

ILL WILL IN WHITEHAVEN

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 9

Male dwarf fighter 7/dwarven defender 2
LN Medium humanoid

Init +1 **Senses** darkvision 60 ft.; Listen +2,
Spot +2

Languages Common, Dwarven

AC 27, touch 13, flat-footed 26; Dodge,
uncanny dodge
(+1 Dex, +10 armor, +4 shield, +1 class, +1
deflection)

hp 104 (8 HD)

Resist stability (+4 against bull rush and trip)

Fort +15 (+17 against poison), **Ref** +5, **Will**
+7; +2 against spells and spell-like effects

Spd 20 ft. (4 squares)

Melee +2 *dwarven waraxe* +16/+11
(1d10+7/×3)

Ranged +1 *composite longbow* (Str +4)
+11/+6 (1d8+5/×3)

Base Atk +9; **Grp** +13

Atk Options Cleave, Great 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^B, Dodge^B, Endurance, Great
Cleave, Power Attack^B, Toughness, Weapon
Focus (*dwarven waraxe*)^B, Weapon
Specialization (*dwarven waraxe*)^B

Skills Climb +3, Intimidate +5, Jump -3,
Listen +2, Spot +2, Swim -5

Possessions combat gear plus +2 *full plate*
armor, +2 *heavy steel shield*, +2 *dwarven*
waraxe, +1 *composite longbow* (Strength
+4) with 20 arrows, *ring of protection* +1,
amulet of health +2, *cloak of resistance* +2,
gauntlets of ogre power, backpack,

waterskin, one day of trail rations, bedroll,
sack, flint and steel, quiver

Defensive Stance (Ex) Once per day, as a
free action, Angrist can enter a defensive
stance that lasts for 10 rounds. While in this
stance, he cannot move nor use skills that
shift his position. He may end his stance at
any time, but he becomes winded (-2
penalty to Strength) for the duration of this
encounter. While in this stance, Angrist uses
the following statistics.

AC 31, touch 17, flat-footed 30

hp increase by 18

Fort +19 (+21 against poison), **Ref** +7, **Will**
+9; +2 against spells and spell-like effects

Melee +1 *dwarven waraxe* +17/+11
(1d10+8/×3)

Grp +14

Abilities Str 21, Con 24

DIERDRA**CR 9**

Female human cleric 9

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 53 (9 HD)**Fort** +7, **Ref** +3, **Will** +10**Spd** 20 ft. in full plate (4 squares); base speed 30 ft.**Melee** +1 *flaming undead bane morningstar* +10/+5 (1d8+4 plus 1d6 fire) or**Melee** +1 *flaming undead bane morningstar* +12/+7 (1d8+4 plus 1d6 fire plus 2d6) against undead**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 8/day (+4, 2d6+12, 10th)**Combat Gear** *wand of cure moderate wounds* (6 charges)**Cleric Spells Prepared (CL 9th):**5th—*flame strike* (DC 19), *righteous might*^D4th—*dimensional anchor* (ranged touch +6), *dismissal* (see PH), *divine power*, *fire shield*^D3rd—*dispel magic*, *magic vestment*, *prayer*, *searing light* (ranged touch +6)^D, *wind wall*2nd—*aid*, *align weapon*, *bull's strength*^D, *silence*, *silent divine favor*, *sound burst* (DC 16)1st—*bless*, *divine favor*, *doom* (DC 14), *enlarge person*^D, *sanctuary* (DC 14), *shield of faith*0—*detect magic*, *guidance*, *light*, *read magic*, *resistance*, *virtue*

D: Domain spell. Deity: God of the Sun.

