A DREADFUL DAWN

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 4
Male dwarf fighter 4
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 45 (4 HD)

Resist stability (+4 against bull rush and trip)

Fort +8 (+10 against poison), Ref +2, Will +1; +2 against spells and spell-like effects

Spd 20 ft. (4 squares)

Melee +1 dwarven waraxe +9 (1d10+4/×3)

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

Ranged mwk composite longbow (Str +2) +6 (1d8+3/×3) with +1 arrows

Base Atk +4; Grp +7

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

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

Abilities Str 16, Dex 13, Con 18, Int 10, Wis 10, Cha 7

SQ stonecunning

Feats Dodge, Endurance, Power Attack, Toughness, Weapon Focus (dwarven waraxe)

Skills Climb −1, Intimidate +4, Jump −5, Listen +0, Spot +0, Swim −7

Possessions combat gear plus +1 banded mail armor, masterwork heavy steel shield, +1 dwarven waraxe, masterwork composite longbow (Strength +2) with 20 arrows and 10 +1 arrows, backpack, waterskin, one day of trail rations, bedroll, sack, flint and steel, quiver, 10 gp
DIERDRA
Female human cleric 4
NG Medium humanoid
Init +0; Senses Listen +3, Spot +3
Languages Common

AC 17, touch 10, flat-footed 17
(+0 Dex, +5 armor, +2 shield)

hp 25 (4 HD)

Fort +5, Ref +1, Will +7

Spd 20 ft. in scale mail (4 squares); base speed 30 ft.

Melee +1 morningstar +6 (1d8+3)

Ranged mwk light crossbow +4 (1d8/19–20)

Base Atk +3; Grp +5

Atk Options feat of strength

Special Actions greater turning, turn undead 5/day (+4, 2d6+7, 5th)

Combat Gear oil of bless weapon, 2 potions of cure light wounds, potion of owl's wisdom, divine scroll of cure moderate wounds, wand of cure light wounds (50 charges)

Cleric Spells Prepared (CL 4th):
  2nd—align weapon, bull's strength\(^a\), silence, silent divine favor
  1st—bless, doom (DC 14), enlarge person\(^a\), sanctuary (DC 14), shield of faith
  0—detect magic, light, read magic, resistance, virtue


Domains: Strength, Sun

Abilities Str 14, Dex 10, Con 12, Int 10, Wis 16, Cha 14

SQ moderate aura of good

Feats Combat Casting\(^a\), Improved Turning, Silent Spell

Skills Concentration +6 (+10 cast on the defensive), Diplomacy +4, Heal +6, Knowledge (religion) +6, Listen +3, Spellcraft +5, Spot +3

Possessions combat gear plus +1 scale mail armor, masterwork heavy wooden shield, +1 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 +4 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 4  
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  

AC 13, touch 12, flat-footed 11  
(+2 Dex, +1 deflection)  
hp 7 (4 HD)  
Immune sleep  
Fort +1, Ref +4, Will +5  
Spd 30 ft. (6 squares)  
Melee mwk cold iron longsword +3 (1d8/19–20)  
Ranged mwk longbow +5 (1d8×3)  
Base Atk +2; Grp +2  

**Combat Gear** acid, alchemist’s fire, arcane scroll of fireball, 2 potions of cure light wounds, potion of fox's cunning, wand of magic missile (50 charges)  

**Wizard Spells Prepared (CL 4th):**  
2nd—bear’s endurance, invisibility, scorching ray (ranged touch +4)  
1st—mage armor, magic missile, ray of enfeeblement (ranged touch +4), sleep (DC 15)  
0—daze (DC 14), detect magic, read magic, resistance  

**Abilities** Str 11, Dex 15, Con 9, Int 18, Wis 10, Cha 10  
SQ able to notice secret and concealed doors, familiar (Shadow)  
Feats Improved Initiative, Scribe Scroll\(^a\), Skill Focus (Knowledge—arcana)  
Skills Concentration +6, Decipher Script +11, Knowledge (arcana) +14, Knowledge (history) +5, Knowledge (the planes) +11, Listen +2 (+4 with familiar), Move Silently +5, Search +6, Spellcraft +13, Spot +2 (+4 with familiar), Survival +0 (+2 on other planes)  
Possessions combat gear plus, masterwork cold iron longsword, masterwork longbow with 20 arrows, ring of protection +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, 35 gp  

**Spellbook** all prepared; 0—all; 1st—expeditious retreat, identify, shield, silent image; 2nd—protection from arrows

**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 (4 HD)  
Resist improved evasion  
Fort +2, Ref +4, Will +5  
Spd 30 ft. (6 squares)  
Melee 2 claws +6 (1d2–4) and bite +1 (1d3–4)  
Atk Options deliver touch spells  
Space 2-1/2 ft.; Reach 0 ft.  
Base Atk +2; Grp –10  
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 +7, Decipher Script +5, Hide +14 (+18 in tall grass or heavy undergrowth), Jump +10, Knowledge (arcana) +5, Knowledge (history) –1, Knowledge (the planes) +5, Listen +3, Move Silently +6, Spellcraft +5, Spot +3, Survival +1 (+3 on other planes)
**FERRA**

