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# DAGGERHEART

## DRUID CLASS PACKAGE

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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 **Druid** class.  
For character creation, you'll only need to **print out pages 2-11** 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](http://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](http://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.

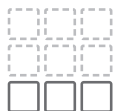


**EVASION**

Start at 8



**ARMOR**



### HIT POINTS & STRESS

Start at MINOR 4, MAJOR 9, and SEVERE 14.



**HP** ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

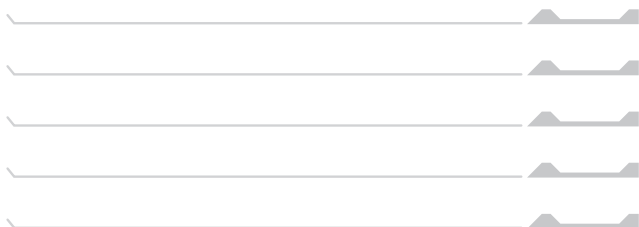
**STRESS** ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

### HOPE

Spend Hope to use an experience or help an ally.



### EXPERIENCE



### GOLD



### CLASS FEATURE

#### Wildtouch

You can perform harmless, subtle effects that involve nature at will. (Ex: causing a flower to rapidly grow, summon a slight gust of wind, start a campfire, etc)

#### Beastform

Mark a Stress to transform into a magical creature (in the Beastform list) equal to your level or lower. You lose the use of your features, equipment, and domain cards but gain the features, attack trait, and armor score of the creature. You can drop out of this form at any time.

NAME

PRONOUNS

HERITAGE

SUBCLASS

LEVEL

**AGILITY**



Sprint  
Leap  
Maneuver

**STRENGTH**



Lift  
Smash  
Grapple

**FINESSE**



Control  
Hide  
Tinker

**INSTINCT**



Perceive  
Sense  
Navigate

**PRESENCE**



Charm  
Perform  
Deceive

**KNOWLEDGE**



Recall  
Analyze  
Comprehend

### ACTIVE WEAPONS

PROFICIENCY ☐ ☐ ☐ ☐ ☐ ☐ ☐

#### PRIMARY

| NAME    | TRAIT & RANGE | DAMAGE DICE |
|---------|---------------|-------------|
| FEATURE |               |             |

#### SECONDARY

| NAME    | TRAIT & RANGE | DAMAGE DICE |
|---------|---------------|-------------|
| FEATURE |               |             |

### ACTIVE ARMOR

| NAME    | BASE SCORE |
|---------|------------|
| FEATURE |            |

### INVENTORY

|  |  |  |
|--|--|--|
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|  |  |  |

#### INVENTORY WEAPON

| NAME    | TRAIT & RANGE | DAMAGE DICE |
|---------|---------------|-------------|
| FEATURE |               |             |

#### INVENTORY ARMOR

| NAME    | BASE SCORE |
|---------|------------|
| FEATURE |            |

# DRUID

## CHARACTER GUIDE

As a Druid, you are a force of nature, preserving the balance of life and death by channeling the wilds themselves through you.

### SUGGESTED TRAITS:

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

### SUGGESTED PRIMARY WEAPON:

Shortstaff - Instinct Close - d10 (Mag)

### SUGGESTED SECONDARY WEAPON:

Round Shield - Strength Melee - d4 (Phy)

Feature: Protective (Add +2 to your armor score.)

### SUGGESTED ARMOR:

Leather Armor - Armor Score 3

Feature: Light (+1 Evasion)

### 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 small bag of rocks & bones OR  
a strange pendant found in the dirt.

### CHARACTER DESCRIPTION:

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

**Clothes that are:** natural, grown, scraps, regal,  
patchwork, loose, camouflaged

**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 guide, a hippie, a dog, a  
firecracker, a witch

## BACKGROUND QUESTIONS

Why was the community you grew up in so reliant on  
nature and its creatures?

What was the first bond you made with a wild animal? Why did it end?

Who has been trying to hunt you down?  
What do you think they want from you?

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 did you confess to me that makes me leap out into  
danger for you every time?

What animal do I tell you that you remind me of?

What affectionate nickname have you given me?

## 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 +2, 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.



## LEVEL ONE

### AGILE SCOUT

(FOX, MOUSE, WEASEL, ETC)

+1 Agility | Attack: Agility - d4 (phy) | Evasion: +2 | Armor Score: 3

Take advantage on: Sneak, Locate, Dodge

**Agile:** Your movement is silent and you may spend Hope to get anywhere within Far range without needing to make a check.

**Fragile:** When you take Major Damage or greater, you drop Beastform.

### PACK PREDATOR

(WOLF, COYOTE, HYENA ETC)

+2 Strength | Attack: Strength - d8(phy) | Evasion: +1 | Armor Score: 4

Take advantage on: Attack, Sprint, Track

**Pack Hunting:** When you make an attack on the same target as an ally right before you, add an additional d8 to your damage dice pool.

### AQUATIC SCOUT

(FISH, EEL, OCTOPUS, ETC)

+1 Agility | Attack: Agility - d4 (phy) | Evasion: +3 | Armor Score: 2

Take advantage on: Navigate, Sneak, Swim

**Aquatic:** You can breathe and move naturally underwater.

**Fragile:** When you take Major Damage or greater, you drop Beastform.

## LEVEL TWO

### WINGED BEAST

(RAVEN, HAWK, OWL, ETC)

+1 Finesse | Attack: Finesse - d4 (phy) | Evasion: +3 | Armor Score: 3

Take advantage on: Locate, Dodge, Deceive

**Bird's Eye View:** You can fly at will while in this form. When you are flying and look down at the landscape below in an attempt to understand a situation better, make an action roll. On a success, you gain new, useful information here. Take a d6 bonus die you may use or give to an ally to add to their action roll when acting on this information.

