Name	
Race	Domari
Age	22
Gender	Female
Size	Medium
Height	6'2"
Weight	165 lbs
Skin Tone	
Hair Color	
Eye Color	

Player Name	
Archetype	Dedroyles
Level	0 EXP
Walk	6 Square
Tacticle	9 Squares
Sprint	18 Squares
Luck	5 Used
Volatile Luck	
Alignment	Rogue

Realm of Bethica Hero Sheets

Primary Attributes

STR	8	INT	8	BP	/
FOR	8	RES	10	CP	/
DEX	10	SOC	2	DTH	/
ACC	8	DEM	4	HP	/

Vital Aspects

BP	/
CP	/
DTH	/
HP	/
HPB	/
MHP	/
OP	/
FP	/

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 (RES + 1/2 RES per Level)	/	Divine Power (Clergy only 1/2 SOC + 1 per Level)	0 /

Primary and Secondary Weaponry

Weapon	RM	THF	EVA	Damage	DV	PVR	Damage Type	RCH	Sq.
Short Spear	0	14	24	10	-	5	Piercing	1	-
Javelin	0	14	24	8	-	5	Piercing	6	-
Shield Bash	0	8	24	8	-	0	Impact	1	-
Short Spear (Rapid-Strike)	0	9	24	10	-	5	Piercing	1	-

Notes -

Racial Abilities & Modifiers

- Strength plus 2
- Dexterty plus 4
- Spear (melee) plus 2 To-Hit
- Spear (thrown) plus 2 To-Hit
- Heals x2 faster then normal
- See Rapid healing I on pg-219

Techniques

- Toughness I –Adds +2 to Strength and Fortitude.
- First Strike I – If initiative is won, add +4 FV to her first attack.
- Precision (melee) I – increase damage value by a factor of .5.
- Rapid Strike (Melee) I - Attacker only receives an -5 to-hit feat penalty when performing two attack actions.

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	/
Armor (PDR- 15)	6 /
Shield (PDR- 20)	DP 50 /
	/

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 U Artisan (Dex+Int/2)

- Artist
- Blacksmith
- Bowyer
- Candle Making
- Carpentry
- Cooking
- Jewel Crafting
- Leather working
- Lock Smith
- Potter
- Rope Maker
- Shipbuilding
- Stone masonry
- Tailoring
- Trapper

R T Athletics (Str+Dex/2) 11

- Acrobatics 11
- Balance 11
- Boating 11
- Climbing 11
- Grappling 11
- Riding 11
- Swimming 11

R T Awareness (Int+Res/2) 11

- Detect Lie 11
- Listen 11
- Search 11
- Smells 11
- 2 Vision 13
- Taste 11

R U Knowledge (Int+Res/2) 9

- Appraisal 9
- Architecture 9
- Cultures 9
- Current Events 9
- Decipher 9
- Diagnosis 9
- Dungeoneering 9
- Forgery 9
- History 9
- Lore 9
- Read/Write (Lang) 9
- Speak (Other Lang) 9

R T Nature (Int+Res/2) 11

- Animal Handling 11
- Astronomy 11
- Boating 11
- Geography
- Herbalism
- Husbandry
- Navigation
- Seismic Sense
- Ship Handling
- Survival
- 2 Tracking
- Treat Diseases
- Treat Injuries
- Treat Poisons

R U Social (Soc+Dem/2)

- Disguise
- Interrogation
- Intimidation
- Negotiation
- Performance 3
- Public Speaking
- Seduction 3
- Spying 3

R U Subterfuge (Dex+Int/2) 9

- Camouflage 9
- Escapology 9
- Lip Reading 9
- Pick Locks 9
- Pick Pockets 9
- Shadowing 9
- Sleight of Hand 9
- Stealth 9

R U Melee Wpn (Str+Dex/2) 9

- Axes (melee) 9
- Brawling 9
- Clubs & Maces 9
- Daggers (melee) 9
- Exotic (melee) 9
- Hammers 9
- Pole Arms 9
- 6 Spears (melee) 15
- Staves 9
- Swords 9

R U Range Wpn (Acc+Int/2) 8

- Axes (thrown) 8
- Bows 8
- Crossbows 8
- Daggers (thrown) 8
- Exotic (thrown) 8
- 6 Javelins 14
- Slings 8
- Spears (thrown) 8

More Detailed Information about Techniques and Talents

Arcane Spells

Spell - _____

Spell - _____

Spell - _____

Spell - _____

Gear and Supplies

#	Gear	Location	Wt.	Notations	#	Gear	Location	Wt.	Notations
1	Small tent								
1	Metal pot								
1	Mess kit								
1	Whetstone								
1	Shovel								
1	Flask of water								
1	Short spear								
4	Javlins								
1	Studded leather armor								

Player Notes