



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

UNARMORED DEFENSE

While not wearing armor (or shield), AC becomes 10 + DEX + WIS.

MARTIAL ARTS - LVL 1 / 5 / 11 / 17

While not wearing armor and unarmed or using monk weapons only, can use DEX instead of STR for attack and damage roll, can roll martial arts damage instead of normal damage, can make unarmed strike as bonus action after attack.

Martial Arts Damage

KI - LVL 2

Ki Save DC (8 + prof. + WIS)

Max. Ki Points (LVL)

Regain after short or long rest.

FLURRY OF BLOWS - LVL 2

After attack, spend 1 ki to make two unarmed strikes as bonus action.

PATIENT DEFENSE - LVL 2

Spend 1 ki to take Dodge action as bonus action on your turn.

STEP OF THE WIND - LVL 2

Spend 1 ki to take Disengage or Dash action as bonus action on your turn. Jump distance is doubled for the turn.

UNARMORED MOVEMENT - LVL 2 / 6 / (9) / 10 / 14 / 18

Speed increase while not wearing armor (or shield). At level 9, can move along vertical surfaces and across liquids without falling.

Speed Increase

MONASTIC TRADITION - LVL 3

LVL 3 Ability

LVL 6 Ability

LVL 11 Ability

LVL 17 Ability

DEFLECT MISSILES - LVL 3

Reaction to catch missile that hits you. Reduce damage by 1d10 + DEX + lvl. If reduce to 0 damage, catch if you have a free hand. 1 ki to make attack with missile you caught. You have prof. and counts as monk weapon attack.

SLOW FALL - LVL 4

Use reaction to reduce fall damage by five times level.

STUNNING STRIKE - LVL 5

After hit opponent, spend 1 ki to to stun (CON save) until end of your next turn,

KI-EMPOWERED STRIKES - LVL 6

Unarmored strikes count as magical.

EVASION - LVL 7

Attacks against you with DEX save to take half damage become DEX save to take no damage and if failed DEX save, take half damage.

STILLNESS OF MIND - LVL 7

Use action to end charmed or frightened on yourself.

PURITY OF BODY - LVL 10

Immune to disease and poison.

TONGUE OF THE SUN AND MOON - LVL 13

Understand all spoken lang. Any creature with a lang. understands you.

DIAMOND SOUL - LVL 14

Prof. in all saving throws. 1 ki to reroll saving throw. Must use new roll.

TIMELESS BODY - LVL 15

Cannot age magically. No longer need food and water.

EMPTY BODY - LVL 18

Action to spend 4 ki to become invisible and resistance to all but force damage. 8 ki to cast Astral Projection without M components. Cannot take any other creatures with you.

PERFECT SELF - LVL 20

If no ki when rolling initiative, regain 4 ki.

MONK