Rise	Character name	Player nar	ne Conce	pt Level
	Core Statistics	Defenses	Special Defenses	Resources
Attributes and Skills	Hit points	Armor]	Action points
Strength	Bloodied	Fortitude	ا ا	
Climb			<u></u>	Max Available Attuned
Jump	Land speed	Reflex		Legend points
Swim	Threat	Mental		
Dexterity			- · · · · ·	
Acrobatics			Attacks	
Escape Artist				
Ride	Name	Accuracy Damage,	/Effect	_
Sleight of Hand				
Stealth	Name	Accuracy Damage	/Effect	
Constitution	Name	Accuracy Damage	/Effect	_
Intelligence]			
 Craft	Name	Accuracy Damage,	/Effect	
Deduction] 			
Devices	Name	Accuracy Damage	/Effect	
Disguise	ĺ. 			
Heal	Name	Accuracy Damage		
Knowledge			Abilities	
Knowledge				
Linguistics	Name	Effect		
Perception	Name	Effect		_
Awareness				
Creature Handling	Name	Effect		
Sense Motive				
Spellcraft	Name	Effect		
Survival	Name	 Effect		
Willpower	Name	Ellect		
Other Skills	Name	Effect		
Bluff	Name	 Effect		
Intimidate		Linear		
Perform	Name	Effect		
Persuasion				
	Name	Effect		
	Name	Effect		
		2.1000		
	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						
							
		Goals and Flaws					

Skills			Core Statistics								
	Points	Mod	Str	Misc	Base Speed	=	-	+			
Climb					•	Total :	Size	L Armor	-		
I					Encumbrance	=	_	_			
Jump						Total A	.rmor	(Str)			
Swim					Hit Points	=	tir	nes	T +		
	Points	Mod	Dex	Misc		Total 1	+Level		l Con)		
Acrobatics					Insight Points	=	1 +	+			
					moigne i omes		Base	(Int)			
Escape Artist					Reserve AP		3 +	+	_		
Ride					Reserve AP		Base	(Wil)			
Sleight of Hand	H				Skill Points			+			
	\sqsubseteq				Skill Politis			2 * (Int)	· 		
Stealth					Threat	Total E					
	Points	Mod	Int	Misc	Tilleat		+				
Craft						Total L		1/2 Arm			
Doduction	H						Def	enses	;		
Deduction					Armor	=	+	+		+ + +	
Devices						Total	 Lvl	(Dex)	Armor	Shield	
Disguise	一				Fortitude		+	<u> </u>		+	
	닖					L L Total		(Con)	Class		
Heal					Reflex		+	<u> </u>		+	
Knowledge					Renex		· Lvl	(Dex)	Class	· 	
Vnovilodao	H				Mental	=	+	+		+	
Knowledge				·	Mental		Lvl ·	(Wil)	Class	· 	
Linguistics					Δttri	butes		(*****)		ying Capacit	V
	Points	Mod	Per	Misc					Curi	ying capacit	7
Awareness						ength					
Creature Handline	H		\vdash		=+_	+		Light		Maximum	
Creature Handling				·	Total (Base) L	/l mod					
Sense Motive					Dex	terity		Over	loaded	Push/Drag	
Spellcraft	一				= +	+			Stan	dard Damag	e
-					Total (Base) L	/l mod		Pow	/er	Damage	
Survival					Const	itution		0-1		1d6	
	Points	Mod	Other	Misc	= +	+		2-3		1d8	
Bluff			0			· /l mod		4-5		1d10	
Intimidate	H		0	-				6-7		2d6	
	Щ					igence		8-9		2d8	
Perform			0		= +	+		10-1 — 13-4		2d10	
Persuasion	\Box		0			/l mod		12-1		4d6 4d8	
	H		\vdash		Perce	eption		14-1 16-1		4d6 4d10	
			0		= +	+		18-1		5d10	
			0		Total (Base) L	/l mod		20-2		6d10	
	岡				Wills	oower		22-2		7d10	
	Щ		0		= + -	+		24-2		8d10	
			0	·	Total (Base) L	l /l mod					