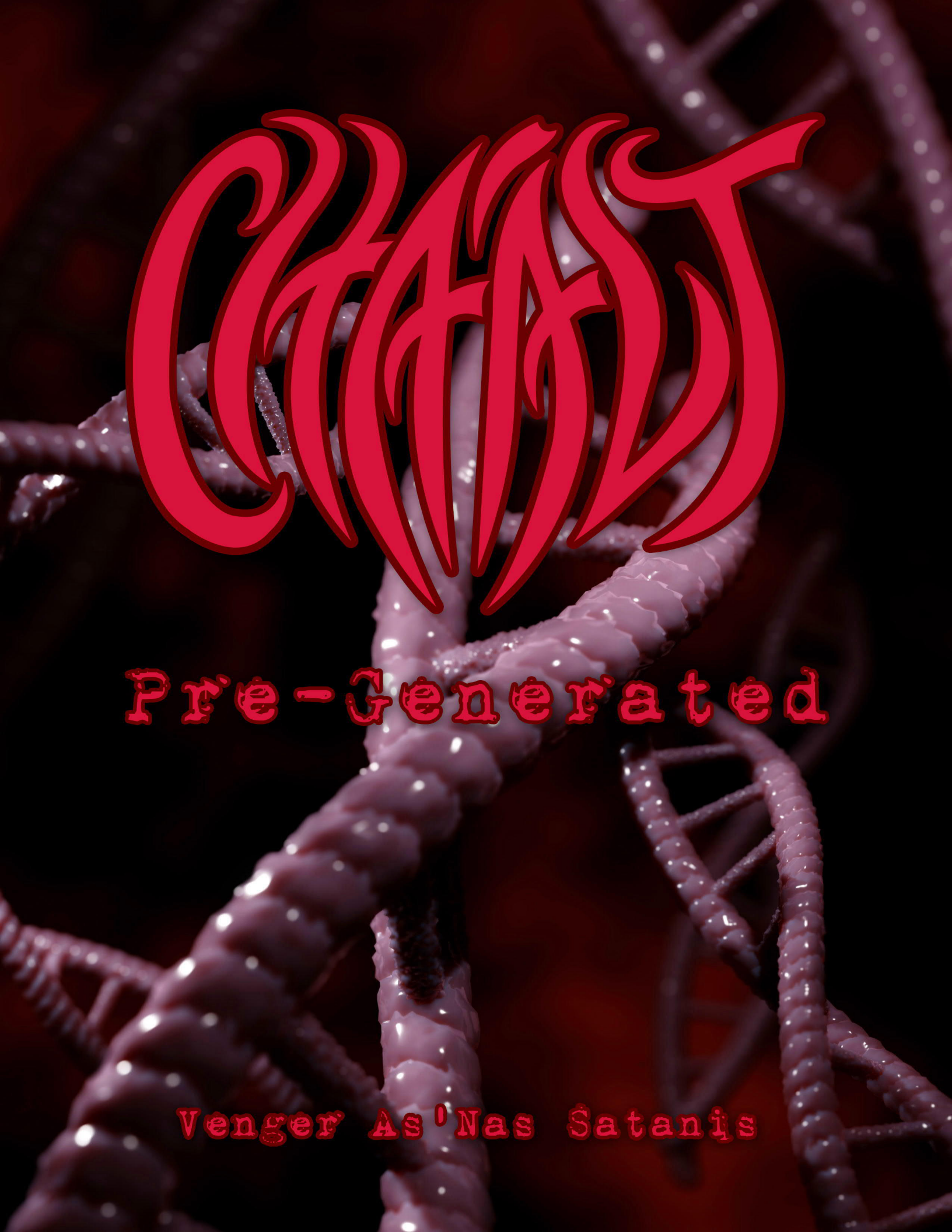




CRASH

Pre-Generated

Venger As'Nas Satanis

Cha'alt Pre-Generated

What is Cha'alt? Cha'alt is my own campaign setting that I use frequently, especially for online games. Specifically, Cha'alt means "greatness by way of suffering." It's an eldritch, gonzo, science-fantasy, and post-apocalyptic world for adventurers, such as yourself, to explore.

This PDF contains several 1st level pre-generated player-characters for games on the go. Players and GMs may not have time to sit and think about all the possible options. If you're playing a quick and dirty virtual session, you want to start immediately. This has helped me, and I believe it will help you, as well.

What you see are the essentials – stripped-down, basic, minimalist stat blocks for rules-light D&D. If you enjoy this style, check out the FREE PDF of **Crimson Dragon Slayer D20**.

Additionally, I didn't include extensive personality or motivations because it's the players' job to fill in those gaps. What you see before you are mere words and numbers until a player uses his imagination, bringing the character to life.

When coming up with something special or noteworthy about your character, remember that one is the minimum. If you think up several noteworthy details, that's great! Just don't go crazy.

