

# PREGENERATED PLAYER CHARACTERS

Here you'll find 12 sample, ready to play player characters. If you lack time or don't want to create characters on your own, choose one for each player. A classic party may consist of a fighter, ranger, wizard, and cleric, but any combination is fun and offers different possibilities. Although the character sheets supply sample names, gender, and backstories, feel free to change and adapt them to best suit your players. If your heroes have not played *Goblin Trouble*, each starts with 50 extra gold pieces and 1 potion of healing.

Each character entry discusses their strengths and weaknesses. As a group, consider buying special spell cards. They really make life easier for spellcasters! If you don't own them and players selected spellcasting characters, spend a moment copying their spell descriptions. You can do this in a special notebook—it will be their spellbook! This will save time during the game when there is a need to know what exactly the given spell does.

1. **Torval**, a **dwarf fighter**, has a lot of hit points and high Armor Class. However, he moves a bit slower than other characters. He also isn't too convincing and doesn't know much about the world. He's also very bad at sneaking. Choose Torval if you want to be on the front line of combat and draw the enemy's attention!

**Backstory.** Torval is only 40 years old. He left his homeland to search for wealth and glory. At first, he was a mercenary soldier and fought for different lords but eventually he decided he didn't like discipline and left as soon as he could. He's travelling to Oakenville because he heard there are monsters to kill there. And where are monsters, an honest dwarf can earn some gold and maybe even find treasure!

2. **Shirael** is an **elven ranger** and an excellent archer. She is really good at sneaking and quite perceptive—a perfect scout. Unfortunately, a lifetime in the wilderness made her quite bad at negotiations and information gathering. Choose Shirael if you want to shoot a bow and sneak unseen.

**Backstory.** Although Shirael doesn't really like humans living in the Green Forest, they think she's a heroine. A few decades ago (almost nothing for a long-lived elf) an owlbear attacked a group of settlers. The animal was diseased and crazed and one arrow from Shirael's bow was enough to chase it away. It soon died from the disease. But the settlers decided that Shirael was a hero of the hour! At first, she kept explaining that it was a coincidence, then she started to like being liked and appreciated. She feels a bit guilty because of that. When she heard of Oakenville's trouble, she immediately set off to check what's wrong.

3. **Sathoris** is a **dragonborn sorcerer**. He knows various spells, but less than a wizard. But he can use them more times per day and he can breathe fire. Thanks to his dragon skin, he doesn't need armor. He is also quite capable in social interactions. He doesn't know much about sneaking and doesn't have a lot of hit points. Unfortunately, as a beginner spellcaster, he can cast only two level 1 spells per day. Choose Sathoris if you want to breathe fire and cast spells.

**Backstory.** For many years Sathoris was a simple servant in a secret temple, where the dragonborn worshipped Bahamut, the god of good dragons. Not long ago a powerful storm raged

over the mountains where the temple was hidden and suddenly Sathoris gained the ability to use magic. No-one knew why or how it happened. Sathoris left his home and travels the world perfecting his magic and trying to find out its source. Recently he has heard that the storm's epicenter was over the Green Forest and that's his destination now.

4. **Malrith** is a **dragonborn paladin**. Her Armor Class is high, she can use a little healing magic, and is a trained warrior. She is really bad at sneaking and has slow reactions—in combat she'll usually act at the end of the round. However, she can be really convincing and, thanks to her draconic ancestry, she can breathe a line of acid. Malrith is a good choice for players preferring to be in the thick of combat and use a little magic.

**Backstory.** As a young woman Malrith was captured and enslaved. Forced to serve an evil overlord, she didn't hesitate to follow even the vilest order. One day something broke in her and she defied her master. He sent his undead hunters after her. She destroyed them all and made her way to the exotic North. Here she wants to repent for her past deeds and she travels the world helping other people. As a talented warrior, she usually escorts caravans or fights monsters on the trail. Recently, she heard that bad things are happening in the Green Forest. She's travelling to Oakenville to learn what's going on.

5. A **druid** named **Kovatch** is a **rock gnome**. He feels great in the wilderness and has access to a lot of spells, but must decide which ones he wants to prepare for the day. Unfortunately, as a beginner spellcaster, he can cast only two level 1 spells per day. As a gnome he's also resistant to some spells and effects. He is small, so he moves slower than the others and is average in melee. Choose Kovatch if you want to cast spells, love nature, and support the party.

**Backstory.** Rock gnomes love magic and mechanical devices. But Kovach doesn't. He has always preferred nature than loud machines or musty tomes. Mysterious, tangled plants, ancient trees... And of course, animals. He would spend more and more time outside and finally his family, who love him very much, sent Kovach to a druid circle to learn from them. There, he opened to the magic that flows from all that lives and learnt how to control it. Now, he's travelling to the Green Forest, because in the wind whispering in the leaves he heard a plea for help. The entire forest is in pain! And this is something Kovach cannot ignore.

6. **Aldorellaral** is a **high elf** and a **wizard**. His magic tome holds a lot of spells but each day you must decide which you want to prepare. As all beginner spellcasters, he can cast only two level 1 spells per day (but an unlimited number of cantrips). He knows a lot about different subjects and quickly connect facts (the Investigation skill). But he must be careful: he has few hit points and without magical protection he's easy to hit. He should stay out of the melee! Choose Aldorellaral if you want a character with a spellbook, cast spells, and become more and more powerful.

**Backstory.** Adorellaral believes he knows a lot. Yes, he is a bit stereotypical pompous elven know-it-all. However, he does know a lot! And his magic powers are even greater. Recently, he has been investigating a strange, mighty storm that passed over the region causing all the delicate instruments at the Magic Academy go haywire. Unfortunately, neither tomes nor experiments could explain the nature of the phenomenon. Although

Adorellaral isn't too fond of journeys (it's filthy business), he decided to make an exception and set off to the Green Forest to investigate in person.

7. **Bastiana** is a talented **half-elf bard**. She knows a few spells and knows people. She is great at negotiations, deception, and she can sing and play instruments. Perhaps those skills will get the party lower prices in a shop? Her songs inspire other party members, so they'll fight better or manage to avoid a deadly trap. She should stay back in combat: she doesn't have many hit points and is easy to hit. Choose Bastiana if you want a character that other people like and who supports the party from the second line.

**Backstory.** "Oh yeah? I'll show you I don't need you!" Bastiana shouted leaving her gilded palace. She didn't like marrying a minor nobleman her father selected, a man she didn't even know. Music was her passion and she dreamt about giving grand shows. So she set off to conquer the world. Although a little lost at first, she quickly discovered that travelling from place to place, meeting new people and exploring new places is a fascinating and inspiring adventure. She spent a few crazy years in a bard academy, which she had to suddenly leave when her father's thugs tried to force her to return home. That's how she ended up in the Green Forest, where she hopes to hole up in a small village and wait the storm over. That is, unless she finds other trouble that will inspire her for a new song!

8. The **half-orc Dao** is a martial arts master—a **monk**. He's quick and agile and can make two attacks per round. He is fairly easy to hit and should rely on mobility. As a half-orc, his critical hits are particularly nasty and, once in a while, he can ignore a hit that would bring him down. Choose Dao if you like martial arts, acrobatic attacks, and flexibility.

**Backstory.** Found alone in the mountains, Dao has spent most of his life in a monastery of the Old Order, where he trained hard and studied his masters' lessons. Finally, he was ready for the last test: the Warrior's Pilgrimage. It's a traditional journey young monks take to test their skills against real foes and challenges. But the main goal is to find oneself. Dao doesn't really get that last part, but he watches the world with eyes opened wide. And he's always curious what's behind the next mountain, tree, road bend.

9. **Tictoc** is a **halfling** with a shady background. This **rogue** is perceptive, great at sneaking, and disabling traps or opening locks. He can also hit for additional damage. But he doesn't have a lot of hit points and doesn't wear heavy armor, so his Armor Class is mediocre. Choose Tictoc if you want to sneak in shadows, make surprise attacks, and open locks.

**Backstory.** When Tictok's gang angered the wrong and powerful criminal syndicates in the city, there was only one thing to do: flee. Sometimes, you happen to accidentally open one chest too many and read documents that prove that certain important figures cooperate with the Black Network. There was something about summoning forces of hell too. Nothing really important. At the time Tictok just shrugged, but when a few days later her gang members started dying, she ran away. Although forests, villages and wilderness are a strange environment to her, it's safer than the city. Tictok needs a new gang too. A group she can travel with... or maybe even trust?

10. **Syddda** is a human female who came from the **barbarian** tribes of the North. In combat, she deals a lot of damage, she's very strong and can enter a state of rage, during which she ignores some damage. She doesn't wear heavy armor and her Armor Class is average, but to balance this out she has a lot of hit points. She doesn't know much about the world but is quite good at sneaking. Choose Syddda if you want to charge your enemies and hear the lamentation of their families!

**Backstory.** Hear now the Saga of Syddda, the mighty warrior of the North! All right, there is no such saga yet. Or even a song. Not a poem, even. But there will be! When Syddda kills a dragon! That's right, she'll hit him right in the trunk. Do dragons have trunks? This must be checked. In practice. But first, such a dragon must be found. And they're said to dwell in forests. And here we are in a forest called Green. And the song begins. First things first, though. Time for a warm up! And there is no better warmup than a fight with something small and nasty. Goblins... Goblins are good warmup! And witnesses would be useful too, so they can admire Syddda's might and later hail her glory. The-re they are! A friendly slap on the back and onwards!

11. **Lars** is a **cleric** of a good deity. This human can fight in the first line and his spells can heal wounded companions. Apart from cantrips, he can cast only two level 1 spells per day, and each day he must choose which spells he should prepare for the day. Although he's a bit clumsy, he has great intuition and he's quite perceptive. Choose Lars if you want to heal your friends, be respected by NPCs, and fight in melee.

**Backstory.** Forces of Hell attacked the temple of Lathander (god of light and good) where Lars served. At the last moment, to protect the city around the temple (where Lars's family lives) the high priests cast a powerful spell that sealed the temple and the attacking hordes between a flickering barrier. At the time Lars and other young priests were out of town. Now he travels the world looking for a way to open the barrier and save his mentors. He'll need allies for that too, or maybe even an army.

12. **Deidre** is a **tiefling** and a lot of people don't trust her. Perhaps they detect she made a pact with a powerful otherworldly being that gave her **warlock** powers. Deidre knows very few spells that get quickly "used up," but she regains them faster than other classes. She can increase her hit points by wounding her enemies. She has quite a lot hit points, but should avoid direct combat. She's also an excellent liar. Choose Deidre if you want to access dark powers and cast spells.

**Backstory.** Deidre has made a mistake. Yeah, she's a tiefling. Yeah, people generally don't trust her. So it was easy to trust that quiet yet persistent inner voice that encouraged her to take a step further. She found her father, a powerful creature from another plane of existence, and made a pact with him. She would get powerful magic and in exchange she'd prove to him that she deserves to be called His daughter. That was the mistake. The father didn't really care about her and Deidre discovered that she actually doesn't care to impress him or anyone else. But a once made pact is not easily broken...So she is deliberately contrary: she uses her power to fight evil. Perhaps then she'll get her soul back.