**Hollow Bones:** You reduce your Damage Thresholds by -2 in this form.

### BRUTISH BEAST

(BEAR, BULL, MOOSE, ETC)

+1 Strength | Attack: Strength - d6 (phy) | Evasion: +2 | Armor Score: 6

Take advantage on: Navigate, Scare, Protect

**Rampage:** When you are rolling damage from an attack, for every 6 you roll you may roll another d6 and add it to your damage roll. Before making an Attack roll, you can take a Stress to gain +1 Proficiency to the attack (once per attack).

**Thick Hide:** You increase your Damage Thresholds by +2 in this form.

## LEVEL FIVE

### GREAT WINGED BEAST

(GIANT EAGLE, FALCON, ETC)

+2 Finesse | Attack: Finesse - d8 (phy) | Evasion: +3 | Armor Score: 5

Take advantage on: Locate, Dodge, Deceive

**Bird's Eye View:** You can fly at will while in this form. When you are flying and look down at the landscape below in an attempt to understand a situation better, make an action roll. On a success, you gain new, useful information here. Take a d6 bonus die you may use or give to an ally to add to their action roll when acting on this information.

**Carrier:** You are able to carry 1-2 people and still maintain flight.

### SPEEDY BEAST

(PANTHER, ANTELOPE, HORSE, ETC)

+2 Agility | Attack: Agility - d8 (phy) | Evasion: +4 | Armor Score: 7

Take advantage on: Sprint, Dodge, Leap

**Charging Speed:** You can move Very Far without having to roll. If you successfully attack a creature after moving Far or more, you can add 2d8 physical damage to the attack.

**Carrier:** You are able to carry 1-2 people and still maintain speed.

## LEVEL SEVEN

### AQUATIC PREDATOR

(SHARK, ORCA, ETC)

+2 Agility | Attack: Agility - d10 (phy) | Evasion: +4 | Armor Score: 5

Take advantage on: Track, Attack, Swim

**Aquatic:** You can breathe and move naturally underwater.

**Vicious Maul:** When you successfully attack a creature, you can spend a Hope to make them temporarily Vulnerable.

### GREAT PREDATOR

(DIRE WOLF, SABERTOOTH TIGER, RAPTOR, ETC)

+2 Strength | Attack: Strength - d12 (phy) | Evasion: +4 | Armor Score: 8

Take advantage on: Track, Attack, Sneak, Sprint

**Vicious Maul:** When you successfully attack a creature, you can spend a Hope to make them temporarily Vulnerable.

**Carrier:** You are able to carry 1-2 people and still maintain speed.

## LEVEL NINE

### MASSIVE BEHEMOTH

(ELEPHANT, MAMMOTH, RHINOCEROS ETC)

+3 Strength | Attack: Strength - d10 (phy) | Evasion: +4 | Armor Score: 10

Take advantage on: Protect, Scare, Damage Terrain

**Trample:** You can spend a Hope to move up to Far range in a straight line over smaller creatures and make a melee attack roll. All creatures you passed over who your roll successfully hits take damage.

**Mighty Carrier:** You are able to carry 1-4 people and still maintain speed.



## STARTING PRIMARY WEAPONS – PHYSICAL

| Name         | Trait    | Range      | Feature                                                                    | Damage | Damage Type | Burden |
|--------------|----------|------------|----------------------------------------------------------------------------|--------|-------------|--------|
| Battleaxe    | Strength | Melee      |                                                                            | d10+2  | Phy         |        |
| Warhammer    | Strength | Melee      | <b>Large:</b> -1 to Agility.                                               | d12+2  | Phy         |        |
| Greatsword   | Strength | Melee      | <b>Massive:</b> -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      | <b>Reliable:</b> +1 to attack rolls with this weapon                       | d8     | Phy         |        |
| Shortsword   | Agility  | Melee      |                                                                            | d10    | Phy         |        |
| Rapier       | Presence | Melee      | <b>Small:</b> +1 to Agility.                                               | d8     | Phy         |        |
| Dagger       | Finesse  | Melee      | <b>Quick:</b> 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   | <b>Cumbersome:</b> -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        | <b>Versatile:</b> Presence Melee - d10                          | d8+2   | Mag         |        |
| Greatstaff       | Knowledge | Very Far   | <b>Powerful:</b> 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      | <b>Protective:</b> Add +2 to your armor score.                                         | d4     | Phy         |        |
| Tower Shield | Strength | Melee      | <b>Barrier:</b> Add +4 to your armor score, -2 to Evasion.                             | d6     | Phy         |        |
| Dagger       | Finesse  | Melee      | <b>Paired:</b> +2 to Primary Weapon damage in melee.                                   | d8     | Phy         |        |
| Shortsword   | Agility  | Melee      | <b>Paired:</b> +2 to Primary Weapon damage in melee.                                   | d10    | Phy         |        |
| Whip         | Agility  | Very Close | <b>Whipcrack:</b> Mark stress to scatter enemies in melee back to close range.         | d6     | Phy         |        |
| Grappler     | Agility  | Close      | <b>Hook:</b> 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     | <b>Light:</b> +1 to Evasion.                     | 3           |
| Breastplate Armor |                                                  | 5           |
| Chainmail Armor   | <b>Heavy:</b> -1 to Evasion.                     | 7           |
| Full Plate Armor  | <b>Very Heavy:</b> -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

*Downtime represents moments of respite within the perilous journey player characters are on together. It is not only an opportunity to recover and prepare for what lies ahead, but also a time to share more quiet, intimate scenes that help to build or showcase the relationships characters have with one another.*

## 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.

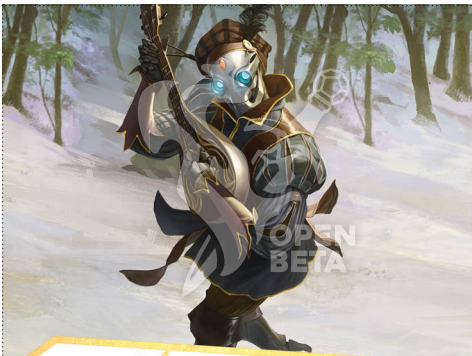
### Prepare

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

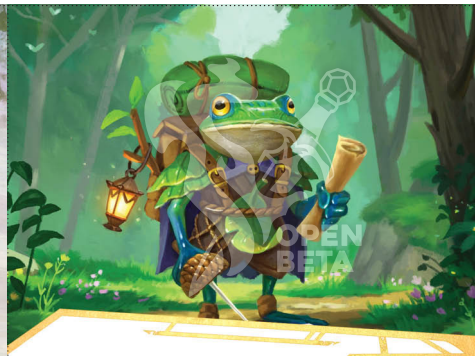
ANCESTRY

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.

