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

STR ☐ INT ☐
FOR ☐ RES ☐
DEX ☐ SOC ☐
ACC ☐ DEM ☐

Vital Aspects

BP ☐/☐ HPB ☐/☐
CP ☐/☐ MHP ☐/☐
DTH ☐/☐ OP ☐/☐
HP ☐/☐ FP ☐/☐

BP, CP, & FP = FOR x 2 | OP & DTH = FOR | MHP = RES x4 | HPB = 1+1 points per 5 FOR
HP = (STR + FOR) + HPB per Level.

Derived Aspects

Deadlift _____lbs (STR x 30)
Bench Press _____lbs (STR x 20)
Carrying Capacity _____lbs (STR x 10)
Strength Damage _____ DV (1/2 STR)

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 2d10 +_____ (DEX + INT/2)
Mana _____/_____ (RES + 1/2 RES per Level)
Divine Power _____/_____ (Clergy only 1/2 SOC + 1 per Level)

Primary and Secondary Weaponry

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

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	☐/
Armor (PDR-_____)	☐/
Shield (PDR-_____)	☐/
_____	☐/

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

R ☐ Artisan (Dex+Int/2)

___ Artist ____
___ Blacksmith ____
___ Bowyer ____
___ Candle Making ____
___ Carpentry ____
___ Cooking ____
___ Jewel Crafting ____
___ Leather working ____
___ Lock Smith ____
___ Potter ____
___ Rope Maker ____
___ Shipbuilding ____
___ Stone masonry ____
___ Tailoring ____
___ Trapper ____

R ☐ Athletics (Str+Dex/2)

___ Acrobatics ____
___ Balance ____
___ Boating ____
___ Climbing ____
___ Grappling ____
___ Riding ____
___ Swimming ____

R ☐ Awareness (Int+Res/2)

___ Detect Lie ____
___ Listen ____
___ Search ____
___ Smells ____
___ Vision ____
___ Taste ____

R ☐ Knowledge (Int+Res/2)

___ Appraisal ____
___ Architecture ____
___ Cultures ____
___ Current Events ____
___ Decipher ____
___ Diagnosis ____
___ Dungeoneering ____
___ Forgery ____
___ History ____
___ Lore ____
___ Read/Write (Lang) ____
___ Speak (Other Lang) ____

R ☐ Nature (Int+Res/2)

___ Animal Handling ____
___ Astronomy ____
___ Boating ____
___ Geography ____
___ Herbalism ____
___ Husbandry ____
___ Navigation ____
___ Seismic Sense ____
___ Ship Handling ____
___ Survival ____
___ Tracking ____
___ Treat Diseases ____
___ Treat Injuries ____
___ Treat Poisons ____

R ☐ Social (Soc+Dem/2)

___ Disguise ____
___ Interrogation ____
___ Intimidation ____
___ Negotiation ____
___ Performance ____
___ Public Speaking ____
___ Seduction ____
___ Spying ____

R ☐ Subterfuge (Dex+Int/2)

___ Camouflage ____
___ Escapology ____
___ Lip Reading ____
___ Pick Locks ____
___ Pick Pockets ____
___ Shadowing ____
___ Sleight of Hand ____
___ Stealth ____

R ☐ Melee Wpn (Str+Dex/2)

___ Axes (melee) ____
___ Brawling ____
___ Clubs & Maces ____
___ Daggers (melee) ____
___ Exotic (melee) ____
___ Hammers ____
___ Pole Arms ____
___ Spears (melee) ____
___ Staves ____
___ Swords ____

R ☐ Range Wpn (Acc+Int/2)

___ Axes-(thrown) ____
___ Bows ____
___ Crossbows ____
___ Daggers (thrown) ____
___ Exotic (thrown) ____
___ Javelins ____
___ Slings ____
___ Spears (thrown) ____
_____ _____

More Detailed Information about Techniques and Talents

Arcane Spells

Spell - _____

Spell - _____

Spell - _____

Spell - _____

Gear and Supplies

#	Gear	Location	Wt.	Notations	#	Gear	Location	Wt.	Notations

Player Notes