The Dark Eye

Deluxe
Character Sheet
for Mundane Adventurers

The Dark Eye

Name

Gender

Race

Profession

Culture

Social Standing

Place of Birth

Age

Hair Color

Eye Color

Height / Weight

Date of Birth

Characteristics

Cou	SGC	INT	CHA	DEX	AGI	CON	STR
Courage	Sagacity	Intuition	Charisma	Dexterity	Agility	Constitution	Strength

Advantages

Disadvantages

	Stat	Bonus/Penalty	Bought	Max
Life Points *(Racial Base Stat + CON + CON)*				
Arcane Energy *(20 for Spellcaster + Primary Attribute)*				
Karma Points *(20 for Blessed One + Primary Attribute)*				
Spirit *(Racial Base Stat + (COU+SGC+INT)/6)*			☒	
Toughness *(Racial Base Stat + (CON+CON+STR)/6)*			☒	
Movement *(Racial Base Stat)*			☒	

Fate Points

Stats	Bonus/Penalty	Max	Current

Experience Level

AP total	AP available	AP spent

The Dark Eye

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						**Knowledge Skills**	SGC/SGC/INT					
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	SCG/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					
Swimming	AGI/CON/STR	yes	B				Alchemy	COU/SGC/DEX	yes	C			
Social Skills	INT/CHA/CHA						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	COU/INT/CHA	maybe	B				Driving	CHA/DEX/CON	yes	A			
Fast-Talk	COU/INT/CHA	no	C				Earthencraft	DEX/DEX/STR	yes	A			
Intimidate	COU/INT/CHA	no	B				Leatherworking	DEX/AGI/CON	yes	B			
Persuasion	COU/CHA/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				Prepare Food	INT/DEX/DEX	yes	A			
Willpower	COU/INT/CHA	no	D				Pick Locks	INT/DEX/DEX	yes	C			
Nature Skills	COU/AGI/CON						Sailing	DEX/AGI/AGI	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	no	B			
Orienting	SGC/INT/INT	no	B				Treat Soul	INT/CHA/CON	yes	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										

The Dark Eye

General Special Abilities

Book/Page

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

Attribute Modifiers

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

Routine Check

Maximum Modifier	Minimum Skill Rating
+3 and up	1
+2	4
+1	7
+ / - 0	10
-1	13
-2	16
-3	19

All involved Attributes at least 13

Quality Level

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

Languages

_____

_____

_____

_____

_____

_____

Known Scripts (Literacy)

_____

_____

Character Traits

_____

_____

_____

_____

_____

The Dark Eye

COU	SGC	INT	CHA	DEX	AGI	CON	STR

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

LP	DO	INI	SPI	TOU

Close Combat Weapons

Weapon	Combat Technique	Damage Bonus	Base DP	AT/PA Mod.	Reach	AT	PA	BP	Dmg Lvl	Weight

Ranged Weapons

Weapon	Combat Technique	Reload	DP	Ammunition	Range	RC	BP	Dmg Lvl	Weight

Armor

Armor	PRO	ENC	Add. Penalties	SW	W	Weight	Travel,Combat,...

Shield/Parrying Weapon

Shield/Parrying Weapon	AT/PA Mod.	StP	Weight

The Dark Eye

LP Max. **Current**

1/4 LP lost (+1 *Pain*) 1/2 LP lost (+1 *Pain*) 3/4 LP lost (+1 *Pain*) 5 or less LP (+1 *Pain*)

0 or less = Hero is dying

Condition

Condition	I	II	III	IV
Confusion				
Encumbrance				
Fear				
Intoxicated				
Overextended				
Pain				
Paralysis				
Rapture				
Stupor				
Trance				

State

blind	☐	incapacitated	☐
bloodlust	☐	invisible	☐
bound	☐	mute	☐
burning	☐	misfortune	☐
cramped	☐	petrified	☐
deaf	☐	poisoned	☐
diseased	☐	prone	☐
horrible smell	☐	surprised	☐
immobilized	☐	unconscious	☐

Combat Styles   Book/Page

Maneuver	B	S	P	Book/Page

Maneuver	B	S	P	Book/Page

Armor on the Head

Description	
PRO	
SW	
SdR	

ENC

Wound Threshold (KO/2)

Armor on the Left Arm

Description	
PRO	
SW	
SdR	

Armor on the Left Leg

Description	
PRO	
SW	
SdR	

1–2
3–12
13–16
17–20

Armor on the Torso

Description	
PRO	
SW	
SdR	

Armor on the Right Arm

Description	
PRO	
SW	
SdR	

Armor on the Right Leg

Description	
PRO	
SW	
SdR	

Wound Effects

Hit Zone	Effect	Check to Resist
Head	One level of *Stupor*	*Self-Control (Stay Conscious)*
Torso	Additional 1D3+1 DP	*Self-Control (Stay Conscious)*
Arms	Drop any object held in that hand; Does not apply to shields or 2H weapons.	*Self-Control (Ignore Distractions)*
Legs	Target falls down and gains the state *prone*	*Self-Control (Ignore Distractions)*

Equipment

Item	Weight	Carried where?	Item	Weight	Carried where?
Total Weight			**Total Weight**		Carrying Capacity (STRx2)

