

Rise

Character name

Player name

Concept

Attributes and Skills

Level

Class

Species 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

Core Statistics

Hit points

Bloodied

Land speed

Threat

Defenses

Armor

Fortitude

Reflex

Mental

Special Defenses

Resources

Action points

Reserve

Recover

Attuned

Legend points

Item slots

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

Lvl	Feats	Equipment	
1			
2		Name	Effects
5		Name	Effects
9		Name	Effects
Proficiencies		Name	Effects
Armor		Name	Effects
		Name	Effects
Weapons		Abilities	
		Name	Effects
Languages		Name	Effects
Archetypes		Name	Effects
		Name	Effects
		Name	Effects
		Name	Effects
Inventory		Name	Effects
		Name	Effects
		Name	Effects
		Name	Effects
		Name	Effects
		Name	Effects
		Name	Effects
		Alignment and Deity	
		Personality and Background	
Experience			
Wealth		Goals and Flaws	

Skills

	Points	Mod	Str	Misc
Climb	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Jump	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Swim	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	Points	Mod	Dex	Misc
Acrobatics	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Escape Artist	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Ride	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Sleight of Hand	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Stealth	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	Points	Mod	Int	Misc
Craft _____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Deduction	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Devices	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Disguise	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Heal	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Knowledge _____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Knowledge _____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Linguistics	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	Points	Mod	Per	Misc
Awareness	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Creature Handling	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Sense Motive	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Spellcraft	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Survival	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	Points	Mod	Other	Misc
Bluff	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Intimidate	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Perform _____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Persuasion	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Core Statistics

Base Speed = - + _____
Total Size Armor

Encumbrance = - + _____
Total Armor (Str)

Hit Points = times + _____
Total 1+Level 5+(Con)

Insight Points = 1 + + _____
Total Base (Int)

Reserve AP = 3 + + _____
Total Base (Wil)

Skill Points = 8 + + _____
Total Base 2 * (Int)

Threat = + + _____
Total Lvl/Str 1/2 Armor

Defenses

Armor = + + + _____
Total Lvl/Dex Armor Shield

Fortitude = + + + _____
Total Lvl/Con (Con) Class

Reflex = + + + _____
Total Lvl/Dex (Dex) Class

Mental = + + + _____
Total Lvl/Wil (Wil) Class

Attributes

Carrying Capacity

Strength

= + + _____
Total (Base) Lvl mod

Light _____ Maximum _____

Dexterity

= + + _____
Total (Base) Lvl mod

Overloaded _____ Push/Drag _____

Constitution

= + + _____
Total (Base) Lvl mod

Intelligence

= + + _____
Total (Base) Lvl mod

Perception

= + + _____
Total (Base) Lvl mod

Willpower

= + + _____
Total (Base) Lvl mod

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