

MAGICIAN

Hear ye, hear ye, good people! Please settle down, take your seats and look alive, for the show is about to begin!

Magicians are show people, traveling entertainers. Most of them don't risk a life of adventures, danger and mystery. They have a job, and even though it's not always easy to make both ends meet, it's a job they love doing. Some Magicians however have a drive to step off the stage, to go around the world and fight for a living.

Those are not just tricksters, they have a secret up their sleeve: they can also do actual magic!

DOMAINS

Fate and Grace

STARTING EVASION SCORE

12

STARTING HIT POINTS

5

CLASS ITEMS

A deck of tricked playing cards, or an ominous love letter from a fan.

MAGICIAN'S HOPE FEATURE

Martingale: Spend 3 Hope to reroll all of your remaining Ace Dice and get new results. Place them back on the character sheet. You may use Martingale at any time.

CLASS FEATURES

Stage Tricks

You know a plethora of cheap magic tricks and easy tavern scams. You can use your talents to impress a small audience, palm small objects in and out of view, throw a handful of sparkles and use pyrotechnics to distract in a pinch.

Aces Up Your Sleeves

Roll as many d12s as your Spellcast trait and place them on your sheet: those are your **Ace Dice**. At the end of a Long rest, replenish missing Ace Dice by rolling new d12s and placing them on the sheet.

Whenever you roll your Duality Dice for an Action or Reaction roll, you may **spend 1 Hope** to replace the result of either your Hope or Fear die with one of your Ace Dice's results, and then remove that used Ace Die from your sheet. You cannot use an Ace Die this way such that it would turn the roll into a Critical Success unless you **spend 3 Hope** instead of 1.

BACKGROUND QUESTIONS

- ◆ What used to be your stage name and what was your show like? What trick were you famous for?
- ◆ Despite your free lifestyle, the travels and your passion for the craft, what made you decide to end your career and become an adventurer?
- ◆ When danger is closing up on you, you sometimes see a specific bad luck sign. What is it? Do you believe it's real?

CONNECTIONS

- ◆ You've played cards with me and you've lost, *fair and square*. What do you owe me now?
- ◆ One evening, you were able to catch me at a low point. What did you say or do to help me feel better, if anything?
- ◆ I know a silly trick that fascinates you, but I refuse to reveal its secret. What is it?

Thanks to Chapo the Dog and Tke Knight From Elderia!

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

This product includes materials from the Daggerheart System Reference Document 1.0, © Critical Role, LLC. under the terms of the Darrington Press Community Gaming (DPCGL) License. More information can be found at <https://www.daggerheart.com>.

*There are no previous modifications by others.
Darrington Press™ and the Darrington Press authorized work logo are trademarks of Critical Role, LLC and used with permission.*

MAGICIAN SUBCLASSES

ILLUSIONIST

Play the Illusionist if you want to master the arts of trickery, use subtle moves to make fools of your worst enemies, and leave every town a better place.

Spellcast Trait

Presence

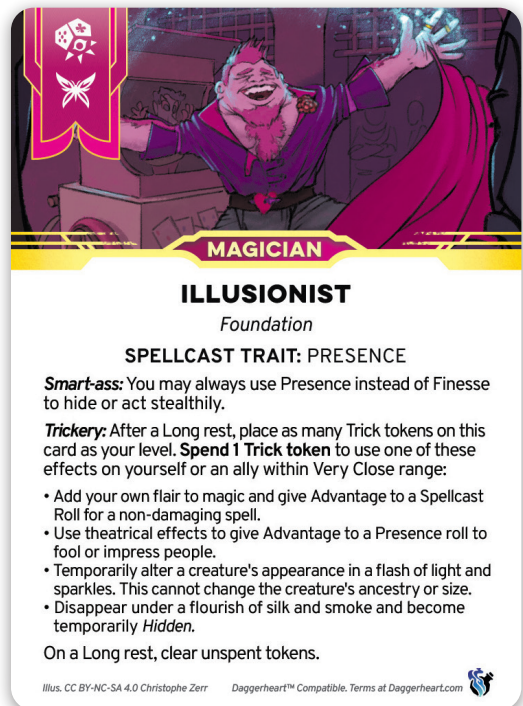
FOUNDATION FEATURES

Smart-ass: You may always use Presence instead of Finesse to hide or act stealthily.

Trickery: After a Long rest, place as many Trick tokens on this card as your level. **Spend 1 Trick token** to use one of these effects on yourself or an ally within Very Close range:

- ◆ Add your own flair to magic and give Advantage to a Spellcast Roll for a non-damaging spell.
- ◆ Use theatrical effects to give Advantage to a Presence roll to fool or impress people.
- ◆ Temporarily alter a creature's appearance in a flash of light and sparkles. This cannot change the creature's ancestry or size.
- ◆ Disappear under a flourish of silk and smoke and become temporarily Hidden.

On a Long rest, clear unspent tokens.



CARTOMANCER

Play the Cartomancer if you want to explore the mystical side of cardistry, fortune telling, and blindsiding “real” magical adepts with lesser known spells.

Spellcast Trait

Finesse

FOUNDATION FEATURES

Cartomancers get more Spell cards from their Subclass than simply those they get from their Domains. Add *The Smile*, *The Hearth* and *The Moon* cards to your vault. More cards will be available on Specialization and Mastery upgrades.

Riffle Shuffle: Once per rest, spend 2 Hope to put all of your loadout cards into your vault. Then shuffle all your vault cards that are not permanently there and deal yourself 5 new loadout cards.

Wash Shuffle: At the beginning of a rest, instead of handpicking the cards that go in your loadout, you may do a Riffle Shuffle instead without spending its Hope cost.



MENTALIST

Play the Mentalist if you need to know the secrets no one wants to tell you, and use your mind to bend your enemies' will.

Spellcast Trait

Instinct

FOUNDATION FEATURES

Body Reading: When interacting with a target in Close range, **spend a Hope** to learn a detail about them from subtle physical or verbal cues.

Implant Suggestion: Make a **Spellcast Roll** against a target within Close range. On a success, **mark a Stress** to make the target *Implanted*. Determine a non-harmful behavior and a trigger for the target. The next time the target experiences the trigger, it performs the behavior and is no longer *Implanted*. You can have a number of *Implanted* targets at a time equal to your Proficiency.

