



THE SWORD OF RAMI

PREGENS

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PREGENERATED CHARACTERS

In this appendix we have provided six pre-generated characters for use in your game. Due to OGL restrictions, we have not included Backgrounds for these characters. Before beginning the game, players should choose a background and apply the associated special ability (if any), equipment, skills, tools, languages, Personality Traits, Ideals, Bonds and Flaws to their chosen character, to make the hero their own.

BACKGROUNDS, QUICK AND DIRTY

If you want to do this quickly, or truly customize your character without consulting the book, simply choose any two skills, one tool proficiency, and one language with which to be proficient. Alternately, you may choose two tool proficiencies or two languages if it is more appropriate to your concept.

If you are proficient in one or more tool kits, you gain these tool kits as equipment. You may gain one or two other pieces of equipment, if it is appropriate to the background in question.

Next assign your character two personality traits, and one each of ideals (what they believe in), bonds (what ties them to the world), and flaws (character foibles), and try to tie all of these to a theme, which then becomes your background.

Finally, work out a minor special ability with your CK that suits the background. A character who grew up in a monastery, for example, may always be welcome at temples of their deity, entitled to food and shelter. A character who grew up in the wild may be able to automatically scavenge for food without the need for a survival check (or may be able to double the food they find with a survival check). A character who grew up on the streets may double their proficiency bonus in making checks to find a service or business (legal or otherwise) in a city or town.

VALTTERI HERU-PEPI

HALF-ELF RANGER, CHAOTIC GOOD (WATCHER IN THE WOODS)

ARMOR CLASS: 15 (leather armor, dexterity, bracers of defense)

HIT POINTS: 50 (6d10+12 HD)

SPEED: 30ft.

STR:	DEX:	CON:	INT:	WIS:	CHA:
16 (+3)	14 (+2)	14 (+2)	10 (0)	12 (+1)	10 (0)

SENSES: Darkvision 60ft, Passive Perception 14

LANGUAGES: Common, Dwarvish, Draconic, Elvish, Goblinoid, Lizardfolk

SAVING THROWS: Strength +6, Dexterity +5

SKILLS: Athletics +6, Nature +4, Perception +4, Stealth +5, Survival +4

WEAPONS: Simple Weapons, Martial Weapons

ARMOR: Light Armor, Medium Armor, Shields

TOOLS:

BACKGROUND:

SPECIAL QUALITIES

FEY ANCESTRY. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

FAVORED ENEMY (lizardfolk, hobgoblins, dragons). You have advantage on checks to track or recall information about your enemy. You also speak their language.

NATURAL EXPLORER (Favored terrain: forest and marsh). Difficult terrain doesn't slow you. You can't become lost by nonmagical means. You are always alert to danger. You can move stealthily at your normal pace when alone. You find twice as much food as normal when foraging. You can discern minute details about creatures you track (types, numbers, sizes, length of time passed, etc).

DRUIDIC CASTING. You learn the *druidcraft* cantrip. In addition, all druid spells are ranger spells for you.

SPELLCASTING (Wisdom, Save DC 12, Attack +4)

- Cantrip: *Druidcraft*
- 1st (4 slots): *Ensnaring strike*, *goodberry*, *hunter's mark*
- 2nd (2 slots): *Cordon of arrows*

ACTIONS

FIGHTING STYLE (Two-Weapon Fighting). When you fight with a weapon in each hand, you may use a bonus action to make an extra attack with your off-hand weapon. You may add your ability bonus to damage with the second weapon (you fight with two hand axes).

PRIMEVAL AWARENESS. You may expend one spell slot to sense whether aberrations, celestials, dragons, elementals, fey, fiends or undead are within 1 mile of you. This feature doesn't reveal their exact number or location.

EXTRA ATTACK. When you take the Attack action on your turn, you may attack twice instead of once.

HAND AXE. Melee or Ranged Weapon Attack: +6/+5 to hit, reach 5ft./range 20/60, one target. *Hit:* 6 (1d6+3)/5 (1d6+2) slashing. *Qualities:* light, thrown

LONGBOW. Ranged Weapon Attack: +5 to hit, range 150/600, one target. *Hit:* 6 (1d8+2) piercing. *Qualities:* Ammunition, heavy, two-handed

GEAR: Leather armor, bracers of defense, four hand axes, explorer's pack, longbow (20 arrows), 10 gp

NEA ALANSAN!!

TWILIGHT ELF FIGHTER (ORAALAU)

ARMOR CLASS: 18 (Chain shirt + Dex + fighting style)

HIT POINTS: 38 (6d10 HD)

SPEED: 30ft.