[Artist Name TK]

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## RIBBET

ANCESTRY

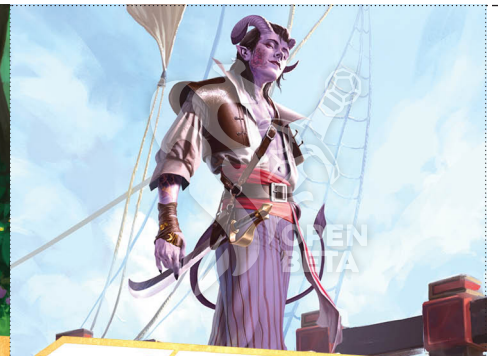
Those of ribbet ancestry resemble anthropomorphic frogs with protruding eyes and webbed hands and feet.

**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

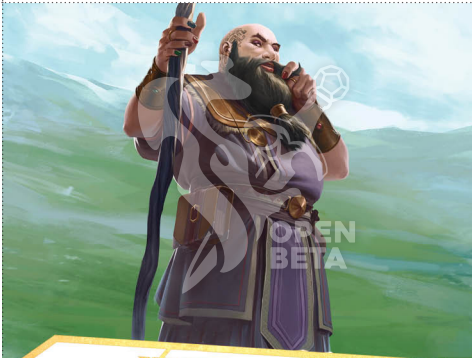
Those of daemon ancestry are the humanoid descendants of the Fallen Gods, who possess sharp canines, pointed ears, and horns that come in a variety of styles.

**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

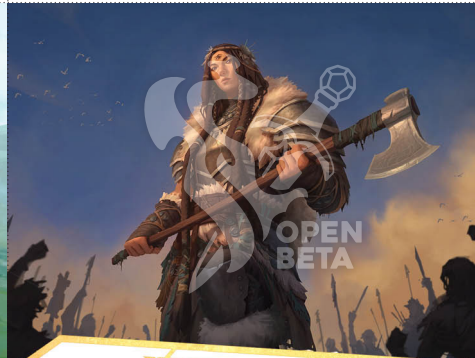
ANCESTRY

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

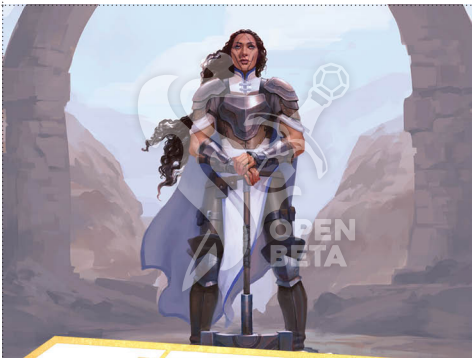
ANCESTRY

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

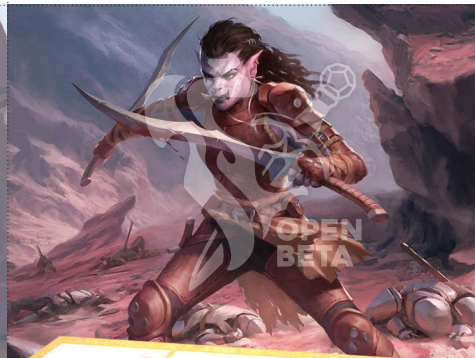
ANCESTRY

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

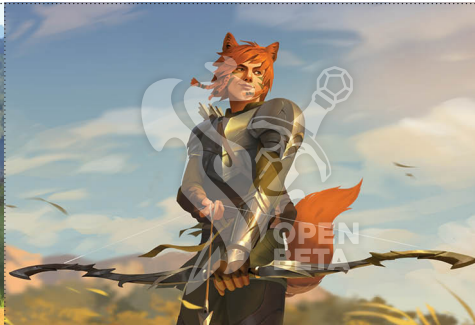
ANCESTRY

*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

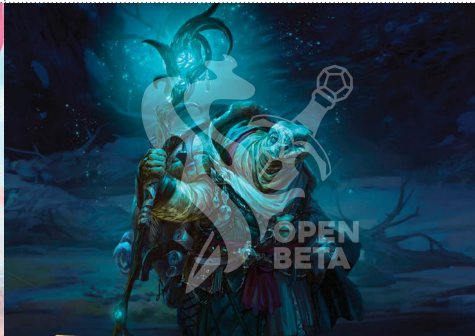
ANCESTRY

*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

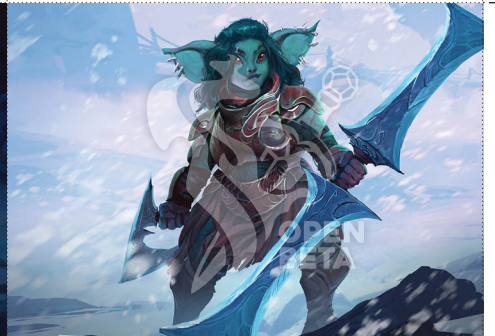
ANCESTRY

*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

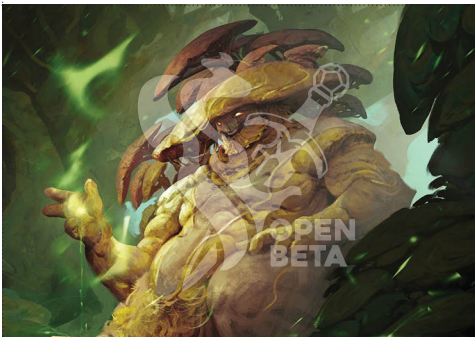
ANCESTRY

*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.

