

ANIMA

A Daggerheart™ Compatible Domain

Designed and illustrated by Christophe Zerr



Anima is the domain of the mystical powers of life energy itself. Walking this path is usually shunned upon as it touches on the sacred, the intimate and the essence of our very existence. Anima offers the power to animate inanimate objects or living flesh, dealing with death and following forgotten rites.

Animation – Life stealing – Intimidation – Curses – Beyond death

This new Domain contains **25 hand-illustrated cards**. There are 21 Domain cards as per usual: 3 level 1 cards, and then 2 cards per level up to level 10. But it also has 4 “Death Lock” cards to use when a character picks the **Immortal Rite** (one of the two level 10 Anima cards).

Death Lock cards are not considered Domain cards. They cannot be Vaulted or added to your Loadout. They do define your character in a peculiar way and should be picked *very carefully*.

You will find all printable cards on the three first pages and then a few pages with just the cards’ wording for easy quick reference.

This Domain would work really well with Wizard, Sorcerer, Guardian and Seraph Classes.

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• First public release

Special thanks to Blade Bound.

Illustrations and the Anima symbol are under CC-BY-NC-SA 4.0 Christophe Zerr. Contact: cxzman@free.fr

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ABILITY

DEAD EYES

Keen eyes look for movement and life in a crowd to spot their targets. By spending time with the dead, you've learned from them how to escape attention.

In a random crowd, or if you move alongside a group, you are harder to spot. Whoever wants to identify you does so with Disadvantage.

Also, as long as you stay perfectly still and hold your breath, you are considered *Hidden*.

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SPELL

MEMORY REMAINS

You are attuned to the sensible and mystical realm of spirits lingering in this material world, still clinging to reality.

You may spend 1 Hope to open yourself to the memories attached to an inanimate object you touch or a place you visit. The more time and dedication you give, the deeper and clearer memories will come back to you, from more recent and vivid, to more ancient and fuzzy.

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SPELL

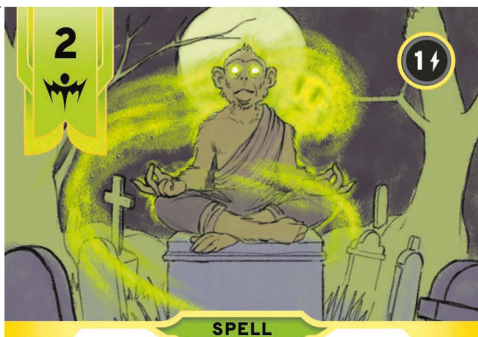
THE GIFT OF LIFE

You know that life is a gift, and it takes life to give life.

As such, once per rest, you may mark 1 Hit Point to animate an object you touch about the size of a fist by splashing it with a bit of your blood. It will burst to life, move about, shake and stir.

Ideal to create a little familiar, a construct friend or an autonomous self-powered clockwork.

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SPELL

COMMUNE

When visiting the resting place of a dead creature, you may take a minute in peace to focus and contact their resident soul. They can then converse with you for a while, but only in symbols, emotions and signs.

If the target never had a proper burial, you'll have to recreate one from scratch using a Work on a Project move during Downtime, based on testimonials and memories you can glean. Only one such place can exist for a single soul, creating another one will not help you Commune.

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SPELL

DANCING BLADE

By reaching beyond and inviting spirits into this world, you may infuse any weapon with the mind of a long dead soul, ready for action.

Once per Long rest, you may mark 1 Stress to temporarily animate a weapon you touch. This weapon is able to fly, to attack on its own and to get its own Spotlight, like a character. The weapon has your Attack score, your Proficiency and otherwise has a Difficulty of 12.

You decide on the actions of the weapon, but at any point during its life, you may give it full autonomy and free will by clearing 1 Stress.

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ABILITY

EARTH RITE

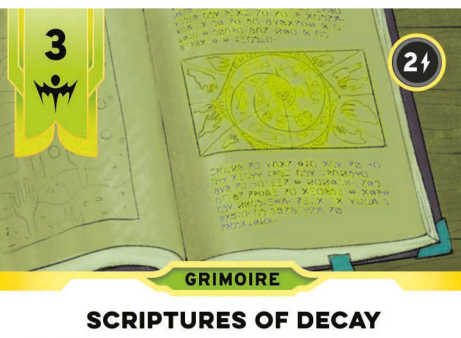
You observe and practice the ancient Earth Rite, binding yourself to the soil, the earth and the worms within. You come out a muskier person.

When you pick this card, gain these permanently:

- Become resistant to damage coming from toxic and caustic threats.
- Become immune to diseases.
- Raise your Damage Thresholds by 1.

Then place this card into your vault permanently.

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GRIMOIRE

SCRIPTURES OF DECAY

Mortal Life: Pick a single living creature within Close range and make a Spellcast Roll against them. On a success, once per rest, they must mark 1 Hit Point, or 2 Hit Points on a Critical success. If this defeats the target, you heal as many Hit Points.

Fresh Soil: Once per rest, within Far range, you may turn to mud a Very close range patch of ground, making whoever is standing there temporarily Restrained.

Erosion: Touch some inert matter and mark 1 Stress to make it rapidly decay and erode. The material is utterly destroyed within a few dozen minutes of uninterrupted focus. Erosion does not work on living matter.

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ANIMA CARDS

1 DEAD EYES

Ability – Recall 0

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1 MEMORY REMAINS

Spell – Recall 0

You are attuned to the sensible and mystical realm of spirits lingering in this material world, still clinging to reality.

You may **spend 1 Hope** to open yourself to the memories attached to an inanimate object you touch or a place you visit. The more time and dedication you give, the deeper and clearer memories will come back to you, from more recent and vivid, to more ancient and fuzzy.

1 THE GIFT OF LIFE

Spell – Recall 1

You know that life is a gift, and it takes life to give life.

As such, once per rest, you may **mark 1 Hit Point** to animate an object you touch about the size of a fist by splashing it with a bit of your blood. It will burst to life, move about, shake and stir.

Ideal to create a little familiar, a construct friend or an autonomous self-powered clockwork.

2 COMMUNE

Spell – Recall 1

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If the target never had a proper burial, you'll have to recreate one from scratch as a Downtime project, based on testimonials and memories you can glean. Only one such place can exist for a single soul, creating another one will not help you Commune.

2 DANCING BLADE

Spell – Recall 1

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Once per Long rest, you may **mark 1 Stress** to temporarily animate a weapon you touch. This weapon is able to fly, to attack on its own and get its own Spotlight, like a character. The weapon has your Attack score, your Proficiency and otherwise has a **Difficulty of 12**.

You decide on the actions of the weapon, but at any point during its life, you may give it full autonomy and free will by **clearing 1 Stress**.

3 EARTH RITE

Ability – Recall -

You observe and practice the ancient Earth Rite, binding yourself to the soil, the earth and the worms within. You come out a muskier person.

When you pick this card, gain these permanently:

- *Become resistant to damage coming from toxic and caustic threats.*
- *Become immune to diseases.*
- *Raise your Damage Thresholds by 1.*

Then place this card into your vault permanently.