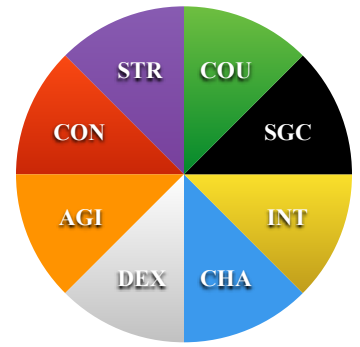


The Dark Eye

Character Creation Crib Sheet



Modifier	Check Difficulty
+6	Extremely Easy check
+4	Very Easy check
+2	Easy check
+/- 0	Challenging check
-2	Difficult check
-4	Very Difficult check
-6	Extremely Difficult check

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

Attribute Value	AP Cost
Each point up to 14	15 AP
15	30 AP
16	45 AP
17	60 AP
18	75 AP
19	90 AP

Experience Level	Adventure Points	Maximum Attribute Value	Maximum Skill Value	Maximum Combat Technique	Maximum Attribute Total	Number of Spells/Liturgical Chants	(# from other Traditions)
Inexperienced	900	12	10	8	95	8	0
Ordinary	1000	13	10	10	98	10	(1)
Experienced	1100	14	10	12	100	12	(2)
Competent	1200	15	13	14	102	14	(3)
Masterly	1400	16	16	16	105	16	(4)
Brilliant	1700	17	19	18	109	18	(5)
Legendary	2100	18	20	20	114	20	(6)

Race	LP	SPI	TOU	MOV	Attribute Maximums	Advantages	Disadvantages	AP Cost
Human	5	-5	-5	8	any one +1	none	none	0 AP
Elf	2	-4	-6	8	INT and AGI +1; SGC or STR -2	Spellcaster, Two-Voiced Singing	none	18 AP
Half Elf	5	-4	-6	8	any one +1	none	none	0 AP
Dwarf	8	-4	-4	6	CON and STR +1; CHA or AGI -2	none	none	61 AP

Category	AP Cost
Attribute	See Improvement Chart (E)
Skill	See Improvement Chart (A-D)
Combat Technique	See Improvement Chart (B-D)
Advantage	Depends on Advantage
Disadvantage	Depends on Disadvantage
Cantrip	1 AP
Blessing	1 AP
Spell/Ritual	See Improvement Chart (A-D)
Liturgical Chant/Ceremony	See Improvement Chart (A-D)

COU+SGC+INT	Spirit Bonus
24-26	4
27-32	5
33-38	6
39-44	7
45-50	8
51-56	9
57-61	10

CON+CON+STR	Toughness Bonus
24-26	4
27-32	5
33-38	6
39-44	7
45-50	8
51-56	9
57-61	10

Ability/Character Type	Primary Attribute
Blessed One of Boron	COU
Blessed One of Hesinde	SGC
Blessed One of Peraine	INT
Blessed One of Phex	INT
Blessed One of Praios	SGC
Blessed One of Rondra	COU
Elves	INT
Guild Mages	SGC
Witches	CHA
Attack: All Combat Techniques	COU
Parry: Brawling, Swords, Polearms	AGI or STR
Parry: Daggers, Fencing Weapons	AGI
Parry: Impact Weapons, Lances, Shields, Two-Handed Swords, Two-Handed Impact Weapons	STR
Ranged Combat	DEX

Desired Skill Rating	A	B	C	D	E
Activation to 0	1	2	3	4	-
1-12	1	2	3	4	15
13	2	4	6	8	15
14	3	6	9	12	15
15	4	8	12	16	30
16	5	10	15	20	45
17	6	12	18	24	60
18	7	14	21	28	75
19	8	16	24	32	90
20	9	18	27	36	105
21	10	20	30	40	120
22	11	22	33	44	135
23	12	24	36	48	150
24	13	26	39	52	165
25	14	28	42	56	180

Chart #1 - 540 AP

A	B	C	D	E	F	G	H	I	J	K
14	13	14	14	14	14	14	14	14	14	14
14	13	14	14	14	14	14	14	13	14	14
12	13	13	13	14	14	14	14	13	14	14
12	13	13	13	14	13	14	14	13	14	14
12	12	12	12	12	12	14	13	13	14	11
12	12	12	12	12	12	14	12	12	10	11
12	12	12	11	10	11	8	10	12	10	11
12	12	10	11	10	10	8	9	10	10	11

Chart #2 - 555 AP

A	B	C	D	E	F	G	H	I	J	K
15	15	15	15	15	15	15	15	15	15	15
14	13	14	14	14	14	14	14	13	14	14
12	13	13	13	14	14	14	14	13	14	14
12	13	13	13	14	13	14	14	13	14	14
12	12	12	12	12	12	14	13	13	14	11
12	12	12	12	12	12	13	11	12	10	11
12	12	12	11	10	10	8	10	11	10	11
11	10	9	10	9	10	8	9	10	9	10

Chart #3 - 570 AP

A	B	C	D	E	F	G	H	I	J	K
15	15	15	15	15	15	15	15	15	15	15
15	15	15	15	15	15	15	15	15	15	15
12	13	13	13	14	14	14	14	13	14	14
12	13	13	13	14	13	14	14	13	14	13
12	12	12	12	12	12	13	13	13	13	11
12	12	12	12	12	12	13	10	11	10	11
11	12	11	10	9	10	8	10	10	10	11
11	8	9	10	9	9	8	9	10	9	10

Attack (AT)

Full combat technique + 1 for every 3 above COU 8

Parry (PA)

Half combat technique + 1 for every 3 above value 8 of the associated primary attribute

Ranged Combat (RC)

Full combat technique +1 for every 3 above DEX 8