

BEYOND THE TOWERS

Pre-generated Characters

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The following characters are intended for use with the *Bleeding Edge* adventures. Each installment advances these characters by one level and thus adjusts equipment in accordance with the guidelines set out in the *DMG*.

ANGRIST THE CLEAVER **CR 2**

Male dwarf fighter 2

LN Medium humanoid

Init +1 **Senses** darkvision 60 ft.; Listen +0,
Spot +0

Languages Common, Dwarven

AC 17, touch 11, flat-footed 16; Dodge
(+1 Dex, +4 armor, +2 shield)

hp 24 (2 HD)

Resist stability (+4 against bull rush and trip)

Fort +6 (+8 against poison), **Ref** +1, **Will** +0;
+2 against spells and spell-like effects

Spd 20 ft. (4 squares)

Melee mwk dwarven waraxe +6 (1d10+3/×3)

Ranged composite longbow (Str +1) +3
(1d8+1/×3)

Base Atk +2; **Grp** +5

Atk Options Power Attack, +1 on attacks
against orcs and goblinoids

Abilities Str 16, Dex 13, Con 17, Int 10, Wis
10, Cha 7

SQ stonecunning

Feats Dodge, Power Attack^B, Toughness

Skills Climb +0, Intimidate +2, Jump -4,
Listen +0, Spot +0, Swim -3

Possessions masterwork scale mail armor,
masterwork heavy steel shield, masterwork
dwarven waraxe, composite longbow
(Strength +1) with 20 arrows, backpack,
waterskin, one day of trail rations, bedroll,
sack, flint and steel, quiver, 10 gp

DIERDRA**CR 2**

Female human cleric 2

NG Medium humanoid

Init +0; **Senses** Listen +2, Spot +2**Languages** Common

AC 16, touch 10, flat-footed 16

(+0 Dex, +4 armor, +2 shield)

hp 14 (2 HD)**Fort** +4, **Ref** +0, **Will** +5

Spd 20 ft. in scale mail (4 squares); base speed 30 ft.**Melee** mwk morningstar +4 (1d8+2)**Ranged** mwk light crossbow +2 (1d8/19–20)**Base Atk** +1; **Grp** +3**Atk Options** feat of strength**Special Actions** greater turning, turn

undead 5/day (+4, 2d6+5, 3rd)

Combat Gear 2 *scrolls of cure light wounds***Cleric Spells Prepared (CL 2nd):**1st—*divine favor*, *doom* (DC 13), *enlarge person*^D, *shield of faith*0—*detect magic*, *light*, *resistance*, *virtue*

D: Domain spell. Deity: God of the Sun.

Domains: Strength, Sun

Abilities Str 14, Dex 10, Con 12, Int 10, Wis 15, Cha 14**SQ** moderate aura of good**Feats** Combat Casting^B, Improved Turning**Skills** Concentration +4 (+8 cast on the defensive), Diplomacy +4, Heal +3, Knowledge (religion) +5, Listen +2, Spellcraft +4, Spot +2**Possessions** combat gear plus masterwork scale mail armor, heavy wooden shield, masterwork morningstar, masterwork light crossbow with 10 bolts, backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, bolt case, wooden holy symbol, three torches, 2 gp, 5 sp

Feat of Strength (Su) Once per day as a free action, Dierdra can increase her Strength by +2 for 1 round.**Greater Turning (Su)** Once per day, Dierdra can perform a greater turning against undead in place of a regular turning. This ability functions as a normal turn undead attempt, except turned undead are destroyed instead.

