

Character Name: Kerensa Nighthawk

LEVEL: 5

Class: Assassin Race: Human

Gender: Female

Alignment: Neutral evil Deity: Pyremius (secret)

Age: 25 (mature)

Prime Attribute: Dexterity, Strength, and Intelligence (+5%)

XP Bonus: +10%

|                     |           |  |                             |               |
|---------------------|-----------|--|-----------------------------|---------------|
| <b>STRENGTH</b>     | <b>15</b> | Open Doors 1-2, +10 lbs.               | <b>Hit Points:</b>          | <b>26</b>     |
| <b>INTELLIGENCE</b> | <b>16</b> | +5 Languages                           | <b>Armour Class:</b>        | <b>5 [14]</b> |
| <b>WISDOM</b>       | <b>12</b> |  | <b>Saving Throw:</b>        | <b>11</b>     |
| <b>DEXTERITY</b>    | <b>17</b> | +1 AC, +1 Missile To-Hit Bonus         | <b>Move:</b>                | <b>12</b>     |
| <b>CONSTITUTION</b> | <b>13</b> | +1 HP, Raise Dead Survival 100%        | <b>Base "To-Hit" Bonus:</b> | <b>+1</b>     |
| <b>CHARISMA</b>     | <b>14</b> | +5% XP, Max. Sp. Hirelings: 5 (8 Mor.) | <b>Experience Points:</b>   | <b>13,772</b> |

Languages: Common, Dwarvish, Goblin, Orcish, Silver Dragon, and Troll.

**Racial/Class Abilities**

**Thieving Skills:** Climb Walls (86%), Delicate Tasks & Traps (20%), Hear Sounds (3 in 6), Hide in Shadows (15%), Move Silently (25%), Open Locks (15%), Backstab (+4 to hit, x3 damage).

**Assassin Skills:** Disguise and Poison.

**Gold & Treasure**

116 gp  
 36 sp  
 12 pp  
 3 Emeralds (1,000 gp each)  
 8 Banded agate gems (10 gp each)  
 3 Onyx gems (50 gp each)  
 Silver armband decorated with emeralds  
 (5,000 gp)

**Items & Equipment**

|                                 |                                 |
|---------------------------------|---------------------------------|
| Clothing, cloak, and misc items | 10                              |
| Leather armour                  | 25                              |
| Shield                          | 10                              |
| Long sword +1                   | 10                              |
| Sling & 20 sling stones         | 6                               |
| Backpack                        | Flint & steel                   |
| Waterskin (full)                | 2 Large sacks                   |
| Bedroll                         | Potion of extra-healing (3d8+3) |
|                                 | Potion of invulnerability       |

(61 lbs.)

## Background & Notes

**Place of Birth:** City of Wintershiven (Y2-53), Theocracy of the Pale

**Date of Birth:** 15th of Planting, 557 CY

**Hair:** Brown

**Eyes:** Grey

**Height:** 5' 9"

**Weight:** 142 lbs.

As a child, Kerensa Nighthawk ran with the Bloody Ice Picks street gang found in the northern section of the city of Wintershiven. It was her time on the streets that made her into a stone cold killer that she is. She was good at it as well. To improve her abilities, she studied and trained under the watchful eye of Senior Assassin, Sikkonver One-eye, of the Guild of Assassins in Greyhawk City.

While at the Assassin's Guild, she gained a rival with fellow assassin, Erlan Thron. She played a practical joke on him at the guild and he never forgave her for the humiliation that he received as of it. Last she heard, Erlan had fell into some difficulty with Boss Dhaelhy in the Bandit Kingdoms.

She is an old childhood friend to Pernicus Skychaser. They went their separate ways early in their adventuring careers. They would meet up again as members of the Dyvers' Shields adventuring group. They are still friends, but they have grown apart since their childhood days. They both joined the Iron Gauntlet Crew adventuring group at the same time.

Kerensa earned the name of Nighthawk due to her preference at working at night.

Kerensa has a "thing" for emeralds.



**Long sword +1:** +2 to hit, 1d8+1 damage.

**Dagger:** +1 to hit (melee), +2 to hit (thrown), 1d4+1 damage, RoF 1, Range 10 ft., 2 daggers.

**Sling:** +2 to hit, 1d4 damage, RoF 1, Range 40 ft., 20 sling stones.