

Rise

Attributes and Skills

Strength

Dexterity

Constitution

Intelligence

Craft

Deduction

Devices

Disguise

Heal

Knowledge

Knowledge

Linguistics

Perception

Awareness

Creature Handling

Sense Motive

Spellcraft

Survival

Willpower

Other Skills

Bluff

Intimidate

Perform

Persuasion

Character name

Player name

Concept

Level

Core Statistics

Land speed

Hit points

Action points

Initiative

Defenses

Armor

Fortitude

Reflex

Mental

Damage Resist

Physical

Energy

Wound Resist

Physical

Energy

Attacks

Name Accuracy Damage/Effect

Name Accuracy Damage/Effect

Name Accuracy Damage/Effect

Name Accuracy Damage/Effect

Name Accuracy Damage/Effect

Name Accuracy 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

Basic Info

Species

Class

Armor proficiencies

Weapon groups

Languages known

Alignment

Deity

Experience points

Archetypes

Lvl Feats

1

3

6

9

Inventory

Equipment

Name

Effects

Name

Effects

Name

Effects

Name

Effects

Name

Effects

Name

Effects

Abilities

Name

Effects

Name

Effects

Name

Effects

Name

Effects

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Effects

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Effects

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Effects

Name

Effects

Name

Effects

Name

Effects

Personality and Background

Goals and Flaws

Standard Damage **Attributes**

Attributes

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

Abilities Known

Maneuvers		<div><div></div></div>	=	<div><div></div></div>	+	<div><div></div></div>	+	<div></div>	+	<div></div>
		Total		Base		Insight				
Spells		<div><div></div></div>	=	<div><div></div></div>	+	<div><div></div></div>	+	<div></div>	+	<div></div>
		Total		Base		Insight				
		<div><div></div></div>	=	<div><div></div></div>	+	<div><div></div></div>	+	<div></div>	+	<div></div>
		Total		Base		Insight				
		<div><div></div></div>	=	<div><div></div></div>	+	<div><div></div></div>	+	<div></div>	+	<div></div>
		Total		Base		Insight				
		<div><div></div></div>	=	<div><div></div></div>	+	<div><div></div></div>	+	<div></div>	+	<div></div>
		Total		Base		Insight				

Skills

[illegible]

Core Statistics

Accuracy	<div><div></div><div>Total</div></div>	=	<div><div></div><div>Lvl/Per</div></div>	+	<div><div></div></div>	+	<div><div></div></div>	+	<div><div></div></div>
Base Speed	<div><div></div><div>Total</div></div>	=	<div><div></div><div>Size</div></div>	-	<div><div></div><div>Armor</div></div>	+	<div><div></div></div>	+	<div><div></div></div>
Carrying Capacity	<div><div></div><div>Light</div></div>		<div><div></div><div>Max</div></div>		<div><div></div><div>Over</div></div>		<div><div></div><div>Push</div></div>		
Encumbrance	<div><div></div><div>Total</div></div>	=	<div><div></div><div>Armor</div></div>	-	<div><div></div><div>(Str)</div></div>	-	<div><div></div></div>	-	<div><div></div></div>
Hit Points	<div><div></div><div>Total</div></div>	=	<div><div>6</div><div>Base</div></div>	+	<div><div></div><div>(Con)</div></div>	+	<div><div></div></div>	+	<div><div></div></div>
Initiative	<div><div></div><div>Total</div></div>	=	<div><div></div><div>Dex/Per</div></div>	+	<div><div></div></div>	+	<div><div></div></div>	+	<div><div></div></div>
Insight Points	<div><div></div><div>Total</div></div>	=	<div><div>2</div><div>Base</div></div>	+	<div><div></div><div>(Int)</div></div>	+	<div><div></div></div>	+	<div><div></div></div>
Magical Power	<div><div></div><div>Total</div></div>	=	<div><div></div><div>Lvl/Wil</div></div>	+	<div><div></div></div>	+	<div><div></div></div>	+	<div><div></div></div>
Mundane Power	<div><div></div><div>Total</div></div>	=	<div><div></div><div>Lvl/Str</div></div>	+	<div><div></div></div>	+	<div><div></div></div>	+	<div><div></div></div>
Skill Points	<div><div></div><div>Total</div></div>	=	<div><div>10</div><div>Base</div></div>	+	<div><div></div><div>2 * (Int)</div></div>	+	<div><div></div></div>	+	<div><div></div></div>

Defenses

Armor	<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		Lvl		(Dex)		Body		Shield			
Fortitude	<div><div></div></div>	=	<div><div></div></div>	+	<div><div></div></div>	+	<div><div></div></div>	+	_____	+	_____	
	Total		Lvl		(Con)		Class					
Reflex	<div><div></div></div>	=	<div><div></div></div>	+	<div><div></div></div>	+	<div><div></div></div>	+	_____	+	_____	
	Total		Lvl		(Dex)		Class					
Mental	<div><div></div></div>	=	<div><div></div></div>	+	<div><div></div></div>	+	<div><div></div></div>	+	_____	+	_____	
	Total		Lvl		(Wil)		Class					

Resistances

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

Skill Modifiers

Training Level	Modifier
Untrained	Half key attribute
Trained	Key attribute or 1 + half level
Mastered	4 + key attribute or 4 + level