Carrying Capacity

Carrying Capacity (STR x 2 pounds)	CC +4 pounds	CC +8 pounds	CC +12 pounds	CC +16 pounds

Encumbrance +1 for each additional 4 pounds

Purse

Ducats	Silverthalers	Halers	Kreutzers

The Dark Eye

Familiar

Name _____

Type _____ LP _____ AE _____

COU _____ SGC _____ INT _____ CHA _____

DEX _____ AGI _____ CON _____ STR _____

SPI _____ TOU _____ PRO _____ INI _____ MOV _____

Attack _____ AT _____ DE _____ DP _____ RE _____

Actions _____

Special Abilities _____

Familiar's Tricks _____

Current AP

1/4 of the hero's total

Animal Sheet

Name _____

Type _____ LP _____ AE _____

COU _____ SGC _____ INT _____ CHA _____

DEX _____ AGI _____ CON _____ STR _____

SPI _____ TOU _____ PRO _____ INI _____ MOV _____

Attack _____ AT _____ DE _____ DP _____ RE _____

Actions _____

Special Abilities _____

Current AP

1/10 of the hero's total

Mount

Name _____

Type _____ LP _____ AE _____

COU _____ SGC _____ INT _____ CHA _____

DEX _____ AGI _____ CON _____ STR _____

SPI _____ TOU _____ PRO _____ INI _____ MOV _____

Attack _____ AT _____ DE _____ DP _____ RE _____

Actions _____

Special Abilities _____

Maneuvers _____

Current AP

1/10 of the hero's total

Personal Information

Appearance

Family

Emblem

Personality

Home

Life Path

Hero´s Chronicle

Adventure	Notes	Friend or Foe	AP

Appendix 1: Attributes and Skills

List of Common Abbreviations

Adventure points	AP	Dexterity	DEX	Skill Rating	SR
Agility	AGI	Defense	DE	Movement	MOV
Arcane Energy	AE	Dodge	DO	Non-Player Character	NPC
Astral Energy Point(s)	AE	Duration	Dur.	Parry	PA
Attack	AT	Effective Attribute Value	EAV	Player Character	PC
Basic Maneuver	B	Encumbrance	ENC	Protection	PRO
Breaking Point	BP	Game Master	GM	Quality Level(s)	QL
Carrying Capacity	CC	Initiative	INI	Range/Reach	RA/RE
Charisma	CHA	Intuition	INT	Sagacity	SGC
Combat Round	CR	Improvement Class	Impr.	Spirit	SPI
Combat Skill Rating	CSR	Karma Point(s)	KP	Strength	STR
Combat Technique Value	CTV	Life Point(s)	LP	Sturdiness Rating	SdR
Constitution	CON	Movement	MOV	Target Category	TC
Courage	COU	Ranged Combat	RC	Toughness	TOU
Damage Points	DP	Skill Point(s)	SP	Wear	W

Examples for Modifying Attributes

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

Requirements for Routine Checks

Modifier	Difficulty	Climb (Example)
+5	Extremely Easy check	More of a stony hill than a real rock face
+3	Very Easy check	Rock face with some natural stairs
+1	Easy Check	Many good handholds
+/– 0	Challenging check	Rock face with some good handholds
–1	Difficult check	Damp moss on the rock face
–3	Very Difficult check	Very steep, only a few good handholds
–5	Extremely Difficult check	Damp, mossy, very steep, and almost no good handholds

Modifiers for Restricted Visibility

Level	Effect	Example	Modifier
Level I	Vision slightly impaired	Sparse leaves, morning mist	–1 to Skills/–1 to AT/–1 to Defense/ –2 to RC
Level II	Restricted Visibility	Fog, moonlight	–2 to Skills/–2 to AT/–2 to Defense / –4 to RC
Level III	Target's shape can be roughly seen	Dense fog, starlight	–3 to Skills/–3 to AT/–3 to Defense / –6 to RC
Level IV	Target cannot be seen	Thick smoke, complete darkness	–4 to Skills / Halve AT/ Defense and RC only possible by rolling a 1 on 1D20/ Defense against RC is impossible.

Types of Success for Cumulative Checks

QL	Type of Success
6 QL	Partial success
10 QL	Task accomplished

Number of Permitted Checks (Suggested)

Number	Difficulty
5	Difficult
7	Regular
10	Easy

Simple Checks

The simple check is a regular skill check as explained in the rules above. The outcome of this check depends on whether the hero succeeds at the check. If the hero succeeds, the leftover SP determine the QL.

Retry: The GM decides whether the hero may try again. If so, each attempt suffers a cumulative –1 penalty. The GM also decides how many attempts the hero may make. However, if one of the linked attributes drops to an EAV of less than 1, the action fails and the hero gets no more chances to attempt the task at hand. Furthermore, this penalty lasts for 24 hours. After that time, the hero can start fresh and make another attempt at the action without penalty (for the first roll, at least).

Success: The hero succeeds, and the leftover SP (if any) determine the QL.

Failure: The task at hand is not accomplished.

Critical: A critical can have various effects, depending on the skill. See the specific skill description for examples.

Botch: A botch results in various mishaps, depending on the skill. See the specific skill description for examples.

How this is written: Check on *Skill (Application)*

Competitive Checks

The competitive check allows you to compare two contestants, and the one with the higher QL wins the check.

