TROUBLE AT SWIFTWATER

Pre-generated Characters

Robert J. Schwalb

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 7
Male dwarf fighter 7
LN Medium humanoid
Init +1 Senses darkvision 60 ft.; Listen +0, Spot +0
Languages Common, Dwarven
AC 25, touch 12, flat-footed 24; Dodge (+1 Dex, +10 armor, +3 shield, +1 deflection)
hp 74 (7 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 +13/+8 (1d10+7/×3)
Ranged +1 composite longbow (Str +4) +9/+4 (1d8+5/×3)
Base Atk +7; Grp +11
Atk Options Cleave, Power Attack, +1 on attacks against orcs and goblinoids
Combat Gear potion of cure moderate wounds, potion of haste
Abilities Str 18, Dex 13, Con 18, Int 10, Wis 10, Cha 7
SQ stonecunning
Skills Climb +3, Intimidate +5, Jump –3, Listen +0, Spot +0, Swim –5
Possessions combat gear plus +2 full plate armor, +1 heavy steel shield, +1 dwarven waraxe, +1 composite longbow (Strength +4) with 20 arrows, ring of protection +1, cloak of resistance +1, gauntlets of ogre power, backpack, waterskin, one day of trail rations, bedroll, sack, flint and steel, quiver, 250 gp
**Dierdra**  
CR 7  
Female human cleric 7  
NG Medium humanoid  
Init +0; Senses Listen +4, Spot +4  
Languages Common  

**AC** 22, touch 10, flat-footed 22  
(+0 Dex, +9 armor, +3 shield)  
**hp** 42 (7 HD)  
**Fort** +7, **Ref** +3, **Will** +10  

**Spd** 20 ft. in full plate (4 squares); base speed 30 ft.  
**Melee** +1 flaming morningstar +8 (1d8+3 plus 1d6 fire)  
**Ranged** mwk light crossbow +6 (1d8/19–20)  
**Base Atk** +5; **Grp** +7  
**Atk Options** Power Attack, feat of strength  
**Special Actions** greater turning, turn undead 5/day (+4, 2d6+10, 8th)  
**Combat Gear** wand of cure moderate wounds (20 charges)  
**Cleric Spells Prepared (CL 7th):**  
4th—dismissal (see PH), divine power, fire shield\(^d\)  
3rd—dispel magic, magic vestment, prayer, searing light (ranged touch +5)\(^b\)  
2nd—align weapon, bull’s strength\(^b\), silence, silent divine favor, sound burst (DC 16)  
1st—bless, divine favor, doom (DC 14), enlarge person\(^b\), sanctuary (DC 14), shield of faith  
0—detect magic, guidance, 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\(^b\), Improved Turning, Power Attack, Silent Spell  
**Skills** Concentration +8 (+12 cast on the defensive), Diplomacy +4, Heal +8, Knowledge (religion) +10, Listen +4, Spellcraft +7, Spot +4  
**Possessions** combat gear plus +1 full plate, +1 heavy steel shield, +1 flaming morningstar, masterwork light crossbow with 10 bolts, cloak of resistance +1, 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, 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 7  
CG Medium humanoid

**Init** +7; **Senses** low-light vision; Listen +2 (+4 with familiar), Spot +2 (+4 with familiar)  
**Languages** Common, Draconic, Elven, Orc, Sylvan

**AC** 15, touch 14, flat-footed 12  
(+3 Dex, +1 armor, +1 deflection)

**hp** 19 (7 HD)

**Immune** sleep  
**Fort** +3, **Ref** +6, **Will** +6

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

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

**Ranged** +1 longbow +7 (1d8+1/+3)

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

**Wizard Spells Prepared (CL 7th):**

4th—arcane eye, ice storm  
3rd—dispel magic, empowered magic missile, lightning bolt (DC 18)  
2nd—bear’s endurance, invisibility, knock, scorching ray (ranged touch +6)  
1st—expeditious retreat, mage armor, magic missile (×2), ray of enfeeblement (ranged touch +4), sleep (DC 16)  
0—daze (DC 15), detect magic, read magic, resistance

**Abilities** Str 11, Dex 17, 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 +10, Decipher Script +15, Knowledge (arcana) +18, Knowledge (history) +8, Knowledge (the planes) +15, Listen +2 (+4 with familiar), Move Silently +6, Search +7, Spellcraft +17, Spot +2 (+4 with familiar), Survival +0 (+2 on other planes)

**Possessions** masterwork cold iron longsword, +1 longbow with 20 arrows, ring of protection +1, amulet of health +2, bracers of armor +1, cloak of resistance +1, gloves of Dexterity +2, headband of intellect +2, 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, true strike; 2nd—detect thoughts, protection from arrows, see invisibility; 3rd—clairaudience/clairvoyance, 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, speak with felines

**AC** 18, touch 14, flat-footed 16  
(+2 size, +2 Dex, +4 natural)

**hp** 9 (7 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 9, Wis 12, Cha 7

**SQ** share spells

**Feats** Weapon Finesse

**Skills** Balance +10, Climb +6, Concentration +10, Decipher Script +9, Hide +14 (+18 in tall grass or heavy undergrowth), Jump +10, Knowledge (arcana) +9, Knowledge (history) +2, Knowledge (the planes) +9, Listen +3, Move Silently +6, Spellcraft +9, Spot +3, Survival +1 (+3 on other planes)
**Ferra**  
CR 7  
Female halfling rogue 5/shadowdancer 2  
N Small humanoid  
Init +5; **Senses** darkvision 60 ft.; Listen +6, Spot +5  
**Languages** Common, Halfling  
**AC** 25, touch 17, flat-footed 25; Dodge, Mobility, improved uncanny dodge  
(+1 size, +5 Dex, +6 armor, +2 shield, +1 deflection)  
**hp** 43 (7 HD)  
**Resist** evasion  
**Fort** +5, **Ref** +14, **Will** +4 (+6 against fear)  
**Spd** 20 ft. (4 squares)  
**Melee** +1 short sword +7 (1d4+2/19–20) or  
**Melee** dagger +6 (1d3+1/19–20)  
**Ranged** +1 light crossbow +11 (1d6+1/19–20)  
or  
**Ranged** dagger +11 (1d3+1/19–20)  
**Base Atk** +4; **Grp** +1  
**Atk Options** Combat Reflexes, sneak attack +3d6  
**Combat Gear** potion of cat’s grace, potion of cure moderate wounds, potion of invisibility, 2 thunderstones  
**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 +19, Jump +8, Listen +6, Move Silently +17, Open Lock +15, Perform (dance) +5, Search +9, Spot +5, Survival +1 (+3 following tracks), Tumble +17  
**Possessions** combat gear plus +2 mithral shirt, +1 buckler, +1 short sword, +1 light crossbow with 10 bolts, 4 daggers, ring of protection +1, cloak of 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
CR 7
Male gnome bard 4/rogue 3
CG Small humanoid
Init +7; Senses low-light vision; Listen +5, Spot +1
Languages Common, Draconic, Gnome, Goblin
AC 21, touch 15, flat-footed 18; Dodge, +4 AC against giants
(+1 size, +2 Dex, +4 armor, +2 shield)
hp 34 (7 HD)
Resist evasion
Fort +3, Ref +10, Will +6 (+8 against illusions)
Spd 20 ft. (4 squares)
Melee +1 rapier +10 (1d4/18–20) or
Ranged +1 light crossbow +10 (1d6+1/19–20)
Base Atk +5; Grp +0
Atk Options +1 on attacks against kobolds and goblinoids, sneak attack +2d6
Special Actions bardic music 4/day (inspire competence, inspire courage +1, fascinate 2 targets, 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 4th):
2nd (1/day)—invisibility, minor image (DC 17)
1st (3/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 16, Con 12, Int 14, Wis 12, Cha 18
SQ bardic knowledge +6, trapfinding, trap sense +1
Feats Dodge, Improved Initiative, Weapon Finesse
Skills Balance +5, Bluff +11, Craft (alchemy) +5, Decipher Script +10, Diplomacy +10, Disable Device +11, Disguise +4 (+6 acting), Escape Artist +12, Gather Information +6, Hide +10, Intimidate +6, Knowledge (arcana) +8, Knowledge (local) +7, Listen +5, Move Silently +6, Open Lock +6, Perform (stringed instrument) +16, Spellcraft +5 (+7 decipher scrolls), Spot +1, Tumble +10, Use Magic Device +10 (+12 scrolls), Use Rope +3 (+5 bindings)
Possessions combat gear plus +1 studded leather, +1 buckler, +1 rapier, +1 light crossbow with 10 bolts, ring of protection +1, cloak of Charisma +2, gloves of Dexterity +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 CR 7
Female human ranger 6/horizon walker 1
NG Medium humanoid
Init +4; Senses darkvision 60 ft.; Listen +7, Spot +7
Languages Common; link with companion
AC 20, touch 15, flat-footed 16 (+4 Dex, +5 armor, +1 deflection)
hp 49 (7 HD)
Fort +10, Ref +10, Will +4
Spd 30 ft. (6 squares)
Melee +1 longsword +10/+5 (1d8+3/19–20) or
Melee +1 longsword +8/+3 (1d8+3/19–20) and
mwk cold iron short sword +8 (1d6+1/19–20)
Ranged +1 composite longbow (Str +2) +12/+7 (1d8+3/×3) or
Ranged +1 composite longbow (Str +2) +10/+10/+5 (1d8+3/×3) with Rapid Shot or
Ranged +1 composite longbow (Str +2) +8/+8 (1d8+3/×3) with Manyshot
Base Atk +7; Grp +9
Atk Options Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, favored enemy (evil outsider) +4, favored enemy (magical beast) +2, terrain mastery (underground)
Abilities Str 14, Dex 18, Con 14, Int 10, Wis 13, Cha 11
SQ wild empathy +6 (+2 magical beast)
Feats Diehard, Endurance, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track, Two-Weapon Fighting
Skills Climb +4, Hide +14, Jump +6, Knowledge (geography) +8, Knowledge (nature) +7, Listen +7, Move Silently +14, Search +6, Spot +7, Survival +11 (+13 avoid getting lost and hazards, +13 following tracks, +13 aboveground), Swim +3
Possessions combat gear plus +1 mithral shirt, +1 longsword, masterwork cold iron short sword, +1 composite longbow (Strength +2) with 20 arrows, ring of protection +1, amulet of health +2, cloak of resistance +1, gloves of Dexterity +2, 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 +7; Senses low-light vision, scent; Listen +3, Spot +3
Languages link with master
AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)
hp 26 (4 HD)
Resist evasion
Spd 50 ft. (10 squares)
Melee bite +6 (1d6+2)
Base Atk +3; Grp +5
Atk Options trip
Abilities Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6
SQ share spells, tricks (attack, come, defend, down, guard, seek, stay, track)
Feats Improved Initiative, Track, Weapon Focus (bite)
Skills Hide +4, Listen +3, Move Silently +5, Spot +3, Survival +1 (+5 following tracks by scent)
Trips (Ex) If Snarl hits with a bite attack, she can then attempt to trip her opponent (+2 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 7
Male human sorcerer 5/dragon disciple 2
LG Medium humanoid

