option for this tier.
- ☐☐ 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.

Then, increase your Damage Thresholds: Major by
+1 and Severe by +3. Then choose a new Domain
Deck card at your Level or lower. If your loadout is
full, you may choose a card to swap.

LEVELS 8-10

At Level 8, take an additional Experience
and clear all marks on Character Traits.

When you level up, record it on your character
sheet, then choose two from the list below or any
unused above and mark them.

- ☐☐☐ Increase two unmarked Character
Traits by 1 and mark them.
 - ☐ Permanently add one Hit Point Slot.
 - ☐ Permanently add one Stress Slot.
 - ☐ Increase two Experiences by +1.
 - ☐☐ Increase your Proficiency by +1.
 - ☐☐ Permanently add one Armor Slot or
take +1 to your Evasion.
 - ☐ Increase your Severe Damage
Threshold by +4.
 - ☐ Increase your Major Damage
Threshold by +1.
 - ☐ Take an upgraded subclass card. Then cross
out the multiclass option for this tier.
- ☐☐ 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.

Then, increase your Damage Thresholds: Minor by
+1, Major by +1, and Severe by +4. Then choose a
new Domain Deck card at your Level or lower. If your
loadout is full, you may choose a card to swap.



STARTING PRIMARY WEAPONS – PHYSICAL

Name	Trait	Range	Feature	Damage	Damage Type	Burden
Battleaxe	Strength	Melee		d10+2	Phy	
Warhammer	Strength	Melee	Large: -1 to Agility.	d12+2	Phy	
Greatsword	Strength	Melee	Massive: -1 Agility, roll one extra damage die and drop the lowest.	d10+2	Phy	
Mace	Strength	Melee		d8	Phy	
Saber	Agility	Melee		d8	Phy	
Longsword	Agility	Melee	Reliable: +1 to attack rolls with this weapon	d8	Phy	
Shortsword	Agility	Melee		d10	Phy	
Rapier	Presence	Melee	Small: +1 to Agility.	d8	Phy	
Dagger	Finesse	Melee	Quick: Mark stress to attack an additional target in range.	d8	Phy	
Quarterstaff	Instinct	Melee		d10+2	Phy	
Halberd	Strength	Very Close		d10	Phy	
Shortbow	Agility	Far		d8+2	Phy	
Crossbow	Finesse	Far		d8	Phy	
Longbow	Agility	Very Far	Cumbersome: -1 to Evasion.	d10+2	Physical	

STARTING PRIMARY WEAPONS – MAGIC

Name	Trait	Range	Feature	Damage	Damage Type	Burden
Arcane Gauntlets	Strength	Melee		d10+2	Mag	
Hallowed Axe	Strength	Melee		d10	Mag	
Hand Runes	Instinct	Melee		d10	Mag	
Glowing Rings	Agility	Very Close		d10+2	Mag	
Shortstaff	Instinct	Close		d10	Mag	
Returning Blade	Finesse	Close		d8+2	Mag	
Wand	Knowledge	Far		d8	Mag	
Dualstaff	Instinct	Far		d8+2	Mag	
Scepter	Presence	Far	Versatile: Presence Melee - d10	d8+2	Mag	
Greatstaff	Knowledge	Very Far	Powerful: Roll one extra damage die and drop the lowest.	d6+2	Mag	

STARTING SECONDARY WEAPONS

Name	Trait	Range	Feature	Damage	Damage Type	Burden
Round Shield	Strength	Melee	Protective: Add +2 to your armor score.	d4	Phy	
Tower Shield	Strength	Melee	Barrier: Add +4 to your armor score, -2 to Evasion.	d6	Phy	
Dagger	Finesse	Melee	Paired: +2 to Primary Weapon damage in melee.	d8	Phy	
Shortsword	Agility	Melee	Paired: +2 to Primary Weapon damage in melee.	d10	Phy	
Whip	Agility	Very Close	Whipcrack: Mark stress to scatter enemies in melee back to close range.	d6	Phy	
Grappler	Agility	Close	Hook: On a successful attack, you may also pull the target into melee with you.	d6	Phy	
Crossbow	Finesse	Far		d8	Phy	

STARTING ARMOR

Name	Feature	Armor Score
Leather Armor	Light: +1 to Evasion.	3
Breastplate Armor		5
Chainmail Armor	Heavy: -1 to Evasion.	7
Full Plate Armor	Very Heavy: -2 to Evasion and -1 Agility.	9

PLAY GUIDE

ACTION ROLLS

When the GM calls for an action roll:



ACTION ROLL RESULTS

- **On a critical success**, you get what you want and a little more. Gain a Hope and clear a Stress.
- **On a success with Hope**, you pull it off well and get what you want. Gain a Hope.
- **On a success with Fear**, you get what you want, but it comes with a cost or consequence. You might get attacked, gain limited information, attract danger, etc. The GM gains a Fear.
- **On a failure with Hope**, things don't go to plan. You probably don't get what you want and must face the consequences. Gain a Hope.
- **On a failure with Fear**, things go really bad. You probably don't get what you want, and there is a major consequence or complication because of it. The GM gains a Fear.

