Rise	Character nam	е	Player name			Co	Concept		
Attributes and Sk	Level Class	Race	Race and background			Descri	otion		
Strength	Core Sta	tistics	Defense	es	Special D	efenses	Resource	es .	
Climb	Hit poin	ts 🗍	Armor				Action poin	ts	
Jump	Bloodie		ortitude						
Swim				\square			Reserve Recover		
Dexterity	Land spe		Reflex	Щ			Legend point	:s	
Acrobatics [Threat	: [1	Mental				Item slots		
Escape Artist					Attacks				
Ride				•					
Sleight of Hand Stealth	Name	A	Accuracy Da	mage/E	ffect				
_									
Constitution	Name	A	Accuracy Da	mage/E	ffect				
Intelligence	Name		Accuracy Da	mage/F	ffect				
Craft	Name	A	accuracy Da	mage/ L	nect				
Deduction [Name	A	Accuracy Da	mage/E	ffect				
Devices Disguise									
Disguise Heal	Name	A	Accuracy Da	mage/E	ffect				
Knowledge	Name		Accuracy Da	mage/F	ffect				
Knowledge	Name	A	accuracy Da		Abilities				
Linguistics				,	ADIIITIE2				
Perception [Name	<u></u>	Effect						
Awareness									
Creature Handling	Name	E	Effect						
Sense Motive Spellcraft	Name		Effect						
Survival	Name	·	Lifect						
_	Name	Ē	Effect						
Willpower			F(()						
Other Skills	Name	ŀ	Effect						
Bluff	Name		Effect						
Intimidate Derform									
Perform Persuasion	Name	Ē	Effect						
<u></u>	Name		Effect						
	Name	E	Effect						
	Name		Effect						

Lvl Feats		Equipment			
1					
2	Name	Effects			
5	Name	Effects			
9					
Proficiencies	Name	Effects			
Armor	Name	Effects			
	Name	Effects			
Wasnens	Abilities				
Weapons					
	Name	Effects			
Languages	Name	Effects			
Archetypes	Name	Lifects			
	Name	Effects			
	Name	Effects			
	Name	Effects			
Inventory	Name	Effects			
	Name	Effects			
	Name	Effects			
	Name	Effects			
	Name	Effects Alignment and Deity			
	,	ing.infent and Belty			
	Personality and Background				
Evnoriones					
Experience					
Wealth	Goals and Flaws				
vveaitii					

Skills			Core Statistics				
Climb	Points Ranl	ks Str	Misc	Base Speed	Total Size	+	
CIIIID						Armor .	
Jump				Encumbrance	=	+	
Swim				Hit Dainta		Con*	
	Points Ranl	cs Dex	Misc	Hit Points		nes +	
	Politics Raili	O DEX	IVIISC	In alaba Dalata	Total 1+Level	5+Con*	
Acrobatics				Insight Points	= 1 +	+	
Escape Artist					Total Base	Int*	
Ride				Reserve AP	= 3 +	+	
				Chill Dainta		Wil*	
Sleight of Hand				Skill Points	=+	+	
Stealth				Thusat	Total Class	Int*	
	Points Ranl	cs Int	Misc	Threat	= +	+	
Craft					Total Lvl/Str 1/		
Deduction					Defe	nses	
				Armor	= +	+	+
Devices					Total Lvl/Dex	Armor Shield	
Disguise				Fortitude	= +	+	+
Heal					Total Lvl/Str/Con	Con* Class	
пеаі				Reflex	= +	+	+
Knowledge					Total Lvl/Dex/Per	Dex* Class	
Knowledge				Mental	= +	+	+
Linguistics					Total Lvl/Int/Wil	Wil* Class	
_				Attril	butes	Carry	ing Capacity
	Points Ranl	cs Per	Misc	Stre	ngth		
Awareness				= +	+	Light	 Maximum
Creature Handling					 evel	_	
Sense Motive	一一				erity	Overloaded	Push/Drag
				= +	+	Stand	ard Damage
Spellcraft					' evel	Power	Damage
Survival					itution	0-1	1d8
	Points Ranl	s Other	Misc			2-3	1d10
Bluff				= + +	!+	_ 4-5	2d6
					evel	6-7	2d8
Intimidate				Intelli	gence	8-9	2d10
Perform				= +	+	10-11	4d6
Persuasion					evel	12-13	4d8
. 5.5445.511				Perce	eption	14-15 16-17	4d10 5d10
				= +	+	_ 18-1 <i>7</i>	6d10
				Total Base* Le	evel	20-21	7d10
				Willp	ower	22-23	8d10
		4		= + -	+	24-25	9d10
				Total Base* Le	 evel	_	