

# Rise

Character name

Player name

Class and level

## 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

Race and background

Alignment and deity

Appearance

Concept

## Core Statistics

### 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