



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

SPELLCASTING

Spell Attack Modifier

Spell Save DC

Cantrips Known

Prepared Spells (WIS + LVL)

DIVINE DOMAIN

Spell Level

Domain Spell List

LVL 1 Ability

LVL 6 Ability

LVL 8 Ability

LVL 17 Ability

CHANNEL DIVINITY - LVL 2 / 6 / 18

Use ability from channel divinity list.
Regain after short or long rest.

Max Uses

DESTROY UNDEAD - LVL 5

Destroy undead if fails save against turn undead if CR below:

Cleric Level

Destroys Undead of CR

5th

1/2 or lower

8th

1 or lower

11th

2 or lower

14th

3 or lower

17th

4 or lower

DIVINE INTERVENTION - LVL 10

Call upon divine patron for aid.
Regain after long rest or 7 days if success.

CLERIC