

DOMAIN CARDS

Mending Touch

1 level

You lay your hands upon a creature and channel healing magic to close their wounds. When you can take a few minutes to focus on the target you're helping, you can spend 2 Hope to clear a Hit Point or a Stress on them. Once per long rest, when you spend this healing time learning something new about them or revealing something about yourself, you can clear 2 Hit Points or 2 Stress on them instead.

Reassurance

1 level

After an ally attempts an action roll but before the consequences take place, you can offer assistance or words of support. When you do, your ally can reroll their dice.

High Stamina

Gain an calculated Stress slot at character creation.

Adaptability

When you fail a roll that utilized one of your Experiences, you can **mark a Stress** to reroll.

Privilege

You have advantage on rolls to consort with nobles, negotiate prices, or leverage your reputation to get what you want.

Life Support

Spend 3 Hope to clear a Hit Point on an ally within Close range.

Prayer Dice

At the beginning of each session, roll a number of d4s equal to your subclass's Spellcast trait. These are your Prayer Dice. You can spend any number of Prayer Dice to aid yourself or an ally within Far range. You can use a spent die's value to reduce incoming damage, add to a roll's result after the roll is made, or gain Hope equal to the result. At the end of each session, clear all unspent Prayer Dice.

Spirit Weapon

When you have an equipped weapon with a range of Melee or Very Close, it can fly from your hand to attack an adversary within Close range and then return to you. You can **mark a Stress** to target an additional adversary within range with the same attack roll.

Sparing Touch

Touch a creature and clear 2 Hit Points or 2 Stress from them.