Ponto	Greenbott	tle
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Character Name Player Name						
Halfling	3rd	Neutral good	Male	16/14		13
Class	Level	Alignment	Gender	AC	ł	-IP
[+5%] 6,300		8,000	12 (40)	+1		
[XP Bonus] XPs		Next Level XPs	Move BAB Dam		mage	
STRENGTH	12		SAVING THROWS:			
INTELLIGENCE	7	Can write simple Common words	Death Ray or Poison 8		8	
WISDOM	7	-1 saving throws vs. spells	Magic Wands 9		9	
DEXTERITY	13	+1 AC, missile attack	Paralysis or Turn to Stone 10		10	
CONSTITUTION	11		Breath Attack 1		13	
CHARISMA	14	+1 React., Max. Retain. 5, M 8	Rod , Staff, or Spell		12	

Languages

Weapon Choices

Halfling and Common

All (basic), sling (s)

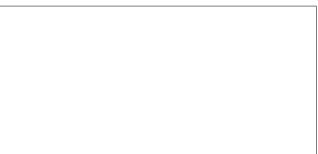
Special Abilities

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

General Skills



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	bs.	Brown	Green
Species	Age	Height	Wei	ght	Hair	Eyes
Equipment			Money & Treasure			
Clothing, including c Scale mail +1 & shie			PP:	2	Gems:	4 Jasper gems
Short sword [+1 to hit, 1d6]			GP:	44	(50 g	yp each)
Sling & 20 rocks [+3/+4 to hit, 1d6 dmg] Backpack Tinderbox Waterskin (full) Potion of healing [restores 1d6+1 hp] Pouch of Security		EP:				
		SP:	36			
		CP:	12			
		Othe	r Posses	ssions:		

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).