

NAME	PRONOUNS
HERITAGE	SUBCLASS

LEVEL

EVASION

Start at 11

ARMOR

AGILITY

Sprint  
Leap  
Maneuver

STRENGTH

Lift  
Smash  
Grapple

FINESSE

Control  
Hide  
Tinker

INSTINCT

Perceive  
Sense  
Navigate

PRESENCE

Charm  
Perform  
Deceive

KNOWLEDGE

Recall  
Analyze  
Comprehend

### DAMAGE & HEALTH

Add your current level to your damage thresholds.

MINOR DAMAGE	MAJOR DAMAGE	SEVERE DAMAGE
Mark 1 HP	Mark 2 HP	Mark 3 HP

HP

STRESS

### HOPE

Spend a Hope to use an experience or help an ally.

Hope icons

**Not This Time: Spend 3 Hope** to force an adversary within Far range to reroll an attack or damage roll.

### EXPERIENCE

### GOLD

HANDFULS	BAGS	CHEST
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### CLASS FEATURE

#### PRESTIDIGITATION

You can perform harmless, subtle magical effects at will. For example, you can 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. When you roll that number on a Duality Die, gain a Hope or clear a Stress. You can change this number when you take a long rest.

### ACTIVE WEAPONS

PROFICIENCY

#### PRIMARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
FEATURE		

#### SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
FEATURE		

### ACTIVE ARMOR

NAME	BASE THRESHOLDS	BASE SCORE
FEATURE		

### INVENTORY

#### INVENTORY WEAPON

☐ PRIMARY ☐ SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
FEATURE		

#### INVENTORY WEAPON

☐ PRIMARY ☐ SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
FEATURE		

# WIZARD

## CHARACTER GUIDE

As a wizard, you've become familiar with the arcane through the relentless study of grimoires and other tools of magic.

### SUGGESTED TRAITS

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

### SUGGESTED PRIMARY WEAPON

Greatstaff - Knowledge Very Far - d6 mag -  
Two-Handed

**Powerful:** On a successful attack, roll an additional damage die and discard the lowest result.

### SUGGESTED ARMOR

Leather Armor - Thresholds 6/13 - Score 3

### INVENTORY

#### TAKE:

a torch, 50 feet 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 write your own description.

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

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

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

**Skin the color of:** ashes, clover, falling snow, fine  
sand, obsidian, rose, sapphire, wisteria

**Attitude like:** an eccentric, a librarian, a lit fuse,  
a philosopher, a professor

### BACKGROUND QUESTIONS

Answer any of the following background questions.  
You can also create your own questions.

What responsibilities did your community once count on you for?  
How did you let them down?

You've spent your life searching for a book or object 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 defeat them?

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

### CONNECTIONS

Ask your fellow players one of the following questions for  
their character to answer, or create your own questions.

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 entrusted only to me?

### TIER 2: LEVELS 2-4

At level 2, gain an additional  
Experience at +2 and gain a  
+1 bonus to your Proficiency.

Choose two options from the list below and  
mark them.

- ☐ ☐ ☐ Gain a +1 bonus to two unmarked character traits and mark them.
- ☐ ☐ Permanently gain one Hit Point slot.
- ☐ ☐ Permanently gain one Stress slot.
- ☐ ☐ Permanently gain a +1 bonus to two Experiences.
- ☐ Choose an additional domain card of your level or lower from a domain you have access to (up to level 4).
- ☐ Permanently gain a +1 bonus to your Evasion.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

### TIER 3: LEVELS 5-7

At level 5, gain an additional  
Experience at +2 and clear all marks  
on character traits. Then gain a  
+1 bonus to your Proficiency.

Choose two options from the list below or any from  
the previous tier and mark them.

- ☐ ☐ ☐ Gain a +1 bonus to two unmarked character traits and mark them.
- ☐ ☐ Permanently gain one Hit Point slot.
- ☐ ☐ Permanently gain one Stress slot.
- ☐ ☐ Permanently gain a +1 bonus to two Experiences.
- ☐ Choose an additional domain card of your level or lower from a domain you have access to (up to level 7).
- ☐ Permanently gain a +1 bonus to your Evasion.
- ☐ Take an upgraded subclass card. Then cross out the multiclass option for this tier.

