

PELERIN

Some of us have principles. And some of us with principles take them really seriously.

Pelerins are especially passionate wanderers, travelling around the world, collecting wisdom, offering services, and occasionally fighting for some local idea of justice.

Not a lot of people become Pelerins, due to the painful training, the spiritual isolation, the strict vows, the discipline required and the complete abandon to the cause. But those who eventually come out have become stronger, wiser, and vastly more respected, for the population knows they can always count on a Pelerin to help them in times of need.

DOMAINS

Discipline and Arcana

STARTING EVASION SCORE

11

STARTING HIT POINTS

6

CLASS ITEMS

A set of beautifully worn praying beads, or a pair of broken shackles.

PELERIN'S HOPE FEATURE

Chastise: Spend 3 Hope to temporarily Shame a target within Very Close range. While Shamed, all of the target's rolls are made with Disadvantage unless they are attack rolls.

CLASS FEATURES

Vows

As a Pelerin, you have to take one of these Vows to dedicate your life to. You can decide to take one more vow in the presence of other Pelerins, starting at level 5. Each vow is represented by a recognizable symbol tattooed on a visible part of your body, so that everyone can understand and rely on the determination of the Pelerin to keep their vow.

- ◆ **Vow Of The Heavy Hand:** Vow to always work errand and manual labor for those in need, never asking for compensation other than the food and water that would satiate you. Add your Strength trait to your Damage Thresholds.
- ◆ **Vow Of The Trickling River:** Never hoard money, dismantle opulence and redistribute wealth to the poor. You get Advantage on intimidation and attack rolls against rich people, and on action rolls to bolster or defend poor people.
- ◆ **Vow Of The Final Retribution:** Vow to kill no one but specific targets from a specific list you were given by your Order. Anytime you make a target from the list mark Hit Points, you may mark **2 Stress** to make them mark one more Hit Point.
- ◆ **Vow Of The Blooming Mind:** Dedicate your life to teaching and protecting Pelerin aspirants, especially the one who follows you around in all your adventures. This aspirant, played by your GM, will accompany you in your travels and occasionally help you by adding **1d6** to the result of some of your Presence or Knowledge rolls. If the aspirant dies, this vow is permanently lost.

Failing to keep a vow immediately makes you **mark up to 3 Stress**, to your GM's appreciation of the gravity of the offense, and then you lose all of that vow's benefits. You may only renew a lost vow by dedicating one Downtime move to atone for your mistakes and therefore recovering the vow's benefits.

BACKGROUND QUESTIONS

- ◆ When you were younger, something happened that convinced you that adhering to strong rigid principles was the way to live your life. What happened?
- ◆ Many Pelerins get their teachings and training within scholarly communities, others from religious organizations. Which Order do you come from and who did you learn under?
- ◆ This one dreadful time you went too far and paid a hefty price for your error. What did you do and what did you learn from it?

CONNECTIONS

- ◆ When we met for the first time, you didn't want to have anything to do with me. What was it about me, and what changed since then?
- ◆ Name three things you aspire to change in this world. Which one did I promise to help you change?
- ◆ We share a sad memory, you and I. When it resurfaces, what does one do to comfort the other?

PELERIN SUBCLASSES

DEVOUT

Play the Devout if you want to fight for your beliefs, lend your fists, and give your life to make the world a better place.

Spellcast Trait

Strength

FOUNDATION FEATURES

The Way Of The Dying Ember: Your work as a Pelerin is recognized throughout the world. Even your enemies will offer you a respect they wouldn't give to anyone else. You get advantage on any action roll that would de-escalate tension and avoid bloodshed.

The Way Of The Patient Soil: When attacking unarmed, or using a weapon made from organic material (wood, reed, leather, etc.), if you succeed with Hope, add your Spellcast trait to the damage.



PELERIN

DEVOUT

Foundation

SPELLCAST TRAIT: STRENGTH

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INARCANATE

Play the Inarcanate if you want to explore how far you can go into unleashing your inner lifeforce and become a burning energy being: an Inarcanate.

Spellcast Trait

Knowledge

FOUNDATION FEATURES

Hopping Across The Void: Mark 1 Stress to disappear and reappear in a flash or bright arcana pulse, in a location that you can see within Very Close range.

Drinking In The Unseen: Make a Spellcast Roll (13) to try and absorb the arcane forces in the vicinity and resource yourself. On a success, once per Long rest, you may either **clear 2 Stress** or **heal 1 HP**. On a critical success, **do both**.

