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

PROFICIENCIES

Armor & Weapons

Languages

Tools

FEATURES & OTHER ABILITIES

RAGE - LVL 1 / 3 / 6 / 12 / 17 / 20

While raging: adv. on STR checks and saves, add rage damage to attacks, resistance against B, P and S damage, cannot cast spells or concentrate. Ends after 1 min or if knocked unconcious, if no attack against enemy is made or if you have not taken damage. Can end as bonus action.

Rage Damage | Max Rages | Regain after long rest

UNARMORED DEFENCE

While not wearing armor (except shield), AC becomes 10 + DEX + CON.

RECKLESS ATTACK - LVL 2

Before making first attack, can declare reckless attack to gain adv. on all attacks using STR. Until your next turn, all attacks against you have adv.

DANGER SENSE - LVL 2

Adv. on all DEX saves against effects you can see, e.g. traps, spells. No effect if blinded, deafened or incapacitated.

PRIMAL PATH - LVL 3

LVL 3 Ability

LVL 6 Ability

LVL 10 Ability

LVL 14 Ability

FAST MOVEMENT - LVL 5

Speed increases by 10 while not wearing heavy armor.

FERAL INSTINCT - LVL 7

Adv. on initiative rolls. If surprised and not incapacitated, can act normally on first turn if you enter rage.

BRUTAL CRITICAL - LVL 9 / 13 / 17

Roll additional damage dice when critical hit.

RELENTLESS RAGE - LVL 11

If you drop to zero HP, DC 10 CON save. If success drop to 1 HP instead. +5 to DC after each success.

PERSISTENT RAGE - LVL 15

Rage only ends if you fall unconcious or if you choose to end it.

INDOMITABLE MIGHT - LVL 18

If total for a STR check is lower than STR score, can use score instead.

PRIMAL CHAMPION - LVL 20

STR and CON increase by 4. Mac for both is now 24.

BARBARIAN