DAGGERHEART

WIZARD 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 **Wizard** 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.*

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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, Davesh 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.

WIZARD
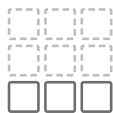## CODEX & SPLENDOR

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NAME

PRONOUNS

HERITAGE

SUBCLASS

LEVEL

EVASION | **ARMOR**

Start at 8

AGILITY
Sprint
Leap
Maneuver

STRENGTH
Lift
Smash
Grapple

FINESSE
Control
Hide
Tinker

INSTINCT
Perceive
Sense
Navigate

PRESENCE
Charm
Perform
Deceive

KNOWLEDGE
Recall
Analyze
Comprehend

HIT POINTS & STRESS

Start at MINOR 2, MAJOR 7, and SEVERE 12.

◄ **MINOR** | ◄ **MAJOR** | ◄ **SEVERE**

Mark 1 HP | Mark 2 HP | Mark 3 HP

HP ☐☐☐☐☐☐ ☐☐☐☐☐

STRESS ☐☐☐☐☐ ☐☐☐☐

HOPE

Spend Hope to use an experience or help an ally.

◇ | ◇ | ◇ | ◇ | ◇

EXPERIENCE

GOLD

☐☐☐☐☐ | ☐☐☐☐☐ | ☐☐☐ | ☐☐ | ☐

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

CLASS FEATURE

Prestidigitation
You can perform harmless, subtle magical effects at will. Examples might include changing an object's color, creating a smell, lighting a candle, floating something small, illuminating a room, repairing a small object, etc.

Strange Patterns
Choose a number between 1-12. Anytime you roll that number on a Duality Die, gain a Hope or clear a stress. You may change this number on any long rest.

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

WIZARD
CHARACTER GUIDE

As a Wizard, you've become familiar with the arcane through the relentless study of tomes and scrolls.

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

SUGGESTED PRIMARY WEAPON:
Greatstaff - Knowledge Very Far - **d6+2** (Phy)
Feature: Powerful (Roll one extra damage die and drop the lowest)

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 book you're trying to translate OR a tiny & harmless elemental pet.

THEN DECIDE WHAT YOU CARRY YOUR SPELLS IN:
large tomes, tarot cards, etc.

CHARACTER DESCRIPTION:

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

Clothes that are: beautiful, clean, layered, patchwork, tight, common, flowing

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 librarian, a madhatter, a professor, a lit fuse, a philosopher

BACKGROUND QUESTIONS

What did your community used to count on you for? How did you let them down?

You've spent your life searching for an object or book of great significance. What is it and why is it so important to you?

You have a powerful rival. Who are they, and why are you so determined to be their end?

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 favor have I asked of you that you're not sure you can fulfill?

What weird hobby or strange fascination do we both share?

What secret about yourself have you trusted only me with?

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 or Severe Damage Threshold by +2*
☐ *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 +2.*
☐ *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.

EQUIPMENT

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	🤚🤚

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	🤚🤚

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	🤚

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

ACTION ROLLS

When the GM calls for an action roll:

+1 AGILITY
+1 THIEF

Decide what modifiers apply. Spend Hope to add an Experience.

Roll your Duality Dice and add them together along with your modifiers.

"20 WITH FEAR!"

Tell the GM the result and which Duality Die rolled higher.

CRITICAL SUCCESS!

If the Hope and Fear die both land on the same number, it's a critical success.

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 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 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.
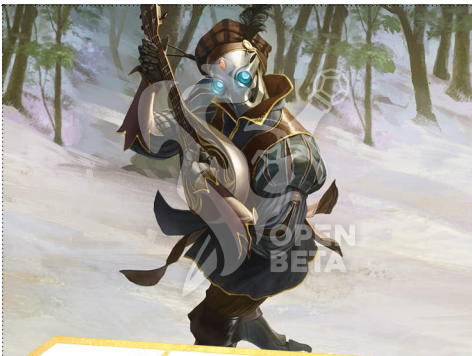
CLANK

ANCESTRY

Clanks are sentient mechanical beings built from such materials as metal, wood, stone, and clay, to resemble humanoids, 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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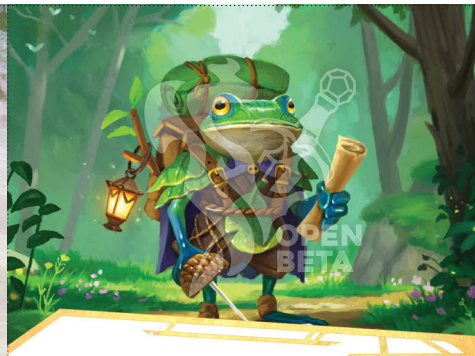
RIBBET