DAMAGE ROLLS

When you make a successful attack: Roll a number of weapon dice equal to your proficiency and add them together.

If the attack roll was a Critical Success: Take the maximum potential value of all your damage dice added together, and add it as a modifier to your damage roll.

USING ARMOR

When you are attacked: If you are taking damage, you may mark armor slots to reduce the amount by your armor score. Multiple armor slots may be marked to reduce the damage further.

QUICK REFERENCE

Advantage: Add 1d6 advantage die to your action roll.

Disadvantage: Subtract 1d6 disadvantage die from your action roll.

Help An Ally: Spend a Hope and roll a **d6** advantage die to add to the ally's action roll. If multiple PCs want to help, they each spend Hope and roll a **d6** advantage die, and the highest result from the group is added to the action roll.

Tag Team Roll: Each player can choose one time per session to spend three Hope and initiate a Tag Team move with another PC. When you do, work with your chosen partner to describe how your two characters combine their actions in a unique and exciting way. Both you and your partner make separate action rolls, but before resolving the roll's outcome, choose one of the rolls to apply for both of your results.

Vulnerable: A condition that allows any rolls against that creature to be at advantage.

Restrained: A condition that keeps the target from moving.

Temporary: When a spell, condition, etc. is temporary, it means the GM can end it by spending Fear.

DOWNTIME

SHORT REST

Each player may swap any number of domain cards in their Loadout for domain cards in their Vault, then choose two of the options below.

Tend to Wounds

Describe how you temporarily patch yourself up and clear 1d4 hit points. You may choose to do this on an ally instead.

Clear Stress

Describe how you blow off steam or pull yourself together, and clear 1d4 stress.

Repair Armor

Describe how you spend time quickly repairing your armor and clear two used Armor Slots. You may choose to do this to an ally's armor instead.

Prepare

Describe how you are preparing yourself for the path ahead and gain Hope.

LONG REST

Each player may swap any number of domain cards in their Loadout for domain cards in their Vault, then choose two of the options below.

Tend to Wounds

Describe how you patch yourself up and remove all marked Hit Points. You may choose to do this on an ally instead.

Clear Stress

Describe how you blow off steam or pull yourself together, and clear all marked Stress.

Repair Armor

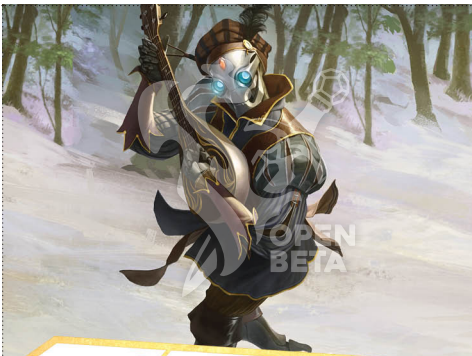
Describe how you spend time repairing your armor and clear all of its Armor Slots. You may choose to do this to an ally's armor instead.

Prepare

Describe how you are preparing for the next day's adventure, then gain Hope. If you choose to Prepare with one or more members of your party, you may each take two Hope.

Work on a Project

Establish or continue work on a project. The GM might ask for a roll to determine how much to tick down on the completion track.



CLANK

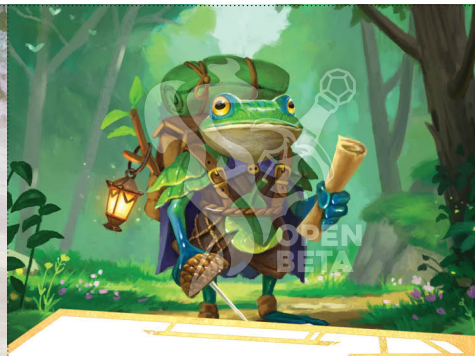
ANCESTRY

Clanks are sentient mechanical beings built from such materials as metal, wood, stone, and clay, to resemble humanoid, animals, or even inanimate objects.

Purposeful Design: Decide who you were created by and for what purpose. When you generate your Experiences at character creation, choose one that reflects this purpose and add +1 to it.

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RIBBET

ANCESTRY

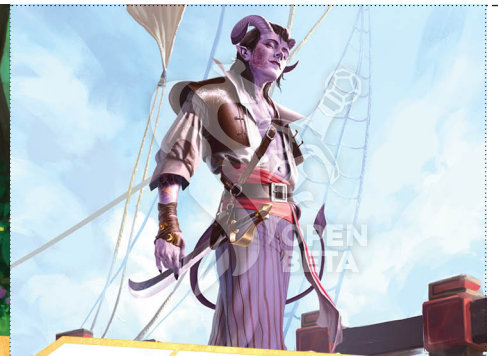
Those of ribbet ancestry resemble anthropomorphic frogs with protruding eyes and webbed hands and feet.

Amphibious: You can breathe and move underwater just as easily as on land.

