

Character Name: Pernicus Skychaser

LEVEL: 5

Class: Cleric

Race: Human

Gender: Male

Alignment: Neutral good

Deity: Celestian

Age: 22 (mature)

Prime Attribute: Wisdom (+5% XP Bonus)

XP Bonus: +15%

<b>STRENGTH</b>	14	Open Doors 1-2, +10 lbs.
<b>INTELLIGENCE</b>	16	+5 Languages
<b>WISDOM</b>	18	+5% XP Bonus
<b>DEXTERITY</b>	14	+1 AC, +1 Missile To-Hit Bonus
<b>CONSTITUTION</b>	13	+1 HP, Raise Dead Survival 100%
<b>CHARISMA</b>	15	+5% XP, Max. Sp. Hirelings: 5 (8 Mor.)

<b>Hit Points:</b>	39
<b>Armour Class:</b>	3 [16]
<b>Saving Throw:</b>	11
<b>Move:</b>	12
<b>Base "To-Hit" Bonus:</b>	+2
<b>Experience Points:</b>	14,028

Languages: Common, Hill Giant, Ogrish, Minotaur, Stone Giant, and Sprite.

**Racial/Class Abilities**

Spellcasting: 3 / 2 / - / - / - / - / -

Turn Undead: Skeleton (T), Zombie (4), Ghoul (7), Shadow (10), Wight (13), 6 HD (16), Wraith (19), and Mummy (20).

+2 Saving Throw bonus vs. paralyzation or poison.

Prepared Spells: *Cure Light Wounds (x3), Hold Person, and Remove Curse.*

**Gold & Treasure**

62 gp, 12 pp, 30 sp, 14 cp  
 7 Branded agate gems (10 gp each)  
 2 Smoky quartz gems (50 gp each)  
 3 Amber gems (100 gp each)  
 Minotaur bone and stone necklace (75 gp)

**Items & Equipment**

Clothing, cloak, and misc items	10
Chain mail	50
Shield	10
Heavy mace +1	10
Sling & 16 sling stones	5
Backpack	Flint & steel
Waterskin (full)	2 Large sacks
Bedroll	Silver holy symbol
Scroll: <i>Cure Light Wounds</i>	<i>Potion of healing</i>

(85 lbs.)

## Background & Notes

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

**Date of Birth:** 11th of Reaping, 560 CY

**Hair:** Red

**Eyes:** Green

**Height:** 5' 11"

**Weight:** 190 lbs.

Pernicus Skychaser was born to a merchant family who specialized in importing spices from the southern trade routes. Pernicus didn't have a head for numbers, he was lost in the night sky with its multitude of stars. He knew his destiny was in the stars and not at the family business. He gave up his family name when he took the oath to Celestian the Far Wanderer. At that point, he became Pernicus Skychaser.

Pernicus befriended a minotaur when it was wounded and vulnerable. The minotaur expected death, but Pernicus nursed it back to health (and learned its language in return). The minotaur, now named Kassus, never forgot this act of kindness. Kassus returned to the wild. They both have crossed paths a few times now and on each time, Pernicus' presence has a calming effect on Kassus (only Pernicus can approach Kassus without fear of being attacked).

He befriended the stone giant known as Khilon Stoneheart. Pernicus taught Khilon about the stars far above in the night sky and Khilon taught Pernicus his language and a few other species for good measure. They parted ways as friends.

Pernicus has only recently joined the adventuring party known as the Iron Gauntlets. His previous party, the Dyvers' Shields, were wiped out when a recon mission into a hobgoblin lair went wrong. Out of a total of seven adventurers, only Pernicus escaped with his life. He was fortunate to find a hidden valley in the Dim Forest where he was able to take shelter in its secrecy. He was befriended by a local sprite, Arista, who helped him as he healed and rested. This is where he learned the Sprite language.

**Heavy Mace +1:** +3 to hit, 1d6+1 damage.

**Sling:** +3 to hit, 1d4 damage, RoF 1, Range 40 ft., 16 sling stones.

