

# DISCIPLINE

## A Daggerheart™ Compatible Domain

Designed and illustrated by Christophe Zerr



Discipline is the domain of dedicated work, finesse and wisdom. By adhering to a strict workout routine and looking inward for power, one can find limitless potential. Discipline reveals the true power of just using your bare hands and fighting through the pain.

*Wisdom – Respect – Inner force – Enduring stamina – Breaking all limits*

This new Domain contains **21 hand-illustrated cards**. There are 21 Domain cards as per usual: 3 level 1 cards, and then 2 cards per level up to level 10.

You will find all printable cards on the three first pages and then a few pages with just the cards' wording for easy quick reference.

This Domain would work really well with Warrior, Fighter, Rogue or Sorcerer Classes.

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• First public release

*Special thanks to Blade Bound, Tyson Monagle and Fenix.*

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**ABILITY**

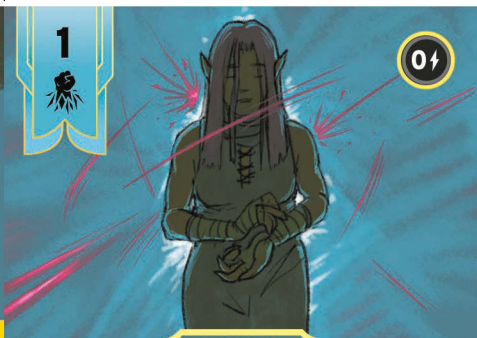
**ONE HUNDRED PUSHUPS**

Once per Long rest, you may mark 1 Stress to place a number of tokens equal to your Strength Trait on this card, with a minimum of 1. When you make a successful Attack roll within Very Close range, you may spend 1 token from this card to choose one option below:

- Add your Finesse Trait to the damage.
- Move your target up to Close range away from you.
- Make the target temporarily Vulnerable.

When you take a Long rest, clear all unused tokens.

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**ABILITY**

**STILLNESS**

You may roll with Advantage against any attempt to intimidate, scare or make you lose your temper.

If you fail that roll, you may still spend 2 Hope to succeed anyway, but if you do you don't get Hope point if you had rolled with Hope.

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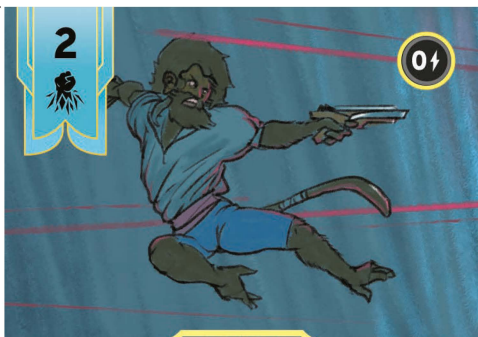
**SPELL**

**TEA CEREMONY**

During Downtime, you may allow one ally to join your Tea Ceremony, they clear 1 Stress.

You may spend 1 Hope to invite any number of allies to also join the Tea Ceremony, they clear 1 Stress as well.

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**ABILITY**

**COUNTER**

When an attack made against you fails, you may mark 1 Stress to immediately deal your attack damage back to the attacking creature at half Proficiency.

You may only use Counter against a threat that is in range of one of your equipped weapons or unarmed attacks, and may only apply the matching damage.

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**ABILITY**

**PARCHMENT, BOULDER, SHEARS**

While this card is in your loadout, your unarmed attacks do **d10+your tier** physical damage at Melee range. Also, the Trait you choose to roll for your unarmed attacks decides an additional effect:

- **Agility:** this attack may target a number of opponents up to your Agility trait. Use the same roll for all targets, those who get hit each take half damage rounded up.
- **Strength:** lower the target's damage thresholds by your Strength trait for the sake of applying this attack's damage.
- **Finesse:** ignore the target's physical damage resistance.

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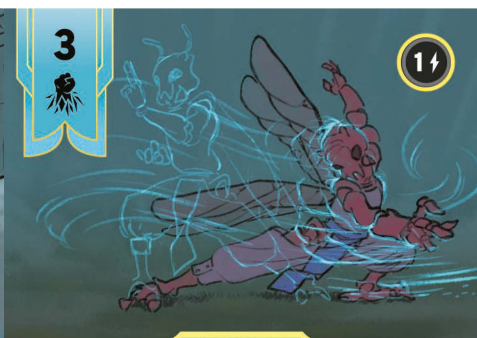
**ABILITY**

**LESSONS FROM THE PAST**

Once per rest, you may call on past lessons of history or old proverbs to support your discourse. Add your Knowledge Trait to one of your Presence rolls.

You may spend 1 Hope to give that bonus to an ally's Presence roll instead.

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**ABILITY**

**MOVE LIKE THE WIND**

If you move away from your position to a distance of at least Very close range as part of your action, add 2 to your Evasion for the next attack against you, or until the end of your next action if you weren't attacked in the meantime.

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# DISCIPLINE CARDS

## 1 ONE HUNDRED PUSHUPS

Ability – Recall 1

Once per Long rest, you may **mark 1 Stress** to place a number of tokens equal to your Strength Trait on this card, with a minimum of 1. When you make a successful **Attack roll** within Very Close range, you may spend 1 token from this card to choose one option below:

- *Add your Finesse Trait to the damage.*
- *Move your target up to Close range away from you.*
- *Make the target temporarily Vulnerable.*

When you take a Long rest, clear all unused tokens.

## 1 STILLNESS

Ability – Recall 0

While this card is in your Loadout, you may roll with Advantage against any attempt to intimidate, scare or make you lose your temper.

If you fail, you may still **spend 2 Hope** to succeed anyway.

## 1 TEA CEREMONY

Spell – Recall 0

During Downtime, you may allow one ally to join your Tea Ceremony, they **clear 1 Stress**.

You may **spend 1 Hope** to invite any number of allies to also join the Tea Ceremony, they **clear 1 Stress** as well.

## 2 COUNTER

Ability – Recall 0

When an attack made against you fails, you may **mark 1 Stress** to immediately deal your attack damage back to the attacking creature at half Proficiency.

You may only use Counter against a threat that is in range of one of your equipped weapons or unarmed attacks, and may only apply the matching damage.

## 2 PARCHMENT, BOULDER, SHEARS

Ability – Recall 2

While this card is in your loadout, your unarmed attacks do **d10+your tier** physical damage at Melee range. Also, the Trait you choose to roll for your unarmed attacks decides an additional effect:

- **Agility:** *this attack may target a number of opponents up to your Agility trait. Use the same roll for all targets, those who get hit each take half damage rounded up.*
- **Strength:** *add your Strength Trait to the damage.*
- **Finesse:** *ignore the target's physical damage resistance.*

## 3 LESSONS FROM THE PAST

Ability – Recall 0

Once per rest, you may call on past lessons of history or old proverbs to support your discourse. Add your Knowledge trait to one of your **Presence rolls**.

You may **spend 1 Hope** to give that bonus to an ally's **Presence roll** instead.

## 3 MOVE LIKE THE WIND

Ability – Recall 1

If you move away from your position to a distance of at least Very close range as part of your action, add **2** to your Evasion for the next attack against you, or until the end of your next action if you weren't attacked in the meantime.

## 4 FIST IN THE AIR

Ability – Recall 1

You shout a loud encouragement to bolster your allies.

Once per Long rest, you may **spend 1 Hope** to allow each of your allies within Far range that have at least **1 Hit Point** marked to **gain 1 Hope**.