Female halfling rogue 4
N Small humanoid

**Init +4; Senses** Listen +3, Spot +3

**Languages** Common, Halfling

**AC** 21, touch 16, flat-footed 21; Dodge, uncanny dodge

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

**hp** 24 (4 HD)

**Resist** evasion

**Fort +4, Ref +9, Will +3 (+5 against fear)**

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

**Melee** mwk short sword +6 (1d4+1/19–20) or **Melee** dagger +5 (1d3+1/19–20)

**Ranged** mwk light crossbow +9 (1d6/19–20) or **Ranged** dagger +9 (1d3+1/19–20)

**Base Atk +3; Grp +0**

**Atk Options** Combat Reflexes, sneak attack +2d6

**Combat Gear** 4 flasks of acid, elixir of hiding, potion of cat’s grace, potion of cure moderate wounds, potion of invisibility, 2 smokesticks, 2 thunderstones

**Abilities** Str 12, Dex 18, Con 14, Int 10, Wis 12, Cha 10

**SQ** trap sense +1, trapfinding

**Feats** Combat Reflexes, Dodge

**Skills** Balance +6, Climb +3, Disable Device +9, Hide +15, Jump +6, Listen +3, Move Silently +13, Open Lock +13, Perform (dance) +5, Search +7, Spot +3, Survival +1 (+3 following tracks), Tumble +13

**Possessions** combat gear plus +1 studded leather armor, masterwork buckler, masterwork short sword, masterwork light crossbow with 10 bolts, 4 daggers, ring of protection +1, 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 2
CG Small humanoid
Init +6; Senses low-light vision; Listen +3, Spot +1
Languages Common, Draconic, Gnome, Goblin

AC 18, touch 13, flat-footed 16; +4 AC against giants
(+1 size, +2 Dex, +4 armor, +1 shield)
hp 20 (4 HD)
Resist evasion
Fort +1, Ref +8, Will +4 (+6 against illusions)

Spd 20 ft. (4 squares)
Melee +1 rapier +6 (1d4/18–20) or
Ranged mwk light crossbow +6 (1d6/19–20)

Base Atk +2; Grp –3
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, silversheen, wand of cure light wounds (20 charges)

Bard Spells Known (CL 2nd):
1st (1/day)—lesser confusion (DC 14), silent image (DC 15)
0 (3/day)—daze (DC 13), 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 14, Con 12, Int 14, Wis 12, Cha 16

SQ bardic knowledge +4, trapfinding

Feats Improved Initiative, Weapon Finesse

Skills Bluff +9, Craft (alchemy) +5, Decipher Script +9, Diplomacy +9, Disable Device +9, Disguise +3 (+5 acting), Escape Artist +9, Hide +9, Intimidate +5, Knowledge (arcana) +7, Knowledge (local) +3, Listen +3, Move Silently +5, Open Lock +5, Perform (stringed instrument) +12, Spellcraft +5, Spot +1, Tumble +6, Use Magic Device +6 (+8 scrolls), Use Rope +2 (+4 bindings)

Possessions combat gear plus +1 studded leather, masterwork buckler, +1 rapier, 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, masterwork thieves’ tools, 2 gp
HELEN
Female human ranger 4
NG Medium humanoid
Init +3; Senses Listen +5, Spot +5
Languages Common; link with companion
AC 17, touch 13, flat-footed 14 (+3 Dex, +4 armor)
hp 25 (4 HD)
Fort +5, Ref +7, Will +2
Spd 30 ft. (6 squares)
Melee mwk cold iron longsword +7 (1d8+2/19–20) or
Melee mwk cold iron longsword +5 (1d8+2/19–20) and
mwk short sword +5 (1d6+1/19–20)
Ranged +1 composite longbow (Str +2) +8 (1d8+3/x3) or
Ranged +1, composite longbow (Str +2) +6/+6 (1d8+3/x3) with Rapid Shot
Base Atk +4; Grp +6
Atk Options Point Blank Shot, Precise Shot, Rapid Shot, favored enemy (evil outsider) +2
Combat Gear elixir of hiding, elixir of sneaking, 2 potions of cure light wounds, potion of cure moderate wounds, potion of magic fang, potion of sanctuary, potion of shield of faith +2
Ranger Spells Prepared (CL 2nd):
1st—resist energy
Abilities Str 14, Dex 16, Con 12, Int 10, Wis 13, Cha 11
SQ wild empathy +4 (+0 magical beast)
Feats Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track, Two-Weapon Fighting
Skills Climb +3, Hide +10, Jump +4, Knowledge (geography) +7, Knowledge (nature) +6, Listen +5, Move Silently +10, Search +5, Spot +5, Survival +8 (+10 avoid getting lost and hazards, +10 following tracks), Swim +3
Possessions combat gear plus mithral shirt, masterwork cold iron longsword, masterwork short sword, +1 composite longbow (Strength +2) with 20 arrows, backpack, waterskin, one day’s trail rations, bedroll, sack, flint and steel, three torches, quiver, 20 gp

