

# Rise

Character name

Player name

Concept

## Attributes and Skills

Level

Class

Species 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

Land speed

Threat

FT

### Defenses

Armor

Fortitude

Reflex

Mental

### Resources

Recovery AP

Reserve AP

Item slots

Legend point

### Fatigue Track

WT

Fatigue

0

1

2

3

4

5

6

7

### Basic Attacks

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		Name	Effects
3			
6		Name	Effects
9			
Proficiencies		Name	Effects
Armor		Name	Effects
		Name	Effects
Weapons		Abilities	
		Name	Effects
Languages		Name	Effects
Archetypes		Name	Effects
		Name	Effects
		Name	Effects
		Name	Effects
Inventory		Name	Effects
		Name	Effects
		Name	Effects
		Name	Effects
		Name	Effects
		Name	Effects
		Alignment and Deity	
		Personality and Background	
Experience			
Wealth		Goals and Flaws	

## Skills

	Points	Mod	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	Mod	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	Mod	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	Mod	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	Mod	Other	Misc
Bluff	<input type="text"/>	<input type="text"/>	0	<input type="text"/>
Intimidate	<input type="text"/>	<input type="text"/>	0	<input type="text"/>
Perform _____	<input type="text"/>	<input type="text"/>	0	<input type="text"/>
Persuasion	<input type="text"/>	<input type="text"/>	0	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>	0	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>	0	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>	0	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>	0	<input type="text"/>

## Core Statistics

**Base Speed**  =  -  + \_\_\_\_\_  
Total Size Armor

**Encumbrance**  =  -  - \_\_\_\_\_  
Total Armor (Str)

**Fatigue Threshold**  =  + \_\_\_\_\_  
Total Lvl/Con

**Insight Points**  =  1 +  + \_\_\_\_\_  
Total Base (Int)

**Skill Points**  =  8 +  + \_\_\_\_\_  
Total Base 2 \* (Int)

**Threat**  =  +  + \_\_\_\_\_  
Total Lvl/Str 1/2 Armor

**Wound Threshold**  =  times  + \_\_\_\_\_  
Total 1+Level 5+(Con)

## Defenses

**Armor**  =  +  +  + \_\_\_\_\_  
Total Lvl/Dex Armor Shield

**Fortitude**  =  +  +  + \_\_\_\_\_  
Total Lvl/Con (Con) Class

**Reflex**  =  +  +  + \_\_\_\_\_  
Total Lvl/Dex (Dex) Class

**Mental**  =  +  +  + \_\_\_\_\_  
Total Lvl/Wil (Wil) Class

## Attributes

## Carrying Capacity

**Strength**  =  +  + \_\_\_\_\_  
Total (Base) Lvl mod

**Dexterity**  =  +  + \_\_\_\_\_  
Total (Base) Lvl mod

**Constitution**  =  +  + \_\_\_\_\_  
Total (Base) Lvl mod

**Intelligence**  =  +  + \_\_\_\_\_  
Total (Base) Lvl mod

**Perception**  =  +  + \_\_\_\_\_  
Total (Base) Lvl mod

**Willpower**  =  +  + \_\_\_\_\_  
Total (Base) Lvl mod

Light \_\_\_\_\_ Maximum \_\_\_\_\_

Overloaded \_\_\_\_\_ Push/Drag \_\_\_\_\_

## Standard Damage

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