

■ RIPPLE

Level 1 Arcana Ability

Recall Cost: 0

When you cast a spell from the Arcana domain, you send out an arcane ripple. Choose one ally within Very Close range: they gain advantage on their next Spellcast Roll.

■ ARCANE FLICKER

Level 1 Arcana Spell

Recall Cost: 1

Spend a Hope to teleport to any point within Very Close range you can see. You may also teleport an object you're touching within Very Close range if it's no larger than you.

■ SNATCH

Level 2 Arcana Spell

Recall Cost: 1

Pull a small object within Close range into your hand. The object must fit in one hand. If a creature is holding the object, **spend a Hope** to make a Spellcast Roll against them to wrench it free.

■ ELEMENTAL BLAST

Level 3 Arcana Spell

Recall Cost: 2

Spend a Hope and make a **Spellcast Roll** against a target within Far range. On a success, elemental energy erupts from the target's location. The target and all creatures within Very Close range of them must make a Reaction Roll (13). Targets who fail take **d12+4** magic damage using your Proficiency and are knocked down, temporarily *Vulnerable*. Targets who succeed take half damage.

■ MAJOR ILLUSION

Level 4 Arcana Spell

Recall Cost: 2

Make a **Spellcast Roll (14)**. On a success, create a detailed illusion at a point within Far range. The illusion fills an area within Close range of that point and can include sounds, smells, and movement. The illusion lasts until the end of the scene or you cast Major Illusion again. A creature can make a Reaction Roll (14) when they first interact with the illusion. On a success, they perceive it as an illusion. On a failure, they believe it's real until they have clear evidence otherwise.

■ SPECTRAL PROJECTION

Level 5 Arcana Spell

Recall Cost: 1

Spend a Hope to project an intangible image of yourself to any location within Far range you can see. You can hear, see and speak through it until the end of the scene or you cast another spell. The image is visibly magical and intangible. It can't be affected by physical objects or creatures.

■ FEINT AND STRIKE

Level 1 Blade Ability

Recall Cost: 0

When you miss a weapon attack against a target, you learn their pattern. Your next attack against that same target before the end of the scene has advantage.

■ KILLING EDGE

Level 1 Blade Ability

Recall Cost: 0

When you deal enough damage to defeat a creature with a weapon attack, clear a Stress as the thrill of victory sharpens your focus. You can only clear one Stress per Spotlight this way.

■ WEAPON MASTERY

Level 2 Blade Ability

Recall Cost: 0

When you choose this card, select a weapon type (bows, swords, axes, etc.). When using that weapon type, one damage die of your choice always counts as its maximum value. Place this card in your vault permanently.

■ CALLED SHOT

Level 3 Blade Ability

Recall Cost: 1

Spend a Hope to call your shot before making a ranged weapon attack (eye, hand, leg, etc.). On a hit, describe the effect: you double one damage die, the target drops what they're holding, they have disadvantage on their next action roll, or their movement is reduced by one range step until your next rest.

■ TWIN SHOT

Level 4 Blade Ability

Recall Cost: 2

Mark a Stress to simultaneously shoot two adversaries within Very Close range of each other, using a single attack roll against both.

■ EXECUTIONER'S EDGE

Level 5 Blade Ability

Recall Cost: 1

When you attack a creature that has marked at least 2 Hit Points, you can **spend a Hope** to add an extra **2d8** to your damage roll as you exploit their wounds.



1

0

1

1

ABILITY

RIPPLE

When you cast a spell from the Arcana domain, you send out an arcane ripple. Choose one ally within Very Close range: they gain advantage on their next Spellcast Roll.

SPELL

ARCANES FLICKER

Spend a Hope to teleport to any point within Very Close range you can see. You may also teleport an object you're touching within Very Close range if it's no larger than you.

Daggerquill

Daggerheart™ Compatible. Terms at Daggerheart.com

Daggerquill

Daggerheart™ Compatible. Terms at Daggerheart.com

2

1



3

2



4

2



SPELL

SNATCH

Pull a small object within Close range into your hand. The object must fit in one hand. If a creature is holding the object, spend a Hope to make a Spellcast Roll against them to wrench it free.

ABILITY

ELEMENTAL BLAST

Spend a Hope and make a Spellcast Roll against a target within Far range. On a success, elemental energy erupts from the target's location. The target and all creatures within Very Close range of them must make a Reaction Roll (13). Targets who fail take d12+4 magic damage using your Proficiency and are knocked down, temporarily Vulnerable. Targets who succeed take half damage.

SPELL

MAJOR ILLUSION

Make a Spellcast Roll (14). On a success, create a detailed illusion at a point within Far range. The illusion fills an area within Close range of that point and can include sounds, smells, and movement. The illusion lasts until the end of the scene or you cast Major Illusion again. A creature can make a Reaction Roll (14) when they first interact with the illusion. On a success, they perceive it as an illusion. On a failure, they believe it's real until they have clear evidence otherwise.

Daggerquill

Daggerheart™ Compatible. Terms at Daggerheart.com

Daggerquill

Daggerheart™ Compatible. Terms at Daggerheart.com

Daggerquill

Daggerheart™ Compatible. Terms at Daggerheart.com

5

1



ABILITY

SPECTRAL PROJECTION

Spend a Hope to project an intangible image of yourself to any location within Far range you can see. You can hear, see and speak through it until the end of the scene or you cast another spell. The image is visibly magical and intangible. It can't be affected by physical objects or creatures.

Daggerquill

Daggerheart™ Compatible. Terms at Daggerheart.com



1

0

1

0

ABILITY

FEINT AND STRIKE

When you miss a weapon attack against a target, you learn their pattern. Your next attack against that same target before the end of the scene has advantage.

ABILITY

KILLING EDGE

When you deal enough damage to defeat a creature with a weapon attack, clear a Stress as the thrill of victory sharpens your focus. You can only clear one Stress per Spotlight this way.

Daggerquill

Daggerheart™ Compatible. Terms at Daggerheart.com

Daggerquill

Daggerheart™ Compatible. Terms at Daggerheart.com

2

0



3

1



4

2



ABILITY

WEAPON MASTERY

When you choose this card, select a weapon type (bows, swords, axes, etc.). When using that weapon type, one damage die of your choice always counts as its maximum value. Place this card in your vault permanently.

ABILITY

CALLED SHOT

Spend a Hope to call your shot before making a ranged weapon attack (eye, hand, leg, etc.). On a hit, describe the effect: you double one damage die, the target drops what they're holding, they have disadvantage on their next action roll, or their movement is reduced by one range step until your next rest.

ABILITY

TWIN SHOT

Mark a Stress to simultaneously shoot two adversaries within Very Close range of each other, using a single attack roll against both.

Daggerquill

Daggerheart™ Compatible. Terms at Daggerheart.com

Daggerquill

Daggerheart™ Compatible. Terms at Daggerheart.com

Daggerquill

Daggerheart™ Compatible. Terms at Daggerheart.com

5

1



ABILITY

EXECUTIONER'S EDGE

When you attack a creature that has marked at least 2 Hit Points, you can spend a Hope to add an extra 2d8 to your damage roll as you exploit their wounds.

Daggerquill

Daggerheart™ Compatible. Terms at Daggerheart.com