



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

PACT MAGIC

Spell Attack Modifier

Spell Save DC

Spells Known

Spell Slots

Slot Level

OTHERWORDLY PATRON

Spell Level

Expanded Spell List

1st

2nd

3rd

4th

5th

LVL 1 Ability

LVL 6 Ability

LVL 10 Ability

LVL 14 Ability

INVOCATIONS - LVL 2

PACT BOON - LVL 3

MYSTIC ARCANUM - LVL 11 / 13 / 15 / 17

Cast each spell from list once per long rest without expending spell slot.

6th Level Spell

7th Level Spell

8th Level Spell

9th Level Spell

ELDRITCH MASTER - LVL 20

Spend 1 min. to regain all spell slots from Pact Magic.

Regain after long rest.

WARLOCK