

# Rise

Character name

Player name

Concept

## Attributes and Skills

Class and level

Race and background

Description

### Strength

Climb

Jump

Sprint

Swim

### Dexterity

Acrobatics

Escape Artist

Ride

Sleight of Hand

Stealth

### Constitution

### Intelligence

Craft

Devices

Disguise

Heal

Knowledge

Knowledge

Linguistics

### Perception

Awareness

Creature Handling

Sense Motive

Spellcraft

Survival

### Willpower

### Other Skills

Bluff

Intimidate

Perform

Persuasion

### Defenses

Armor

Fortitude

Reflex

Mental

### Core Statistics

Strike accuracy

Strike damage

Land speed

\_\_\_\_\_ speed

### Hit Points

Max

Bloodied

Temp

Vital

### Resources

Action points

Maximum

Attuned

Recovery

Legend points

Item slots

## Attacks

Name

Bonus

Damage/Effect

Name

Bonus

Damage/Effect

Name

Bonus

Damage/Effect

Name

Bonus

Damage/Effect

Name

Bonus

Damage/Effect

## Abilities

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

[illegible]

## Skills

	Train	Ranks	Str	Misc
Climb	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Jump	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Sprint	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Swim	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	Train	Ranks	Dex	Misc
Acrobatics	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Escape Artist	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Ride	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Sleight of Hand	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Stealth	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	Train	Ranks	Int	Misc
Craft _____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Devices	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Disguise	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Heal	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Knowledge _____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Knowledge _____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Linguistics	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	Train	Ranks	Per	Misc
Awareness	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Creature Handling	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Sense Motive	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Spellcraft	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Survival	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	Train	Ranks	Other	Misc
Bluff	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Intimidate	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Perform _____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Persuasion	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

## Core Statistics

<b>Speed</b>	$\boxed{\text{Total}} = \boxed{\text{Base}} - \boxed{\text{Armor}} + \boxed{\text{Misc}}$
<b>Strike Accuracy</b>	$\boxed{\text{Total}} = \boxed{\text{Level}} \text{ or } \boxed{\text{Dex/Per}} + \boxed{\text{Misc}}$
<b>Spellpower</b>	$\boxed{\text{Total}} = \boxed{\text{Level/Attr}} + \boxed{\text{Misc}}$
<b>Standard Dmg</b>	$\boxed{\text{Total}} = 1d8 + 1d \text{ per two } \boxed{\text{Level}} + \boxed{\text{Misc}}$
<b>Strike Dmg</b>	$\boxed{\text{Total}} = 1d8 + 1d \text{ per two } \boxed{\text{Level/Str}} + \boxed{\text{Misc}}$
_____	$\boxed{\text{Total}} = 1d8 + 1d \text{ per two } \boxed{\text{Level/Attr}} + \boxed{\text{Misc}}$
<b>Hit Points</b>	$\boxed{\text{Total}} = \boxed{\text{Level}} \text{ times the total of } \boxed{5} + \boxed{\text{Con}^*} + \boxed{\text{Misc}}$

## Defenses

<b>Armor</b>	$\boxed{\text{Total}} = \boxed{\text{Level}} \text{ or } \boxed{\text{Dex/Con}} + \boxed{\text{Armor}} + \boxed{\text{Shield}} + \boxed{\text{Misc}}$
<b>Fort</b>	$\boxed{\text{Total}} = \boxed{\text{Level}} \text{ or } \boxed{\text{Str/Con}} + \boxed{\text{Con}^*} + \boxed{\text{Race}} + \boxed{\text{Class}} + \boxed{\text{Misc}}$
<b>Ref</b>	$\boxed{\text{Total}} = \boxed{\text{Level}} \text{ or } \boxed{\text{Dex/Per}} + \boxed{\text{Dex}^*} + \boxed{\text{Race}} + \boxed{\text{Class}} + \boxed{\text{Shield}} + \boxed{\text{Misc}}$
<b>Ment</b>	$\boxed{\text{Total}} = \boxed{\text{Level}} \text{ or } \boxed{\text{Int/Wil}} + \boxed{\text{Wil}^*} + \boxed{\text{Race}} + \boxed{\text{Class}} + \boxed{\text{Misc}}$

## Attributes

<b>Strength</b>	$\boxed{\text{Total}} = \boxed{\text{Base}^*} + \boxed{\text{Level}} + \boxed{\text{Misc}}$
<b>Dexterity</b>	$\boxed{\text{Total}} = \boxed{\text{Base}^*} + \boxed{\text{Level}} + \boxed{\text{Misc}}$
<b>Constitution</b>	$\boxed{\text{Total}} = \boxed{\text{Base}^*} + \boxed{\text{Level}} + \boxed{\text{Misc}}$
<b>Intelligence</b>	$\boxed{\text{Total}} = \boxed{\text{Base}^*} + \boxed{\text{Level}} + \boxed{\text{Misc}}$
<b>Perception</b>	$\boxed{\text{Total}} = \boxed{\text{Base}^*} + \boxed{\text{Level}} + \boxed{\text{Misc}}$
<b>Willpower</b>	$\boxed{\text{Total}} = \boxed{\text{Base}^*} + \boxed{\text{Level}} + \boxed{\text{Misc}}$

## Alignment and Deity

### Goals and Flaws

### Background

### Other Calculations