THE GHOST OF SOLDRAGON ACADEMY

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 8
Male dwarf fighter 7/dwarven defender 1
LN Medium humanoid
Init +1 Senses darkvision 60 ft.; Listen +1, Spot +1
Languages Common, Dwarven

AC 27, touch 13, flat-footed 26; Dodge (+1 Dex, +10 armor, +4 shield, +1 class, +1 deflection)
hp 92 (8 HD)
Resist stability (+4 against bull rush and trip)
Fort +13 (+15 against poison), Ref +4, Will +5; +2 against spells and spell-like effects

Spd 20 ft. (4 squares)

Melee +1 dwarven waraxe +14/+9
(1d10+7/×3)
Ranged +1 composite longbow (Str +4)
+10/+5 (1d8+5/×3)

Base Atk +8; Grp +12

Atk Options Cleave, Power Attack, +1 on attacks against orcs and goblinoids, defensive stance 1/day

Combat Gear oil of bless weapon, 2 potions of cure moderate wounds, potion of haste, potion of shield of faith +4

Abilities Str 19, Dex 13, Con 20, 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 +3, Intimidate +5, Jump –3, Listen +1, Spot +1, Swim –5

Possessions combat gear plus +2 full plate armor, +2 heavy steel shield, +1 dwarven waraxe, +1 composite longbow (Strength +4) with 20 arrows, ring of protection +1, amulet of health +2, cloak of resistance +1, gauntlets of ogre power, backpack, waterskin, one day of trail rations, bedroll,
**Dierdra**  
**CR 8**  
Female human cleric 8  
NG Medium humanoid  
**Init** +0; **Senses** Listen +4, Spot +4  
**Languages** Common  

| AC | 24, touch 11, flat-footed 24  
|    | (+0 Dex, +10 armor, +3 shield, +1 deflection)  
| hp | 47 (8 HD)  
| Fort | +8, Ref +3, Will +11  
| Spd | 20 ft. in full plate (4 squares); base speed 30 ft.  

**Melee** +1 flaming morningstar +10/+5  
(1d8+4 plus 1d6 fire)  
**Ranged** mwk light crossbow +7 (1d8/19–20)  
**Base Atk** +6; **Grp** +9  
**Atk Options** Power Attack, feat of strength  
**Special Actions** greater turning, turn undead 5/day (+4, 2d6+11, 9th)  
**Combat Gear** wand of cure moderate wounds (6 charges)  

**Cleric Spells Prepared (CL 8th):**  
4th—*dimensional anchor* (ranged touch +6), *dismissal* (see PH), *divine power*, *fire shield*  
3rd—*dispel magic*, *magic vestment*, *prayer*, *searing light* (ranged touch +6)*, *wind wall*  
2nd—*align weapon*, *bull's strength*  
*silence*, *silent divine favor*, *sound burst* (DC 16)  
1st—*bless*, *divine favor*, *doom* (DC 14), *enlarge person*, *sanctuary* (DC 14), *shield of faith*  
*—detec*t magic, *guidance*, *light*, *read magic*, *resistance*, *virtue*  
**Domains:** Strength, Sun  

**Abilities** Str 16, Dex 10, Con 12, Int 10, Wis 19, Cha 14  
**SQ** strong aura of good  
**Feats** Combat Casting  
**Skills** Concentration +9 (+13 cast on the defensive), Diplomacy +5, Heal +8, Knowledge (religion) +11, Listen +4, Spellcraft +7, Spot +4  
**Possessions** combat gear plus +2 full plate, +1 heavy steel shield, +1 flaming morningstar, masterwork light crossbow with 10 bolts, ring of protection +1, cloak of resistance +1, gauntlets of ogre power, periapt of Wisdom +2, backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, bolt case, wooden holy symbol, three torches

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**Feat of Strength (Su)** Once per day as a free action, Dierdra can increase her Strength by +8 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**

CR 8
Male elf wizard 7/loremaster 1
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 17, touch 14, flat-footed 14 (+3 Dex, +3 armor, +1 deflection) |
|-----------------------|---------------------|
| Hp 29 (8 HD)          |
| Immune sleep          |
| *Fort* +4, *Ref* +6, *Will* +10 |