Retry: not applicable.

Success: Compare the QL of the contestants; the highest QL wins the check. Ties lead to either an unresolved situation or victory for the passive contestant.

Failure: The task at hand is not accomplished, and the passive side wins. If both contestants fail, the passive side still wins, but only barely (as if succeeding with QL 1).

Critical: Win the contest automatically, regardless of any success or failure by the other side. However, if both sides roll critical successes, the situation remains unresolved.

Botch: A botch means an automatic failure for the botching side, unless both contestants botch, which again leads to an unresolved situation.

How it is written: Competitive check on *Skill (Application)* vs. *Skill (Application)*

Cumulative Check

Sometimes it takes a certain amount of time and more than one skill check to accomplish a task. The hero must accumulate a total of 10 QL in order to accomplish the task at hand. Along the way, the hero can achieve a partial success by collecting 6 QL.

Subsequent Roll: A failed skill check imposes a –1 penalty to the next skill check and still counts toward the total number of checks allowed. Penalties are cumulative and modify all successive skill checks until the cumulative check is finished.

Failure: You do not gain a QL in the individual skill check. If you fail to collect the requisite number of QL by the end of the cumulative check, you are unable to accomplish the task.

Critical: Gain twice the QL normally awarded by the skill check. Remove all penalties accumulated so far due to failed checks.

Botch: The cumulative check fails, and all collected QL is lost. The hero must start over.

How it is written: *Skill (Application)*, time between rolls, as in *Metalworking (Goldsmith)*, 4 hours

Competitive Group Check

The competitive group check is a competitive check not made by two persons, but two groups.

Retry: not applicable.

Success: The group that gains more QL wins the check (with a QL based on the net difference between the two groups). Ties lead to an unresolved situation, or the passive side wins.

Failure: The task at hand is not accomplished. If both contestants fail, the passive side still wins, but only barely (as if succeeding with QL 1).

Critical: Win the contest automatically, regardless of any success or failure oft he other side. (If both sides roll critical successes, the situation remains unresolved).

Botch: A botch means an automatic failure fort he botching side, unless both contestants botch, which again leads to an unresolved situation.

How this is written: Competitive check on *Skill (Application)* vs. *Skill (Application)*.

Cumulative Group Check

Use cumulative group checks if a whole group takes part in a task. The GM decides how many characters may participate. Success requires 10 QL, or more QL than an opposing group's total (see page 27).

Subsequent Rolls: A failed check imposes a -1 penalty to all subsequent skill checks and still counts toward the total number of checks allowed. Penalties are cumulative and apply only to the one who failed the check.

Failure: You do not gain QL in this attempt. A failed check imposes a -1 penalty to all following skill checks and still counts toward the total number of checks allowed. Penalties are cumulative and apply only to the one who failed the check.

Critical: Gain twice the QL normally awarded by the skill check. Remove all penalties accumulated so far by failed checks.

Botch: The group discards all QL accumulated so far, and all participants suffer the side-effects of the botch.

How it is written: *Skill (Application)*, time between the rolls, number of attempts.

Using Fate Points

- **Act First:** You act first in a combat round.
- **Defense:** Gain a +4 bonus on all defenses until the end of the combat round.
- **Ignore all conditions:** Ignore all conditions affecting your hero; this lasts one combat round.
- **Raise Quality:** Increase the QL of a successful check by one (maximum is QL 6).
- **Reroll:** Reroll a failed roll, no matter how many dice you wish to reroll.
- **Reroll Damage:** Reroll 1D6 when rolling for damage.

Conditions

Condition	Remove	Level I	Level II	Level III	Level IV
Confusion	1 hour	–1 on all checks	–2 on all checks	–3 on all checks, complex actions are impossible	*Incapacitated*
Encumbrance	–	–1 penalty to applicable skill checks, –1 to AT, Defense, INI, and MOV	–2 penalty to applicable skill checks, –1 to AT, Defense, INI, and MOV	–3 penalty to applicable skill checks, –1 to AT, Defense, INI, and MOV	*Incapacitated*
Fear	5 min.	–1 on all checks	–2 on all checks	–3 on all checks	*Incapacitated*
Intoxicated	2 hrs.	–1 on *Carousing* checks	–2 on *Carousing* checks	–3 on *Carousing* checks	Exchange four levels of *Intoxicated* for 1 level of *Stupor*. Any additional levels of *Intoxicated* remain in effect.
Overextended	6 hrs. sleep	-1 to Knowledge skill checks	–2 to Knowledge skill checks; –1 to LP, AE, and KP regeneration	-2 to Knowledge skill checks; -2 to LP, AE, and KP regeneration	Remove 1 level of *Overextended* and gain 1 level of *Stupor* (remove this level only after 12 hours of sleep).
Pain	4 hrs.	–1 on all checks, -2 MOV	–2 on all checks, –2 MOV	–3 on all checks, –3 MOV	*Incapacitated*, –4 on all checks for mental skills or attributes
Paralysis	30 min.	–1 on all checks involving movement or speech, reduce MOV by 25%	–2 on all checks involving movement or speech, reduce MOV by 50%	–3 on all checks involving movement or speech, reduce MOV by 75%	Unable to move
Rapture	1 hour	–1 on all skill and spell checks that are not favored by the Blessed One's god	+1 on all skill and spell checks favored by the Blessed One's god, –2 to all other checks	+2 on all skill and spell checks favored by the Blessed One's god, – to all other checks	+1 on all skill and spell checks favored by the Blessed One's god, –2 to all other checks
Stupor	3 hrs.	–1 on all checks	–2 on all checks	–3 on all checks	*Incapacitated*
Trance	24 hrs.	No AE Regeneration	No AE Regeneration, –2 on all checks except skill and spell checks favored by the Blessed One's god	No AE Regeneration, –3 on all checks	*Incapacitated*, no AE Regeneration

