

TROUBLE AT SWIFTWATER

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 7

Male dwarf fighter 7

LN Medium humanoid

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

Languages Common, Dwarven

AC 25, touch 12, flat-footed 24; Dodge
(+1 Dex, +10 armor, +3 shield, +1 deflection)

hp 74 (7 HD)

Resist stability (+4 against bull rush and trip)

Fort +10 (+12 against poison), **Ref** +4, **Will**
+3; +2 against spells and spell-like effects

Spd 20 ft. (4 squares)

Melee +1 *dwarven waraxe* +13/+8
(1d10+7/×3)

Ranged +1 *composite longbow* (Str +4)
+9/+4 (1d8+5/×3)

Base Atk +7; **Grp** +11

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

Combat Gear *potion of cure moderate*
wounds, potion of haste

Abilities Str 18, Dex 13, Con 18, Int 10, Wis
10, Cha 7

SQ stonecunning

Feats Cleave^B, Dodge^B, Endurance, Power
Attack^B, Toughness, Weapon Focus
(*dwarven waraxe*)^B, Weapon Specialization
(*dwarven waraxe*)^B

Skills Climb +3, Intimidate +5, Jump -3,
Listen +0, Spot +0, Swim -5

Possessions combat gear plus +2 *full plate*
armor, +1 *heavy steel shield*, +1 *dwarven*
waraxe, +1 *composite longbow* (Strength
+4) with 20 arrows, *ring of protection* +1,
cloak of resistance +1, *gauntlets of ogre*
power, backpack, waterskin, one day of trail
rations, bedroll, sack, flint and steel, quiver,
250 gp

DIERDRA**CR 7**

Female human cleric 7

NG Medium humanoid

Init +0; **Senses** Listen +4, Spot +4**Languages** Common**AC** 22, touch 10, flat-footed 22

(+0 Dex, +9 armor, +3 shield)

hp 42 (7 HD)**Fort** +7, **Ref** +3, **Will** +10**Spd** 20 ft. in full plate (4 squares); base speed 30 ft.**Melee** +1 *flaming morningstar* +8 (1d8+3 plus 1d6 fire)**Ranged** mwk light crossbow +6 (1d8/19–20)**Base Atk** +5; **Grp** +7**Atk Options** Power Attack, feat of strength**Special Actions** greater turning, turn undead 5/day (+4, 2d6+10, 8th)**Combat Gear** *wand of cure moderate wounds* (20 charges)**Cleric Spells Prepared (CL 7th):**4th—*dismissal* (see PH), *divine power*, *fire shield*^D3rd—*dispel magic*, *magic vestment*, *prayer*, *searing light* (ranged touch +5)^D2nd—*align weapon*, *bull's strength*^D, *silence*, *silent divine favor*, *sound burst* (DC 16)1st—*bless*, *divine favor*, *doom* (DC 14), *enlarge person*^D, *sanctuary* (DC 14), *shield of faith*0—*detect magic*, *guidance*, *light*, *read magic*, *resistance*, *virtue*

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

Domains: Strength, Sun

Abilities Str 14, Dex 10, Con 12, Int 10, Wis 18, Cha 14**SQ** strong aura of good**Feats** Combat Casting^B, Improved Turning, Power Attack, Silent Spell**Skills** Concentration +8 (+12 cast on the defensive), Diplomacy +4, Heal +8, Knowledge (religion) +10, Listen +4, Spellcraft +7, Spot +4**Possessions** combat gear plus +1 *full plate*, +1 *heavy steel shield*, +1 *flaming morningstar*, masterwork light crossbow with 10 bolts, *cloak of resistance* +1, *peripart of Wisdom* +2, backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, bolt case, wooden holy symbol, three torches**Feat of Strength (Su)** Once per day as a free action, Dierdra can increase her Strength by +7 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 7**