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## FUNGRIL

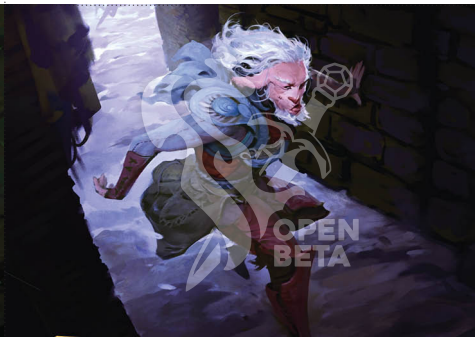
ANCESTRY

*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

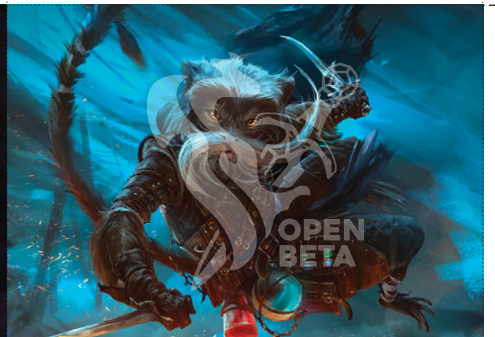
ANCESTRY

*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.

[Artist Name TK]

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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.

[Artist Name TK]

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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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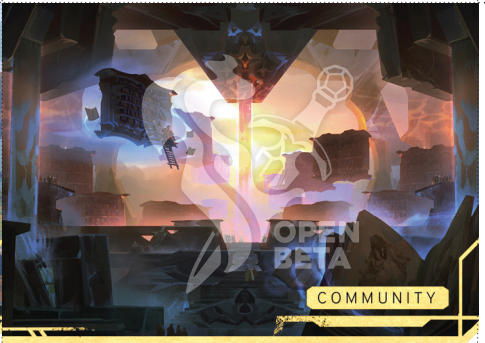
## WILDBORNE

*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.

[Artist Name TK]

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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.

[Artist Name TK]

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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**.

[Artist Name TK]

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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

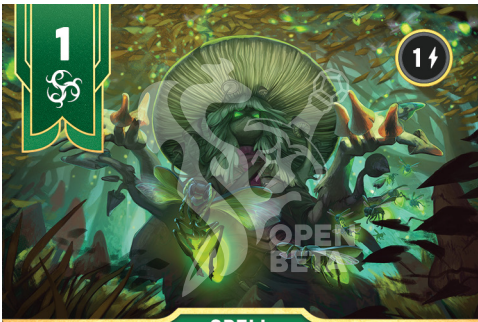
*Being part of a Slyborne community means growing up in the underbelly of society, surrounded by criminals and con artists.*

**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

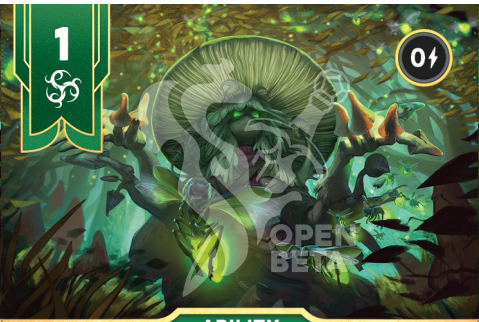
VICIOUS ENTANGLE

Make a **Spellcast Roll** against a target within far range. On a success, roots and vines reach out from the ground and temporarily Restrain them, dealing **1d8** physical damage.

On a success, you may also spend a **Hope** to temporarily Restrain any enemies very close to your target.

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ABILITY

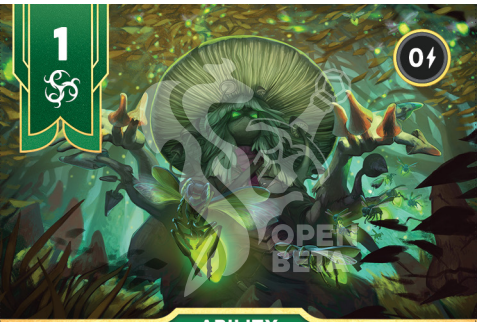
GIFTED TRACKER

Make a **Spellcast Roll** to track or ask the GM one question you'd be able to learn about a specific creature or group of creatures based on signs of their passage. If you **spend Hope** before the roll, you can double your spellcast trait as the modifier.

If you encounter any creatures you've tracked, your Evasion against them is **+2**.

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ABILITY

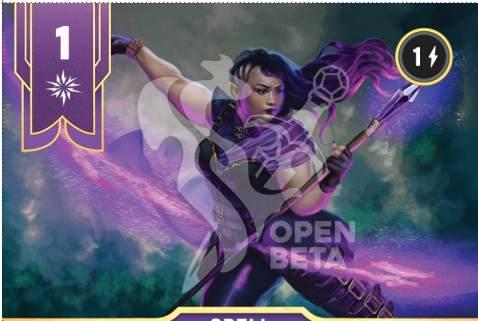
NATURE'S TONGUE

You can speak the language of the hidden, natural world. When you want to speak to the plants and animals around you, make an **Instinct Roll (12)**. On a success, they'll give you the information they know. With **Fear**, their knowledge might be limited or come at a cost.

In addition, whenever you make a **Spellcast Roll** while within a natural environment, you may spend a **Hope** before the roll to add **+1** to the result.

