

OLD GUS' UNOFFICIAL DAGGERHEART

CHARACTER SHEET

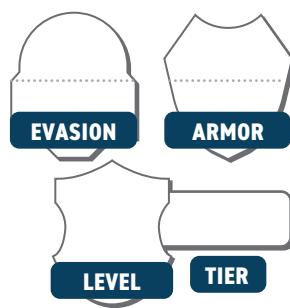
[HTTPS://CALLMEPARTARIO.GITHUB.IO/OG-DHSRD/](https://CALLMEPARTARIO.GITHUB.IO/OG-DHSRD/)



NAME

PRONOUNS

2025-11-19



AGILITY	STRENGTH	FINESSE	INSTINCT	PRESENCE	KNOWLEDGE
SPRINT, LEAP, MANEUVER	LIFT, SMASH, GRAPPLE	CONTROL, HIDE, TINKER	PERCEIVE, SENSE, NAVIGATE	CHARM, PERFORM, DECEIVE	RECALL, ANALYZE, COMPREHEND

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

CLASS HOPE FEATURE

EXPERIENCE OR: SPEND HOPE TO HELP AN ALLY

BONUS

HERITAGE FEATURES

ANCESTRY

COMMUNITY

HERITAGE FEATURES

INVENTORY

GOLD

CHEST

BAG

HANDFUL

COIN

STASHED

CLASS AND SUBCLASS FEATURES**CLASS****DOMAINS****SUBCLASS****SPELLCAST TRAIT****ADVANCEMENTS****ADVANCEMENT**

TRAITS (+1 TO TWO)



HIT POINT (+1)



STRESS (+1)



EXPERIENCES (+1 TO TWO)



DOMAIN CARD (+1)



EVASION (+1)



ENHANCED SUBCLASS

PROFICIENCY (+1, COSTS BOTH)

TIER 2**TIER 3****TIER 4****NOTES****CLASS AND SUBCLASS FEATURES****DESCRIPTION****NOTES****DESCRIPTION**

DOMAIN CARD			RECALL
LEVEL	DOMAIN	TYPE	
EFFECTS			<input type="checkbox"/> LOADOUT

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