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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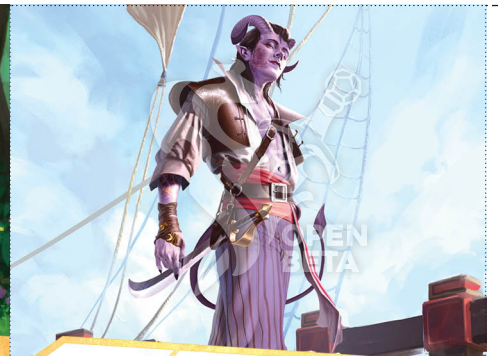
DAEMON

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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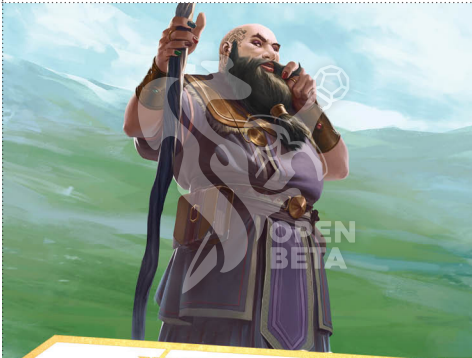
DWARF

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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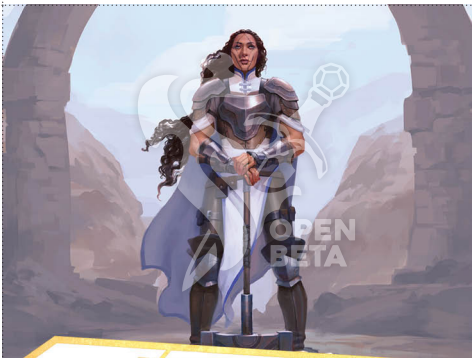
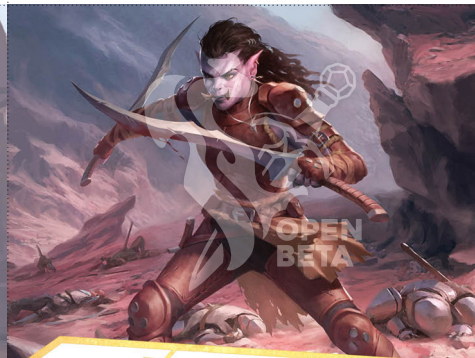## HUMAN

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.
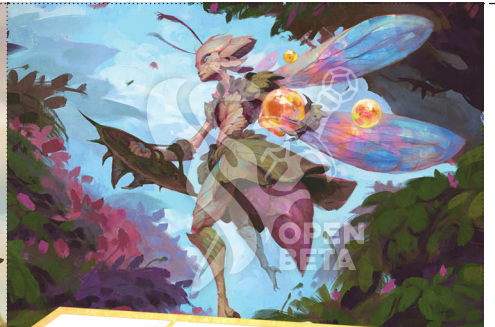
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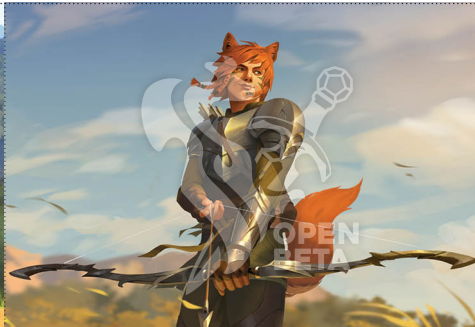
KATARI

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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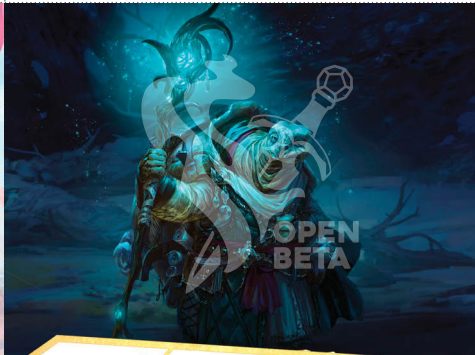
GALAPA

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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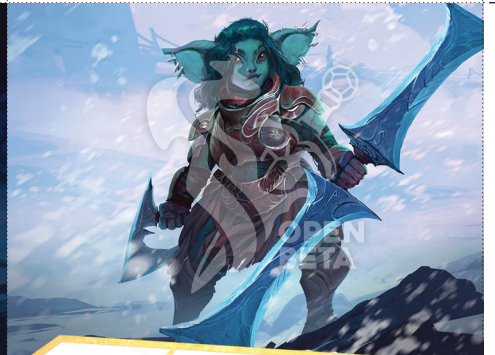
GOBLIN

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.

