

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

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.

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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.

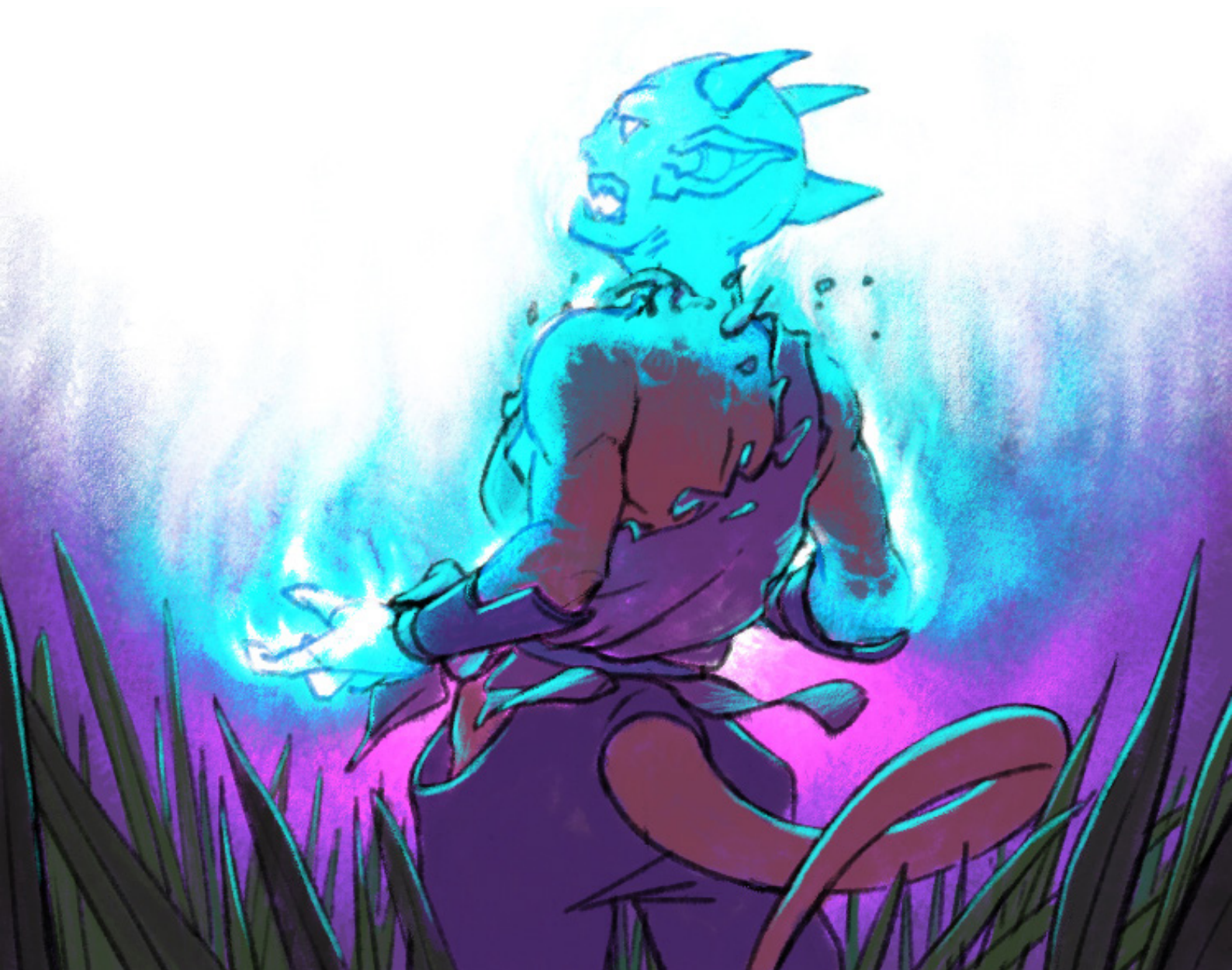
Spellcast Trait

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**.



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 is used by the **Pelerin Class** (sold separately).

Version 1.0 May 2025

- *First public release*

Version 1.1 August 2026

- *Little adjustments in wording and style*
- *Balance and tweaks on Stillness, Break the Chains, Inner Vision, Flow State, Break The Veil, Break The Body*

Special thanks to Blade Bound, Tyson Monagle and Fenix.

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

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ABILITY

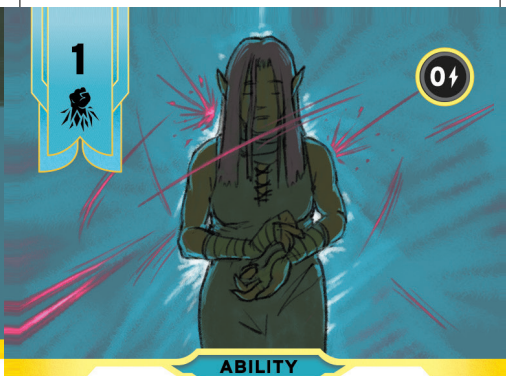
ONE HUNDRED PUSHUPS

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 a roll like this, you may still **spend 2 Hope** to succeed anyway.

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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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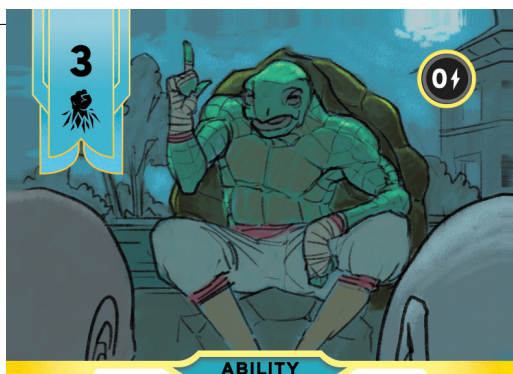
ABILITY

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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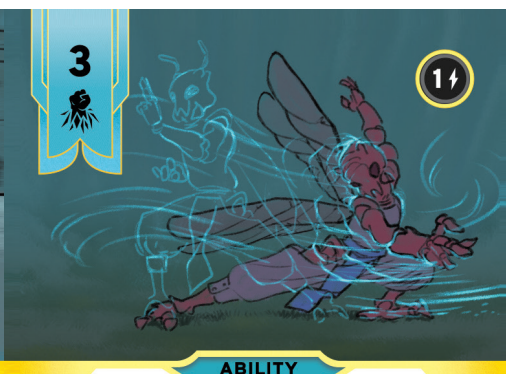
ABILITY

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.