☐ ☐ Increase your Proficiency by +1.

☐ ☐ 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.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

### TIER 4: LEVELS 8-10

At level 8, gain an additional  
Experience at +2 and clear all marks  
on character traits. Then gain a  
+1 bonus to your Proficiency.

Choose two options from the list below or any from  
the previous tier and mark them.

- ☐ ☐ ☐ Gain a +1 bonus to two unmarked character traits and mark them.
- ☐ ☐ Permanently gain one Hit Point slot.
- ☐ ☐ Permanently gain one Stress slot.
- ☐ ☐ Permanently gain a +1 bonus to two Experiences.
- ☐ Choose an additional domain card of your level or lower from a domain you have access to.
- ☐ Permanently gain a +1 bonus to your Evasion.
- ☐ Take an upgraded subclass card. Then cross out the multiclass option for this tier.

☐ ☐ Increase your Proficiency by +1.

☐ ☐ 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.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.





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## MULTICLASS FEATURE

- Gain Hope equal to the level of the card.
- Enhance a spell that deals damage, gaining a bonus to your damage roll equal to twice the level of the card.

# CHARACTER SHEET

## NOTES

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## ACTION ROLLS

Call for an action roll when a character takes an action where the outcome is in question and the success or failure is interesting to the story.

1. Pick a character trait.
2. Decide on a Difficulty.
3. Establish the stakes of the roll with the player.
4. Assign advantage or disadvantage if applicable.
5. Tell the player to roll the Duality Dice.
6. Resolve the situation based on the result of their roll.

### ACTION ROLL RESULTS

- **Critical Success:** They get what they wanted and a little extra. They gain a Hope and clear a Stress.
- **Success with Hope:** They get what they wanted and they gain a Hope.
- **Success with Fear:** They get what they want, but it comes with a consequence. You gain a Fear.
- **Failure with Hope:** They probably don't get what they want and there are consequences, but they gain a Hope.
- **Failure with Fear:** They don't get what they wanted and things go very badly. You gain a Fear.

## CHARACTER TRAITS

- |  |   |
|--|---|
| • <b>AGILITY</b><br>Sprint, Leap, Maneuver | • <b>INSTINCT</b><br>Perceive, Sense, Navigate    |
| • <b>STRENGTH</b><br>Lift, Smash, Grapple  | • <b>PRESENCE</b><br>Charm, Perform, Deceive      |
| • <b>FINESSE</b><br>Control, Hide, Tinker  | • <b>KNOWLEDGE</b><br>Recall, Analyze, Comprehend |

## DIFFICULTY

5	10	15	20	25	30
VERY EASY	EASY	AVERAGE	HARD	VERY HARD	NEARLY IMPOSSIBLE

## HOPE & FEAR

On a roll with Hope, the player gains a Hope.

**They can spend Hope to:**

- Help an Ally
- Utilize an Experience
- Initiate a Tag Team Roll
- Activate a Hope Feature

On a roll with Fear, you gain a Fear.

**You can spend a Fear to:**

- Interrupt the players to make a move.
- Make an additional GM move.
- Spotlight an additional adversary during a battle.
- Use an adversary's Fear feature.
- Use an environment's Fear feature.
- Add an adversary's Experience to a roll.

## SPOTLIGHTING ADVERSARIES

**When you spotlight an adversary, you might have them:**

- Move within Close range and make a weapon attack
- Move within Close range and use an adversary action
- End a temporary condition or effect
- Sprint somewhere else on the battlefield

## GM MOVES

**Make a move whenever:**

- They roll with Fear on an action roll.
- They fail an action roll.
- They do something that would have consequences.
- They give you a golden opportunity.
- They look to you for what happens next.

### EXAMPLE GM MOVES

- |  |   |
|--|---|
| <p>• <b>Show how the world reacts.</b><br/> <i>"The kick shatters the door. Light spills in from the barracks as a half-dozen sleepy soldiers stumble to their feet, looking worried."</i></p>   | <p>• <b>Make a move the characters don't see.</b><br/> <i>"You brace for the alarm... but the door clicks open and everything seems fine... for now."</i></p>   |
| <p>• <b>Ask a question and build on the answer.</b><br/> <i>"How is it that you notice the assassin lurking in the treetops?"</i></p>  | <p>• <b>Show the collateral damage.</b><br/> <i>"The Minotaur Wrecker barrels into the street, shattering a vegetable cart, sending cabbages flying and knocking the merchant into the wall."</i></p>                               |
| <p>• <b>Make an NPC act in accordance with their motive.</b><br/> <i>"The Jagged Knife Bandit snips the gold purse off the merchant's hip and attempts to escape."</i></p>   | <p>• <b>Clear a temporary condition or effect.</b><br/> <i>"The guard cuts through the vines that are holding her legs in place. She looks around to find her next target and raises her sword."</i></p>                            |
| <p>• <b>Lean on the character's goals to drive them to action.</b><br/> <i>"The relic you've been trying to recover for your people floats ominously in the center of the altar, surrounded by cultists preparing to drain its power."</i></p> | <p>• <b>Shift the environment.</b><br/> <i>"As soon as you cross, the ancient rope bridge snaps, leaving you stranded."</i></p>   |
| <p>• <b>Signal an imminent off-screen threat.</b><br/> <i>"You hear the crashing of falling trees and shattered branches as thundering steps approach. What do you do?"</i></p>  | <p>• <b>Spotlight an adversary.</b><br/> <i>"As the Skeleton Dredge shambles forward to strike you, you see the two others on their flank turn their attention toward you as well."</i></p>   |
| <p>• <b>Reveal an unwelcome truth or unexpected danger.</b><br/> <i>"He reaches into his cloak and produces the Orb of Vengeance as you realize that he was the necromancer the entire time."</i></p>  | <p>• <b>Capture someone or something important.</b><br/> <i>"The thief slides past you and jumps into the cart, grabbing the idol from the seat and stuffing it into their pouch."</i></p>  |
| <p>• <b>Force the group to split up.</b><br/> <i>"The elementals are scattering—two heading for the town, three bearing down on the mill. What do you do?"</i></p>   | <p>• <b>Use a PC's backstory against them.</b><br/> <i>"Your mentor sighs, drawing their blade. 'I wish it didn't come to this, child. But you still don't understand what sacrifices are required to maintain the peace.'"</i></p> |
| <p>• <b>Make a PC mark Stress as a consequence for their actions.</b><br/> <i>"You can pull the baron to safety if you mark a Stress. Otherwise you can only get yourself out of the way. What do you do?"</i></p>                             | <p>• <b>Take away an opportunity permanently.</b><br/> <i>"The door slams shut, cutting you off from the vault as the temple continues to collapse. You'll need to find another exit if you want to make it out alive."</i></p>     |

# CHARACTER CREATION

## 1 CHOOSE A CLASS

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

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

## 2 CHOOSE A HERITAGE

Your character's heritage is made up of both an ancestry and a community card. These two cards establish your character's physical appearance and the environment they grew up in.

## 3 ASSIGN CHARACTER TRAITS

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.

## 4 RECORD CHARACTER INFORMATION

Next, record your starting Evasion. Additionally, gain 2 Hope to start the game.



## 5 CHOOSE STARTING EQUIPMENT

Decide which weapons you want to start the game with and record their details in the appropriate spaces in the "Active Weapons" section.

Next, take one of the available options for starting armor and record its details in the appropriate spaces. Your armor comes with its own damage thresholds and base armor score. Record this alongside your selection under "Active Armor." Add your thresholds to your level and record those numbers under the "Damage & Health" section. Also record the Base Armor Score, plus modifiers from any features, in the large shield labeled "Armor" at the top of the sheet.