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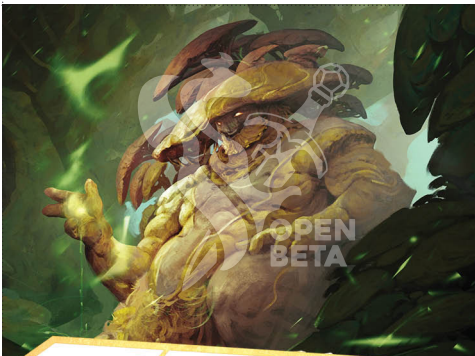
FUNGRIL

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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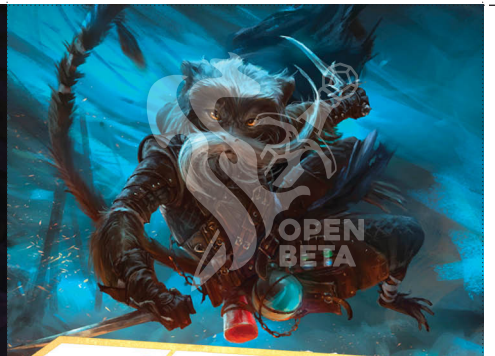
FIRBOLG

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.

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.

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.

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.

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.

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.

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**.

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.

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.

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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SPELL

BOLT BEACON

Make a **Spellcast Roll** against a target within far range. On a success, spend a **Hope** to send a bolt of shimmering light towards them. Treat it like a ranged weapon, dealing **d8** magic damage that makes them glow brightly and become temporarily Vulnerable.

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SPELL

MENDING TOUCH

You lay your hands upon a creature and channel healing magic to help close their wounds. When you can take a few minutes to focus on the person you're helping, spend **2 Hope** and heal a **Hit Point** or a **Stress**.

Once per long rest, when you spend this healing time learning something new about them or revealing something about yourself, the **2 Hope** you spend heals **2 Hit Points** or **2 Stress** instead.

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SPELL

REASSURANCE

Once per short rest, after an ally attempts an **Action Roll**, but before the consequences take place, you may offer assistance or words of support. When you do, they may reroll their dice. They must accept the result of this new roll.

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WIZARD

SCHOOL OF KNOWLEDGE
Foundation

SPELLCAST: KNOWLEDGE

You've gained priceless knowledge through great study. Whenever you make a Knowledge Roll to recall information, you have advantage. If this roll is about the magical nature of a creature or enchantment, your advantage die for the roll is **1d8**.

Adept: You may mark a Stress instead of spending a Hope to use an Experience on a roll. If you do, double the Experience modifier when you add it.

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WIZARD

SCHOOL OF WAR
Foundation

SPELLCAST: KNOWLEDGE

You've focused your studies on the shaping of magic in both dangerous and powerful ways. Take an extra armor slot immediately. When you make a successful **Attack Roll** with **Fear**, you deal an extra **1d6** magic damage.

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WIZARD
LEVEL 1

2 · **2⚡**

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.

2 · **2⚡**

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.

2 · **1⚡**

SPELL

HEALING HANDS

Make a **Spellcast Roll** (13) and target a creature other than yourself in melee. On a success, mark a **Stress** to heal the target **2 Hit Points** or **2 Stress**. On a failure, mark a **Stress** to heal the target **1 Hit Point** or **1 Stress**.

2 · **1⚡**

SPELL

FINAL WORDS

Make a **Spellcast Roll** (13). On a success, you can infuse a moment of life into a corpse in order to speak with it. If the result is with **Hope**, it will answer up to three questions. If the result is with **Fear**, only one. Once the spell ends or on a failure, the body will turn to dust.

WIZARD
LEVEL 2

3 | **2**⚡

GRIMOIRE

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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3 | **2**⚡

GRIMOIRE

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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3 | **2**⚡

ABILITY

SECOND WIND

Once per short rest, when you make a successful strike against an enemy, you may clear **3 Stress** or one Hit Point. On a success with **Hope**, you may also clear **3 Stress** or one Hit Point of an ally who is within close range of you.

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3 | **1**⚡

ABILITY

CONVICTION

You speak with an unmatched power and grace. When you attempt to use this candor to de-escalate a violent situation or get someone to follow your lead, roll with advantage.

Your conviction also emboldens you in moments of duress. When all of your **Stress** is marked, your attacks are made with **+1** Proficiency.

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WIZARD
LEVEL 3

4 | **2⚡**
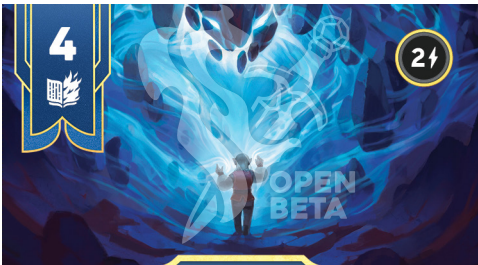
GRIMOIRE

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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4 | **2⚡**

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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4 | **1⚡**
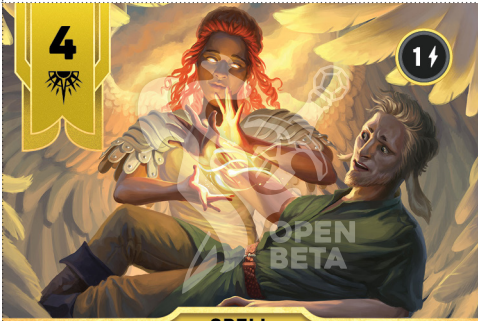
SPELL

LIFE WARD

Spend **3 Hope** to point at a close ally and mark them with a glowing sigil of protection. If this ally is ever required to make a death move for any reason, they ignore it and clear one hit point.

This spell ends when it saves the target from a Death Move, it is cast on another target, or when you take a long rest.

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4 | **1⚡**

SPELL

DIVINATION

Once per long rest, you may spend **3 Hope** to reach out to the forces beyond and ask one question about an event, person, place, or situation in the near future. Your vision of the world will momentarily twist and shape around you to show the answer, though it may be cryptic, obscured, or partial.

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WIZARD
### LEVEL 4

TELEPORT

5 | 2⚡

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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MANIFEST WALL

5 | 2⚡
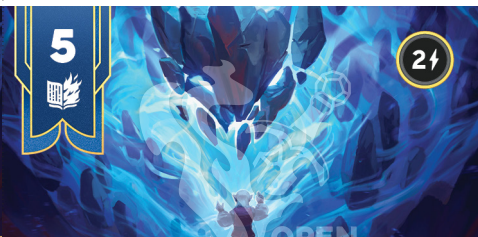
Spellcast Roll (15). On a success, once per short rest, spend a **Hope** to create a temporary magical wall at any angle up to 50 feet high from one point, within far range of you, to another. Any creatures or objects in its path are shunted to one side. It will dissipate at the end of your next long rest, or when you use this spell again.

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SHAPE MATERIAL

5 | 1⚡

Mark a **Hope** to adjust a section of natural material you are touching (like stone, ice, wood, etc) into a shape that suits your purpose. This material area can be no larger than you. Examples include forming a rudimentary tool or weapon, creating a door or passage, etc.

You can only affect the material within close range of where you are touching it.

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SMITE

5 | 2⚡

Spend **3 Hope** to charge up a powerful smite. On the next successful attack, double your Proficiency on the damage roll, and this attack deals Magic damage, regardless of the weapon's damage type.

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SCHOOL OF KNOWLEDGE

Specialization

When you take this Specialization, you may change an existing Experience you have, then add **+1** to one of your Experiences.

Once per short rest, you may reduce the Recall Cost of a Domain card in your Vault by **1** when recalling it.

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SCHOOL OF WAR

Specialization

You can concentrate to maintain a protective barrier of magic to protect you. While you have at least **3 Hope**, you can add your Spellcast trait to your Evasion.

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WIZARD
LEVEL 5

BANISH

6 | **0⚡**

SPELL

Choose a target creature within close range. You can temporarily banish them from this realm. Roll an amount of **d20**s 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.

SIGIL OF RETRIBUTION

6 | **2⚡**

SPELL

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.

ZONE OF PROTECTION

6 | **2⚡**

SPELL

Make a **Spellcast Roll (16)**. On a success, once per long rest, you can designate a point within far range of you and create a visible zone of protection there for all allies within very close range of that point. When you do, place a **d8** on this card at its highest value. When taking damage, any allies in this zone automatically reduce it by that value, then reduce the die's value by **1**. This spell ends when the die reaches **0**.

