

Physical Characteristics

Height: 4'1" **Weight:** 118 lb.

Medium humanoid (dwarf) Bright red hair. Busty. Broken nose, missing teeth, and facial scars.

Personality Traits: Acerbic, terse speaking style. The one who says what others will not.

Alignment: Lawful Neutral

Ideals: Never betray clan or company.

Bonds: Most precious item is her goblin skull war trophy.

Flaws: Follows up any lead on her missing brother, no matter how tenuous.

DEFENSE

AC: 11 (no armor)

HP: 9 **HD:** 1d6 (+1 from dwarven resilience)

Saving Throws: Int +4, Wis +4

ACTIONS

Initiative +1

Speed: 25 ft.

Melee Attack—Warhammer: +3 to hit (reach 5 ft.; one creature). **Hit:** 1d8 + 3 bludgeoning damage. 1D10 + 3 if used two handed.

Ranged Attack—Fire Bolt +4 to hit (range 120 ft.; one creature). **Hit:** 1d10 fire damage.

STATISTICS

Str	Con	Dex	Int	Wis	Chr
10	14	12	15	14	8
+0	+2	+1	+2	+2	-1

Proficiency Bonus: +2

Languages: Common, Dwarven

Skills: Arcana +4, Insight +4, Athletics +2, Intimidation +1

TRAITS

Darkvision: 60'

Tool Proficiency: Brewer's supplies

Stonecunning: Double proficiency bonus when considering origin of stonework.

Dwarven Resilience: advantage against poison saves and resistance against poison damage

Spellcasting: Margara is a level 1 wizard. Her attack bonus with spells is +4; saving throws against his spells are DC 12. Margara can cast cantrips at will, and can cast two 1st-level spells per day, from the following lists:

Cantrips: Firebolt, Light, Mage Hand

1st Level: Magic Missile, Comprehend languages*, Charm Person, Sleep, Detect Magic*, Identify*

Ritual Spellcasting*: Margara can cast several spells directly from her spellbook as a ritual. Casting time becomes 10 minutes, but the spell doesn't need to be prepared and it doesn't count against her allotment of daily spells.

Spell Recovery: Once per day, after casting at least one prepared spell, Margara can recover the ability to cast one 1st-level spell by taking a short rest.

Equipment: Sporrán Rank Insignia, arcane focus (warhammer), goblin skull trophy, bone dice, common clothes, explorer's pack, spellbook, Brewers Supplies 10g

Margara

Female Hill Dwarf Wizard, Level 1



Background: Soldier

Feature: Military Rank

Story : As a young woman Margara lived in a small dwarven hold high in the mountains. The micro climate of the valley supported the growing of ingredients for producing exceptional alcohol, especially beer. She and here brother belonged to a family famed for their skill in brewing.

During the Orcish Wars the valley was razed by orcish wolf riders and nearly all of the inhabitants were killed. Arriving too late to prevent the slaughter, a dwarven mercenary company drove off the orcs and rescued the survivors. Along with her brother she joined the company. Despite her obvious talents with magic she was assigned to the quartermasters platoon by a sexist officer. Her brother became a scout and together they traveled with the company, seeing much blood and horror as the war progressed.

The company played a key role in the last major battle of the conflict. Her Brother was a member of a team who scaled the crags and held a narrow pass against the bugbear reinforcements who would have turned the tide against the armies of good. None of the scouts survived, but her brother was never found among the dead, though his warhammer was recovered. Margara keeps it.

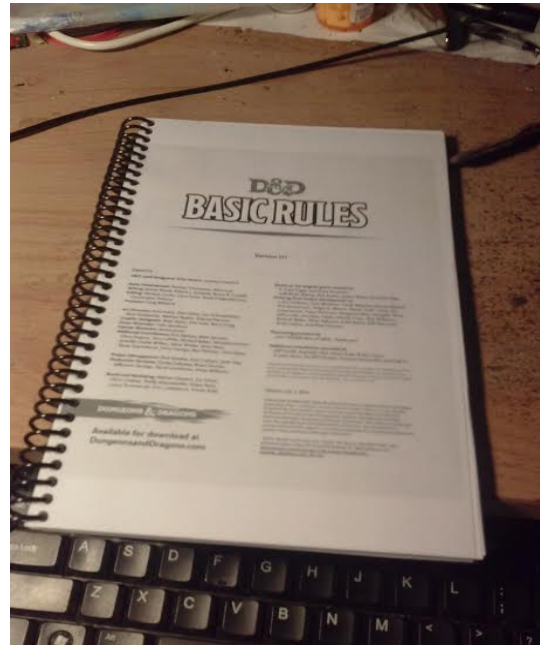
Despite the victory over the forces of evil Margara had little to celebrate. In the final battle a treacherous assault on the rear lines exposed her to viscous fighting resulting in facial scars and missing teeth. Having beaten the goblin leader to death with her brew kettle she then used it to boil his skull which she keeps in her pack. On occasion she gets scary drunk and talks to it, often demanding it to divulge the current location of her brother.

As the result of terrible losses the company disbanded. Staying with what remained of the forces of good she served for a fifteen years as an officer in the quartermasters core. Her skills in brewing and her talent for logistics earned her respect and success.

Using what leverage her military rank and reputation afforded her, she continued to seek out information of her missing brother. Eventually clues and rumors of her brother being sighted near Neverwinter led her to retire and go off in search of him. Her time in Neverwinter has so far yielded up only frustration and failure, but she remains hopeful. Currently she has taken up with a group of adventurers in order to pay the bills and eventually gain fame enough for her brother to recognize her and seek her out.

Notes:

I grabbed the DnDBasic rules yesterday and had them printed at the local Office Max. Less than \$10 for 5.5" X 8.5" spiral bound with front and rear covers. The type is a tad small but way better than reading in bed on my cell phone.



I made a character to get up to speed. I am loving the character building rules so far! Lots of cool role playing and background story ideas.

I went against type both with the race class combination and the background. She does not have phat bonuses but who cares? In my book lots of fun abilities and traits make up for huge numbers. I did not worry about exact starting equipment and gold.

Having a warhammer as an arcane focus is a bending of the rules but as a DM I would

allow it considering the miniature used and the background story.

I almost certainly made some numbers and or rules errors and needs more editing but I think it's bloody fine for a first draft. :)

The miniature is from Reaper Minis.

<http://www.reapermini.com/OnlineStore/margara/latest/14082>