



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

FAVORED ENEMY - LVL 1 / 6 / 14

Adv. on WIS (Survival) to track, and on INT check to recall information about favored enemy.

Favored Enemy Type

Favored Enemy Language

NATURAL EXPLORER - 1 / 6 / 10

Double prof. if trained in skill for INT or WIS checks related to favored terrain. After being in favored terrain for hour or more: difficult terrain does not slow party, cannot become lost except by magic, always remain alert to danger, can move stealthily at normal pace if alone, gather twice as much food when foraging, get to know number of creatures you are tracking as well as their size and how long ago they passed through the area.

Favored Terrain Type

FIGHTING STYLE - LVL 2

SPELLCASTING - LVL 2

Spell Attack Modifier

Spell Save DC

Spells Known

RANGER ARCHETYPE

LVL 3 Ability

LVL 7 Ability

LVL 11 Ability

LVL 15 Ability

PRIMEVAL AWARENESS - LVL 3

Use ranger spell slot to sense if aberrations, celestials, dragons, elementals, fey, fiends or undead are within 1 mile (6 mile if in favored terrain). Lasts 1 min per spell slot level. Does not reveal location or number.

LAND'S STRIDE - LVL 8

Moving through nonmagical difficult terrain does not cost extra movement. Moving through nonmagical plants does not slow you and you take no damage from them. Adv. on saving throws vs. plants that are magically created or manipulated to impede or slow movement.

HIDE IN PLAIN SIGHT - LVL 10

Spend 1 min to create natural camouflage. +10 to DEX (Stealth) while standing still, pressed up against solid surface.

VANISH - LVL 14

Can use hide as bonus action. Cannot be tracked by nonmagical means.

FERAL SENSES - LVL 18

Inability to see enemy does not give disadv. on attack. Aware of invisible creatures within 30ft. provided creature is not hidden and you are not blinded or deafened.

FOE SLAYER - LVL 20

Add WIS to attack or damage against favored enemy.

RANGER