

PREGENERATED CHARACTER

CHARACTER NAME

Bard 1
CLASS & LEVEL

Scholar
BACKGROUND

PLAYER NAME

Elf (High)
RACE

Chaotic Good
ALIGNMENT

0/300
EXPERIENCE POINTS

STRENGTH +0
10

DEXTERITY +4
15

CONSTITUTION -1
8

INTELLIGENCE +2
15

WISDOM +1
12

CHARISMA +4
15

+2 PROFICIENCY BONUS

- Acrobatics
- Arcana
- History
- Investigation
- Perception
- Performance
- Persuasion
- Musical Instrument (Lyre)
- Language (Common)
- Language (Elven)

PROFICIENCIES

13
PASSIVE PERCEPTION

Darkvision
60 ft.
SENSES

11
MAX HP

+2
INITIATIVE

30 ft.
SPEED

13
ARMOR CLASS

CURRENT HIT POINTS

d8
HIT DICE

NAME	ATTACK	DAMAGE	TYPE	RANGE	AMMO
Shortsword	+4	1d6+2	piercing	5 ft.	

ATTACKS

CANTRIPS

Friends [C] You have advantage on Charisma checks against one creature for up to 1 minute.

Ray of Frost Make a spell attack (+4) against a target within 60 ft. to deal 1d8 cold damage and slow the target by 10 feet until your next turn starts.

Vicious Mockery A creature w/in 60 ft. must make a Wisdom save (DC 12) or take 1d4 psychic damage & have disadvantage on their next attack roll on their next turn.

1ST LEVEL ○○/day

Bane [C] Three creatures within 30 ft. must make Charisma saves (DC 12) or subtract -1d4 from all attacks and saves for up to 1 minute.

Comprehend Languages [R] For one hour, you understand all spoken and written languages.

Healing Word [B] A creature within 60 ft. regains 1d4+2 hit points.

Heroism [C] A creature you touch is immune to fear and gains 2 temporary hit points at the start of each round for up to 1 minute.

MAGIC

EQUIPMENT

CP 10 Clothes (Fine), Leather Armor

SP 5 Shortsword

EP Backpack

GP 10 Bedroll, Book of Elvish Poetry, Bottle of Ink, Ink Pen, Parchment (10 sheets), Tinderbox, Trail Rations (10 days), Waterskin

NAME

Fey Ancestry You have advantage to save against charms and you can't be magically put to sleep.

Bardic Inspiration 2/day Grant an ally within 60 ft. +1d6 inspiration they can use on any one check within 10 minutes.

Ritual Caster Cast certain spells as 10-minute rituals instead of using a spell slot.

FEATURES



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

Race (Elf). Elves are the ageless, graceful descendants of fey who escaped their enemies in the Faerie Realm countless ages ago. Though they live in the mortal world now, they will never truly be a part of it. They live in isolated enclaves far from the other civilized races, usually in pristine, untouched wilderness.

High Elf. You are a high elf, descended from fey nobility. Your people tend to be proud, calm, wise, and patient. And most of your people don't care to interact with the other civilized races of the world. High elves appreciate music, art, and literature; they love beautiful workmanship and intricate crafts; and they love the noble art of magic above all. All high elves are taught at least a little magic in their youth.

Appearance. High elves are shorter than humans and very slender by comparison. They have exceptionally fair skin, though its often tinged with a hint of silver, blue, or coral. Their hair is dark and has a metallic sheen to it, usually copper, bronze, or gold. Their eyes come in a variety of vibrant colors and they have long, pointed ears.

Example Names. Berian (M) or Bethrymna (F) Amastacia

RACE

Class (Bard). Bards are masters of the ancient art of infusing music with magic to produce powerful spells and magical effects.

Collectors of Song and Story. Bards collect tales, songs, and ancient lore in their travels and they're always willing to share what they've learned. They are popular wherever they go. But they are more than traveling minstrels. They are masters of ancient bardic magic.

Magic that Inspires and Confounds. The spells and magical effects that bards create are usually indirect, but useful. Bards can inspire, aid, and heal their allies; confuse and curse their enemies; and manipulate others' emotions with their magical songs.

CLASS

Bardic Inspiration. Your magical songs inspire others to greatness. Twice each day, you can grant an ally an inspiration die. They can roll this d6 after rolling any one ability check, attack roll, or saving throw in the next ten minutes and add the result to their check.

Fey Ancestry. Elves are resistant to magic that enchants the mind. You have advantage when you make saving throws against charms and you can't be magically put to sleep.

Spellcasting. You can channel magical energy to create specific magical effects called spells.

- Your spells are based on your Charisma ability.
- Your spell attack bonus is +4.
- Your spell save DC is 12.
- You can cast any number of cantrips each day.
- To cast a 1st level spell, you must expend a spell slot.
- You recover your expended spell slots when you finish a long rest.
- Some spells require only a bonus action [B] to cast. You can take one bonus action each turn in addition to your action.
- Some spells require you to concentrate [C] to maintain the spell. You can only concentrate on one such spell at a time. If you get injured or distracted while concentrating, your spell might fail.
- Some spells can be cast as a ten-minute ritual [R]. You do not have to expend a spell slot when casting a spell as a ritual.

FEATURES

Cantrips

Friends [C]. Strum your lyre gentle while you interact with a single, non-hostile creature. You have advantage on all Charisma checks you make against that creature for up to one minute.

Ray of Frost. Point sharply at a target within 60 feet of you and speak a word of power, then make a ranged spell attack to strike that target with a ray of icy cold. The attack deals 1d8 cold damage and the target's speed is reduced by 10 feet until the start of your next turn.

Vicious Mockery. Issue a string of elven insults at a target within 60 feet of you. Even if the target doesn't understand you, it must still make a Wisdom saving throw. If it fails, it takes 1d4 psychic damage and has disadvantage on the first attack roll it makes on its next turn.

1st Level Spells

Bane [C]. Play a discordant tune on your lyre and utter at a curse at three targets within 30 feet. Each must make a Charisma saving throw. If a target fails, the target must roll 1d4 and subtract the result from any attack roll or saving throw it makes for up to one minute.

Comprehend Languages [R]. Accompany yourself on your lyre as you sing a song of focus and, for the next hour, you understand anything you hear in any language or anything written on any surface you touch.

Healing Word [B]. Sing a single bar of an elven song of vitality to heal a target within 60 feet of you. It regains 1d4+2 hit points.

Heroism [C]. Serenade a single creature and lay a hand upon their shoulder to grant them immunity to fear and 2 temporary hit points. For up to one minute, at the start of each turn, the creature loses any remaining temporary hit points and regains 2 temporary hit points.

SPELLS

Background (Scholar). As a scholar, you spent most of your early life learning, researching, and studying.

Isolated Education. As a high elf, you were raised in a hidden elven enclave deep in a forested valley. As is elven tradition, you received basic tutelage in history, lore, music, swordplay, and arcane magic. You mastered the simple ray of frost cantrip as part of this education. You had access to a massive library and you spent most of your days alone, studying everything you could.

Yearning for More. The beauty of the secluded manor and the forests beyond and the collection of ancient tomes, songs, and stories weren't enough for you. Much to the disdain of your kin, you wanted to experience the world beyond your hidden valley for yourself. Most of all, you wanted to gather new songs and new stories, to add your own books to the library's vast store of knowledge.

A Difficult Life. You set out on your own. Your family didn't approve, but they didn't stop you either. That's the way of elves. But the world outside your valley isn't a kind one. Traveling is hard and tiring. And the humans you encountered – while kind enough – were loud and brash and uncouth. Worst of all, you needed gold to survive. You could earn yourself a bed and a meal by performing at roadside inns and taverns, but little more. So when you heard that a halfling merchant was looking for guards to travel with her to a distant village in the highlands of Asternia, you seized on the chance to see a new place while earning some coin on the way.

BACKGROUND

PREGENERATED CHARACTER

Cleric 1
CLASS & LEVEL

Soldier
BACKGROUND

PLAYER NAME

Human (Sunderland)
RACE

Lawful Good
ALIGNMENT

0/300
EXPERIENCE POINTS

CHARACTER NAME

STRENGTH +2
+2
14

DEXTERITY +1
+1
13

CONSTITUTION +2
+2
15

INTELLIGENCE +0
+0
11

WISDOM +5
+3
16

CHARISMA +1
-1
9

+2 PROFICIENCY BONUS

- Athletics
- Insight
- Intimidation
- Medicine
- Religion
- Gaming Set (Dice)
- Language (Celestine)
- Language (Common)
- Language (Sund)

PROFICIENCIES

13
PASSIVE PERCEPTION

SENSES

17 MAX HP

+1 INITIATIVE

30 ft. SPEED

17 ARMOR CLASS

d8 HIT DICE

CURRENT HIT POINTS

NAME	ATTACK	DAMAGE	TYPE	RANGE	AMMO
Warhammer	+4	1d8+2	bludgeoning	5 ft.	
Light Crossbow	+3	1d8+1	piercing	80/320 ft.	20 bolts

ATTACKS

CANTRIPS

Light: An object you touch sheds light like a torch for 1 hour.

Sacred Flame: A creature within 60 ft. must make a Dexterity save (DC 13) or take 1d8 radiant damage.

1ST LEVEL ○○/day

Bless [C]: Three creatures within 30 ft. add +1d4 to all attacks and saves for up to 1 minute.

Cure Wounds: A creature you touch regains 1d8+3 hit points.

Divine Favor [B] [C]: Your weapon deals +1d4 radiant damage for up to 1 minute.

Shield of Faith [B] [C]: A creature within 60 feet gains +2 AC for up to 10 minutes.

MAGIC

NAME

War Priest [B] 3/day: As a bonus action, make an extra attack when you attack.

FEATURES

CP 10: Clothes (Common), Scale Mail, Warhammer, Light Crossbow

SP 5: Shield

EP: Backpack

GP 10: Bedroll, Candle, Censer, Dice Set, Hymnal, Incense (2 blocks), Rank

PP: Insignia, Trail Rations (10 days), Waterskin

EQUIPMENT



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

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.

Sunderlander. You are a human from the Sunderlands. Your people are proud and fierce. They never fell under the sway of the Zethinian Empire centuries ago. But your people knew no peace even after the Empire fell. The Sunderlands are harsh and your people's clannish nations and warlords are constantly fighting each other. Alliances are temporary and unification against common foes is always short-lived.

Appearance. The Sunderlands have long, harsh winters and have bred a tall, powerful people as a result. Most Sunderlanders stand near six-foot tall and are powerfully built. They have fair skin and light hair, usually blonde, red, or light brown. Eyes of blue, green, hazel, and brown are most common.

Example Names. Cyric (M) or Cyre (F)

RACE

Class (Cleric). Clerics are champions of the gods and wield mighty divine magic on behalf of their patron deities.

Soldiers of the Faith. Clerics are not priests. They are soldiers of their faiths. They are trained to defend the faith and the faithful on the battlefield as much as to minister to the faithful off the battlefield.

Devoted Champions. Each cleric is called to serve a specific god – there are many gods overseeing the world – and clerics serve at their patron's pleasure. For their devotion, each cleric is granted the ability to cast divine magic spells to heal and protect the faithful. And to hinder and smite the enemies of the faith.

Glorion, The Shining Lord. You were called upon to serve Glorion, Shining Lord of the Divine Realm. With his host of angels and three sainted knights, Glorion champions the causes of light, justice, and civilization and stands as a bulwark against evil.

CLASS

Spellcasting. You can channel magical energy to create specific magical effects called spells.

- Your spells are based on your Wisdom ability.
- Your spell attack bonus is +5.
- Your spell save DC is 13.
- You can cast any number of cantrips each day.
- To cast a 1st level spell, you must expend a spell slot.
- You recover your expended spell slots when you finish a long rest.
- Some spells require only a bonus action [B] to cast. You can take one bonus action each turn in addition to your action.
- Some spells require you to concentrate [C] to maintain the spell. You can only concentrate on one such spell at a time. If you get injured or distracted while concentrating, your spell might fail.
- Some spells can be cast as a ten-minute ritual [R]. You do not have to expend a spell slot when casting a spell as a ritual.

War Priest [B]. The Shining Lord gives you speed and insight in battle. Three times each day, you can follow an attack with another attack as a bonus action.

FEATURES

Background (Soldier). You were conscripted at a young age and spent your formative years as a soldier in your lord's army.

A Willing Conscript. When some warlord or another raided your lord's land, able-bodied men and women were conscripted from his villages. Your apprenticeship to your village's herbalist was cut short so you could go off to war. And you found the regimented life, the camaraderie, and the adrenaline surge on the battlefield agreeable. Some conscripts regretted their fates, but you relished yours.

Returned from the Dead. And then you died on the battlefield. You know you were dead. No matter what the priests and your companions say. You died. And you were sent back. You remember there was a reason. The vision faded almost immediately from your memory. But the feeling of a meaning, a purpose, remained. You were meant for something.

Searching for Your Destiny. You remained in the Temple of the Shining King, Glorion, for a year after you were nursed back to health. You submitted yourself to the Shining King's will, trained with the templars there, and studied with the priests. And everyone expected you to stay forever. To join the temple guard. But you knew that wasn't your fate. You had to go out into the world and do what good you could while waiting for your destiny to reveal itself. A halfling merchant needs an escort along a dangerous road? Perhaps that is destiny calling. Or maybe it's just a chance to help someone in need.

BACKGROUND

Cantrips

Light. Invoke a quiet prayer to the Shining Lord and touch an object – such as your shield – to make it shine like a torch for one hour. You can only have one active light spell at a time.

Sacred Flame. Call out to the Shining Lord and raise a hand toward a creature within 60 feet to bring divine fire down upon them. The target must make a Dexterity saving throw without the benefit of cover or take 1d8 radiant damage.

1st Level Spells

Bless [C]. Brandish your shield and bless three creatures within 30 feet in the name of the shining lord. Each creature rolls 1d4 and adds the result to any attack roll or saving throw they make for up to minute. You may bless yourself with this spell.

Cure Wounds. Pray to the Shining Lord for mercy and lay a hand on a creature to heal them. It regains 1d8+3 hit points.

Divine Favor [B] [C]. Call upon the Shining Lord to bless your weapon. For up to one minute, it deals an additional +1d4 radiant damage when it hits.

Shield of Faith [B] [C]. Raise your shield high and ask the Shining Lord to protect a creature within 60 feet. It gains +2 to its Armor Class for up to 10 minutes.

SPELLS

PREGENERATED CHARACTER

Fighter 1
CLASS & LEVEL

Noble
BACKGROUND

PLAYER NAME

Human (Zethinian)
RACE

Neutral Good
ALIGNMENT

0/300
EXPERIENCE POINTS

CHARACTER NAME

STRENGTH +5
+3
16

DEXTERITY +2
+2
15

CONSTITUTION +3
+1
13

INTELLIGENCE +0
+0
11

WISDOM -1
-1
9

CHARISMA +2
+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

CURRENT HIT POINTS

d10
HIT DICE

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)	Backpack
SP 10	Chain Mail	Bedroll
EP	Greatsword	Dragonchess Set
GP 15	Light Crossbow	Hooded Lantern
PP	Crossbow Bolts (20)	Mess Kit
	Signet Ring with House Crest	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

NOTES

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

PREGENERATED CHARACTER

Ranger 1
CLASS & LEVEL

Acolyte
BACKGROUND

PLAYER NAME

Dwarf (Mountain)
RACE

Lawful Good
ALIGNMENT

0/300
EXPERIENCE POINTS

CHARACTER NAME

STRENGTH +5
+3
16

DEXTERITY +3
+1
12

CONSTITUTION +3
+3
17

INTELLIGENCE -1
-1
8

WISDOM +1
+1
13

CHARISMA +0
+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

CP 5	Clothes (Traveler's)	Backpack
SP 2	Hide Armor	Bedroll
EP	Hand Axe (5)	Master's Smith Hammer
GP 5	Holy Symbol of Everae	Trail Rations (10 days)
PP		Waterskin

EQUIPMENT



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

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 make saving throws against poisons and you're 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

PREGENERATED CHARACTER

Rogue 1
CLASS & LEVEL

Farmer
BACKGROUND

PLAYER NAME

Halfling (Lightfoot)
RACE

Neutral
ALIGNMENT

0/300
EXPERIENCE POINTS

CHARACTER NAME

STRENGTH ⁻¹
-1
8

DEXTERITY ⁺⁵
+3
17

CONSTITUTION ⁺⁰
+0
10

INTELLIGENCE ⁺³
+1
12

WISDOM ⁺¹
+1
13

CHARISMA ⁺²
+2
15

+2 PROFICIENCY BONUS

Acrobatics
Animal Handling
Deception
Investigation
Nature
Perception [E]
Stealth [E]
Thieves' Tools
Language (Common)
Language (Halfling Cant)

PROFICIENCIES

15
PASSIVE PERCEPTION

SENSES

13 MAX HP

+3 INITIATIVE

25 ft. SPEED

14 ARMOR CLASS

d8 HIT DICE

CURRENT HIT POINTS

NAME	ATTACK	DAMAGE	TYPE	RANGE	AMMO
Dagger	+5	1d4+3	piercing	5 ft. or 20/60 ft.	
Sling	+5	1d4+3	bludgeoning	30/120 ft.	20 bullets

ATTACKS

NAME

Brave You have advantage to save against fear.

Lucky When you roll a 1 on a check, reroll it and use the new result.

Naturally Stealthy You can attempt to hide behind a creature bigger than you.

Expertise Add double your proficiency bonus to Stealth and Perception checks.

Sneak Attack 1/turn If you attack with advantage or have an ally adjacent to your target, deal +1d6 damage with an attack.

FEATURES

CP	SP	EP	GP	PP	ITEM	ITEM
10	5		5		Clothes (Common)	Backpack
					Leather Armor	Bedroll
					Dagger (2)	Hooded Lantern
					Sling	Oil (10 flasks)
					Sling Bullets (20)	Tinderbox
					Thieves' Tools	Trail Rations (10 days)
					Lucky Rabbit's Foot	Waterskin

EQUIPMENT



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

Race (Halfling). Halflings are small, slight, and friendly people who usually live on their own in pastoral communities or else on the fringes of human communities. Most halflings just want peaceful, comfortable lives surrounded by friends and family. But halflings are also exceptionally curious and unnaturally brave. Fortunately, they're also extremely lucky. While they aren't terribly religious, most halflings are very superstitious and have numerous lucky charms and rituals.

Lightfoot. You are a lightfoot halfling. As such, you're small and lithe even by halfling standards. Lightfoot halflings are nimble and quiet and know how to survive by avoiding the notice of anything bigger than they are. Which often saves them when their curiosity gets them into trouble.

Halfling Cant. Halflings do not have a language of their own. They speak the common tongue like most people. But they do have an elaborate collection of slang terms, code phrases, and gestures they use to communicate amongst themselves when they don't want to be understood by the tall folk.

Appearance. Halflings stand only about three feet tall. Lightfoot halflings rarely weigh more than 40 pounds. Because halflings are descended from nomadic wanderers, their appearance varies widely. But most lightfoot halflings have tanned or coppery skin and bushy hair in medium shades. Halflings show a marked preference for flashy, brightly colored clothes.

Example Names. Milb (M) or Mina (F) Goodbarrel

RACE

Class (Rogue). Rogues are cunning and resourceful opportunists who use their wits to get what they want and deal with their foes.

You Are What You Know. Not all rogues are thieves, but every rogue has a diverse array of skills to help them get what they want. And to stay alive. A rogue must know how to get where they want to, how to get away, how to spot danger, and how to go unseen and unheard. Not all rogues are thieves, but any rogue could be a thief if they wanted to be.

Cunning Opportunists. Rogues aren't powerful. But they're smart and they're willing to fight dirty when they must. Rogues are experts at recognizing and capitalizing on opportunities. When they see an advantage, they take it. And when they see a weakness, they exploit it.

CLASS

Brave. Halflings don't feel fear the way most people do. You have advantage when making saving throws against fear.

Lucky. Things always seem to work out for halflings. When you roll a natural one on an ability check, attack roll, or saving throw, reroll it. You must keep the new result.

Halfling Nimbleness. Halflings are adept at slipping by other creatures. You can move through the space of any creature that's larger than you, including humans.

Naturally Stealthy. Halflings know how to go unnoticed in a crowd. When you can conceal yourself behind a creature that's larger than you, you can attempt to hide.

Expertise [E]. Certain skills just come naturally to you. Whenever you roll an ability check using your Perception or Stealth skill, your proficiency bonus is doubled.

Sneak Attack. When you've got an edge over your opponent, you can hit them where it hurts the most. Once per turn, if you have advantage on an attack roll – for example, if you're attacking while you're hidden from sight – you can add +1d6 to the damage you deal. You can also gain this bonus if one of your allies is adjacent to your target, even if you don't have advantage on the attack roll.

FEATURES

Background (Farmer). You were raised on a farm and spent most of your life tending crops and taking care of animals.

Pastoral Peace. You were born in a peaceful farming village in Zethinia. It was a pleasant place with a mixed population of humans and halflings. You were expected to help on the farm, which you hated, but you also had lots of freedom to play, wander, and have fun. And you took every advantage of it. You wandered far and stayed out late into the night, forcing your parents to hunt you down long after the sun had set and the wolves were howling in the hills.

Adventuring and Troublemaking. In the spring, minstrels and bards would come through the village and share stories of grand adventures and great heroes. You love those tales. When you became the ringleader of your circle of friends, you led them on adventures like those in your favorite stories. Most were harmless excursions, but some were dangerous. Sometimes, a friend would suffer a minor hurt. And some of your adventures involved pranks and mischief. Parents started keeping their children from you. You went from precocious child to village ne'er do well. You were passed from apprenticeship to apprenticeship, but nothing held your interest. Though you did enjoy working with locks and tools with the village tinker.

The Horizon Calls. As you grew, you were passed from apprenticeship to apprenticeship. You couldn't settle to anything. Fortunately, halfling parents do understand the young halfling spirit. You and your parents mutually agreed – with some encouragement from the exasperated villagers – that you'd take a few years to travel on your own and satisfy your sense of adventure. The meager purse they gave you didn't get you far. Eager to see what's over the next horizon and in need of some gold your pocket, you've signed on to travel with Oona Tealeaf to travel some distant town in the highlands.

BACKGROUND

NOTES

PREGENERATED CHARACTER

Wizard 1
CLASS & LEVEL

Outlander
BACKGROUND

PLAYER NAME

Human (Alqaadi)
RACE

Lawful Neutral
ALIGNMENT

0/300
EXPERIENCE POINTS

CHARACTER NAME

STRENGTH +0
+0
11

DEXTERITY -1
-1
9

CONSTITUTION +2
+2
14

INTELLIGENCE +5
+3
16

WISDOM +4
+2
15

CHARISMA +1
+1
13

+2 PROFICIENCY BONUS

Arcana
Insight
Investigation
Medicine
Persuasion
Survival
Language (Alqaadan)
Language (Common)
Language (Draconic)

PROFICIENCIES

12
PASSIVE PERCEPTION

SENSES

14 MAX HP

-1 INITIATIVE

30 ft. SPEED

9 ARMOR CLASS

d6 HIT DICE

CURRENT HIT POINTS

NAME	ATTACK	DAMAGE	TYPE	RANGE	AMMO
Quarterstaff	+0	1d6	bludgeoning	5 ft.	

ATTACKS

CANTRIPS

Fire Bolt Make a ranged spell attack (+5) to deal 1d10 fire damage to a creature within 120 ft.

Light An object you touch sheds light like a torch for 1 hour.

Mage Hand For 1 minute, control a ghostly hand that can move or interact with light, unattended objects within 30 ft.

1ST LEVEL ○○/day

Burning Hands Creatures in a 15-foot cone take 3d6 fire damage, or half as much if they make a Dexterity save (DC 13).

Detect Magic [R] You sense the presence of magic objects within 30 ft.; visible magic objects appear to glow.

Identify [R] Learn all of the properties of one magic object you are holding.

Mage Armor An unarmored creature you touch gains an AC of 13 + their Dexterity modifier for 8 hours.

Magic Missile Each of three magical bolts of force strikes a target you designate within 120 ft., dealing 1d4+1 force damage.

MAGIC

EQUIPMENT

CP 15 Robes, Quarterstaff, Healer's Kit, Orb (Arcane Focus), Ring of the Order of the Ruby Orb

SP 10 Spell Component Pouch

EP Pearl (100 gp), Backpack

GP 5 Bedroll, Bottle of Ink, Ink Pen, Trail Rations (10 days), Parchment (10 sheets), Spellbook, Waterskin

PP

NAME

Arcane Recovery 1/day At the end of a rest, regain 1 used spell slot.

Ritual Caster Cast certain spells as 10-minute rituals instead of using spell slots.

FEATURES



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

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.

Alqaadi. You are a human from the distant kingdom of Alqaad, which is considered exotic and mysterious by the people you travel with now. Alqaad is a shining jewel of civilization. A place of culture and learning. A place of honor and tradition. And a place ruled by the iron hand of the theocrats of the Church of the Flame of Salvation.

Appearance. Alqaad has a punishing climate and its people have dark skin, eyes, and hair as a result. They're of average height and usually have athletic builds because of the harshness of their land. Most Alqaadi take particularly good care of their appearance as a point of honor and personal pride.

Example Names. Hamid (M) or Hasti (F) a'Fardin

RACE

Arcane Recovery. If given a chance to rest, you know how to channel and store magical energy for later use. Once per day, at the end of a short rest, you can regain one expended spell slot.

Spellcasting. You can channel magical energy to create specific magical effects called spells.

- Your spells are based on your Intelligence ability.
- Your spell attack bonus is +5.
- Your spell save DC is 13.
- You can cast any number of cantrips each day.
- To cast a 1st level spell, you must expend a spell slot.
- You recover your expended spell slots when you finish a long rest.
- Some spells require only a bonus action [B] to cast. You can take one bonus action each turn in addition to your action.
- Some spells require you to concentrate [C] to maintain the spell. You can only concentrate on one such spell at a time. If you get injured or distracted while concentrating, your spell might fail.
- Some spells can be cast as a ten-minute ritual [R]. You do not have to expend a spell slot when casting a spell as a ritual.

FEATURES

Cantrips

Fire Bolt. Speak a word of power and throw your hand out toward a creature within 120 feet to send a gout of flame at them. If you hit with a ranged spell attack, the target takes 1d10 fire damage.

Light. Whisper a word of power and touch an object – such as your quarterstaff – to make it shine like a torch for one hour. You can only have one active light spell at a time.

Mage Hand. Whisper a few syllables of power to will a ghostly hand into being. It moves at your direction but must remain within 30 feet of you. The hand can lift or manipulate small, unattended objects, open containers, or perform other similar tasks. It can't lift an object heavier than 10 pounds or force something that's stuck or locked.

1st Level Spells

Burning Hands. Speak a phrase of power and fan your hands out before you to send forth a sheet of flame. Creatures in a 15-foot-cone take 3d6 fire damage or half as much if they succeed on a Dexterity saving throw.

Detect Magic [C] [R]. Speak a phrase of power and draw your hand across your eyes to open your senses to magical energy. For up to 10 minutes, you can feel the presence of active spells and magical objects within 30 feet of you. If the object affected is in your view, you can see a glow around it.

Identify [R]. Take a magical object in hand, rub it with a pearl, focus your vision through your orb, and chant a phrase of power. You learn all the object's magical properties including how to activate them and any restrictions on who can use the object.

Mage Armor. Focus magical energy through your orb and wave your hand over an unarmored creature – or over yourself – to grant the target an Armor Class of 13 plus their Dexterity modifier for 8 hours. If an affected creature dons any kind of armor, the spell is ruined.

Magic Missile. With three flicks of your wrist and three words of power, you conjure three magical bolts of pure force. Each bolt strikes a target you designate within 120 feet and deals 1d4+1 force damage. The bolts never fail to find their targets.

SPELLS

Class (Wizard). Wizards are students of arcane magic and can unleash magical energy to create diverse magical spells and effects.

Links in a Long Chain. The mysterious art of arcane magic has been studied for countless ageless by countless practitioners. And the complex formulae and methods that allow wizards to shape reality to their will have been passed down from master to student and through secretive orders and wizarding circles. Every wizard receives the knowledge of their forebears, adds to it, and eventually passes it off to the next generation of students.

Tools of the Trade. It takes a brilliant mind to master magic, and long years of study, but it also requires the right tools. A wizard's spellbook contains the formulae for every spell they have mastered. Such formulae are too complex to memorize and wizards must constantly study their spellbooks to keep their spells fresh in their minds. Likewise, wizards require arcane implements – such as the palm-sized crystalline orb you carry – to help them channel and shape. And some spells require rare and valuable reagents and components to fuel them.

Exile. You were forced to leave your homeland and have spent most of your life on the open road.

Forbidden Study. Your family has long had ties to the magical arts, so it makes sense that you were honored with an invitation to study with the wizards of Order of the Ruby Orb. But such orders have to operate in secret in Alqaad given that the theocrats who rule it have outlawed the study and practice of arcane magic. Punishable by death.

Smuggled Away. Just as you were finishing your apprenticeship, the order's sanctum was raided. Many were put to death, but not before being forced to tell the theocrats everything. Your name was certainly among the secrets divulged. Death would come for you and your family. And while your family didn't have the means to flee, they could send you away. Under an assumed name and the cloak of night, they smuggled you onto a ship bound for distant Zethinia. They warned you to keep moving and to shun the biggest cities, lest the theocrats' soldiers find you. The lands of central and western Aerth were uncivilized, uncultured, and barbaric compared to your home, but they had one advantage. Magic wasn't outlawed, it was just mistrusted.

Done Running. For years, you stayed on the move, exhausting the money your family had provided. The open road was your only home. In time, you realized that you probably weren't being hunted. You're beneath the theocrats' notice. You can't let your guard down, but if you want to grow in power and master your art, you need to stay in one place and start stockpiling money and resources. There's a merchant, Oona Tealeaf, who is traveling to some town in the Asternian highlands and she's hiring guards. Coin and travel to an out-of-the-way place.