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 6  
Male dwarf fighter 6  
LN Medium humanoid  
Init +1  
**Senses** darkvision 60 ft.; Listen +0, Spot +0  
**Languages** Common, Dwarven  
AC 21, touch 11, flat-footed 20; Dodge (+1 Dex, +7 armor, +3 shield)  
hp 64 (6 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 +12/+7  
(1d10+7/+3)  
**Ranged** +1 composite longbow (Str +3)  
+8/+3 (1d8+4/+3)  
**Base Atk** +6; **Grp** +10  
**Atk Options** Cleave, Power Attack, +1 on attacks against orcs and goblinoids  
**Combat Gear** oil of bless weapon, potion of cure moderate wounds  
**Abilities** Str 18, Dex 13, Con 18, Int 10, Wis 10, Cha 7  
**SQ** stonecunning  
**Feats** Cleave, Dodge, Endurance, Power Attack, Toughness, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe)  
**Skills** Climb +1, Intimidate +5, Jump –3, Listen +0, Spot +0, Swim –5  
**Possessions** combat gear plus +1 banded mail armor, +1 heavy steel shield, +1 dwarven waraxe, +1 composite longbow (Strength +3) with 20 arrows, cloak of resistance +1, gauntlets of ogre power, backpack, waterskin, one day of trail rations, bedroll, sack, flint and steel, quiver, 250 gp
**DIERDRA**

Female human cleric 6  
NG Medium humanoid

**Init** +0; **Senses** Listen +4, Spot +4  
**Languages** Common

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**AC** 22, touch 10, flat-footed 22  
(+0 Dex, +9 armor, +3 shield)

**hp** 36 (6 HD)

**Fort** +6, **Ref** +2, **Will** +9

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

**Melee** +1 morningstar +7 (1d8+3)

**Ranged** mwk light crossbow +5 (1d8/19–20)

**Base Atk** +4; **Grp** +6

**Atk Options** Power Attack, feat of strength

**Special Actions** greater turning, turn undead 5/day (+4, 2d6+9, 7th)

**Combat Gear** oil of bless weapon, divine scroll of cure serious wounds, silversheen, wand of cure moderate wounds (20 charges)

**Cleric Spells Prepared (CL 6th):**  
3rd—dispel magic, magic vestment, prayer, searing light (ranged touch +4)\(^p\)

2nd—align weapon, bull’s strength\(^n\), silence, silent divine favor, sound burst (DC 16)

1st—bless, doom (DC 14), enlarge person\(^n\), 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 18, Cha 14

**SQ** strong aura of good

**Feats** Combat Casting\(^p\), Improved Turning, Power Attack, Silent Spell

**Skills** Concentration +7 (+11 cast on the defensive), Diplomacy +4, Heal +8, Knowledge (religion) +9, Listen +4, Spellcraft +6, Spot +4

**Possessions** combat gear plus +1 full plate, +1 heavy steel shield, +1 morningstar, masterwork light crossbow with 10 bolts, periapt 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 +6 for 1 round.

**Greater Turning (Su)** Once per day, Dierdra can perform a greater turning against undead in place of a regular turning.

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This ability functions as a normal turn undead attempt, except turned undead are destroyed instead.
**Elothin**

Male elf wizard 6

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 16 (6 HD)

**Immune** sleep

Fort +3, Ref +5, Will +6

Spd 30 ft. (6 squares)

Melee mwk cold iron longsword +4 (1d8/19–20)

Ranged mwk longbow +6 (1d8×3)

Base Atk +3; Grp +3

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

**Wizard Spells Prepared (CL 6th):**

3rd—dispel magic, empowered magic missile, lightning bolt (DC 18)

2nd—bear’s endurance, invisibility, knock, scorching ray (ranged touch +5)

1st—expeditious retreat, mage armor, magic missile, ray of enfeeblement (ranged touch +4), sleep (DC 16)

0—daze (DC 15), detect magic, read magic, resistance

**Abilities** Str 11, Dex 15, Con 11, Int 20, Wis 10, Cha 10

SQ able to notice secret and concealed doors, familiar (Shadow)