Male elf wizard 7

CG Medium humanoid

Init +7; **Senses** low-light vision; Listen +2 (+4 with familiar), Spot +2 (+4 with familiar)**Languages** Common, Draconic, Elven, Orc, Sylvan**AC** 15, touch 14, flat-footed 12 (+3 Dex, +1 armor, +1 deflection)**hp** 19 (7 HD)**Immune** sleep**Fort**+3, **Ref** +6, **Will** +6**Spd** 30 ft. (6 squares)**Melee** mwk cold iron longsword +4 (1d8/19–20)**Ranged** +1 *longbow* +7 (1d8+1/×3)**Base Atk** +3; **Grp** +3**Wizard Spells Prepared (CL 7th):**4th—*arcane eye*, *ice storm*3rd—*dispel magic*, empowered *magic missile*, *lightning bolt* (DC 18)2nd—*bear's endurance*, *invisibility*, *knock*, *scorching ray* (ranged touch +6)1st—*expeditious retreat*, *mage armor*, *magic missile* (×2), *ray of enfeeblement* (ranged touch +4), *sleep* (DC 16)0—*daze* (DC 15), *detect magic*, *read magic*, *resistance***Abilities** Str 11, Dex 17, Con 11, Int 20, Wis 10, Cha 10**SQ** able to notice secret and concealed doors, familiar (Shadow)**Feats** Empower Spell, Enlarge Spell^B, Improved Initiative, Scribe Scroll^B, Skill Focus (Knowledge—arcana)**Skills** Concentration +10, Decipher Script +15, Knowledge (arcana) +18, Knowledge (history) +8, Knowledge (the planes) +15, Listen +2 (+4 with familiar), Move Silently +6, Search +7, Spellcraft +17, Spot +2 (+4 with familiar), Survival +0 (+2 on other planes)**Possessions** masterwork cold iron longsword, +1 *longbow* with 20 arrows, *ring of protection* +1, *amulet of health* +2, *bracers of armor* +1, *cloak of resistance* +1, *gloves of Dexterity* +2, *headband of intellect* +2, 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**Spellbook** all prepared; 0—all; 1st—*identify*, *shield*, *silent image*, *true strike*; 2nd—*detect thoughts*, *protection from arrows*, *see**invisibility*; 3rd—*clairaudience/clairvoyance*, *fireball*, *haste***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, speak with master, speak with felines**AC** 18, touch 14, flat-footed 16 (+2 size, +2 Dex, +4 natural)**hp** 9 (7 HD)**Resist** improved evasion**Fort** +2, **Ref** +4, **Will** +6**Spd** 30 ft. (6 squares)**Melee** 2 claws +7 (1d2–4) and bite +2 (1d3–4)**Atk Options** deliver touch spells**Space** 2-1/2 ft.; **Reach** 0 ft.**Base Atk** +3; **Grp** –9**Abilities** Str 3, Dex 15, Con 10, Int 9, Wis 12, Cha 7**SQ** share spells**Feats** Weapon Finesse**Skills** Balance +10, Climb +6, Concentration +10, Decipher Script +9, Hide +14 (+18 in tall grass or heavy undergrowth), Jump +10, Knowledge (arcana) +9, Knowledge (history) +2, Knowledge (the planes) +9, Listen +3, Move Silently +6, Spellcraft +9, Spot +3, Survival +1 (+3 on other planes)

FERRA **CR 7**
Female halfling rogue 5/shadowdancer 2
N Small humanoid
Init +5; **Senses** darkvision 60 ft.; Listen +6,
Spot +5
Languages Common, Halfling

AC 25, touch 17, flat-footed 25; Dodge,
Mobility, improved uncanny dodge
(+1 size, +5 Dex, +6 armor, +2 shield, +1
deflection)
hp 43 (7 HD)
Resist evasion
Fort +5, **Ref** +14, **Will** +4 (+6 against fear)

Spd 20 ft. (4 squares)
Melee +1 *short sword* +7 (1d4+2/19–20) or
Melee dagger +6 (1d3+1/19–20)
Ranged +1 *light crossbow* +11 (1d6+1/19–20)
or
Ranged dagger +11 (1d3+1/19–20)
Base Atk +4; **Grp** +1
Atk Options Combat Reflexes, sneak attack
+3d6
Combat Gear *potion of cat's grace, potion of
cure moderate wounds, potion of
invisibility*, 2 thunderstones