Init +6; Senses Listen +1 (+3 with familiar), Spot +1 (+3 with familiar)

Languages Common, Draconic

AC 18, touch 14, flat-footed 16; Dodge (+2 Dex, +2 armor, +2 deflection, +2 natural)

hp 37 (7 HD)

Fort +6, Ref +4, Will +9

Spd 30 ft. (6 squares)

Melee bite +6 (1d6+3) and 2 claws +1 (1d4+1)

Base Atk +3; Grp +6

Sorcerer Spells Known (CL 5th):
- 2nd (7/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 +11, Diplomacy +5, Disguise +3 (+5 acting), Escape Artist +4, Intimidate +5, Knowledge (arcana) +9, Listen +1 (+3 with familiar), Spellcraft +11, Spot +1 (+3 with familiar)

Possessions ring of protection +2, amulet of natural armor +1, bracers of armor +2, 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

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**TIM THE TOAD**

CR —

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, speak with amphibians

AC 19, touch 15, flat-footed 18
(+4 size, +1 Dex, +4 natural)

hp 18 (7 HD)

Resist improved evasion

Fort +4, Ref +3, Will +9

Spd 5 ft. (1 square)

Space 1 ft.; Reach 0 ft.

Base Atk +3; Grp —14

Atk Options deliver touch spells

Abilities Str 1, Dex 12, Con 11, Int 9, Wis 14, Cha 4

SQ amphibious, share spells

Feats Alertness

Skills Bluff +5, Concentration +10, Escape Artist +3, Hide +21, Knowledge (arcana) +7, Listen +5, Spellcraft +6, Spot +7
LANDON CR 7
Male half-elf paladin 7
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 57 (7 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 +2 longsword +12/+7 (1d8+5/19–20)
Ranged mwk composite longbow (Str +2)
+8/+3 (1d8+2/x3)
Base Atk +7; Grp +10
Atk Options Mounted Combat, Power Attack, smite evil 2/day (+3 attack, +7 damage)
Special Actions lay on hands (21 points/day), turn undead 6/day (+5, 2d6+7, 4th)
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 7th):
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) +5, Listen +2, Ride +9, Search +1, Sense Motive +4, Spot +2
Possessions combat gear plus +1 full plate, +1 heavy steel shield, +2 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 CR —
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