SNARL
Female wolf animal companion
N Medium magical beast (augmented animal)
Init +2; Senses low-light vision, scent; Listen +3, Spot +3
Languages link with master
AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)
hp 13 (2 HD)
Fort +5, Ref +5, Will +1
Spd 50 ft. (10 squares)
Melee bite +3 (1d6+1)
Base Atk +1; Grp +3
Atk Options trip
Abilities Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6
SQ share spells, tricks (attack, come, defend, guard, seek, stay, track)
Feats Track, Weapon Focus (bite)
Skills Hide +2, Listen +3, Move Silently +3, 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 (+1 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**  
Male human sorcerer 4  
LG Medium humanoid  
Init +6; Senses Listen −1 (+1 with familiar),  
Spot −1 (+1 with familiar)  
Languages Common, Draconic  
AC 14, touch 13, flat-footed 12; Dodge  
(+2 Dex, +1 armor, +1 deflection)  
hp 18 (4 HD)  
Fort +3, Ref +4, Will +6  
Spd 30 ft. (6 squares)  
Melee mwk heavy mace +4 (1d8+1)  
Ranged mwk light crossbow +5 (1d8/19–20)  
Base Atk +2; Grp +3  
Combat Gear acid, 2 arcane scrolls of  
scorching ray, arcane scroll of see  
imvisibility, arcane scroll of shield, 2 potions  
of cure light wounds, potion of sanctuary  
Sorcerer Spells Known (CL 4th):  
2nd (4/day)—blur  
1st (7/day)—mage armor, magic missile,  
shield  
0 (6/day)—daze (DC 13), detect magic, flare  
(DC 12), open/close, read magic, resistance  
Abilities Str 12, Dex 14, Con 14, Int 12, Wis 9,  
Cha 16  
SQ familiar (toad)  
Feats Dodge, Improved Initiative, Iron Will  
Skills Bluff +10, Concentration +8,  
Diplomacy +5, Disguise +3 (+5 acting),  
Intimidate +5, Knowledge (arcana) +8,  
Listen −1 (+1 with familiar), Spellcraft +10,  
Spot −1 (+1 with familiar)  
Possessions combat gear masterwork heavy  
mace, masterwork light crossbow with 10  
bolts, ring of protection +1, 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, 13  
gp

**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 9 (4 HD)  
Resist improved evasion  
Fort +2, Ref +3, Will +6  
Spd 5 ft. (1 square)  
Space 1 ft.; Reach 0 ft.  
Base Atk +2; Grp −15  
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 +4, Concentration +7, Hide +21,  
Knowledge (arcana) +5, Listen +4, Spellcraft  
+4, Spot +6
### Landon

**Male half-elf paladin 4**  
LG Medium humanoid (elf)  

- **Initiation** +0; **Senses** low-light vision; Listen +2, Spot +2  
- **Aura** courage (10 ft.)  
- **Languages** Common, Elven  

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

**hp** 34 (4 HD)  
**Immune** disease  
**Fort** +9, **Ref** +4, **Will** +5  

**Spd** 20 ft. in full plate (4 squares); base speed 30 ft.  
- **Melee** +1 longsword +7 (1d8+3/19–20)  
- **Ranged** mwk composite longbow +5 (1d8×3)  
- **Base Atk** +4; **Grp** +6  

**Atk Options** Mounted Combat, Power Attack, smite evil 1/day (+3 attack, +4 damage)  

**Special Actions** lay on hands (12 points/day), turn undead 6/day (+3, 2d6+4, 1st)  
**Combat Gear** 2 potions of cure light wounds, potion of shield of faith +2  
**Paladin Spells Prepared (2nd):**  
1st—bless weapon  
**Spell-like Abilities (CL 4th):**  
At will—detect evil  
**Abilities** Str 14, Dex 10, Con 14, Int 10, Wis 12, Cha 16  
**SQ** moderate aura of good  
**Feats** Mounted Combat, Power Attack  
**Skills** Diplomacy +7, Gather Information +5, Handle Animal +8, Listen +2, Ride +9, Search +1, Sense Motive +3, Spot +2  
**Possessions** combat gear plus masterwork full plate, masterwork heavy steel shield, +1 longsword, masterwork composite 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, 90 gp

### Valor

**Male heavy warhorse**  
N Large animal  

- **Initiation** +1; **Senses** low-light vision, scent; Listen +5, Spot +4  
- **AC** 18, touch 10, flat-footed 17  
- **hp** 30 (4 HD)  
- **Fort** +7, **Ref** +5, **Will** +2  

**Spd** 40 ft. in scale mail barding (8 squares), 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