

MEDITERRAE



PLAYTEST PACK 1

On the shores of the internal sea of Mediterrae, great heroes embark on epic journeys to obtain the last Vestiges of Divinity, facing mythical monsters and rival nations on the verge of an all-out war.

*Mediterrae is in Beta, an open project still in development that needs your help to grow. There are a lot of ways to **support** it: you can **PWYW** on our [Itch.io](https://itch.io) page, **follow** us on our [Instagram](#), **playtest** it and let us know your feedback on the [Google Form](#) or on [Telegram](#), or **talk** about it with friends*



BERSERKER

CHARACTER GUIDE

As a berserker, your rage drives you to sweep your enemies away from the battlefield fighting tooth and nail.

SUGGESTED TRAITS

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

SUGGESTED PRIMARY WEAPON

Longsword - Agility Melee - d8+3 phy - Two-Handed

OR

Battleaxe - Strength Melee - d10+3 phy - Two-Handed

SUGGESTED ARMOR

Gambeson - Thresholds 5/11 - Score 3

Flexible: +1 to Evasion

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 wooden totem carved for you by
your cult leader OR a pouch of herbs
to invoke your next spiritual vision

CHARACTER DESCRIPTION

Choose one (or more) from each line,
or write your own description.

Clothes that are: leather, natural, reinforced,
stained, tactical, weathered, woven

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: a wild beast, a guide, a hero, a
hippie, a hired hand, a lone wolf

BACKGROUND QUESTIONS

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

Who taught you how to channel your rage?

What creature defeated you in battle years ago? Why are you still alive?

Who are you searching for? Why are you so obsessed?

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 kind gesture did you do for me, when this
party first came together?

Why do you usually help me with my wounds?

How am I helping you let loose? What strange ritual or habit are you
learning from 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.

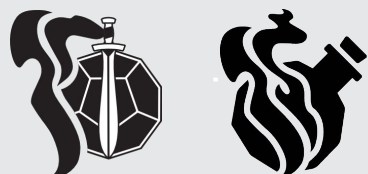
☐ ☐ Permanently gain one Stress slot.

☐ 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.



BERSERKER

CULT OF THE BEAR

Foundation

SPELLCAST TRAIT: STRENGTH

Thick Fur: Gain a bonus to your damage thresholds equal to half your tier.

Relentless Rage: When you should mark your last HP, you can instead **decrease the value of your Enraged Die by two** to postpone the Avoid Death move until you drop out of *Enraged*.

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BERSERKER

CULT OF THE BEAR

Specialization

Half-Bear: While you are *Enraged*, you gain a +2 bonus to your Strength and a +1 bonus to your Evasion. You also gain advantage on Action rolls to climb, navigate, protect.

Revenant: You can **decrease the value of the Enraged Die by two** to gain a bonus to your Risk It All roll equal to the number of your scars.

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BERSERKER

CULT OF THE BEAR

Mastery

Veteran: When you become *Enraged* increase the Enraged Die value by the number of your scars.

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BERSERKER

CULT OF THE WOLF

Foundation

SPELLCAST TRAIT: AGILITY

Pack Hunting: When you succeed on a Melee attack against the same target as an ally who acts immediately before you, add a **d6** to your damage roll.

Chilling Howl: While you are *Enraged*, you can **decrease the value of the Enraged Die by one** to give your allies advantage on their next attack roll against any adversary in Very Close range to you.

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BERSERKER

CULT OF THE WOLF

Specialization

Half-Wolf: While you are *Enraged*, you gain a +2 bonus to your Agility and a +1 bonus to your Evasion. You also gain advantage on Action rolls to scare, sprint and track.

Fierce Rage: Your Enraged Die and "Pack Hunting" die increase to a **d8**. While you are *Enraged* and deal damage to an adversary, you can **decrease the value of the Enraged Die by one** to force them to mark a Stress.

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BERSERKER

CULT OF THE WOLF

Mastery

Pack Leader: While you are *Enraged*, if you are within Very Close range of an ally, you can't be *Vulnerable*. Otherwise, the "Enraged" feature will make you *Vulnerable* again.

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NAME	PRONOUNS
HERITAGE	SUBCLASS

LEVEL

EVASION

Start at 11

ARMOR

AGILITY	STRENGTH	FINESSE	INSTINCT	PRESENCE	KNOWLEDGE
Sprint Leap Maneuver	Lift Smash Grapple	Control Hide Tinker	Perceive Sense Navigate	Charm Perform Deceive	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.

Déjà vu: After an ally within Close range attempts an action roll, but before the consequences take place, you can **spend 3 Hope** to allow them to reroll one of the dice.

EXPERIENCE

GOLD

HANDFULS	BAGS	CHEST
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CLASS FEATURE

OMEN DICE

Once per session, describe how you perform a rite to foretell future events. Clear all the Omen Dice sets, roll a number of Duality Dice depending on your Tier, as indicated below, and place them on your character sheet in the space provided. These are your sets of Omen Dice. After you or a willing ally within Close range makes an action roll, but before resolving the roll's outcome, you can swap a single Omen Die –Hope or Fear– with another of the same kind. Based on your Tier, you can do this a number of times per session, as indicated below. At the end of each session, note all unspent Omen Dice values.

Tier 1 → Roll one Omen Dice set. You can swap 0 Dice.
Tier 2 → Roll one Omen Dice set. You can swap 1 Die.
Tier 3 → Roll 2 Omen Dice sets. You can swap 2 Dice.
Tier 4 → Roll 2 Omen Dice sets. You can swap 3 Dice.

SWAPS

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		

SUGGESTED TRAITS

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

SUGGESTED PRIMARY WEAPON

Scepter - Presence Far - d6 mag - Two-Handed

Versatile: This weapon can also be used with these statistics—Presence, Melee, d8.

OR

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:

the item you need to perform
your divination rites OR
an ominous sealed scroll
containing an ancient prophecy

CHARACTER DESCRIPTION

Choose one (or more) from each line,
or write your own description.

Clothes that are: austere, glowing, intricate,
loud, ornate, plain, regal

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 orator, a con artist, a performer,
a priest, a sage

BACKGROUND QUESTIONS

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

Why were your words so revered in your community?

Who taught you how to read the signs and guide people?

One of your predictions brought tragedy onto someone.
Who is still seeking vengeance?

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 did I see in your future? Why have you
asked me to keep it a secret?

I always seek your advice about something. What is it?

Why are you so scared of me reading your future?

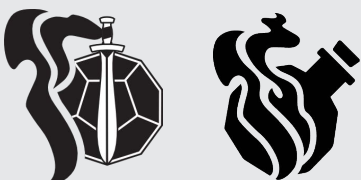
TIER 2: LEVELS 2-4

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.



ORACLE

AUGUR

Foundation

SPELLCAST TRAIT: PRESENCE

Divination: Once per rest, describe how you perform a ritual to read the signs and foretell near future events and ask the GM a question about a goal, event, or activity in the near future. The GM answers the question with an Omen Dice set, choosing the result beforehand, which reflects the outcome of your ritual for you to interpret. Swap one Omen Dice set on your sheet with the one you just received from the GM.

Read the Omens: You can swap 1 additional Omen Die per session.

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ORACLE

AUGUR

Specialization

Sixth Sense: You can use your hope feature “Déjà Vu” on yourself and also swap Omen Dice with reaction rolls.

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ORACLE

AUGUR

Mastery

Alter the Future: When you swap an Omen Die from your sheet with a die of an ally's, you both gain a hope and clear a stress.

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ORACLE

MYSTIC

Foundation

SPELLCAST TRAIT: KNOWLEDGE

Delve into the Past: Once per rest, describe how you study ancient artifacts or texts that foretell near future events and reroll one of your Omen Dice sets. You can spend an Omen Die to create a new Experience, for you or a member of your party, called *As Foretold* (with a modifier equal to the spent Omen Die value). When *As Foretold* is used in an action or reaction roll, or at the beginning of the next rest, erase it from the sheet.