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

## 6 CREATE YOUR BACKGROUND

Make description 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.

Then use the background questions on your character guide as a jumping-off point to build out your character's history (or create your own questions).

Finally, name your character and choose which pronouns they use.

## 7 CREATE YOUR EXPERIENCES

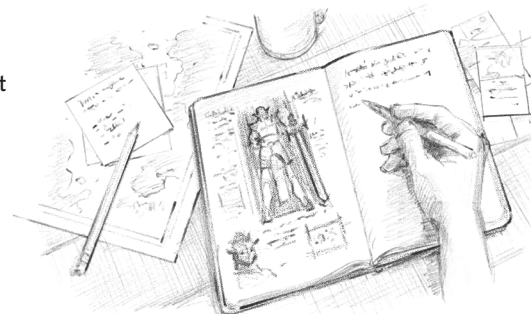
Use all the choices and backstory you've made about your character so far to generate their starting two Experiences, a set of narrative words or phrases that represent what they've learned or become on their journey so far. Assign both a modifier of +2.

## 8 CHOOSE DOMAIN DECK CARDS

Each class is made up of two different domains, which are listed below the class name on the character sheet. Choose two cards total from the level 1 cards in those domains. You can share these decks with other players. If you do, make sure to talk with them about which cards they're interested in.

## 9 CREATE CONNECTIONS

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



### FIRST NAMES

Alucard, Ambrose, Ash, Bellamy, Calder, Calypso, Chartreuse, Clover, Dahlia, Darrow, Deacon, Elowen, Emrys, Fable, Fiorella, Flynn, Gatlin, Gerard, Hadron, Harlow, Indigo, Isla, Jaden, Kai, Kismet, Leo, Mika, Moon, Nyx, Orna, Phaendra, Quill, Rani, Raphael, Reza, Roux, Saffron, Sierra, Skye, Talon, Thea, Triton, Vala, Velo, Wisteria, Yanelle, Zahara

### REGION NAMES

Alvyon, Bloomfare, Bonecross, Branishar, Cloud Isles, Davesch Pass, End of Journeys, Fearhold, Ir'thandir, Mountains of Creation, Nocturne, Revenance, Shattered Peaks, South Choir, Sunbearer's Crescent, Watcher's Ravine, Wilting Valley, Xuria

### FAMILY NAMES

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

### PLACE NAMES

Balking Tide, Black Willow, Crow's Nest, Dire Reach, Figero, Fool's Gold, Golden Goose, Hearthbreak, Hollow Keep, Idle Fiend, Kross, Limping Liar, Mettler's Make, Nero's Compass, Netherwell, Parting Gift, Quiet Magnitude, Roaming Way, Salute, Wicked Smile

### EXPERIENCES

**Backgrounds like:**  
Bodyguard, Con Artist, Merchant, Noble, Pirate

**Characteristics like:**  
Affable, Intimidating, Sticky Fingers, Survivor

**Specialties like:**  
Healer, Inventor, Navigator, Washbuckler

**Skills like:**  
Barter, Quick Hands, Repair, Tracker

**Phrases like:**  
Catch Me If You Can, Hold the Line, Nature's Friend, This Is Not a Negotiation



# PLAY GUIDE

## ACTION ROLLS

Describe what you want to do and work with the GM to determine whether a roll is necessary to accomplish it. If it is...

### AGILITY +1, THIEF +2

Decide which modifiers apply. Spend a Hope to add an Experience.



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

### "21 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 extra. You gain a Hope and clear a Stress.
- **On a success with Hope**, you pull it off well and get what you want. You 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, get limited information, attract danger, or face another complication. 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 there are consequences, but you gain a Hope.
- **On a failure with Fear**, things go very badly. You probably don't get what you want, and a major consequence or complication occurs because of it. The GM gains a Fear.

## DAMAGE ROLLS

After a successful attack, roll a number of your weapon's damage dice equal to your Proficiency and add them together.

