

# 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
<b>Life Points</b> <i>(Racial Base Stat + CON + CON)</i>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>Arcane Energy</b> <i>(20 for Spellcaster + Primary Attribute)</i>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>Karma Points</b> <i>(20 for Blessed One + Primary Attribute)</i>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>Spirit</b> <i>(Racial Base Stat + (COU+SGC+INT)/6)</i>	<input type="text"/>	<input type="text"/>	<input checked="" type="checkbox"/>	<input type="text"/>
<b>Toughness</b> <i>(Racial Base Stat + (CON+CON+STR)/6)</i>	<input type="text"/>	<input type="text"/>	<input checked="" type="checkbox"/>	<input type="text"/>
<b>Dodge</b> <i>(AGI/2)</i>	<input type="text"/>	<input type="text"/>	<input checked="" type="checkbox"/>	<input type="text"/>

**Fate Points**

Stats	Bonus/ 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							<b>Knowledge Skills</b> SGC/SGC/INT						
p. 188-192							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				<b>Craft Skills</b> DEX/DEX/CON						
Swimming	AGI/CON/STR	yes	B				p. 206-213						
<b>Social Skills</b> INT/CHA/CHA							Alchemy	COU/SGC/DEX	yes	C			
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			
<b>Nature Skills</b> COU/AGI/CON							Sailing	DEX/AGI/STR	yes	B			
p. 198-200							Treat Disease	COU/INT/CON	yes	B			
Animal Lore	COU/COU/CHA	yes	C				Treat Poison	COU/SGC/INT	yes	B			
Fishing	DEX/AGI/CON	maybe	A				Treat Soul	INT/CHA/CON	no	B			
Orienting	SGC/INT/INT	no	B				Treat Wounds	SGC/DEX/DEX	yes	D			
Plant Lore	SGC/DEX/CON	maybe	C				Woodworking	DEX/AGI/STR	yes	B			
Ropes	SGC/DEX/STR	maybe	A										
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



# The Dark Eye

## 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)

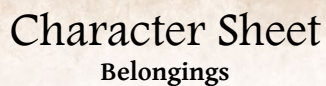
1/2 lost  
(+1 Pain)

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

DEX

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