



**DUNGEONS & DRAGONS®**  
Ard Standard v2

CHARACTER NAME

CLASS & LEVEL

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

SAVING THROW

ATHLETICS

DEXTERITY

SAVING THROW

ACROBATICS

SLEIGHT OF HAND

STEALTH

CONSTITUTION

SAVING THROW

INTELLIGENCE

SAVING THROW

ARCANA

HISTORY

INVESTIGATION

NATURE

RELIGION

WISDOM

SAVING THROW

ANIMAL HANDLING

INSIGHT

MEDICINE

PERCEPTION

SURVIVAL

CHARISMA

SAVING THROW

DECEPTION

INTIMIDATION

PERFORMANCE

PERSUASION

PROFICIENCY BONUS

PASSIVE WISDOM (PERCEPTION)

BOONS

AC

CONDITIONS

INITIATIVE

MAX.

TEMP.

TYPE

HIT DICE

SPEED

HIT POINTS

SUCCESSES

FAILURES

DEATH

ATTACKS PER ACTION

WEAPON

RANGE

TO HIT

DAMAGE

TYPE

AMMUNITION

COUNT

EQUIPMENT

KEY ITEMS

COUNT

CURRENCY TYPE

AMOUNT

FIGHTING STYLE

SECOND WIND

Bonus action to regain HP equal to 1d10 + fighter level.  
Regain after short or long rest

ACTION SURGE - LVL 2 / 17

Take one extra action and possible bonus action.  
Regain after long rest. Only once per turn.

MARTIAL ARCHETYPE - LVL 3

LVL 3 Ability

LVL 7 Ability

LVL 10 Ability

LVL 15 Ability

LVL 18 Ability

INDOMINABLE - LVL 9 / 13 / 17

Reroll failed saving throw. Must keep new roll.  
Regain after long rest.

BATLEMASTER SPECIFIC

SUPERIORITY DICE & MANEUVERS - LVL 3 / 7 / (10) / 15

Use for maneuvers.  
Regain after short or long rest.

Total Maneuvers

Maneuver DC

Maneuvers

ELDRITCH KNIGHT SPECIFIC

SPELLCASTING

Spell Attack Mod.

Spell Save DC

FIGHTER