Dungeons & Dragons Character Sheet - Ultimate 3.5 House Rules Edition

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Name:
Race:
Subrace:
Class(es):

Level:
Experience:
Next Level:
Alignment:
Patron Deity:

ATTRIBUTES

		score	mod
STR	•Muscle •Stamina		
DEX	•Aim •Agility		
CON	•Health •Fitness		
INT	•Reason •Knowledge		
WIS	•Intuition •Willpower		
CHA	•Leadership •Appearance		

Sex:
Age:
Skin:
Hair:
Eyes:
Handed:
Height:
Weight:
Size:
Speed:

Personality:

Fears/Flaws:

Bloodline:

RACIAL & CLASS ABILITIES

FEATS

Regional
Human
1st
3rd
6th
9th
12th
15th
18th
20th

Languages:

Skill Modifiers:

SKILLS

Skill Points:

	total	=	ranks	+	abl	+	misc	
▽ STRENGTH								
Jump:		=		+		+		muscle
Swim:		=		+		+		stamina
▽ DEXTERITY								
Craft (precision):		=		+		+		aim
Profession (precision):		=		+		+		aim
Open Lock:		=		+		+		aim
Sleight of Hand:		=		+		+		aim
Use Rope:		=		+		+		aim
Balance:		=		+		+		agility
Escape Artist:		=		+		+		agility
Ride:		=		+		+		agility
Sneak:		=		+		+		agility
▽ CONSTITUTION								
Climb:		=		+		+		fitness
Tumble:		=		+		+		fitness
▽ INTELLIGENCE								
Appraise:		=		+		+		reason
Craft (creation)		=		+		+		reason
Decipher Script:		=		+		+		reason
Disable Device:		=		+		+		reason
Forgery:		=		+		+		reason
Search:		=		+		+		reason
Knowledge:		=		+		+		knowledge
K-Arcana:		=		+		+		knowledge
K-Architecture:		=		+		+		knowledge
K-Dungeoneer:		=		+		+		knowledge
K-Geography:		=		+		+		knowledge
K-History:		=		+		+		knowledge
K-Local:		=		+		+		knowledge
K-Nature:		=		+		+		knowledge
K-Nobility / Heraldry:		=		+		+		knowledge
K-Psionics:		=		+		+		knowledge
K-Planes:		=		+		+		knowledge
K-Religion		=		+		+		knowledge
Profession:		=		+		+		knowledge
Psicraft:		=		+		+		knowledge
Spellcraft:		=		+		+		knowledge
▽ WISDOM								
Autohypnosis:		=		+		+		intuition
Heal:		=		+		+		intuition
Observe:		=		+		+		intuition
Sense Motive:		=		+		+		intuition
Survival:		=		+		+		intuition
Use Magic Device:		=		+		+		intuition
Concentration:		=		+		+		willpower
▽ CHARISMA								
Bluff:		=		+		+		leadership
Diplomacy:		=		+		+		leadership
Handle Animal:		=		+		+		leadership
Intimidate:		=		+		+		leadership
Perform (voice):		=		+		+		leadership
Disguise:		=		+		+		appearance
Gather Information:		=		+		+		appearance
Perform (dance):		=		+		+		appearance
Perform (music):		=		+		+		appearance
Perform (written):		=		+		+		appearance
▽ OTHER								
Bardic Knowledge:		=		+		+		knowledge
			bard lvl					

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ARMOUR CLASS

Normal | Flat | Touch

total	armour	shield	agility	size	misc
10+ =	+	+	+	+	+

Damage Reduction

COMBAT

	total 'bab'	base attack bonus	abl	size	misc
Melee: (aim)	=	+	+	+	+
Ranged: (aim)	=	+	+	+	+
Grapple: (muscle)	=	+	+	+	+

Weapon Proficiencies: ☐ All Simple ☐ All Martial

Sneak Attack:

WEAPONS

	Att1	Att2	Att3	Att4	Damage	Critical	Range	Size	Type	Special
	/	/	/							
	/	/	/							
	/	/	/							
	/	/	/							
	/	/	/							
	/	/	/							
	/	/	/							

Ammunition:

HIT POINTS

Wounds (health) | Current | Vitality (HD + fitness mod) | Current

SAVING THROWS

	total	base	ability	magic	misc
Fortitude (health):	=	+	+	+	+
Reflex (agility):	=	+	+	+	+
Will (willpower):	=	+	+	+	+

Saving Throw Modifiers:

Spell Resistance:

Resistances: Acid: | Cold: | Elect: | Fire: | Sonic:

INITIATIVE

= agility + misc

CARRYING CAPACITY

	Walk	Hustle	Run
Speed	base	x2	x4

	Light	Med	Hvy
Load			
Max agility	norm	+3	+1
Check Pen	norm	-3	-6

Over Head = max load

Off Ground = 2x max load

Push/Drag = 5x max load

WEALTH & VALUABLES

Platinum

Gold

Silver

Copper

Gems:
- x 10gp
- x 20gp
- x 50gp
- x 100gp
- x 250gp
- x 500gp
- x 1000gp

MAGICAL ITEMS

Head:
Eyes:
Ears:
Cloak:
Amulet:
Robe:
Vest:
Bracers:
Gloves:
Ring (left):
Ring (right):
Belt:
Boots:
Armour:
Shield:
Weapon:
Other:

DISPOSABLE ITEMS

Potions & Scrolls:	(#)	Rod/Staff/Wand:	(chgs)

GENERAL EQUIPMENT

NOTES