



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.	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

SNEAK ATTACK

Once per turn when you attack target with adv. or when there's another enemy of the target within 5ft of it and you don't have disadv. add sneak attack damage.

Sneak Attack Damage

CUNNING ACTION

Can use Dash, Disengage or Hide as bonus action.

ROGUISH ARCHETYPE

LVL 3 Ability

LVL 9 Ability

LVL 13 Ability

LVL 17 Ability

UNCANNY DODGE - LVL 5

When attacker you can see hits you, use reaction to halve damage.

EVASION - LVL 7

When have to make DEX save to take half damage, instead take no damage on success and half on failed saved.

RELIABLE TALENT - LVL 11

When make ability check with skill you are proficient in, treat rolls lower than 9 as a 10.

BLINDSENSE - LVL 14

If you are able to hear, you are aware of location of hidden and invisible creatures within 10ft.

ELUSIVE - LVL 18

No attack has adv. against you unless you are incapacitated.

STROKE OF LUCK - LVL 20

Can turn one attack into a hit or can treat failed ability check roll as a 20. Regain after short or long rest.

SPELLCASTING

Spell Attack Mod.	Spell Save DC
Cantrips Known	Spells Known

ROGUE