



railblazer™

| | | |
|----------------|---------|---------|
| CHARACTER NAME | | DICE |
| ACTION POINTS | | |
| CLASS 1 | CLASS 2 | CLASS 3 |
| ALIGNMENT | | DEITY |
| LANGUAGES | | XP |

ABILITY SCORES

| | ABILITY SCORE | ABILITY MODIFIER | TEMP SCORE | TEMP MOD |
|-----|---------------|------------------|------------|----------|
| STR | | | | |
| DEX | | | | |
| CON | | | | |
| INT | | | | |
| WIS | | | | |
| CHA | | | | |

SAVING THROWS

| | | | | | | | | | |
|------------------------------------|-------|---|------|---|-----|---|-------|---|------|
| | TOTAL | = | BASE | + | MOD | + | MAGIC | + | MISC |
| <input type="checkbox"/> FORTITUDE | | = | | + | CON | + | | + | |
| <input type="checkbox"/> REFLEX | | = | | + | DEX | + | | + | |
| <input type="checkbox"/> WILL | | = | | + | WIS | + | | + | |

COMBAT

MOVEMENT TOTAL = BASE + MAGIC

| | | |
|------------|-----|-------|
| TOTAL | DEX | MISC. |
| INITIATIVE | | |

HIT POINTS

| Health | Grace |
|--------|-------|
| MAX | MAX |
| | |
| | |
| temp. | Temp. |

| | |
|-----------------------|----------------------|
| BASE ATTACK BONUS | |
| MELEE ATTACK | BAB + STR |
| RANGED ATTACK | BAB + DEX |
| COMBAT MANEUVER BONUS | MELEE + MANEUVER MOD |

ARMOR CLASS

10+ ARMOR + SHIELD + NATURAL + DEX + DEFLECTION + MISC = TOTAL AC

10+ DEX + DEFLECTION + MISC = TOUCH AC

10+ ARMOR + SHIELD + NATURAL + DEX + DEFLECTION + MISC = FLAT-FOOTED AC

10+ COMBAT MANEUVER BONUS + DEX + DEFLECTION + MISC = COMBAT MANEUVER AC

ADDITIONAL DEFENSES

COMBAT REACTIONS ○○○○ (GAINED AT BAB 0, 6, 11, 16)

| | | | | | | | |
|----------------|---------|----------------|------------------|----|--|----|--|
| DODGE AC BONUS | 1/2 BAB | PARRY DR BONUS | 1/2 BAB + SHIELD | DR | | SR | |
|----------------|---------|----------------|------------------|----|--|----|--|

RACE/GENDER

HEIGHT/WEIGHT

EYES/HAIR



SKILLS

CLASS?

- ☐ ACROBATICS
- ☐ APPRAISE
- ☐ CLIMB
- ☐ CRAFT
- ☐ DISABLE DEVICE #
- ☐ DISGUISE
- ☐ ESCAPE ARTIST
- ☐ GATHER INFORMATION
- ☐ HANDLE ANIMAL #
- ☐ HEAL
- ☐ INTIMIDATE
- ☐ JUMP
- ☐ KNOWLEDGE
- ☐ KNOWLEDGE
- ☐ KNOWLEDGE
- ☐ LINGUISTICS
- ☐ PERCEPTION
- ☐ PERFORM
- ☐ PERSUASION
- ☐ PROFESSION
- ☐ RIDE
- ☐ SEARCH
- ☐ SENSE MOTIVE
- ☐ SLEIGHT OF HAND #
- ☐ SPELLCRAFT #
- ☐ STEALTH
- ☐ SURVIVAL
- ☐ SWIM
- ☐ USE MAGIC DEVICE #
- ☐
- ☐
- ☐

| TOTAL | RANKS | TRAINED | MOD | MISC | MISC |
|-------|-------|---------|-----|------|-------|
| | | +3 | DEX | | ARMOR |
| | | +3 | INT | | |
| | | +3 | STR | | ARMOR |
| | | +3 | INT | | |
| | | +3 | INT | | |
| | | +3 | CHA | | |
| | | +3 | DEX | | ARMOR |
| | | +3 | CHA | | |
| | | +3 | CHA | | |
| | | +3 | WIS | | |
| | | +3 | CHA | | |
| | | +3 | STR | | ARMOR |
| | | +3 | INT | | |
| | | +3 | INT | | |
| | | +3 | INT | | |
| | | +3 | INT | | |
| | | +3 | WIS | | |
| | | +3 | CHA | | |
| | | +3 | CHA | | |
| | | +3 | WIS | | |
| | | +3 | DEX | | ARMOR |
| | | +3 | INT | | |
| | | +3 | WIS | | |
| | | +3 | DEX | | ARMOR |
| | | +3 | INT | | |
| | | +3 | DEX | | ARMOR |
| | | +3 | WIS | | |
| | | +3 | STR | | ARMOR |
| | | +3 | CHA | | |
| | | +3 | | | |
| | | +3 | | | |
| | | +3 | | | |

WEAPONS/ATTACK STYLES

| | | | | |
|---|--------------|-------------|----------|-------|
| 1 | ATTACK BONUS | DAMAGE/TYPE | CRITICAL | RANGE |
| 2 | ATTACK BONUS | DAMAGE/TYPE | CRITICAL | RANGE |
| 3 | ATTACK BONUS | DAMAGE/TYPE | CRITICAL | RANGE |
| 4 | ATTACK BONUS | DAMAGE/TYPE | CRITICAL | RANGE |
| 5 | ATTACK BONUS | DAMAGE/TYPE | CRITICAL | RANGE |

AMMUNITION

| | | | |
|--|------|------|------|
| | □□□□ | □□□□ | □□□□ |
| | □□□□ | □□□□ | □□□□ |
| | □□□□ | □□□□ | □□□□ |
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