

# Rise

Character name \_\_\_\_\_ Player name \_\_\_\_\_ Concept \_\_\_\_\_ Level \_\_\_\_\_

## Attributes and Skills

### Strength

<input type="text"/>	<input type="text"/>
Base	Total

Climb

Jump

Swim

### Dexterity

<input type="text"/>	<input type="text"/>
Base	Total

Acrobatics

Escape Artist

Ride

Sleight of Hand

Stealth

### Constitution

<input type="text"/>	<input type="text"/>
Base	Total

Endurance

### Intelligence

<input type="text"/>	<input type="text"/>
Base	Total

Craft

Deduction

Devices

Disguise

Heal

Knowledge

Knowledge

Linguistics

### Perception

<input type="text"/>	<input type="text"/>
Base	Total

Awareness

Creature Handling

Sense Motive

Spellcraft

Survival

### Willpower

<input type="text"/>	<input type="text"/>
Base	Total

## Other Skills

Deception

Intimidate

Perform

Persuasion

## Core Statistics

Land speed

Hit points

Action points

Initiative

## Defenses

Armor

Fortitude

Reflex

Mental

## Wound Resist

Physical

Energy

## Vital Resist

Physical

Energy

## Attacks

Name \_\_\_\_\_ Accuracy \_\_\_\_\_ Damage/Effect \_\_\_\_\_

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Name \_\_\_\_\_ Accuracy \_\_\_\_\_ Damage/Effect \_\_\_\_\_

## Abilities

Name \_\_\_\_\_ Effect \_\_\_\_\_

Name \_\_\_\_\_ Effect \_\_\_\_\_

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Name \_\_\_\_\_ Effect \_\_\_\_\_

Basic Info

Species

Class

Armor proficiencies

Weapon groups

Languages known

Alignment

Deity

Experience points

Archetypes

Feats

Goals and Flaws

Vital Wound Effects

Roll	Effect
-1	Unconscious, die next round
0	Unconscious while bloodied
1	-2 max hit points
2	Move at half speed
3	-2 accuracy
4	-2 defenses
5	-2 vital rolls
6	-1 max hit points
7	-2 Fortitude
8	-2 Mental
9	-2 Reflex
10	-1 vital rolls
11+	No effect

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

Personality and Background

Inventory

## Standard Damage

## Attributes

Power	Damage	
0-1	1d6	<div><div></div> = <div></div> + <div></div> + <div></div></div>
2-3	1d8	Str (Base) Lvl mod
4-5	1d10	<div><div></div> = <div></div> + <div></div> + <div></div></div>
6-7	2d6	Dex (Base) Lvl mod
8-9	2d8	<div><div></div> = <div></div> + <div></div> + <div></div></div>
10-11	2d10	Con (Base) Lvl mod
12-13	4d6	<div><div></div> = <div></div> + <div></div> + <div></div></div>
14-15	4d8	Int (Base) Lvl mod
16-17	4d10	<div><div></div> = <div></div> + <div></div> + <div></div></div>
18-19	5d10	Per (Base) Lvl mod
20-21	6d10	<div><div></div> = <div></div> + <div></div> + <div></div></div>
22-23	7d10	<div><div></div> = <div></div> + <div></div> + <div></div></div>
24-25	8d10	Wil (Base) Lvl mod

## Core Statistics

<b>Accuracy</b>	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	Total		Lvl		1/2 (Per)				
<b>Base Speed</b>	<input type="text"/>	=	<input type="text"/>	-	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	Total		Size		Armor				
<b>Carrying Capacity</b>	<input type="text"/>		<input type="text"/>		<input type="text"/>		<input type="text"/>		
	Light		Max		Over		Push		
<b>Encumbrance</b>	<input type="text"/>	=	<input type="text"/>	-	<input type="text"/>	-	<input type="text"/>	-	<input type="text"/>
	Total		Armor		(Str)				
<b>Focus Penalty</b>	<input type="text"/>	=	<input type="text" value="4"/>	-	<input type="text"/>	-	<input type="text"/>	-	<input type="text"/>
	Total		Base						
<b>Hit Points</b>	<input type="text"/>	=	<input type="text" value="9"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	Total		Base		(Con)				
<b>Initiative</b>	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	Total		Dex/Per						
<b>Insight Points</b>	<input type="text"/>	=	<input type="text" value="2"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	Total		Base		(Int)				
<b>Skill Points</b>	<input type="text"/>	=	<input type="text" value="8"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	Total		Base		2 * (Int)				

## Abilities Known

<b>Maneuvers</b>	<div><div></div></div>	=	<div><div></div></div>	+	<div><div></div></div>	+	<div><div></div></div>	+	<div><div></div></div>	+	<div><div></div></div>
	Total		Base		Insight						
<b>Spells</b>	<div><div></div></div>	=	<div><div></div></div>	+	<div><div></div></div>	+	<div><div></div></div>	+	<div><div></div></div>	+	<div><div></div></div>
	Total		Base		Insight						
<b>Spheres</b>	<div><div></div></div>	=	<div><div></div></div>	+	<div><div></div></div>	+	<div><div></div></div>	+	<div><div></div></div>	+	<div><div></div></div>
	Total		Base		1/2 Insight						
<div><div></div></div>	<div><div></div></div>	=	<div><div></div></div>	+	<div><div></div></div>	+	<div><div></div></div>	+	<div><div></div></div>	+	<div><div></div></div>
	Total		Base		Insight						

## Power

<b>Magical Power</b>	<div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;"> </div>	=	<div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;"> </div>	+	<div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;"> </div>	+	<div style="border-bottom: 1px solid black; width: 40px; height: 15px; display: inline-block;"></div>	+	<div style="border-bottom: 1px solid black; width: 40px; height: 15px; display: inline-block;"></div>
	Total		Lvl		(Wil)				
<b>Mundane Power</b>	<div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;"> </div>	=	<div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;"> </div>	+	<div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;"> </div>	+	<div style="border-bottom: 1px solid black; width: 40px; height: 15px; display: inline-block;"></div>	+	<div style="border-bottom: 1px solid black; width: 40px; height: 15px; display: inline-block;"></div>
	Total		Lvl		(Str)				

## Skills

[illegible]

## Resistances

Base Resistances	<input type="text"/>	<input type="text"/>			
	Wound	Vital			
Energy Damage	<input type="text"/>	= <input type="text"/>	+	<input type="text"/>	+ <input type="text"/>
	Bonus	Armor			
Physical Damage	<input type="text"/>	= <input type="text"/>	+	<input type="text"/>	+ <input type="text"/>
	Bonus	Armor			

## Defenses

<b>Armor</b>	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	Total		Lvl		(Dex)		Class		Body		Shield		
<b>Fortitude</b>	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	Total		Lvl		(Con)		Class						
<b>Reflex</b>	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	Total		Lvl		(Dex)		Class						
<b>Mental</b>	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	Total		Lvl		(Wil)		Class						

## Skill Modifiers

Training Level	Modifier
Untrained	Base attribute
Trained	1 + half level + base attribute
Mastered	3 + level + base attribute