Pers are the guardians of the portals of the upper planes. They are tireless warriors and guardians of those gates. Pers, look like well-muscled humans of great fighting prowess. They are dressed in bronze or steel armor of elaborate decoration. They wear huge helmets, often adorned with large plumes or various other ornaments. They carry great, frost-covered swords of intelligence and magical power. Although these guardians are not evil in any way, their countenance and appearance is grim and foreboding.

Pers have one purpose: to guard the portals between the upper planes. They are absolutely dedicated to this cause and cannot be swayed from it. They will guard the portals against unauthorized intruders, including both evil intruders and those who mean to do harm.

Pers are essentially humans in all respect. They are the spirits of those humans who were dedicated to their cause in life. It is a great honor for a fallen human to become a per. New pers are created by the will of greater good beings, either when their numbers are low or when there are new portals created that need guardians. They are absolutely fanatical warriors and will never leave their post. If challenged, pers will battle to the death.

Although a per is powerful, he is aware of his limitations. Per have an innate ability to size up an opponent and know it’s fighting prowess. This ability does not, however, extend to spell-use. Pers are intelligent, and if one feels he is outmatched by a group of adventurers, he will make challenge to the obvious leader or most powerful warrior of the opposing group.

Pers have a form of limited symbiotic mental link with the various powers of their plane. If a per is under duress or even killed, those powers will become aware of it. There will always be reinforcements sent if a portal is breached, usually in the form of additional pers.

Pers speak the languages they knew in life and the common tongue.

**CREATING A PER**

"Per" is a template that can be added to any dead lawful-neutral Human of at least 10th level (hereafter referred to as the "character.") Its type changes to "Outsider." It uses all of the character’s statistics and special abilities, except as noted below.

- **Hit Dice:** Same as the character.
- **Initiative:** Same as the character.
- **Speed:** Same as the character.
- **AC:** A per wears full plate +2 that does not affect its movement rate and has no armor check penalty. The max Dexterity still applies. Pers also have a constant aura similar to a shield spell cast at a level equal to its HD.
- **Attacks:** Same as the character. Each per wields a +3 frost greatsword and will always prefer to attack with it.
- **Damage:** Same as the character. The sword is a +3 frost greatsword which deals 2d6 damage plus 1d6 cold damage in addition to the per’s Strength bonus x 1.5 (as a two-handed weapon).
- **Face/Reach:** Same as the character.
- **Special Attacks:** A per retains all the character’s special attacks and also gains those listed below. Saves have a DC of 10 + 1/2 per’s HD + per’s Charisma modifier.
  - **Spell-Like Abilities (Sp):** At will—blade barrier, detect thoughts, light, mirror image, and read magic; 7/day—charm monster; 3/day—cure
serious wounds. These abilities are as the spells cast by a sorcerer with a level equal to the per's Hit Dice.

Special Qualities: A per retains all the character’s special qualities and those listed below, and also gains the Outsider type.

True Seeing (Sp): Continuous, at will, as per the spell cast by cleric with a level equal to the per’s hit dice.

Damage Reduction: Pers gain damage reduction 10/+1.

Fast Healing (Su): A per heals 3 hp per round.

Shield (Su): A per continuously makes use of a shield spell cast by a sorcerer whose level equals the per’s Hit Dice. This ability can be negated, but the per can resume it the following round as a free action.

Spell Resistance: A per has SR 21.

Saves: Same as the character, except for Fortitude, adjusted to reflect the change in Constitution.

Abilities: Con +4, Cha +4

Skills: Same as the character.

Feats: Same as the character. A per also gains the Martial Weapons Proficiency (greatsword) feat if the character didn’t already have it.

Climate/Terrain: Any land
Organization: Solitary
Challenge Rating: Same as the character +2
Treasure: None
Alignment: Always lawful neutral
Advancement: By character class

THE FROST-SWORD
Pers carry greatswords. The swords are intelligent, magical weapons. Each is a frost weapon +3. These intelligent frost brands are imbued with the essence of a servitor of an upper power. The purpose of these weapons is to guard the portals between the planes from unauthorized intruders. They speak the common language. Pers are in total agreement with their weapons so there is no conflict with its ego. However, if another being tries to use the weapon, there will be conflict.

Abilities: Int 15, Wis 14, Cha 14
Communication: Speech

Capabilities: Three primary abilities: detect evil/good, see invisible, detect magic.

Alignment: Lawful neutral

Special Purpose: To guard the portals between planes from unauthorized intruders. Special purpose power: confusion (DC 14) for 2d6 rounds.

Ego: 17

SAMPLE PER
This example uses a 10th-level human fighter as the character.

PER
Medium-size Outsider
Hit Dice: 10d10+40 (95 hp)
Initiative: +5 (Dex, Improved Initiative)
Speed: 30 ft
AC: 21 [28] (+1 Dex, +10 full plate +2, [shield spell +7])
Attacks: Greatsword +17/+12
Damage: Greatsword 2d6+1d6 cold+2+4
Face/Reach: 5 ft by 5 ft/5 ft
**Special Attacks:** Spell-like abilities (DC 17)

**Special Qualities:** True seeing, damage reduction 10/+1, fast healing

3, shield, SR 21

**Saves:** Fort +11, Ref +4, Will +4

**Abilities:** Str 17, Dex 13, Con 18, Int 10, Wis 12, Cha 14

**Skills:** Climb +10, Jump +10

**Feats:** Cleave, Dodge, Great Cleave, Improved Critical (greatsword), Improved Initiative, Martial Weapon Proficiency (greatsword), Point-Blank Shot, Power Attack, Sunder, Weapon Focus (greatsword), Weapon Specialization (greatsword)

**Climate/Terrain:** Upper planes

**Organization:** Solitary

**Challenge Rating:** 12

**Treasure:** None

**Alignment:** Always lawful neutral

**Advancement:** By character class