

Ponto Greenbottle

Character Name			Player Name		
Halfling	3rd	Neutral good	Male	16 / 14	13
Class	Level	Alignment	Gender	AC	HP
[+5%] 6,300		8,000	12 (40)	+1	
[XP Bonus] XPs	Next Level XPs		Move	BAB	Damage

STRENGTH	12		SAVING THROWS:		
INTELLIGENCE	7	Can write simple Common words	Death Ray or Poison	8	
WISDOM	7	-1 saving throws vs. spells	Magic Wands	9	
DEXTERITY	13	+1 AC, missile attack	Paralysis or Turn to Stone	10	
CONSTITUTION	11		Breath Attack	13	
CHARISMA	14	+1 React., Max. Retain. 5, M 8	Rod, Staff, or Spell	12	

Languages

Halfling and Common

Weapon Choices

All (basic), sling (s)

Special Abilities

-2 AC vs. monsters larger than man-size, +1 to attack roll with missile weapons, +1 to Individual Initiative; 90% chance to hide motionless in woodlands, 33% chance to hide motionless in dimly lit building interiors.

General Skills

Bargaining	14-
Escape	13-
Persuasion	14-
Singing	14-

General Skills

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Background/Notes

Ponto Greenbottle is a halfling from the village of Atha, located in the northern region of the Great Kingdom. His family were simple farmers. Life was good but boring. Ponto wanted more. He set out on an adventure to get rich! Things didn't work out for him as he had wished.

On his first night camped on the trail, some distance from Atha, he was ambushed, stripped, and then robbed of everything he owned. He was slated to be killed but Ponto had escaped from his bonds and fled into the forest. He ran into a friendly party of elves who helped him get resupplied. Ponto has had better luck (for the most part) since his terrible first night. He has since joined a group of adventurers known as The Losers.

Character Portrait



Halfling	28	3' 2"	64 lbs.	Brown	Green
Species	Age	Height	Weight	Hair	Eyes

Equipment

Clothing, including a cloak
Scale mail +1 & shield
Short sword [+1 to hit, 1d6]
Sling & 20 rocks [+3/+4 to hit, 1d6 dmg]
Backpack
Tinderbox
Waterskin (full)
Potion of healing [restores 1d6+1 hp]
Pouch of Security

Money & Treasure

PP: 2 Gems: 4 Jasper gems
GP: 44 (50 gp each)
EP:
SP: 36
CP: 12
Other Possessions:

Notes

Skilled Sling Weapon Mastery: [P = Hand held weapons/thrown weapons] +2 to hit vs. Primary, +1 to hit vs. Secondary; Range 40 / 80 / 160; Damage 1d6; Defence H: -1 AC/2; Special Stun (short / medium range).