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

Melee +1 *longbow* +7 (1d8+1×3)

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

**Wizard Spells Prepared (CL 8th):**
- 4th—arcane eye, *dimension door*, *ice storm*
- 3rd—*dispel magic*, haste, empowered *magic missile*, *lightning bolt* (DC 18)
- 2nd—bear’s endurance, *invisibility*, knock, *scorching ray* (ranged touch +6)
- 1st—*expeditious retreat*, magic missile (*×2*), ray of enfeeblement (ranged touch +4), *shield*, *sleep* (DC 16)
- 0—daze (DC 15), detect magic, read magic, resistance

**Abilities** Str 11, Dex 17, Con 12, Int 20, Wis 10, Cha 10

**SQ** able to notice secret and concealed doors, familiar (Shadow), secrets of inner strength

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

**Skills** Concentration +11, Decipher Script +15, Knowledge (arcana) +19, Knowledge (architecture) +6, Knowledge (dungeoneering) +6, Knowledge (geography) +6, Knowledge (history) +10, Knowledge (nature) +6, Knowledge (nobility) +6, Knowledge (religion) +6, Knowledge (the planes) +16, 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 +3, cloak of resistance +1, *gloves of Dexterity* +2, headband of intellect +2, backpack, waterskin, one day of 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*, mage armor, silent image, true strike; 2nd—detect thoughts, protection from arrows, see invisibility; 3rd—clairaudience/clairvoyance, *fireball*, tiny hut; 4th—greater invisibility

**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, speak with master, speak with felines

| AC 18, touch 14, flat-footed 16 (+2 size, +2 Dex, +4 natural) |
|-----------------------|---------------------|
| Hp 14 (8 HD)          |
| Resist improved evasion |
| *Fort* +2, *Ref* +4, *Will* +8 |

**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 17, Con 10, Int 9, Wis 12, Cha 7

**SQ** share spells

**Skills** Balance +10, Climb +6, Concentration +10, Decipher Script +9, Hide +14 (+18 in tall grass or heavy undergrowth), Jump +10, Knowledge (arcana) +10, Knowledge (architecture) +0, Knowledge (dungeoneering) +0, Knowledge (geography) +0, Knowledge (history) +4, Knowledge (nobility) +0, Knowledge (religion) +0, Knowledge (the planes) +10, Listen +3, Move Silently +6, Spellcraft +9, Spot +3, Survival +1 (+3 on other planes)

**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) +10, Knowledge (architecture) +0, Knowledge (dungeoneering) +0, Knowledge (geography) +0, Knowledge (history) +4, Knowledge (nobility) +0, Knowledge (religion) +0, Knowledge (the planes) +10, Listen +3, Move Silently +6, Spellcraft +9, Spot +3, Survival +1 (+3 on other planes)
**Ferra**  
**CR 8**

Female halfling rogue 6/shadowdancer 2  
N Small humanoid  
**Init +5; Senses** darkvision 60 ft.; Listen +7, Spot +5

**Languages** Common, Halfling

**AC 26**, touch 17, flat-footed 26; Dodge, Mobility, improved uncanny dodge  
(+1 size, +5 Dex, +6 armor, +2 shield, +1 deflection, +1 natural)

**hp 48** (8 HD)  
**Resist** evasion

**Fort +6, Ref +15, Will +5 (+7 against fear)**

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

**Melee** +1 keen short sword +8 (1d4+2/17–20) or  
**Melee** dagger +7 (1d3+1/19–20)  
**Ranged** +1 light crossbow +12 (1d6+1/19–20) or  
**Ranged** dagger +12 (1d3+1/19–20)

**Base Atk +5; Grp +2**

**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 21, Con 14, Int 10, Wis 12, Cha 10

**SQ** trap sense +2, trapfinding

**Feats** Combat Reflexes, Dodge, Mobility

**Skills** Balance +7, Climb +3, Disable Device +11, Hide +20, Jump +9, Listen +7, Move Silently +18, Open Lock +16, Perform (dance) +5, Search +10, Spot +5, Survival +1 (+3 following tracks), Tumble +18

**Possessions** combat gear plus +2 mithral shirt, +1 buckler, +1 keen short sword, +1 light crossbow with 10 bolts, 4 daggers, ring of protection +1, amulet of natural armor +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 8
Male gnome bard 5/rogue 3
CG Small humanoid
Init +7; Senses low-light vision; Listen +6, Spot +1
Languages Common, Draconic, Gnome, Goblin

AC 22, touch 15, flat-footed 19; Dodge, +4 AC against giants
(+1 size, +2 Dex, +4 armor, +2 shield)
hp 38 (8 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 +2 light crossbow +11 (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 5/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 5th):
2nd (2/day)—hold person (DC 16), invisibility, minor image (DC 17)
1st (4/day)—charm person (DC 15), expeditious retreat, 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 15), prestidigitation, speak with animals
(burrowing only, 1 minute)

Abilities Str 8, Dex 16, Con 12, Int 14, Wis 12, Cha 19

SQ bardic knowledge +7, trapfinding, trap sense +1

Feats Dodge, Improved Initiative, Weapon Finesse

Skills Balance +5, Bluff +12, Craft (alchemy) +5, Decipher Script +10, Diplomacy +10, Disable Device +11, Disguise +4 (+6 acting), Escape Artist +13, Gather Information +7, Hide +10, Intimidate +6, Jump +0, Knowledge (arcana) +8, Knowledge (local) +7, Listen +6, Move Silently +6, Open Lock +6, Perform (stringed instrument) +17, Spellcraft +7 (+9 decipher scrolls), Spot +1, Tumble +12, Use Magic Device +10 (+12 scrolls), Use Rope +3 (+5 bindings)

Possessions combat gear plus +1 studded leather, +1 buckler, +1 rapier, +2 light crossbow with 10 bolts, ring of protection +1, amulet of natural armor +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
Female human ranger 6/horizon walker 2
NG Medium humanoid
Init +4; Senses darkvision 60 ft.; Listen +8, Spot +8
Languages Common; link with companion
AC 22, touch 16, flat-footed 18
(+4 Dex, +6 armor, +2 deflection)
hp 55 (8 HD)
Fort +11, Ref +10, Will +4
Spd 30 ft. (6 squares)
Melee +1 longsword +11/+6 (1d8+3/19–20) or +1 longsword +9/+4 (1d8+3/19–20) and mwk cold iron short sword +9 (1d6+1/19–20)
Ranged +1 composite longbow (Str +2) +13/+8 (1d8+3/x3) or +1 composite longbow (Str +2) +11/+11/+6 (1d8+3/x3) with Rapid Shot or +1 composite longbow (Str +2) +9/+9 (1d8+3/x3) with Manyshot
Base Atk +8; Grp +10
Atk Options Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, favored enemy (evil outsider) +4, favored enemy (magical beast) +2, terrain mastery (underground)
Ranger Spells Prepared (CL 3rd):
1st—longstrider, resist energy
Abilities Str 14, Dex 18, Con 14, Int 10, Wis 13, Cha 12
SQ share spells, tricks (attack, come, defend, down, guard, seek, stay, track)
Feats Diehard, Endurance, Improved Initiative, Track, Weapon Focus (bite)
Skills Climb +4, Hide +15, Jump +6, Knowledge (geography) +8, Knowledge (nature) +7, Listen +8, Move Silently +19, Search +6, Spot +8, Survival +12 (+14 avoid getting lost and hazards, +14 following tracks, +14 aboveground), Swim +3
Possessions +2 mithral shirt, +1 longsword, masterwork cold iron short sword, +1 composite longbow (Strength +2) with 20 arrows, ring of protection +2, 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
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
Fort +6, Ref +7, Will +2
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)
Trip (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 8
Male human sorcerer 6/dragon disciple 2
LG Medium humanoid
Init +6; Senses Listen +1 (+3 with familiar), Spot +1 (+3 with familiar)
Languages Common, Draconic
AC 17, touch 14, flat-footed 15; Dodge (+2 Dex, +2 armor, +2 deflection, +1 natural)
hp 48 (8 HD)
Fort +8, Ref +5, Will +10
Spd 30 ft. (6 squares)
Melee bite +8 (1d6+4) and 2 claws +2 (1d4+2)
Base Atk +4; Grp +7
Sorcerer Spells Known (CL 6th):
  3rd (4/day)—shout (DC 17)
  2nd (8/day)—blur, bull’s strength
  1st (7/day)—enlarge person, mage armor, magic missile, shield
  0 (6/day)—acid splash (ranged touch +6), daze (DC 14), detect magic, flare (DC 14), open/close, read magic, resistance
Abilities Str 16, Dex 14, Con 14, Int 12, Wis 9, Cha 18
SQ familiar (toad)
Feats Dodge, Improved Initiative, Iron Will, Power Attack
Skills Bluff +13, Concentration +13, Diplomacy +6, Disguise +4 (+6 acting), Escape Artist +4, Intimidate +6, Knowledge (arcana) +10, Listen +1 (+3 with familiar), Spellcraft +12, Spot +1 (+3 with familiar)
Possessions ring of protection +2, amulet of mighty fists +1, belt of resistance +1, bracers of armor +2, cloak of Charisma +2, 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

