

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

Endurance

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

Deception

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

Abilities Known

Maneuvers	<div><div></div></div>	=	<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>	+	<div><div></div></div>
	Total		Base		Insight						
Spheres	<div><div></div></div>	=	<div><div></div></div>	+	<div><div></div></div>	+	<div><div></div></div>	+	<div><div></div></div>	+	<div><div></div></div>
	Total		Base		1/2 Insight						
<div><div></div></div>	<div><div></div></div>	=	<div><div></div></div>	+	<div><div></div></div>	+	<div><div></div></div>	+	<div><div></div></div>	+	<div><div></div></div>
	Total		Base		Insight						

Skills

[illegible]

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)				

Power

Magical Power

=

+

+

+

+

Total

Lvl

(Wil)

Mundane Power

=

+

+

+

+

Total

Lvl

(Str)

=

+

+

+

+

Total

Resistances

Base Resistances
 Damage Wound

Energy Damage = + + +
 Bonus

Physical Damage = + + +
 Bonus Armor

Defenses

Armor = + + + + + +

Total Lvl (Dex) Class Body Shield

Fortitude = + + + + + +

Total Lvl (Con) Class

Reflex = + + + + + +

Total Lvl (Dex) Class

Mental = + + + + + +

Total Lvl (Wil) Class

Skill Modifiers

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