If your attack roll critically succeeds, your attack deals extra damage! Start with the highest possible value the damage dice can roll, and then make a damage roll as usual, adding it to that value.

## REACTION ROLLS

Reaction rolls work similarly to action rolls, except they don't generate Hope, Fear, or additional GM moves.

## USING ARMOR

Your Armor Score represents how many Armor Slots you have available. When you take damage, you can mark an Armor Slot to reduce the severity by one threshold. You can only mark 1 Armor Slot per incoming attack.

## QUICK REFERENCE

**Advantage:** Add a d6 advantage die to your roll.

**Disadvantage:** Subtract a d6 disadvantage die from your roll.

**Help an Ally:** Spend a Hope and roll a d6 advantage die to add to an ally's roll. If the ally has gained advantage on a roll from multiple sources, they only add the highest result to their roll.

**Group Action:** Nominate a leader of the action. All other participants in the group action roll make a reaction roll using whichever traits they and the GM decide best fit (they don't need to use the same traits). The leader then makes an action roll. Their action roll gains a +1 bonus for each reaction roll that succeeds and a -1 penalty for each reaction roll that fails.

**Tag Team Roll:** Once per session, each player can choose to spend 3 Hope and initiate a Tag Team Roll between their character and another PC. When you do, work with the other character's player to describe how you combine your actions in a unique and exciting way. You both make separate action rolls, but before resolving the roll's outcome, choose one of the rolls to apply for both of your results. On a roll with Hope, all PCs involved gain a Hope. On a roll with Fear, the GM gains a Fear for each PC involved. If you succeed on a Tag Team Roll attack, you both roll damage, then add it together to determine the damage dealt.

**Vulnerable:** When a creature has the *Vulnerable* condition, all rolls against them have advantage.

**Restrained:** When a creature has the *Restrained* condition, they can't move, but they can still take actions from their current position.

**Hidden:** While you're out of sight from all foes and they don't know where you are, you gain the *Hidden* condition. While you're *Hidden*, any rolls against you have disadvantage.

**Direct Damage:** Armor Slots can't be marked to reduce this damage.

Level 1 ▶ Tier 1

Levels 2-4 ▶ Tier 2

Levels 5-7 ▶ Tier 3

Levels 8-10 ▶ Tier 4

# DOWNTIME

*Downtime represents moments of respite within the perilous journey the characters are on together. It's 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 can swap any domain cards in their loadout for cards in their vault, then choose two of the following moves (or choose the same move twice). The GM gains 1d4 Fear.

