

# Character Sheet

## Personal Data

Name \_\_\_\_\_

Gender \_\_\_\_\_

Race \_\_\_\_\_

Date of Birth \_\_\_\_\_

Age \_\_\_\_\_

Hair Color \_\_\_\_\_

Eye Color \_\_\_\_\_

Height / Weight \_\_\_\_\_



Profession \_\_\_\_\_

Culture \_\_\_\_\_

Social Standing \_\_\_\_\_

Place of Birth \_\_\_\_\_

Family \_\_\_\_\_

Characteristics \_\_\_\_\_

|     |     |     |     |     |     |     |     |
|-----|-----|-----|-----|-----|-----|-----|-----|
| COU | SGC | INT | CHA | DEX | AGI | CON | STR |
|-----|-----|-----|-----|-----|-----|-----|-----|

**Advantages**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Disadvantages**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**General Special Abilities**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

|   | Stat                 | Bonus/<br>Penalty    | Bought               | Max                  |
|---|----------------------|----------------------|----------------------|----------------------|
| <b>Life Points</b><br><i>(Racial Base Stat + CON + CON)</i>             | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <b>Arcane Energy</b><br><i>(20 for Spellcaster + Primary Attribute)</i> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <b>Karma Points</b><br><i>(20 for Blessed One + Primary Attribute)</i>  | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <b>Spirit</b><br><i>(Racial Base Stat + (COU+SGC+INT)/6)</i>            | <input type="text"/> | <input type="text"/> | X                    | <input type="text"/> |
| <b>Toughness</b><br><i>(Racial Base Stat + (CON+CON+STR)/6)</i>         | <input type="text"/> | <input type="text"/> | X                    | <input type="text"/> |
| <b>Dodge</b><br><i>(AGI/2)</i>  | <input type="text"/> | <input type="text"/> | X                    | <input type="text"/> |

**Fate Points**

|                      |                      |                      |                      |
|----------------------|----------------------|----------------------|----------------------|
| Stats                | Bonus/<br>Penalty    | Max                  | Current              |
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

**Experience Level**

|                      |                      |                      |
|----------------------|----------------------|----------------------|
| AP total             | AP available         | AP spent             |
| <input type="text"/> | <input type="text"/> | <input type="text"/> |

## Character Sheet

Game Stats

Encumbrance

COU
SGC
INT
CHA
DEX
AGI
CON
STR

|  |  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|--|
|  |  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|--|

