Rise	Character name	Player name	Concept	Level								
	<b>Core Statistics</b>	Defenses	Damage Resist	<b>Wound Resist</b>								
Attributes and Skills	Land speed	Armor	Global	Global								
Strength		= =										
Climb	Hit points	Fortitude	Physical	Physical								
Jump	Action points	Reflex	Energy	Energy								
Swim	Initiative	Mental										
Dexterity	Attacks											
Acrobatics	]	Atta	icks									
Escape Artist	Name	Accuracy Domasa /Fffcat										
Ride	Name	Accuracy Damage/Effect										
Sleight of Hand	Name	Accuracy Damage/Effect										
Stealth	Name	Accuracy Damage/Enect										
Constitution	Name	Accuracy Damage/Effect										
Intelligence	Name	Accuracy Damage/Effect										
Craft	]	riccuracy 2 similars, 2 mars										
Deduction	Name	Accuracy Damage/Effect										
Devices	]	, 0										
Disguise	Name	Accuracy Damage/Effect										
Heal		Abili	ities									
Knowledge		Abili	lics									
Knowledge		_										
Linguistics	Name	Effect										
Perception	Name	Effect										
Awareness	]											
Creature Handling	Name	Effect										
Sense Motive	]											
Spellcraft	Name	Effect										
Survival	Name	Effect										
Willpower	]											
Other Skills	Name	Effect										
Bluff	Name	Effect										
Intimidate	1											
Perform	Name	Effect										
Persuasion	Ī											
	Name	Effect										
	Name	Effect										
	Name	LITCEL										
	Name	 Effect										

Basic Info		Equipment								
Species	Name	Effects								
Class	Name	Effects								
Armor proficiencies	Name	Effects								
	Name	Effects								
Weapon groups	Name	Effects								
	Name	Effects								
Languages known		Abilities								
Alignment		Apilities								
Deity	Name	Effects								
Experience points	Name	Effects	—							
Archetypes	Name	Effects								
	Name	Effects								
	Name	Effects	_							
Lvl Feats	Name	Effects	—							
1	Name	Effects	_							
3	Name	Effects								
6		Lifects								
9	Name	Effects	_							
Inventory	Name	Effects	_							
		Personality and Background								
	<del></del>									
		Goals and Flaws								

Skills											Cc	ore S	ita	tisti	cs				
	Points Mo	d <b>Str</b>	ı	Misc	Carı	ryin	ıg Ca	ра	city										
Climb										Light	l	Max		Over		Push			
Jump	一				Da	ıma	ige R	esi	ist		=		+		+		+		
•										Total		Base						_	
Swim					Er	ncu	mbra	anc	e		=		-		-		-		
	Points Mo	d <b>Dex</b>		Misc						Total		Armor	•	(Str)				_	
Acrobatics					ln	sig	ht Po	oint	ts		=	2	+		+		+		
Escape Artist										Total		Base		(Int)					
Ride					Magical Power					=		+		+		+	_		
					Maneuvers				Total		Lvl/Wi	I							
Sleight of Hand										=		+		+		+	_		
Stealth									Total	ı	Class		Insight	t					
	Points Mo	d <b>Int</b>		Misc	Mu	nda	ane F	Pov	ver		=		+		+		+	_	
Craft										Total		Lvl/Str							
Deduction					9	Skil	l Poi	nts	;		=		+		+		+	_	
Deduction										Total	l	Base		2 * (In					
Devices						S	pells	•			=		+		+		+	_	
Disguise										Total	l	Class		Insight					
Heal					W	ou!	nd R	esi	st	T-4-1	=	D	+		+		+	_	
										Total		Base							
Knowledge												Def	er	ises					
Knowledge						Α	rmo	r			=		+		+		+	+	
Linguistics	一				_				Total		Lvl		(Dex)		Body	Shiel	d		
_	Points Mo	d <b>Per</b>		Misc		Foi	rtitud	de			=		+		+		+	+	
Awareness										Total	1	Lvl		(Con)		Class			
						R	eflex	(			=		+		+		+	_ +	
Creature Handling										Total		Lvl		(Dex)		Class			
Sense Motive					Mental						=		+		+		+	+	
Spellcraft	H						-	Total		Lvl		(Wil)		Class					
•						1	Attr	ibı	utes	5				Sta	n	dard	Dam	age	
Survival						=		+		+		Pow	/er				Damag	е	
	Points Mo	d Other		Misc	Str	(	(Start)		Lvl m	od		0-1					Ld8		
Bluff			0			=		+		+		2-3 4-5					ld10 2d6		
Intimidate			0		Dex	(	(Start)		Lvl m	od		6-7					2d8		
Perform			0			=		+		+		8-9					2d10		
					Con	(	(Start)		Lvl m	od		10-1	11			2	1d6		
Persuasion			0			=		+		+		12-1					1d8		
			0		Int	ı L	(Start)	)	Lvl m	od _		14-1					1d10		
	一		0			=		+		+		16-1 18-1					5d10 5d10		
					Per	ı L	(Start)	l	Lvl m	od T —		_ 18-1 20-2					7d10		
			0			=		+		]+		22-2					3d10		
			0		Wil	ı L	(Start)	l	Lvl m	J _		24-2					9d10		