Rise	Character name	Player nar	ne C	Concept		
Attributes and Ski	Level Class	Species and background	Desc	cription		
Strength	Core Statisti	cs Defenses	Special Defenses	Resources		
Climb	Hit points	Armor		Action points		
Jump	Bloodied	Fortitude				
Swim		= =		Reserve Recover Attuned		
Dexterity	Land speed	Reflex		Legend points		
Acrobatics	Threat	Mental	_	Item slots		
Escape Artist			Attacks			
Ride Sleight of Hand			2222			
Stealth	Name	Accuracy Damage/Eff	fect			
_						
Constitution	Name	Accuracy Damage/Eff	ect			
Intelligence	Name	Accuracy Damage/Eff	fect			
Craft		, toodings,				
Deduction Devices	Name	Accuracy Damage/Eff	ect			
Disguise						
Heal	Name	Accuracy Damage/Eff	ect			
Knowledge	Name	Accuracy Damage/Eff	fect			
Knowledge Linguistics		A	bilities			
Perception	Name	Effect				
Awareness Creature Handling	Name	Effect				
Sense Motive	Name	Ellect				
Spellcraft	Name	Effect				
Survival	Name	F#41				
Willpower	Name	Effect				
Other Skills	Name	Effect				
Bluff	Name	Effect				
Intimidate	Name	Litect				
Perform	Name	Effect				
Persuasion	Nama	- Fffort				
	Name	Effect				
	Name	Effect				
		EK 1				
	Name	Effect				

Lvl Feats		Equipment				
1						
2	Name	Effects				
5	Name	Effects				
9						
Proficiencies	Name	Effects				
Armor	Name	Effects				
	Name	Effects				
Wasnens	Abilities					
Weapons						
	Name	Effects				
Languages	Name	Effects				
Archetypes	Name	Lifects				
	Name	Effects				
	Name	Effects				
	Name	Effects				
Inventory	Name	Effects				
	Name	Effects				
	Name	Effects				
	Name	Effects				
	Name	Effects Alignment and Deity				
	,	ing.infent and Belty				
	Personality and Background					
Evnoriones						
Experience						
Wealth	Goals and Flaws					
vveaitii						

Skills				Core Statistics				
	Points	Mod	Str	Misc	Base Speed	= -	+	
Climb						Total Size	Armor	
lumn					Encumbrance	= -	+	
Jump						Total Armor	(Str)	
Swim					Hit Points	= tiı	mes +	
	Points	Mod	Dex	Misc		Total 1+Level	 5+(Con)	
Acrobatics					Insight Points	= 1 +		
						Total Base	(Int)	
Escape Artist					Reserve AP	= 3 +		
Ride					110001.707.11	Total Base	(Wil)	
Sleight of Hand					Skill Points	= 8 +		
					Skiii i Onics		' 2 * (Int)	
Stealth					Threat			
	Points	Mod	Int	Misc	Tilleat	Total Lvl/Str 1		
Craft								
Deduction						Dete	enses	
					Armor	= +	+ + +	-
Devices						Total Lvl/Dex	Armor Shield	
Disguise					Fortitude	= +	+ + +	-
_						Total Lvl/Con	(Con) Class	
Heal					Reflex	= +	+ + +	-
Knowledge						Total Lvl/Dex	(Dex) Class	
Knowledge					Mental	= +	+ + +	-
·						Total Lvl/Wil	(Wil) Class	
Linguistics					Attril	butes	Carryi	ng Capacity
	Points	Mod	Per	Misc			,	0 ,
Awareness						ngth □ ⊥	liaht	Massimassma
Creature Handling					'	' '	Light —	Maximum
						mod	Overloaded	Push/Drag
Sense Motive					Dext	terity		
Spellcraft					= +	+	Standa	ard Damage
Cumma					Total (Base) Lvl	mod	Power	Damage
Survival					Consti	itution	0-1	1d6
	Points	Mod	Other	Misc	= +	+	2-3	1d8
Bluff					Total (Base) Lvl	 mod	4-5	1d10
Intimidate					Intelli	igence	6-7 8-9	2d6 2d8
					= + -	+	10-11	2d3 2d10
Perform						mod	12-13	4d6
Persuasion							14-15	4d8
	$\overline{\Box}$		\Box			eption	16-17	4d10
					= +	+	18-19	5d10
						mod	20-21	6d10
					Willp	ower	22-23	7d10
			\square		= +	+	24-25	8d10
					Total (Base) Lvl	mod	_	