Abilities Str 12, Dex 20, Con 14, Int 10, Wis
12, Cha 10
SQ trap sense +1, trapfinding
Feats Combat Reflexes, Dodge, Mobility
Skills Balance +7, Climb +3, Disable Device
+10, Hide +19, Jump +8, Listen +6, Move
Silently +17, Open Lock +15, Perform
(dance) +5, Search +9, Spot +5, Survival +1
(+3 following tracks), Tumble +17
Possessions combat gear plus +2 *mithral
shirt*, +1 *buckler*, +1 *short sword*, +1 *light
crossbow* with 10 bolts, 4 daggers, *ring of
protection* +1, *cloak of resistance* +1, *gloves
of Dexterity* +2, 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, 16 gp

GERALD**CR 7**

Male gnome bard 4/rogue 3

CG Small humanoid

Init +7; **Senses** low-light vision; Listen +5, Spot +1**Languages** Common, Draconic, Gnome, Goblin**AC** 21, touch 15, flat-footed 18; Dodge, +4 AC against giants

(+1 size, +2 Dex, +4 armor, +2 shield)

hp 34 (7 HD)**Resist** evasion**Fort** +3, **Ref** +10, **Will** +6 (+8 against illusions)**Spd** 20 ft. (4 squares)**Melee** +1 rapier +10 (1d4/18–20) or**Ranged** +1 light crossbow +10 (1d6+1/19–20)**Base Atk** +5; **Grp** +0**Atk Options** +1 on attacks against kobolds and goblinoids, sneak attack +2d6**Special Actions** bardic music 4/day (inspire competence, inspire courage +1, fascinate 2 targets, countersong)**Combat Gear** *bag of tricks (gray)*, *potion of cure moderate wounds*, *potion of sanctuary*, *silversheen*, *wand of cure light wounds* (20 charges)**Bard Spells Known (CL 4th):**2nd (1/day)—*invisibility*, *minor image* (DC 17)1st (3/day)—*charm person* (DC 15), *lesser confusion* (DC 15), *silent image* (DC 16)0 (3/day)—*daze* (DC 14), *lullaby* (DC 14), *mage hand*, *message*, *open close*, *resistance***Spell-like Abilities (CL 1st):**1/day—*dancing lights*, *ghost sound* (DC 14), *prestidigitation*, *speak with animals* (burrowing only, 1 minute)**Abilities** Str 8, Dex 16, Con 12, Int 14, Wis 12, Cha 18**SQ** bardic knowledge +6, trapfinding, trap sense +1**Feats** Dodge, Improved Initiative, Weapon Finesse**Skills** Balance +5, Bluff +11, Craft (alchemy) +5, Decipher Script +10, Diplomacy +10, Disable Device +11, Disguise +4 (+6 acting), Escape Artist +12, Gather Information +6, Hide +10, Intimidate +6, Knowledge (arcana) +8, Knowledge (local) +7, Listen +5, Move Silently +6, Open Lock +6, Perform (stringed instrument) +16, Spellcraft +5 (+7 decipher scrolls), Spot +1, Tumble +10, Use Magic Device +10 (+12 scrolls), Use Rope +3 (+5 bindings)**Possessions** combat gear plus +1 *studded leather*, +1 *buckler*, +1 *rapier*, +1 *light crossbow* with 10 bolts, *ring of protection* +1, *cloak of Charisma* +2, *gloves of Dexterity* +2, backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, three torches, bolt case, masterwork mandolin, spell component pouch, masterwork thieves' tools

HELEN **CR 7**
Female human ranger 6/horizon walker 1
NG Medium humanoid
Init +4; **Senses** darkvision 60 ft.; Listen +7,
Spot +7
Languages Common; link with companion

AC 20, touch 15, flat-footed 16
(+4 Dex, +5 armor, +1 deflection)
hp 49 (7 HD)
Fort +10, **Ref** +10, **Will** +4

