

NAME **PRONOUNS**

HERITAGE ANCESTR

SUBCLASS









Maneuver







ACTIVE WEAPONS

TRAIT & RANGE



Deceive

Recall Analyze Comprehend



Add your current level to your damage thresholds.

MINOR DAMAGE Mark 1 HP

MAJOR DAMAGE Mark 2 HP



Mark 3 HP







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



Life Support: Spend 3 Hope to clear a Hit Point on an ally within Close range.

EXPERIENCE

GOLD

HANDFULS



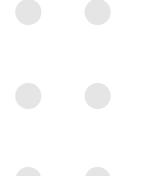
CHEST

CLASS FEATURE

PRAYER DICE

At the beginning of each session, roll a number of **d4s** equal to your subclass's Spellcast trait and place them on this sheet in the space provided. These are your Prayer Dice. You can spend any number of Prayer Dice to aid yourself or an ally within Far range. You can use a spent die's value to reduce incoming damage, add to a roll's result after the roll is made, or gain Hope equal to the result. At the end of each session, clear all unspent Prayer Dice.

number of Prayer Dice:





NAME

FEATURE SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

DAMAGE DICE & TYPE

FEATURE

ACTIVE ARMOR

BASE THRESHOLDS

BASE SCORE

FEATURE

NAME

INVENTORY

INVENTORY WEAPON

m	
1	\sim

SECONDARY □ PRIMARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

INVENTORY WEAPON



☐ PRIMARY SECONDARY

NAME

FEATURE

TRAIT & RANGE

DAMAGE DICE & TYPE

Daggerheart © Darrington Press 2025

ANCESTRY:	DOMAIN CARD:
FEATURE	DOMAIN TYPE RECALL FEATURE
COMMUNITY: FEATURE	DOMAIN CARD: DOMAIN TYPE RECALL FEATURE
SUBCLASS: FOUNDATION SPECIALIZATION MASTERY CLASS SPELLCAST TRAIT FEATURE	DOMAIN CARD: DOMAIN TYPE RECALL FEATURE
SUBCLASS: FOUNDATION SPECIALIZATION MASTERY CLASS SPELLCAST TRAIT FEATURE	DOMAIN CARD: DOMAIN TYPE RECALL FEATURE
SUBCLASS: FOUNDATION SPECIALIZATION MASTERY CLASS SPELLCAST TRAIT FEATURE	DOMAIN CARD: DOMAIN TYPE RECALL FEATURE

DOMAIN CARD:	DOMAIN CARD:
DOMAIN TYPE RECALL FEATURE	DOMAIN TYPE RECALL FEATURE
DOMAIN CARD: DOMAIN TYPE RECALL FEATURE	DOMAIN CARD: DOMAIN TYPE RECALL FEATURE
DOMAIN CARD: DOMAIN TYPE RECALL FEATURE	DOMAIN CARD: DOMAIN TYPE RECALL FEATURE
DOMAIN CARD: DOMAIN TYPE RECALL FEATURE	DOMAIN CARD: DOMAIN TYPE RECALL FEATURE
DOMAIN CARD: DOMAIN TYPE RECALL FEATURE	DOMAIN CARD: DOMAIN TYPE RECALL FEATURE



SUGGESTED TRAITS

0 Agility, +2 Strength, 0 Finesse, +1 Instinct, +1 Presence, -1 Knowledge

SUGGESTED PRIMARY WEAPON

Hallowed Axe - Strength Melee - d8+1 mag - One-Handed

SUGGESTED SECONDARY WEAPON

Round Shield - Strength Melee - d4 phy - One-Handed **Protective:** +1 to Armor Score

SUGGESTED ARMOR:

Chainmail Armor - Thresholds 7/15 - Score 4 *Heavy:* -1 to Evasion

INVENTORY

TAKE:

a torch, 50 feet of rope, basic supplies, and a handful of gold

THEN CHOOSE BETWEEN:

a Minor Health Potion **OR** a Minor Stamina Potion

AND EITHER:

a bundle of offerings **OR** a sigil of your god

CHARACTER DESCRIPTION

Choose one (or more) from each line, or write your own description.

Clothes that are: glowing, rippling, ornate, tight, modest, strange, natural

Eyes like: carnations, earth, endless ocean, fire, ivy, lilacs, night, seafoam, winter

Body that's: broad, carved, curvy, lanky, rotund, short, stocky, tall, thin, tiny, toned

Skin the color of: ashes, clover, falling snow, fine sand, obsidian, rose, sapphire, wisteria

Attitude like: an angel, a doctor, an evangelist, a monk, a priest

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

Which god did you devote yourself to? What incredible feat did they perform for you in a moment of desperation?

How did your appearance change after taking your oath?

In what strange or unique way do you communicate with your god?

Then work with the GM to generate two starting Experiences for your character.

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

What promise did you make me agree to, should you die on the battlefield?

Why do you ask me so many questions about my god?

You've told me to protect one member of our party above all others, even yourself. Who are they and why?

TIER 2: LEVELS 2-4

At level 2, gain an additional Experience at +2 and gain a +1 bonus to your Proficiency.

Choose two options from the list below and mark them.

Gain a +1 bonus to two unmarked characte
 traits and mark them.

Permanently gain one Hit Point slot.

Permanently gain one Stress slot.

Permanently gain a +1 bonus to two Experiences.

Choose an additional domain card of your level or lower from a domain you have access to (up to level 4).

Permanently gain a +1 bonus to your Evasion.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.



Daggerheart © Darrington Press 2025

TIER 3: LEVELS 5-7

At level 5, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

Gain a +1 b	nus to two unmarked character ark them.
-------------	--

Permanently gain one Hit Point slot.

Permanently gain one Stress slot.

Permanently gain a +1 bonus to two Experiences.

Choose an additional domain card of your level or lower from a domain you have access to (up to level 7).

Permanently gain a +1 bonus to your Evasion.

Take an upgraded subclass card. Then cross out the multiclass option for this tier.

Increase your Proficiency by +1.

Multiclass: Choose an additional class for your character, then cross out an unused "Take an upgraded subclass card" and the other multiclass option on this sheet.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 4: LEVELS 8-10

At level 8, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

Gain a +1 bonus to two unmarked character	r
traits and mark them.	

Permanently gain one Hit Point slot.

	Permanently gain one Stress slot.	
--	-----------------------------------	--

Permanently gain a +1 bonus to two Experiences.

Choose an additional domain card of your level or lower from a domain you have

Permanently gain a +1 bonus to your Evasion.

Take an upgraded subclass card. Then cross out the multiclass option for this tier.

Increase your Proficiency by +1.

Multiclass: Choose an additional class for your character, then cross out an unused "Take an upgraded subclass card" and the other multiclass option on this sheet.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.