

## DYSLEXIC CHARACTER SHEETS

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## INITIATIVE

**INITIATIVE BONUS** Feats Training Misc  
**INIT** = **DEX** + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

## SPEED

**SPEED** Speed with Armor Temp Speed  
 \_\_\_\_\_ ft sq \_\_\_\_\_ ft sq \_\_\_\_\_ ft sq  
 Swim Speed Fly Speed Climb Speed  
 \_\_\_\_\_ ft sq \_\_\_\_\_ ft sq \_\_\_\_\_ ft sq

## BASE ATTACK

**BASE ATTACK BONUS** **MELEE ATTACK** **RANGED ATTACK**  
 \_\_\_\_\_  
 Temp Attack Bonus Morale Bonus Buffs Nerfs Power Attack  
**+** = \_\_\_\_\_ + \_\_\_\_\_ - \_\_\_\_\_ - \_\_\_\_\_  
 Temp Damage Bonus Morale Bonus Buffs Nerfs Power Attack  
**+** = \_\_\_\_\_ + \_\_\_\_\_ - \_\_\_\_\_ + \_\_\_\_\_

Conditional Modifiers  
 \_\_\_\_\_

## COMBAT MANEUVERS

**COMBAT MANEUVER BONUS** Base Attack Bonus Size Modifier Misc  
**CMB** = **STR** + **BAB** - \_\_\_\_\_ + \_\_\_\_\_

## COMBAT MANEUVER DEFENSE

**CMD** = 10 + **STR** + **DEX** + \_\_\_\_\_ + \_\_\_\_\_ + **BAB** - \_\_\_\_\_ + \_\_\_\_\_

## FLAT-FOOTED CMD

**CMD** = 10 + **STR** / \_\_\_\_\_ / \_\_\_\_\_ + \_\_\_\_\_ + **BAB** - \_\_\_\_\_ + \_\_\_\_\_

Temp CMB Temp CMD Conditional Modifiers  
**+ CMB** **+ CMD** \_\_\_\_\_

## HEALTH

**HIT POINTS** Wounds \_\_\_\_\_  Dying  Stable Non-lethal  Unconscious  
 \_\_\_\_\_ hp \_\_\_\_\_ hp \_\_\_\_\_ hp

## ARMOR CLASS

**ARMOR CLASS** Dodge Modifier Deflection Modifier Armor AC Shield AC Natural Armor Size Modifier  
**AC** = 10 + **DEX** + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

**FLAT-FOOTED ARMOR CLASS**  
**AC** = 10 / \_\_\_\_\_ / \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

**TOUCH ARMOR CLASS**  
**AC** = 10 + **DEX** + \_\_\_\_\_ + \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_ + \_\_\_\_\_

Temp AC Spell Resistance Conditional Modifiers  
**+ AC** \_\_\_\_\_  
 Damage Reduction \_\_\_\_\_ / \_\_\_\_\_

Notes  
 \_\_\_\_\_

## ATTACKS

Range \_\_\_\_\_ Type \_\_\_\_\_ Attack Bonus \_\_\_\_\_ Damage **d** Critical **x**  
 ft sq  
 Ammo # \_\_\_\_\_ Special Ammo # \_\_\_\_\_

Range \_\_\_\_\_ Type \_\_\_\_\_ Attack Bonus \_\_\_\_\_ Damage **d** Critical **x**  
 ft sq

Range \_\_\_\_\_ Type \_\_\_\_\_ Attack Bonus \_\_\_\_\_ Damage **d** Critical **x**  
 ft sq

Range \_\_\_\_\_ Type \_\_\_\_\_ Attack Bonus \_\_\_\_\_ Damage **d** Critical **x**  
 ft sq

Range \_\_\_\_\_ Type \_\_\_\_\_ Attack Bonus \_\_\_\_\_ Damage **d** Critical **x**  
 ft sq

Ammo # \_\_\_\_\_ Special Ammo # \_\_\_\_\_  
 Ammo # \_\_\_\_\_ Special Ammo # \_\_\_\_\_

## SAVES

**FORTITUDE SAVE** Base Racial Misc Temp  
**FORT** = **CON** + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ **+**

**REFLEX SAVE**  
**REF** = **DEX** + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ **+**

**WILL SAVE**  
**WILL** = **WIS** + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ **+**

Evasion  Improved Evasion  Endurance  Trap Sense \_\_\_\_\_

Conditional Modifiers  
 \_\_\_\_\_

## EFFECTS

\_\_\_\_\_        
 \_\_\_\_\_        
 \_\_\_\_\_        
 \_\_\_\_\_        
 \_\_\_\_\_        
 \_\_\_\_\_

INVENTORY		
	Value	Weight

#	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
#	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
#	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Light Load <input type="text"/> lb	Carried Items	<input type="text"/> lb
Medium Load <input type="text"/> lb	Weapons, Ammo	<input type="text"/> lb
Heavy Load <input type="text"/> lb	Armor, Shield	<input type="text"/> lb
	Worn Items	<input type="text"/> lb
	Scrolls, Potions, Wands, Components	<input type="text"/> lb
	Total Weight	<input type="text"/> lb