ELOTHIN**CR 2**

Male elf wizard 2

CG Medium humanoid

Init +2; **Senses** low-light vision; Listen +2 (+4 with familiar), Spot +2 (+4 with familiar)**Languages** Common, Draconic, Elven, Orc, Sylvan**AC** 12, touch 12, flat-footed 10 (+2 Dex)**hp** 4 (2 HD)**Immune** sleep**Fort** -1, **Ref** +2, **Will** +3**Spd** 30 ft. (6 squares)**Melee** longsword +1 (1d8/19-20)**Ranged** longbow +3 (1d8/x3)**Base Atk** +1; **Grp** +1**Combat Gear** acid, alchemist's fire, *arcane scroll of fireball*, *potion of fox's cunning***Wizard Spells Prepared (CL 2nd):**1st—*mage armor*, *magic missile*, *ray of enfeeblement* (ranged touch +3)0—*daze* (DC 13), *detect magic*, *read magic*, *resistance***Abilities** Str 11, Dex 15, Con 9, Int 17, Wis 10, Cha 10**SQ** able to notice secret and concealed doors, familiar (Shadow)**Feats** Scribe Scroll^B, Skill Focus (Knowledge—arcana)**Skills** Concentration +4, Decipher Script +8, Knowledge (arcana) +11, Knowledge (the planes) +8, Listen +2 (+4 with familiar), Move Silently +5, Search +5, Spellcraft +10, Spot +2 (+4 with familiar), Survival +0 (+2 on other planes)**Possessions** combat gear plus longsword, longbow with 20 arrows, 2 sunrods, tindertwig, backpack, waterskin, one day of trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages of parchment, ink, inkpen, spell component pouch, quiver, spellbook, 10 gp, 5 sp**Spellbook** all prepared; 0—all; 1st—*expeditious retreat*, *identify*, *ray of enfeeblement*, *shield*, *silent image*, *sleep***SHADOW****CR —**

Female cat familiar

N Tiny magical beast (augmented animal)

Init +2; **Senses** low-light vision, scent; Listen +3, Spot +3**Languages** empathic link**AC** 15, touch 14, flat-footed 13 (+2 size, +2 Dex, +1 natural)**hp** 2 (2 HD)**Resist** improved evasion**Fort** +2, **Ref** +4, **Will** +4**Spd** 30 ft. (6 squares)**Melee** 2 claws +5 (1d2-4) and bite +0 (1d3-4)**Space** 2-1/2 ft.; **Reach** 0 ft.**Base Atk** +1; **Grp** -11**Abilities** Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 7**SQ** share spells**Feats** Weapon Finesse**Skills** Balance +10, Climb +6, Concentration +5, Decipher Script +3, Hide +14 (+18 in tall grass or heavy undergrowth), Jump +10, Knowledge (arcana) +3, Knowledge (the planes) +3, Listen +3, Move Silently +6, Spellcraft +3, Spot +3, Survival +1 (+3 on other planes)

FERRA

CR 2

Female halfling rogue 2

N Small humanoid

Init +3; **Senses** Listen +3, Spot +1

Languages Common, Halfling

AC 18, touch 14, flat-footed 15; **Dodge**

(+1 size, +2 Dex, +3 armor, +1 shield)

hp 13 (2 HD)

Resist evasion

Fort +3, **Ref** +7, **Will** +2 (+4 against fear)

Spd 20 ft. (4 squares)

Melee mwk short sword +4 (1d4+1/19–20) or

Melee dagger +3 (1d3+1/19–20)

Ranged light crossbow +5 (1d6/19–20) or

Ranged dagger +6 (1d3+1/19–20)

Base Atk +1; **Grp** –2

Atk Options sneak attack +1d6

Combat Gear acid, *potion of cure light*

wounds, 2 smokesticks

Abilities Str 12, Dex 17, Con 14, Int 10, Wis

12, Cha 10

SQ trapfinding

Feats Dodge

Skills Balance +5, Climb +3, Disable Device

+7, Hide +12, Jump +4, Listen +3, Move

Silently +10, Open Lock +10, Perform

(dance) +5, Search +5, Spot +1, Survival +1

(+3 following tracks), Tumble +10

Possessions combat gear plus masterwork studded leather armor, masterwork buckler, masterwork short sword, light crossbow with 10 bolts, 4 daggers, 3 sunrods, backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, masterwork thieves' tools, hooded lantern, three pints of oil, bolt cases, 1 gp

GERALD**CR 2**

Male gnome bard 1/rogue 1

CG Small humanoid

Init +6; **Senses** low-light vision; Listen +3, Spot +1**Languages** Common, Draconic, Gnome, Goblin**AC** 16, touch 13, flat-footed 14; +4 AC against giants

