



BARD

MULTICLASS

Choose one Domain to expand into from the Bard class.



GRACE

☐

CODEX

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

MULTICLASS FEATURE

Rally

Once per session as your party prepares to enter a dangerous or difficulty situation, describe how you rally them and give yourself and each of your allies a **d6** Rally die. Anyone with a Rally die can spend it to roll it, adding the result to an action roll, reaction roll, or damage roll, or clearing Stress equal to the Rally die result.

At the end of each session, all unspent Rally dice are cleared. The Rally die you distribute increases to 1d8 at level 5.

CHARACTER SHEET



DRUID

MULTICLASS

Choose one Domain to expand into from the Druid class.



SAGE

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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 of your level or lower from the Beastform list. While transformed, you can't use your weapons or cast any spells, but you gain the features, attack trait, and evasion bonus of the creature. You can drop out of this form at any time. When in Beastform, your armor becomes part of your body and you mark armor slots as usual; when you drop out of Beastform, those marked armor slots remain marked.

If you mark your last Hit Point or Stress, this form automatically drops.

CHARACTER SHEET



Choose one Domain to expand into from the Guardian class.

 VALOR

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 BLADE

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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. You gain an Unstoppable die, which begins as a **d6**. Place it on the spot to the right, starting with the “1” value facing up. Whenever you deal one or more hit points to an adversary, increase the Unstoppable die value by one. When you increase the value above the die’s highest number or when the scene ends, remove the die and drop out of Unstoppable. At Level 3, upgrade your Unstoppable die to a **d6**. At Level 7, upgrade it to a **d8**.

- While Unstoppable, you:
- Gain resistance to physical damage.
 - Add the current value of the Unstoppable die to your damage dice total.
 - Increase your current Armor Score by your Proficiency.
 - Cannot be Restrained or Vulnerable.

CHARACTER SHEET



RANGER

MULTICLASS

Choose one Domain to expand into from the Ranger class.



BONE

☐

SAGE

☐

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 make that target your Ranger's Focus, along with doing damage from the attack. Until your Ranger's Focus ends or you make a different creature your Ranger's Focus, you gain these benefits:

- You know precisely what direction they are in.
- All damage rolls you make against them also deal a Stress.
- When you miss them with an attack, you can end Ranger's Focus to reroll your Duality dice and take the new result.

CHARACTER SHEET



ROGUE

MULTICLASS

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 can use an action to become Hidden (any rolls against you are 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.

Sneak Attack

Whenever you make an attack coming out of being Hidden or an ally is in melee with your target, 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

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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 each session, roll a number of d4 dice equal to your Spellcast trait and store them to the right. You can spend one or more of these dice at any time to aid yourself or an ally within Far range. You can use the spent die's value to reduce any incoming damage or add to any roll result after the roll. Additionally, you can exchange the value for that many Hope you may give to any other PC in range. Clear these dice at the end of each session.



CHARACTER SHEET



SORCERER

MULTICLASS

Choose one Domain to expand into from the Sorcerer class.



ARCANA

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MIDNIGHT

☐

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

Make a Spellcast Roll (10). On a success, you create a minor visual illusion no larger than yourself within close Range. This illusion 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 the level of the card.
- Enhance a damage-dealing spell by dealing extra magic damage equal to twice the level of the card.

During your next short rest, you can return this card to your hand without paying its recall cost.

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

After a successful attack roll, you can describe how you outmaneuver your target, then mark a Stress to deal them a Stress.

Attack of Opportunity

If an adversary attempts to leave your Melee range, make an Agility reaction roll against their difficulty. Choose one effect on a successful roll, or two on a critical success:

- *Keep them from moving.*
- *Deal your primary weapon damage.*
- *Move with them.*

Combat Training

Ignore burden when equipping weapons. Whenever you roll damage, add extra physical damage equal to your Level.

CHARACTER SHEET



WIZARD

MULTICLASS

Choose one Domain to expand into from the Wizard class.



CODEX

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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. For example, you might change an object's color, create a smell, light a candle, cause a tiny object to float, illuminate a room, or repair a small object.

Strange Patterns

Choose a number between 1 and 12.
Whenever you roll that number on a Duality die, gain a Hope or clear a Stress. You can change this number when you finish a long rest.

CHARACTER SHEET