

ARKADIA



CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

INSPIRATION



PROFICIENCY BONUS

STRENGTH



DEXTERITY



CONSTITUTION



INTELLIGENCE



WISDOM



CHARISMA



- ___ Strength
- ___ Dexterity
- ___ Constitution
- ___ Intelligence
- ___ Wisdom
- ___ Charisma

SAVING THROWS

- ___ Acrobatics (Dex)
- ___ Animal Handling (Wis)
- ___ Arcana (Int)
- ___ Athletics (Str)
- ___ Deception (Cha)
- ___ History (Int)
- ___ Insight (Wis)
- ___ Intimidation (Cha)
- ___ Investigation (Int)
- ___ Medicine (Wis)
- ___ Nature (Int)
- ___ Perception (Wis)
- ___ Performace (Cha)
- ___ Persuasion (Cha)
- ___ Religion (Int)
- ___ Sleight of Hand (Dex)
- ___ Stealth (Dex)
- ___ Survival (Wis)

SKILLS

PASSIVE WISDOM (PERCEPTION)

ARMOR CLASS	INITIATIVE	SPEED
Hit Point Maximum _____		
CURRENT HIT POINTS		

TEMPORARY HIT POINTS		

Total _____	SUCCESSES <input type="checkbox"/> <input type="checkbox"/>	
HIT DICE	FAILURES <input type="checkbox"/> <input type="checkbox"/>	
	DEATH SAVES	

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	BONUS	DAMAGE / TYPE





ATTACKS & SPELLCASTING

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS

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