[Artist Name TK]

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SPELL

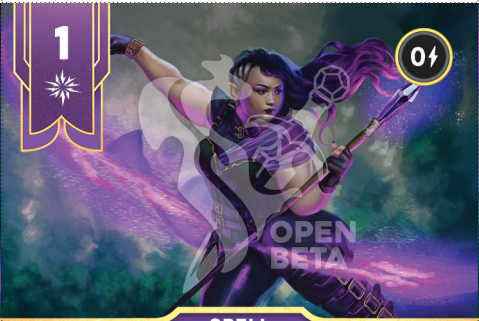
UNLEASH CHAOS

At the beginning of a session, place a number of tokens equal to your Spellcast Trait on this card.

You can make a **Spellcast Roll** against a target within far range and spend any number of tokens to channel raw energy from within yourself and unleash against them. On a success, roll a number of **d10** equal to the tokens you spent, and do that much magic damage to the target. Mark a **Stress** to replenish this card with tokens, up to your Spellcast Trait. Clear all tokens at the end of the session.

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SPELL

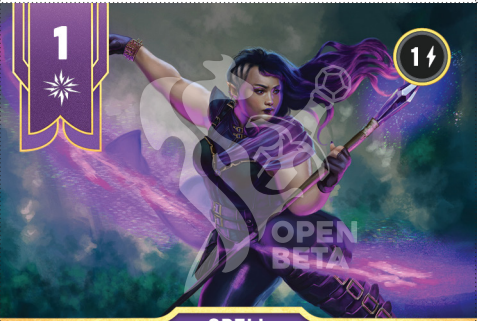
RUNE WARD

You have a deeply personal token or trinket that can be infused with protective magic and held as a ward by you or an ally. Describe what it is and why it's important to you. When the holder of the ward takes damage, they can spend **Hope** to reduce it by **1d8**.

If the ward die rolls an **8**, its power will temporarily end after it reduces damage this turn. It can be recharged for free on your next rest.

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SPELL

WALL WALK

Spend a **Hope** to allow a creature you can touch to climb on walls and ceilings as easily as walking on the ground below. This spell will end after ten minutes or when you cast it on another creature.

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DRUID

WARDEN OF THE ELEMENTS

Foundation

SPELLCAST: INSTINCT

**Elemental Incarnation:** Mark a Stress to embody an elemental spirit from the list below, lasting for up to 1 hour or until you use this ability again. This ability can be used during (and overlap with) Beastform.

- **Fire:** When an enemy in melee range deals damage to you, they take **1d8** magical damage.
- **Earth:** You gain **+2** Armor Score.
- **Water:** You have advantage on Agility Rolls and can breathe underwater.
- **Air:** You gain **+2** Evasion.

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DRUID

WARDEN OF RENEWAL

Foundation

SPELLCAST: INSTINCT

**Clarity of Nature:** Once per long rest, you may create a space of natural serenity around you. After spending a few minutes resting within the space, you can clear Stress equal to your Instinct trait, distributed as you choose between you and your allies.

**Regeneration:** Touch a creature and spend **3 Hope** to heal **1d4** of their Hit Points.

[Artist Name TK]

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DRUID  
LEVEL 1



SAGE: LEVEL 2



SPELL

NATURAL FAMILIAR

Spend a **Hope** to summon a small nature spirit or forest critter to your side until your next short rest, you use this spell again, or until it takes damage. If you spend an additional **Hope**, they can be a familiar that flies. You can communicate with it, you may make a **Spellcast Roll** to command it to perform simple tasks, and you can mark a **Stress** to see through its eyes.

While this creature is summoned, when you deal damage to an enemy the critter is in melee range with, you deal an additional **1d6** physical damage.

[Artist Name TK]

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SPELL

CONJURE SWARM

**Tekaira Armored Beetles:** Mark an Armor Slot to encircle yourself in beetles. When you take damage, you can reduce the damage by your Armor Score. Anytime you reduce damage in this way, the beetles will dissipate unless you spend a **Hope** to keep them active.

**Fire Flies:** Make a **Spellcast Roll** against any close enemies. On a success, spend **Hope** to have the fire flies swarm them, doing **2d8** magic damage to all targets you succeeded against.

[Artist Name TK]

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ARCANA: LEVEL 2



SPELL

CINDER GRASP

Make a **Spellcast Roll** against a target in melee range. On a success, the target instantly bursts into flames, dealing **1d20** magic damage and temporarily catching them on fire.

Any time a creature tries to act while on fire, it must take an additional **2d6** magic damage if it is still on fire at the end of its action.

[Artist Name TK]

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SPELL

FLOATING EYE

You can spend a **Hope** to create a single, small floating orb that you can control anywhere within very far range from you. While controlling it, you can choose to see through its vision as though it's your own. If the orb takes damage or moves out of range, the spell will immediately end.

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SPELL

TOWERING STALK

You can conjure a thick, twisting stalk within close range that can be easily climbed. It's height can grow up to far range.

When you conjure it, you may also mark a **Stress** to use it as an attack. If you do, make a **Spellcast Roll** against any group of targets within close range. It erupts beneath any you're successful against, lifting them into the air and dropping them for **3d8** physical damage.

[Artist Name TK]

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SPELL

CORROSIVE PROJECTILE

Make a **Spellcast Roll** against a creature within far range. On a success, mark a **Stress**, deal **d6** magic damage to the target, and the target's Difficulty value is temporarily reduced by 1.

[Artist Name TK]

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SPELL

COUNTERSPELL

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

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SPELL

FLIGHT

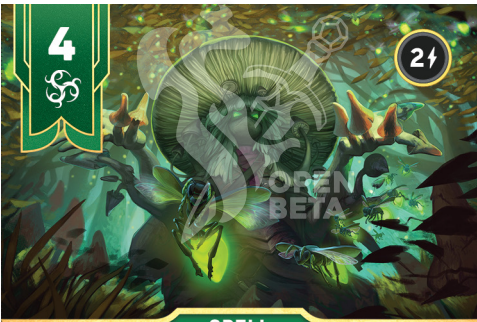
Mark a **Stress** to take flight for a number of minutes equal to your level. While flying, you may spend a **Hope** to pick up and carry another creature approximately your size or smaller. You cannot carry more than one other creature at a time.

