

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/ Penalty	Bought	Max
Life Points <i>(Racial Base Stat + CON + CON)</i>				
Arcane Energy <i>(20 for Spellcaster + Primary Attribute)</i>				
Karma Points <i>(20 for Blessed One + Primary Attribute)</i>				
Spirit <i>(Racial Base Stat + (COU+SGC+INT)/6)</i>			☒	
Toughness <i>(Racial Base Stat + (CON+CON+STR)/6)</i>			☒	
Dodge <i>(AGI/2)</i>			☒	

Fate Points

Stats	Bonus/ Penalty	Max	Current

Experience Level

AP total	AP available	AP spent

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
Physical Skills COU/AGI/STR p. 188-192							Knowledge Skills SGC/SGC/INT p. 201-205						
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				Craft Skills DEX/DEX/CON p. 206-213						
Swimming	AGI/CON/STR	yes	B				Alchemy	COU/SGC/DEX	yes	C			
Social Skills INT/CHA/CHA p. 193-197							Artistic Ability	INT/DEX/DEX	yes	A			
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				Earthencraft	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			
Nature Skills COU/AGI/CON p. 198-200							Sailing	DEX/AGI/STR	yes	B			
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

Scripts

Character Sheet

Combat

MOV

LP

DO

INI

SPI

TOU

COU

SGC

INT

CHA

DEX

AGI

CON

STR

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

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

1/4 lost
(+1 Pain)

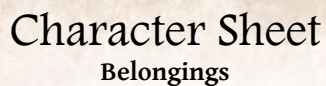
1/2 lost
(+1 Pain)

3/4 lost
(+1 Pain)

5 or less
(+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				



Character Sheet

Liturgical Chants & Ceremonies

KP Max

Current

COU

SGC

INT

(CHA)

INDEX

AGI

CON

STR

[illegible]

Aspect(s)

Tradition

Primary Attribute



Blessed Special Abilities

Blessings

The Dark Eye

Character Sheet

Spells & Rituals

AE Max

Current

11

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COU

SGC

INT

(CHA

INDEX

AGI

CON

STR

[illegible]

Property (-ies)

Tradition

Primary Attribute



Magical Special Abilities

Cantrips