PC optimization and power-gaming is the antitheses of old school. Remember Newton's third law: for every action, there is an equal and opposite reaction. That means if you decide your character is a Prince of the realm and fabulously wealthy, it's within the GM's rights to put a price on his head or give him a terrible curse.

Without further ado, here are your choices...

Name: Ma'alk
Race: Human
Class: Thief
Alignment: Chaos

HP
6

Noteworthy
 Never without a glass of fine wine. Ma'alk fantasizes about turning a convent into a brothel.

Belongings
 Two daggers, canteen, black robes, thieves' tools, and serpentine walking stick. 13 gold pieces.



Name: Arrada
Race: Elf (female)
Class: Fighter
Alignment: Neutral

HP
10

Noteworthy
 Her grace and beauty are captivating. She's also a replicant.

Belongings
 Lowcut, green tunic made out of leaves; shortbow with arrows; dagger; and silver circlet. 90 credits.

Name: Rajeed
Race: Human
Class: Sorcerer
Alignment: Chaos

HP
4

Noteworthy
 Former skeever (desert pirate) who wears a golden mask.

Belongings
 Crimson and gold robes, mask, dagger, canteen of water. 28 talons.

“No sane man wears armor in the desert. If you’re traversing S’kbah, forget armor – you’ll die from exhaustion, heat-stroke, and dehydration within hours.”

Name: Dgur
Race: Half-Orc
Class: Fighter
Alignment: Neutral

HP
10

Noteworthy

Retired bounty-hunter; good at tracking. Dgur has crossed S'kbah several times in search of his prey.

Belongings

White tunic, battle-axe, spiced myna'ak giblets, and 30' of rope. 11 gold pieces.



Name: Z'sast
Race: Human
Class: Cleric
Alignment: Chaos

HP
8

Noteworthy

Was once visited by dread K'tulu, and has worshiped the Great Old One ever since.

Belongings

Black cloak, tentacled holy symbol, dagger, canteen of water, and dried meat. 42 silver pieces.

Name: Reya'an
Race: Sky-Elf
Class: Thief
Alignment: Unaligned

HP
6

Noteworthy

His eyes always glow chartreuse in dim light after he drank too much zoth in one sitting.

Belongings

Black robes, ten-foot pole, thieves' tools, short sword, and locket containing picture and ex-lover's hair. 15 zuleks.

Name: La'athae
Race: Human (female)
Class: Fighter
Alignment: Neutral

HP
10

Noteworthy

Enslaved by insectoids while traveling S'kbah, she fought in The Hive gladiatorial arena and won her freedom.

Belongings

Long sword, reptile jerky, and canteen of water. 15 gold pieces and 32 talons.

Name: Gadeem
Race: Human
Class: Fighter
Alignment: Chaos

HP
10

Noteworthy
 Revels in violence and always heeds the call of battle.

Belongings
 Leather kilt, long sword, canteen of water, and radiation pills (3). 30 gold pieces.

Name: Seena
Race: Moon-Elf (female)
Class: Cleric
Alignment: Law

HP
8

Noteworthy
 Her mauve skin is tattooed with all manner of strange glyphs and runes. Seena is the daughter of ambassador Glev-Tinus.

Belongings
 White robes, staff, dagger, seven-moon holy symbol, canteen of water, and huma's seeds. 23 soona (glittering mauve octagons that moon-elves use as currency).



Name: Zake
Race: Infernal-Elf
Class: Fighter
Alignment: Chaos



Noteworthy

Has six fingers on his left hand. Also, Zake witnessed the Purple Demon-Worm swallow a starship whole.

Belongings

Black robes, trident, net, canteen of water, and various salted meats. 12 gold pieces and 15 credits.

Name: Dara
Race: Human (female)
Class: Thief
Alignment: Neutral



Noteworthy

Weeks ago, she stole the ruby out of a demon idol's eye. Dara believes the natives who worshiped that idol are still on her trail. She also has a pet snake named Basil.

Belongings

She wears the barest of silk, short sword, canteen of water, and finely cut ruby worth approximately 300 gp. 14 gold pieces.



Name: Banzathor
Race: Dwarf
Class: Cleric
Alignment: Neutral



Noteworthy

He was whisked away from his mountain home by an evil wizard and stranded in Cha'alt.

Belongings

Tan-colored tunic, Warhammer, beard wax, hand mirror, and canteen of water. 40 talons.

Name: Hyra'an
Race: Human
Class: Fighter
Alignment: Unaligned

HP
10

Noteworthy
 Decent singer and plays the zita'ar extremely well.

Belongings
 Tan robes, scimitar, ebony zita'ar, canteen of water, and pouch full of dried fruit. 18 gold pieces and 20 talons.



