

OLD GUS' UNOFFICIAL DAGGERHEART

CHARACTER SHEET

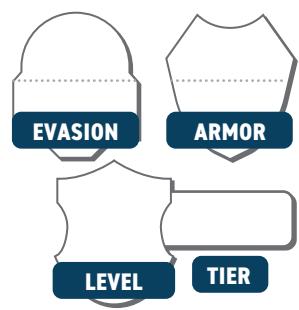
HTTPS://CALLMEPARTARIO.GITHUB.IO/OG-DHSRD/



NAME

PRONOUNS

2025-11-23



AGILITY

STRENGTH

FINESSE

INSTINCT

PRESENCE

KNOWLEDGE

EVASION

ARMOR

LEVEL

TIER

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

SPRINT, LEAP,
MANEUVER

LIFT, SMASH,
GRAPPLE

CONTROL, HIDE,
TINKER

PERCEIVE, SENSE,
NAVIGATE

CHARM, PERFORM,
DECEIVE

RECALL, ANALYZE,
COMPREHEND

PROFICIENCY



EQUIPMENT

WEAPON

TRAIT AND RANGE

DAMAGE AND TYPE

PRIMARY SECONDARY

ACTIVE

FEATURE

WEAPON

TRAIT AND RANGE

DAMAGE AND TYPE

PRIMARY SECONDARY

ACTIVE

FEATURE

WEAPON

TRAIT AND RANGE

DAMAGE AND TYPE

PRIMARY SECONDARY

ACTIVE

FEATURE

WEAPON

TRAIT AND RANGE

DAMAGE AND TYPE

PRIMARY SECONDARY

ACTIVE

FEATURE

ARMOR

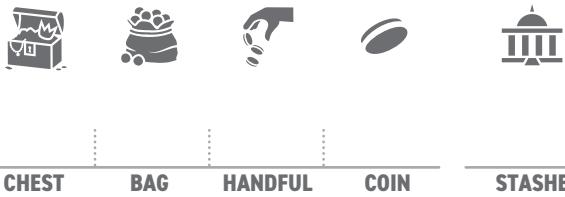
BASE THRESHOLDS

BASE ARMOR SCORE

FEATURE

INVENTORY

INVENTORY

GOLD

CHEST BAG HANDFUL COIN

STASHED

CLASS AND SUBCLASS FEATURES**CLASS****DOMAINS****SUBCLASS****SPELLCAST TRAIT****ADVANCEMENTS****ADVANCEMENT****TIER 2****TIER 3****TIER 4**

TRAITS (+1 TO TWO)



HIT POINT (+1)



STRESS (+1)



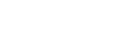
EXPERIENCES (+1 TO TWO)



DOMAIN CARD (+1)



EVASION (+1)



ENHANCED SUBCLASS



PROFICIENCY (+1, COSTS BOTH)



MULTICLASSING (COSTS BOTH)

**RANGER COMPANION****NAME****TYPE****EVASION**

STRESS / MAX.



HOPE / MAX.

**STANDARD ATTACK****RANGE****DAMAGE AND TYPE****EXPERIENCE****BONUS****COMPANION ADVANCEMENTS**

INTELLIGENT (+1 TO ONE EXPERIENCE)



LIGHT IN THE DARK (+1 HOPE SLOT)



CREATURE COMFORT (DOWNTIME BENEFITS)



ARMORED (MARK ARMOR INSTEAD OF STRESS)



VICIOUS (INCREASE RANGE OR DAMAGE DIE)



RESILIENT (+1 STRESS)



BONDED (CHANCE TO AVOID A DEATH MOVE)



AWARE (+1 EVASION)

**CLASS AND SUBCLASS FEATURES****CLASS****DOMAINS****SUBCLASS****SPELLCAST TRAIT****CLASS AND SUBCLASS FEATURES****DESCRIPTION AND NOTES****DESCRIPTION AND NOTES**

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

DOMAIN CARD			RECALL	
LEVEL	DOMAIN	TYPE		
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