



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

SPEED

HIT POINTS

HIT DICE

SUCCESSSES

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)

WILD SHAPE - LVL 2 / 4 / 8

Action to turn into animal you have seen. Regain after short or long rest.

Druid LVL	Max. CR	Limitations	Example
2nd	1/4	No fly or swim speed	Wolf
4th	1/2	No fly speed	Crocodile
8th	1	-	Giant Eagle

DRUIDIC CIRCLE

LVL 2 Ability

LVL 6 Ability

LVL 10 Ability

LVL 14 Ability

TIMELESS BODY - LVL 18

Age 1 year for every 10 years that pass.

BEAST SPELLS - LVL 18

Cast spells that use S and V components while using Wild Shape.

ARCHDRUID - LVL 20

Can use Wild Shape unlimited number of times. Additionally you ignore all V and S components of druid spells, and M component if there's no associated cost and it's not consumed. Also applies to Wild Shape.

DRUID