

Rise

Character name

Player name

Concept

Attributes and Skills

Strength

Climb

Jump

Sprint

Swim

Dexterity

Balance

Escape Artist

Ride

Sleight of Hand

Tumble

Stealth

Constitution

Intelligence

Craft

Devices

Disguise

Knowledge

Linguistics

Perception

Awareness

Heal

Sense Motive

Spellcraft

Survival

Willpower

Resources

Class and level

Race and background

Alignment and deity

Appearance

Defenses

Armor

Maneuver

Fortitude

Reflex

Mental

Movement

Speed

Climb

Fly

Swim

Passive Abilities

Hit Points

Maximum

Bloodied

Temporary

Nonlethal

Critical

Abilities

Ability

Bonus

Effect

Ability

Bonus

Effect

Ability

Bonus

Effect

Ability

Bonus

Effect

Ability

Bonus

Effect

Ability

Bonus

Effect

Attacks

Attack

Bonus

Damage/Effect

Attack

Bonus

Damage/Effect

Attack

Bonus

Damage/Effect

Attack

Bonus

Damage/Effect

Attack

Bonus

Damage/Effect

Attack

Bonus

Damage/Effect

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

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

Attacks

BAB

<div></div>	=	<div></div>	+	<div></div>	+	<div></div>
Total		Good		Avg		Poor

Melee

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 =

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 or

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 or

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

 +

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 +






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Total BAB Str Dex Prof Misc

Ranged  =  or  +  + 

Total BAB Per Prof Misc

Defenses

Hit Points  =  or  +  + 

Total Fort Ment Con Misc

Armor

--

 =

10

 +

--

 or

--

 or

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 +

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 +

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 +

--

Total Base BAB Dex Con Armor Shield Misc

Maneuver

--

 =

10

 +

--

 or

--

 or

--

 +

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 +

--

Total Base BAB Str Dex Shield Misc

Ref

	=	10	+		+		or		+		+	
Total		Base		Dex		1/2 Per		Base		Shield		Misc

Fort

	=	10	+		+		or		+	
Total		Base		Con		1/2 Str		Base		Misc

Ment

	=	10	+		+		or		+	
Total		Base		Wil		1/2 Int		Base		Misc

Lvl

Feats and Abilities

Lvl

Feats and Abilities

[illegible]