Long Tongue: You can use your long, powerful tongue to grab onto things close to you. You may also mark **Stress** to unleash it as a Finesse Close weapon that does **d12** physical damage.

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DAEMON

ANCESTRY

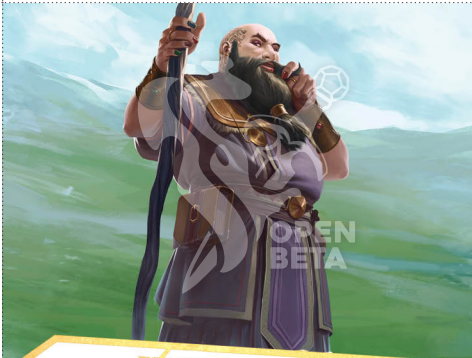
Those of daemon ancestry are the humanoid descendants of the Fallen Gods, who possess sharp canines, pointed ears, and horns that come in a variety of styles.

Fearless: When you roll with **Fear**, you may choose to mark a **stress** instead of the GM gaining **Fear**.

Dread Visage: You have advantage on rolls to intimidate other non-Daemon creatures.

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DWARF

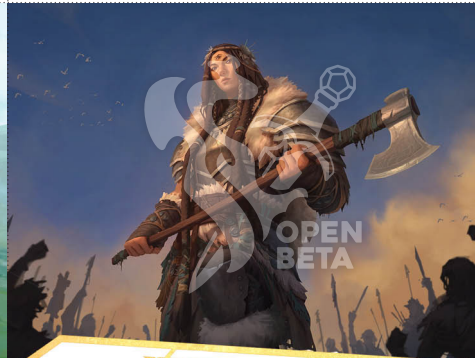
ANCESTRY

Dwarves are most easily recognized as short humanoids with square features, dense musculature, and thick hair.

Increased Fortitude: When you should take physical damage, you may spend three **Hope** to only take half the damage instead.

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GIANT

ANCESTRY

Giants are very tall humanoids with long arms, broad stature, and one to three eyes.

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

Reach: Any melee weapon you wield has its range increased to very close.

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ELF

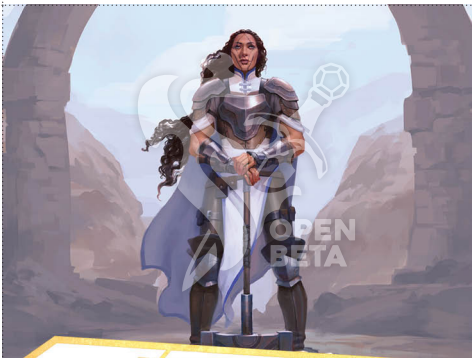
ANCESTRY

Elves are typically tall humanoids with pointed ears and acutely attuned senses.

Celestial Trance: During a long rest, as one of your actions, you may choose to drop into an Elven Trance. When you do, roll a number of **d8** equal to the **Stress** you have marked, and clear all Stress. If any of these dice have a matching value, also clear all Hit Points.

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HUMAN

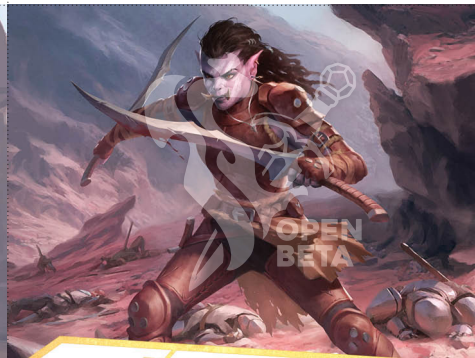
ANCESTRY

Those of human ancestry are most easily recognized by their dexterous hands, rounded ears, and bodies built for endurance.

Perseverance: When you fail a roll that utilized one of your Experiences, you may spend a **Hope** to reroll. You must take the new result.

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ORC

ANCESTRY

Orcs are most easily recognized as humanoids with square features and boar-like tusks.

Sturdy: When you should mark an armor slot, roll a **d6**. On a **5+**, you don't mark the armor slot but still reduce the incoming damage by your armor score.

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HALFLING

ANCESTRY

Halflings are typically smaller humanoids, with large hairy feet and prominent, rounded ears.

Little Lucky: At the beginning of each session, give everyone in your party a **Hope**. You may always reroll a **1** on your Hope Die. If you do, take the new result instead.

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DRAKONA

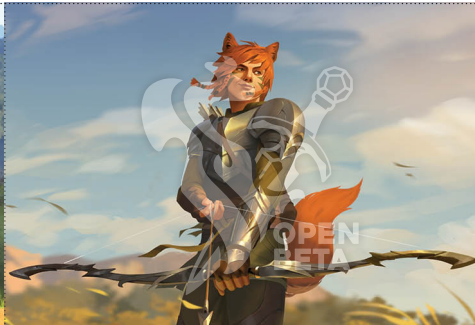
ANCESTRY

Drakona resemble wingless dragons in humanoid form and possess a powerful elemental breath.

