

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

BASE MOVE _____ DAMAGE MOD _____ RECOVERY _____ EXP BONUS _____ SANITY MAD

SWORDS

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

WANDS

- ALCHEMICAL LORE (INT+EDU) _____
- ARTILLERY (oo/DEX+INT) _____
- CELESTIAL LORE (oo/INT+EDU) _____
- CIPHERS (oo/INT+EDU) _____
- FOLK LORE (EDU+POW) _____
- GEOGRAPHY (EDUx2) _____
- HERALDRY (EDUx2) _____
- HERMETIC LORE (oo/INT) _____
- LANGUAGE [_____] (oo/EDU) _____
- LANGUAGE [_____] (oo/EDU) _____
- LANGUAGE [OWN] (EDUx5) _____
- LETTERS (EDU) _____
- LIBRARY USE (oo/INT+EDU) _____
- NATURE LORE (oo/EDUx2) _____
- OCCULT LORE (oo/EDU) _____
- PERSUADE (INT+CHA) _____
- SEA LORE (oo/INT+EDU) _____
- SURGERY (oo/EDUx2) _____

ARCANAPTS

Base
Current

MASK

VOICE

CUPS

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

COINS

- APPRAISE (INT+EDU) _____
- COMMERCE (INT+EDU) _____
- CONCEAL (DEX+INT) _____
- CRAFT [_____] (oo/DEX+INT) _____
- CRAFT [_____] (oo/DEX+INT) _____
- CRAFT [_____] (oo/DEX+INT) _____
- CULTURE [_____] (oo/INT+EDU) _____
- CULTURE [_____] (oo/INT+EDU) _____
- CULTURE [OWN] (EDUx5) _____
- DECEIVE (INT+CHA) _____
- DISGUISE (oo/INT+CHA) _____
- ETIQUETTE (INT+EDU+4o) _____
- HOUSEHOLD (INT+EDU) _____
- INTRIGUE (INT+CHA) _____
- NUMBERS (INT+EDU) _____
- SEARCH (INT+POW) _____
- STREETWISE (POW+CHA) _____
- TRAVEL (CON+INT) _____

AURA

PASSIONS

- LOVE (Family) _____
- LOYALTY (House) _____
- _____
- _____
- _____
- _____
- _____
- _____

% ROLL LEVELS OF SUCCESS:

FUMBLE	FAIL	SIMPLE	SPECIAL	CRITICAL
1oo/66+	>SKILL	<SKILL	½ SKILL	1/1o SKILL

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.

MAJOR ARCANAPTS AFFINITIES

THE MINOR ARCANAPTS

