

PREGENERATED CHARACTER

Ranger 1
CLASS & LEVEL

Acolyte
BACKGROUND

PLAYER NAME

Dwarf (Mountain)
RACE

Lawful Good
ALIGNMENT

0/300
EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

+3

16

DEXTERITY

+1

12

CONSTITUTION

+3

17

INTELLIGENCE

-1

8

WISDOM

+1

13

CHARISMA

+0

10

+2

PROFICIENCY BONUS

Animal Handling

Intimidation

Nature

Perception

Religion

Survival

Artisan's Tools

(Smith's Tools)

Language (Common)

Language (Dwarvish)

PROFICIENCIES

13

PASSIVE PERCEPTION

Darkvision
60 ft.

SENSES

22

MAX HP

+1

INITIATIVE

25 ft.

SPEED

13

ARMOR
CLASS

d10

HIT DICE

CURRENT HIT POINTS

NAME	ATTACK	DAMAGE	TYPE	RANGE	AMMO
Hand Axe (Main Hand)	+5	1d6+3	slashing	5 ft. or 20/60 ft.	
Hand Axe (Off Hand) [B]	+5	1d6	slashing	5 ft. or 20/60 ft.	

ATTACKS

NAME

Dwarven
Resilience

You have advantage to save against poisons and you're resistant to poison damage.

Favored Enemy
(Beasts)

You have advantage when tracking beasts or recalling information about them.

FEATURES

Clothes (Traveler's)

5

Hide Armor

2

Hand Axe (5)

Holy Symbol of Everae

5

Backpack

Bedroll

Master's Smith Hammer

Trail Rations (10 days)

Waterskin

EQUIPMENT



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

Race (Dwarf). Dwarves dwell deep in hidden strongholds in multigenerational extended families called clans. Dwarves are renowned throughout the world for their exceptional metalwork. And while dwarves have as diverse a range of skills as any other race, every dwarf is taught a craft when they're young. Dwarves are quite practical and materialistic and believe everyone should be able to create something useful.

Mountain Dwarf. You are a mountain dwarf, a proud and noble race of dwarves. Mountain dwarf clans are organized much like kingdoms, with a hereditary ruler and rigid caste structure. Mountain dwarves prize order, family, tradition, and honor above all. They are unshakably loyal allies, but they never forget a grudge or sleight either.

Appearance. Dwarves are shorter than humans or elves, usually about four feet tall. They're broad, stocky, and powerful and often weigh 150 pounds or more. Dwarves tend to have dark red, brown, or even black skin. Their thick hair comes in similar shades and dwarves of both genders usually keep their hair uncut and elaborately braided. Males have pronounced facial hair that they also keep uncut and ritually braided.

Example Names. Rurik (M) or Riswyn (F) of Clan Shatterpeak

RACE

Dwarven Resilience. Dwarves are hardy and resistant to toxins. You have advantage when making saving throws against poisons and your resistance to poison damage. Reduce all poison damage you take by half.

Favored Enemy (Beasts). You know the ways of the wild creatures of the natural world. You have advantage when you try to track natural beasts, identify them, or recall information about them.

FEATURES

Class (Ranger). Rangers are rugged survivalists who patrol the frontier and protect civilization and the wilderness from evil.

Living Off the Land. Rangers shun civilization and spend long periods wandering alone in the wild. They come to know the land and its creatures, and they can survive on what nature provides for long periods. They are skilled hunters, trackers, and navigators.

Defenders of the Frontier. The wild lands beyond the walls of civilizations' cities are filled with fell beasts, both natural and unnatural. Rangers patrol the frontier and protect those who must travel beyond the protective light of civilization. And they hunt and destroy fiends, elementals, and the undead, all of which are anathema to the natural world.

CLASS

Background (Acolyte). You were raised in a monastery and spent most of your life participating in religious rites and services.

Without a Clan. Your life was almost over before it truly started. An alliance of giants and hobgoblins overran your clanhold while you were young. Just young enough to have started your first apprenticeship. You were one of only a few dozen to survive and flee into the lowlands. But you were pressed by hobgoblins intent on wiping out your entire clan. Your kinfolk were scattered, maybe killed, and you'll never know what happened to them.

An Unlikely Life for a Dwarf. You were rescued by green-cloaked hunters who brought you to their monastery deep in the woods. They were cultists of Everae, Goddess of the Wilds. They lived a rugged existence off the bounty of the forest and cared for one of Everae's secluded shrines. They taught you how to survive and to show your gratitude to Everae for the bounty and beauty of nature. But they showed you also that nature was merciless, red of tooth and claw. For years you lived as part of their cult, but you were haunted by nightmares of your dead kinfolk and the destruction of your clan. And you had a suspicion you were dishonoring your clan's memory living as you were.

Never Let Others Suffer as You Have. A life of hunting, gathering, and tending shrines is no life for a dwarf. You realized you couldn't rid yourself of your pain, but you could protect others from suffering as you do. You dedicated yourself to ranging. In Everae's name, of course; you'd remain forever grateful to the goddess and her priests for saving you. You'd protect the innocents of the world from dangerous beasts and take the battle to Everae's unnatural foes. Serving as a protector and guide for this merchant, Oona, as she sets out for the forested highlands is a worthy start.

BACKGROUND

NOTES