Elemental Breath: At character creation choose one of the following elements to describe your elemental breath: Fire, Ice, Lightning, Poison, Acid. Spend a **Hope** to make an Instinct Roll using your breath against an enemy or group of enemies within close range. Deal **d8** magic damage to all enemies you succeed against.

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KATARI

ANCESTRY

Those of katari ancestry are feline humanoids with soft fur and high, triangular ears.

Feline Instincts: On any Agility Rolls, you may mark a **Stress** to reroll your Hope Die. If you do, take the new result instead.

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FAERIE

ANCESTRY

Those of faerie ancestry are winged humanoid creatures with insect-like features.

Wings: Mark **Stress** to take flight until you next roll with **Fear**. While flying, your Evasion score increases by **+2**.

Luckbender: Once per session, after you or an ally in close range makes an Action Roll, you can mark a **Stress** to allow a reroll of the Duality Dice. If you do, take the new result.

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FAUN

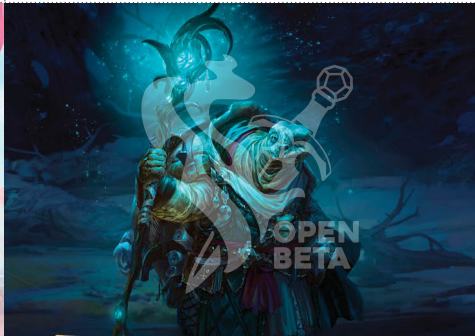
ANCESTRY

Those of faun ancestry resemble goats in humanoid form, with curving horns, square pupils, and cloven hooves.

Headbutt: Give the GM one **Fear** to headbutt an enemy you move into melee with. The target immediately takes **d8** direct physical damage and can't be targeted again by this attack during the fight.

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GALAPA

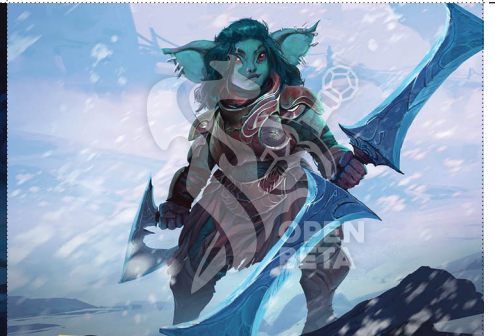
ANCESTRY

Those of galapa ancestry resemble anthropomorphic turtles, with a large, domed shell into which the head and limbs that can retract inside for defense.

Shell of Protection: The shell on your back always protects you. Add your Proficiency to your armor score.

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GOBLIN

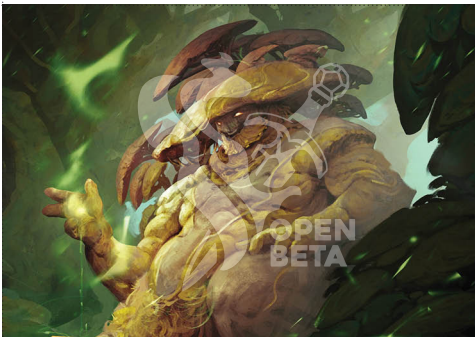
ANCESTRY

Those of goblin ancestry are small humanoids typically recognized by their large eyes and massive, membranous ears.

Danger Sense: Once per short rest, you may mark a **stress** to make the GM reroll an attack roll. If it still hits you, reduce the incoming value by your Proficiency.

[Artist Name TK]

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FUNGRIL

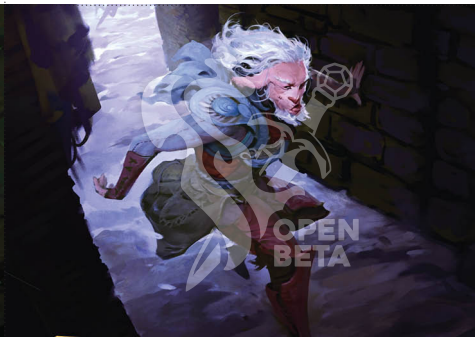
ANCESTRY

Fungrils resemble a mushroom in humanoid form, bearing the features of the fungus from which they descend.

Always Connected: To speak with other Fungril across distance to access their hivemind of information, make an Instinct roll. At character creation, describe what ritual you must perform to tap into this connection.

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FIRBOLG

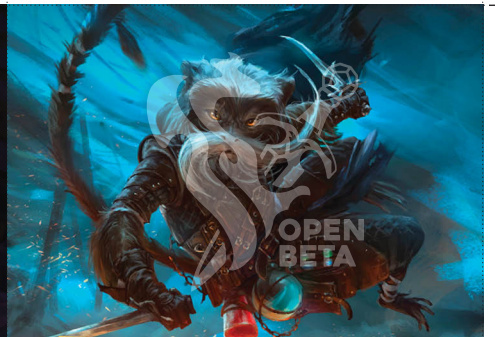
ANCESTRY

Firbolgs resemble cows in a humanoid form, typically recognized by their broad nose and long ears.

Natural Calm: Whenever you should mark a **Stress**, roll **1d6**. On a **6**, you take no **Stress**.