Domains: Strength, Sun

Abilities Str 16, Dex 10, Con 12, Int 10, Wis 19, Cha 14**SQ** strong aura of good**Feats** Combat Casting^B, Extra Turning, Improved Turning, Power Attack, Silent Spell**Skills** Concentration +9 (+13 cast on the defensive), Diplomacy +6, Heal +9, Knowledge (religion) +12, Listen +4, Spellcraft +7, Spot +4**Possessions** combat gear plus +2 *full plate*, +1 *heavy steel shield*, +1 *flaming undead bane morningstar*, masterwork light crossbow with 10 bolts, *ring of protection* +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**Feat of Strength (Su)** Once per day as a free action, Dierdra can increase her Strength by +9 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 9**

Male elf wizard 7/lorekeeper 2

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 33 (9 HD)**Immune** sleep**Fort**+4, **Ref** +6, **Will** +11**Spd** 30 ft. (6 squares)**Melee** +1 *longsword* +5 (1d8+1/19–20)**Ranged** +1 *longbow* +8 (1d8+1/×3)**Base Atk** +4; **Grp** +4**Combat Gear** *potion of cure moderate wounds*, *potion of bear's endurance*, *staff of fire* (19 charges)**Wizard Spells Prepared (CL 9th;****overcome SR 1d20+11):**5th—empowered *fireball* (DC 18), *hold monster* (DC 20)4th—*dimension door*, *greater invisibility*, *ice storm*3rd—*dispel magic*, *haste*, empowered *magic missile*, *lightning bolt* (DC 18)2nd—*bear's endurance*, *invisibility*, *knock*, *scorching ray* (ranged touch +6) (×2)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), lore +7, secrets of inner strength**Feats** Empower Spell, Enlarge Spell^B, Improved Initiative, Scribe Scroll^B, Skill Focus (Knowledge—arcana), Spell Penetration**Skills** Concentration +12, Decipher Script +16, Knowledge (arcana) +19, Knowledge (architecture) +7, Knowledge (dungeoneering) +7, Knowledge (geography) +7, Knowledge (history) +11, Knowledge (nature) +7, Knowledge (nobility) +7, Knowledge (religion) +7, 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** combat gear plus +1 *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 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*, *mage armor*, *silent image*, *true strike*; 2nd—*detect thoughts*, *protection from arrows*, see *invisibility*; 3rd—*clairaudience/clairvoyance*, *fireball*, *tiny hut*; 4th—*arcane eye*, *wall of ice*; 5th—*dismissal***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** 19, touch 14, flat-footed 17

(+2 size, +2 Dex, +5 natural)

hp 16 (9 HD)**Resist** improved evasion**Fort** +2, **Ref** +4, **Will** +9**Spd** 30 ft. (6 squares)**Melee** 2 claws +8 (1d2–4) and bite +3 (1d3–4)**Atk Options** deliver touch spells**Space** 2-1/2 ft.; **Reach** 0 ft.**Base Atk** +4; **Grp** –8**Abilities** Str 3, Dex 15, Con 10, Int 10, Wis 12, Cha 7**SQ** share spells**Feats** Weapon Finesse**Skills** Balance +10, Climb +6, Concentration +11, Decipher Script +11, Hide +14 (+18 in tall grass or heavy undergrowth), Jump +10, Knowledge (arcana) +11, Knowledge (architecture) +2, Knowledge (dungeoneering) +2, Knowledge (geography) +2, Knowledge (history) +6, Knowledge (nature) +2, Knowledge (nobility) +2, Knowledge (religion) +2, Knowledge (the planes) +11, Listen +3, Move Silently +6, Spellcraft +10, Spot +3, Survival +1 (+3 on other planes)

FERRA**CR 9**

Female halfling rogue 7/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** 54 (9 HD)**Resist** evasion**Fort** +7, **Ref** +16, **Will** +6 (+8 against fear)

Spd 20 ft. (4 squares); Spring Attack**Melee** +1 *keen short sword* +9/+4 (1d4+2/17–20) or**Melee** mwk dagger +9 (1d3+1/19–20)**Ranged** +2 *light crossbow* +14 (1d6+2/19–20) or**Ranged** mwk dagger +14 (1d3+1/19–20)**Base Atk** +6; **Grp** +3**Atk Options** Combat Reflexes, sneak attack +4d6**Combat Gear** *potion of cure moderate wounds*, 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, Spring Attack**Skills** Balance +7, Climb +3, Disable Device +12, Hide +21, Jump +10, Listen +7, Move Silently +19, Open Lock +17, Perform (dance) +5, Search +11, Spot +5, Survival +1 (+3 following tracks), Tumble +19, Use Magic Device +1**Possessions** combat gear plus +2 *mithral shirt*, +1 *buckler*, +1 *keen short sword*, +2 *light crossbow* with 10 bolts, 2 masterwork daggers, *ring of protection* +1, *amulet of natural armor* +1, *cloak of resistance* +2, *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 9**