## SKILLS

| Skill  | Check       | ENC   | Impr. | SR | R | Notes | Skill   | Check       | ENC | Impr. | SR | R | Notes |
|--|-------------|-------|-------|----|---|-------|---|-------------|-----|-------|----|---|-------|
| <b>Physical Skills</b> COU/AGI/STR <span style="float: right;">p. 188-192</span> |             |       |       |    |   |       | <b>Knowledge Skills</b> SGC/SGC/INT <span style="float: right;">p. 201-205</span> |             |     |       |    |   |       |
| Body Control   | AGI/AGI/CON | yes   |       | D  |   |       | Astronomy   | SGC/SGC/INT | no  |       | A  |   |       |
| Carousing  | SGC/CON/STR | no    |       | A  |   |       | Gambling  | SGC/SGC/INT | no  |       | A  |   |       |
| Climbing   | COU/AGI/STR | yes   |       | B  |   |       | Geography   | SGC/SGC/INT | no  |       | B  |   |       |
| Dancing  | SGC/CHA/AGI | yes   |       | A  |   |       | History   | SGC/SGC/INT | no  |       | B  |   |       |
| Feat of Strength   | CON/STR/STR | yes   |       | B  |   |       | Law   | SGC/SGC/INT | no  |       | A  |   |       |
| Flying   | COU/INT/AGI | yes   |       | B  |   |       | Magical Lore  | SGC/SGC/INT | no  |       | C  |   |       |
| Gaukelei   | COU/CHA/DEX | yes   |       | A  |   |       | Math  | SGC/SGC/INT | no  |       | A  |   |       |
| Perception   | SGC/INT/INT | maybe |       | D  |   |       | Mechanics   | SGC/SGC/DEX | no  |       | B  |   |       |
| Pickpocket   | COU/DEX/AGI | yes   |       | B  |   |       | Myths & Legends   | SGC/SGC/INT | no  |       | B  |   |       |
| Riding   | CHA/AGI/STR | yes   |       | B  |   |       | Religions   | SGC/SGC/INT | no  |       | B  |   |       |
| Self-Control   | COU/COU/CON | no    |       | D  |   |       | Sphere Lore   | SGC/SGC/INT | no  |       | B  |   |       |
| Singing  | SGC/CHA/CON | maybe |       | A  |   |       | Warfare   | COU/SGC/INT | no  |       | B  |   |       |
| Stealth  | COU/INT/AGI | yes   |       | C  |   |       | <b>Craft Skills</b> DEX/DEX/CON <span style="float: right;">p. 206-213</span>     |             |     |       |    |   |       |
| Swimming   | AGI/CON/STR | yes   |       | B  |   |       | Alchemy   | COU/SGC/DEX | yes |       | C  |   |       |
| <b>Social Skills</b> INT/CHA/CHA <span style="float: right;">p. 193-197</span>   |             |       |       |    |   |       | <b>Artistic Ability</b> INT/DEX/DEX <span style="float: right;">p. 206-213</span> |             |     |       |    |   |       |
| Disguise   | INT/CHA/AGI | maybe |       | B  |   |       | Clothworking  | SGC/DEX/DEX | yes |       | A  |   |       |
| Empathy  | SGC/INT/CHA | no    |       | C  |   |       | Commerce  | SGC/INT/CHA | no  |       | B  |   |       |
| Etiquette  | SGC/INT/CHA | maybe |       | B  |   |       | Driving   | CHA/DEX/CON | yes |       | A  |   |       |
| Fast-Talk  | COU/INT/CHA | no    |       | C  |   |       | Earthenraft   | DEX/DEX/STR | yes |       | A  |   |       |
| Intimidation   | COU/INT/CHA | no    |       | B  |   |       | Leatherworking  | DEX/AGI/CON | yes |       | B  |   |       |
| Persuasion   | COU/SGC/CHA | no    |       | B  |   |       | Metalworking  | DEX/CON/STR | yes |       | C  |   |       |
| Seduction  | COU/CHA/CHA | maybe |       | B  |   |       | Music   | CHA/DEX/CON | yes |       | A  |   |       |
| Streetwise   | SGC/INT/CHA | maybe |       | C  |   |       | Pick Locks  | INT/DEX/DEX | yes |       | C  |   |       |
| Willpower  | COU/INT/CHA | no    |       | D  |   |       | Prepare Food  | INT/DEX/DEX | yes |       | A  |   |       |
| <b>Nature Skills</b> COU/AGI/CON <span style="float: right;">p. 198-200</span>   |             |       |       |    |   |       | <b>Sailing</b> DEX/AGI/STR <span style="float: right;">p. 206-213</span>          |             |     |       |    |   |       |
| Animal Lore  | COU/COU/CHA | yes   |       | C  |   |       | Treat Disease   | COU/INT/CON | yes |       | B  |   |       |
| Fishing  | DEX/AGI/CON | maybe |       | A  |   |       | Treat Poison  | COU/SGC/INT | yes |       | B  |   |       |
| Orienting  | SGC/INT/INT | no    |       | B  |   |       | Treat Soul  | INT/CHA/CON | no  |       | B  |   |       |
| Plant Lore   | SGC/DEX/CON | maybe |       | C  |   |       | Treat Wounds  | SGC/DEX/DEX | yes |       | D  |   |       |
| Ropes  | SGC/DEX/STR | maybe |       | A  |   |       | Woodworking   | DEX/AGI/STR | yes |       | B  |   |       |
| Survival   | COU/AGI/CON | yes   |       | C  |   |       |   |             |     |       |    |   |       |
| Tracking   | COU/INT/AGI | yes   |       | C  |   |       |   |             |     |       |    |   |       |