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SIMIAH

ANCESTRY

Simiah resemble anthropomorphic monkeys and apes, with long limbs and prehensile feet.

Nimble: Take advantage on Agility Rolls that involve balancing and climbing and add **+1** to your Evasion at character creation.

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HIGHBORNE

Being part of a Highborne community means you were born into a life of elegance, opulence, and prestige within the upper echelons of society.

Inheritance: You have advantage on any rolls you make when consorting with nobles, negotiating prices, or leveraging your reputation to get what you want. Take an extra handful of gold at character creation.

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RIDGEBORNE

Being part of a Ridgeborne community means you call the rocky peaks and sharp cliffs of the mountainside home.

Steady: You have advantage on traversing dangerous cliffs and ledges, navigating harsh environments, and survival knowledge. Also gain +1 to your Armor Score.

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SEABORNE

Being part of a Seaborne community means you grew up on or near a large body of water.

Safe Harbor: Once per session, when you take a short or long rest, you may take one additional downtime action.

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UNDERBORNE

Being part of an Underborne community means that you're from a subterranean society.

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

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WILDBORNE

Being part of a Wildborne community means you were raised by a clan deep within the forest.

Lightfoot: Your movement is naturally silent. Gain advantage on any Action Rolls you make to move without being heard. Spend a **Hope** to also grant this ability to an ally while they stay within very close range of you.

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LOREBORNE

Being part of a Loreborne community means you were brought up in a place that favored strong academic or political prowess.

Well-Read: You have advantage on any rolls you make that deal with the history, culture, or politics of a prominent person or place.

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ORDERBORNE

Being part of an Orderborne community means you were raised in a place of great discipline or faith, and uphold a set of principles that reflect your experience there.

Dedicated: Record three sayings or values your upbringing instilled in you. Once per short rest, when you describe how you're embodying one of these principles through your current action, you may roll with a **d20** as your Hope Die instead of a **d12**.

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WANDERBORNE

Being part of a Wanderborne community means that you were raised as a nomad, not having a permanent home but experiencing a wide variety of cultures.

Nomadic Pack: Add a Nomadic Pack to your inventory. Once per session, you may spend a **Hope** to reach into this pack and pull out a common item that is useful in this situation. Work with the GM to figure out what this item is.

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SLYBORNE

Being part of a Slyborne community means growing up in the underbelly of society, surrounded by criminals and con artists.

Scoundrel: You have advantage on any rolls where you're negotiating with criminals, detecting lies, or finding a safe place to hide.

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SPELL

ENRAPTURE

Make a **Spellcast Roll** against a close target. On a success, you can temporarily keep their attention on you, narrowing their field of view and drowning out any sound but your voice. You may also mark a **Stress** on a success to deal **2 Stress** to the target.

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SPELL

INSPIRATIONAL WORDS

You can imbue your speech with enhancing power. You can mark a **Stress** when you recite your words and choose an option from the list below to grant to an ally who hears it:

- Clear a Stress
- Heal a Hit Point.
- Gain a Hope.

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ABILITY

DEFT DECEIVER

Spend a **Hope** to take advantage on a roll you make to deceive or trick someone into believing a lie you tell them.

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GRIMOIRE

BOOK OF ILLIAT

Slumber: Make a **Spellcast Roll** against a very close target. On a success, they fall into a temporary sleep until they take damage or the GM spends a **Fear** to awaken them.

Arcane Barrage: Spend any number of **Hope** to shoot magical projectiles and automatically strike an enemy within close range. Roll an amount of **d6** equal to the **Hope** you spent, and deal that much magic damage.

Telepathy: You may open a line of mental communication with one target you can see. This connection lasts until you use this spell to connect with another creature.

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GRIMOIRE

BOOK OF TYFAR

Wild Flame: Make a **Spellcast Roll** against up to three enemies very close to you. A flame erupts from your hand, dealing **2d6** magic damage to any you succeed against.

Magic Hand: You can reach out with a magical hand the same size and strength as your own to anywhere within far range of you.

Mysterious Mist: Spend a **Hope** to cast a temporary, thick fog that encircles a stationary area up to very close range your current location. Everyone within is **hidden** to anybody outside the fog.

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GRIMOIRE

BOOK OF AVA

Power Push: Make a **Spellcast Roll** against a target in melee range. On a success, they are blasted back to far range and take **d10** magic damage.

Tava's Armor: You may spend a **Hope** to give a target you can touch **+1d6** to their **Armor** score the next time they spend an **Armor Slot**. You cannot stack Tava's **Armor** multiple times onto a single creature.

Ice Spikes: Make a **Spellcast Roll** to summon large ice spikes within very far range. You may also treat them as a ranged weapon against a target or group. On a success, they deal **d6** physical damage.

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BARD

WORDSMITH

Foundation

SPELLCAST: PRESENCE

Heart of a Poet: When speaking to a person you're trying to impress, persuade, or offend, use at least three rhyming words and spend a **Hope** to add **1d4** to the **Action Roll** against them.

