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 3

Male dwarf fighter 3
LN Medium humanoid
**Init** +1  **Senses** darkvision 60 ft.; Listen +0, Spot +0

**Languages** Common, Dwarven

**AC** 20, touch 11, flat-footed 19; Dodge (+1 Dex, +7 armor, +2 shield)

**hp** 33 (3 HD)

**Resist** stability (+4 against bull rush and trip)

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

**Spd** 20 ft. (4 squares)

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

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

**Base Atk** +3; **Grp** +6  

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

**Combat Gear** potion of cure moderate wounds

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

**SQ** stonecunning

**Feats** Dodge, Endurance, Power Attack, Toughness

**Skills** Climb –1, Intimidate +3, Jump –6, Listen +0, Spot +0, Swim –7

**Possessions** combat gear plus +1 banded mail armor, masterwork heavy steel shield, masterwork dwarven waraxe, masterwork 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 3
NG Medium humanoid
Init +0; Senses Listen +2, Spot +2
Languages Common

AC 17, touch 10, flat-footed 17
(+0 Dex, +5 armor, +2 shield)
hp 20 (3 HD)
Fort +4, Ref +1, Will +5
Spd 20 ft. in scale mail (4 squares); base speed 30 ft.
Melee mwk morningstar +5 (1d8+2)
Ranged mwk light crossbow +3 (1d8/19–20)
Base Atk +2; Grp +4
Atk Options feat of strength
Special Actions greater turning, turn undead 5/day (+4, 2d6+6, 3rd)
Combat Gear oil of bless weapon, potion of owl’s wisdom, wand of cure light wounds (20 charges)
Cleric Spells Prepared (CL 3rd):

2nd—align weapon, bull’s strength0, hold person (DC 14)
1st—divine favor, doom (DC 13), enlarge person0, shield of faith
0—detect magic, light, resistance, virtue
Domains: Strength, Sun

Abilities Str 14, Dex 10, Con 12, Int 10, Wis 15, Cha 14
SQ moderate aura of good
Feats Combat Casting0, Improved Turning, Silent Spell
Skills Concentration +5 (+9 cast on the defensive), Diplomacy +4, Heal +4,
Knowledge (religion) +6, Listen +2,
Spellcraft +4, Spot +2
Possessions combat gear plus +1 scale mail armor, masterwork 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 +3 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 3  
CG Medium humanoid  
**Init** +6; **Senses** low-light vision; **Listen** +2 (+4 with familiar), **Spot** +2 (+4 with familiar)  
**Languages** Common, Draconic, Elven, Orc, Sylvan  

<table>
<thead>
<tr>
<th>AC</th>
<th>touch</th>
<th>flat-footed</th>
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<td>13</td>
<td>12</td>
<td>11</td>
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(2 Dex, +1 armor)  
**hp** 6 (3 HD)  
**Immune** sleep  
**Fort** +0, **Ref** +3, **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 cure light wounds, potion of fox’s cunning, wand of magic missile (50 charges)  
**Wizard Spells Prepared (CL 3rd):**  
2nd—invisibility, scorching ray (ranged touch +3)  
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** Improved Initiative, Scribe Scroll, Skill Focus (Knowledge—arcana)  
**Skills** Concentration +5, Decipher Script +9, Knowledge (arcana) +12, Knowledge (the planes) +9, Listen +2 (+4 with familiar), Move Silently +5, Search +5, Spellcraft +11, Spot +2 (+4 with familiar), Survival +0 (+2 on other planes)  
**Possessions** combat gear plus longsword, longbow with 20 arrows, bracers of armor +1, 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** 16, touch 14, flat-footed 14 (+2 size, +2 Dex, +2 natural)  
**hp** 3 (3 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)  
**Atk Options** deliver touch spells  
**Space** 2-1/2 ft.; **Reach** 0 ft.  
**Base Atk** +1; **Grp** −11  
**Abilities**  
Str 3, Dex 15, Con 10, Int 7, Wis 12, Cha 7  
**SQ** share spells  
**Feats** Weapon Finesse  
**Skills** Balance +10, Climb +6, Concentration +6, Decipher Script +4, Hide +14 (+18 in tall grass or heavy undergrowth), Jump +10, Knowledge (arcana) +4, Knowledge (the planes) +4, Listen +3, Move Silently +6, Spellcraft +4, Spot +3, Survival +1 (+3 on other planes)
**Ferra**  
Female halfling rogue 3  
N Small humanoid  
Init +3; Senses Listen +3, Spot +2  
Languages Common, Halfling

