

FATE

A Daggerheart™ Compatible Domain

Designed and illustrated by Christophe Zerr



Fate is the domain of the future and how to manipulate it. They say it's all about luck, but the devotee knows how to create his own luck. Fate is the path of ambition, of controlling one's destiny, and making one single wish come true.

Randomness – Luck – Gambling – Causality – Paradoxes – Making a wish

This new Domain contains **21 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.

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, Brawler or Seraph Classes.

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• First public release

Special thanks to Roienna.

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SPELL

CHAOTIC BURST

Choose a target within Very Close range, then pick two numbers between 1 and 8, and roll as many d8s as your level.

- If any of the d8s rolls your picked numbers, the target **marks that many Hit Points**, then place this card in your vault.
- If none of the d8s rolls your picked numbers, **lose 1 Hope**, or **mark 2 Stress** if you can't lose Hope.

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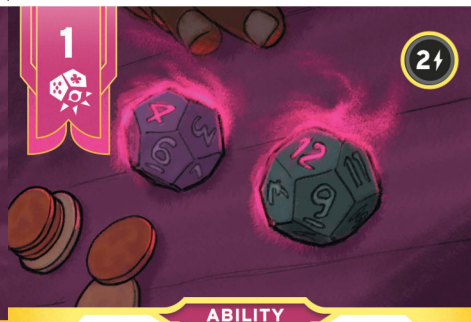
SPELL

FATEFUL END

Claim how an adversary will be defeated. Bet on that claim by **marking 1 Stress**. If the adversary suffers defeat the way you claimed it would happen, **clear 2 Stress**, and if it happens thanks to the actions of someone else than you, **gain 1 Hope**.

If the adversary isn't defeated by the end of this current scene, the bet expires. You can only bet on 3 adversaries at a time with Fateful End.

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ABILITY

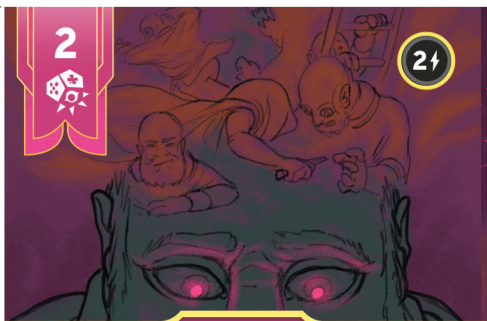
LUCKY NUMBERS

When you pick this card, roll your Duality dice and note the result of each die as Lucky Numbers. Every time your Duality dice roll these exact numbers on the correct dice, consider the roll a critical success.

You get an additional pair of Lucky Numbers on level 3 and 7.

When determining new Lucky Numbers, if the result on your Duality dice is already considered a critical success, reroll your Duality dice until you get a result that is not considered a critical success yet.

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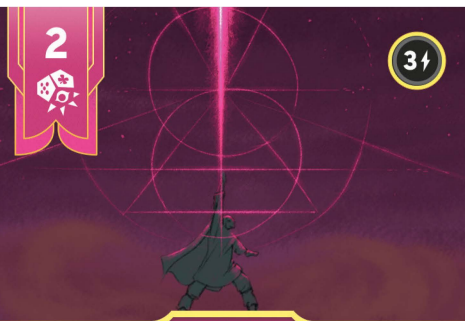
SPELL

FORESIGHT

Make a Spellcast roll against a single creature or character, including yourself, within Very Far range. On a success, the GM tells you something that will likely happen to them or be caused by them, maybe soon, maybe later, maybe never, and then place this card in your vault.

The GM might initiate a Foresight by themselves without you triggering it, even if this card is in your vault.

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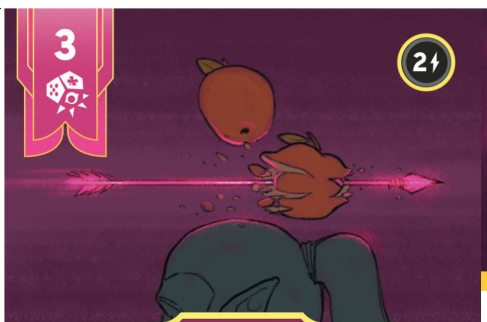
SPELL

MYSTICAL COINCIDENCE

The forces of Fate are never as strong as when all outcomes coincide.

