Rise

Character name | Player name | Concept

Class and level | Race and background | Description

Attributes and Skills

Strength
- Climb
- Jump
- Sprint
- Swim

Dexterity
- Acrobatics
- Escape Artist
- Ride
- Sleight of Hand
- Stealth

Constitution

Intelligence
- Craft _____
- Devices
- Disguise
- Heal
- Knowledge _____
- Knowledge _____
- Linguistics

Perception
- Awareness
- Creature Handling
- Sense Motive
- Spellcraft
- Survival

Willpower

Other Skills
- Bluff
- Intimidate
- Perform _____
- Persuasion
- _____
- _____
- _____
- _____

Defenses

- Armor
- Fortitude
- Reflex
- Mental

Core Statistics

- Strike accuracy
- Strike +dmg
- Land speed
- _____ speed

Hit Points

- Max
- Bloodied
- Temp
- Vital

Resources

Action points

Maximum | Attuned | Recovery

- Legend points
- Item slots

Attacks

Name	Bonus	Damage/Effect

Abilities

Name	Effect

Lvl Feats

1
1
3
6
10

Proficiencies

Armor

Weapons

Languages

Inventory

Weight Limits

Normal | Overloaded

Max | Push/Drag

Experience

Wealth

Equipment

Name	Effects

Abilities

Name	Effects

Personality and Description

Skills

	Train	Ranks	Str	Misc
Climb				
Jump				
Sprint				
Swim				

	Train	Ranks	Dex	Misc
Acrobatics				
Escape Artist				
Ride				
Sleight of Hand				
Stealth				

	Train	Ranks	Int	Misc
Craft _____				
Devices				
Disguise				
Heal				
Knowledge _____				
Knowledge _____				
Linguistics				

	Train	Ranks	Per	Misc
Awareness				
Creature Handling				
Sense Motive				
Spellcraft				
Survival				

	Train	Ranks	Other	Misc
Bluff				
Intimidate				
Perform _____				
Persuasion				
_____				
_____				
_____				
_____				

Core Statistics

Speed [ ] = [ ] + [ ] + ____
Total | Base | Armor | Misc

Strike Accuracy [ ] = [ ] or [ ] + ____
Total | Level | Dex/Per | Misc

Spellpower [ ] = [ ] + ____
Total | Level/Attr | Misc

Standard Dmg [ ] = 1d6 +1d per two [ ] + ____
Total | Level | Misc

Strike Dmg [ ] = 1d6 +1d per two [ ] + ____
Total | Level/Str | Misc

_____ [ ] = 1d6 +1d per two [ ] + ____
Total | Level/Attr | Misc

Hit Points [ ] = [ ] times the total of 5 + [ ] + ____
Total | Level | Con* | Misc

Defenses

Armor [ ] = [ ] or [ ] + [ ] + [ ] + ____
Total | Level | Dex/Con | Armor | Shield | Misc

Fort [ ] = [ ] or [ ] + [ ] + [ ] + [ ] + ____
Total | Level | Str/Con | Con* | Race | Class | Misc

Ref [ ] = [ ] or [ ] + [ ] + [ ] + [ ] + [ ] + ____
Total | Level | Dex/Per | Dex* | Race | Class | Shield | Misc

Ment [ ] = [ ] or [ ] + [ ] + [ ] + [ ] + ____
Total | Level | Int/Wil | Wil* | Race | Class | Misc

Attributes

Strength
[ ] = [ ] + ____ + ____
Total | Base* | Level | Misc

Dexterity
[ ] = [ ] + ____ + ____
Total | Base* | Level | Misc

Constitution
[ ] = [ ] + ____ + ____
Total | Base* | Level | Misc

Intelligence
[ ] = [ ] + ____ + ____
Total | Base* | Level | Misc

Perception
[ ] = [ ] + ____ + ____
Total | Base* | Level | Misc

Willpower
[ ] = [ ] + ____ + ____
Total | Base* | Level | Misc

Alignment and Deity

_____

Goals and Flaws

_____
_____

Background

_____
_____
_____
_____
_____
_____

Other Calculations

_____
_____
_____