

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

Player Name \_\_\_\_\_  
 Archetype \_\_\_\_\_  
 Level \_\_\_\_\_ EXP \_\_\_\_\_  
 Walk \_\_\_\_\_ Square \_\_\_\_\_  
 Tacticle \_\_\_\_\_ 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. _____	Notes - _____ RM THF EVA Damage PVR Damage Type RCH
Weapon Type - _____ - DV _____ - Sq. _____	Notes - _____ RM THF EVA Damage PVR Damage Type RCH
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Weapon Type - _____ - DV _____ - Sq. _____	Notes - _____ RM THF EVA Damage PVR Damage Type RCH

### 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

<b>R Artisan</b> (Dex+Int/2)		<ul style="list-style-type: none"> <li>Geography</li> <li>Herbalism</li> <li>Husbandry</li> <li>Navigation</li> <li>Seismic Sense</li> <li>Ship Handling</li> <li>Survival</li> <li>Tracking</li> <li>Treat Diseases</li> <li>Treat Injuries</li> <li>Treat Poisons</li> </ul>
<b>R Social</b> (Soc+Dem/2)		<ul style="list-style-type: none"> <li>Disguise</li> <li>Interrogation</li> <li>Intimidation</li> <li>Negotiation</li> <li>Performance</li> <li>Public Speaking</li> <li>Seduction</li> <li>Spying</li> </ul>
<b>R Athletics</b> (Str+Dex/2)		<ul style="list-style-type: none"> <li>Acrobatics</li> <li>Balance</li> <li>Boating</li> <li>Climbing</li> <li>Grappling</li> <li>Riding</li> <li>Swimming</li> </ul>
<b>R Subterfuge</b> (Dex+Int/2)		<ul style="list-style-type: none"> <li>Camouflage</li> <li>Escapology</li> <li>Lip Reading</li> <li>Pick Locks</li> <li>Pick Pockets</li> <li>Shadowing</li> <li>Sleight of Hand</li> <li>Stealth</li> </ul>
<b>R Awareness</b> (Int+Res/2)		<ul style="list-style-type: none"> <li>Detect Lie</li> <li>Listen</li> <li>Search</li> <li>Smells</li> <li>Vision</li> <li>Taste</li> </ul>
<b>R Melee Wpn</b> (Str+Dex/2)		<ul style="list-style-type: none"> <li>Axes (melee)</li> <li>Brawling</li> <li>Clubs &amp; Maces</li> <li>Daggers (melee)</li> <li>Exotic (melee)</li> <li>Hammers</li> <li>Pole Arms</li> <li>Spears (melee)</li> <li>Staves</li> <li>Swords</li> </ul>
<b>R Knowledge</b> (Int+Res/2)		<ul style="list-style-type: none"> <li>Appraisal</li> <li>Architecture</li> <li>Cultures</li> <li>Current Events</li> <li>Decipher</li> <li>Diagnosis</li> <li>Dungeoneering</li> <li>Forgery</li> <li>History</li> <li>Lore</li> <li>Read/Write (Lang)</li> <li>Speak (Other Lang)</li> </ul>
<b>R Range Wpn</b> (Acc+Int/2)		<ul style="list-style-type: none"> <li>Axes (thrown)</li> <li>Bows</li> <li>Crossbows</li> <li>Daggers (thrown)</li> <li>Exotic (thrown)</li> <li>Javelins</li> <li>Slings</li> <li>Spears (thrown)</li> </ul>
<b>R Nature</b> (Int+Res/2)		<ul style="list-style-type: none"> <li>Animal Handling</li> <li>Astronomy</li> <li>Boating</li> </ul>

