DAGGERHEART
CHARACTER SHEET

NAME: Alice
PRONOUNS: ella
HERITAGE: Human (Orderborne)
CLASS & SUBCLASS: Warrior (Call of the Brave)
LEVEL: 1

blade, bone

EVASION: 13
ARMOR: 3

AGILITY	STRENGTH	FINESSE	INSTINCT	PRESENCE	KNOWLEDGE
+2	+1	-1	+1	+0	+0
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
6	12	
Mark 1 HP	Mark 2 HP	Mark 3 HP

HP ☑ ☑ ☑ ☐ ☐

STRESS ☐ ☐ ☐ ☐ ☐ ☐

HOPE

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

☑ | ☑ | ◆ | ◆ | ◆ | ◆

No Mercy: Spend 3 Hope to gain a +1 bor
HOPE FEATURE

EXPERIENCE

Entrenada por una divinidad	+2
Supervivencia a una masacre	+2

GOLD

HANDFULS | BAGS | CHEST

CLASS FEATURE

Attack of Opportunity: If an adversary within Melee range attempts to leave that range, make a reaction roll using a trait of your choice against their Difficulty. Choose one effect on a success, or two if you critical succeed:

* They can't move from where they are.
* You deal damage to them equal to your primary weapon's damage.
* You move with them.

ACTIVE WEAPONS

PROFICIENCY ◉ ☑ ☑ ○ ○ ○

PRIMARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
Longsword	Agility, Melee	d10+3 Physica

FEATURE

SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE

FEATURE

ACTIVE ARMOR

NAME	BASE THRESHOLDS	BASE SCORE
Gambeson Armor	Minor: 5, Maic	3

FEATURE

INVENTORY

Torch
50 feet of rope
Basic supplies
Minor Health Potion
A sharpening stone

INVENTORY WEAPON

☐ PRIMARY ☐ SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE

FEATURE

INVENTORY WEAPON

☐ PRIMARY ☐ SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE

FEATURE

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