

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. _____	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

R Artisan (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	R Social (Soc+Dem/2)	Disguise Interrogation Intimidation Negotiation Performance Public Speaking Seduction Spying
R Athletics (Str+Dex/2)	R Subterfuge (Dex+Int/2)	Acrobatics Balance Boating Climbing Grappling Riding Swimming Camouflage Escapology Lip Reading Pick Locks Pick Pockets Shadowing Sleight of Hand Stealth
R Awareness (Int+Res/2)	R Melee Wpn (Str+Dex/2)	Detect Lie Listen Search Smells Vision Taste Axes (melee) Brawling Clubs & Maces Daggers (melee) Exotic (melee) Hammers Pole Arms Spears (melee) Staves Swords
R Knowledge (Int+Res/2)	R Range Wpn (Acc+Int/2)	Appraisal Architecture Cultures Current Events Decipher Diagnosis Dungeoneering Forgery History Lore Read/Write (Lang) Speak (Other Lang) Axes (thrown) Bows Crossbows Daggers (thrown) Exotic (thrown) Javelins Slings Spears (thrown)
R Nature (Int+Res/2)		Animal Handling Astronomy Boating

