



Choose one Domain to expand into from the Bard class.



GRACE



CODEX

When leveling up, you may take domain cards from from this domain at half your level or lower (rounded up).

MULTICLASS FEATURE

Rally

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



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

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

The Rally die you distribute increases to 1d8 at Level 8.

CHARACTER SHEET



DRUID

MULTICLASS

Choose one Domain to expand into from the Druid class.



SAGE



ARCANA

When leveling up, you may take domain cards from from this domain at half your level or lower (rounded up).

MULTICLASS 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.

CHARACTER SHEET



Choose one Domain to expand into from the Guardian class.



VALOR



BLADE

When leveling up, you may take domain cards from from this domain at half your level or lower (rounded up).

MULTICLASS FEATURE

Unstoppable

Once per Long Rest, you can become Unstoppable. Your Unstoppable die begins as a **d4**. Place it on the spot to the right, starting with the die's highest value facing up. While Unstoppable, you:



- Gain resistance to physical damage.
- Add an additional **d6** to any damage rolls you make.
- Can spend stress to reroll any single die you've rolled.

Anytime you roll your damage dice, reduce the Unstoppable die value by one. When you would reduce the value below 1 or the scene ends, remove it and drop out of Unstoppable. At Level 8, upgrade your Unstoppable die to a **d6**.

CHARACTER SHEET



RANGER

MULTICLASS

Choose one Domain to expand into from the Ranger class.



When leveling up, you may take domain cards from from this domain at half your level or lower (rounded up).

MULTICLASS FEATURE

Ranger's Focus

Spend Hope and make an attack with your weapon. On a success, you temporarily put your Ranger's Focus on the target along with doing damage from the attack. While they are your focus:

- *You know precisely what direction they are in.*
- *All damage rolls you make against them add +1d6.*
- *On a missed attack you make against them, you may end Ranger's Focus to reroll your Duality Dice and take the new result.*

You may only hold Ranger's Focus on one creature at a time.

CHARACTER SHEET



Choose one Domain to expand into from the Rogue class.



MIDNIGHT



GRACE

When leveling up, you may take domain cards from from this domain at half your level or lower (rounded up).

MULTICLASS FEATURE

Hide

When you move into a location where no enemies can see you, you are Hidden (you are unable to be directly targeted by attacks and any rolls against you at disadvantage). As a Rogue, when you are Hidden, targets also can't see you, even if they move into line of sight. You are no longer Hidden after you move or attack. When you leave Hidden to make an attack, the roll has advantage.

Sneak Attack

If you have advantage on an attack roll, or an ally is in melee with your target, always add a **d6** to your damage roll. When you use Sneak Attack, you may also spend any number of Hope before the attack roll, and if it is successful, also add a number of **d6** equal to the Hope spent.

CHARACTER SHEET



Choose one Domain to expand into from the Seraph class.



SPLENDOR



VALOR

When leveling up, you may take domain cards from from this domain at half your level or lower (rounded up).

MULTICLASS FEATURE

Prayer Dice

At the beginning of a session, roll a number of d4 dice equal to half your Spellcast trait (rounded up) and store them below. You can exhaust them at any time to use their value in reducing incoming damage, adding to a roll result, or exchanging for that many Hope you may give to any player. Clear these dice at the end of a session.



CHARACTER SHEET



SORCERER

MULTICLASS

Choose one Domain to expand into from the Sorcerer class.



When leveling up, you may take domain cards from from this domain at half your level or lower (rounded up).

MULTICLASS FEATURE

Arcane Sense:

You can sense the presence of magical people and objects when you're close to them.

Minor Illusion:

Roll with Spellcast (12). On a success, you create a minor illusion no larger than yourself within close range that is convincing to anyone in far range or further.

Channel Raw Power:

Once per Long Rest, you can place a Domain card from your Loadout into your Vault and choose to either:

- Gain Hope equal to half the level of the card (rounded up).
- Add magic damage equal to the level of the card to a spell you've successfully cast.

CHARACTER SHEET



WARRIOR

MULTICLASS

Choose one Domain to expand into from the Warrior class.



When leveling up, you may take domain cards from from this domain at half your level or lower (rounded up).

MULTICLASS FEATURE

Battle Strategist

Whenever you are making a roll to physically hinder a creature that isn't a weapon attack (shove, trip, grapple, etc) you can spend a Hope to have advantage. On a success, you can choose to deal 1d6 physical damage to the target.

Combat Training

Ignore burden when equipping weapons, and you may place primary weapons in your secondary weapon slot. Always add additional physical damage equal to the value of half your Level (rounded up) when you attack.

CHARACTER SHEET



WIZARD

MULTICLASS

Choose one Domain to expand into from the Wizard class.



CODEX



SPLENDOR

When leveling up, you may take domain cards from from this domain at half your level or lower (rounded up).

MULTICLASS 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 your Hope die, gain a Hope or clear a stress. You may change this number on any long rest.



CHARACTER SHEET