[Artist Name TK]

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SPELL

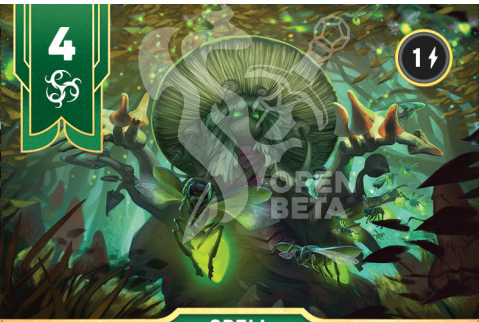
HEALING FIELD

Once per long rest, you can conjure a field of small, healing plants around you. Everywhere within close range of you bursts to life with vibrant nature, causing you and your allies in the area to immediately heal one Hit Point.

Spend a **Hope** to increase the healing power of this spell to two Hit Points.

[Artist Name TK]

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SPELL

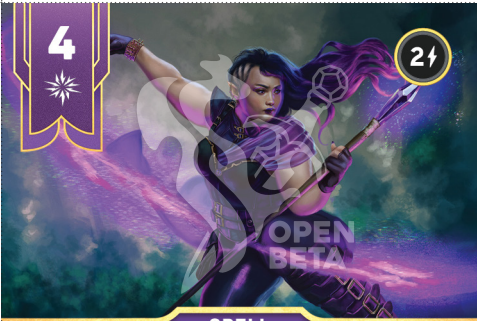
DEATH GRIP

Choose an option below and make a **Spellcast Roll** against the target. On a success, vines reach out from your hands, causing the chosen effect and making them *restrained*.

- Pull the target into *melee range* of you or pull yourself into *melee range* with it.
- Constrict the target to deal **2 Stress**.
- Any enemies between you and the target must make a **Reaction Roll (13)** or be hit by vines, dealing **3d6** physical damage.

[Artist Name TK]

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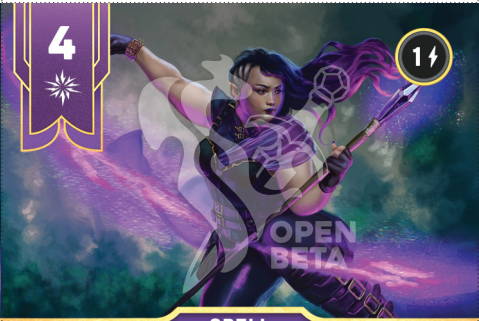
SPELL

PRESERVATION BLAST

Make a **Spellcast Roll** against all enemies within *melee range* of you. Any you succeed against are hurled into *far range*. Roll an amount of **d8s** equal to your **Spellcast Trait** and also do that much magic damage to each of them.

[Artist Name TK]

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SPELL

BLINK OUT

Make a **Spellcast Roll (12)**. On a success, spend a **Hope** and vanish, teleporting to another place you can see within *very far range*. If any creatures are very close to you when you succeed, you can spend an additional **Hope** each to bring them with you.

[Artist Name TK]

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SAGE: LEVEL 5



SPELL

GROVE DOME

Make a **Spellcast Roll (13)** to grow a natural barricade in the shape of a dome for you and up to one ally to hide within. You immediately become *hidden* as long as you stay within, but may reveal yourself out the top of the dome to make ranged attacks. The dome has the damage thresholds below and lasts until it takes three Hit Points. Place tokens on this card to represent marking Hit Points.



[Artist Name TK]

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SPELL

THORN SKIN

Once per short rest, spend a **Hope** while touching a willing creature and place a number of tokens equal to your Spellcast Trait on this card. Whenever the target takes damage, you can remove any number of these tokens to roll that number of **d6s**. Then reduce the incoming damage by that amount and, if the attacker is in melee, deal that amount of damage back to them.

When you take a rest, clear all tokens.

[Artist Name TK]

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ARCANA: LEVEL 5



ABILITY

CHAIN LIGHTNING

Once per short rest, make a **Spellcast Roll** against every adversary in front of you within close range. On a success, the GM must make a **Reaction Roll (16)** for the targets. On a failure, they take **3d8** plus a number of **d8s** equal to your Spellcast Trait in magic damage. On a success, they take half damage (rounded up).

[Artist Name TK]

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SPELL

PREMONITION

You can channel the arcane energy to have visions of the future. Once per long rest, immediately after the GM conveys the consequences of you rolling with **Fear**, you may make that event your Premonition. You instead rescind the action and consequences like they never happened and choose another action instead.

[Artist Name TK]

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SUBCLASS: SPECIALIZATION



DRUID

WARDEN OF RENEWAL

Specialization

You may use any of your Foundation features while in Beastform.

Once per long rest, you can magically repair armor outside of downtime. When you do, you or any ally in close range of you can clear a number of Armor Slots equal to your Instinct.

[Artist Name TK]

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DRUID

WARDEN OF THE ELEMENTS

Specialization

Once per short rest, while in Elemental Incarnation, you can give the area within close range of you an effect from the list below in accordance with that element. This effect follows you until you take Severe damage or the GM spends **Fear** to end it.

- **Fire:** Whenever an enemy marks one or more Hit Points, they also take a **Stress**.
- **Earth:** You and your allies gain **+1 Armor Score**.
- **Water:** After an enemy acts, you can spend a **Hope** to move them anywhere within close range of them.
- **Air:** If you or an ally get damaged by a ranged attack, reduce it by **1d8**.