**Feats** Empower Spell, Enlarge Spell, Improved Initiative, Scribe Scroll, Skill Focus (Knowledge—arcana)

**Skills** Concentration +9, Decipher Script +14, Knowledge (arcana) +17, Knowledge (history) +8, Knowledge (the planes) +14, Listen +2 (+4 with familiar), Move Silently +5, Search +7, Spellcraft +16, 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, amulet of health +2, cloak of resistance +1, headband of intellect +2, 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

**Spellbook** all prepared; 0—all; 1st—identify, shield, silent image; 2nd—protection from arrows, see invisibility; 3rd—fireball, haste

**Shadow**

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

AC 17, touch 14, flat-footed 15 (+2 size, +2 Dex, +3 natural)

hp 8 (6 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 8, Wis 12, Cha 7

SQ share spells

**Feats** Weapon Finesse

**Skills** Balance +10, Climb +6, Concentration +9, Decipher Script +8, Hide +14 (+18 in tall grass or heavy undergrowth), Jump +10, Knowledge (arcana) +8, Knowledge (history) +2, Knowledge (the planes) +8, Listen +3, Move Silently +6, Spellcraft +8, Spot +3, Survival +1 (+3 on other planes)
**Ferra**

CR 6

Female halfling rogue 5/shadowdancer 1

N Small humanoid

**Init** +5; **Senses** Listen +5, Spot +4

**Languages** Common, Halfling

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**AC** 23, touch 17, flat-footed 23; Dodge,

Mobilety, uncanny dodge

(+1 size, +5 Dex, +5 armor, +1 shield, +1
deflection)

**hp** 36 (6 HD)

**Resist** evasion

**Fort** +5, **Ref** +13, **Will** +4 (+6 against fear)

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

**Melee** +1 *short sword* +6 (1d4+2/19–20) or

**Melee** dagger +5 (1d3+1/19–20)

**Ranged** mwk light crossbow +10 (1d6/19–20)

or

**Ranged** dagger +10 (1d3+1/19–20)

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

**Atk Options** Combat Reflexes, sneak attack

**+3d6**

**Combat Gear** potion of cat’s grace, potion of
cure moderate wounds, potion of
invisibility, 2 thunderstones

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**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 +18, Jump +7, Listen +5, Move
Silently +16, Open Lock +15, Perform
(dance) +5, Search +9, Spot +4, Survival +1
(+3 following tracks), Tumble +16

**Possessions** combat gear plus +1 mithral
shirt, masterwork buckler, *+1 short sword*
masterwork light crossbow with 10 bolts, 4
daggers, *ring of protection* +1, *cloak if
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

Male gnome bard 3/rogue 3
CG Small humanoid

Init +6; Senses low-light vision; Listen +4, Spot +1

Languages Common, Draconic, Gnome, Goblin

AC 19, touch 13, flat-footed 17; Dodge, +4 AC against giants
(+1 size, +2 Dex, +4 armor, +2 shield)

hp 29 (6 HD)

Resist evasion

Fort +3, Ref +8, Will +5 (+7 against illusions)

Spd 20 ft. (4 squares)

Melee +1 rapier +8 (1d4/18–20) or

Ranged +1 light crossbow +8 (1d6+1/19–20)

Base Atk +4; Grp –1

Atk Options +1 on attacks against kobolds and goblinoids, sneak attack +2d6

Special Actions bardic music 3/day (inspire competence, inspire courage +1, fascinate 1 target, 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 3rd):
1st (2/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 14, Con 12, Int 14, Wis 12, Cha 18

SQ bardic knowledge +5, trapfinding, trap sense +1

Feats Dodge, Improved Initiative, Weapon Finesse

Skills Balance +4, Bluff +10, Craft (alchemy) +5, Decipher Script +10, Diplomacy +10, Disable Device +11, Disguise +4 (+6 acting), Escape Artist +10, Hide +9, Intimidate +6, Knowledge (arcana) +8, Knowledge (local) +7, Listen +4, Move Silently +5, Open Lock +5, Perform (stringed instrument) +15, Spellcraft +5 (+7 decipher scrolls), Spot +1, Tumble +8, Use Magic Device +9 (+11 scrolls), Use Rope +2 (+4 bindings)

