

OLD GUS' UNOFFICIAL DAGGERHEART

CHARACTER SHEET

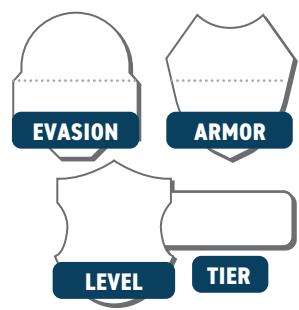
HTTPS://CALLMEPARTARIO.GITHUB.IO/OG-DHSRD/



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)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
HIT POINT (+1)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
STRESS (+1)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
EXPERIENCES (+1 TO TWO)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DOMAIN CARD (+1)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
EVASION (+1)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ENHANCED SUBCLASS			
PROFICIENCY (+1, COSTS BOTH)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MULTICLASSING (COSTS BOTH)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

NOTES**CLASS AND SUBCLASS FEATURES****DESCRIPTION**

NOTES

DESCRIPTION

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

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

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