

Name _____	Player Name _____
Race _____	Archetype _____
Age _____	Level _____ EXP _____
Gender _____	Walk _____ Square _____
Size _____	Tacticle _____ Squares _____
Height _____ Weight _____	Sprint _____ Squares _____
Skin Tone _____	Luck _____ Used _____
Hair Color _____	Volatile Luck _____
Eye Color _____	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"/> / <input type="text"/>
Shield (PDR- <input type="text"/>)	<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

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

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
