

Rise

Character name

Player name

Concept

Attributes and Skills

Level

Class

Race and background

Description

Strength

Climb

Jump

Swim

Dexterity

Acrobatics

Escape Artist

Ride

Sleight of Hand

Stealth

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

Core Statistics

Hit points

Bloodied

Land speed

Threat

Defenses

Armor

Fortitude

Reflex

Mental

Special Defenses

Resources

Action points

Max

Recover

Attuned

Legend points

Item slots

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

Lvl	Feats	Equipment	
1			
2		Name	Effects
5			
9		Name	Effects
Proficiencies		Name	Effects
Armor		Name	Effects
		Name	Effects
Weapons		Abilities	
		Name	Effects
Languages		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
		Alignment and Deity	
		Personality and Background	
Experience			
		Goals and Flaws	
Wealth			

Skills

	Points	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"/>
Swim	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	Points	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"/>
	Points	Bonus	Int	Misc
Craft _____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Deduction	<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"/>
	Points	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"/>
	Points	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

Action Points = 6 + Wil* + _____
Total Base

Base Speed = - + _____
Total Size Armor

Encumbrance = - + _____
Total Armor Con*

Hit Points = times + _____
Total 1+Level 5+Con*

Skill Points = + + _____
Total Class Int*

Threat = + + _____
Total Lvl/Str 1/2 Armor

Damage = 1d8 + 1d per two + _____
Total Level/Attr

Defenses

Armor = + + + _____
Total Lvl/Dex Armor Shield

Fortitude = + + + _____
Total Lvl/Str/Con Con* Class

Reflex = + + + + _____
Total Lvl/Dex/Per Dex* Class Shield

Mental = + + + _____
Total Lvl/Int/Wil Wil* Class

Attributes

Carrying Capacity

Strength

= + + _____
Total Base* Level

Unencumbered _____ Maximum _____

Dexterity

= + + _____
Total Base* Level

Overloaded _____ Push/Drag _____

Standard Damage

Constitution

= + + _____
Total Base* Level

Intelligence

= + + _____
Total Base* Level

Perception

= + + _____
Total Base* Level

Willpower

= + + _____
Total Base* Level

Power	Damage
0-1	1d8
2-3	1d10
4-5	2d6
6-7	2d8
8-9	2d10
10-11	4d6
12-13	4d8
14-15	4d10
16-17	5d10
18-19	6d10
20-21	7d10
22-23	8d10
24-25	9d10