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 24 (8 HD)
Resist improved evasion
Fort +5, Ref +3, Will +10
Spd 5 ft. (1 square)
Space 1 ft.; Reach 0 ft.
Base Atk +4; Grp –11
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 +6, Concentration +11, Escape Artist +3, Hide +21, Knowledge (arcana) +8, Listen +5, Spellcraft +7, Spot +7
LANDON
Male half-elf paladin 8
LG Medium humanoid (elf)
Init +0; Senses low-light vision; Listen +3, Spot +3
Aura courage (10 ft.)
Languages Common, Elven
AC 22, touch 10, flat-footed 22
(+0 Dex, +9 armor, +3 shield)
hp 64 (8 HD)
Immune disease
Fort +13, Ref +7, Will +9
Spd 20 ft. in full plate (4 squares); base speed 30 ft.; Ride-By Attack
Melee +2 longsword +13/+8 (1d8+5/19–20)
Rangedmwk composite longbow (Str +2)
+9/+4 (1d8+2/x3)
Base Atk +8; Grp +11
Atk Options Mounted Combat, Power Attack, smite evil 2/day (+4 attack, +8 damage)
Special Actions lay on hands (32 points/day), turn undead 7/day (+6, 2d6+9, 5th)
Combat Gear potion of cure moderate wounds, wand of cure light wounds (20 charges)
Paladin Spells Prepared (4th):
2nd—bull’s strength
1st—bless weapon, divine favor
Spell-like Abilities (CL 8th):
At will—detect evil
1/week—remove disease
Abilities Str 16, Dex 10, Con 15, Int 10, Wis 14, Cha 18
SQ strong aura of good
Feats Mounted Combat, Power Attack, Ride-By Attack
Skills Diplomacy +10, Gather Information +6, Handle Animal +9, Knowledge (religion) +5, Listen +3, Ride +9, Search +1, Sense Motive +7, Spot +3
Possessions combat gear plus +1 full plate, +1 heavy steel shield, +2 longsword, masterwork composite longbow (Strength +2) with 20 arrows, belt of resistance +1, cloak of Charisma +2, gauntlets of ogre power, periapt of Wisdom +2, 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 +7
Languages empathic link
AC 24, touch 10, flat-footed 22
(-1 size, +1 Dex, +4 armor, +10 natural)
hp 68 (8 HD)
Resist improved evasion
Fort +9, Ref +7, Will +3
Spd 50 ft. in scale mail barding (10 squares), base speed 60 ft.; Run
Melee 2 hooves +12 (1d6+5) and bite +6 (1d4+2)
Space 10 ft.; Reach 5 ft.
Base Atk +6; Grp +15
Abilities Str 20, Dex 13, Con 17, Int 7, Wis 13, Cha 6
SQ share spells
Feats Endurance, Run, Weapon Focus (hooves)
Skills Listen +6, Spot +7
Possessions scale mail barding, military saddle, saddlebags, bit and bridle