MONEY	
Copper	<input type="text"/> cp
Silver	<input type="text"/> sp
Gold	<input type="text"/> gp
Platinum	<input type="text"/> pp
Total	<input type="text"/>

WANDS	
CHARGES	# <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
CHARGES	# <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
CHARGES	# <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

ARMOR			
Properties			
Type	Max Speed	Max AC DEX	
Check Penalty	Weight	ft sq	Armor AC
	lb	Spell Failure %	AC

SHIELD			
Properties			
Check Penalty	Weight	Spell Failure	Shield AC
	lb	%	AC

EQUIPMENT	
Head / Hat / Mask	
Properties	
Headband	
Properties	
Eyes	
Properties	
Neck / Throat	
Properties	
Shoulders	
Properties	
Chest	
Properties	
Belts	
Properties	

Hands
Properties
Ring
Properties
Ring
Properties

Clothes / Body
Properties
Arms / Wrists
Properties
Feet
Properties

SCROLLS	

POTIONS	
#	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
#	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
#	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
#	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

# SWASHBUCKLER

Swashbuckler  
Level

## PANACHE

PANACHE  
PER DAY

Misc

$$\boxed{\phantom{000}} \text{ pts} = \text{CHA} + \boxed{\phantom{000}}$$

Current panache cannot exceed daily allowance.

	pts
--	-----

- Successful critical hit (with a light or one-handed piercing melee weapon) +1 panache
- Killing blow (with a light or one-handed piercing melee weapon) +1 panache
- Daring acts GM's ruling

## SWASHBUCKLER FINESSE

Gain the Weapon Finesse feat, letting you use dexterity in place of strength with selected weapons.

Use charisma in place of intelligence to qualify for combat feats.

## CHARMED LIFE

Level	Uses per day	Add CHA to a saving throw before it is rolled.
2	3	
6	4	
10	5	
14	6	Uses today <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
18	7	Uses today <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## NIMBLE

NIMBLE  
DODGE BONUS

Swashbuckler  
Level

$$\text{Level } 3 \quad + \text{ AC} = \left( \phantom{000} + 1 \right) \div 4$$

While wearing only light armor. Anything that takes away your DEX bonus to AC also takes this bonus.

## BONUS FEATS

Level	_____
4	_____
Level	_____
8	_____
Level	_____
12	_____
Level	_____
16	_____
Level	_____
20	_____

## SWASHBUCKLER WEAPON TRAINING

ATTACK /  
DAMAGE  
BONUS

Swashbuckler  
Level

$$\text{Level } 5 \quad + \boxed{\phantom{000}} = \left( \phantom{000} - 1 \right) \div 4$$

With a light or one-handed piercing melee weapon.

Gain the Improved Critical feat with light or one-handed piercing melee weapons.

## SWASHBUCKLER WEAPON MASTERY

Criticals are automatically confirmed with a light or one-handed piercing melee weapon.

Level 20 Critical damage modifier increased by one with light or one-handed piercing melee weapons.

## DEEDS

Level	Deed	Description	Cost
	Derring-do	Add 1d6 to Acrobatics, Climb, Escape Artist, Fly, Ride, or Swim. If the roll is 6, add another (up to your DEX).	1 pt
Level 1	Dodging panache	Move 5ft immediately when attacked, gaining a bonus to AC equal to your CHA. This provokes attacks of opportunity.	1 pt
	Opportune parry and riposte	Spend use of an attack of opportunity to parry a melee attack. Make an attack roll (taking -2 per size category); if it's higher than the attackers, they miss. Must declare before the attack is rolled. If successful, make an immediate melee attack.	1 pt
	Kip-up	Stand as a move action without provoking attacks of opportunity. Stand as a swift action instead.	* 1 pt
	Menacing swordplay	On successful melee hit, Intimidate to demoralize as a swift action.	*
Level 3	Precise strike	Add swashbuckler level to melee (or thrown melee weapon) damage. Does not affect targets immune to sneak attack or critical hits. Does not multiply on critical hits. Double the next precise strike bonus	* 1 pt
	Swashbuckler initiative	Gain +2 initiative bonus. If you have the Quick Draw feat, draw melee weapon as part of initiative.	*
	Swashbuckler's grace	Take no Acrobatics penalty when moving through threatened square at full speed.	*
	Superior feint	Purposefully miss melee attack to deny target their DEX bonus to AC.	*
Level 7	Targeted strike	Make one attack as a full round action to cripple opponent. <b>Head</b> Confused for 1 round. <b>Arms</b> Takes no damage but drops carried item. <b>Legs</b> Knocked prone (does not affect four-legged creatures) <b>Torso</b> Staggered for 1 round.	1 pt
	Bleeding wound	On a successful hit, deal bleed damage equal to your DEX. Or deal 1 point of Strength, Dexterity, or Constitution damage.	1 pt 2 pts
	Evasive	<b>Evasion</b> Avoid any damage on a successful reflex save. <b>Uncanny dodge</b> Cannot be caught flat-footed or denied DEX bonus to AC against an invisible attacker.	* *
Level 11	Improved uncanny dodge	Cannot suffer sneak attack by being flanked, unless by Rogue four levels higher.	*
	Subtle blade	Immune to disarm, steal and sunder combat maneuvers targeting a light or one-handed piercing melee weapon.	*
	Dizzying defense	Fight defensively as a swift action, gain int +4 AC for -2 attack.	1 pt
Level 15	Perfect thrust	As a full-round action, make a single attack against target's touch AC, bypassing damage reduction.	*
	Swashbuckler's edge	Take 10 on Acrobatics, Climb, Escape Artist, Fly, Ride, or Swim checks, even while distracted or in immediate danger.	*
	Cheat death	On falling to 0hp or lower, restore to 1hp. <b>all remaining points</b>	
Level 19	Deadly stab	On confirming a critical hit, target must make fortitude save or die.	1 pt
	Stunning stab	On a hit, target must make fortitude save or be stunned for 1 round.	2 pts