Rousing Speech: Once per long rest, you can give a heartfelt, inspiring speech. All allies that can hear you clear a **Stress**.

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BARD

TROUBADOUR

Foundation

SPELLCAST: PRESENCE

When you select this Foundation, describe a unique instrument you carry and add it to your inventory. You may perform each song once per long rest:

- When you play a relaxing song during a moment of calm, you and any close allies heal **1 Hit Point**.
- When you play an epic song during battle, make a target temporarily **Vulnerable**.
- When you play a heartbreaking song at any time, you and any close allies take a **Hope**.

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SPELL

TELL NO LIES

Make a **Spellcast Roll** against a target within very close range. On a success, they can't lie to you while they remain within close range, but they are not compelled to speak. If you ask them a question and they refuse to answer, they mark a **stress** and the spell ends.

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SPELL

THOUGHT DELVER

You can peek into the minds of others. Spend a **Hope** to read the vague surface thoughts of a target within far range. Make a **Spellcast Roll** against the target to delve for deeper, more hidden thoughts.

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GRIMOIRE

BOOK OF VAGRAS

Runic Lock: You can infuse a rune upon an object that can close (a lock, chest, box, bag, etc). It will lock the object from being opened by anyone besides those you choose. The spell can be broken by somebody with magic and an hour of time to study it.

Arcane Door: When you have no enemies in melee range, make a **Spellcast Roll** (13). On a success, spend **Hope** to disappear from where you are and reappear somewhere within far range you can see.

Reveal: Make a **Spellcast Roll**. If there is anything hidden within close range the roll would succeed against, it is no longer hidden.

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GRIMOIRE

BOOK OF SITIL

Adjust Appearance: You can magically shift your appearance and clothing to avoid recognition.

Parallela: Spend a **Hope** to cast this spell on yourself or one ally close to you. The next time that creature makes an attack, they can split the damage between any targets in range that the attack roll succeeds against.

Illusion: Make a **Spellcast Roll** (14). On a success, create a temporary visual illusion no larger than you within close range that will last for as long as you look at it. It holds up to scrutiny until an observer is within melee range.

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INVISIBILITY

Make a **Spellcast Roll (10)** while touching a creature. On a success, mark a **Stress** and the target becomes *hidden* for 1 hour, until you cast this spell again, or until the target makes an Attack or **Spellcast Roll**.

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HYPNOTIC SHIMMER

Make a **Spellcast Roll** against any enemies in front of you within close range. On a success, once per short rest, you create an illusion of flashing colors and lights that can temporarily stun any enemies you succeed against, leaving them unable to move or act. While in combat, the GM can't spend tokens from the action tracker to activate stunned creatures.

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BOOK OF NORAI

Mystic Tether: Make a **Spellcast Roll** against a target within far range. On a success, they are temporarily prevented from moving. If you target a flying creature, they are instead brought to the ground and are temporarily unable to fly.

Fireball: Make a **Spellcast Roll** against a target within very far range. On a success, you throw a sphere of fire towards them that explodes upon impact. The target and all creatures very close to them must make a **Reaction Roll (12)**. On a failure, they take **d8** magic damage. On a success, they take half damage (rounded up).

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BOOK OF KORVAX

Levitation: Make a **Spellcast Roll** to temporarily lift and move a target you can see up into the air within close range of where it currently is.

Recant: You may spend a **Hope** to make a target roll a **Reaction Roll (15)**. On a failure, they forget the last minute of your conversation.

Rune Circle: Spend a **Hope** to create a temporary magical circle on the ground around you. Any creatures in melee range of this circle, or who enter melee range of this circle, take **2d12** magic damage and are pushed out at the end of their action.

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ABILITY

SOOTHING SPEECH

During a short rest, when you use the *Tend to Wounds* downtime action on another character, you may speak supportive words to heal an extra Hit Point on them. When you do, also heal two of your own.

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SPELL

THROUGH YOUR EYES

Point to a target within very far range. You can now see through their eyes and hear through their ears. You may return to this vision at any time until you cast another spell or mark a Hit Point.

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GRIMOIRE

BOOK OF GRYNN

Arcane Deflection: Once per long rest, spend a **Hope** to completely negate any incoming damage from a single attack on you or an ally very close to you.

Time Lock: Target a non-living object within far range. That object stops in time and space exactly where it is for a number of minutes equal to your Level. If a creature tries to move it, make a **Spellcast Roll** against them to maintain this spell.

Wall of Flame: Mark a **Stress** to create a temporary wall of magical flame between two points within far range. Anything that passes through it takes **4d10** magic damage.

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GRIMOIRE

BOOK OF EXOTA

Counterspell: Make a **Spellcast Roll** against a magical effect or spell about to happen within close range. On a success, the GM will tell you how many **Stress** you can spend to end it.

