

Rise

Concept

Attributes and Skills

Description

Strength

h	
Climb	
Jump	
Sprint	
Swim	

Dexterity

Agility	<input type="text"/>
Balance	<input type="text"/>
Escape Artist	<input type="text"/>
Ride	<input type="text"/>
Weight of Hand	<input type="text"/>
Stealth	<input type="text"/>
Tumble	<input type="text"/>

Constitution

Intelligence	<input type="checkbox"/>
Craft	<input type="checkbox"/>
Devices	<input type="checkbox"/>
Disguise	<input type="checkbox"/>
Heal	<input type="checkbox"/>
Knowledge	<input type="checkbox"/>
Knowledge	<input type="checkbox"/>
Linguistics	<input type="checkbox"/>

Perception

Awareness	<input type="text"/>
Creature Handling	<input type="text"/>
Sense Motive	<input type="text"/>
Spellcraft	<input type="text"/>
Survival	<input type="text"/>

Willpower

Other Skills	
Bluff	<input type="text"/>
Intimidate	<input type="text"/>
Perform	<input type="text"/>
Persuasion	<input type="text"/>
<hr/>	<input type="text"/>
<hr/>	<input type="text"/>
<hr/>	<input type="text"/>

Defenses

Armor	<input type="checkbox"/>
Maneuver	<input type="checkbox"/>
Fortitude	<input type="checkbox"/>
Reflex	<input type="checkbox"/>
Mental	<input type="checkbox"/>

Offense

Melee	<input type="text"/>
Ranged	<input type="text"/>
Maneuver	<input type="text"/>
Strikes/round	<input type="text"/>
Land speed	<input type="text"/>

Hit Points

Max	<input type="text"/>
Bloodied	<input type="text"/>
Temp	<input type="text"/>
Nonlethal	<input type="text"/>
Critical	<input type="text"/>

Resources

Legend points

General	Offense	Defense

Attacks

	<input type="text"/>	
Name	Bonus	Damage/Effect
	<input type="text"/>	
Name	Bonus	Damage/Effect
	<input type="text"/>	
Name	Bonus	Damage/Effect
	<input type="text"/>	
Name	Bonus	Damage/Effect
	<input type="text"/>	
Name	Bonus	Damage/Effect

Abilities

[illegible]

[illegible]

Armor
Weapons
Languages

Inventory	

Personality and Description

Skills

	Total		Attr		Ranks		Misc
Awareness	<div></div>	=	<div></div>	or	<div></div>	+	<div></div>
Balance	<div></div>	=	<div></div>	or	<div></div>	+	<div></div>
Bluff	<div></div>	=	<div></div>	or	<div></div>	+	<div></div>
Climb	<div></div>	=	<div></div>	or	<div></div>	+	<div></div>
Craft	<div></div>	=	<div></div>	or	<div></div>	+	<div></div>
Creature Handling	<div></div>	=	<div></div>	or	<div></div>	+	<div></div>
Devices	<div></div>	=	<div></div>	or	<div></div>	+	<div></div>
Disguise	<div></div>	=	<div></div>	or	<div></div>	+	<div></div>
Escape Artist	<div></div>	=	<div></div>	or	<div></div>	+	<div></div>
Heal	<div></div>	=	<div></div>	or	<div></div>	+	<div></div>
Intimidate	<div></div>	=	<div></div>	or	<div></div>	+	<div></div>
Jump	<div></div>	=	<div></div>	or	<div></div>	+	<div></div>
Knowledge	<div></div>	=	<div></div>	or	<div></div>	+	<div></div>
Linguistics	<div></div>	=	<div></div>	or	<div></div>	+	<div></div>
Perform	<div></div>	=	<div></div>	or	<div></div>	+	<div></div>
Persuasion	<div></div>	=	<div></div>	or	<div></div>	+	<div></div>
Ride	<div></div>	=	<div></div>	or	<div></div>	+	<div></div>
Sense Motive	<div></div>	=	<div></div>	or	<div></div>	+	<div></div>
Sleight of Hand	<div></div>	=	<div></div>	or	<div></div>	+	<div></div>
Spellcraft	<div></div>	=	<div></div>	or	<div></div>	+	<div></div>
Sprint	<div></div>	=	<div></div>	or	<div></div>	+	<div></div>
Stealth	<div></div>	=	<div></div>	or	<div></div>	+	<div></div>
Survival	<div></div>	=	<div></div>	or	<div></div>	+	<div></div>
Swim	<div></div>	=	<div></div>	or	<div></div>	+	<div></div>
Tumble	<div></div>	=	<div></div>	or	<div></div>	+	<div></div>
_____	<div></div>	=	<div></div>	or	<div></div>	+	<div></div>
_____	<div></div>	=	<div></div>	or	<div></div>	+	<div></div>
_____	<div></div>	=	<div></div>	or	<div></div>	+	<div></div>
_____	<div></div>	=	<div></div>	or	<div></div>	+	<div></div>
	Total		Attr		Ranks		Misc

Core Statistics

Combat Prowess	<input type="text"/>	Strikes/Round	<input type="text"/>	Legend Points	<input type="text"/>
Hit Points	<input type="text"/> = <input type="text"/> or <input type="text"/> x <input type="text"/> + <input type="text"/>				
	Total	½ Fort	½ Ment	Level	Misc
Melee	<input type="text"/> = <input type="text"/> + <input type="text"/> or <input type="text"/> or <input type="text"/> + <input type="text"/>				
	Total	Prof	Prow	Str	Dex
					Misc
Ranged	<input type="text"/> = <input type="text"/> + <input type="text"/> or <input type="text"/> + <input type="text"/>				
	Total	Prof	Prow	Per	Misc
Spellpower	<input type="text"/> = <input type="text"/> + <input type="text"/> + <input type="text"/>				
	Total	Class	Level	Misc	
	<input type="text"/> = <input type="text"/> or <input type="text"/> + <input type="text"/>				
	Total	Level	Attr	Misc	

Defenses

Armor

Total = 10 + Prow or Dex or Con + Armor + Shield + Misc

Maneuver

Total = 10 + Prow or Str or Dex + Shield + Misc

Fort

Total = 10 + Base or Str or Con + Class + Misc

Ref

Total = 10 + Base or Dex or Per + Class + Shield + Misc

Ment

Total = 10 + Base or Wil or Int + Class + Misc

Attributes

Strength

	=		+		+	
Total		Base		Level		Misc

Dexterity

$$\boxed{} = \boxed{} + \boxed{} + \boxed{}$$

Total Base Level Misc

Constitution

$$\boxed{} = \boxed{} + \boxed{} + \boxed{}$$

Total Base Level Misc

Intelligence

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

Perception

$$\boxed{} = \boxed{} + \boxed{} + \boxed{}$$

Total Base Level Misc

Willpower

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

Alignment and Deity

Goals and Flaws

Background

Other Calculations