States	Effects
Blind	All sight is gone. Simple actions require *Perception* checks. Combat requires a competitive *Perception (Search)* check vs opponent's *Stealth (Sneak)*. If successful, fight at half AT value. Defense and RC succeed only on a roll of 1 on 1D20. Spells and liturgical chants may be cast only while touching the target.
Bloodlust	Gain +4 bonus to AT. Gain +2 to DP and *Feat of Strength* checks. You may not defend, make ranged attacks, or use skills other than Physical skills, *Intimidation*, and Forceful Blow. Ignore levels of *Pain*. Duration = 2D20 CR, after which you gain two levels of *Stupor*.
Bound	Reduce MOV to zero. Gain a -4 penalty to Dodge.
Burning	Clothing catches fire. Make one *Body Control* check per CR to extinguish, with a penalty of 0/-1/-2 for small fire/large fire/character completely engulfed.
Cramped	Skill checks receive penalties as large as -2. AT and PA receive additional penalties (for details, see *Core Rules*, page 35).
Deaf	No *Perception* checks based on hearing. Gain a -3 penalty to *Perception (Detect Ambushes)* checks.
Diseased	Gain nothing from regeneration phases. Rest for at least one regeneration phase per day or lose 1D3 DP (ignoring PRO).
Horrible Smell	Apply a -1 penalty to Social skills (except *Empathy*, *Intimidation*, and *Willpower*) for one week. Odor cannot be removed by washing.
Immobilized	No physical actions allowed. May use senses to perceive surroundings. Must omit gestures when casting spells or liturgical chants.
Incapacitated	Reduce MOV to zero. No actions allowed. Usually also imposes the state *prone*.
Invisible	To find an invisible character in combat, make a competitive check using *Perception (Search)* vs. *Stealth (Sneak)*. If successful, attack at half your AT rating. DE and RC vs. invisible attackers succeed only on a 1 on 1D20. No defense allowed vs. an invisible attacker's RC. You must touch an invisible target to cast spells and liturgical chants on that target.
Misfortune	Gain the disadvantage Misfortune (see *Core Rules*, page 173) for one day (unless stated otherwise).
Mute	No speech allowed. This state interferes with the casting of certain spells and liturgical chants.
Petrified	The character turns to stone, perceives nothing, and is no longer affected by poisons, diseases, and aging. Petrified lasts forever (unless stated otherwise).
Poisoned	Receive no benefit from regeneration phases.
Prone	Reduce MOV to 1. Suffer -4 penalty to attacks. Suffer -2 penalty to defense.
Surprised	No defense allowed vs. the first action directed at the surprised character. Afterwards, combat proceeds normally.
Unconscious	Become unresponsive and gain the condition *Incapacitated*.

Appendix 2: Combat

Basic Terms of Combat

- *Action, free action, defense:* Actions in Combat.
- *Attack (AT):* To attack an opponent in close combat, roll 1D20 against your character's attack stat. If the result is less than or equal to your attack value, your character hits the opponent. The opponent can try to parry or dodge.
- *Attacks:* These are the many kinds of blows, stabs, and ranged attacks one may make against an enemy.
- *Attack distance:* The maximum distance at which a close combat attack is possible—usually two yards.
- *Combat Technique Value (CTV):* Measures skill with a certain type of weapon. Every weapon has an associated combat technique.
- *Combat Round (CR):* One combat round represents 2 to 5 seconds of game time. During a combat round, each combatant may perform an action, a defense, and a free action.
- *Condition Encumbrance (ENC):* Carrying armor, equipment, and other loads can lead to encumbrance. The condition *Encumbrance* reduces your combat stats, just as do certain other conditions.
- *Condition Pain:* A combatant that is badly hurt can suffer from the condition *Pain*, which reduces combat stats, just as do certain other conditions.
- *Damage Points (DP):* You can use weapons, rocks, or even your bare fists to hurt your enemy. Damage points reflect how much damage you inflict—the enemy loses that many life points when unable to defend against the attack. To determine damage you usually roll 1D6 or 2D6 and sometimes add a bonus. Subtract the target's protection from the damage points you roll, and then subtract any remaining points from the target's life points. In brief, DP rolled – PRO = DP taken.
- *Defense:* Parry and Dodge are types of defenses. You can attempt one defense (either a parry or a dodge) per incoming attack.
- *Dodge (DO):* Sometimes it's necessary to jump out of the way because parrying doesn't work (especially if you don't have a shield). This is particularly true for ranged attacks and close combat attacks from large or giant enemies. Dodge works just like a Parry check.
- *Initiative:* Initiative determines the order in which combatants can take actions in a fight.
- *Life Points (LP):* Life points measure health. Characters lose LP when they suffer from disease or take damage from attacks or poison. After losing one quarter of their total LP, they receive one level of the condition *Pain*. The same happens when they lose half their LP, again at three-quarters of their LP, and again when their LP drop to 5 or less. A character that reaches 0 LP is dying. If the character's LP rises above these thresholds again, the levels of *Pain* begin to subside.
- *Maneuver:* Maneuvers are attacks that are made possible by special abilities. Often they impose a penalty, but they also grant useful effects.
- *Parry (PA):* A hero fighting in close combat can try to avoid taking damage by parrying attacks. To do this, make a check with 1D20 against your Parry stat. If your result is less than or equal to your Parry stat, you divert the blow without taking damage. Parry is considered a defense.
- *Protection (PRO):* Armor of all kinds has a stat called Protection. Normally you subtract PRO from all DP you receive. Some attacks, such as spells or certain animal attacks, ignore PRO and deal damage regardless of armor.
- *Ranged Combat (RC):* To hit an enemy with a ranged weapon like a bow, make a check against Ranged Combat. This works just like an Attack check.

