

Rise

Character name

Player name

Concept

Attributes and Skills

Strength

Climb

Jump

Sprint

Swim

Dexterity

Balance

Escape Artist

Ride

Sleight of Hand

Stealth

Tumble

Constitution

Intelligence

Craft

Devices

Disguise

Heal

Knowledge

Knowledge

Linguistics

Perception

Awareness

Creature Handling

Sense Motive

Spellcraft

Survival

Willpower

Other Skills

Bluff

Intimidate

Perform

Persuasion

Class and level

Race and background

Alignment and deity

Defenses

Armor

Maneuver

Fortitude

Reflex

Mental

Offense

Strikes/round

Melee

Ranged

Maneuver

Movement

Land

Climb

Fly

Swim

Hit Points

Max

Bloodied

Temp

Nonlethal

Critical

Attacks

Name

Bonus

Damage/Effect

Name

Bonus

Damage/Effect

Name

Bonus

Damage/Effect

Name

Bonus

Damage/Effect

Name

Bonus

Damage/Effect

Abilities

Name

Effect

Awareness

Name

Effect

Creature Handling

Name

Effect

Sense Motive

Name

Effect

Spellcraft

Name

Effect

Survival

Name

Effect

Willpower

Other Skills

Bluff

Intimidate

Perform

Persuasion

Name

Effect

Name

Effect

Name

Effect

Equipment

Armor

<input type="text"/>	<input type="text"/>	<input type="text"/>
Name	Bonus	Check penalty Special

Shield

<input type="text"/>	<input type="text"/>	<input type="text"/>
Name	Bonus	Check penalty Special

Weapon

<input type="text"/>	<input type="text"/>
Name	Special

Arms

<input type="text"/>	<input type="text"/>
Name	Special

Head

<input type="text"/>	<input type="text"/>
Name	Special

Legs

<input type="text"/>	<input type="text"/>
Name	Special

Torso

<input type="text"/>	<input type="text"/>
Name	Special

Torso

<input type="text"/>	<input type="text"/>
Name	Special

Ring

<input type="text"/>	<input type="text"/>
Name	Special

Ring

<input type="text"/>	<input type="text"/>
Name	Special

Other Items

<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
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<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

Proficiencies

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Armor	Normal	Overloaded	Max	Push/Drag

Weight Limits

<input type="text"/>	<input type="text"/>	<input type="text"/>
Weapons	Wealth	Experience

<input type="text"/>	<input type="text"/>	<input type="text"/>
Languages		

Attributes

$$\boxed{\text{Total}} = \boxed{\text{Base}} + \boxed{\text{Level}} + \boxed{\text{Misc}}$$
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$$\boxed{\text{Total}} = \boxed{\text{Base}} + \boxed{\text{Level}} + \boxed{\text{Misc}}$$

$$\boxed{\text{Total}} = \boxed{\text{Good}} + \boxed{\text{Avg}} + \boxed{\text{Poor}}$$

$$\boxed{} = \boxed{} \text{ or } \boxed{} \text{ or } \boxed{} + \boxed{4} + \boxed{}$$

Total Prow Str Dex Prof Misc

=

 or

 +
 4
 +

Total
Prow
Per
Prof
Misc

$$\boxed{\text{Total}} = \boxed{\frac{1}{2} \text{ Fort}} \text{ or } \boxed{\frac{1}{2} \text{ Ment}} \times \boxed{\text{Level}} + \boxed{\text{Misc}}$$

$$\boxed{} = \boxed{10} + \boxed{} \text{ or } \boxed{} \text{ or } \boxed{} + \boxed{} + \boxed{} + \boxed{}$$

Total Prow Dex Con Armor Shield Misc

$\boxed{\text{Total}} = \boxed{10} + \boxed{\text{Prow}} \text{ or } \boxed{\text{Str}} \text{ or } \boxed{\text{Dex}} + \boxed{\text{Shield}} + \boxed{\text{Misc}}$

$\boxed{\text{Total}} = \boxed{10} + \boxed{\text{Base}} \text{ or } \boxed{\text{Str}} \text{ or } \boxed{\text{Con}} + \boxed{\text{Class}} + \boxed{\text{Misc}}$

$$\boxed{} = 10 + \boxed{} \text{ or } \boxed{} + \boxed{} + \boxed{} + \boxed{} + \boxed{} + \boxed{}$$

Total Base Dex Per Class Shield Misc

Total = 10 + Base or Wil + Int + Class + Misc

Feats and Abilities

Feats and Abilities

[illegible]