

# Rise

Character name

Player name

Concept

## Attributes and Skills

### Strength

Climb

Jump

Sprint

Swim

### Dexterity

Balance

Escape Artist

Ride

Sleight of Hand

Tumble

Stealth

### Constitution

### Intelligence

Craft

Devices

Disguise

Knowledge

Linguistics

### Perception

Awareness

Heal

Sense Motive

Spellcraft

Survival

### Willpower

## Resources

Class and level

Race and background

Alignment and deity

Appearance

### Defenses

Armor

Maneuver

Fortitude

Reflex

Mental

### Movement

Speed

Climb

Fly

Swim

### Passive Abilities

### Hit Points

Maximum

Bloodied

Temporary

Nonlethal

Critical

## Abilities

Ability

Bonus

Effect

Ability

Bonus

Effect

Ability

Bonus

Effect

Ability

Bonus

Effect

Ability

Bonus

Effect

Ability

Bonus

Effect

## Attacks

Attack

Bonus

Damage/Effect

Attack

Bonus

Damage/Effect

Attack

Bonus

Damage/Effect

Attack

Bonus

Damage/Effect

Attack

Bonus

Damage/Effect

Attack

Bonus

Damage/Effect

Equipment

Armor

Name

Bonus

Check penalty

Special

Shield

Name

Bonus

Check penalty

Special

Arms

Name

Special

Head

Name

Special

Legs

Name

Special

Torso

Name

Special

Torso

Name

Special

Ring

Name

Special

Ring

Name

Special

Other Items


Proficiencies

Weight Limits

Armor	Normal	Overloaded	Max	Push/Drag
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Weapons

Wealth

Experience

Languages

# Rise

## Attributes

## Strength

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

## Dexterity

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

## Constitution

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

## Intelligence

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

## Perception

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

## Willpower

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

## Attacks

**BAB**





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

## Melee

$$\boxed{\text{Total}} = \boxed{\text{BAB}} \text{ or } \boxed{\text{Str}} \text{ or } \boxed{\text{Dex}} + \boxed{\text{Prof}}$$

+   
Misc





## Ranged

 =  or  +   
 Total      BAB      Per      Prof

+  
Misc

## Core Statistics

## Hit Points

 =  or  +   
 Total      Fort      Ment      Con

+  
Misc

## Defenses

## Armor

$$\boxed{\text{Total}} = \boxed{10} + \boxed{\text{BAB}} \text{ or } \boxed{\text{Dex}} \text{ or } \boxed{\text{Con}} + \boxed{\text{Armor}} + \boxed{\text{Shield}} + \boxed{\text{Misc}}$$

## Maneuver

$$\boxed{\phantom{00}} = \boxed{10} + \boxed{\phantom{00}} \text{ or } \boxed{\phantom{00}} \text{ or } \boxed{\phantom{00}} + \boxed{\phantom{00}} + \boxed{\phantom{00}}$$

Total                      BAB                      Str                      Dex                      Shield                      Misc

**Ref**

$$\boxed{\phantom{00}} = \boxed{10} + \boxed{\phantom{00}} + \boxed{\phantom{00}} \text{ or } \boxed{\phantom{00}} + \boxed{\phantom{00}} + \boxed{\phantom{00}}$$







Total                      Dex                      1/2 Per                      Base                      Shield                      Misc

## Fort

$$\boxed{\phantom{00}} = \boxed{10} + \boxed{\phantom{00}} + \boxed{\phantom{00}} \text{ or } \boxed{\phantom{00}} + \boxed{\phantom{00}}$$

Total                      Con                      1/2 Str                      Base                      Misc

## Ment

 =  +  +  or  +   
 Total Wil 1/2 Int Base Misc

**Lvl**

## Feats and Abilities

**Lvl**

## Feats and Abilities

[illegible]