

OLD GUS' UNOFFICIAL  
DAGGERHEART  
CHARACTER SHEET

HTTPS://CALLMEPARTARIO.GITHUB.IO/OG-DHSRD/



NAME

PRONOUNS

**EVASION** **ARMOR**

**LEVEL** **TIER**

**AGILITY** **STRENGTH** **FINESSE** **INSINCT** **PRESENCE** **KNOWLEDGE**

SPRINT, LEAP, MANEUVER  
LIFT, SMASH, GRAPPLE  
CONTROL, HIDE, TINKER  
PERCEIVE, SENSE, NAVIGATE  
CHARM, PERFORM, DECEIVE  
RECALL, ANALYZE, COMPREHEND

DAMAGE THRESHOLDS AND HP

**MINOR DAMAGE** **MAJOR DAMAGE** **SEVERE DAMAGE**

MARK 1 HP MARK 2 HP MARK 3 HP

**HP** / MAX. **STRESS** / MAX.

HOPE AND EXPERIENCES

**HOPE** / MAX.

CLASS HOPE FEATURE

EXPERIENCE OR: SPEND HOPE TO HELP AN ALLY

BONUS

HERITAGE FEATURES

ANCESTRY

COMMUNITY

HERITAGE FEATURES

PROFICIENCY

ACTIVE EQUIPMENT

PRIMARY WEAPON

TRAIT AND RANGE

DAMAGE AND TYPE

FEATURE

SECONDARY WEAPON

TRAIT AND RANGE

DAMAGE AND TYPE

FEATURE

ARMOR

BASE THRESHOLDS

BASE ARMOR SCORE

FEATURE

INVENTORY EQUIPMENT



☐ PRIMARY

☐ SECONDARY

INVENTORY WEAPON

TRAIT AND RANGE

DAMAGE AND TYPE

FEATURE



☐ PRIMARY

☐ SECONDARY

INVENTORY WEAPON


TRAIT AND RANGE


DAMAGE AND TYPE


FEATURE


INVENTORY


GOLD











CHEST

BAG

HANDFUL

COIN

STASHED

ADVANCEMENTS

ADVANCEMENT	TIER 2	TIER 3	TIER 4
TRAITS (+1 TO TWO)	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINT (+1)	<div><div></div><div></div></div>	<div><div></div><div></div></div>	<div><div></div><div></div></div>
STRESS (+1)	<div><div></div><div></div></div>	<div><div></div><div></div></div>	<div><div></div><div></div></div>
EXPERIENCES (+1 TO TWO)	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>
DOMAIN CARD (+1)	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>
EVASION (+1)	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>
ENHANCED SUBCLASS		<div><div></div></div>	<div><div></div></div>
PROFICIENCY (+1, COSTS BOTH)		<div><div></div><div></div></div>	<div><div></div><div></div></div>
MULTICLASSING (COSTS BOTH)		<div><div></div><div></div></div>	

NOTES

NOTES

CLASS AND SUBCLASS FEATURES

CLASS

DOMAINS

SUBCLASS

SPELLCAST TRAIT

CLASS AND SUBCLASS FEATURES

DESCRIPTION

DESCRIPTION

DOMAIN CARD

RECALL

LEVEL

DOMAIN

TYPE

EFFECTS

LOADOUT

DOMAIN CARD

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