ARTESIA 2E CHARACTER SHEET

ПАМЕDESCR	PTION REPUTATION	SL SL
		Base
CULTURE		
FACTION		Current
str con siz	¬ DEX ┌── İП† ┌── EDV	POW CHA
		1 1 1 1 1
Base Base	Base Base Base	Base Base
Compart	Chargest	compart Commant
Current	Current Current Current	Current Current
BASE MOVE DAMAGE MOD	RECOVERY EXP BOΠUS_	SANITY MAD□
SWORDS -	WANDS -	ARCAHA PTS
		Base
ACROBATICS (DEXx2)	ALCHEMICAL LORE (INT+EDU)	
ATHLETICS (STR+DEX)	ARTILLERY (00/DEX+INT) CELESTIAL LORE (00/INT+EDU)	Current
BATTLE (00/INT+POW)		
BOAT (oo/DEX+INT)	CIPHERS (00/INT+EDU) FOLK LORE (EDU+POW)	MASK
COMBAT ART [] (oo/DEX+INT) COMBAT ART [] (oo/DEX+INT)	GEOGRAPHY (EDUx2)	
DANCE [] (DEX+CHA)	HERALDRY (EDUx2)	
DANCE [] (DEX+CHA)	HERMETIC LORE (00/INT)	
DODGE (DEXx ₂)	LANGUAGE [] (oo/EDU)	
DRIVE (DEX+INT)	LANGUAGE [] (00/EDU)	
INTIMIDATE (SIZ+CHA)	LANGUAGE [OWN] (EDUx5)	
RIDE (DEX+POW)	LETTERS (EDU) LIBRARY USE (oo/INT+EDU) NATURE LORE (oo/EDUx2) OCCULT LORE (oo/EDU)	
STEALTH (DEX+INT) SWIM (00/STR+CON)	LIBRARY USE (00/INT+EDU) NATURE LORE (00/EDUx2)	
UNARMED COMBAT (STR+SIZ)	OCCULT LORE (00/EDU)	
WEAPONS [] (STR+DEX)	PERSUADE (INT+CHA)	VOICE
WEAPONS [] (STR+DEX)	PERSUADE (INT+CHA) SEA LORE (00/INT+EDU) SURGERY (00/EDUx2)	VOICE
WEAPONS [] (STR+DEX)	SURGERY (00/EDUx2)	
CLIDG	coins \square	
CUPS		
AWARENESS (INT+POW)	APPRAISE (INT+EDU)	
CULT LORE [] (oo/EDU)	COMMERCE (INT+EDU)	
CULT LORE [] (00/EDU) CULT LORE [] (00/EDU)	CRAFT [] (00/DEX+INT)	
FIRST AID (DEX+INT)	CRAFT [] (00/DEX+INT)	
FISHING (DEX+POW)	CRAFT [] (00/DEX+INT)	
HERBAL LORE (00/INT+EDU)	CULTURE [] (oo/INT+EDU)	AURA
HUSBANDRY (oo/POW+CHA)	CULTURE [] (oo/INT+EDU)	
HUNTING (INT+POW) INSIGHT (INT+POW)	CULTURE [OWN] (EDUx $_5$) DECEIVE (INT+CHA)	
MEDITATION (POWx ₂)	DISGUISE (00/INT+CHA)	
ORATE (POW+CHA)	ETIQUETTE (INT+EDU+40)	
PERFORM (INT+CHA)	HOUSEHOLD (INT+EDU)	
PLAY [] (oo/DEX+CHA)	INTRIGUE (INT+CHA) NUMBERS (INT+EDU)	
PLAY [] (00/DEX+CHA) DEAY [] (00/DEX+CHA) DEAY []	NUMBERS (INT+EDU) SEARCH (INT+POW)	
SING (POW+CHA)	STREETWISE (POW+CHA)	
SURVIVAL (CON+POW)	TRAVEL (CON+INT)	
РАЅЅІОПЅ	% ROLL LEVELS OF SUCCESS:	MAJOR ARCANA AFFINITIES
<u></u>	FUMBLE FAIL SIMPLE SPECIAL CRITICAL	
LOVE (Family)	100/96+ >SKILL <skill 1="" 10="" skill="" skill<="" td="" ½=""><td>U</td></skill>	U
LOYALTY (House)	Altering levels of success: BURT 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 <i>always</i> a Critical and may not be altered.	
	*A 00 is <i>always</i> a Fumble and may not be altered.	