(+1 size, +2 Dex, +3 armor)

hp 11 (2 HD)**Fort** +1, **Ref** +6, **Will** +3 (+5 against illusions)**Spd** 20 ft. (4 squares)**Melee** mwk rapier +1 (1d4-1/18-20) or**Melee** light mace +0 (1d4-1) or**Melee** dagger +0 (1d3-1/19-20)**Ranged** light crossbow +3 (1d6/19-20) or**Ranged** dagger +2 (1d3-1/19-20)**Base Atk** +0; **Grp** -5**Atk Options** +1 on attacks against kobolds and goblinoids, sneak attack +1d6**Special Actions** bardic music 1/day (inspire courage +1, *fascinate* 1 target, countersong)**Combat Gear** 2 *potions of cure light wounds*, *potion of sanctuary***Bard Spells Known (CL 1st):**0 (2/day)—*daze* (DC 12), *mage hand*, *open close*, *resistance***Spell-like Abilities (CL 1st):**1/day—*dancing lights*, *ghost sound* (DC 13), *prestidigitation*, *speak with animals* (burrowing only, 1 minute)**Abilities** Str 8, Dex 14, Con 12, Int 14, Wis 12, Cha 15**SQ** bardic knowledge +3, trapfinding**Feats** Improved Initiative**Skills** Bluff +7, Craft (alchemy) +5, Decipher Script +7, Diplomacy +7, Disable Device +7, Disguise +2 (+4 acting), Escape Artist +7, Hide +9, Intimidate +4, Knowledge (arcana) +6, Knowledge (local) +3, Listen +3, Move Silently +5, Open Lock +5, Perform (stringed instrument) +9, Spot +1, Use Magic Device +3 (+5 scrolls), Use Rope +2 (+4 bindings)**Possessions** combat gear plus masterwork studded leather, masterwork rapier, light mace, dagger, light crossbow with 10 bolts, 4 sunrods, backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, three torches, bolt case, masterwork mandolin, spell component pouch, masterwork thieves' tools, 2 gp

HELEN**CR 2**

Female human ranger 2

NG Medium humanoid

Init +2; **Senses** Listen +5, Spot +5**Languages** Common

AC 15, touch 12, flat-footed 13

(+2 Dex, +3 armor)

hp 14 (2 HD)**Fort** +4, **Ref** +5, **Will** +1

Spd 30 ft. (6 squares)**Melee** mwk longsword +5 (1d8+2/19–20) or**Melee** mwk longsword +3 (1d8+2/19–20)

and

short sword +2 (1d6+1/19–20)

Ranged mwk composite longbow (Str +2) +5

(1d8+2/×3) or

Ranged mwk composite longbow (Str +2)

+3/+3 (1d8+2/×3) with Rapid Shot

Base Atk +2; **Grp** +4**Atk Options** Point Blank Shot, Rapid Shot,favored enemy (evil outsider) +2

Abilities Str 14, Dex 15, Con 12, Int 10, Wis

13, Cha 11

SQ wild empathy +2 (–2 magical beast)**Feats** Point Blank Shot^B, Rapid Shot^B, Track^B,

Two-Weapon Fighting

Skills Climb +2, Hide +6, Jump +2,

Knowledge (geography) +5, Knowledge

(nature) +4, Listen +5, Move Silently +6,

Search +2, Spot +5, Survival +6 (+8 avoid

getting lost and hazards), Swim +1

Possessions studded leather, masterwork

longsword, short sword, masterwork

composite longbow (Strength +2) with 20

arrows, backpack, waterskin, one day's trail

rations, bedroll, sack, flint and steel, three

torches, quiver, 5 gp

JON **CR 2**
Male human sorcerer 2
LG Medium humanoid
Init +6; **Senses** Listen -1 (+1 with familiar),
Spot -1 (+1 with familiar)
Languages Common, Draconic

AC 13, touch 12, flat-footed 11
(+2 Dex)
hp 11 (2 HD)
Fort +1, **Ref** +2, **Will** +4

