Rise	Character name	Player name	Cc	Concept						
Attributes and Skill	Class and level	Race and backgro	und Description							
Strength	Defenses	Core Statistics	Hit Points	Resources						
Climb	Armor	Strike accuracy	Max	Action points						
Jump	Fortitude	Strike damage	Bloodied							
Swim			·	Maximum Attuned Recovery						
Dexterity	Reflex	Land speed	Vital	Legend points						
Acrobatics	Mental	speed		Item slots						
Escape Artist		Attacks								
Ride		Att	acins							
Sleight of Hand	Name	Accuracy Damage/Effect								
Stealth	Name	Accuracy Damage/Enect								
Constitution	Name	Accuracy Damage/Effect								
Intelligence	Name									
Craft	— Name	Accuracy Damage/Effect								
Deduction	Name	Accuracy Damage/Effect								
Devices		, 5								
Disguise	Name	Accuracy Damage/Effect								
Heal										
Knowledge	Name	Accuracy Damage/Effect								
Linguistics		Abi	lities							
Perception	Name	Effect								
Awareness										
Creature Handling	Name	Effect								
Sense Motive Spellcraft	Name	 Effect								
Survival		Linda								
	Name	Effect								
Willpower										
Other Skills	Name	Effect								
Bluff	Name	Effect								
Intimidate										
Perform	Name	Effect								
Persuasion										
	Name	Effect								
	Name	 Effect								
	Name	 Effect								

Feats		Equipment					
	Name	Effects					
	Name	Effects					
Proficiencies	Name	Effects					
	Name	Effects					
	Name	Effects					
		Abilities					
	Name	Effects					
	Name	Effects					
Inventory							
	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							
	Proficiencies Inventory Experience	Name Name Proficiencies Name Name					

Skills					Core Statistics							
Climb	Train	Bonus	Str	Misc	Base	e Speed	Total	= Size	- Arm	+		
					Strika	Accurac			+	.		
Jump					JUING	Accurac						
Swim							Total	Lvl/Attr			_	
30000				-	Stand	lard Dm		= 1d8	+1d p	er two	+	
	Train	Bonus	Dex	Misc			Total			L	.evel	
Acrobatics					Stril	ke Dmg		= 1d8	+1d p	er two	+	
Escape Artist							Total			Lev	/el/Str	
•								= 1d8	+1d p	er two	+	
Ride							Total		-	<u></u>	l rel/Attr	
Sleight of Hand					Hit	Points		=	times			
				=		1 011113	Total	L 1+Level		5+Con*		
Stealth					Cl-:II	l Dainta	Total			_		
	Train	Bonus	Int	Misc	SKIII	l Points		= [+	+		
Craft							Total	Class	Int			
								D	efen	ses		
Deduction					Δ	rmor		_ [+ [7+[]+	
Devices					^		T-4-1					
						F	Total	Lvl/Dex			7	
Disguise					ı	Fort		=	+	+		
Heal							Total	Lvl/Str/Co	on Con	·* Class	; - — —	
						Ref		=	+	+	+ +	
Knowledge							Total	Lvl/Dex/F	Per Dex	* Class	Shield	
Knowledge					N	∕lent		=	+	+	+	
							Total	Lvl/Int/W	/il Wil	* Class	- <u> </u>	
Linguistics						Attı	ribute	S		W	Veight Lim	ite
	Train	Bonus	Per	Misc						•	reignit Em	1113
Awareness							ength					
Crosturo Handling					=	+	+	-	ī	Jnencumb	ered Maxir	num
Creature Handling					Total	Base*	Level					
Sense Motive						De	xterity	/	(Overloaded	Push/	Drag
Spellcraft					=	+	+			Sta	ndard Dar	nage
Survival					Total	Base*	Level		ı	Power	Dama	ge
Sui vivai						Cons	stitutio	on	(D-1	1d8	
	Train	Bonus	Other	Misc		+	+		2	2-3	1d10	
Bluff					 Total		Level			4-5	2d6	
Intimidate					iotai				(5-7	2d8	
IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII						Inte	lligend	ce	8	3-9	2d10	
Perform					=	+	+		:	10-11	4d6	
Dorguasion					Total	Base*	Level		:	12-13	4d8	
Persuasion						Per	ceptio	n	:	14-15	4d10	
					=		· - -		:	16-17	5d10	
					Total		Level		:	18-19	6d10	
					iUldi				2	20-21	7d10	
						Wil	lpowe	er	2	22-23	8d10	
					=	+	+		2	24-25	9d10	
					Total	Base*	Level					