Ponder: When you roll your Omen Dice, you can roll an additional set and pick a Hope and a Fear die to discard, from among all your Omen Dice sets.

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ORACLE

MYSTIC

Specialization

Canon Event: When you Help an Ally, you can roll two advantage dice and take the highest.

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ORACLE

MYSTIC

Mastery

Shared Prophecy: Your party gains access to the Shared Prophecy downtime move. To use this move, once per rest, you can spend an Omen Die to describe how you lead the study and the interpretation of an ancient prophecy with your party. You and each ally who chooses this downtime move with you gain a Hope and an *As Foretold* Experience (with a modifier equal to the spent Omen Die value).

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SERAPH

AEGIS

Foundation

SPELLCAST TRAIT: STRENGTH

Runic Shield: You can use a shield as your primary weapon. The damage die and modifier become **d8+double your Tier**. On a successful attack with a shield, you deal magic damage and the target must mark a Stress.

Warding Rune: Once per long rest, choose an ally and a type of damage (physical or magic). Until the next rest, that creature reduces incoming damage of the chosen type by half their total Armor Score, before applying it to their damage thresholds.

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SERAPH

AEGIS

Specialization

Deflection Rune: On a successful enemy attack, you can **roll the damage die** of one of your shields. If any of the attacker's damage dice rolled the same value as yours, the matching results are discarded before the damage you take is totaled.

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SERAPH

AEGIS

Mastery

Arcane Ricochet: You can **spend a Hope** for each die discarded by the "Deflection Rune" feature to force the attacker, or another adversary within Very Close range, to mark an equal number of Hit Points.

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SORCERER

FATESPINNER

Foundation

SPELLCAST TRAIT: INSTINCT

Spin the Threads: Your fatespinner origin allows you to interact with your adversaries' threads of fate. After you cast a spell or make an attack using a weapon that deals magic damage, you can mark a Stress to do one of the following on one of the targets:

- Temporarily **Hold** the target's thread. While the target's thread is **Held**, you know precisely what direction they are in.
- Temporarily **Pick** the target's thread. While the target's thread is **Picked**, they cross out 2 unmarked Stress slots.
- Pull on the target's thread and move them into Melee range with you. They are temporarily **Restrained**.

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SORCERER

FATESPINNER

Specialization

Measure the Threads: Once per rest you can choose an ally and an adversary within Close range to make them, respectively, temporarily **Favored** and **Disfavored** until the end of the scene. While **Favored**, an ally adds a **+2** to all their action and reaction rolls. While **Disfavored**, an adversary subtracts a **-2** to all their action and reaction rolls.

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SORCERER

FATESPINNER

Mastery

Sever the Threads: Make a **Spellcast Roll** against a target within Far range. On a success, you can **Mark 2 Stress** to **Doom** the target. You can only have one **Doomed** adversary at a time, and can't transfer or remove the condition except by defeating the target. The GM can **spend 2 Fear** and the target's turn to clear the **Doomed** condition. The next time the **Doomed** target is spotlighted they are immediately defeated: the GM gains fear and you mark HP equal to the adversary's Tier. (The GM can avoid to spotlight an adversary to delay their defeat.)

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RANGER

MONSTER HUNTER

Foundation

SPELLCAST TRAIT: INSTINCT

Slay the Beast: When you use your "Hold Them Off" feature, you can use that same roll against one adversary one more time, instead of using it against two additional targets.

Know Your Enemy: When you are recollecting info on a specific creature or group of creatures, you can **spend any number of Stress** and ask the GM that many questions from the following list.

- Are there stories or legends related to this creature?
- What are their motives and tactics?
- What features make them resistant or immune to which kind of damage?
- What is their most dangerous feature?

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RANGER

MONSTER HUNTER

Specialization

Warding Ritual: When your **Focus** deals Severe damage to you, you can mark 1 fewer Hit Points.

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RANGER

MONSTER HUNTER

Mastery

Countermeasure: You can **spend 2 Hope** to clear a temporary or special condition imposed on you, or on an ally within Very Close range, by your **Focus**.

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