DAGGERHEART
CHARACTER SHEET

NAME: Martina
PRONOUNS: they/them
HERITAGE: Clank (Orderborne)
CLASS & SUBCLASS: Seraph (Winged Sentinel)
LEVEL: 3

splendor, valor

EVASION: 10
ARMOR: 5

AGILITY	STRENGTH	FINESSE	INSTINCT	PRESENCE	KNOWLEDGE
+1	+3	+0	+2	+2	-1
Sprint, Leap, Maneuver	Lift, Smash, Grapple	Control, Hide, Tinker	Perceive, Sense, Navigate	Charm, Perform, Deceive	Recall, Analyze, Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.

MINOR DAMAGE	MAJOR DAMAGE	SEVERE DAMAGE
12	24	
Mark 1 HP	Mark 2 HP	Mark 3 HP

HP ✔ ✔ ✔

STRESS

HOPE

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

✔ ✔

Life Support: Spend 3 Hope to clear a Hit I

HOPE FEATURE

EXPERIENCE

Former soldier	+2
Keen observer	+3
Survived a destroying tower	+2

GOLD

HANDFULS | BAGS | 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 your character 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.

ACTIVE WEAPONS

PROFICIENCY ● ✔ ✔

PRIMARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
Hallowed Axe	Strength, Melee	d8+1 Magic

FEATURE

SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
Round Shield	Strength, Melee	d4 Physical

FEATURE: Increases Armor Score

ACTIVE ARMOR

NAME	BASE THRESHOLDS	BASE SCORE
Elundrian Chain Armor	Minor: 9, Majo	4

FEATURE

INVENTORY

Torch
Insigna de valor
50 feet of rope
Basic supplies
A sigil of your god
Divine Focus

INVENTORY WEAPON ☐ PRIMARY ☐ SECONDARY

NAME | TRAIT & RANGE | DAMAGE DICE & TYPE

FEATURE

INVENTORY WEAPON ☐ PRIMARY ☐ SECONDARY

NAME | TRAIT & RANGE | DAMAGE DICE & TYPE

FEATURE

Daggerheart © Darrington Press 2025