### Attribute Modifiers

|     | -3 | -2 | -1 | 0 | +1 | +2 | +3 |
|-----|----|----|----|---|----|----|----|
| COU |    |    |    |   |    |    |    |
| SGC |    |    |    |   |    |    |    |
| INT |    |    |    |   |    |    |    |
| CHA |    |    |    |   |    |    |    |
| DEX |    |    |    |   |    |    |    |
| AGI |    |    |    |   |    |    |    |
| CON |    |    |    |   |    |    |    |
| STR |    |    |    |   |    |    |    |



| Skill Points | Quality Level |
|--------------|---------------|
| 0-3          | 1             |
| 4-6          | 2             |
| 7-9          | 3             |
| 10-12        | 4             |
| 13-15        | 5             |
| +16          | 6             |

**Languages**

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**Scripts**

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## Character Sheet

Combat

|                      |                      |                      |                      |                      |                      |
|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| MOV                  | LP                   | DO                   | INI                  | SPI                  | TOU                  |

|                      |                      |                      |                      |                      |                      |                      |                      |
|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|
| <b>COU</b>           | <b>SGC</b>           | <b>INT</b>           | <b>CHA</b>           | <b>DEX</b>           | <b>AGI</b>           | <b>CON</b>           | <b>STR</b>           |
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

| Combat Techniques         | Primary Attribute | Impr. CSR | AT/RC | PA |
|---------------------------|-------------------|-----------|-------|----|
| Bows                      | DEX               | C         |       |    |
| Brawling                  | AGI/STR           | B         |       |    |
| Chain Weapons             | STR               | B         |       |    |
| Crossbows                 | DEX               | B         |       |    |
| Daggers                   | AGI               | B         |       |    |
| Fencing Weapons           | AGI               | C         |       |    |
| Impact Weapons            | STR               | C         |       |    |
| Lances                    | STR               | B         |       |    |
| Pole Weapons              | AGI/STR           | C         |       |    |
| Shields                   | STR               | C         |       |    |
| Swords                    | AGI/STR           | C         |       |    |
| Thrown Weapons            | DEX               | B         |       |    |
| Two-Handed Impact Weapons | STR               | C         |       |    |
| Two-Handed Swords         | STR               | C         |       |    |

### Combat Special Abilities

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### Close Combat Weapons

| Weapon | Combat Technique | Damage Bonus | Base DP | Overall | AT/PA Mod. | Reach | AT | PA | Weight |
|--------|------------------|--------------|---------|---------|------------|-------|----|----|--------|
|        |                  |              |         |         |            |       |    |    |        |
|        |                  |              |         |         |            |       |    |    |        |
|        |                  |              |         |         |            |       |    |    |        |



### Ranged Weapons

| Weapon | Combat Technique | Reload Time | DP | Ammunition | Range | Ranged Combat | Weight |
|--------|------------------|-------------|----|------------|-------|---------------|--------|
|        |                  |             |    |            |       |               |        |
|        |                  |             |    |            |       |               |        |
|        |                  |             |    |            |       |               |        |



### Armor

| Armor | PRO | ENC | Add. Penalties | Weight | Travel, Combat, ... |
|-------|-----|-----|----------------|--------|---------------------|
|       |     |     |                |        |                     |
|       |     |     |                |        |                     |
|       |     |     |                |        |                     |

### Shield/Parrying Weapon

| Shield/Parrying Weapon | Structure Points | AT/PA Mod. | Weight |
|------------------------|------------------|------------|--------|
|                        |                  |            |        |
|                        |                  |            |        |
|                        |                  |            |        |

### Life Points

|   |   |   |   |
|---|---|---|---|
| Max                                       | Current                                   |   |   |
| <input style="width: 100%;" type="text"/> | <input style="width: 100%;" type="text"/> |   |   |
| <input style="width: 100%;" type="text"/> | <input style="width: 100%;" type="text"/> | <input style="width: 100%;" type="text"/> | <input style="width: 100%;" type="text"/> |
| 1/4 lost<br>(+1 Pain)                     | 1/2 lost<br>(+1 Pain)                     | 3/4 lost<br>(+1 Pain)                     | 5 or less<br>(+1 Pain)                    |

