

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 x4 | 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 _____	_____ - DV _____	_____ - DV _____
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"/>
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) <ul style="list-style-type: none"> Artist Blacksmith Bowyer Candle Making Carpentry Cooking Jewel Crafting Leather working Lock Smith Potter Rope Maker Shipbuilding Stone masonry Tailoring Trapper 	<ul style="list-style-type: none"> Geography Herbalism Husbandry Navigation Seismic Sense Ship Handling Survival Tracking Treat Diseases Treat Injuries Treat Poisons
R Athletics (Str+Dex/2) <ul style="list-style-type: none"> Acrobatics Balance Boating Climbing Grappling Riding Swimming 	R Social (Soc+Dem/2) <ul style="list-style-type: none"> Disguise Interrogation Intimidation Negotiation Performance Public Speaking Seduction Spying
R Awareness (Int+Res/2) <ul style="list-style-type: none"> Detect Lie Listen Search Smells Vision Taste 	R Subterfuge (Dex+Int/2) <ul style="list-style-type: none"> Camouflage Escapology Lip Reading Pick Locks Pick Pockets Shadowing Sleight of Hand Stealth
R Knowledge (Int+Res/2) <ul style="list-style-type: none"> Appraisal Architecture Cultures Current Events Decipher Diagnosis Dungeoneering Forgery History Lore Read/Write (Lang) Speak (Other Lang) 	R Melee Wpn (Str+Dex/2) <ul style="list-style-type: none"> Axes (melee) Brawling Clubs & Maces Daggers (melee) Exotic (melee) Hammers Pole Arms Spears (melee) Staves Swords
R Nature (Int+Res/2) <ul style="list-style-type: none"> Animal Handling Astronomy Boating 	R Range Wpn (Acc+Int/2) <ul style="list-style-type: none"> Axes (thrown) Bows Crossbows Daggers (thrown) Exotic (thrown) Javelins Slings Spears (thrown)