ARTESIA 2E CHARACTER SHEET

COME	BAT									& HEALIT		
WEAPO	ΣП .	SK <u>İ</u> LL	. DA	MAGE	<u> </u>	/PE	HP RAI	TGE AMMO	Special Succes	s with an attac	k: Roll damage norma k: Roll damage twice.	
KİCK												
GRAPP	LE 								LOCATION	MITOR WOUTD	MAJOR WOUND ½ HP-HP	MORTAL WOUND <u>≥</u> HP
									LEG	Roll Dex or stumble/fall.	Limb disabled; fall to ground.	Limb crippled/lost. MOV is halved.
									АВДОМЕП		Stunned. Roll CON to recover if still conscious.	Lose 1d3 pts of permanent CON.
S	⊨i†	POINTS &	wov	ПDS			ı		CHEST		Stunned. Roll CON to recover if still conscious.	Lose 1d3 pts of permanent CON.
	MAX	MAjOI	R	morta	L	CUR	е пт		ARM	Roll STR or drop item.	Limb disabled; drop items.	Limb crippled∕lost.
	'	stvnned [BLEE	DING 🗆	VΠC	— :опѕсіо	us 🗆	руіпс □	HEAD		Stunned. Roll CON to recover if still	Lose 1d3 pts of permanent INT
		LOCATION	MELEE	Missile	ΑР	Міпок	Major	Mortal			conscious.	and/or CHA.
		RLEG	01-04	01-03								weapons bleed 1 HP/
RİCK GRAPPLE LOCATION MINOR MAJOR MOUND VI HP VA HP-HP AMAGE. LIEG Roll Dex or stumble/fall. to ground. MOV is halve LEG Roll Dex or stumble/fall. to ground. MOV is halve ABDOMEN Stunned. Roll CON to recover if still conscious. CHEST Stunned. Roll CON to recover if still conscious. ARM Roll STR or Limb disabled; drop litems. ARM Roll STR or Limb disabled; drop litems. ARM Roll STR or Limb disabled; drop litems. LOCATION MELEE Missile AP Minor Major Mortal Major Wounds delivered by cutting and impaling weapons bleed.												
	TAB	АВDОМЕП	09-11	07-10					MEDICITE [First AiD] h	eals 1 HP, stops bleed	ing, removes a Minor
		CHEST	12	11-15								leeding, removes any
	CAT	R ARM	13-15	16-17					Wound condi	tion, stabilizes	the Dying.	<i>y</i>
20	001	LARM	16-18	18-19								and (a single wound
ш	÷	HEAD	19-20	20					that does mor	e than your HI	in damage) or if you	
				<u> </u>		ı						fremin conscioneness
	ЕПС	UMBERED 🗆] EX	(HAUSTE	D 🗆 🗆					
II	-ı leve	l of Success for each	level of Ill	ness and Exh	austion.		n.					rest.
			Γ		GEAR	_		ЕПС		соптаст	S	
РОІГ	1†s	Max C	Current L									
SPELLS	S & CHA	RMS										
					MAX	КЕПС	C	URRENT ENC		Allies (10	VE/LOVALTY) & F	NEMIES (HATE)
ПVО	сатіоп	S			POSSI	есіопс	€ PP∩	DEDTV				[
						.5510115	9110	1 1 1 1	-			
									-			
					SP	ЕПВІПС	LEVEL: _					
					c	oins on	HAΠD: _					
					PF	SOTAL A	SSETS.		•			 Г

ARTESIA	ARTESIA 2E CHARACTER BACKGROUND WORKSH										ĦEEŤ		
:	str	соп	siz	DEX	іпт	EDV	POW	СНА	SL	AFFINITIES	PASSIONS	REPUTATION	skills & пот
BASE STATS	11	11	13	11	13	II	11	11					
PARENT LINEAGE I													
ANCIENT HISTORY													
PARENT LINEAGE 2													
MIDDLE HISTORY													
RECEПT HISTORY													
RECENT HISTORY													
YOUR GRANDPARENTS													
YOUR GRANDPARENTS													
YOUR PAREITS													
YOUR PAREITS													
PARENT'S FATE			<u> </u>	<u> </u>	<u> </u>					I			
YOURBIRTHPLACE													
YOUR BIRTH SIGN													
YOUR BIRTH OMEN I													
YOUR BIRTH OMEN 2													
YOUR BIRTH OMEN 3													
YOURCHILDHOOD													
YOUR SIBLINGS													
THE RITES OF ADJIA													
CULTURAL START SET													
SUBCULTURE TEMPLATE													
YOUR CULTURAL ROLE													
SPCL ROLE TEMPLATES													
YOUR GOOD FORTUNE													
YOUR ILL FORTUПE													
MATTERS OF THE HEART													
HİSTORİCAL EVENT I													
HISTORICAL EVENT 2													
HISTORICAL EVENT 3													
_													