Order of Action
- Highest Initiative
- Tie: highest INI base stat
- Tie: higher result of 1D6

Examples of Defenses
- Parry
- Dodge

Examples of Actions
- Make an Attack
- Make a ranged attack
- Move (up to your MOV stat in yards)
- Try to kick in a door
- Draw a weapon
- Pull a lever
- Load a missile weapon (which can take more than one action, depending on the weapon)
- Cast a spell (which can take more than one action, depending on the spell)
- Cast a liturgical chant (which can take more than one action, depending on the liturgical chant)

Examples of Free Actions
- Shout a brief sentence
- Drop an item
- Stand up from a sitting position
- Drop and lie prone on the ground
- Turn around 180 degrees.
- Move (up to your MOV stat in yards, but only if it is your turn in the initiative order)

Long Actions
Certain actions (like casting spells or liturgical chants, or reloading ranged weapons) might take more than one action to complete. These are called long actions.

- You measure long actions in terms of the number of individual actions they take to complete.
- You cannot interrupt long actions without causing failure. Note: some time-consuming tasks can be interrupted without failing (such as felling a tree), but we are not talking about those here.
- You can defend while performing a long action, but you must interrupt your long action to do so. You can wait until after your opponent makes an attack roll to decide whether you want to defend.
- You can normally take free actions without interrupting your long action. The GM can decide differently, based on the situation.
- If the hero suffers a distraction during the long action, the player must check to see if the hero is able to continue concentrating. If not, the distraction interrupts the long action. To maintain concentration, make a check using *Self-Control (Ignore Distractions)* and apply any modifiers for the situation or damage points you have suffered. If you fail the check, the long action fails.
- The long action takes effect at the end of the last required individual action.

Examples of Distraction Modifiers

Situation	Penalty
Being tapped on the shoulder	+3
Fighting on a ship in rolling seas	+/–0
Condition *Pain*	– Level of the condition
Spellcaster suffers damage:	– (damage suffered / 3) (at least 1)

Cramped

Type	Penalty
Short weapons	+/–0 AT; +/–0 PA
Medium weapons	–4 AT; –4 PA
Long weapons	–8 AT; –8 PA
Small shields	–2 AT; –2 PA
Medium shields	–4 AT; –3 PA
Large shields	–6 AT; –4 PA

Comparison of Close Combat Weapon Reaches

Versus	Short	Medium	Long
Short	no disadvantage	-2 AT for short	-4 AT for short
Medium	-2 AT for short	no disadvantage	-2 AT for medium
Long	-4 AT for short	-2 AT for medium	no disadvantage

Other Modifier

Type	Penalty
Advantageous Position	AT +2
Attack from Behind	PA –4
Combat in hip-deep water	AT/PA –2
Combat under the water	AT/PA –6

Size Category	Example	Penalty
Tiny	Rat, toad, sparrow	–4 AT
Small	Fawn, goat, sheep	+/–0 AT
Medium	Human, dwarf, donkey	+/–0 AT
Large	Ogre, troll, bull	May only parry with shield, or dodge
Huge	Dragon, elephant, giant	May only dodge

Critical Successes (Close Combat Attack)

If the confirmation roll is successful, the attack has the following effects:
- Halve the target's defense stat against the attack
- The attack inflicts double damage (roll damage and double the result before subtracting PRO)

If the confirmation roll fails, the following happens:
- Halve the target's defense stat against the attack

Botch (Close Combat Attack)

If the confirmation roll is successful, the following happens:
- simple failure

If the confirmation roll fails, the following happens:
- The hero suffers 1D6+2 DP (ignoring PRO)

Critical Success (Close Combat Defense)

If the confirmation roll is successful, the defense has the following effects:
- The defender can make an immediate attack of opportunity against the opponent

If the confirmation roll fails, the defense has the following effects:
- The defense takes place the usual way

Botch (Close Combat Defense)

If the confirmation roll is successful, the following happens:
- simple failure

If the confirmation roll fails, the following happens:
- The hero suffers 1D6+2 DP (ignoring PRO)

Critical Success (Ranged Combat Attack)

