



## PREGENERATED CHARACTERS

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# New Player Tips

**Hey there, brave adventurer!** ✨ Ready to dive into a world of magic, mystery, and mayhem? Before you do, take a moment and let's walk through some golden nuggets of wisdom that'll help you not only survive, but thrive!

🔍 **Plan Like a Pro:** After scouting your area, take a moment to strategize. Who's going to take on the big bad monster? Who has the perfect spell or weapon? Proper planning can transform a tricky situation into an epic win!

💡 **Stay on Track:** Ever heard the saying, "Keep your eyes on the prize?" It's essential. Remember why you're adventuring in the first place – success often comes from focused objectives.

🗣️ **Talk to EVERYONE:** Those townsfolk in the local tavern? They're goldmines of information. Rumors, stories, and hints can be the key to unlocking your quest's secrets. Plus, who doesn't love a good piece of gossip?

👂 **Listen and Look:** Take a pause and tune in to your surroundings. Hear a breeze? Feel a shift in the floor? Ask your DM about everything! And when you think of traps – always, always check!

🗺️ **Keep That Map Handy:** Even if it's a rough sketch, knowing your surroundings can be a lifesaver. Remember where you've been, and always have an idea of where you're going.

⚔️ **Choose Your Battles:** Not every creature wants to fight. Sometimes a conversation (or a sneaky sidestep) is better than drawing your sword. And remember, appearances can be deceiving; not all treasure is treasure, and not all floors are... well, floors.

👊 **Lean Into Your Strengths:** You picked that class for a reason! Play to it. If you're a rogue, sneak. If you're a bard, charm. Let your unique skills shine!

🎒 **Pack Smart:** An adventurer's backpack is like their toolbox. Have essentials like food and water, but remember: you can't haul a dragon's hoard if you're already overloaded with knick-knacks.

👥 **Team Dynamics:** Use the strengths of your party members. Let the stealthy ones scout ahead, keep your long-range attackers safe in the back, and always communicate. Teamwork is the secret sauce to epic adventures!

📖 **Knowledge is Power:** Whether it's gathering resources, respecting local cultures, or keeping a journal of your journey – always stay informed and organized. And when you hit a bump, learn from it and adapt.

🌳 **Use Your Environment:** High ground, choke points, or even just a good hiding spot can make all the difference. Always be aware of your surroundings and use them to your advantage.

🛡️ **Gear Up and Rest Up:** Stock up on essentials, protect your vulnerable teammates, and never underestimate the power of a good night's rest. And if things go south? It's okay to retreat and regroup.

*So, with these tips in your adventurer's hat, go forth and create legendary tales of your exploits! Remember, the world of Creshaven RPG is vast, and the only limit is your imagination. Happy adventuring! - AJB*

**+3** STRENGTH  
**+3** DEXTERITY  
**0** CONSTITUTION  
**0** INTELLIGENCE  
**0** WISDOM  
**+1** CHARISMA

ARMOR CLASS **16**

FOCUS **+1** HEROICS **1**

**10** NOTICE

**12** HP MAX

**d12** HIT DICE


**WOUNDS**

	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

ARMOR CLASS **15**

FOCUS **+1** HEROICS **1**

**12** NOTICE

**6** HP MAX

**d6** HIT DICE

**WOUNDS**


	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

ARMOR CLASS 14  
 FOCUS +1  
 HEROICS 1  
 NOTICE 17  
 HP MAX 4  
 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 (target next roll -1), Ray of Frost (1d3 damage 25ft)  
 Cost :1 Magic Missile (1d4+1 points of damage), Sleep  
 MANA: 4  
 Wand of Fireballs - use 2 times to send a 10ft radius sphere 25ft for 2d6 damage  
 DARKVISION 60 feet

0 STRENGTH  
 0 DEXTERITY  
 +4 CONSTITUTION  
 0 INTELLIGENCE  
 +3 WISDOM  
 -2 CHARISMA

ARMOR CLASS 13  
 FOCUS +1  
 HEROICS 1  
 NOTICE 14  
 HP MAX 10  
 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 roll with advantage)  
 Cost 1: Cure Light Wounds (heal 1d8hp), Protection from Evil (all monster rolls -1)  
 MANA 4  
 Abilities: TURN UNDEAD, KNOW DIRECTION, +3  
 FIND SECRET DOORS, DARKVISION 60 FEET

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

ARMOR CLASS

FOCUS

HEROICS

NOTICE

HP MAX

WOUNDS

HIT DICE

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

ARMOR CLASS

FOCUS

HEROICS

NOTICE

HP MAX

WOUNDS

HIT DICE

NAME				ANCESTRY		CLASS	
WEAPON NAME	TO HIT	DAMAGE	RANGE				
NOTES							

NAME				ANCESTRY		CLASS	
WEAPON NAME	TO HIT	DAMAGE	RANGE				
NOTES							