Rise	Character name	Player name	Co	oncept	
	<del></del>				
Attributes and Skills		Race and backgro		Description	
Strength	Defenses	Core Statistics	Hit Points	Resources	
Climb	Armor	Strike accuracy	Max	Action points	
Jump	Fortitude	Strike damage	Bloodied		
Sprint			' <u> </u>	Maximum Attuned Recovery	
Swim	Reflex	Land speed	Temp	Legend points	
Dexterity	Mental	speed	Vital	Item slots	
Acrobatics		۸#	acks		
Escape Artist		All	acks		
Ride					
Sleight of Hand	Name	Bonus Damage/Effect			
Stealth					
Constitution	Name	Bonus Damage/Effect			
Intelligence	Name	Bonus Damage/Effect			
Craft	_   				
Devices	Name	Bonus Damage/Effect			
Disguise	Name	Bonus Damage/Effect			
Heal	Name		1•,•		
Knowledge		Abı	lities		
Knowledge					
Linguistics	Name	Effect			
Perception	Name	Effect			
Awareness					
Creature Handling	Name	Effect			
Sense Motive					
Spellcraft	Name	Effect			
Survival					
Willpower	Name	Effect			
Other Skills	Name	Effect			
Bluff					
Intimidate	Name	Effect			
Perform	Name	 Effect			
Persuasion		Liidat			
	Name	 Effect			
	Name	Effect			
	_ 				
	<sup>⊥</sup> Name	Effect			

Lvl	Feats		Equipment			
1						
1		Name	Effects			
3		Nama	TH			
6		— Name	Effects			
10		Name	Effects			
	Proficiencies					
		Name	Effects			
Armor		 Name	Effects			
Maanan		<u></u>				
Weapons	•	Name	Name Effects			
			Abilities			
Language	25					
	Inventory	Name	Effects			
		Name	Effects			
		— Name	Effects			
		Name	Effects			
		Name	Effects			
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		<u> </u>				
		Name	Effects			
		Name				
			2.000			
		Name	Effects			
		Name	Effects			
		— Name	EIIEUS			
		Name	Effects			
	Weight Limits					
		Name	Effects			
Normal	Overloaded	Name	Effects			
			Personality and Description			
Max	Push/Drag					
	Experience					
	NA/ 1:1					
	Wealth					

Skills					Core Statistics				
	Train Ra	nks <b>St</b>	r Misc		Sp	eed		]=[	- +
Climb							Tota	l Base	Armor Misc
Jump				Strik	e A	Accura	· L	] = [	or+
Sprint				Sn	الم	powe	Tota	l Leve	l Dex/Per Misc   +
Swim				) 	en <sub> </sub>	powe	Tota		Attr Misc
3,,,,,	Train Ra	nks <b>D</b> e	l ex Misc	Star	nda	rd Di			+1d per two +
Acrobatics							Tota		Level Misc
Escape Artist				St	rike	e Dm	`		+1d per two
Ride							Tota	- —	Level/Str Misc +1d per two +
									+1d per two
Sleight of Hand				н	lit F	oints		]=[	times the total of 5 + + +
Stealth							Tota	l Leve	Con* Misc
0. (1	Train Ra	nks In	t Misc						Defenses
Craft					Arı	mor		] = [	or + + + +
Devices							Tota	Leve	I Dex/Con Armor Shield Misc
Disguise					F	ort		=	or + + + + + +
Heal					D	ef	Tota	_	
Knowledge					K	EI	 Tota	] =	or + Dex* Race Class Shield Misc
Knowledge					М	ent		] =	or + + + + + +
Linguistics							Tota	l Leve	I Int/Wil Wil* Race Class Misc
Liliguistics	Train Ra	nks De	r Misc		1	Attri	butes		Alignment and Deity
Awareness	II alli Na		i IVIISC			Stre	ngth		
Creature Handling					=			+	Goals and Flaws
			_	Total			Level	Misc	
Sense Motive					г		terity		
Spellcraft				Total	= [			H Misc	Background
Survival				rotar			itutior		2 mang. 0 mm
	Train Ra	nks Oth	ner Misc		_[		+	+	
Bluff				Total	I	Base*	Level	Misc	
Intimidate					Ir	ntell	igence	!	
Perform					L				
Persuasion				Total					
				 	_		eption +		
				Total			Level		Other Calculations
				iotal			ower		
				Total	L		Level		