RESTORATION

6 | **2⚡**

SPELL

After a long rest, place a number of tokens equal to your Spellcast Trait on this card. You can touch a creature and remove any number of tokens to heal them for **2 Hit Points** per token. You can also remove a token when touching a creature to end the Vulnerable condition, a disease, or a magical ailment (though the GM might require additional tokens depending on the power of the ailment).

When you take a long rest, clear all tokens.

WIZARD
LEVEL 6

7 **2⚡**

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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7 **0⚡**

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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7 **2⚡**

ABILITY

SPLENDOR TOUCHED

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

- Increase your Minor Damage Threshold by **+3**.
- Once per long rest, when incoming damage would require you to take a certain number of Hit Points, you may choose to take that much **Stress** or spend that much **Hope** instead.

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7 **1⚡**

SPELL

FOUNTAIN OF LIFE

Whenever you do damage to an enemy, you may spend a **Hope** to heal a single Hit Point on an ally within close range of you.

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WIZARD
LEVEL 7

BOOK OF VYOLA

8 · 2⚡

GRIMOIRE

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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HAVEN

8 · 3⚡

SPELL

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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STUNNING SUNLIGHT

8 · 2⚡

SPELL

Make a **Spellcast Roll** against any enemies in front of you within far distance as you unleash powerful rays of burning sunlight. Spend a **Hope** for each enemy you succeed against that you want to affect, and they must make a **Reaction Roll (14)**.

On a success, they take **4d20** magic damage.

On a failure, they take **4d20** magic damage and are temporarily stunned, keeping them from taking actions until the GM spends a **Fear** to remove this condition.

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SHIELD AURA

8 · 2⚡

SPELL

Mark a **Stress** to cast Shield Aura on a creature you can touch. Whenever they use an Armor Slot, they roll a **d12** and add its value to their Armor Score. If the **d12** result is equal to or above their current level, this spell ends. If the **d12** result is below their current level, it stays active.

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SCHOOL OF KNOWLEDGE

WIZARD

Mastery

When you take this Mastery, choose two Experiences and add **+1** to each of them.

Whenever you wish to use an Experience, roll a **1d6**. On a result of **5-6**, you do not need to spend a Hope to use it.

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SCHOOL OF WAR

WIZARD

Mastery

The extra magic damage from your School of War Foundation feature increases to **1d10**.

When you make a successful attack roll with Hope, you may choose to make it with **Fear** instead.

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WIZARD
LEVEL 8

9 · **4**⚡

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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9 · **4**⚡

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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9 · **2**⚡

SPELL

OVERWHELMING AURA

Make a **Spellcast Roll (15)** to temporarily embody powerful presence. On a success, spend **2 Hope** to make your Presence score equal to your Spellcast Trait until your next long rest.

When you're attacked while you have Overwhelming Aura active, the GM must always spend a **Fear** to target you.

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9 · **2**⚡

SPELL

SALVATION BEAM

Make a **Spellcast Roll (15)**. On a success, mark any amount of **Stress** to clear that many Hit Points on a line of allies within far range.
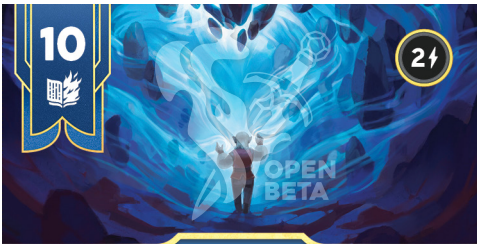
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WIZARD
LEVEL 9

10 · 2⚡

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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10 · 1⚡

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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10 · 4⚡

SPELL

INVIGORATION

When you or an ally close to you has used an ability or spell that has an exhaustion limit (once per short rest, once per long rest, etc.), you and any of these allies may spend any amount of **Hope** to roll that many **d6**. On a **6**, you or your ally regain use of that ability or spell.

This spell doesn't work on any abilities or spells that have been permanently placed in your Vault.

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10 · 2⚡

SPELL

RESURRECTION

Make a **Spellcast Roll (20)**. On a success, you may restore one creature who has been dead no longer than **100** years. Then roll a **1d6**. On a **1-5**, put this card into your Vault permanently.

On a failure, this cannot be attempted again for at least a week, and the consequences of failing such powerful magic can have unexpected effects on the dead.

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WIZARD
LEVEL 10