

ARTESIA 2E CHARACTER SHEET

NAME _____	DESCRIPTION	REPUTATION	SL	
CULTURE _____			Base	
FACTION _____			Current	

STR	CON	SIZ	DEX	INT	EDU	POW	CHA
Base	Base		Base	Base	Base	Base	Base
Current	Current		Current	Current	Current	Current	Current

MOV _____ INT _____ DAMAGE _____ REC _____ EXP BONUS _____

SWORDS

- ACROBATICS (DEXx2) _____
- ATHLETICS (STR+DEX) _____
- BATTLE (00/INT+POW) _____
- BOAT/WATERCRAFT (00/DEX+INT) _____
- COMBAT ART [_____] (00/DEX+INT) _____
- COMBAT ART [_____] (00/DEX+INT) _____
- COMBAT ART [_____] (00/DEX+INT) _____
- DANCE [_____] (DEX+CHA) _____
- DANCE [_____] (DEX+CHA) _____
- DANCE [_____] (DEX+CHA) _____
- DODGE (DEXx2) _____
- DRIVE (DEX+INT) _____
- INTIMIDATE (SIZ+CHA) _____
- RIDE (DEX+POW) _____
- STEALTH (DEX+INT) _____
- SWIM (00/STR+CON) _____
- UNARMED COMBAT (STR+SIZ) _____
- WEAPONS [_____] (STR+DEX) _____
- WEAPONS [_____] (STR+DEX) _____
- WEAPONS [_____] (STR+DEX) _____
- WEAPONS [_____] (STR+DEX) _____

WANDS

- ALCHEMICAL LORE (INT+EDU) _____
- ALPHABET [_____] (00/DEX+INT) _____
- ALPHABET [_____] (00/DEX+INT) _____
- ALPHABET [_____] (00/DEX+INT) _____
- CELESTIAL LORE (00/INT+EDU) _____
- CIPHERS (00/INT+EDU) _____
- FOLK LORE (EDU+POW) _____
- GEOGRAPHY (EDUx2) _____
- HERALDRY (EDUx2) _____
- HERMETIC LORE (00/INT) _____
- LANGUAGE [_____] (00/EDU) _____
- LANGUAGE [_____] (00/EDU) _____
- LANGUAGE [_____] (00/EDU) _____
- LANGUAGE [OWN] (EDUx5) _____
- LETTERS (EDU) _____
- LIBRARY USE (00/INT+EDU) _____
- NATURAL PHILOSOPHY (00/EDUx2) _____
- OCCULT LORE (00/EDU) _____
- PERSUADE (INT+CHA) _____
- PILOT (00/DEX+INT) _____
- SURGERY (00/EDUx2) _____

% ROLL LEVELS OF SUCCESS:

CRITICAL	SPECIAL	SIMPLE	FAIL	FUMBLE
1/10 SKILL	1/4 SKILL	1/2 SKILL	>SKILL	Fail and die # are the same

Fumbles occur when you *fail* and both die show the *same number* (e.g., 11, 22, 33, 44, 55, 66, 77, 88, 99, 00).

Altering levels of success: **BURN 1/3/6 POINTS OF ANY RELEVANT CHARACTERISTIC** to shift the level of success 1/2/3 categories in any direction. Do not take an experience check if you alter a result.

*A 01 is *always* a Critical and may not be altered.

*A 00 is *always* a Fumble and may not be altered.

ARCANAS

Base

Current

MASK

VOICE

AURA

CUPS

- AWARENESS (INT+POW) _____
- CULT LORE [_____] (00/EDU) _____
- CULT LORE [_____] (00/EDU) _____
- CULT LORE [_____] (00/EDU) _____
- FIRST AID (DEX+INT) _____
- FISHING (DEX+POW) _____
- HERBAL LORE (00/INT+EDU) _____
- HUSBANDRY (00/POW+CHA) _____
- HUNTING (INT+POW) _____
- INSIGHT (INT+POW) _____
- MEDITATION (POWx2) _____
- MIDWIFERY (INT+POW) _____
- NURSING (CON+INT) _____
- ORATE (POW+CHA) _____
- PERFORM [_____] (INT+CHA) _____
- PERFORM [_____] (INT+CHA) _____
- PLAY [_____] (00/DEX+CHA) _____
- PLAY [_____] (00/DEX+CHA) _____
- SING [_____] (POW+CHA) _____
- SING [_____] (POW+CHA) _____
- SURVIVAL (CON+POW) _____

COINS

- ACCOUNTING (00/INT+EDU) _____
- APPRAISE (INT+EDU) _____
- BARGAIN (INT+CHA) _____
- CONCEAL (DEX+INT) _____
- CRAFT [_____] (00/DEX+INT) _____
- CRAFT [_____] (00/DEX+INT) _____
- CRAFT [_____] (00/DEX+INT) _____
- CRAFT [_____] (00/DEX+INT) _____
- CULTURE [_____] (00/INT+EDU) _____
- CULTURE [_____] (00/INT+EDU) _____
- CULTURE [_____] (00/INT+EDU) _____
- CULTURE [_____] (00/INT+EDU) _____
- CULTURE [_____] (00/INT+EDU) _____
- CULTURE [OWN] (EDUx5) _____
- DECEIVE (INT+CHA) _____
- DISGUISE (00/INT+CHA) _____
- HOUSEHOLD (INT+EDU) _____
- INTRIGUE (INT+CHA) _____
- SEARCH (INT+POW) _____
- STREETWISE (POW+CHA) _____
- TRAVEL (CON+INT) _____

MAJOR ARCANAS AFFINITIES

PASSIONS

LOVE (Family)	
LOYALTY (Faction)	

HEALTH & CONDITIONS

MAX ☐ MAJOR ☐ MORTAL ☐ CURRENT ☐

STUNNED ☐ BLEEDING ☐ UNCONSCIOUS ☐ DYING ☐

ENCUMBERED ☐☐☐ ILL ☐☐☐ MAD ☐ EXHAUSTED ☐☐☐☐
 POLLUTION: BLOOD ☐ SEX ☐ CONSUMPTION ☐
 -1 MOV for each level of Encumbrance, Illness, and Exhaustion.
 -1 level of Success for each level of Illness and Exhaustion.
 -1 level of Success to Magical and Religions Rolls per level of Pollution.

[illegible]

Max Current

[illegible][illegible][illegible]

MAX EPC	CURRENT EPC
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PERSONAL ASSETS: _____

Simple Success with an attack: Roll damage normally.
 Special Success with an attack: Roll damage **TWICE**.
 Critical Success with an attack: Roll damage **THREE**.
 Apply Weapon Type (cutting, piercing, crushing) FX if any.
 Subtract Armor, apply HP damage.

Major Wounds delivered by cutting and impaling weapons bleed 1 HP/round until a CONx5 roll succeeds.

FIRST AID can stop bleeding, remove a Minor Wound condition, or stabilize the Dying.

NURSING can improve Recovery Rates.

SURGERY can remove *any* Wound condition or stabilize the Dying.

You are UNCONSCIOUS if $HP=0$.

You are **DYING** if you have received a Mortal Wound (a single wound that does more than your HP in damage) or if you have less than 0 hit points and you are **BLEEDING**.

If you are Unconscious you may attempt to retain/regain consciousness by making a CONx5 roll *each round*.

Minor Wound Heal Rate: +Recovery Rate in HP/Rest.

Major/Mortal Wound Heal Rate: +Recovery Rate in HP/week of Rest.

[illegible]

ALLIES (LOVE/LOYALTY) & ENEMIES (HATE)

[illegible]