Name: Zerrick
Race: Half-Elf
Class: Sorcerer
Alignment: Chaos

HP
4

Noteworthy
 Born under the sign of the black unicorn (occurs one day every seven years).

Belongings
 Black robes, staff, dagger, flask of **Purple Prizm**, silver ring, and pouch of sugar dates, figs, and pistachios. 16 silver pieces and 5 zuleks.

Name: Vasek
Race: Za'akier (alien, green-skinned, tentacled humanoid)
Class: Fighter
Alignment: Chaos

HP
10

Noteworthy
 Used to pilot a starship before he gambled it away during a q'uay-q'uar tournament at Gamma Incel Cantina. Now, Vasek is stranded on Cha'alt.

Belongings
 Cream-colored robes, short sword, thermal detonator, and weathered map of Cha'alt. 23 credits.

Name: Zeno Jabar
Race: Human
Class: Thief
Alignment: Neutral

HP
6

Noteworthy

On the run from smugglers he double-crossed; they want him dead.

Belongings

Light-brown robes, thieves' tools, dagger, whip, deck of playing cards, and canteen of water. 83 silver pieces.

Name: Ta'almek
Race: Q'tar
Class: Sorcerer
Alignment: Neutral

HP
4

Noteworthy

Energy weapons merely bounce off q'tar crystalline skin. Most of their kind perished in the apocalypse. Ta'almek struck out on his own to see the world. He privately hopes to find a way to revive the q'tar race.

Belongings

Crystal staff and sand worm tooth dagger. 37 qasos (crystallized tears used as currency by q'tarans).

Name: Q'ira
Race: Sky-Elf (female)
Class: Sorcerer
Alignment: Chaos

HP
4

Noteworthy

Sold into slavery at a young age. She eventually killed her wicked master before fleeing into the desert.

Belongings

Chartreuse robes, dagger, bag of jelly-babies, and canteen of water. 20 silver pieces, 5 talons, and 12 soonas (glittering mauve octagons that moon-elves use as currency).

Name: Ceryn
Race: Human
Class: Sorcerer
Alignment: Neutral

HP
4

Noteworthy

Multiple scars from bar fight in Gamma Incel Cantina. Ceryn keeps a pet rat named Kuta in his billowy sleeve.

Belongings

Brown robes, dagger, parchment and ink, magic missile wand (zero charges), and canteen of water. 61 silver pieces.

Name: Ta'almek
Race: Q'tar
Class: Sorcerer
Alignment: Neutral

HP
4

Noteworthy

Energy weapons merely bounce off q'tar crystalline skin. Most of their kind perished in the apocalypse. Ta'almek struck out on his own to see the world. He privately hopes to find a way to revive the q'tar race.

Belongings

Crystal staff and sand worm tooth dagger. 37 qasos (crystallized tears used as currency by q'tarans).

Name: Seva'an
Race: Midnight-Elf
Class: Assassin
Alignment: Chaos

HP
6

Noteworthy

Seva'an was an orphan, sent to a special school in Aagrybah, where he trained to be an assassin. He can sneak / backstab like a thief while also adding his level to hit and damage rolls like a fighter.

Belongings

Black robes, short sword, small vial of paralytic poison (save to resist), and canteen of water. 120 gold pieces remaining from his last job.

Name: Kodarr
Race: Human
Class: Barbarian
Alignment: Chaos

HP
12

Noteworthy

Enslaved and forced to fight in gladiatorial pits, he occasionally flies into a berserker rage.

Rage class ability can be used as many times per day as character's level. Both hit-points and damage double until combat is over (temporarily HP absorb damage first).

Barbarians are distrustful of both magic and technology, and must make a saving throw before using either one. If successful, no further roll is needed for that particular item or device until the next scene.

Belongings

Two-handed sword, salted meat, and canteen of water. 12 gold pieces and 44 talons.

Name: Jova-Nen
Race: Human
Class: Monk
Alignment: Chaos

HP
6

Noteworthy

In the worm towers of Kra'adumek individuals suspected of having special abilities are tortured until their otherworldly powers present themselves... or they die from brutal conditions.

Monks get one psionic power at 1st level, a second at 5th level, and a third at 10th level.

For as many times per day as the monk's level, he can elect to temporarily paralyze a humanoid opponent instead of doing damage (saving throw to avoid). Paralysis lasts 1d4 rounds.

Belongings

Violet-hued robes, short sword, and an assortment of edible insects. 35 talons.



Name: Kzyn
Race: Infernal-Elf
Class: Sorcerer
Alignment: Chaos

HP
4

Noteworthy

Speaks all manner of demonic tongues. Used to be servant to the vizier of a small kingdom to the west.

Belongings

Eggshell blue robes, short sword, half-dozen glow sticks, extravagant hat, and canteen of water. 28 talons and 5 silver pieces.

