

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="checkbox"/> | INT | <input type="checkbox"/> | BP | <input type="checkbox"/> |
| FOR | <input type="checkbox"/> | RES | <input type="checkbox"/> | CP | <input type="checkbox"/> |
| DEX | <input type="checkbox"/> | SOC | <input type="checkbox"/> | DTH | <input type="checkbox"/> |
| ACC | <input type="checkbox"/> | DEM | <input type="checkbox"/> | HP | <input type="checkbox"/> |

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

| | | | | | | |
|--|--|--|--|--|--|--|
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| Techniques | Talents |
|------------|---------|
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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="checkbox"/> / <input type="checkbox"/> |
| Armor (PDR- <input type="checkbox"/>) | <input type="checkbox"/> / <input type="checkbox"/> |
| Shield (PDR- <input type="checkbox"/>) | <input type="checkbox"/> / <input type="checkbox"/> |
| | <input type="checkbox"/> / <input type="checkbox"/> |

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