[Artist Name TK]

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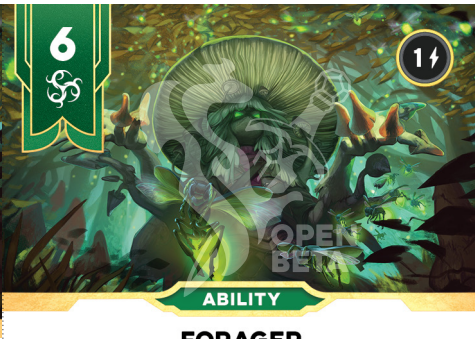
SPELL

CONJURED STEEDS

Spend a **Hope** to conjure a number of magical steeds (horses, camels, elephants, etc.) up to your level that you and allies can ride upon until your next long rest or the steed takes any damage. These will double your land speed when traveling and let you move to somewhere within far range without having to roll when in danger. Any **Attack Rolls** made atop the steeds are at **-2**, but add **+2** to their damage rolls.

[Artist Name TK]

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ABILITY

FORAGER

As an additional downtime option, you may roll **1d6** to see what you forage. Work with the GM to describe it, and add it to your inventory as a Consumable. Your party may carry up to five foraged Consumables at a time.

1. A unique food. (Clear **2 Stress**)
2. A beautiful relic. (Earn **2 Hope**)
3. An arcane rune. (**+2** to a **Spellcast Roll**)
4. A healing vial. (Clear **2 Hit Points**)
5. A luck charm. (Reroll all Duality or Damage Dice)
6. You may choose one of the above options.

[Artist Name TK]

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SPELL

TELEKINESIS

Make a **Spellcast Roll** against an object or target within far range. On a success, you can move it anywhere within far range of its current position using only your mind. If the target is unwilling, you must spend **1** or more **Stress** to do so, and can deal **1d20** magic damage per **Stress** spent. If you are hitting a creature with the target, divide the damage equally between the two.

[Artist Name TK]

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SPELL

TELEPORT

Once per long rest, you have the ability to instantly teleport yourself and a number of others within close range up to your Level somewhere you're aware of. Choose one option below to gain 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

SAGE TOUCHED

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

- When you are in a natural environment, you always take +1 to your **Spellcast** Rolls.
- Once per short rest, before you roll, treat your **Agility** or **Instinct Trait** as though it were double its current value.

[Artist Name TK]

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SPELL

MONSTER OF NATURE

Once per long rest, mark a **Stress** to channel the natural world around you and use it to transform into something monstrous. Describe how your appearance changes, then place a **d6** on this card at a value of **6**.

While the Monster of Nature die is active, it adds its value to every **Action Roll** you make. After you add its value to a roll, reduce it by 1. When the die's value reaches **0** or you take a rest, this form drops and you must mark an additional **Stress**.

[Artist Name TK]

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ABILITY

ARCANA TOUCHED

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

- Gain +1 to your **Spellcast** rolls.
- Once per short rest, switch the values on your **Hope** and **Fear** die.

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SPELL

CLOAKING BLAST

Make an **Attack Roll** using your primary weapon against a target. On a success, along with dealing damage, you can also spend a **Hope** to immediately become **hidden**.

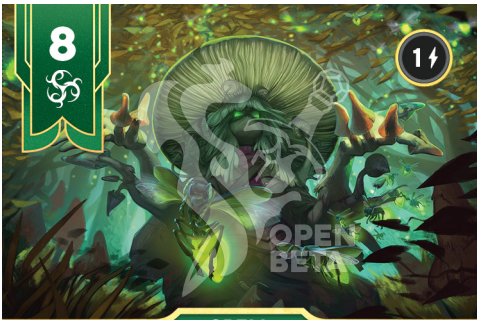
**Hidden** only drops the next time you make an action roll or the GM uses all of the tokens on the action tracker.

[Artist Name TK]

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SPELL

REJUVENATION BARRIER

Make a **Spellcast Roll (15)**. On a success, once per short rest, you can create a temporary barrier of protective energy around you. You and all allies within very close range of you when it is first cast heal **1d4 Hit Points**. While the barrier is up, you and all allies within have Resistance to physical damage. This barrier follows you as you move and lasts until the GM spends **2 Fear** to end it.

[Artist Name TK]

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SPELL

FOREST SPRITES

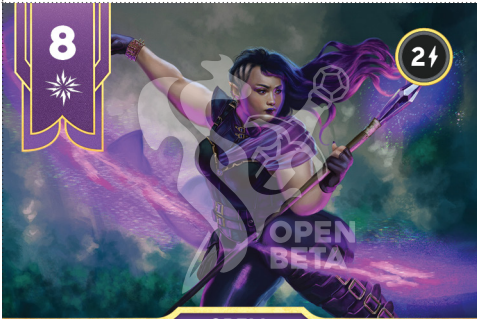
Make a **Spellcast Roll (13)**. On a success, spend any number of **Hope** to create an equal number of small Forest Sprites that appear wherever you choose within far range, distracting enemies and aiding allies. Describe what form they take.

Attack Rolls against an enemy within melee range of a Sprite gain +3. Any allies who mark an Armor Slot while in melee range of a Sprite add +3 to their Armor Score.

A Sprite vanishes after granting a bonus or taking any damage.

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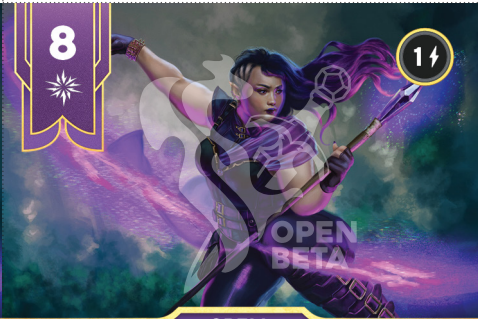
SPELL

CONFUSING AURA

Make a **Spellcast Roll (14)**. Once per long rest, on a success you create a layer of illusion over your body that makes it hard to tell exactly where you are. You may mark any number of **stress** to make that many additional layers. When an adversary makes an attack against you, roll a number of **d6** equal to the number of layers currently active. If any land on a **4+**, one layer of the aura is destroyed and you avoid the attack. If all are **3-**, you take the damage and the effect ends.

