use 5e

start at level 3

In 5e, levels 1 and 2 are kind of starter levels and you get your real class features at level 3. Since we'll only have a few games, let's start at level 3. That'll give the characters enough hit points too.

pre-gen characters

The campaign will only be a few games so if you just want to use a pre-gen character, that's ok. Be prepared to level up a couple times though.

class

Any class is OK, but Barbarian, Druid, or Ranger wouldn't particularly play to the urban setting.

The mini-campaign is an investigative adventure, so the party will want the relevant skills covered.

race

Players characters (PCs) in Hollin are human. No elves, no dwarves, no orcs.

If you pick a non-human pre-gen character, just cross off the race and write "human" instead.

alignment

This mini-campaign kind of assumes the PCs are good (or at least not evil).

names

Name your character whatever you'll enjoy. Pick Gandalf or satan69 if that's what you'd like.

If you want a name that matches Hollin well, Hollin is loosely based on Elizabethan London, so old-timey British-sounding names make sense. For instance, names from Shakespeare's English histories would match the style - Bardolph, Glendower, Lancaster.

A few examples from my name hoard:

Men:

- Beale
- Bedford
- Bonham
- Booth
- Bowman
- Branigan
- Briar
- Brice
- Brooks
- Brown
- Burgess
- Burnem

Women:

- Aisha
- Arletta
- Anya
- Astrid
- Drusilla
- Elsa
- Golnaz
- Gunita
- Hayley
- Hiral
- Ingrid

In the previous campaign, we also briefly explored the [city of al-Watan](). Names for characters from al-Watan are like [Arabic names]().

some background questions to answer

Be ready to tell us a little about your character at the beginning of the first game.

For instance:

- Do they have a day job? Sailor, bare-knuckle boxer, naturalist, mortician?
- Is your character from Hollin? If so, do they have family here? If not, why are they in Hollin?