Spd 30 ft. (6 squares)
Melee +1 *longsword* +10/+5 (1d8+3/19–20)
or
Melee +1 *longsword* +8/+3 (1d8+3/19–20)
and
mwk cold iron short sword +8 (1d6+1/19–
20)
Ranged +1 *composite longbow* (Str +2)
+12/+7 (1d8+3/×3) or
Ranged +1 *composite longbow* (Str +2)
+10/+10/+5 (1d8+3/×3) with Rapid Shot or
Ranged +1 *composite longbow* (Str +2)
+8/+8 (1d8+3/×3) with Manyshot
Base Atk +7; **Grp** +9
Atk Options Manyshot, Point Blank Shot,
Precise Shot, Rapid Shot, favored enemy
(evil outsider) +4, favored enemy (magical
beast) +2, terrain mastery (underground)
Combat Gear 2 *potions of cure moderate*
wounds, *potion of shield of faith* +2
Ranger Spells Prepared (CL 3rd):
1st—*longstrider*, *resist energy*

Abilities Str 14, Dex 18, Con 14, Int 10, Wis
13, Cha 11
SQ wild empathy +6 (+2 magical beast)
Feats Diehard, Endurance^B, Manyshot^B, Point
Blank Shot^B, Precise Shot, Rapid Shot^B,
Track^B, Two-Weapon Fighting
Skills Climb +4, Hide +14, Jump +6,
Knowledge (geography) +8, Knowledge
(nature) +7, Listen +7, Move Silently +14,
Search +6, Spot +7, Survival +11 (+13 avoid
getting lost and hazards, +13 following
tracks, +13 aboveground), Swim +3
Possessions combat gear plus +1 *mithral*
shirt, +1 *longsword*, masterwork cold iron
short sword, +1 *composite longbow*
(Strength +2) with 20 arrows, *ring of*
protection +1, *amulet of health* +2, *cloak of*
resistance +1, *gloves of Dexterity* +2,
backpack, waterskin, one day's trail rations,
bedroll, sack, flint and steel, three torches,
quiver, 20 gp

SNARL **CR —**
Female wolf animal companion
N Medium magical beast (augmented animal)
Init +7; **Senses** low-light vision, scent; Listen
+3, Spot +3
Languages link with master

AC 17, touch 13, flat-footed 14
(+3 Dex, +4 natural)
hp 26 (4 HD)
Resist evasion
Fort +6, **Ref** +7, **Will** +2

Spd 50 ft. (10 squares)
Melee bite +6 (1d6+2)
Base Atk +3; **Grp** +5
Atk Options trip

Abilities Str 14, Dex 16, Con 15, Int 2, Wis 12,
Cha 6
SQ share spells, tricks (attack, come, defend,
down, guard, seek, stay, track)
Feats Improved Initiative, Track^B, Weapon
Focus (bite)
Skills Hide +4, Listen +3, Move Silently +5,
Spot +3, Survival +1 (+5 following tracks by
scent)

Trip (Ex) If Snarl hits with a bite attack, she
can then attempt to trip her opponent (+2
check modifier) as a free action without
making a touch attack or provoking an
attack of opportunity. If the attempt fails,
the opponent cannot react to trip her.

JON **CR 7**
Male human sorcerer 5/dragon disciple 2
LG Medium humanoid
Init +6; **Senses** Listen +1 (+3 with familiar),
Spot +1 (+3 with familiar)
Languages Common, Draconic

AC 18, touch 14, flat-footed 16; Dodge
(+2 Dex, +2 armor, +2 deflection, +2
natural)
hp 37 (7 HD)
Fort +6, **Ref** +4, **Will** +9

Spd 30 ft. (6 squares)
Melee bite +6 (1d6+3) and
2 claws +1 (1d4+1)
Base Atk +3; **Grp** +6
Sorcerer Spells Known (CL 5th):
2nd (7/day)—*blur*, *bull's strength*
1st (7/day)—*enlarge person*, *mage armor*,
magic missile, *shield*
0 (6/day)—*daze* (DC 13), *detect magic*, *flare*
(DC 13), *open/close*, *read magic*, *resistance*