<table>
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<tr>
<th>AC</th>
<th>19, touch 14, flat-footed 16; Dodge (＋1 size, +3 Dex, +4 armor, +1 shield)</th>
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<tbody>
<tr>
<td>hp</td>
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<tr>
<td>Resist</td>
<td>evasion</td>
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<tr>
<td>Fort</td>
<td>+4, Ref +7, Will +3 (+5 against fear)</td>
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<tr>
<td>Spd</td>
<td>20 ft. (4 squares)</td>
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<tr>
<td>Melee</td>
<td>mwk short sword +5 (1d4+1/19–20) or mwk dagger +4 (1d3+1/19–20)</td>
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<tr>
<td>Ranged</td>
<td>mwk light crossbow +7 (1d6/19–20) or dagger +7 (1d3+1/19–20)</td>
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<tr>
<td>Atk Options</td>
<td>Combat Reflexes, sneak attack +2d6</td>
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<tr>
<td>Base Atk</td>
<td>+2; Grp –1</td>
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<tr>
<td>Combat Gear</td>
<td>acid, <em>elixir of hiding</em>, <em>potion of cure moderate wounds</em>, 2 smokesticks</td>
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**Abilities**  
Str 12, Dex 17, Con 14, Int 10, Wis 12, Cha 10

**SQ** trap sense +1, trapfinding  
**Feats** Combat Reflexes, Dodge  
**Skills** Balance +5, Climb +3, Disable Device +8, Hide +13, Jump +5, Listen +3, Move Silently +11, Open Lock +11, Perform (dance) +5, Search +6, Spot +2, Survival +1 (+3 following tracks), Tumble +11

**Possessions** combat gear plus +1 studded leather armor, masterwork buckler, masterwork short sword, masterwork 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 2/rogue 1  
CG Small humanoid  
Init +6; **Senses** low-light vision; Listen +3, Spot +1  
Languages Common, Draconic, Gnome, Goblin

**AC** 17, touch 13, flat-footed 15; +4 AC against giants  
(+1 size, +2 Dex, +4 armor)  
**hp** 16 (3 HD)  
**Fort** +1, **Ref** +7, **Will** +4 (+6 against illusions)  
**Spd** 20 ft. (4 squares)  
**Melee** mwk rapier +5 (1d4–1/18–20) or  
**Melee** light mace +4 (1d4–1) or  
**Melee** dagger +4 (1d3–1/19–20)  
**Ranged** mwk light crossbow +5 (1d6/19–20) or  
**Ranged** dagger +4 (1d3–1/19–20)  
**Base Atk** +1; **Grp** –4  
**Atk Options** +1 on attacks against kobolds and goblinoids, sneak attack +1d6  
**Special Actions** bardic music 2/day (inspire courage +1, fascinate 1 target, countersong)  
**Combat Gear** 2 potions of cure moderate wounds, potion of sanctuary

**Bard Spells Known (CL 2nd):**  
1st (1/day)—lesser confusion (DC 12), silent image (DC 13)  
0 (3/day)—daze (DC 12), mage hand, message, 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 +4, trapfinding  
**Feats** Improved Initiative, Weapon Finesse  
**Skills** Bluff +8, Craft (alchemy) +5, Decipher Script +8, Diplomacy +8, Disable Device +7, Disguise +2 (+4 acting), Escape Artist +8, Hide +9, Intimidate +4, Knowledge (arcana) +7, Knowledge (local) +3, Listen +3, Move Silently +5, Open Lock +5, Perform (stringed instrument) +10, Spellcraft +5, Spot +1, Use Magic Device +4 (+6 scrolls), Use Rope +2 (+4 bindings)

**Possessions** combat gear plus +1 studded leather, masterwork rapier, light mace, dagger, masterwork 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,
**HELEN**  
Female human ranger 3  
NG Medium humanoid  
_Init_ +2; **Senses** Listen +5, Spot +5  
**Languages** Common  

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**AC** 16, touch 12, flat-footed 14  
(+2 Dex, +4 armor)  

