Rise	Character name	Player name	Co	Concept	
<b>Attributes and Skil</b>	Class and level	Race and backgro	und De	scription	
Strength	Defenses	Core Statistics	Hit Points	Resources	
Climb	Armor	Strike accuracy	Max	Action points	
Jump	Fortitude	Strike +dmg			
Sprint			Bloodied	Maximum Attuned Recovery	
Swim	Reflex	Land speed	Temp	Legend points	
Dexterity	Mental	speed	Vital	Item slots	
Acrobatics		٨₩٠	acks		
Escape Artist		Alle	acks		
Ride					
Sleight of Hand	Name	Bonus Damage/Effect			
Stealth	 Name	Bonus Damage/Effect			
Constitution					
Intelligence	Name	Bonus Damage/Effect			
Craft					
Devices	Name	Bonus Damage/Effect			
Disguise	Name	Bonus Damage/Effect			
Heal	- Name		lities		
Knowledge		Abii	iities		
Knowledge					
Linguistics	Name	Effect			
Perception	Name	Effect			
Awareness					
Creature Handling	Name	Effect			
Sense Motive	Name	Effect			
Spellcraft Survival	Name	Effect			
	Name	Effect			
Willpower					
Other Skills	Name	Effect			
Bluff	Name	 Effect			
Intimidate	Name	Litect			
Perform	Name	Effect			
Persuasion					
	Name	Effect			
	Name	Effect			
	INAILLE	LIICCI			
	Name	Effect			

Lvl	Feats		Equipment
1			
1		Name	Effects
3		— Name	Effects
6		— Name	Effects
10		Name	Effects
	Proficiencies		
		Name	Effects
Armor		Name	Effects
Weapons	5		
		Name	Effects
			Abilities
Language			- Fra 1
	Inventory	Name	Effects
		Name	Effects
-		Name —	Effects
		Name	Effects
		— Name	Effects
		Name	Effects
	Weight Limits	Name	Effects
Normal	Overloaded	Name	Effects
May	Dunk /Dun		Personality and Description
Max	Push/Drag  Experience		
	LAPETICITE		
	Wealth		

Skills					Core Statistics				
	Train Rank	ks <b>Str</b>	Misc		Speed	ı [		=	+ +
Climb						_	otal	Base	Armor Misc
Jump				Strik	e Accı	· L		=	or+
Sprint				Sn	ellpov	_	Total	Level	I Dex/Per Misc   +
Swim				Jp	ciipov	L	 Total		Lttr Misc
	Train Rank	∟∟∟ cs <b>Dex</b>	Misc	Star	ndard	Dmg		<b>=</b> 1d6	+1d per two +
Acrobatics						_	otal		Level Misc
Escape Artist				Stı	rike D	- L	otal	= 1d6	+1d per two     +
Ride						Γ	Otal	= 1d6	+1d per two +
Sleight of Hand						L	otal		Level/Attr Misc
Stealth				H	it Poir	nts [		=	times the total of 5 + + +
Steam	Train Rank		Misc			7	otal	Level	
Craft	ITAIII KAIIK		MISC			_			Defenses
Devices					Armo	L		=	or + + + +
					Fort	ī	Total	Level	
Disguise					FUIT	L	otal [	Level	
Heal					Ref	Γ		=	or + + + + + + + +
Knowledge						_	otal	Level	I Dex/Per Dex* Race Class Shield Misc
Knowledge					Ment	L		=	or+++++
Linguistics					ΔH	ribute	otal	Level	I Int/Wil Wil* Race Class Misc  Alignment and Deity
	Train Rank	cs <b>Per</b>	Misc			rengtl			Angillient and Deity
Awareness					=	Tengu T+	+		Goals and Flaws
Creature Handling				Total		 e* Lev		Misc	Goals allu Flaws
Sense Motive					De	xterit	у		
Spellcraft						+			
Survival				Total				Misc	Background
	Train Rank	∟∟∟ cs Other	Misc			stituti ¬			
Bluff				Total	= Base	+	+  	Misc	
Intimidate				lotai					
Perform									
Persuasion									
reisuasion				 	Per	ceptio	on		
		_							Other Calculations
				Total		e* Lev			
						-			
				Total					
								•	