Abilities Str 16, Dex 14, Con 14, Int 12, Wis 9,
Cha 16
SQ familiar (toad)
Feats Dodge, Improved Initiative^B, Iron Will,
Power Attack
Skills Bluff +11, Concentration +11,
Diplomacy +5, Disguise +3 (+5 acting),
Escape Artist +4, Intimidate +5, Knowledge
(arcana) +9, Listen +1 (+3 with familiar),
Spellcraft +11, Spot +1 (+3 with familiar)
Possessions *ring of protection* +2, *amulet of*
natural armor +1, *bracers of armor* +2,
cloak of resistance +1, *gauntlets of ogre*
power, backpack, waterskin, one day's trail
rations, bedroll, sack, flint and steel, hooded
lantern, 5 pints of oil, spell component
pouch

TIM THE TOAD **CR —**
Male toad familiar
N Diminutive magical beast (augmented
animal)
Init +1; **Senses** low-light vision; Listen +5,
Spot +7
Languages empathic link, speak with master,
speak with amphibians

AC 19, touch 15, flat-footed 18
(+4 size, +1 Dex, +4 natural)
hp 18 (7 HD)
Resist improved evasion
Fort +4, **Ref** +3, **Will** +9

Spd 5 ft. (1 square)
Space 1 ft.; **Reach** 0 ft.
Base Atk +3; **Grp** -14
Atk Options deliver touch spells

Abilities Str 1, Dex 12, Con 11, Int 9, Wis 14,
Cha 4
SQ amphibious, share spells
Feats Alertness
Skills Bluff +5, Concentration +10, Escape
Artist +3, Hide +21, Knowledge (arcana) +7,
Listen +5, Spellcraft +6, Spot +7

LANDON **CR 7**
Male half-elf paladin 7
LG Medium humanoid (elf)
Init +0; **Senses** low-light vision; Listen +2, Spot +2
Aura courage (10 ft.)
Languages Common, Elven

AC 22, touch 10, flat-footed 22 (+0 Dex, +9 armor, +3 shield)
hp 57 (7 HD)
Immune disease
Fort +11, **Ref** +6, **Will** +7

Spd 20 ft. in full plate (4 squares); base speed 30 ft.; Ride-By Attack
Melee +2 *longsword* +12/+7 (1d8+5/19–20)
Ranged mwk composite longbow (Str +2) +8/+3 (1d8+2/x3)
Base Atk +7; **Grp** +10
Atk Options Mounted Combat, Power Attack, smite evil 2/day (+3 attack, +7 damage)
Special Actions lay on hands (21 points/day), turn undead 6/day (+5, 2d6+7, 4th)
Combat Gear *potion of cure moderate wounds*, *wand of cure light wounds* (20 charges)
Paladin Spells Prepared (3rd):
1st—*bless weapon*, *divine favor*
Spell-like Abilities (CL 7th):
At will—*detect evil*
1/week—*remove disease*

Abilities Str 16, Dex 10, Con 14, Int 10, Wis 12, Cha 16
SQ strong aura of good
Feats Mounted Combat, Power Attack, Ride-By Attack
Skills Diplomacy +7, Gather Information +5, Handle Animal +8, Knowledge (religion) +5, Listen +2, Ride +9, Search +1, Sense Motive +4, Spot +2
Possessions combat gear plus +1 *full plate*, +1 *heavy steel shield*, +2 *longsword*, masterwork composite longbow (Strength +2) with 20 arrows, *cloak of resistance* +1, *gauntlets of ogre power*, backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, hooded lantern, 3 pints of oil, quiver, silver holy symbol of the God of Valor, 14 gp

VALOR **CR —**
Male heavy warhorse
N Large magical beast
Init +1; **Senses** low-light vision, scent; Listen +6, Spot +5
Languages empathic link

AC 22, touch 10, flat-footed 21 (–1 size, +1 Dex, +4 armor, +8 natural)
hp 45 (6 HD)
Resist improved evasion
Fort +8, **Ref** +6, **Will** +3

Spd 40 ft. in scale mail barding (8 squares), base speed 50 ft.; Run
Melee 2 hooves +9 (1d6+4) and bite +3 (1d4+2)
Space 10 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +12

Abilities Str 19, Dex 13, Con 17, Int 6, Wis 13, Cha 6
SQ share spells
Feats Endurance, Run, Weapon Focus (hooves)
Skills Listen +6, Spot +5
Possessions scale mail barding, military saddle, saddlebags, bit and bridle