DAGGERHEART
CHARACTER SHEET

NAME: M.4.W.0.L
PRONOUNS: Eso
HERITAGE: Clank (Underborne)
CLASS & SUBCLASS: Brawler (Juggernaut)
LEVEL: 2

bone, valor

EVASION: 11
ARMOR: 6

AGILITY	STRENGTH	FINESSE	INSTINCT	PRESENCE	KNOWLEDGE
+1	+3	+0	+2	+0	-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
Mark 1 HP	13	Mark 2 HP	26	Mark 3 HP

HP ✔ ✔ ✔

STRESS

HOPE

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

✔ ✔

HOPE FEATURE: Staggering Strike: Spend 3 Hope when yo

EXPERIENCE

Minero	+2
Proteger a otros	+3
Empatico	+2

GOLD

HANDFULS | BAGS | CHEST

CLASS FEATURE

I Am the Weapon: While you don't have any equipped weapons:

* You gain a **+1** bonus to Evasion.
* Your unarmed strikes are considered a *Melee* weapon, use the trait of your choice, and deal **d8+d6** phy damage using your Proficiency.

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
Bare Bones	Minor: 11, Maj	3

FEATURE

INVENTORY

Torch
50 feet of rope
Basic supplies
Minor Health Potion
a book about your secret hobby

INVENTORY WEAPON

☐ PRIMARY ☐ SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
Tower Shield	Strength, Melee	d6 Physical

FEATURE: Increases Armor Score but reduces Evasion

INVENTORY WEAPON

☐ PRIMARY ☐ SECONDARY

NAME | TRAIT & RANGE | DAMAGE DICE & TYPE

FEATURE

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