

Rise

Character name

Player name

Concept

Attributes and Skills

Class and level

Race and background

Description

Strength

Climb

Jump

Sprint

Swim

Dexterity

Acrobatics

Escape Artist

Ride

Sleight of Hand

Stealth

Constitution

Intelligence

Craft

Devices

Disguise

Heal

Knowledge

Knowledge

Linguistics

Perception

Awareness

Creature Handling

Sense Motive

Spellcraft

Survival

Willpower

Other Skills

Bluff

Intimidate

Perform

Persuasion

Defenses

Armor

Fortitude

Reflex

Mental

Core Statistics

Strike accuracy

Strike damage

Land speed

_____ speed

Hit Points

Max

Bloodied

Vital

Resources

Action points

Maximum

Attuned

Recovery

Legend points

Item slots

Attacks

Name

Bonus

Damage/Effect

Name

Bonus

Damage/Effect

Name

Bonus

Damage/Effect

Name

Bonus

Damage/Effect

Name

Bonus

Damage/Effect

Abilities

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Lvl	Feats	Equipment	
1			
1		Name	Effects
3			
6			
10		Name	Effects
Proficiencies		Name	Effects
Armor		Name	Effects
Weapons		Name	Effects
		Abilities	
		Name	Effects
Inventory		Name	Effects
		Name	Effects
		Name	Effects
		Name	Effects
		Name	Effects
		Name	Effects
		Name	Effects
		Name	Effects
		Name	Effects
		Name	Effects
		Name	Effects
Weight Limits		Name	Effects
Normal	Overloaded	Name	Effects
Max	Push/Drag	Personality and Description	
Experience			
Wealth			

Skills

	Train	Bonus	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"/>
Sprint	<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"/>
	Train	Bonus	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"/>
	Train	Bonus	Int	Misc
Craft _____	<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"/>
	Train	Bonus	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"/>
	Train	Bonus	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	<input type="text"/>	=	<input type="text"/>	-	<input type="text"/>	+	<input type="text"/>
	Total		Size		Armor		Misc
Strike Accuracy	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>		
	Total		Lvl/Attr		Misc		
Standard Dmg	<input type="text"/>	=	<input type="text" value="1d8"/>	+	1d per two <input type="text"/>	+	<input type="text"/>
	Total				Level		Misc
Strike Dmg	<input type="text"/>	=	<input type="text" value="1d8"/>	+	1d per two <input type="text"/>	+	<input type="text"/>
	Total				Level/Str		Misc
	<input type="text"/>	=	<input type="text" value="1d8"/>	+	1d per two <input type="text"/>	+	<input type="text"/>
	Total				Level/Attr		Misc
Hit Points	<input type="text"/>	=	<input type="text"/>	times the total of	<input type="text" value="5"/>	+	<input type="text"/>
	Total		Level			Con*	Misc
Skill Points	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	Total		Class		Int		Misc

Defenses

Armor	<input type="text"/>	=	<input type="text"/>	or	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	Total		Level		Dex/Con		Armor		Shield		Misc
Fort	<input type="text"/>	=	<input type="text"/>	or	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	Total		Level		Str/Con		Con*		Race		Class
Ref	<input type="text"/>	=	<input type="text"/>	or	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	Total		Level		Dex/Per		Dex*		Race		Class
Ment	<input type="text"/>	=	<input type="text"/>	or	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	Total		Level		Int/Wil		Wil*		Race		Class

Attributes

Strength	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	Total		Base*		Level		Misc
Dexterity	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	Total		Base*		Level		Misc
Constitution	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	Total		Base*		Level		Misc
Intelligence	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	Total		Base*		Level		Misc
Perception	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	Total		Base*		Level		Misc
Willpower	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	Total		Base*		Level		Misc

Alignment and Deity

Goals and Flaws

Background

Other Calculations