

# Rise

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Player name

## Concept

## Attributes and Skills

## Race and background

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Description

## Strength

h	
Climb	
Jump	
Sprint	
Swim	

## Dexterity

**Agility**

Acrobatics

Escape Artist

Ride

Eight of Hand

Stealth

## Constitution

Institution 

## Intelligence

Intelligence	
Craft	
Devices	
Disguise	
Heal	
Knowledge	
Knowledge	
Linguistics	

## Perception

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

## Willpower

7

## Other Skills




	Bluff	
	Intimidate	
Perform _____		
Persuasion		
_____		
_____		
_____		

## Defenses

Armor	<input type="text"/>
Fortitude	<input type="text"/>
Reflex	<input type="text"/>
Mental	<input type="text"/>

## Core Statistics

Legend points

		
General	Offense	Defense

## Hit Points

Max	
Bloodied	
Temp	
Critical	

## Resources


## Attacks

[illegible]

## Abilities

[illegible]

[illegible]

Armor
Weapons
Languages

## Wealth

[illegible]


Normal	Overloaded	Max	Push/Drag
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## Skills

	Train	Ranks	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	Ranks	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	Ranks	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	Ranks	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	Ranks	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

Combat Prowess  Strikes/Round  Legend Points

**Hit Points**  =  or  x  +

Total  ½ Fort  ½ Ment  Level  Misc

**Melee**  =  +  or  +  +

Total  Prof  Prow  Str/Dex  1/5 Per  Misc

**Ranged**  =  +  or  +  +

Total  Prof  Prow  Per  1/5 Per  Misc

**Spellpower**  =  +  +

Total  Class  Level  Misc

\_\_\_\_\_  =  or  +

Total  Level  Attr  Misc

**Speed**  =  +  +

Total  Base  Armor  Misc

## Defenses

**Armor**  =  10 +  or  +  +  +  +  +

Total  Prow  Dex/Con  1/5 Dex  Armor  Shield  Misc

**Fort**  =  10 +  or  +  +  +

Total  Level  Str/Con  1/2 Con  Class  Misc

**Ref**  =  10 +  or  +  +  +  +

Total  Level  Dex/Per  1/5 Dex  Class  Shield  Misc

**Ment**  =  10 +  or  +  +  +

Total  Level  Int/Wil  1/2 Wil  Class  Misc

## Attributes

## Alignment and Deity

### Strength

=  +  +

Total  Base  Level  Misc

### Dexterity

=  +  +

Total  Base  Level  Misc

### Constitution

=  +  +

Total  Base  Level  Misc

### Intelligence

=  +  +

Total  Base  Level  Misc

### Perception

=  +  +

Total  Base  Level  Misc

### Willpower

=  +  +

Total  Base  Level  Misc

## Goals and Flaws

## Background

## Other Calculations