If the confirmation roll is successful, the attack has the following effects:
- Halve the target's defense stat against the attack
- The attack does double damage (including all modifiers)

If the confirmation roll fails, the attack has the following effects:
- Halve the target's defense stat against the attack

Botch (Ranged Combat Attack)

If the confirmation roll is successful, the following happens:
- simple failure

If the confirmation roll fails, the following happens:
- The hero suffers 1D6+2 DP (ignoring PRO)

Critical Success (Ranged Combat Defense)

If the confirmation roll is successful, the defense has the following effects:
- Do not penalize your defense stat by the usual 3 points for the next defense in the combat round

If the confirmation roll fails, the defense has the following effects:
- Your next defense in this combat round suffers a penalty of only 2 (instead of 3)

Botch (Ranged Combat Defense)

If the confirmation roll is successful, the following happens:
- simple failure

If the confirmation roll fails, the following happens:
- The hero suffers 1D6+2 DP (ignoring PRO)

Visibility Modifier

Level	Effect	Example	Modifier
Level 1	Vision slightly impaired	Light foliage, morning mist	-1 to RC, AT, and defense
Level 2	Target's shape can be seen	Fog, moonlight	-2 to RC, AT, and defense
Level 3	Target's shape is barely visible	Dense fog, starlight	-3 to RC, AT, and defense
Level 4	Target invisible	Dense smoke, complete darkness	Halve AT; RC, defense only possible by rolling a 1 on 1D20

Ranged Combat Modifiers

Range Modifiers

Close	+2 to RC, +1 DP
Medium	+/−0 to RC
Far	−2 to RC, −1 DP

Size Modifiers

Tiny	−8 to RC	Rat, toad, sparrow
Small	−4 to RC	Fawn, goat, sheep
Medium	+/−0 to RC	Human, dwarf, donkey
Large	+4 to RC	Ogre, troll, bull
Huge	+8 to RC	Dragon, elephant, giant

Modifiers for Mounted Ranged Combat

Mount is standing still	+/−0 to RC
Mount is moving at a walk	−4 to RC
Mount is moving at a trot	Almost impossible (hit only on a 1 on 1D20)
Mount is moving at a gallop	−8 to RC

Modifiers for parry and dodge against Ranged Combat Attacks

Type	Modifier
Mechanically launched missile weapon	−4
Thrown weapon	−2

Movement Modifiers

Target is motionless	+2 to RC
Target is moving slowly (4 yards or less in its last action)	+/−0 to RC
Target is moving quickly (5 yards or more in its last action)	−2 to RC
Target is zigzagging	−4 to RC, MOV of the target is halved
Attacker is walking (4 yards or less in its last action)	−2 to RC
Attacker is running (5 yards or more in its last action)	−4 to RC
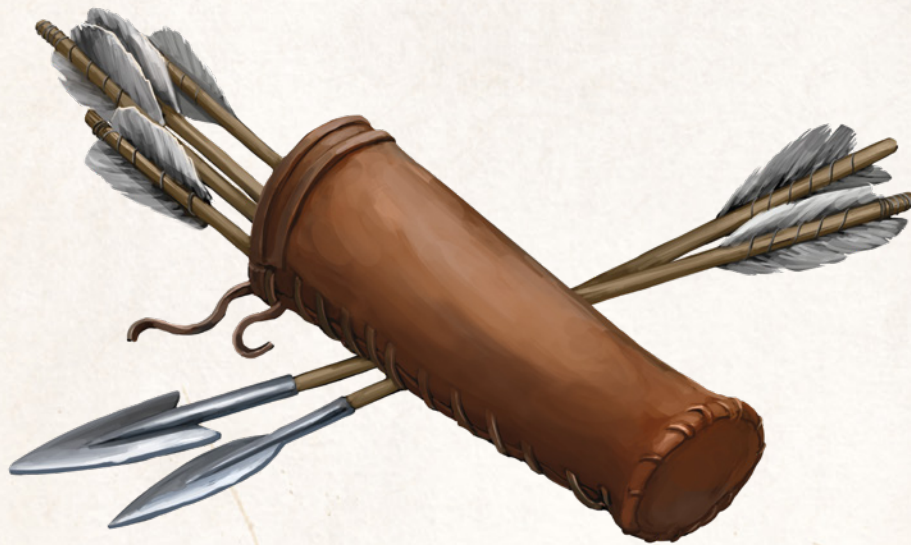
Close Combat Botch Table
Optional Rule

Instead of suffering a standard 1D6+2 DP for a defense botch, you can roll on the following table. If the combatant is unarmed and rolls a 6 or less, add 5 to the result.

