



CHARACTER RECORD SHEETS

SWASHBUCKLER

CHARACTER NAME _____

PLAYER _____

CLASS AND LEVEL _____

RACE _____

ALIGNMENT _____

DEITY _____

SIZE _____

AGE _____

GENDER _____

HEIGHT _____

WEIGHT _____

CAMPAIGN _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER
AC ARMOR CLASS	- 10 +	+	+	+	+	+	+

TOUCH ARMOR CLASS	
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FLAT-FOOTED ARMOR CLASS	
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TOTAL	NONLETHAL DAMAGE
HP HIT POINTS	
WOUNDS/CURRENT HP	
DAMAGE REDUCTION	

TOTAL	DEX MODIFIER	MISC. MODIFIER
INITIATIVE MODIFIER	=	+

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)		=	+	+	+	+	
REFLEX (DEXTERITY)		=	+	+	+	+	
WILL (WISDOM)		=	+	+	+	+	

BASE ATTACK BONUS	
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SPELL RESISTANCE	
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GRAPPLE MODIFIER		=	+	+	+	+
TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER		

SPEED	
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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	
AMMUNITION			

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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AMMUNITION			

CONDITIONAL AC MODIFIERS

CLASS SKILLS?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input type="checkbox"/>	APPRAISE ■	INT				
<input checked="" type="checkbox"/>	BALANCE ■	DEX*				
<input checked="" type="checkbox"/>	BLUFF ■	CHA				
<input checked="" type="checkbox"/>	CLIMB ■	STR*				
<input type="checkbox"/>	CONCENTRATION ■	CON				
<input checked="" type="checkbox"/>	CRAFT ■ ()	INT				
<input checked="" type="checkbox"/>	CRAFT ■ ()	INT				
<input checked="" type="checkbox"/>	CRAFT ■ ()	INT				
<input type="checkbox"/>	DECIPHER SCRIPT	INT				
<input checked="" type="checkbox"/>	DIPLOMACY ■	CHA				
<input type="checkbox"/>	DISABLE DEVICE	INT				
<input type="checkbox"/>	DISGUISE ■	CHA				
<input checked="" type="checkbox"/>	ESCAPE ARTIST ■	DEX*				
<input type="checkbox"/>	FORGERY ■	INT				
<input type="checkbox"/>	GATHER INFORMATION ■	CHA				
<input type="checkbox"/>	HANDLE ANIMAL	CHA				
<input type="checkbox"/>	HEAL ■	WIS				
<input type="checkbox"/>	HIDE ■	DEX*				
<input type="checkbox"/>	INTIMIDATE ■	CHA				
<input checked="" type="checkbox"/>	JUMP ■	STR*				
<input type="checkbox"/>	KNOWLEDGE (HISTORY)	INT				
<input type="checkbox"/>	KNOWLEDGE (NOBILITY & ROYALTY)	INT				
<input type="checkbox"/>	KNOWLEDGE ()	INT				
<input type="checkbox"/>	KNOWLEDGE ()	INT				
<input type="checkbox"/>	KNOWLEDGE ()	INT				
<input type="checkbox"/>	LISTEN ■	WIS				
<input type="checkbox"/>	MOVE SILENTLY ■	DEX*				
<input type="checkbox"/>	OPEN LOCK	DEX				
<input type="checkbox"/>	PERFORM ()	CHA				
<input type="checkbox"/>	PERFORM ()	CHA				
<input type="checkbox"/>	PERFORM ()	CHA				
<input checked="" type="checkbox"/>	PROFESSION ()	WIS				
<input checked="" type="checkbox"/>	PROFESSION ()	WIS				
<input type="checkbox"/>	RIDE ■	DEX				
<input type="checkbox"/>	SEARCH ■	INT				
<input checked="" type="checkbox"/>	SENSE MOTIVE ■	WIS				
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*				
<input type="checkbox"/>	SPELLCRAFT	INT				
<input type="checkbox"/>	SPOT ■	WIS				
<input type="checkbox"/>	SURVIVAL ■	WIS				
<input checked="" type="checkbox"/>	SWIM ■	STR*				
<input checked="" type="checkbox"/>	TUMBLE	DEX*				
<input checked="" type="checkbox"/>	USE MAGIC DEVICE	CHA				
<input type="checkbox"/>	USE ROPE ■	DEX				
<input type="checkbox"/>						
<input type="checkbox"/>						

■ Denotes a skill that can be used untrained.

