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

Cantrips Known | Prep Spells (INT + LVL) | Infusions Known

Magical Tinkering- 1st
Make Tiny items Magical (See notes)

The Right Tool for the Job- 3rd
One hour to create any Artisan's Tools, they vanish when you use this feature again.

Tool Expertise- 6th
Your proficiency bonus is doubled for any ability check you make that uses your proficiency with a tool.

Flash of Genius- 7th
Use Reaction to add your Intelligence mod to ability check or saving throw within 30ft.
(Int Mod per long rest)

Magic Item Adept- 10th
You can attune to up to four magic items at once.
If you craft a magic item with a rarity of common or uncommon, it takes you a quarter of the normal time, and it costs you half as much of the usual gold.

Spell-Storing Item- 11th
Finish long rest, Imbue one weapon or item to become your Spellcasting focus. Can also hold a 1st or 2nd level spell in it using your Spellcasting abilities. Spell uses equal to twice your Intelligenc Mod.

Magic Item Savant- 14th
You can attune to up to five magic items at once.
You ignore all class, race, spell, and level requirements on attuning to or using a magic item.

Magic Item Master- 18th
You can attune to up to six magic items at once.

Soul of Artifice- 20th
+1 to all saving throws per magic item attuned to. If reduced to 0hp use reaction to end an Artificer infusion and drop to 1hp instead.