Result (2D6)	Effect
2: Weapon Destroyed	The weapon is irreparably destroyed. If the weapon is unbreakable, see result #5.
3: Weapon Badly Damaged	You cannot use the weapon until it is repaired. If the weapon is unbreakable, see result #5.
4: Weapon Damaged	The weapon is damaged. All checks against Attack or Parry suffer a penalty of 2 until the weapon is repaired. If the weapon is unbreakable, see result #5.
5: Weapon Lost	The weapon falls to the ground.
6: Weapon Stuck	The hero's weapon is stuck in a tree, a wooden wall, the ground, or something similar. Freeing it takes 1 action and a check using *Feat of Strength (Dragging & Pulling)* with a penalty of 1.
7: Fall	Make a check using *Body Control (Balance)* with a penalty of 2, or else fall to the ground and receive the state of *prone*.
8: Stumble	Stumble and suffer a penalty of 2 on your next action.
9: Ankle Twisted	Suffer one level of the condition *Pain* for 3 combat rounds.
10: Bump	Bump your head in the chaos of combat and suffer one level of *Stupor* for one hour.
11: Hurt Yourself	Hurt yourself. Suffer your weapon's damage, including the damage bonus (ignoring PRO). Unarmed combatants suffer 1D6 DP (ignoring PRO).
12: Hurt Yourself Badly	Suffer double your weapon's damage, including the damage bonus (ignoring PRO). Unarmed combatants suffer 2D6 DP (ignoring PRO).

Ranged Combat Botch Table
Optional Rule

Optionally, instead of always suffering 1D6+2 DP for a botch, you can roll on this table.

Result (2D6)	Effect
2: Weapon Destroyed	The weapon is irreparably destroyed. If the weapon is unbreakable, see result #5.
3: Weapon Badly Damaged	You cannot use the weapon until it is repaired. If the weapon is unbreakable, see result #5.
4: Weapon Damaged	The weapon is damaged. All checks against ranged combat suffer a penalty of 4 until the weapon is repaired. If the weapon is unbreakable, see result #5.
5: Weapon Dropped	The weapon falls to the ground.
6: Companion or Bystander Hit	Hit a friend or random bystander. If no such target is near, use *Result 11: Hurt Yourself.* The weapon inflicts normal damage, including the usual damage bonus.
7: Shot Missed	The shot misses in a spectacular way and hits an object (shoots down a shop sign, breaks a window, and so on).
8: Pulled Muscle	Experience a sudden back spasm and suffer a level of the condition *Pain* for the next 3 combat rounds.
9: Slipped String/ Slippery Grip/ Jammed*	Weapon unusable for two complete combat rounds.
10: Too Focused*	You are concentrating too hard on aiming or are otherwise occupied with the weapon and cannot make defenses until your next action.
11: Hurt Yourself	You injure yourself and suffer damage. Take the weapon's normal damage, including the damage bonus.
12: Hurt Yourself Badly	You injure yourself badly and suffer damage. Roll the weapon's normal damage, including the damage bonus, and double the result.

Appendix 3: Additional Rules

Social Status

Level	Rank	Example
Level 1	Not Free	plantation slave, serf, gladiator, convict
Level 2	Free	burgher, trader, free peasant
Level 3	Lesser Noble	lord, knight, squire
Level 4	Noble	baron, count
Level 5	Aristocracy	duke, king, emperor

Regeneration

- A Regeneration Phase is a period of rest and sleep that lasts at least 6 hours.
- Characters can attempt to benefit from at most two Regeneration Phases per day.
- Basic regeneration restores 1D6 points. Players roll once for each point type, apply all modifiers for their heroes' current situations, and add the sum to their respective totals. Treat negative results as 0.
- Heroes cannot possess or accumulate more points than their current maximum stats in LP, AE, or KP.
- Where Regeneration Phases are concerned, rest means rest. If the location the characters chose for resting up is noisy, wet, or cold, divide all regeneration rolls in half. If the situation is especially bad, such as trying to rest while exposed to a storm or bound to the back of a horse, the character gains nothing from the Regeneration Phase.
- Heroes suffering the states of poisoned or diseased cannot benefit from Regeneration Phases while the poison or disease remains in effect. However, heroes do benefit from healing herbs employed against poisons or diseases or those administered to help regenerate LP.

Situation	Regeneration
Basic regeneration for 6 hours of sleep	1D6 LP/AE/KP
Poor campsite, failed *Survival (Find Campsite)* **check**	-1 LP/AE/KP
Interruption of nightly rest (e.g. dog watch, night-time disturbance)	-1 LP/AE/KP
Lengthier interruption of nightly rest (e.g. sentry duty, night ambush)	-2 LP/AE/KP
Hero is diseased/poisoned	No regeneration of LP
Good accommodations (single room in an inn)	+1 LP/AE/KP
Poor surroundings (wet, cold)	Halve regeneration of LP/AE/KP
Terrible surroundings (extremely bad weather)	No regeneration of LP/AE/KP
Per 4 full pounds of iron carried on the body (see Iron Ban, page 255)	−1 AE

Healing

- First, let wounds heal naturally, using the rules for Regeneration Phases. In addition, healing herbs and the skill *Treat Wounds (Enhance Healing)* can improve regeneration. This is a simple check—success adds QL to the number of LP gained during the character's next Regeneration Phase. Treating wounds takes 15 minutes.
- The second option is to use a Blessed Ones' KP, healing magic (such as the spell *Balsam*), or alchemical healing potions to restore a number of LP immediately.

Life-Saving Measures and Death

Characters are mortally wounded and in danger of dying when their LP fall to 0 or less.

