Name	
Race	Nekani
Age	25
Gender	Female
Size	Medium
Height	5' 3"
Weight	130 lbs
Skin Tone	
Hair Color	
Eye Color	

Player Name	
Archetype	Priest og light
Level	0 EXP
Walk	6 Square
Tacticle	10 Squares
Sprint	20 Squares
Luck	5 Used
Volatile Luck	
Alignment	Light

Realm of Bethica Hero Sheets

Primary Attributes

STR	6	INT	6	BP	/
FOR	4	RES	8	CP	/
DEX	6	SOC	10	DTH	/
ACC	6	DEM	8	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)	11 /

Primary and Secondary Weaponry

	RM	THF	EVA	Damage	PVR	Damage Type	RCH
Weapon Type - Mace	0	10	16	11 - DV	0	Impact	1 - Sq.
Notes -							
Weapon Type - Light crossbow	0	10	16	6 - DV	10	Piercing	16 - Sq.
Notes -							
Weapon Type - Retractable claws	0	12	16	7 - DV	5	Piercing	1 - Sq.
Notes -							
Weapon Type -				- DV			- Sq.
Notes -							

Racial Abilities & Modifiers

Strength plus 4	Listen-Awareness plus 2 FV	
Dexerity plus 2	Claw-Strike To-Hit plus 2	
Acrobatics plus 2 FV	Night Vision 18 squares	
Climbing plus 2 FV	Plus 3 FV for leaping feats	
Stealth plus 2 FV	Natural class, DV 4 and PVR 5	

Techniques

Divine Favor* – plus 2 bonus to all feat rolls made by you and your allies but a minus 2 penalty to all your foe's feat rolls.
AOE – 2 sq.
Bless water – create 1 gallon per blessing.
Bless item – plus 4 holy damage.
Divine Healing - restore 9 hp per touch at the rate of 5 hp per phase.
Remove affliction - 17 feat value vs the affliction class's target number.
Worship – plus 4 FV to priest's, evasion, and saving throws.
saving throws. Divine Power – Eleven times daily.
Divine Duration* - 1 hour.

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-25)	7 /
Shield (PDR-_____)	/
	/

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)

Artist	
Blacksmith	
Bowyer	
Candle Making	
Carpentry	
Cooking	6
Jewel Crafting	6
Leather working	6
Lock Smith	6
Potter	6
Rope Maker	6
Shipbuilding	6
Stone masonry	6
Tailoring	6
Trapper	6

R U Athletics (Str+Dex/2) — 6

6 Acrobatics	12
Balance	6
Boating	6
6 Climbing	12
Grappling	6
Riding	6
Swimming	6

R U Awareness (Int+Res/2) — 7

Detect Lie	7
6 Listen	13
Search	7
Smells	7
Vision	7
Taste	7

R T 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) — 9

Animal Handling	9
Astronomy	9
Boating	9
Geography	
Herbalism	
Husbandry	
Navigation	
Seismic Sense	
Ship Handling	
Survival	
Tracking	9
2 Treat Diseases	11
2 Treat Injuries	11
2 Treat Poisons	11

R T Social (Soc+Dem/2) — 11

Disguise	11
Interrogation	11
Intimidation	11
Negotiation	11
Performance	11
Public Speaking	11
Seduction	11
Spying	11

R U Subterfuge (Dex+Int/2) — 6

Camouflage	6
Escapology	6
Lip Reading	6
Pick Locks	6
Pick Pockets	6
Shadowing	6
Sleight of Hand	6
6 Stealth	12

R U Melee Wpn (Str+Dex/2) — 6

Axes (melee)	6
Brawling	6
4 Clubs & Maces	10
Daggers (melee)	6
Exotic (melee)	6
Hammers	6
Pole Arms	6
Spears (melee)	6
Staves	6
Swords	6

R U Range Wpn (Acc+Int/2) — 6

Axes (thrown)	6
Bows	6
4 Crossbows	10
Daggers (thrown)	6
Exotic (thrown)	6
Javelins	6
Slings	6
Spears (thrown)	6

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	Adventuring Gear Ceremonial				1	Ceremonial Goblet			
1	Two books				1	, Holy Symbol			
1	Holy Book				3	candles			
1	Black ink				1	Flask of oil			
1	Parchment				1	Lantern			
1	Mirror				1	Mace			
1	Crossbow								
24	bolts								
1	Leather and chain								

Player Notes