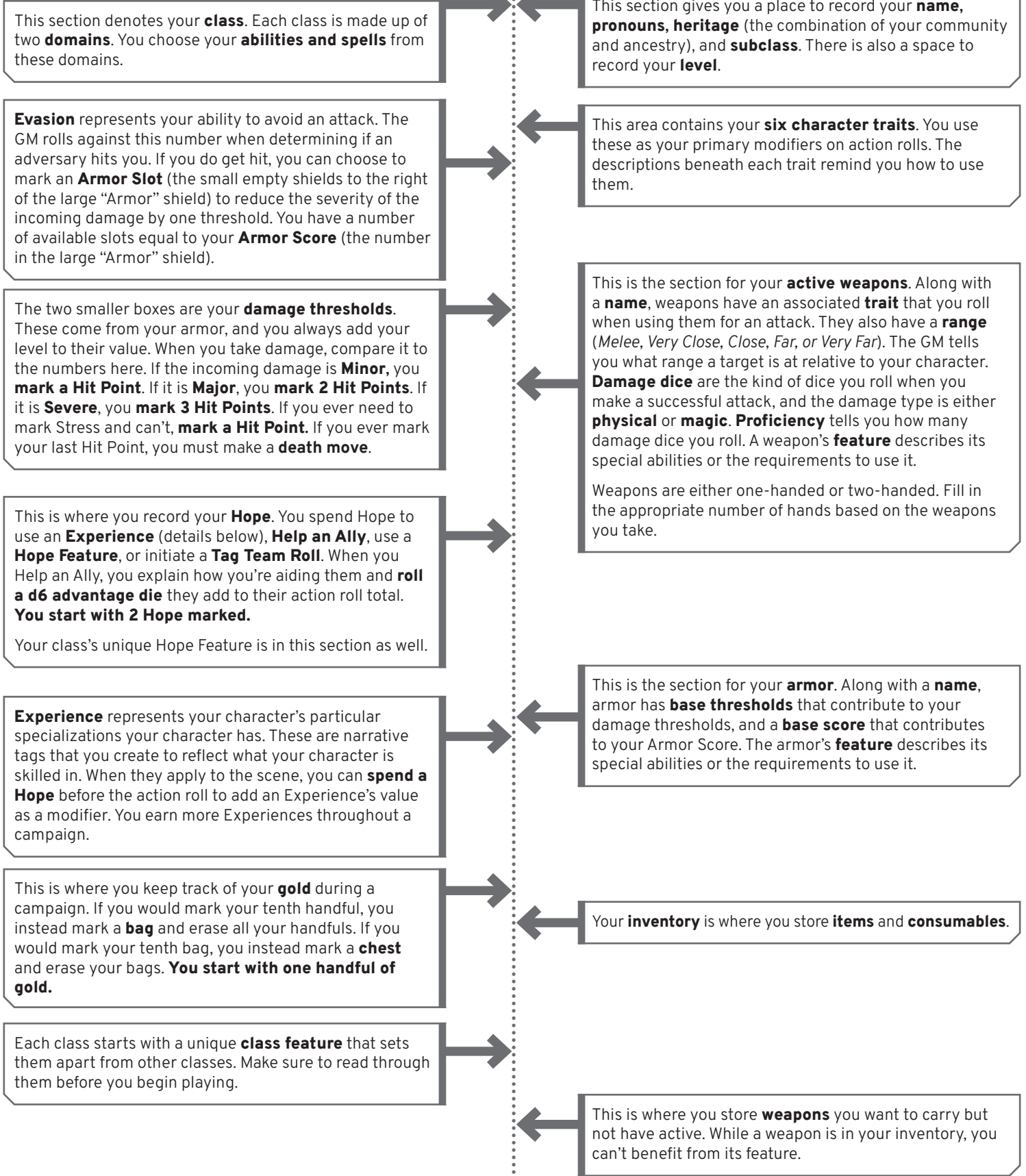
- **Tend to Wounds**  
Describe how you hastily patch yourself up, then clear a number of Hit Points equal to 1d4 + your tier. You can do this to an ally instead.
- **Clear Stress**  
Describe how you blow off steam or pull yourself together, then clear a number of Stress equal to 1d4 + your tier.
- **Repair Armor**  
Describe how you quickly repair your armor, then clear a number of Armor Slots equal to 1d4 + your tier. You can do this to an ally's armor instead.
- **Prepare**  
Describe how you prepare yourself for the path ahead, then gain a Hope. If you choose to Prepare with one or more members of your party, you each gain 2 Hope.

## LONG REST

Each player can swap any domain cards in their loadout for cards in their vault, then choose two of the following moves (or choose the same move twice). The GM gains an amount of Fear equal to the number of PCs + 1d4 and can advance a long-term countdown.

- **Tend to All Wounds**  
Describe how you patch yourself up, then clear all Hit Points. You can do this to an ally instead.
- **Clear All Stress**  
Describe how you blow off steam or pull yourself together, then clear all Stress.
- **Repair All Armor**  
Describe how you spend time repairing your armor, then clear all Armor Slots. You can do this to an ally's armor instead.
- **Prepare**  
Describe how you prepare for the next day's adventure, then gain a Hope. If you choose to Prepare with one or more members of your party, you each gain 2 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 the progress countdown.

# CHARACTER SHEET SIDECAR



SLIDE THIS SIDE OUT TO THE LEFT OF YOUR CHARACTER SHEET.

SLIDE THIS SIDE OUT TO THE RIGHT OF YOUR CHARACTER SHEET.