[Artist Name TK]

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SPELL

ARCANE REFLECTION

Whenever you would take magic damage, if you choose not to reduce it using Armor, you may spend a **Hope** to roll an amount of **d6** equal to your Spellcast Trait. If any of the dice roll a result of **6**, the attack is reflected back onto the caster, dealing the damage to them instead.

[Artist Name TK]

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DRUID

WARDEN OF THE ELEMENTS

Mastery

When you use your Elemental Incarnation, you further embody the spirit and gain the additional benefits below based on the element chosen.

- **Fire:** When you deal damage with an attack or spell, you are at **+1 Proficiency**.
- **Earth:** When you should mark an Armor Slot, roll **1d6**. On a **5-6**, you don't mark it.
- **Water:** When you are hit by an attack, you can take a **Stress** to make the attacker Vulnerable.
- **Air:** You gain **+1 Evasion** and can fly.

[Artist Name TK]

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DRUID

WARDEN OF RENEWAL

Mastery

Your animal transformation embodies a healing guardian spirit. While you are in Beastform, when an ally within close range marks **2** or more Hit Points, you can mark a Stress to reduce the amount of Hit Points they mark by **1**.

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DRUID  
LEVEL 8

SAGE: LEVEL 9



SPELL

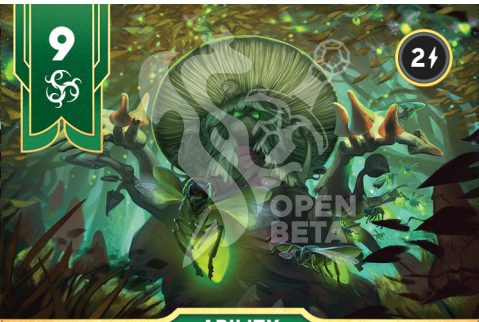
PLANT DOMINION

Make a **Spellcast Roll (18)**. On a success, you reshape the natural world, changing the surrounding plant life within very far distance of you. You can grow trees instantly, clear a path through dense vines, create a wall of thick roots, etc.

If you create a hostile environment, anyone who moves into or through it takes **5d10** physical damage.

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ABILITY

FANE OF THE WILDS

After a long rest, place a number of tokens equal to how many Sage Domain cards you have in your Loadout and Vault on this card.

Whenever you would make a **Spellcast Roll**, you may spend any number of these tokens before the roll to add **+1** to the result per token.

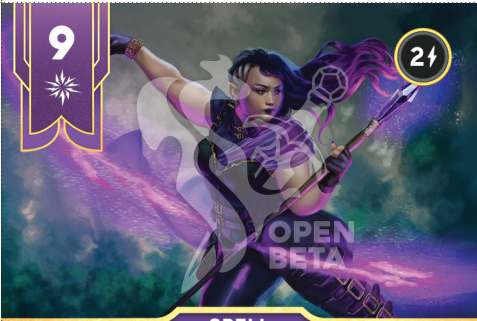
Whenever you roll a Critical Success on a **Spellcast Roll** for a Sage spell, gain a token.

When you take a long rest, clear all tokens.

[Artist Name TK]

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ARCANA: LEVEL 9



SPELL

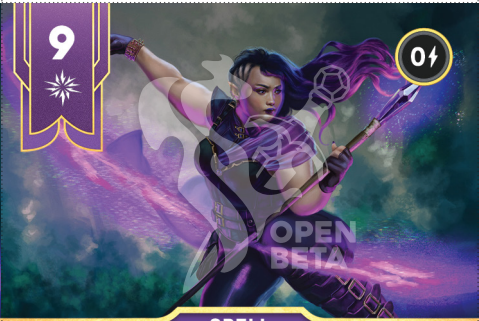
EARTHQUAKE

Make a **Spellcast Roll (16)**. Once per short rest, on a success all creatures within very far range of your choice must make a **Reaction Roll (18)**. On a failure, they take **3d10** physical damage and are Vulnerable. On a success, they take half damage (rounded up).

When you successfully cast this spell, all terrain within very far range of you becomes difficult to move through, and structures within this range may sustain damage or crumble.

[Artist Name TK]

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SPELL

SENSORY PROJECTION

Make a **Spellcast Roll (15)**. On a success, drop into a vision that lets you clearly see and hear any place you have been before as though you are standing there. You can move freely in this vision and are not constrained by the physics or impediments of a physical body. This spell cannot be detected by mundane or magical means and you will drop out of this vision immediately upon taking damage or casting another spell.

[Artist Name TK]

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### TEMPEST

Choose one of the following tempests and make a **Spellcast Roll** against all targets in far range. Any you are successful against experience its effects until the GM spends **3 Fear** to end this spell:

**Blizzard** - Immediately deal **2d20** magic damage and make them **vulnerable**.

**Hurricane** - Immediately deal **3d10** magic damage. Choose a direction the wind is blowing. Targets can't move against the wind.

**Sandstorm** - Immediately deal **5d6** magic damage and any ranged attacks are now at disadvantage.

[Artist Name TK]

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### FORCE OF NATURE

You can mark a **Stress** to transform into a hulking nature spirit, gaining the following benefits:

You gain **+2 Strength**, **+2 Agility**, and **+2 Finesse**.

- *Whenever you successfully hit with an Attack or Spell, you deal an additional **1d10** damage.*
- *When you defeat a creature within close range, you absorb them and clear an Armor Slot.*
- *You cannot be restrained.*

Before you make an **Action Roll**, you must spend a **Hope**. If you cannot, you revert to your normal form.

[Artist Name TK]

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### FALLING SKY

Make a **Spellcast Roll** against all enemies within far range. Mark any number of **Stress** to make shards of arcana rain down from above, dealing **1d20** damage per each **Stress** you marked to any targets you succeed against.

[Artist Name TK]

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### ADJUST REALITY

After a dice roll, you may spend **5 Hope** to change the results of that roll to a result of your choice instead. The result must be plausible within the range of the dice.

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