



# EQUIPMENT

0

Coins

1

Handfuls

0

Bags

0

Chests

COUNT

COUNT

Arcane Gauntlets

In hands

1

Chainmail Armor

On body

1

Bedroll

In backpack

1

Depfrid

In backpack

1

Ricettario degli incantesimi

In backpack

1

Rope

In backpack

1

Stamina Potion

In backpack

1

Tent

In backpack

1

Torch

In backpack

1

DOMAIN CARDS

Book of Ava

1 level

You gain Power Push, Tava's Armor and Ice Spike spells.

Book of Tyfar

1 level

You gain Wild Flame, Magic Hand and Mysterious Mist spells.

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## Quick Reactions

Mark a **Stress** to gain advantage on a reaction roll.

## Celestial Trance

During a rest, you can drop into a trance to choose an additional downtime move.

## Well-Read

You have advantage on rolls that involve the history, culture, or politics of a prominent person or place.

## Not This Time

Spend **3 Hope** to force an adversary within Far range to reroll an attack or damage roll.

## Prestidigitation

You can perform harmless, subtle magical effects at will.

## Strange Patterns

Choose a number between 1 and 12. When you roll that number on a Duality Die, gain a **Hope** or clear a **Stress**. You can change this number when you take a long rest.

## Battlemage

Gain an calculated Hit Point slot.

## Face Your Fear

When you succeed with **Fear** on an attack roll, you deal an extra 1d10 magic damage.