

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 _____ / _____ (RES + 1/2 RES per Level)	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 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		

More Detailed Information about Techniques and Talents

Arcane Spells

Spell - _____

Spell - _____

Spell - _____

Spell - _____

Gear and Supplies

#	Gear	Location	Wt.	Notations	#	Gear	Location	Wt.	Notations

Player Notes