\* Deeds with no cost are only available while you have at least 1 panache point remaining

FORTITUDE  
SAVE DC

Swashbuckler  
Level

$$\boxed{\phantom{000}} = 10 + \left( \phantom{000} \div 2 \right) + \text{DEX} \quad (\text{Round down})$$

# CHARACTER BACKGROUND

Name \_\_\_\_\_

Origin \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## PORTRAIT

## APPEARANCE

Race \_\_\_\_\_ ♂ ♀

Age \_\_\_\_\_ Height \_\_\_\_\_ Weight \_\_\_\_\_

Eyes \_\_\_\_\_ Hair \_\_\_\_\_

Defining Features \_\_\_\_\_

Preferred Clothing \_\_\_\_\_

## PERSONALITY

Motivations \_\_\_\_\_

Fears \_\_\_\_\_

Likes \_\_\_\_\_

Dislikes \_\_\_\_\_

Quirks \_\_\_\_\_

## PATHFINDER SOCIETY

Pathfinder Society Faction \_\_\_\_\_

Character number \_\_\_\_\_ Prestige \_\_\_\_\_ Fame \_\_\_\_\_ Experience \_\_\_\_\_

- pp / xp

Scenario	Outcome	Rewards
_____	_____	pp xp
_____	_____	pp xp
_____	_____	pp xp
_____	_____	pp xp
_____	_____	pp xp
_____	_____	pp xp
_____	_____	pp xp
_____	_____	pp xp
_____	_____	pp xp
_____	_____	pp xp
_____	_____	pp xp
_____	_____	pp xp

## ORIGINS

Parents

Background Bonus Gifts Insults Events

FRIEND  
 RIVAL

= **CHA** + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

Country \_\_\_\_\_ / Region \_\_\_\_\_ / Town \_\_\_\_\_

FRIEND  
 RIVAL

= **CHA** + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

## AFFILIATIONS

Religion

FRIENDLY  
 HOSTILE

Employer

FRIENDLY  
 HOSTILE

Current Country \_\_\_\_\_ / Region \_\_\_\_\_ / Town \_\_\_\_\_

FRIENDLY  
 HOSTILE

## FRIENDS AND FOES

FRIENDLY  
 HOSTILE

FRIENDLY  
 HOSTILE

FRIENDLY  
 HOSTILE

FRIENDLY  
 HOSTILE

FRIENDLY  
 HOSTILE

**STATS DISPLAY**

Name \_\_\_\_\_

STR	DEX	CON	INT	WIS	CHA
STR	DEX	CON	INT	WIS	CHA
AC	Touch	Flat-footed			
AC	AC	AC			
CMB	CMD	Flat-footed			
CMB	CMD	CMD			
<b>SAVING THROWS</b>					
Fortitude	Reflex	Will			
FORT	REF	WILL			

INITIATIVE

**MAP FIGURE**

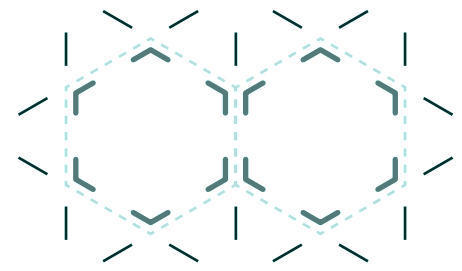
MAP FIGURE

**INITIATIVE MARKER**

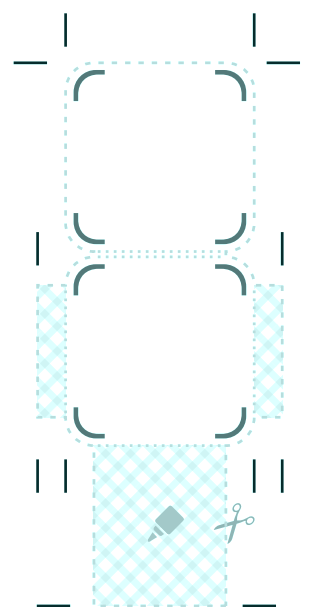
INITIATIVE MARKER

Name \_\_\_\_\_

**HEX TOKENS**



**MAP TOKEN**



1. Cut out carefully with a sharp knife or scissors, using the marks as guides
2. Fold along the dotted lines, making sure the hatched areas are hidden or face down
3. Optionally, fix it with glue