Name: Ja'anith
Race: Halfling
Class: Thief
Alignment: Chaos

HP
6

Noteworthy

Ja'anith used to serve the purple priests of Kra'adumek, before he discovered a way to disrupt the demon-worm's mind control. Never forgets a face or name.

Belongings

Tan robes, dagger, thieves' tools, and canteen of cheap wine. 18 talons.

Name: Kza'az
Race: Lesser Demon
Class: Sorcerer
Alignment: Chaos

HP
4

Noteworthy

Not content to torture mortals in Hell, Kza'az left his infernal home in search of The Black Pyramid's secrets... long have rumors of that dark jewel captured the imagination of his demonic kin.

Lesser demons are immune to fire, heat, and poison. They take double damage from cold-based attacks. Demons derive nourishment from eating flesh and blood, rather than food and water.

Belongings

Scroll cases containing ancient prophecies that relate to the demon wars in Hell. 8 shadow-rubies, each worth approximately 50 gold pieces.

Name: Nelk Tza'ad
Race: Thai-Keen
Class: Fighter
Alignment: Unaligned

HP
10

Noteworthy

Thai-keen are an intelligent insectoid race that looks like a cross between a praying mantis and spider, except 7' tall when standing upright.

Unlike most insectoids, thai-keen reject every kind of hive-mind, collectivist social order. Each member of their race is fiercely independent, raging against any form of authoritarianism. Oddly, thai-keen do not eat humanoid flesh or meat of any kind. They are strictly vegetarian.

Belongings

Azure robes, scimitar, and satchel full of exotic vegetables. 23 gold pieces.

Divine Favor

Inspiration refers to the pool of points you can spend to re-roll any die (not just d20) in hopes of improving your result. Aside from getting a point of inspiration at the beginning of each session, it is possible to earn additional points. However, only one point per scene up to a maximum of three points per session can be accumulated.

Rather than continuing to call it inspiration, I'm henceforth using the phrase **Divine Favor**. It sounds less like a game mechanic and more like fate, destiny, and providence. If the Gods will it, their subtle influence may grant you victory!

Not only does Divine Favor sound more evocative, it directly ties into alignment...

- **Chaos:** By serving the Old Gods, also known as the Great Old Ones, you may earn a point of Divine Favor. Freedom to choose for oneself is the ultimate aim. Advocate for yourself and like-minded individualists.
- **Law:** By serving the New Gods, also known as the Lords of Light, you may earn a point of Divine Favor. Everyone must consent to the wise and benevolent majority who have everyone's best interests at heart. Force others, as well as yourself, to submit to a higher authority.
- **Neutral:** By keeping the balance so that neither chaos nor law has the upper hand for long, you may earn a point of Divine Favor. Both Law and Chaos are dangerous forces who attract zealots and madmen. If either side were to dominate Cha'alt, the planet would surely be ripped apart. Too much freedom is just as bad as too little. Make sure both sides are relatively equal in strength, one must not consume the other.
- **Unaligned:** By believing in yourself and doing what you feel is right, regardless of the Gods and their servants, you may earn a point of Divine Favor. You've decided to live the most rewarding life you can in the here and now, without much thought to what comes after. Live simply, according to your own needs.

What Do The Gods Want?

Long ago, mortals discovered that if they serve the Gods' interests, they are de facto serving the Gods themselves and are occasionally rewarded for their efforts. But how can lowly humanoids attend to their interests?

At the end of the day, it's a question of individualism versus collectivism... or freedom versus unity.

The Old Gods broke away from the primary source at the center of the universe, The One, endeavoring to become Gods themselves... and so they did. The Old Gods instructed man to do the same. To their servants, this was considered an act of independence and preservation. To do otherwise might mean the annihilation of one's essential self or soul.

Following the Old Gods means adhering to antinomianism. Antinomianism is a rejection of laws, customs, or practices that stifle and subjugate the individual, in favor of the unwashed masses. Those aligned with Chaos follow the words of prophet Ala'ast Krull, "Do as thou wilt shall be the whole of the law."

Those opposed to self-deification will do everything in their power to bring stray sheep back into the fold – murdering them, if necessary.

The New Gods were spawned by the primary source much later than the Old Gods. They plan to return, to ascend into union with the omnipotence at the universe's center. The New Gods expect man to do likewise.

The New Gods see this reunion as an inevitable progression – eventually all things are absorbed into a singular and perfect entity. When all things are united, order shall be achieved and the universe will be at peace.

However, no stability can be achieved while separatists seek Godhood on their own terms. Individuals following Chaos must be turned back to the will of The One or be destroyed. Serving Law and the Lords of Light demands the Old Gods and their servants are cleansed from face of Cha'alt.

Credits

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Layout by David Gyll

Please visit my old school gaming blog:

<https://vengersatanis.blogspot.com/>