STR:	DEX:	CON:	INT:	WIS:	CHA:
10 (+0)	18 (+4)	10 (0)	17 (+3)	12 (+1)	13 (+1)

SENSES: Darkvision 60ft, passive perception 14

LANGUAGES: Elven, Common

SAVING THROWS: Strength +4, Constitution +3

SKILLS: Acrobatics +7, Perception +4, Survival +4

WEAPONS: Simple Weapons, Martial Weapons

ARMOR: All Armor

TOOLS:

BACKGROUND:

SPECIAL QUALITIES

FEY ANCESTRY. Advantage vs. charm, immune to sleep magic

TRANCE. Elves don't sleep. Instead, they meditate for 4 hours per day

ELF WEAPON TRAINING. Proficient with the khopesh.

SHADOW STEALTH. You can use the stealth skill while being directly observed so long as a shadow at least as large as you is nearby.

SHADOW ILLUSION. You know the *minor illusion* cantrip. You may cast *darkness* and *misty step* once per day. When casting *misty step*, you are surrounded by shadow instead of mist.

FIGHTING STYLE: Defense. When wearing armor, you gain +1 to AC.

SECOND WIND: You may use a bonus action to regain 1d10+6 hit points. After using this feature, you must complete a short or long rest before using it again.

SPELLCASTING: Intelligence; Save DC = 14, Attack bonus = +6

- Cantrips: *Acid splash*, *blade ward*, *prestidigitation*, *ray of frost*, *true strike*
- 1st-level (3 slots): *Charm person*, *magic missile*, *shield*
- 2nd-level (2 slots): *Cloud of daggers*, *magic weapon*

ACTIONS

ACTION SURGE. You can take an additional action on your turn in addition to your regular action and any bonus actions. After using this feature you must complete a short or long rest before using it again.

EXTRA ATTACK. Whenever you take the attack action, you can attack twice instead of once.

TWO-WEAPON FIGHTING. When fighting with two weapons, you can use a bonus action to make a strike with your off-hand weapon. You may add your ability modifier to the damage of the second attack. (You fight with two khopesh swords).

STUDIOUS FIGHTER. You may choose to increase your intelligence modifier by +1 until the end of your turn. In addition, you may add both your intelligence modifier and your dexterity or strength modifier to your attack and damage rolls until the end of your turn. After using this feature, you must complete a long rest before you may use this feature again.

KHOPESH. Melee Weapon Attack: +7 to hit, reach 5ft, one target. *Hit:* 8 (1d8+4) slashing damage.

LONGBOW. Ranged Weapon Attack: +7 to hit, range 150/600, one target. *Hit:* 8 (1d8+4) slashing damage.

GEAR: Chain shirt, two khopesh swords, longbow (20 arrows), explorer's pack, 50 gp

JANUS KIMATHI

HUMAN WIZARD, LAWFUL NEUTRAL (PATHS OF UMBRA)

ARMOR CLASS: 12/15 (Dexterity/mage armor)

HIT POINTS: 36 (6d6+12 HD)

SPEED: 30ft.

STR:	DEX:	CON:	INT:	WIS:	CHA:
9 (-1)	14 (+2)	15 (+2)	18 (+4)	13 (+1)	11 (0)

DAMAGE RESISTANCE: Cold

SENSES: Passive Perception 11

LANGUAGES: Common, Elvish

SAVING THROWS: Intelligence +7, Wisdom +4

SKILLS: Arcana +7, History +7

WEAPONS: Daggers, darts, slings, quarterstaves, light crossbows

ARMOR: None.

TOOLS:

BACKGROUND:

SPECIAL QUALITIES

SPELLCASTING (Int, Save DC 15, Attack +7, Prepared spells: 10). You may cast a spell as a ritual if it has the ritual tag, and you can use an arcane focus as a spellcasting focus.

- Cantrips: *Blade ward, chill touch, light, ray of frost*
- 1st-level (4 slots): *Chromatic orb, fog cloud, mage armor, magic missile*
- 2nd-level (3 slots): *Blur, cloud of daggers, hold person*
- 3rd-level (3 slots): *Bestow curse, blink, counterspell, sleet storm*

ICE SAVANT. When you encounter a spell related to cold or winter, the gold and time you must spend to copy this spell into your spellbook is halved.

ICE RESTRICTION. You may never prepare or cast a spell that deals fire damage (though you may copy it into your spellbook).

ARCANE RECOVERY. Once per day when you complete a short rest, you can choose up to three levels' worth of spell slots to recover.

ACTIONS

QUARTERSTAFF. Melee Weapon Attack. +2 to hit, reach 5ft., one target. *Hit:* 3 (1d8-1) bludgeoning. *Qualities:* *Versatile (1d6/1d8).*

GEAR: Quarterstaff (doubles as Arcane Focus), component pouch, scholar's pack, spellbook, wand of lightning bolts, 10 gp

HUMBERT THISTLEBOTTOM

LIGHTFOOT HALFLING ROGUE (THIEF), CHAOTIC GOOD

ARMOR CLASS: 15 (leather armor and Dexterity)

HIT POINTS: 48 (6d8+12 HD)

SPEED: 25ft.

STR:	DEX:	CON:	INT:	WIS:	CHA:
8 (-1)	18 (+4)	14 (+2)	10 (0)	14 (+2)	13 (+1)

SENSES: Passive Perception 15

LANGUAGES: Common, Halfling, Thieves' Cant

SAVING THROWS: Dexterity +7, Intelligence +3

SKILLS: Acrobatics +7, Perception +5, Stealth +10, Sleight of Hand +7

WEAPONS: Simple Weapons, Hand crossbows, longswords, rapiers, short swords

ARMOR: Light armor

TOOLS: Thieves' Tools

BACKGROUND:

SPECIAL QUALITIES

BRAVE. You have advantage on saving throws against being frightened.

HALFLING NIMBLENESS. You can move through the space of any creature that is of a size larger than yours.

NATURALLY STEALTHY. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

EXPERTISE (Stealth, Thieves' Tools). You add double your proficiency bonus to these proficiencies.

SNEAK ATTACK. Once per turn, you can deal an extra 3d6 damage to an opponent you hit with an attack, if you have advantage on the attack roll, or if another enemy of the target is within 5 feet of the target, that enemy is not incapacitated, and you don't have disadvantage.

UNCANNY DODGE. When an attacker hits you with an attack, you can use your reaction to halve the damage.

SECOND-STORY WORK. You may climb at your normal move rate. In addition, you can jump an extra 4 feet when you take a running leap.

ACTIONS

CUNNING ACTION (Fast Hands). You may use a bonus action on each of your turns in combat. This bonus action can only be used to take the Dash, Disengage, or Hide action, or to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or Use an Object.

SHORT SWORD. Melee Weapon Attack. +7 to hit, reach 5ft, one target. *Hit:* 7 (1d6+4) piercing. *Qualities:* finesse, light

DAGGER. Melee or Ranged Weapon Attack: +7 to hit, reach 5ft./range 20/60, one target. *Hit:* 6 (1d4+4) piercing. *Qualities:* Finesse, light, thrown.

SHORT BOW. Ranged Weapon Attack: +7 to hit, range 80/320, 1 target. *Hit:* 6 (1d6+3) piercing. *Qualities:* Ammunition, two-handed.

GEAR: Short sword, short bow (20 arrows), burglar's pack, leather armor, two daggers, thieves' tools, 50 GP

BALDER HAMMERFORGE

HILL DWARF FIGHTER 6, LAWFUL GOOD (HEISEN FODT)

ARMOR CLASS: 17 (Chain Mail plus Archetype)

HIT POINTS: 66 (10d10+30 HD)

SPEED: 25ft.

STR: DEX: CON: INT: WIS: CHA:
18 (+4) 12 (+1) 18 (+4) 12 (+1) 13 (+1) 8 (-1)

DAMAGE RESISTANCE: Poison

SENSES: Darkvision 60ft., Passive perception 11

LANGUAGES: Common, Dwarvish

SAVING THROWS: Strength +6, Constitution +6

SKILLS: Athletics +6, Insight +4

WEAPONS: Battleaxe, Handaxe, Throwing Hammer, Warhammer, simple weapons, martial weapons

ARMOR: All armor and shields

TOOLS: Smith's tools

BACKGROUND:

SPECIAL QUALITIES

DWARVEN RESILIENCE. You have advantage on saving throws against poison.

STONECUNNING. Whenever you make an Intelligence (history) check related to the origin of stonework, you are considered proficient in the history skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

DWARVEN TOUGHNESS. Your hit point maximum increases by +1 per level.

FIGHTING STYLE: Great Weapon Fighting. When you roll a 1 or 2 on damage for an attack with a weapon that has the two-handed or versatile property, and you are using two hands to wield the weapon, you can reroll the die and must use the new roll, even if it is 1 or 2.

SECOND WIND. On your turn, you can use a bonus action to regain 1d10+fighter level hit points. After using this ability you must complete a short or long rest before using it again.

MARTIAL ARCHETYPE: Heisen Fodt.

NATURAL ARMOR CLASS: You gain +1 to AC, which stacks with all other AC bonuses.

CONSTITUTION BONUS: Your Con score increases by 1.

ACTIONS

ACTION SURGE. You can take one additional action on top of your regular action and a bonus action. After using this ability you must finish a short or long rest before using it again.

EXTRA ATTACK. When you take the attack action on your turn, you may attack twice instead of once.

BATTLE AXE. Melee Weapon Attack: +7 to hit, reach 5ft., one target. *Hit:* 9 (1d10+4) slashing damage (or 1d8+4 if used one-handed). *Properties:* versatile

HEAVY CROSSBOW. Ranged Weapon Attack: +4 to hit, range 100/400, one target. *Hit:* 6 (1d10+1) piercing damage. *Properties:* heavy, loading, two-handed

HAND AXES. Melee or Ranged Weapon Attack: +7/+4 to hit, reach 5ft./range2 20/60, one target. *Hit:* 7 (1d6+4) slashing/4 (1d6+1) slashing. *Properties:* Light, thrown.

GEAR. Chain mail, battle axe, heavy crossbow (20 bolts), two hand axes, explorer's pack, 30 gp

ISIS RE-SENRET

HUMAN CLERIC OF WENAFAR, NEUTRAL GOOD (CREATION DOMAIN)

ARMOR CLASS: 14 (leather armor plus cloak of protection)

HIT POINTS: (6d8 + HD)

SPEED: 30ft

STR:	DEX:	CON:	INT:	WIS:	CHA:
14 (+2)	10 (0)	15 (+2)	11 (0)	17 (+3)	13 (+1)

SENSES: PASSIVE PERCEPTION 13

LANGUAGES: Common, Elvish

SAVING THROWS: Wisdom +6, Charisma +4

SKILLS: Insight, Religion

WEAPONS: simple weapons

ARMOR: Light armor, medium armor, shields (goddess' restriction: no metal armor)

TOOLS: Leatherworker's Tools; Tinker's Tools

BACKGROUND:

SPECIAL QUALITIES

GRANTED ABILITY OF WENAFAR. You may wild shape as a druid of the same level (1/long rest; 3 hours maximum; Max CR 1/2; no flying speed).

SPELLCASTING (Wisdom; Save DC 14, Spell attack +6). Cantrips (choose 4); 1st (4 slots); 2nd (3 slots); 3rd (3 slots). You may cast spells as ritual if they have the ritual tag. You may use your holy symbol as a casting focus.

CREATION DOMAIN.

DOMAIN SPELLS (1st - *ensnaring strike*, *floating disk*; 3rd-*cloud of daggers*, *misty step*; 5th-*conjure animals*, *conjure barrage*)

BONUS CANTRIP (choose from *Druidcraft*, *Minor Illusion*, *Prestidigitation*, *Thaumaturgy*)

CHANNEL DIVINITY: Divine Crafting. You may expend a use of Channel Divinity to create something from nothing, using a toolkit you possess and with which you are proficient. You conjure a mundane item which could normally be created or prepared with that toolkit and which fits in a 3-foot cube. The creation appears within ten feet, is non-magical, and is crude, yet functional. It has no moving parts and lasts for one hour per point of Wisdom bonus.

CONJURATION PRODIGY. Choose any conjuration spell which is not on the cleric spell list and of a level you can cast. This spell is a conjuration spell for you. You also gain one extra prepared spell per day, which must be a conjuration spell of any level you can cast.

DESTROY UNDEAD. When an undead of CR 1/2 or lower fails its saving throw against your Turn Undead feature, it is instantly destroyed.

ACTIONS

CHANNEL DIVINITY: Turn Undead. As an action, present your holy symbol and speak a censuring prayer. All undead must succeed at a Wisdom saving throw or move away as far as possible using the Dash action or otherwise trying to escape, for 1 minute or until it takes damage.

QUARTERSTAFF. Melee Weapon Attack. +5 to hit, reach 5ft., one target. *Hit:* 6 (1d8+2) bludgeoning damage. *Qualities:* *versatile.*

LIGHT CROSSBOW. Ranged Weapon Attack. +3 to hit, range 80/320, one target. *Hit:* 4 (1d8) piercing damage. *Qualities:* *Ammunition, loading, two-handed*

GEAR: Quarterstaff, leather armor, light crossbow (20 bolts), priest's pack, holy symbol, leatherworker's toolkit, tinker's toolkit, cloak of protection +3, 10 gp