

Marcherlands: a game of adventure

Character Information

Name:

Class and Level:

Race:

Background:

Age:

Alignment:

	Inspiration
	Proficiency bonus

Ability Scores & Modifiers

STR	DEX	CON	INT	WIS	CHA

Hit points: /

Armour Class:

Shield Bonus:

Initiative:

Speed:

Saving Throws

	Strength
	Dexterity
	Constitution
	Intelligence
	Wisdom
	Charisma

Personality Traits:

Ideals:

Bonds:

Flaws:

Skills and Languages

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Attacks and Spellcasting (just call it actions?)

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Equipment

	Copper:
	Silver:

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	Gold
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Features and Traits

Character Description

Character Backstory

Allies and Organisations

Additional Features and Traits

Notes

Spell Casting

Spellcasting Class	Spellcasting Ability	Spell Save DC	Spell Attack Bonus

Spell Casting