Create Construct: Spend a **Hope** to choose a group of objects around you and create an animated construct from them that obeys basic commands. When it acts, roll an amount of **d6** equal to your Knowledge Trait and pick the highest result. On a **6**, it succeeds. On a **3-5**, it succeeds, but with complications. On a **2-1**, or when it takes damage, it returns to raw material.

Its attacks deal **2d10** physical damage. You can only hold one construct at a time.

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SPELL

WORDS OF DISCORD

When you whisper words of discord to an adversary in melee range, make a **Spellcast Roll (13)**. On a success, the GM immediately makes an attack against another enemy instead of against you or your allies. If in combat, the GM spends a token from the action tracker to do so.

Once this attack is over, the target will realize what has happened. On the next use of Words of Discord against them, add **+5** to the **Spellcast Roll** difficulty.

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ABILITY

SECRET PLAN

Once per long rest, you may explain how you've secretly had preparation in place for the kind of situation you're in, and describe what it is. The GM will tell you how much **Stress** you need to mark for it.

- **1 Stress** for something reasonable.
- **2 Stress** for something reasonable but complex.
- **4 Stress** for something difficult and complex.

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SPELL

TELEPORT

Once per long rest, you have the ability to instantly teleport yourself and a number of willing targets within close range to a place known to you. Choose one option below to take additional modifiers, then make a **Spellcast Roll (16)**:

- If you know the place very well, take **+5**.
- If you've visited the place frequently, take **+3**.
- If you've visited the place infrequently, take **+1**.
- If you've only been there once, no modifiers.
- If you've never been there, take **-4**.

On a success, you appear where you were intending to go. On a failure, you appear off course, with the range of failure signifying how far off course.

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SPELL

MANIFEST WALL

Spellcast Roll (15). On a success, once per short rest, spend a **Hope** to create a temporary magical wall at any angle up to 50 feet high from one point, within far range of you, to another. Any creatures or objects in its path are shunted to one side. It will dissipate at the end of your next long rest, or when you use this spell again.

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BARD

WORDSMITH

Specialization

You know your moving words can boost the morale of the group. When you use your skills as linguist to raise a member of your group up, once per session you can do one of the following:

- Allow them to find a mundane object or tool they need.
- Help an Ally by spending a **Hope** as usual, but roll a **d8** instead of a **d6** for your advantage die.
- Give them an additional Downtime activity during their next rest.

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BARD

TROUBADOUR

Specialization

Your rallying songs also help steel the courage of those who listen. Anybody who receives a Rally die from you via your Rally ability can also choose to either gain a **Hope** or clear a **Stress**.

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SPELL

SHARE THE BURDEN

Once per short rest, you can absorb **Stress** from a willing creature you can touch. The target describes what intimate knowledge or emotions leak from their mind telepathically in this moment between you. Then, transfer any number of their marked **Stress** to you and you also gain a **Hope** for each **Stress** transferred.

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ABILITY

NEVER UPSTAGED

When you mark one or more Hit Points from an attack, you may mark a **Stress** to place a number of tokens on this card equal to the number of Hit Points you marked. On your next attack, you may increase your Proficiency by **+1** for each token on this card, then clear all tokens.

If you have any tokens remaining on this card when you take a long rest, clear that much **Stress**.

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SPELL

BANISH

Choose a target creature within close range. You can temporarily banish them from this realm. Roll an amount of **d20s** equal to your Spellcast Trait and tell the GM the highest result. The GM must make a **Reaction Roll** with a target number of this result.

If the target succeeds, they mark a **Stress**. If they fail, once per short rest, they are banished. Every time any player rolls with **Fear**, the GM reduces the target number by one and makes another **Reaction Roll**. If it succeeds, the creature returns from banishment.

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SPELL

SIGIL OF RETRIBUTION

Mark a **Stress** to mark a close enemy with a Sigil of Retribution. Every time that enemy does damage to you or your allies, put a **d8** on this card up to a maximum of your level. Any time you attack this enemy, you may choose to roll these dice and add their value to your total damage. This spell ends when you cast this spell on another creature.

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BARD
LEVEL 6



SPELL

GRACE TOUCHED

When a majority of the domain cards in your loadout are from the Grace domain:

- You may mark an Armor Slot instead of marking Stress.
- When you get a critical success on an Action Roll, an enemy within close range takes **2 Stress**, or an ally within close range gains **2 Hope**.

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ABILITY

ENDLESS CHARISMA

Whenever you make an **Action Roll** to persuade, lie, or garner favor, you can spend a **Hope** to reroll the **Hope** or **Fear** die and take the new result instead.

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ABILITY

CODEX TOUCHED

When a majority of the domain cards in your loadout are from the Codex domain:

- You can always mark a **Stress** to add your proficiency to a spellcast roll.
- Once per short rest, you may replace this card with any card from your Vault instead without paying a Recall cost.

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GRIMOIRE

BOOK OF HOMET

Pass Through: Make a **Spellcast Roll (13)**. On a success, once per short rest, you and anyone who is touching you can pass through a solid object like a wall or door. The solid object must not be thicker than a distance within close range of where the spell was cast.

