D&D v3.5 – Combat Sheet

Base Attack Bonus	Initiative		DEX Modfier	Misc. Modfier	Grapple		BAB	STR Modifier	Size Modifier	Misc. Modifier	Spell Res.	Speed	Run
		=	+			=	+	+	+				

Current Conditions

Condition	Start	End

Current Bonuses

	Total	Base	Ability	Armor	Alchemical	Circumstance	Competence	Deflection	Dodge	Enhancement	Insight	Luck	Morale	Natural Armor	Profane	Resistance	Sacred	Shield	Size	Temporary	Untyped	....	....		
_____ Att.																									
_____ Dam.:																									
_____ Att.																									
_____ Dam.:																								Touch	Flat Footed
_____ Att.																									
_____ Dam.:																									
Armor Class:		10																							
Fort. Save:																									
Ref. Save:																									
Will Save:																									
Skill Checks:																									

Conditional Save Modifiers, Immunities and other Notes:

Current Hit Points

Max HP	Temp HP	Damage Taken	Non-Lethal Damage

Hit Dice Rolls/Hit Dice Type: ☐

Recharging Abilities

Ability	Frequency	Times used

Weapons & Armor Equiped

Weapon	Damage	Critical	Range	Damage Type	Size	Weight	Special Properties

Armor	Bonus	Max DEX	Check Pen.	Spell Fail.	Speed	Run	Weight	Special Properties

Total: