

Pregenerated Characters

written by CresthavenRPG Guru | April 19, 2015

We know diving into a role-playing game can sometimes feel a bit overwhelming, especially when it comes to crafting your own character from scratch. That's where our pre-generated characters come in handy!

These characters are all set and ready to roll, whisking you straight into the heart of the adventure without any delay. We've already sorted out their classes, races, and skills, and even handpicked their gear. It's the perfect start for newcomers or for those who prefer jumping straight into the action.

We want to hear from you! If you've got a creative character build in mind, share it with us in the comments below! We'll turn your idea into a fully fleshed-out pre-gen character that others can use too. Suggest a build, and we'll add it to our collection. Your creativity could inspire the next great adventurer!

There are 4 sample characters to get you started in your games.

[Download Cresthaven RPG Pregenerated Characters PDF](#)

+3
STRENGTH

+3
DEXTERITY

0
CONSTITUTION

0
INTELLIGENCE

0
WISDOM

+1
CHARISMA



FOCUS: +1 MIND: +1

HPMAX: 12

WOUNDS: d12

ARMOR CLASS: 16

NOTICE: 10

HIT DICE: d12

Human		Barbarian	
NAME	ANCESTRY	CLASS	
WEAPON NAME	TO HIT	DAMAGE	RANGE
Two-Handed Sword	+4	2d6+4	

NOTES: 10 gold pieces. Level: XP:

Equipment: a backpack, a bedroll, a flint and steel, rope, torches (10), trail rations (5 days), leather armor and a waterskin.

0
STRENGTH

+4
DEXTERITY

0
CONSTITUTION

-1
INTELLIGENCE

+2
WISDOM

0
CHARISMA



FOCUS: +1 MIND: +1

HPMAX: 6

WOUNDS: d6

ARMOR CLASS: 16

NOTICE: 12

HIT DICE: d6

Halfling		Thief	
NAME	ANCESTRY	CLASS	
WEAPON NAME	TO HIT	DAMAGE	RANGE
Short Bow	+5	1d6	80/320
Short Sword		1d6	

NOTES: 10 gold pieces. Level: XP:

Equipment: a backpack, a bedroll, a belt pouch, caltrops, chalk (10), a flint and steel, a grappling hook, an iron pot, a mess kit, a mirror, pitons (10), rope, soap, thieves' tools, torches (10), trail rations (5 days), and a waterskin.

Skill List: Pick Locks +3, Search +4, Disable Traps +1, Climb +12, Stealth +5, Pick Pockets +3, Listen +3, Read Languages, +5 to initiative

-2
STRENGTH

+4
DEXTERITY

0
CONSTITUTION

+3
INTELLIGENCE

+1
WISDOM

-1
CHARISMA



FOCUS: +1 MIND: +1

HPMAX: 4

WOUNDS: d4

ARMOR CLASS: 14

NOTICE: 17

HIT DICE: d4

Elf		Wizard	
NAME	ANCESTRY	CLASS	
WEAPON NAME	TO HIT	DAMAGE	RANGE
Staff	-2	1d8-2	

NOTES: 10 gold pieces. Level: XP:

Spells:

Cost 0: Detect Magic, Daze, Ray of Frost

Cost 1: Magic Missile (124+1 points of damage), Sleep

MANA: 4

Magic Items:

Wand of Fireballs - use 2 times or send a ball of fire for 2d6 damage up to 30 feet

DARKVISION 60 feet

0
STRENGTH

0
DEXTERITY

+4
CONSTITUTION

0
INTELLIGENCE

+3
WISDOM

-2
CHARISMA



FOCUS: +1 MIND: +1

HPMAX: 10

WOUNDS: d6

ARMOR CLASS: 14

NOTICE: 14

HIT DICE: d6

Dwarf		Cleric	
NAME	ANCESTRY	CLASS	
WEAPON NAME	TO HIT	DAMAGE	RANGE
Mace	0	1d6	

NOTES: 10 gold pieces. Level: XP:

Spells:

Cost 0: Cure Minor Wounds (heal 1hp), Guidance (next vol with advantage)

Cost 1: Cure Light Wounds (heal 128hp), Protection from Evil (all monster vols =1)

MANA: 4

Abilities: TURN UNDEAD, KNOW DIRECTION, +3 SECRET DOORS, DARKVISION 60 FEET

New players should read through the Character Explanation for a good overview of the character sheet and what all the numbers mean.