Rise

Character name _____

Player name _____

Concept _____

Attributes and Skills

Class and level _____

Race and background _____

Description _____

Strength ☐
- Climb ☐
- Jump ☐
- Swim ☐

Dexterity ☐
- Acrobatics ☐
- Escape Artist ☐
- Ride ☐
- Sleight of Hand ☐
- Stealth ☐

Constitution ☐

Intelligence ☐
- Craft _____ ☐
- Deduction ☐
- Devices ☐
- Disguise ☐
- Heal ☐
- Knowledge _____ ☐
- Knowledge _____ ☐
- Linguistics ☐

Perception ☐
- Awareness ☐
- Creature Handling ☐
- Sense Motive ☐
- Spellcraft ☐
- Survival ☐

Willpower ☐

Other Skills
- Bluff ☐
- Intimidate ☐
- Perform _____ ☐
- Persuasion ☐
- _____ ☐
- _____ ☐
- _____ ☐

Defenses
- Armor ☐
- Fortitude ☐
- Reflex ☐
- Mental ☐

Core Statistics
- Strike accuracy ☐
- Strike damage ☐
- Land speed ☐
- _____ speed ☐

Hit Points
- Max ☐
- Bloodied ☐
- Vital ☐
- _____ ☐

Resources

Action points

☐ ☐ ☐
Maximum Attuned Recovery

- Legend points ☐
- Item slots ☐

Attacks

Name	Accuracy	Damage/Effect

Abilities

Name	Effect

Lvl   Feats

1 _____

2 _____

5 _____

9 _____

Proficiencies

Armor

_____

Weapons

_____

Languages

Inventory

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

Experience

_____

Wealth

_____

Equipment

Name	Effects
Name	Effects
Name	Effects
Name	Effects
Name	Effects

Abilities

Name	Effects
Name	Effects
Name	Effects
Name	Effects
Name	Effects
Name	Effects
Name	Effects
Name	Effects

Alignment and Deity

Personality and Background

_____

_____

_____

_____

Goals and Flaws

_____

_____

Skills

	Train	Bonus	**Str**	Misc
Climb				
Jump				
Swim				

	Train	Bonus	**Dex**	Misc
Acrobatics				
Escape Artist				
Ride				
Sleight of Hand				
Stealth				

	Train	Bonus	**Int**	Misc
Craft _____				
Deduction				
Devices				
Disguise				
Heal				
Knowledge _____				
Knowledge _____				
Linguistics				

	Train	Bonus	**Per**	Misc
Awareness				
Creature Handling				
Sense Motive				
Spellcraft				
Survival				

	Train	Bonus	**Other**	Misc
Bluff				
Intimidate				
Perform _____				
Persuasion				
_____				
_____				
_____				
_____				

Core Statistics

Base Speed [ ] = [ ] − [ ] + _____
Total — Size — Armor

Strike Accuracy [ ] = [ ] + _____
Total — Lvl/Attr

Standard Dmg [ ] = 1d8 +1d per two [ ] + _____
Total — Level

Strike Dmg [ ] = 1d8 +1d per two [ ] + _____
Total — Level/Str

_____ [ ] = 1d8 +1d per two [ ] + _____
Total — Level/Attr

Hit Points [ ] = [ ] times [ ] + _____
Total — 1+Level — 5+Con*

Skill Points [ ] = [ ] + [ ] + _____
Total — Class — Int

Defenses

Armor [ ] = [ ] + [ ] + [ ] + _____
Total — Lvl/Dex — Armor — Shield

Fort [ ] = [ ] + [ ] + [ ] + _____
Total — Lvl/Str/Con — Con* — Class

Ref [ ] = [ ] + [ ] + [ ] + [ ] + _____
Total — Lvl/Dex/Per — Dex* — Class — Shield

Ment [ ] = [ ] + [ ] + [ ] + _____
Total — Lvl/Int/Wil — Wil* — Class

Attributes

Strength
[ ] = [ ] + [ ] + _____
Total — Base* — Level

Dexterity
[ ] = [ ] + [ ] + _____
Total — Base* — Level

Constitution
[ ] = [ ] + [ ] + _____
Total — Base* — Level

Intelligence
[ ] = [ ] + [ ] + _____
Total — Base* — Level

Perception
[ ] = [ ] + [ ] + _____
Total — Base* — Level

Willpower
[ ] = [ ] + [ ] + _____
Total — Base* — Level

Weight Limits

Unencumbered	Maximum
_____	_____
Overloaded	Push/Drag
_____	_____

Standard Damage

Power	Damage
0-1	1d8
2-3	1d10
4-5	2d6
6-7	2d8
8-9	2d10
10-11	4d6
12-13	4d8
14-15	4d10
16-17	5d10
18-19	6d10
20-21	7d10
22-23	8d10
24-25	9d10