

Rise

Character name

Player name

Concept

Attributes and Skills

Strength

Climb
Jump
Sprint
Swim

Dexterity

Balance
Escape Artist
Ride
Sleight of Hand
Stealth
Tumble

Constitution

Intelligence

Craft
Devices
Disguise
Knowledge
Knowledge
Linguistics

Perception

Awareness
Creature Handling
Heal
Sense Motive
Spellcraft
Survival

Willpower

Other Skills

Bluff
Intimidate
Perform
Persuasion

Class and level

Race and background

Alignment and deity

Appearance

Defenses

Armor

Maneuver

Fortitude

Reflex

Mental

Movement

Speed

Climb

Fly

Swim

Resources

Hit Points

Max

Bloodied

Temp

Nonlethal

Critical

Passive Abilities

Abilities

Ability

Bonus

Effect

Ability

Bonus

Effect

Ability

Bonus

Effect

Ability

Bonus

Effect

Attacks

Name

Bonus

Damage/Effect

Name

Bonus

Damage/Effect

Name

Bonus

Damage/Effect

Name

Bonus

Damage/Effect

Equipment

Armor

Name

Bonus

Check penalty

Special

Shield

Name

Bonus

Check penalty

Special

Arms

Name

Special

Head

Name

Special

Legs

Name

Special

Torso

Name

Special

Torso

Name

Special

Ring

Name

Special

Ring

Name

Special

Other Items

Proficiencies

Weight Limits

Armor

Normal

Overloaded

Max

Push/Drag

Weapons

Wealth

Experience

Languages

Rise

Attributes

Strength

$$\boxed{\text{Total}} = \boxed{\text{Base}} + \boxed{\text{Level}} + \boxed{\text{Misc}}$$

Dexterity

$$\boxed{\text{Total}} = \boxed{\text{Base}} + \boxed{\text{Level}} + \boxed{\text{Misc}}$$

Constitution

$$\boxed{\text{Total}} = \boxed{\text{Base}} + \boxed{\text{Level}} + \boxed{\text{Misc}}$$

Intelligence

$$\boxed{\text{Total}} = \boxed{\text{Base}} + \boxed{\text{Level}} + \boxed{\text{Misc}}$$

Perception

$$\boxed{\text{Total}} = \boxed{\text{Base}} + \boxed{\text{Level}} + \boxed{\text{Misc}}$$

Willpower

A diagram illustrating the decomposition of a total into three components. It shows a large square labeled 'Total' on the left, followed by an equals sign, and then three smaller squares on the right. The first small square is labeled 'Base', the second is labeled 'Level', and the third is labeled 'Misc'. The 'Misc' square is shaded gray, while the others are white.

Attacks

BAB





$$\boxed{\text{Total}} = \boxed{\text{Good}} + \boxed{\text{Avg}} + \boxed{\text{Poor}}$$

Melee

$$\boxed{\text{Total}} = \boxed{\text{BAB}} \text{ or } \boxed{\text{Str}} \text{ or } \boxed{\text{Dex}} + \boxed{\text{Prof}}$$

+
Misc

Ranged

 =  or  + 
 Total BAB Per Prof

+
Misc

Core Statistics

Hit Points

$$\boxed{\text{Total}} = \boxed{\text{Fort}} \text{ or } \boxed{\text{Ment}} + \boxed{\text{Con}}$$

+
Misc

Defenses

Armor

$$\boxed{\text{Total}} = \boxed{10} + \boxed{\text{BAB}} \text{ or } \boxed{\text{Dex}} \text{ or } \boxed{\text{Con}} + \boxed{\text{Armor}} + \boxed{\text{Shield}} + \boxed{\text{Misc}}$$

Maneuver







= + or or + +
 Total BAB Str Dex Shield Misc

Ref







$$\boxed{} = \boxed{10} + \boxed{} + \boxed{} \text{ or } \boxed{} + \boxed{} + \boxed{}$$

Total Dex 1/2 Per Base Shield Misc

Fort

 =  +  +  or  + 
 Total Con 1/2 Str Base Misc

Ment

 =  +  +  or  + 
 Total Wil 1/2 Int Base Misc

Lvl

Feats and Abilities

Lvl

Feats and Abilities

[illegible]