

Rise

Attributes and Skills

Strength

Dexterity

Constitution

Intelligence

Perception

Willpower

Other Skills

Character name

Player name

Concept

Level

Core Statistics

Defenses

Damage Resist

Wound Resist

Attacks

Name	Accuracy	Damage/Effect
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Name	Accuracy	Damage/Effect
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Name	Accuracy	Damage/Effect
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Abilities

Name	Effect
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Name	Effect
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Name	Effect
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Name	Effect
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Basic Info

Species

Class

Armor proficiencies

Weapon groups

Languages known

Alignment

Deity

Experience points

Archetypes

Lvl Feats

1

3

6

9

Inventory

Equipment

Name

Effects

Name

Effects

Name

Effects

Name

Effects

Name

Effects

Name

Effects

Abilities

Name

Effects

Name

Effects

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Effects

Name

Effects

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Effects

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Effects

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Effects

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Effects

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Effects

Name

Effects

Personality and Background

Goals and Flaws

Standard Damage

Power

0-1
2-3
4-5
6-7
8-9
10-11
12-13
14-15
16-17
18-19
20-21
22-23
24-25

Damage

1d8
1d10
2d6
2d8
2d10
4d6
4d8
4d10
5d10
6d10
7d10
8d10
9d10

$$\begin{aligned} \boxed{} &= \boxed{} + \boxed{} + \boxed{} \\ \text{Str} & \quad (\text{Start}) \quad \text{Lvl mod} \\ \boxed{} &= \boxed{} + \boxed{} + \boxed{} \\ \text{Dex} & \quad (\text{Start}) \quad \text{Lvl mod} \\ \boxed{} &= \boxed{} + \boxed{} + \boxed{} \\ \text{Con} & \quad (\text{Start}) \quad \text{Lvl mod} \\ \boxed{} &= \boxed{} + \boxed{} + \boxed{} \\ \text{Int} & \quad (\text{Start}) \quad \text{Lvl mod} \\ \boxed{} &= \boxed{} + \boxed{} + \boxed{} \\ \text{Per} & \quad (\text{Start}) \quad \text{Lvl mod} \\ \boxed{} &= \boxed{} + \boxed{} + \boxed{} \\ \text{Wil} & \quad (\text{Start}) \quad \text{Lvl mod} \end{aligned}$$

Abilities Known

Maneuvers

$$\boxed{} = \boxed{} + \boxed{} + \boxed{} + \boxed{}$$

Total Base Insight

Spells

$$\boxed{} = \boxed{} + \boxed{} + \boxed{} + \boxed{}$$

Total Base Insight

$$\boxed{} = \boxed{} + \boxed{} + \boxed{} + \boxed{}$$

Total Base Insight

$$\boxed{} = \boxed{} + \boxed{} + \boxed{} + \boxed{}$$

Total Base Insight

Skills

Points Mod Misc

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Core Statistics

Accuracy

$$\boxed{} = \boxed{} + \boxed{} + \boxed{} + \boxed{}$$

Total Lvl/Per

Base Speed

$$\boxed{} = \boxed{} - \boxed{} + \boxed{} + \boxed{}$$

Total Size Armor

Carrying Capacity

$$\boxed{} \quad \boxed{} \quad \boxed{} \quad \boxed{}$$

Light Max Over Push

Encumbrance

$$\boxed{} = \boxed{} - \boxed{} - \boxed{} - \boxed{}$$

Total Armor (Str)

Hit Points

$$\boxed{} = \boxed{6} + \boxed{} + \boxed{} + \boxed{}$$

Total Base (Con)

Initiative

$$\boxed{} = \boxed{} + \boxed{} + \boxed{} + \boxed{}$$

Total Dex/Per

Insight Points

$$\boxed{} = \boxed{2} + \boxed{} + \boxed{} + \boxed{}$$

Total Base (Int)

Magical Power

$$\boxed{} = \boxed{} + \boxed{} + \boxed{} + \boxed{}$$

Total Lvl/Wil

Mundane Power

$$\boxed{} = \boxed{} + \boxed{} + \boxed{} + \boxed{}$$

Total Lvl/Str

Skill Points

$$\boxed{} = \boxed{8} + \boxed{} + \boxed{} + \boxed{}$$

Total Base 2 * (Int)

Defenses

Armor

$$\boxed{} = \boxed{} + \boxed{} + \boxed{} + \boxed{} + \boxed{}$$

Total Lvl (Dex) Body Shield

Fortitude

$$\boxed{} = \boxed{} + \boxed{} + \boxed{} + \boxed{} + \boxed{}$$

Total Lvl (Con) Class

Reflex

$$\boxed{} = \boxed{} + \boxed{} + \boxed{} + \boxed{} + \boxed{}$$

Total Lvl (Dex) Class

Mental

$$\boxed{} = \boxed{} + \boxed{} + \boxed{} + \boxed{} + \boxed{}$$

Total Lvl (Wil) Class

Resistances

Base Resistances

$$\boxed{} \quad \boxed{}$$

Damage Wound

All Damage

$$\boxed{} = \boxed{} + \boxed{} + \boxed{} + \boxed{}$$

Bonus

Energy Damage

$$\boxed{} = \boxed{} + \boxed{} + \boxed{} + \boxed{}$$

Bonus

Physical Damage

$$\boxed{} = \boxed{} + \boxed{} + \boxed{} + \boxed{}$$

Bonus Armor

Skill Modifiers

Training Level

Untrained
Trained
Mastered

Modifier

Half key attribute
Key attribute or 1 + half level
4 + key attribute or 4 + level