D&D v3.5 – Skills & Feats Sheet

Skills

Skill Name	Class	Key Ability	Skill Mod		Ability Mod		Ranks		Misc. Mod
Appraise ∎	☐	INT	☐	=	☐	+	☐	+	☐
Balance	☐	DEX*	☐	=	☐	+	☐	+	☐
Bluff	☐	CHA	☐	=	☐	+	☐	+	☐
Climb	☐	STR*	☐	=	☐	+	☐	+	☐
Concentration	☐	CON	☐	=	☐	+	☐	+	☐
Craft (_____)	☐	INT	☐	=	☐	+	☐	+	☐
Craft (_____)	☐	INT	☐	=	☐	+	☐	+	☐
Craft (_____)	☐	INT	☐	=	☐	+	☐	+	☐
Decipher Script ∎	☐	INT	☐	=	☐	+	☐	+	☐
Diplomacy	☐	CHA	☐	=	☐	+	☐	+	☐
Disable Device ∎	☐	INT	☐	=	☐	+	☐	+	☐
Disguise	☐	CHA	☐	=	☐	+	☐	+	☐
Escape Artist	☐	DEX*	☐	=	☐	+	☐	+	☐
Forgery	☐	INT	☐	=	☐	+	☐	+	☐
Gather Information	☐	CHA	☐	=	☐	+	☐	+	☐
Handle Animal ∎	☐	CHA	☐	=	☐	+	☐	+	☐
Heal	☐	WIS	☐	=	☐	+	☐	+	☐
Hide	☐	DEX*	☐	=	☐	+	☐	+	☐
Intimitade	☐	CHA	☐	=	☐	+	☐	+	☐
Jump	☐	STR*	☐	=	☐	+	☐	+	☐
Knowledge (_____) ∎	☐	INT	☐	=	☐	+	☐	+	☐
Knowledge (_____) ∎	☐	INT	☐	=	☐	+	☐	+	☐
Knowledge (_____) ∎	☐	INT	☐	=	☐	+	☐	+	☐
Knowledge (_____) ∎	☐	INT	☐	=	☐	+	☐	+	☐
Knowledge (_____) ∎	☐	INT	☐	=	☐	+	☐	+	☐
Listen	☐	WIS	☐	=	☐	+	☐	+	☐
Move Silently	☐	DEX*	☐	=	☐	+	☐	+	☐
Open Lock ∎	☐	DEX	☐	=	☐	+	☐	+	☐

Skill Name	Class	Key Abilty	Skill Mod		Ability Mod		Ranks		Misc. Mod
Perform (_____) ∎	☐	CHA	☐	=	☐	+	☐	+	☐
Perform (_____) ∎	☐	CHA	☐	=	☐	+	☐	+	☐
Perform (_____) ∎	☐	CHA	☐	=	☐	+	☐	+	☐
Profession (_____) ∎	☐	WIS	☐	=	☐	+	☐	+	☐
Profession (_____) ∎	☐	WIS	☐	=	☐	+	☐	+	☐
Ride	☐	DEX	☐	=	☐	+	☐	+	☐
Search	☐	INT	☐	=	☐	+	☐	+	☐
Sense Motive	☐	WIS	☐	=	☐	+	☐	+	☐
Sleight of Hand ∎	☐	DEX*	☐	=	☐	+	☐	+	☐
Spellcraft ∎	☐	INT	☐	=	☐	+	☐	+	☐
Spot	☐	WIS	☐	=	☐	+	☐	+	☐
Survival	☐	WIS	☐	=	☐	+	☐	+	☐
Swim	☐	STR*	☐	=	☐	+	☐	+	☐
Tumble ∎	☐	DEX*	☐	=	☐	+	☐	+	☐
Use Magic Device ∎	☐	CHA	☐	=	☐	+	☐	+	☐
Use Rope	☐	DEX	☐	=	☐	+	☐	+	☐
_____	☐		☐	=	☐	+	☐	+	☐
_____	☐		☐	=	☐	+	☐	+	☐
_____	☐		☐	=	☐	+	☐	+	☐
_____	☐		☐	=	☐	+	☐	+	☐
_____	☐		☐	=	☐	+	☐	+	☐
_____	☐		☐	=	☐	+	☐	+	☐
_____	☐		☐	=	☐	+	☐	+	☐

Armor Check Penalty: ☐ Maximum Ranks: ☐

Ranks per Level: ☐

∎ Trained only.

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

Feats & Abilities

Feat/Ability Name	Description	Page