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\(^8\), 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**

Female human cleric 2  
NG Medium humanoid

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

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**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*, shield of faith
- 0—detect magic, light, resistance, virtue


**Domains:** Strength, Sun

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

**SQ** moderate aura of good

**Feats** Combat Casting, 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

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**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**

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

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**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/×3)  
**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

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**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®, 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

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**SHADOW**

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
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
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 ShotB, Rapid ShotB, TrackB,
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

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, 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

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  
**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

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**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