

GRIM

child halfling  
lawful good  
Level 5 bard

Pronouns: he/him  
Occupations: Pop star  
Armor Class  
Hit Points 23 (TODO Hitdice)  
Speed 25.

STR	DEX	CON	INT	WIS
10	10	11	15	10
(+0)	(+0)	(+1)	(+3)	(+0)

CHA

16  
(+3)

Saving Throws  
TODO Saving Throws  
Skills

Proficiencies TODO

Damage Immunities  
TODO Damage Immunities  
Condition Immunities  
TODO Condition Immunities  
Senses TODO Senses  
Languages  
Human duergar halfling ,  
Adjectives ,

Special Abilities

Special Equipment

- Lute inlaid with an Ansible c Reverberation near the soundhole
- A baggy full of dried cabbage leaves

Combat Tactics

Actions

Factions

ROLEPLAYING

Introduction

A halfling bard singing cand pop tunes, plucking her lute detunes the strings and beg screaming into the soundho

Appearance

Awash in coloured powders, facepaint; gown made of te and ribbons. Somewhat cut with bobbing pompadour, d

Cell3

with bobbing ponytail; glazed eyes.

### Expressions

"That's cosmic"; (derogatory)  
"That's pants"; "Oh my gods"  
"I'm so stoned"; (to her lover)  
"I love you so hard!"

### Mannerisms

When performing, she switches  
between cute and demonic.  
Then intelligent for 1 hour  
before becoming high and  
incoherent.

### Motivations

Being a unique, independent  
artist is Grim's source of self-  
worth. She struggles  
financially, but refuses to be  
typed.

### Passions

Smoking cabbage leaves; her  
lover, One Skul (inventor of the  
Ansible of Motion); singing  
alternating cute / weird songs

### Secrets

## GRIM

child halfling  
lawful good  
Level 5 bard

**Pronouns:** he/him  
**Occupations:** Pop star  
**Armor Class**  
**Hit Points** 23 (TODO H  
**Speed** 25.

### STR DEX CON INT WIS

10 10 11 15 10  
(+0) (+0) (+1) (+3) (+0)

### CHA

16  
(+3)

**Saving Throws**  
TODO Saving Throws  
**Skills**  
**Proficiencies**  
**Damage Immunities**

2500 x 3235

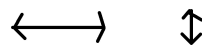


Image Dummy

## ROLEPLAYING

### Introduction

A halfling bard singing candy pop tunes,  
plucking her lute, detunes the strings and  
begins screaming into the soundhole.

### Appearance

2500 x 3235

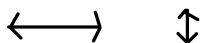


Image Dummy

TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages**  
Human duergar halfling  
**Adjectives** ,

### Special Abilities

### Special Equipment

- Lute inlaid with an Ansible of Motion. Reverberation near soundhole
- A baggy full of dried cabbage leaves

### Combat Tactics

### Actions

### Factions

Awash in coloured powders, facepaint; gown made of teeth and ribbons. Somewhat cute, with a bobbing ponytail; glazed eyes.

### Expressions

"That's cosmic"; (derogatory) "That's pants"; "Oh my gods I'm so stoned"; (to her lover) "I love you so hard!"

### Mannerisms

When performing, she switches between cute and demonic. Then intelligent for 1 hour before becoming high and incoherent.

### Motivations

Being a unique, independent artist is Grim's source of self-worth. She struggles financially, but refuses to be typed.

### Passions

Smoking cabbage leaves; her lover, One Skul (inventor of the Ansible of Motion); singing alternating cute / weird songs.

### Secrets

## BACKGROUND STORY

**Grim was born to cabbage farmers in the halfling outfront a community of free spirits whose parentage was never quite traceable.** Raised by the whole village, her education was unfocused. She never learned meticulously careful hoeing techniques to keep cabbage lawns shoot- and weed-free; she invariably lost interest in digging irrigation channels before they were finished; and her patience for leading ox-dragons over the fields while feeding them grain and chili peppers, to fertilize the crops, was low.

Grim instead found her calling in the social gatherings of the village and learned the fundamentals of music on lute and banjo from an elder, who died abruptly one winter in an horrific hydrogen sulfide explosion caused by overcooked cabbage leaves. Grim's rudimentary stringed instrument skills, and her saccharine voice, soon earned a following, both at home and, as travelers passed through town and neighboring villages.

As her popularity grew, Grim added performance art to her shows, and began collaborating with other musicians, especially young female halflings.

Her relationship with One Skul began during a tour of the fire elf tribes of [desert], during which she discovered hallucinogens and astral projection. It is unclear whether One Skul himself lived with the fire elf tribes, or whether he arrived on his Ansible of Motion, or through an astral portal opened by Grim, largely because he has circulated all three rumors, and probably cannot remember or distinguish reality from narrative any more in any case.

Grim alternates between performing locally in her current home town for months at a time, and touring the countryside for a few months, avoiding any town where Pypp is performing along the way.

Grim is readily offended by people -- especially men -- giving her advice about her music or about the bardic industry.

Tales of adventure or of fantasy and wonder will knock Grim out of her catatonic brass highs. She enjoys a good adventure story, and her spontaneous, improvisational instinct will send her along on adventure, too, if the opportunity presents itself.



## PERSONALITY

Grim was born to cabbage farmers in the halfling outfront a community of free spirits whose parentage was never quite traceable.

Raised by the whole village, her education was unfocused. She never learned the meticulously careful hoeing techniques to keep cabbage lawns shoot- and weed-free; she invariably lost interest in digging irrigation channels before they were finished; and her patience for leading ox-dragons over the fields while feeding them grain and chili peppers, to fertilize the crops, was low.

Grim instead found her calling in the social gatherings of the village and learned the fundamentals of music on lute and banjo from an elder, who died abruptly one winter in an horrific hydrogen sulfide explosion caused by overcooked cabbage leaves. Grim's rudimentary stringed instrument skills, and her saccharine voice, soon earned her a following, both at home and, as travelers passed through town, in neighboring villages.

As her popularity grew, Grim added performance art to her shows, and began collaborating with other musicians, especially young female halflings.

Her relationship with One Skull began during a tour of the fire elf tribes of [desert], during which she accidentally discovered hallucinogens and astral projection. It is unclear whether One Skull himself lived with the fire elf tribes, or whether he arrived on his Ansible of Motion, or through an astral portal opened by Grim, largely because he has circulated all three rumors, and probably cannot remember or distinguish reality from narrative any more in any case.

Grim alternates between performing locally in her current home town for months at a time, and touring the countryside for a few months, avoiding any town where Pypp is performing along the way.

Grim is readily offended by people -- especially men -- giving her advice about her music or about the bardic industry.

Tales of adventure or of fantasy and wonder will knock Grim out of her catatonic brass highs. She enjoys a good adventure story, and her spontaneous, improvisational instinct will send her along on adventure, too, if the opportunity presents itself.