Male gnome bard 6/rogue 3

CG Small humanoid

Init +7; **Senses** low-light vision; Listen +7, Spot +1**Languages** Common, Draconic, Gnome, Goblin**AC** 24, touch 26, flat-footed 21; Dodge, +4 AC against giants

(+1 size, +2 Dex, +4 armor, +2 shield)

hp 43 (9 HD)**Resist** evasion**Fort** +4, **Ref** +11, **Will** +7 (+9 against illusions)**Spd** 20 ft. (4 squares)**Melee** +1 rapier +11/+6 (1d4/18–20) or**Ranged** +2 light crossbow +12 (1d6+1/19–20)**Base Atk** +6; **Grp** +1**Atk Options** +1 on attacks against kobolds and goblinoids, sneak attack +2d6**Special Actions** bardic music 6/day (suggestion [DC 17], 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 6th):**2nd (3/day)—*hold person* (DC 17),*invisibility, minor image* (DC 17)1st (4/day)—*charm person* (DC 16),*expeditious retreat, lesser confusion* (DC16), *silent image* (DC 16)0 (3/day)—*daze* (DC 15), *lullaby* (DC 15),*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 +8, trapfinding, trap sense +1**Feats** Dodge, Improved Initiative, Spell Focus (enchantment), Weapon Finesse**Skills** Balance +5, Bluff +13, Craft (alchemy) +5, Decipher Script +10, Diplomacy +10, Disable Device +11, Disguise +4 (+6 acting), Escape Artist +14, Gather Information +8, Hide +10, Intimidate +6, Jump +1, Knowledge (arcana) +8, Knowledge (local) +7, Listen +7, Move Silently +6, Open Lock +6, Perform (stringed instrument) +18, Spellcraft +8 (+10 decipher scrolls), Spot +1,

Tumble +12, Use Magic Device +11 (+13 scrolls), Use Rope +3 (+5 bindings)

Possessions combat gear plus +2 *studded leather*, +1 *buckler*, +1 *rapier*, +2 *light crossbow* with 10 bolts, *ring of protection* +2, *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 **CR 9**
Female human ranger 7/horizon walker 2
NG Medium humanoid
Init +4; **Senses** darkvision 60 ft.; Listen +9,
Spot +9
Languages Common; link with companion

AC 22, touch 16, flat-footed 18; Dodge
(+4 Dex, +6 armor, +2 deflection)
hp 62 (9 HD)
Fort +11, **Ref** +10, **Will** +4

Spd 30 ft. (6 squares)
Melee +2 *longsword* +13/+8 (1d8+4/19–20)
or
Melee +2 *longsword* +11/+6 (1d8+4/19–20)
and
+1 *short sword* +10 (1d6+1/19–20)
Ranged +1 *composite longbow* (Str +2)
+14/+9 (1d8+3/×3) or
Ranged +1 *composite longbow* (Str +2)
+12/+12/+7 (1d8+3/×3) with Rapid Shot or
Ranged +1 *composite longbow* (Str +2)
+10/+10 (1d8+3/×3) with Manyshot
Base Atk +9; **Grp** +11
Atk Options Manyshot, 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
Ranger Spells Prepared (CL 3rd):
1st—*longstrider, resist energy*

Abilities Str 14, Dex 18, Con 14, Int 10, Wis
13, Cha 12
SQ wild empathy +8 (+4 magical beast)
Feats Diehard, Dodge, Endurance^B,
Manyshot^B, Point Blank Shot^B, Precise Shot,
Rapid Shot^B, Track^B, Two-Weapon Fighting
Skills Climb +5, Hide +16, Jump +7,
Knowledge (geography) +8, Knowledge
(nature) +7, Listen +9, Move Silently +20,
Search +6, Spot +8, Survival +13 (+15 avoid
getting lost and hazards, +15 following
tracks, +15 aboveground), Swim +4
Possessions +2 *mithral shirt*, +2 *longsword*,
+1 *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 **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
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^B, 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 9**
Male human sorcerer 6/gold dragon disciple 3
LG Medium humanoid
Init +6; **Senses** Listen +2 (+4 with familiar),
Spot +2 (+4 with familiar)
Languages Common, Draconic