Choose a target within Far range and **make a Spellcast roll** against them. On a success, roll as many **d4s** as your current tier. **Multiply** the dice values together, and deal that much magical damage to them.

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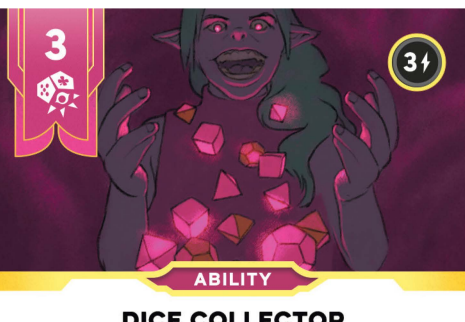
ABILITY

CALLED SHOT

Before rolling an Action or Reaction roll, you may choose to add your Spellcast Trait to the roll. If that roll succeeds, **gain 1 Hope**. If it fails, **lose 1 Hope**, or **mark 2 Stress** if you can't lose Hope.

Then, regardless of the success or failure of the roll, place this card in your vault.

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ABILITY

DICE COLLECTOR

Pick a Collector dice type (d4, or d6, or d8, etc.). Anytime someone else at the table rolls a die of the Collector dice's type at its maximum value, roll 1 die of that type for each die that had its maximum value and place them all on this card. You cannot have more dice than your Spellcast trait on this card.

After rolling damage dice for a weapon attack, you may **mark 1 Stress** to add the sum of the values of all the dice on this card to your weapon attack's damage. Then remove all dice from this card.

You can always pick a new Collector dice type, but then you must remove all dice from this card.

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FATE CARDS

1 CHAOTIC BURST

Spell – Recall 1

Choose a target within Very Close range, then pick two numbers between 1 and 8, and roll as many d8s as your level.

- *If any of the d8s rolls your picked numbers, the target **marks that many Hit Points**, then place this card in your vault.*
- *If none of the d8s rolls your picked numbers, **lose 1 Hope**, or **mark 2 Stress** if you can't lose Hope.*

1 FATEFUL END

Spell – Recall 0

Claim how an adversary will be defeated. Bet on that claim by **marking 1 Stress**. If the adversary suffers defeat the way you claimed it would happen, **clear 2 Stress**, and if it happens thanks to the actions of someone else than you, **gain 1 Hope**.

If the adversary isn't defeated by the end of this current scene, the bet expires. You can only bet on 3 adversaries at a time with Fateful End.

1 LUCKY NUMBERS

Ability – Recall 2

When you pick this card, roll your Duality dice and note the result of each die as Lucky Numbers. Every time your Duality dice roll these exact numbers on the correct dice, consider the roll a critical success.

You get an additional pair of Lucky Numbers on level 3 and 7.

When determining new Lucky Numbers, if the result on your Duality dice is already considered a critical success, reroll your Duality dice until you get a result that is not considered a critical success yet.

2 FORESIGHT

Spell – Recall 2

Make a Spellcast roll against a single creature or character, including yourself, within Very Far range. On a success, the GM tells you something that will likely happen to them or be caused by them, maybe soon, maybe later, maybe never, then place this card in your vault.

The GM might initiate a Foresight by themselves without you triggering it, even if this card is in your vault.

2 MYSTICAL COINCIDENCE

Spell – Recall 3

The forces of Fate are never as strong as when all outcomes coincide.

Choose a target within Far range and **make a Spellcast roll** against them. On a success, roll as many **d4s** as your current tier. **Multiply** the dice values together, and deal that much magical damage to them.

3 CALLED SHOT

Ability – Recall 2

Before rolling an Action or Reaction roll, you may choose to add your Spellcast Trait to the roll. If that roll succeeds, **gain 1 Hope**. If it fails, **lose 1 Hope**, or **mark 2 Stress** if you can't lose Hope.

Then, regardless of the success or failure of the roll, place this card in your vault.