

# Rise

Character name

Player name

Concept

Level

## Attributes and Skills

### 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

Max

Available

Attuned

Legend points

## 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

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Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Basic Info

Species

Class

Armor proficiencies

Weapon groups

Languages known

Alignment

Deity

Experience points

Archetypes

Lvl Feats

1

3

6

9

Inventory

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

Name

Effects

Name

Effects

Personality and Background

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"/>	0	<input type="text"/>
Intimidate	<input type="text"/>	<input type="text"/>	0	<input type="text"/>
Perform _____	<input type="text"/>	<input type="text"/>	0	<input type="text"/>
Persuasion	<input type="text"/>	<input type="text"/>	0	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>	0	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>	0	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>	0	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>	0	<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) Class

**Reflex**  =  +  +  + \_\_\_\_\_  
Total Lvl (Dex) Class

**Mental**  =  +  +  + \_\_\_\_\_  
Total Lvl (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	1d6
2-3	1d8
4-5	1d10
6-7	2d6
8-9	2d8
10-11	2d10
12-13	4d6
14-15	4d8
16-17	4d10
18-19	5d10
20-21	6d10
22-23	7d10
24-25	8d10