Plane Gate: Make a **Spellcast Roll (14)**. On a success, once per long rest, you open a gateway to a location in another dimension or plane of existence that you are aware of. This gateway lasts for 1 minute, or until you wish it to close.

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SPELL

ASTRAL PROJECTION

Once per long rest, mark a **Stress** to create a projected copy of yourself that can appear anywhere you've been before.

You can see and hear through it as though it were you, and can affect the world as though you were there. Anyone investigating this projection can tell it's of magical origin. This spell ends at your next short rest or when your projection takes any damage.

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SPELL

MASS ENRAPTURE

Make a **Spellcast Roll** against all enemies within far range. Any you succeed against temporarily keep their attention on you, narrowing their field of view and drowning out any sound but your own. You may also mark a **Stress** to deal **Stress** to all targets who are enraptured.

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GRIMOIRE

BOOK OF VYOLA

Memory Delve: Make a **Spellcast Roll** against a target within far range. On a success, you get into the mind of the creature and ask a question. The GM will describe any memories they have that pertain to the answer.

Shared Clarity: Once per long rest, **spend Hope** to choose two willing creatures. Whenever one of them should mark **stress**, they can choose between the two of them who marks it. This spell will automatically end at their next rest.

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SPELL

HAVEN

Spend **2 Hope** to summon your Haven, a large interdimensional home for you and your allies to take shelter in. When you do, a magical door appears somewhere within close distance of you and is only enterable by those you choose. Once inside, you can make the entrance invisible. You and anyone else inside can always exit. Once you leave, the doorway must be summoned again.

When you take a rest within your own Haven, you can take an additional Downtime Action.

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BARD

WORDSMITH

Mastery

The Rally die you distribute increases to a **d10**.

In addition, whenever you Help an Ally, when you narrate the moment as if you were writing the tale of their heroism in a memoir, your advantage die to help them is a **d10**.

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BARD

TROUBADOUR

Mastery

Your craft rivals the greats, your skill and creativity unbounded. You may perform each of your Foundation songs an additional time per long rest.

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ABILITY

MASTER OF THE CRAFT

Add **+3** to any two of your Experiences, or **+5** to any one of your Experiences. Then permanently put this card into your Vault.

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SPELL

COPYCAT

Once per long rest, this card can mimic the features of any other active Domain card in another player's loadout of Level **8** or lower. You must spend **Hope** equal to half the card's level (rounded up), and this lasts until your next short rest.

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GRIMOIRE

BOOK OF RONIN

Transform: Make a **Spellcast Roll** (15). On a success, immediately transform into the shape of an inanimate object you can picture in your mind no larger than twice your normal size. You can remain in this shape until you take Hit Point damage. You can move in this form, but it might draw attention.

Stable Portal: Once per long rest, mark a **Stress** and choose two points within very far distance of you. A temporary portal will open up at both of those points, and any creature may use this portal to move between these two points freely. The spell will end at your next short rest.

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SPELL

DISINTEGRATION WAVE

Make a **Spellcast Roll** (14) On a success, once per long rest, the GM will tell you what enemies within far range have a difficulty of 14 or lower. You may mark a **Stress** for each one you wish to hit with this spell. They are immediately killed and cannot come back to life by any means.

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SPELL

NOTORIOUS

People know who you are and what you've done, and will treat you differently because of it. Whenever you leverage your notoriety to get what you want, mark a **Stress** before you roll to take **+10** to the result. All food and drinks for you are always free wherever you go, and everything else you buy is reduced in price by one chest of gold (to a minimum of one handful).

This card must remain in your loadout, but doesn't count towards your domain card maximum.

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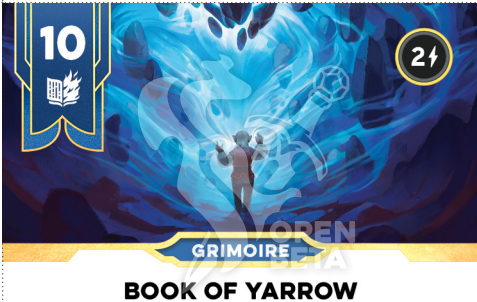
SPELL

ENCORE

When an ally within close distance of you deals damage to an enemy, you may make a **Spellcast Roll** against that same enemy. On a success, you immediately do the same amount of damage to them as your ally dealt. If your **Spellcast Roll** succeeds with **Fear**, place this card into your Vault afterward.

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GRIMOIRE

BOOK OF YARROW

Timejammer: Make a **Spellcast Roll (18)**. On a success, time temporarily slows to a halt for everyone within far range except for you. It automatically resumes the next time you make an action roll that targets another creature or after a number of minutes equal to your Knowledge Trait.

Magic Immunity: Spend **5 Hope** to become immune to magic damage until your next short rest.

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SPELL

TRANSCENDENT UNION

Once per long rest, spend **5 Hope** to cast this spell on two or more willing creatures that wish to be bonded. Until your next short rest, any creatures that have this union with each other can always share Hit Points Slots and Stress Slots between them.

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