0 or less = Hero is dying

| Condition   | Level I (-1) | Level II (-2) | Level III (-3) | Level IV (Incapacitated) |
|-------------|--------------|---------------|----------------|--------------------------|
| Confusion   |              |               |                |                          |
| Encumbrance |              |               |                |                          |
| Fear        |              |               |                |                          |
| Pain        |              |               |                |                          |
| Paralysis   |              |               |                |                          |
| Rapture     |              |               |                |                          |
| Stupor      |              |               |                |                          |



# The Dark Eye

## Character Sheet

Liturgical Chants & Ceremonies

KP Max

Current



COU
SGC
INT
CHA
DEX
AGI
CON
STR

|  |  |  |  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|--|--|--|
|  |  |  |  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|--|--|--|

| Liturgical Chant/Ceremony | Check | SR | Cost | Liturgical Time | Range | Duration | Aspect | Impr. | Effect | p. |
|---------------------------|-------|----|------|-----------------|-------|----------|--------|-------|--------|----|
|                           |       |    |      |                 |       |          |        |       |        |    |
|                           |       |    |      |                 |       |          |        |       |        |    |
|                           |       |    |      |                 |       |          |        |       |        |    |
|                           |       |    |      |                 |       |          |        |       |        |    |
|                           |       |    |      |                 |       |          |        |       |        |    |
|                           |       |    |      |                 |       |          |        |       |        |    |
|                           |       |    |      |                 |       |          |        |       |        |    |
|                           |       |    |      |                 |       |          |        |       |        |    |
|                           |       |    |      |                 |       |          |        |       |        |    |
|                           |       |    |      |                 |       |          |        |       |        |    |
|                           |       |    |      |                 |       |          |        |       |        |    |
|                           |       |    |      |                 |       |          |        |       |        |    |
|                           |       |    |      |                 |       |          |        |       |        |    |
|                           |       |    |      |                 |       |          |        |       |        |    |
|                           |       |    |      |                 |       |          |        |       |        |    |
|                           |       |    |      |                 |       |          |        |       |        |    |
|                           |       |    |      |                 |       |          |        |       |        |    |
|                           |       |    |      |                 |       |          |        |       |        |    |
|                           |       |    |      |                 |       |          |        |       |        |    |
|                           |       |    |      |                 |       |          |        |       |        |    |
|                           |       |    |      |                 |       |          |        |       |        |    |

Aspect(s)

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Primary Attribute

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Tradition

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**Blessed Special Abilities**

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**Blessings**

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# Character Sheet

## Spells & Rituals

AE Max

Current

COU

SGC

INT

CHA

DEX

AGI

CON

STR



|  |  |  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|--|--|
|  |  |  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|--|--|



| Spell/Ritual | Check | SR | Cost | Casting Time | Range | Duration | Property | Impr. | Effect | p. |
|--------------|-------|----|------|--------------|-------|----------|----------|-------|--------|----|
|              |       |    |      |              |       |          |          |       |        |    |
|              |       |    |      |              |       |          |          |       |        |    |
|              |       |    |      |              |       |          |          |       |        |    |
|              |       |    |      |              |       |          |          |       |        |    |
|              |       |    |      |              |       |          |          |       |        |    |
|              |       |    |      |              |       |          |          |       |        |    |
|              |       |    |      |              |       |          |          |       |        |    |
|              |       |    |      |              |       |          |          |       |        |    |
|              |       |    |      |              |       |          |          |       |        |    |
|              |       |    |      |              |       |          |          |       |        |    |
|              |       |    |      |              |       |          |          |       |        |    |
|              |       |    |      |              |       |          |          |       |        |    |
|              |       |    |      |              |       |          |          |       |        |    |
|              |       |    |      |              |       |          |          |       |        |    |
|              |       |    |      |              |       |          |          |       |        |    |



**Property (-ies)** \_\_\_\_\_

**Tradition** \_\_\_\_\_

**Primary Attribute** \_\_\_\_\_

**Magical Special Abilities**

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**Cantrips**

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