Spd 30 ft. (6 squares)
Melee heavy mace +2 (1d8+1)
Ranged mwk light crossbow +4 (1d8/19-20)
Base Atk +1; **Grp** +2
Combat Gear acid, *arcane scroll of eagle's
splendor*, *arcane scroll of scorching ray*, 3
arcane scrolls of shield, *potion of cure light
wounds*

**Sorcerer Spells Known (CL 2nd; spell
failure 5%):**
1st (5/day)—*mage armor*, *magic missile*
0 (6/day)—*daze* (DC 12), *detect magic*, *flare*
(DC 12), *read magic*, *resistance*

Abilities Str 12, Dex 14, Con 13, Int 12, Wis 9,
Cha 15
SQ familiar (toad)
Feats Improved Initiative^B, Iron Will
Skills Bluff +7, Concentration +6, Diplomacy
+4, Disguise +2 (+4 acting), Intimidate +4,
Knowledge (arcana) +6, Listen -1 (+1 with
familiar), Spellcraft +8, Spot -1 (+1 with
familiar)

Possessions combat gear plus padded
armor, heavy mace, masterwork light
crossbow with 10 bolts, backpack, waterskin,
one day's trail rations, bedroll, sack, flint
and steel, hooded lantern, 5 pints of oil, spell
component pouch, bolt case

TIM THE TOAD **CR —**
Male toad familiar
N Diminutive magical beast (augmented
animal)
Init +1; **Senses** low-light vision; Listen +4,
Spot +4
Languages empathic link with master

AC 16, touch 15, flat-footed 15
(+4 size, +1 Dex, +1 natural)
hp 5 (2 HD)
Resist improved evasion
Fort +2, **Ref** +3, **Will** +5

Spd 5 ft. (1 square)
Space 1 ft.; **Reach** 0 ft.
Base Atk +1; **Grp** -16

Abilities Str 1, Dex 12, Con 11, Int 6, Wis 14,
Cha 4
SQ amphibious, share spells
Feats Alertness
Skills Bluff +2, Concentration +5, Hide +21,
Knowledge (arcana) +3, Listen +4, Spellcraft
+3, Spot +4

LANDON **CR 2**
Male half-elf paladin 2
LG Medium humanoid (elf)
Init +0; **Senses** low-light vision; Listen +2, Spot +2
Languages Common, Elven

AC 18, touch 10, flat-footed 18
(+0 Dex, +6 armor, +2 shield)
hp 19 (2 HD)
Fort +7, **Ref** +2, **Will** +3

Spd 20 ft. in banded mail (4 squares); base speed 30 ft.
Melee longsword +4 (1d8+2/19–20)
Ranged longbow +2 (1d8/×3)
Base Atk +2; **Grp** +4
Atk Options Power Attack, smite evil 1/day (+2 attack, +2 damage)
Special Actions lay on hands (4 points/day)
Combat Gear 2 *potions of cure light wounds*
Spell-like Abilities (CL 2nd):
At will—*detect evil*

Abilities Str 14, Dex 10, Con 14, Int 10, Wis 12, Cha 15
SQ moderate aura of good
Feats Power Attack
Skills Diplomacy +6, Gather Information +4, Handle Animal +5, Listen +2, Ride +5, Search +1, Sense Motive +3, Spot +2
Possessions combat gear plus banded mail, heavy steel shield, longsword, longbow with 20 arrows, backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, hooded lantern, 3 pints of oil, quiver, wooden holy symbol of the God of Valor, heavy warhorse, 23 gp, 5 sp

VALOR **CR 2**
Male heavy warhorse
N Large animal
Init +1; **Senses** low-light vision, scent; Listen +5, Spot +4

AC 14, touch 10, flat-footed 13
(–1 size, +1 Dex, +4 natural)
hp 30 (4 HD)
Fort +7, **Ref** +5, **Will** +2

Spd 50 ft. (10 squares); Run
Melee 2 hooves +6 (1d6+4) and bite +1 (1d4+2)
Space 10 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +11

Abilities Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6
Feats Endurance, Run
Skills Listen +5, Spot +4
Possessions military saddle, saddlebags