

Rise

Character name _____ Player name _____ Concept _____ Level _____

Attributes and Skills

Strength

<input type="text"/>	<input type="text"/>
Base	Total

Climb

Jump

Swim

Dexterity

<input type="text"/>	<input type="text"/>
Base	Total

Acrobatics

Escape Artist

Ride

Sleight of Hand

Stealth

Constitution

<input type="text"/>	<input type="text"/>
Base	Total

Intelligence

<input type="text"/>	<input type="text"/>
Base	Total

Craft

Deduction

Devices

Disguise

Heal

Knowledge

Knowledge

Linguistics

Perception

<input type="text"/>	<input type="text"/>
Base	Total

Awareness

Creature Handling

Sense Motive

Spellcraft

Survival

Willpower

<input type="text"/>	<input type="text"/>
Base	Total

Other Skills

Bluff

Intimidate

Perform

Persuasion

Core Statistics

Land speed

Hit points

Action points

Initiative

Defenses

Armor

Fortitude

Reflex

Mental

Damage Resist

Physical

Energy

Wound Resist

Physical

Energy

Attacks

Name _____ Accuracy _____ Damage/Effect _____

Name _____ Accuracy _____ Damage/Effect _____

Name _____ Accuracy _____ Damage/Effect _____

Name _____ Accuracy _____ Damage/Effect _____

Name _____ Accuracy _____ Damage/Effect _____

Name _____ Accuracy _____ Damage/Effect _____

Abilities

Name _____ Effect _____

Name _____ Effect _____

Name _____ Effect _____

Name _____ Effect _____

Name _____ Effect _____

Name _____ Effect _____

Name _____ Effect _____

Name _____ Effect _____

Name _____ Effect _____

Name _____ Effect _____

Name _____ Effect _____

Name _____ Effect _____

Name _____ Effect _____

Basic Info

Species

Class

Armor proficiencies

Weapon groups

Languages known

Alignment

Deity

Experience points

Archetypes

Feats

Goals and Flaws

Vital Wound Effects

Roll	Effect
-1	Unconscious, die next round
0	Unconscious until short rest
1	Unconscious, can be woken
2	Move at half speed
3	-2 accuracy
4	-2 defenses
5	-2 wound rolls
6	-1 max hit points
7	-2 Fortitude
8	-2 Mental
9	-2 Reflex
10	-1 wound rolls
11+	No effect

Equipment

Name	Effects
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

Personality and Background

Inventory

Standard Damage

Attributes

Power	Damage				
0-1	1d6	<div>Str</div>	=	<div>(Base)</div>	+ <div>Lvl mod</div> + _____
2-3	1d8				
4-5	1d10	<div>Dex</div>	=	<div>(Base)</div>	+ <div>Lvl mod</div> + _____
6-7	2d6				
8-9	2d8	<div>Con</div>	=	<div>(Base)</div>	+ <div>Lvl mod</div> + _____
10-11	2d10				
12-13	4d6	<div>Int</div>	=	<div>(Base)</div>	+ <div>Lvl mod</div> + _____
14-15	4d8				
16-17	4d10	<div>Per</div>	=	<div>(Base)</div>	+ <div>Lvl mod</div> + _____
18-19	5d10				
20-21	6d10	<div>Wil</div>	=	<div>(Base)</div>	+ <div>Lvl mod</div> + _____
22-23	7d10				
24-25	8d10				

Core Statistics

Accuracy	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	Total		Lvl		1/2 (Per)				
Base Speed	<input type="text"/>	=	<input type="text"/>	-	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	Total		Size		Armor				
Carrying Capacity	<input type="text"/>		<input type="text"/>		<input type="text"/>		<input type="text"/>		
	Light		Max		Over		Push		
Encumbrance	<input type="text"/>	=	<input type="text"/>	-	<input type="text"/>	-	<input type="text"/>	-	<input type="text"/>
	Total		Armor		(Str)				
Hit Points	<input type="text"/>	=	<input type="text" value="5"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	Total		Base		(Con)				
Initiative	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	Total		Dex/Per						
Insight Points	<input type="text"/>	=	<input type="text" value="2"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	Total		Base		(Int)				
Skill Points	<input type="text"/>	=	<input type="text" value="8"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	Total		Base		2 * (Int)				

Abilities Known

Maneuvers	<div><div></div></div>	=	<div><div></div></div>	+	<div><div></div></div>	+	<div><div></div></div>	+	<div><div></div></div>
	Total		Base		Insight				
Spells	<div><div></div></div>	=	<div><div></div></div>	+	<div><div></div></div>	+	<div><div></div></div>	+	<div><div></div></div>
	Total		Base		Insight				
	<div><div></div></div>	=	<div><div></div></div>	+	<div><div></div></div>	+	<div><div></div></div>	+	<div><div></div></div>
	Total		Base		Insight				
	<div><div></div></div>	=	<div><div></div></div>	+	<div><div></div></div>	+	<div><div></div></div>	+	<div><div></div></div>
	Total		Base		Insight				

Power

Magical Power = + + +

Total Lvl (Wil)

Mundane Power = + + +

Total Lvl (Str)

= + + +

Total

Skills

[illegible]

Resistances

Base Resistances
 Damage Wound

Energy Damage = + + +
 Bonus

Physical Damage = + + +
 Bonus Armor

Defenses

Armor	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	Total		Lvl		(Dex)		Class		Body		Shield		
Fortitude	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	Total		Lvl		(Con)		Class						
Reflex	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	Total		Lvl		(Dex)		Class						
Mental	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	Total		Lvl		(Wil)		Class						

Skill Modifiers

Training Level	Modifier
Untrained	Base attribute
Trained	1 + half level + base attribute
Mastered	3 + level + base attribute