

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 ores 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^B, Endurance, Power Attack^B,
Toughness, Weapon Focus (dwarven
waraxe)^B

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**CR 4**

destroyed instead.

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*^D, *silence*, *silent divine favor*1st—*bless*, *doom* (DC 14), *enlarge person*^D, *sanctuary* (DC 14), *shield of faith*0—*detect magic*, *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 16, Cha 14**SQ** moderate aura of good**Feats** Combat Casting^B, 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

ELOTHIN**CR 4**

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^B, 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****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** 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 **CR 4**

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**CR 4**

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 **CR 4**
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/×3) or
Ranged +1 *composite longbow* (Str +2)
+6/+6 (1d8+3/×3) 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^B, Point Blank Shot^B, Precise Shot, Rapid Shot^B, Track^B, 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 **CR —**
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^B, 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 **CR 4**
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 invisibility*, *arcane scroll of shield*, 2 *potions of cure light wounds*, *potions 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^B, 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 **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 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 **CR 4**
Male half-elf paladin 4
LG Medium humanoid (elf)
Init +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 **CR 2**
Male heavy warhorse
N Large animal
Init +1; **Senses** low-light vision, scent; Listen +5, Spot +4

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