*Armor check penalty, if any, applies. (Double penalty for Swim.)

[illegible]

CARRYING CAPACITY					
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 X MAX LOAD	PUSH OR DRAG 3 X MAX LOAD

WEALTH			
MONEY	GEMS	ART	OTHER
CP—			
SP—			
GP—			
PP—			

EXPERIENCE

EXPERIENCE

NEEDED FOR NEXT LEVEL

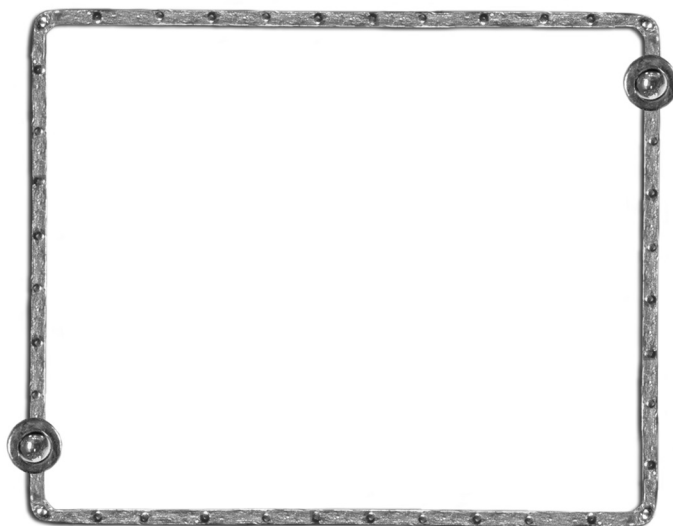
LEVEL ADJUSTMENT

ECL

RACIAL TRAITS

LANGUAGES

INITIAL LANGUAGES=Common + racial languages + Int bonus
EACH ADDITIONAL LANGUAGE (Speak Language)=1 skill point



CLASS FEATURES

CLASS FEATURE

Weapon and Armor Proficiency

PAGE REF.
12

NOTES

All simple and martial weapons and light armor

CLASS FEATURE

Weapon Finesse (Ex)

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NOTES

Gain Weapon Finesse as a bonus feat

CLASS FEATURE

Grace (Ex)

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NOTES

Competence bonus on Reflex saves

CLASS FEATURE

Insightful Strike (Ex)

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NOTES

Add Intelligence bonus to damage with certain weapons

CLASS FEATURE

Dodge Bonus (Ex)

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NOTES

Additional AC bonus verses opponents

CLASS FEATURE

Acrobatic Charge (Ex)

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12

NOTES

Charge even over difficult terrain

CLASS FEATURE

Improved Flanking (Ex)

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12

NOTES

+4 bonus to attack while flanking

CLASS FEATURE

Lucky (Ex)

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NOTES

Re-roll failed attack, skill or ability check, or saving throw 1/day

CLASS FEATURE

Acrobatic Skill Mastery (Ex)

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NOTES

Take 10 on Jump and Tumble checks even when distracted

CLASS FEATURE

Weakening Critical (Ex)

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NOTES

Deal 2 points of Strength damage with a critical hit

CLASS FEATURE

Slippery Mind (Ex)

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NOTES

Re-roll failed saving throw against an enchantment spell or effect

CLASS FEATURE

Wounding Critical (Ex)

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NOTES

Deal 2 points of Constitution damage with a critical hit