**hp** 20 (3 HD)  

**Spd** 30 ft. (6 squares)  

**Melee** mwk longsword +6 (1d8+2/19–20) or  
_mwk longsword +4 (1d8+2/19–20) and_  

**Ranged** mwk composite longbow (Str +2) +6  
(1d8+2/×3) or  

**Ranged** mwk composite longbow (Str +2)  
+4/+4 (1d8+2/×3) with Rapid Shot  

**Base Atk** +3; **Grp** +5  

**Atk Options** Point Blank Shot, Precise Shot,  
Rapid Shot, favored enemy (evil outsider)  
+2  

**Combat Gear** 2 potions of cure light  
_wounds, potion of cure moderate wounds_  

**Abilities** Str 14, Dex 15, Con 12, Int 10, Wis  
13, Cha 11  

**SQ** wild empathy +3 (–1 magical beast)  

**Feats** EnduranceB, Point Blank ShotB, Precise  
Shot, Rapid ShotB, TrackB, Two-Weapon  
Fighting  

**Skills** Climb +3, Hide +8, Jump +4,  
Knowledge (geography) +6, Knowledge  
(nature) +5, Listen +5, Move Silently +8,  
Search +3, Spot +5, Survival +7 (+9 avoid  
getting lost and hazards), Swim +3  

**Possessions** combat gear plus mithral shirt,  
masterwork longsword, masterwork 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 3  
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; Dodge (+2 Dex, +1 armor)  

hp 15 (3 HD)  
Fort +3, Ref +4, Will +5  

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 scorching ray, arcane scroll of shield, potion of cure light wounds  

Sorcerer Spells Known (CL 3rd):  
1st (6/day)—mage armor, magic missile, shield  
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 Dodge, Improved Initiative®, Iron Will  
Skills Bluff +8, Concentration +7, Diplomacy +4, Disguise +2 (+4 acting), Intimidate +4, Knowledge (arcana) +7, Listen –1 (+1 with familiar), Spellcraft +9, Spot –1 (+1 with familiar)  
Possessions combat gear plus heavy mace, masterwork light crossbow with 10 bolts, bracers of armor +1, cloak of resistance +1, 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 17, touch 15, flat-footed 16  
(+4 size, +1 Dex, +2 natural)  

hp 7 (3 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  
Atk Options deliver touch spells  

Abilities Str 1, Dex 12, Con 11, Int 7, Wis 14, Cha 4  
SQ amphibious, share spells  
Feats Alertness  
Skills Bluff +3, Concentration +6, Hide +21, Knowledge (arcana) +4, Listen +4, Spellcraft +3, Spot +6
**Landon**
Male half-elf paladin 3
LG Medium humanoid (elf)
*Init* +0; *Senses* low-light vision; Listen +2, Spot +2
*Aura* courage (10 ft.)
*Languages* Common, Elven

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

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**Init** +0; *Senses* low-light vision; Listen +2, Spot +2

**Languages** Common, Elven

**AC** 20, touch 10, flat-footed 20
(+0 Dex, +8 armor, +2 shield)

**hp** 27 (3 HD)

**Immune** disease

**Fort** +7, **Ref** +3, **Will** +4

**Spd** 20 ft. in full plate (4 squares); base speed 30 ft.

**Melee** longsword +5 (1d8+2/19–20)

**Ranged** longbow +3 (1d8/×3)

**Base Atk** +3; **Grp** +5

**Atk Options** Mounted Combat, Power Attack, smite evil 1/day (+2 attack, +3 damage)

**Special Actions** lay on hands (6 points/day)

**Combat Gear** 2 potions of cure light wounds, potion of shield of faith +2

**Spell-like Abilities (CL 3rd):**
- At will—detect evil

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

**SQ** moderate aura of good

**Feats** Mounted Combat, Power Attack

**Skills** Diplomacy +6, Gather Information +4, Handle Animal +6, Listen +2, Ride +6, Search +1, Sense Motive +3, Spot +2

**Possessions** combat gear plus masterwork full plate, masterwork 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, 15 gp

**AC** 18, touch 10, flat-footed 17
(+1 size, +1 Dex, +4 armor, +4 natural)

**hp** 30 (4 HD)

**Fort** +7, **Ref** +5, **Will** +4

**Spd** 40 ft. (8 squares) in scale mail barding, base speed 50 ft.; 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** scale mail barding, military saddle, saddlebags