

Name \_\_\_\_\_  
 Race \_\_\_\_\_  
 Age \_\_\_\_\_  
 Gender \_\_\_\_\_  
 Size \_\_\_\_\_  
 Height \_\_\_\_\_ Weight \_\_\_\_\_  
 Skin Tone \_\_\_\_\_  
 Hair Color \_\_\_\_\_  
 Eye Color \_\_\_\_\_

Player Name \_\_\_\_\_  
 Archetype \_\_\_\_\_  
 Level \_\_\_\_\_ EXP \_\_\_\_\_  
 Walk \_\_\_\_\_ Squares \_\_\_\_\_  
 Run \_\_\_\_\_ Squares \_\_\_\_\_  
 Sprint \_\_\_\_\_ Squares \_\_\_\_\_  
 Luck \_\_\_\_\_ Used \_\_\_\_\_  
 Volatile Luck \_\_\_\_\_  
 Alignment \_\_\_\_\_

**Realm of Bethica Hero Sheets**

Primary Attributes				Vital Aspects			
STR	<input type="text"/>	INT	<input type="text"/>	BP	<input type="text"/>	HPB	<input type="text"/>
FOR	<input type="text"/>	RES	<input type="text"/>	CP	<input type="text"/>	MHP	<input type="text"/>
DEX	<input type="text"/>	SOC	<input type="text"/>	DTH	<input type="text"/>	OP	<input type="text"/>
ACC	<input type="text"/>	DEM	<input type="text"/>	HP	<input type="text"/>	FP	<input type="text"/>

BP, CP, & FP = FOR x 2 | OP & DTH = FOR | MHP = RES x 4 | HPB = 1+1 points per 5 FOR  
 HP = (STR + FOR) + HPB per Level.

**Derived Aspects**

Deadlift (STR x 30) _____ lbs	Bench Press (STR x 20) _____ lbs	Carrying Capacity (STR x 10) _____ lbs	Strength Damage (1/2 STR) _____ DV
STR-Save (Equal to STR + Level) _____	FOR-Save (Equal to FOR + Level) _____	RES-Save (Equal to RES + Level) _____	Evasion (DEX + 10 + Level) _____
Dodge (DEX + 10) _____	Reaction (DEX + INT/2) _____	2d10 + Mana _____ / _____	Divine Power (Clergy only 1/2 SOC + 1 per Level) _____

**Primary and Secondary Weaponry**

Weapon Type - _____ - DV _____ - Sq. _____	RM	THF	EVA	Damage	PVR	Damage Type	RCH
Notes - _____							
Weapon Type - _____ - DV _____ - Sq. _____	RM	THF	EVA	Damage	PVR	Damage Type	RCH
Notes - _____							
Weapon Type - _____ - DV _____ - Sq. _____	RM	THF	EVA	Damage	PVR	Damage Type	RCH
Notes - _____							
Weapon Type - _____ - DV _____ - Sq. _____	RM	THF	EVA	Damage	PVR	Damage Type	RCH
Notes - _____							

**Racial Abilities & Modifiers**

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Techniques	Talents
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

The Following are Parent skills - *Artisan, Athletics, Awareness, Knowledge, Nature, Social, Subterfuge, Melee Wpn* and *Range Wpn*. All skills below these parents skills are child-skills of the parent skill.

**Parent skills - FV is the associated attribute values (A+B/2) added together and divided by two.**

Trained parent skills will receive a (T) rank and will start with a +2 FV bonus and this will increase by +1 per exp. Level.

**Untrained parent skills will receive a (U) rank and will receive no starting FV or Level modifier.**

Child skills under a trained parent skill (T rank) - FV is the parent skill's FV plus 2.

**Child skills under an untrained parent skill (U rank) - FV is the parent skill's FV plus 4 and +1 per exp. Level.**

BP = Blood pts, CP = Constitution pts, DTH = Damage threshold, HP = Health pts, HPB = Health pts bonus, MHP = Mental health pts, OP = Oxygen pts, FP = Fatigue pts, DV = Damage Value, R = Rank or Skill Rank (T or U), FV = Feat Value, RM = Reaction Modifier, THF = To-Hit Feat, EVA = Evasion, DV = Damage Modifier, PVR = Penetration Value Rating, RCH = Reach, Sq. = Squares, PDR = Penetration Defense Value, DR = Defense Rating.

**Defense Type**

Type	DR/Remaining
Natural	<input type="text"/> / <input type="text"/>
Armor (PDR-_____)	<input type="text"/> / <input type="text"/>
Shield (PDR-_____)	<input type="text"/> / <input type="text"/>
_____	<input type="text"/> / <input type="text"/>

**Damage Rank**

FC Overflow	Type	Damage
1-5	= Grazing Blow	1/2
6-15	= Solid Blow	Full
16-30	= Critical Blow	x1.5
31+	= Killing Blow	x2.0

<b>R Artisan</b> (Dex+Int/2)		Geography Herbalism Husbandry Navigation Seismic Sense Ship Handling Survival Tracking Treat Diseases Treat Injuries Treat Poisons
Artist		
Blacksmith		
Bowyer		
Candle Making		
Carpentry		
Cooking		
Jewel Crafting		
Leather working		
Lock Smith		
Potter		
Rope Maker		
Shipbuilding		
Stone masonry		
Tailoring		
Trapper		
<b>R Social</b> (Soc+Dem/2)		Disguise Interrogation Intimidation Negotiation Performance Public Speaking Seduction Spying
<b>R Athletics</b> (Str+Dex/2)		Acrobatics Balance Boating Climbing Grappling Riding Swimming
<b>R Awareness</b> (Int+Res/2)		Detect Lie Listen Search Smells Vision Taste
<b>R Knowledge</b> (Int+Res/2)		Appraisal Architecture Cultures Current Events Decipher Diagnosis Dungeoneering Forgery History Lore Read/Write (Lang) Speak (Other Lang)
<b>R Melee Wpn</b> (Str+Dex/2)		Axes (melee) Brawling Clubs & Maces Daggers (melee) Exotic (melee) Hammers Pole Arms Spears (melee) Staves Swords
<b>R Range Wpn</b> (Acc+Int/2)		Axes-(thrown) Bows Crossbows Daggers (thrown) Exotic (thrown) Javelins Slings Spears (thrown)
<b>R Nature</b> (Int+Res/2)		Animal Handling Astronomy Boating