AC 17, touch 14, flat-footed 15; **Dodge**
(+2 Dex, +2 armor, +2 deflection, +1
natural)
hp 57 (9 HD)
Fort +8, **Ref** +6, **Will** +10

Spd 40 ft. (8 squares)
Melee bite +9 (1d6+4) and
2 claws +7 (1d4+2)
Base Atk +5; **Grp** +8
Special Actions breath weapon (2d8)
Combat Gear *wand of bear's endurance* (20
charges), *wand of invisibility* (18 charges)
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^B, Iron Will,
Multiattack, Power Attack
Skills Bluff +13, Concentration +13,
Diplomacy +7, Disguise +4 (+6 acting),
Escape Artist +5, Intimidate +6, Jump +12,
Knowledge (arcana) +10, Listen +2 (+4 with
familiar), Spellcraft +12, Spot +2 (+4 with
familiar)
Possessions combat gear plus *ring of*
protection +2, *amulet of mighty fists* +1,
belt of resistance +1, *boots of striding and*
leaping, *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

Breath Weapon (Su) 30-ft. cone, 2d8 fire,
1/day, Reflex DC 15 half

TIM THE TOAD **CR —**
Male toad familiar
N Diminutive magical beast (augmented
animal)
Init +1; **Senses** low-light vision; Listen +6,
Spot +8
Languages empathic link, speak with master,
speak with amphibians

AC 20, touch 15, flat-footed 19
(+4 size, +1 Dex, +5 natural)
hp 28 (9 HD)
Resist improved evasion
Fort +5, **Ref** +4, **Will** +10

Spd 5 ft. (1 square)
Space 1 ft.; **Reach** 0 ft.
Base Atk +5; **Grp** -10
Atk Options deliver touch spells

Abilities Str 1, Dex 12, Con 11, Int 10, Wis 14,
Cha 4
SQ amphibious, share spells
Feats Alertness
Skills Bluff +6, Concentration +11, Diplomacy
-2, Escape Artist +4, Hide +21, Knowledge
(arcana) +9, Listen +6, Spellcraft +8, Spot
+8

LANDON **CR 9**
Male half-elf paladin 9
LG Medium humanoid (elf)
Init +0; **Senses** low-light vision; Listen +3, Spot +3
Aura courage (10 ft.)
Languages Common, Elven

AC 24, touch 10, flat-footed 24 (+0 Dex, +10 armor, +4 shield)
hp 72 (9 HD)
Immune disease
Fort +13, **Ref** +8, **Will** +10

Spd 20 ft. in full plate (4 squares); base speed 30 ft.; Ride-By Attack
Melee +2 *longsword* +14/+9 (1d8+5/19–20)
Ranged +1 *composite longbow* (Str +2) +10/+5 (1d8+2/×3)
Base Atk +9; **Grp** +12
Atk Options Mounted Combat, Power Attack, Spirited Charge, smite evil 2/day (+4 attack, +9 damage)
Special Actions lay on hands (36 points/day), turn undead 7/day (+6, 2d6+10, 6th)
Combat Gear *potion of cure moderate wounds, potion of enlarge person, potion of heroism, wand of cure light wounds* (20 charges)
Paladin Spells Prepared (4th):
2nd—*bull's strength*
1st—*bless weapon, divine favor*
Spell-like Abilities (CL 9th):
At will—*detect evil*
2/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, Spirited Charge
Skills Diplomacy +12, Gather Information +6, Handle Animal +9, Knowledge (religion) +5, Listen +3, Ride +9, Search +1, Sense Motive +7, Spot +3
Possessions combat gear plus +2 *full plate*, +2 *heavy steel shield*, +2 *longsword*, +1 *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 **CR —**
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 23 (–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