

PoNY ADVENTURERS DESCRIPTION

Avalanche:

Gravel Hoof earned his nickname when he was a young colt, since he was already quite bigger than the other fillies and colts of his tribe, and it was used to ram others when playing or when he was mad because sometimes others would made fun of his right foreleg since the coat is grey instead of ochre like the rest of his body. Still, while growing up he discovered that he was good at finding trails and tracking others, so he became a pathfinder for his tribe. Nowadays, Avalanche sometimes get hired by those who wants to travel through the wild lands and needs a guide or someone who could help them to reach certain places. He usually don't trust people on first sight, but if you are able to know him better, he will become more friendly.

Combat:

Thanks to the Bulky Trait, he has a huge advantage while performing HtH Manoeuvres, so he usually tries to start combat performing a Charge against his opponents, trying to knock them down or to push them away. He will also use his hooves for combat, performing also Stomps or Bucks against tough creatures or to quickly dispatch his opponents. He also tries to help the other members of his group, especially those who are able to use weapons (like Boran or Elania) by attacking first the enemy, so they could take advantage of the Parry/Dodge penalty.

Boran:

Like many other minotaurs, Boran is a practical person even if he tried to not be too serious. He was the standard-bearer of a group of Mercenaries until they all split up because a particular harsh argument they had. Boran was the only one who was trying to reason with both sides, but they didn't listen to him, and just decided to move away, leaving him with the standard as only memory of the group. Boran usually doesn't talk much about his past, even if sometimes he likes to tell stories of his old group doing particular things or just for the sake to tell a story, as Minotaurs usually like to do. He knows that an united group can accomplish many things, even despite the odds, and always tries to keep people together without exaggerating. He still uses the same standard he had back in the days and it's extremely proud of it.

Combat:

As a standard-bearer Boran doesn't go directly into combat, or at least is not the first one to charge unless he has to, but usually he helps others or he tries to rally/encourage them, especially using the standard to grant bonuses to their Morale Checks. He's also used to take a look on the entire battlefield or zone where they are fighting, so he can plan a useful strategy or he will be aware if there are some members of his group who are in need for help.

Elania:

Elania could be described as a pragmatICAL mare, or even cold by some people, since her martial training and the fact to be a Spellsword have heavily influenced her behaviour. Elania is the daughter of a couple of artisans, who weren't exactly rich, but not even poor, so she had an adequate education. Unfortunately, while she was ready to me sent to the Arcanum and try to study to became a wizard, her parents passed away during an epidemic, so she weren't able to pay the rent for the school. Even so, she was taken with other orphans to be trained to became a city guard, since the epidemic also took a heavy toll on them. Despite her future as wizard was changed, she where still able to obtain a training as Spellsword, when she was able to prove to be also capable to cast spells and to be trained with the sword. Elania had to study and work hard, since as an Orphan she had no one who could help or take care of her, so while growing up, she get used to work alone or at least to be able to find a solution without waiting for the others.

Combat:

While she always tries to remain calm and to avoid a useless use of violence, she is also quick to engage his opponents without hesitating. She knows that when the talk is over, only violence can end an argument, so she always tries to do her best. Being a Spellsword also allows to have access to few spells, and she uses the Lesser Weapon Enchantment only if the situation requires every advantage she could get. She is trained to try to get all the attention to herself or at least to distract those who are attacking the more weakest members of his group or the most vulnerable.

Glitter Breeze:

Glitter Breeze where the daughter of a wealthy merchant who lived in a Cloudsdale since she was born. Even if her early life wasn't that special, when she was at age, she fell in love with another pegasus of her same age.

Considering that she were a good looking pegasus since she was young, that wasn't really a surprise for his parents, who allowed the couple to pass time with each other, until a day, his beloved proposed to marry him and to travel to his home to another Cloudsdale. The wedding was a memorable event for her life, and they left the Cloudsdale the same night, beginning their honeymoon and new life together.

Even if it's the perfect time where usually a love story or fairy tale ends, sadly for a series of unfortunate decision, this is not how it ends. After few days of journey, Glitter Breeze discovered that her "beloved" husband left her alone in the room of the inn they took for two days, taking everything with him and leaving her with only her dress and the wedding ring. Glitter where crushed by discovering that the person she thought to love, was only pretending to love her, and that the marriage was only a way to obtain a part of his family wealth and then run away with it. Learned the lesson, the young bride were forced to sell her wedding ring in order to pay the rent and buy few supplies for herself, and this is where her true adventure begun. Fortunately Glitter Breeze where always able to find particular things, even worthless and to sell them for a higher price. She usually uses her charm and manners to fascinate others, without exaggerating, and also thanks to her education, she knows many things. Even if she is a Travelling Merchant, she recently started to study Herbalism, since she is planning to learn how to brew potion that she will be able to sell or keep for herself. Even if she maintains a cheerful behaviour, it's still possible for those who have a keen eye, to catch a glimpse of sadness in her eyes.

Combat:

As many other pegasi, Glitter Breeze is quite agile, but she isn't really trained for combat and she usually flutters away or she stand back, while others do the dirty work. Even so, she always tries to encourage others or to warn them of incoming dangers

Rościsław:

As many other griffins out there Rościsław is greedy, grumpy and it also swears a lot, usually in the griffin dialect that it's quite strange to hear. He was one of the many street urchins of Griffonstone, always looking to live the day stealing the necessary to live while avoiding to get caught and beaten up by older griffins. Knowing that he would probably ended to be one of the many griffins wasting their already miserable lives in what once was a huge metropolis, he decided to leave and try his fortune elsewhere. Used to live in harsh conditions of poverty, he find out that the equestrian cities where a better place to live since even if there where others who lived in poverty, it was still better than a place where everyone tries to steal everything to you or worst, to sell you as a slave somewhere, for few coins. Rościsław quickly find his place in the equestrian society, or to be more precise, outside the society. He was able to learn more tricks and also where able to learn how to pick locks or to disarm similar mechanisms, since he were able to better handle things with his claws.

Combat:

Even if usually don't really care about others, he learned that travelling alone could be quite dangerous, so he usually prefer to stick with others except griffins. During combat he maintains a low profile, usually trying to use his Backstab Feat to increase the damage output dealt by his claws. He never charges first and always allows those who have a better training in combat to attack first and attract all the attention, while he tries to sneak behind the enemies. He will stay close to his allies if the situation will turn badly for them but he will not hesitate to fly away from danger, or at least to reach a safer spot nearby.