- The mortally wounded character can be saved if treatment begins within a number of combat rounds equal to the wounded character's Constitution.
- If a mortally wounded character does not receive treatment within this time limit, the character dies.
- If a character's LP fall to 0 or less, and magical healing is not available, death can be prevented by a successful *Treat Wounds (Stabilize)* check with a penalty equal to half the amount that the mortally wounded character's LP have dropped below 0. This treatment, called stabilizing, takes 15 minutes. If successful, the stabilized patient's LP immediately rise to 1. If the check fails and no supernatural help (spells, potions, and so on) is forthcoming, the character dies.
- If something interrupts the stabilizing treatment and no supernatural help is forthcoming, the patient survives only for the number of combat rounds remaining in the treatment time limit, as determined above.
- If a character's LP total ever drops below zero by an amount equal to or greater than the character's Constitution stat, the character dies immediately.

Suffocation Damage

The following rules for suffocation damage apply when a character has trouble getting enough air, such as from drowning, choking, or being trapped for too long in an airtight chamber.

- Suffer a level of the condition *Stupor* after every 25 CR
- Suffer 1D6 DP (ignoring PRO) per CR after (CON) minutes
- You start taking damage sooner when drowning, due to inhaling water.

Fire and Acid Damage

Type	Damage
Small Surface	1D3 DP per CR
Large Surface	1D6 DP per CR
Whole Body	2D6 DP per CR
Intense Heat or Strong Acid	Double DP

Strategic Movement

Use the following examples when estimating travel times in your campaign. These examples assume good roads, calm waters, and no complications. Rough terrain and raging seas reduce travel rates accordingly.

Strategic Movement

Type	Distance Covered per Travel Day
Foot march	20 miles
Coach Ride	25 miles
Horseback	30 miles
Sea Voyage	60 miles

Note: an Aventurian mile (a "Middenmile") is equivalent to 1,094 yards.

Chases

Procedure of an abstract chase according to the rules:

1. Terrain modifies the rate of Movement, as shown in the following table.

Terrain of the Chase

Type of Terrain	Effective MOV	Examples
Open Terrain	MOV x 2	Open space, race track
Normal Terrain	MOV	Pasture, alleyway
Difficult Terrain	MOV/2	Forest, crowded bazaar

2. This method uses a rule similar to that for cumulative checks, but instead of collecting 10 QL, the chaser collects skill points (SP) instead. The SP total that the chaser must collect starts out equal to the initial distance (in yards) between the pursuer and the pursued. Both sides make *Body Control (Running)* checks, adding their effective MOV values to their SR. After each roll, the pursuer adds any SP to those collected so far, while the quarry adds any SP to the total that the pursuer must accumulate. The check interval for chases is one CR. Unless the GM says otherwise, chases end after five CR at most (5 CR is the maximum number permitted when using this method). If the pursuer does not accumulate the required SP by then, the quarry escapes.

High and Long Jumps

If you want to make a high jump or long jump, make a *Body Control (Jumping)* check. Dwarves jump half as far.

Long Jump: : Attempting a running long jump of up to three yards is an unmodified check. Checks suffer a penalty of 1 for each additional yard of distance. Characters can jump up to eight yards at most. Checks are not needed for jumps shorter than three yards.

High Jump: Attempting a running high jump up to one yard in height is an unmodified check. The check suffers a penalty of 1 for each additional half yard. Heroes can jump four yards high at most (with arms outstretched to catch onto something). Checks are not needed for jumps of less than one yard in height.

If you make a standing jump of either kind, the check suffers an additional penalty of 2. For dwarves, divide the heights and distances by 2.

Experience

Maximum Stat or Maximum Increase	
LP	CON
AE	Primary Attribute
KP	Primary Attribute
Skills	Highest linked attribute plus 2
Combat Technique	Primary Attribute plus 2
Spells and Rituals (without Property Knowledge)	14
Magic Actions	Highest linked attribute plus 2
Liturgical Chants and Ceremonies (without Aspect Knowledge)	14

Cost Chart
Skill or Combat Technique

Activation at	Improvement Cost				
	A	B	C	D	E
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

Notes

THE FAR NORTH

THE FORESTS OF THE NORTH

THORWAL &
THE GJALSKLAND

THE STEPPES OF THE ORCS &
THE FORMER
SVELLT LEAGUE OF TOWNS

THE SHADOWLANDS

THE WARRING KINGDOMS

THE MIDDENREALM

THE MOUNTAIN KINGDOMS
OF THE DWARVES

ARANIA

THE LANDS
OF THE TULAMYDES

THE ISLAND
OF MARASKAN

THE KHÔM DESERT &
THE CALIPHATE

THE HORASIAN EMPIRE

THE LIZARD SWAMPS

THE STEAMING JUNGLES

THE CITY STATES
OF MERIDIANA

N

ALTOUM &
THE FOREST ISLANDS

THE SOUTHERN SEA

The Dark Eye

Deluxe Character Sheet for Mundane Adventurers

The lives of Aventurian heroes could fill entire books. Adventurers are defined by their legendary deeds, impressive skills, trusted equipment, wondrous treasures, cherished friends, and bitter enemies. The *Deluxe Character Sheet for Mundane Adventurers* lets you keep track of all these and more!

Attractive, double-sided character sheets place all your character's skills, advantages, disadvantages, special abilities, weapons, combat stats, equipment, and stats for animal companions at your fingertips.

Additional space gives you room to record your character's background, heroic achievements, and chosen focus rules. This package also features a comprehensive summary of skill use, combat, and detailed rules, for ease of reference during play. Adventure awaits!