Possessions combat gear plus +1 studded leather, +1 buckler, +1 rapier, +1 light crossbow with 10 bolts, cloak of Charisma +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**
Female human ranger 5/horizon walker 1
NG Medium humanoid
Init +3; Senses darkvision 60 ft.; Listen +6, Spot +6
Languages Common; link with companion

AC 18, touch 13, flat-footed 15
(+3 Dex, +5 armor)
hp 42 (6 HD)
Fort +9, Ref +8, Will +3
Spd 30 ft. (6 squares)
Melee +1 longsword +9/+4 (1d8+3/19–20)
or
Melee +1 longsword +7/+2 (1d8+3/19–20)
and
mwk cold iron short sword +7 (1d6+1/19–20)
Ranged +1 composite longbow (Str +2)
+10/+5 (1d8+3/×3) or
Ranged +1 composite longbow (Str +2)
+8/+3 (1d8+3/×3) with Rapid Shot
Base Atk +6; Grp +8
Atk Options 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 2nd):
1st—resist energy

**Abilities** Str 14, Dex 16, Con 14, Int 10, Wis 13, Cha 11

**SQ** wild empathy +5 (+1 magical beast)

**Feats** Diehard, Endurance®, Point Blank Shot®, Precise Shot, Rapid Shot®, Track®, Two-Weapon Fighting

**Skills** Climb +3, Hide +12, Jump +5,
Knowledge (geography) +8, Knowledge (nature) +7, Listen +6, Move Silently +12, Search +6, Spot +6, Survival +10 (+12 avoid getting lost and hazards, +11 following tracks), Swim +3

**Possessions** combat gear plus +1 mithral shirt, +1 longsword, masterwork cold iron short sword, +1 composite longbow (Strength +2) with 20 arrows, amulet of health +2, cloak of resistance +1, backpack, waterskin, one day’s trail rations, bedroll, sack, flint and steel, three torches, quiver, 20 gp

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**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 5/dragon disciple 1

LG Medium humanoid

**Init** +6; **Senses** Listen +0 (+2 with familiar), Spot +0 (+2 with familiar)

**Languages** Common, Draconic

AC 16, touch 13, flat-footed 14; Dodge (+2 Dex, +1 armor, +1 deflection, +2 natural)

**hp** 29 (6 HD)

**Fort** +5, **Ref** +4, **Will** +8

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

**Melee** +1 heavy mace +5 (1d8+4)

**Ranged** mk light crossbow +5 (1d8/19–20)

**Base Atk** +2; **Grp** +4

**Combat Gear** 2 flasks of acid, potion of cure light wounds, arcane scroll of see invisibility

**Sorcerer Spells Known (CL 5th):**

- 2nd (6/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®, Iron Will, Power Attack

**Skills** Bluff +11, Concentration +10,
- Diplomacy +5, Disguise +3 (+5 acting), Escape Artist +3, Intimidate +5, Knowledge (arcana) +9, Listen +0 (+2 with familiar), Spellcraft +11, Spot +0 (+2 with familiar)

**Possessions** combat gear +1 heavy mace, masterwork light crossbow with 10 bolts, ring of protection +1, amulet of natural armor +1, bracers of armor +1, 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, bolt case, 28 gp

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**Tim the Toad**

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

AC 18, touch 15, flat-footed 17

(+4 size, +1 Dex, +3 natural)

**hp** 14 (6 HD)

**Resist** improved evasion

**Fort** +3, **Ref** +3, **Will** +8

**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 8, Wis 14, Cha 4

**SQ** amphibious, share spells

**Feats** Alertness

**Skills** Bluff +5, Concentration +9, Escape Artist +2, Hide +21, Knowledge (arcana) +7, Listen +5, Spellcraft +6, Spot +7
LANDON
Male half-elf paladin 6
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 49 (6 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 +1 longsword +10/+5 (1d8+3/19–20)
Ranged mwk composite longbow (Str +2)
+7/+2 (1d8+2×3)
Base Atk +6; Grp +9
Atk Options Mounted Combat, Power Attack, smite evil 2/day (+3 attack, +6 damage)
Special Actions lay on hands (18 points/day), turn undead 6/day (+3, 2d6+6, 3rd)
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 6th):
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) +4, Listen +2, Ride +9, Search +1, Sense Motive +3, Spot +2
Possessions combat gear plus +1 full plate, +1 heavy steel shield, +1 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
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