

PREGENERATED CHARACTER

CHARACTER NAME

Fighter 1
CLASS & LEVEL

Noble
BACKGROUND

PLAYER NAME

Human (Zethinian)
RACE

Neutral Good
ALIGNMENT

0/300
EXPERIENCE POINTS

STRENGTH

+3

16

DEXTERITY

+2

15

CONSTITUTION

+1

13

INTELLIGENCE

+0

11

WISDOM

-1

9

CHARISMA

+2

14

+2

PROFICIENCY BONUS

Athletics

Deception

History

Insight

Perception

Persuasion

Gaming Set

(Dragonchess)

Language (Common)

Language (Zethinian)

PROFICIENCIES

11

PASSIVE PERCEPTION

SENSES

18

MAX HP

+2

INITIATIVE

30 ft

SPEED

16

ARMOR CLASS

d10

HIT DICE

CURRENT HIT POINTS

NAME

ATTACK

DAMAGE

TYPE

RANGE

AMMO

Greatsword

+5

2d6+3

slashing

5 ft.

Light Crossbow

+4

1d8+2

piercing

80/320

20 bolts

ATTACKS

NAME

Great Weapon
Fighting

When you roll a 1 or 2 on a damage die with your greatsword, reroll it and use the new result.

Second Wind [B]
1/rest

Recover 1d10+1 hit points.

FEATURES

CP

10

Clothes (Fine)

Chain Mail

SP

10

Greatsword

Light Crossbow

EP

Crossbow Bolts (20)

Signet Ring with House Crest

GP

15

PP

Backpack

Bedroll

Dragonchess Set

Hooded Lantern

Mess Kit

Oil (5 flasks)

Tinderbox

Trail Rations (10 days)

Waterskin

EQUIPMENT



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

Race (Human). Humans are the most populous and adaptable of all the civilized races. They have spread to every corner of Aerth. Humans are naturally ambitious and have built the largest and most powerful kingdoms and empires in history. In their zeal to act, humans are capable of both great good and terrible evil.

Zethinian. You are a human from Zethinia. Once, your people ruled one of the greatest Empires in history. Now it's a shell of its former glory. Your land is deeply divided between the aristocratic politicians who rule over the Imperial court and the common laborers. But, while the commoners have less, they still live comfortably compared to the peasants in the feudal Western Kingdoms and Zethinia remains a prosperous and cosmopolitan land.

Appearance. As it was once the heart of a cosmopolitan Empire, the people of Zethinia are varied in their appearance. They show the full range of human skin, hair, and eye colors. Ethnic Zethinians tend to be on the shorter side, with compact builds and tan or olive skin. They usually have black hair and brown or green eyes.

Example Names. Phaedis (M) or Pherria (F) Ionis

RACE

Great Weapon Fighting. You have mastered the use of heavy weapons. Whenever you hit with two-handed melee weapon – like your greatsword – you can reroll any damage dice that roll a one or two. You must keep the new result.

Second Wind [B]. You can find the strength to keep fighting when others would fall. Once between each short or long rest, you can recover 1d10+1 hit points as a bonus action on your turn.

FEATURES

Class (Fighter). Fighters are powerful combatants and peerless masters of weapons, armor, and tactics.

A Trained Mind in a Trained Body. A fighter is more than just a suit of armor and a sword arm. Anyone can learn to fight. But fighters have a tactical mind and an indomitable spirit. They can reach down inside themselves and find the resolve to keep fighting when lesser souls would flee. Or fall.

Masters of Arms and Armor. Thanks to years of training, fighters can effectively wield any weapon they find and don any kind of armor. But fighters eventually master one weapon or combat form, a signature fighting style they rely on above all others.

Great Weapon Fighting. You've mastered the use of mighty, two-handed weapons like your massive greatsword. You can deal especially devastating blows with these powerful weapons.

CLASS

Background (Noble). You're a scion of a noble house and you spent most of your life being tutored and trained at your family's estate.

Dream When You're Young. As the scion of a noble house in the heart of Zethinia, you lived a comfortable life and had an easy time of things. Your tutors and trainers never seemed to worry much about you. They gave your cousin a hard time though. You two were close, studying and training together, and dreaming of being knights. Except your cousin seemed to think you'd be their squire. You didn't let it bother you much, though.

Nothing for You. You should have understood sooner. Your cousin was the heir to the house; you were a distant nobody. As you grew, your cousin had less time for you. And jealous resentment replaced friendship when you excelled in your training and they only struggled. To make matters worse, your family fell on hard times due to some unlucky ventures. You didn't have much of an inheritance to look forward to.

Making Your Own Way. Your family had bigger problems than you and you didn't want to be a burden. You were strong enough to make your own way. Take mercenary work until you could squirrel some money away. Maybe even send some home to help. Eventually, you could earn enough coin and renown to make a name for yourself. Bodyguarding for a traveling halfling merchant is a humble start for someone of your birth, but it is a start.

BACKGROUND

NOTES