

# DAGGERHEART

## CHARACTER SHEET

NAME

PRONOUNS

HERITAGE

CLASS & SUBCLASS

LEVEL

12

EVASION

0

ARMOR

AGILITY

Sprint  
Leap  
Maneuver

STRENGTH

Lift  
Smash  
Grapple

FINESSE

Control  
Hide  
Tinker

INSTINCT

Perceive  
Sense  
Navigate

PRESENCE

Charm  
Perform  
Deceive

KNOWLEDGE

Recall  
Analyze  
Comprehend

### DAMAGE & HEALTH

Add your current level to your damage thresholds.

MINOR  
DAMAGE

Mark 1 HP

MAJOR  
DAMAGE

Mark 2 HP

SEVERE  
DAMAGE

Mark 3 HP

HP

STRESS

### HOPE

Spend a Hope to use an experience or help an ally.

HOPE FEATURE

### EXPERIENCE

### GOLD

HANDFULS

BAGS

CHEST

### CLASS FEATURE

### ACTIVE WEAPONS

PROFICIENCY

#### PRIMARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

#### SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

### ACTIVE ARMOR

NAME

BASE THRESHOLDS

BASE SCORE

FEATURE

### INVENTORY

#### INVENTORY WEAPON



☐ PRIMARY

☐ SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

#### INVENTORY WEAPON



☐ PRIMARY

☐ SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE