

THE HIDDEN HALLS OF Hazakor

PREGENERATED CHARACTER SHEETS

The Hidden Halls of Hazakor is a starter adventure for fifth edition fantasy roleplaying, written with a special focus on young, beginning Gamemasters of ages twelve and up.

This adventure is designed for four players with 1st-level characters. The rulebooks for the game talk about how to create characters. Or the players can play pregenerated characters already made up for them. If you are working with new players, using pregenerated characters is a good idea.

Pregenerated 1st-level characters can be downloaded from many sources online — including pregenerated characters specially made for the *Hidden Halls of Hazakor* adventure. You can download those pregenerated characters from

www.insaneangel.com/hazakor

Four characters are available in this special package — a dwarf cleric, a human fighter, a halfling rogue, and an elf wizard. These characters are based on the young adventurers created for *The Hidden Halls of Hazakor* by illustrator Jackie Musto.

CHANGES AND MODIFICATIONS

Because they're designed for beginner players, these pregenerated characters have been simplified a little bit to make them easier to play. The character sheets incorporate all the regular features of a character, including subraces, class paths, and backgrounds. But they don't specifically talk about those parts of the rules. Rather, each of a character's features is simply presented as a feature, so that young players don't need to worry about where those features come from.

Additionally, some of the features for different characters — and the background features for all the characters — have been customized to make them a bit easier to play, and to make them a good fit for the adventure and its setting.

ADVANCING CHARACTERS

Each character sheet features instructions for advancing the character. When a character's features change, some players will want to just make notes and write in new numbers on their original character sheet. Other players might want to use the blank character sheet that comes with the pregenerated characters to fill out all of a character's new information.

Each character sheet provides information for advancing the character to 5th level. This is the level the characters will reach after completing the *Hidden Halls of Hazakor* adventure. At that point, they'll be ready to take on new adventures that the GM will make up.

When it's time to advance any of these pregenerated characters to 6th level, even young players should have enough experience of the game to be ready to rebuild the characters using the full version of their race, class, and background features from their rulebooks. Players are free to keep any of the custom features created for these characters if they like. Or those features can be swapped for the character's regular class or background features.

For players who want to rebuild their characters at 6th level, the pregenerated characters use the following options.

DWARF CLERIC

- Hill dwarf subrace
- Soldier background
- Life domain

HUMAN FIGHTER

- Variant human traits
- Martial Adept feat
- Sailor background
- Battle Master martial archetype

HALFLING ROGUE

- Lightfoot halfling subrace
- Criminal background
- Thief roguish archetype
- Mobile feat

ELF WIZARD

- High elf subrace
- Sage background
- School of Divination