



Trailblazer™

CHARACTER NAME		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="radio"/> FORTITUDE		=		+	CON	+		+	
<input type="radio"/> REFLEX		=		+	DEX	+		+	
<input type="radio"/> WILL		=		+	WIS	+		+	

COMBAT

INITIATIVE	TOTAL	DEX	MISC.	MOVEMENT
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
												=	TOTAL
10+	DEX	+	DEFLECTION	+	MISC	=	TOUCH AC						
						=	TOTAL						
10+	ARMOR	+	SHIELD	+	NATURAL	+	DEX	+	DEFLECTION	+	MISC	=	FLAT-FOOTED AC
												=	TOTAL
10+	COMBAT MANEUVER BONUS	+	DEX	+	DEFLECTION	+	MISC	=	COMBAT MANEUVER AC				
								=	TOTAL				

ADDITIONAL DEFENSES

COMBAT REACTIONS	OOOO	(GAINED AT BAB 0, 6, 11, 16)	DR	
DODGE AC BONUS		1/2 BAB	PARRY DR BONUS	1/2 BAB + SHIELD

RACE/GENDER

HEIGHT/WEIGHT

EYES/HAIR



SKILLS

CLASS?	TOTAL	RANKS	TRAINED	MOD	MISC	MISC
<input type="radio"/> ACROBATICS			+3	DEX		ARMOR
<input type="radio"/> APPRAISE			+3	INT		
<input type="radio"/> CLIMB			+3	STR		ARMOR
<input type="radio"/> CRAFT			+3	INT		
<input type="radio"/> DISABLE DEVICE			+3	INT		
<input type="radio"/> DISGUISE			+3	CHA		
<input type="radio"/> ESCAPE ARTIST			+3	DEX		ARMOR
<input type="radio"/> HANDLE ANIMAL			+3	CHA		
<input type="radio"/> HEAL			+3	WIS		
<input type="radio"/> INTIMIDATE			+3	CHA		
<input type="radio"/> JUMP			+3	STR		ARMOR
<input type="radio"/> KNOWLEDGE			+3	INT		
<input type="radio"/> KNOWLEDGE			+3	INT		
<input type="radio"/> KNOWLEDGE			+3	INT		
<input type="radio"/> LINGUISTICS			+3	INT		
<input type="radio"/> PERCEPTION			+3	WIS		
<input type="radio"/> PERFORM			+3	CHA		
<input type="radio"/> PERSUASION			+3	CHA		
<input type="radio"/> PROFESSION			+3	WIS		
<input type="radio"/> RIDE			+3	DEX		ARMOR
<input type="radio"/> SEARCH			+3	INT		
<input type="radio"/> SENSE MOTIVE			+3	WIS		
<input type="radio"/> SLEIGHT OF HAND			+3	DEX		ARMOR
<input type="radio"/> SPELLCRAFT			+3	INT		
<input type="radio"/> STEALTH			+3	DEX		ARMOR
<input type="radio"/> SURVIVAL			+3	WIS		
<input type="radio"/> SWIM			+3	STR		ARMOR
<input type="radio"/> USE MAGIC DEVICE			+3	CHA		
<input type="radio"/>			+3			
<input type="radio"/>			+3			
<input type="radio"/>			+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
6	ATTACK BONUS	DAMAGE/TYPE	CRITICAL	RANGE
7	ATTACK BONUS	DAMAGE/TYPE	CRITICAL	RANGE
8	ATTACK BONUS	DAMAGE/TYPE	CRITICAL	RANGE

