

Rise	Character name	Player name		Concept
Attributes and Skills	Class and level	Race and background		Description
Strength	Defenses	Core Statistics	Hit Points	Resources
Climb	Armor	Legend points	Max]
Jump	Fortitude		Bloodied	j
Sprint		General Guense Delense]
Swim	Reflex	Strikes/round	Temp]
Dexterity	Mental	Land speed	Critical]
Acrobatics		Atta	acks	
Escape Artist Ride				
Sleight of Hand	Name	Bonus Damage/Effect		
Stealth				
Constitution	Name	Bonus Damage/Effect		
Intelligence	Name	Bonus Damage/Effect		
Craft	Nama			
Devices	Name	Bonus Damage/Effect		
Disguise Heal	 Name	Bonus Damage/Effect		
Knowledge		-	lities	
Knowledge		Avii	ities	
Linguistics	Name	Effect		
Perception			_	
Awareness	Name	Effect		
Creature Handling	Name	Effect		
Sense Motive]			
Spellcraft Survival	Name	Effect		
	Nama	Effect		
Willpower	Name	Ellect		
Other Skills	Name	Effect		
Bluff				
Intimidate	Name	Effect		
Perform Persuasion	Name	Effect		
	Name	Effect		
	Name	Effect		
	Name	 Effect		

Lvl	Feats		Equipment				
_1 _		Armor					
_1			Name	Bonus I	Encumb	b Special	
3		Shield	Name	_		b Special	
		Weapon	Name	Bonus	Encum	D Special	
7		— weapon	Name	Special			
0		147					
			Name	Special			
13		Arms	Name	Special			
		— Head					
		<u>-</u>	Name	Special			
19		Legs	Name	Special			
Lvl	Abilities	Torso		.,			
			Name	Special			
		Torso	Name	Special			
		Ring	Name	Special			
			Name	Special			
		— Ring	-				
			Name	Special			
				Inven	tory		
							
							
	Proficiencies		1	Weight	Limi	its	
	Proficiencies						
Armor		Normal	Overloaded		Max	Push/Drag	
			Persona	ality an	d De	escription	
Weapons							
Languages							
-unbuuge3	Experience						
	VA/ - 1-1-						
	Wealth						

Skills				Core Statistics			
	Train	Ranks	Str	Misc	Combat Pro	owess	Strikes/Round Legend Points
Climb					Hit Points	= o	or x +
Jump							½ Ment Level Misc
Sprint					Melee	= +	
Swim					Dangad	Total Prof	Prow Str/Dex 1/5 Per Misc
	Train	Ranks	Dex	Misc	Ranged	Total Prof	Prow Per 1/5 Per Misc
Acrobatics					Spellpower	= +	
Escape Artist						Total Class	Level Misc
Ride						=o	
Sleight of Hand					Speed	Total Level +	Attr Misc
Stealth						Total Base	Armor Misc
	Train	Ranks	Int	Misc			Defenses
Craft					Armor	= 10 +	or + + + + +
Devices						Total	Prow Dex/Con 1/5 Dex Armor Shield Misc
Disguise					Fort	= 10 +	
Heal					Ref	Total = 10 +	Level Str/Con 1/2 Con Class Misc
Knowledge						Total	Level Dex/Per 1/5 Dex Class Shield Misc
Knowledge					Ment	= 10 +	
					Λ + +ν:	Total butes	Level Int/Wil 1/2 Wil Class Misc
Linguistics	Train	Ranks	Por	Misc			Alignment and Deity
Awareness	IIaiii	Naiiks	Per	IVIISC		ength + + + +	Goals and Flaws
Creature Handling					Total Base	Level Misc	
Sense Motive					Dex	terity	
					=	+ +	De alizano una di
Spellcraft					Total Base	Level Misc	Background
Survival						itution	1
Bluff	Train	Ranks	Other	Misc	Total Base	+ Level Misc	
Intimidate						igence	·
						+ + +]
Perform					Total Base	Level Misc	
Persuasion					Perce	eption	Other Calculations
						++	
					Total Base	Level Misc	
						oower + + + +	
					Total Base	Level Misc	