

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

CHA

16

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 of Reverberation near the soundhole
- A baggy full of dried cabbage leaves

Combat Tactics

Actions

Factions

ROLEPLAYING

Introduction

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

Appearance

Awash in coloured powders, facepaint; gown made of tulle and ribbons. Somewhat curvy with bobbing ponytail; glass eyes.

Expressions

"That's cosmic"; (derogatory)
"That's pants"; "Oh my goodness"
"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

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2500 x 3235

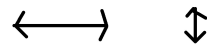


Image Dummy

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

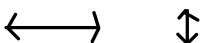


Image Dummy

TODO Condition immun
Senses TODO Senses
Languages
Human duergar halfling
Adjectives ,

Special Abilities

Special Equipment

- Lute inlaid with an A
Reverberation near
soundhole
- A baggy full of dried
leaves

Combat Tactics

Actions

Factions

Awash in coloured powders, facepaint; gown
made of teeth and ribbons. Somewhat cute, 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

BACKGROUND STORY

<p>Grim was born to cabbage
farmers in the halfling outflow
a community of free spirits wh
parentage was never quite
traceable.</p><p>Raised by
whole village, her education v
unfocused. She never learned
meticulously careful hoeing
techniques to keep cabbage l
shoot- and weed-free; she
invariably lost interest in digg
irrigation channels before the
were finished; and her patien
for leading ox-dragons over tl
fields while feeding them grai
and chili peppers, to fertilize
crops, was low.</p><p>Grim
instead found her calling in th
social gatherings of the villag
and learned the fundamentals
music on lute and banjo from
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
travelers passed through tow
neighboring villages.</p><p>
her popularity grew, Grim ad
performance art to her shows
and began collaborating with
other musicians, especially yo
female halflings.</p><p>Her
relationship with One Skul be
during a tour of the fire elf tri
of [desert], during which she
discovered hallucinogens and
astral projection. It is unclear
whether One Skul himself live
with the fire elf tribes, or whe
he arrived on his Ansible of
Motion, or through an astral
portal opened by Grim, largel
because he has circulated all
three rumors, and probably ca
remember or distinguish reali
from narrative any more in an
case.</p><p>Grim alternates
between performing locally in
current home town for month
a time, and touring the
countryside for a few months,
avoiding any town where Pyp
performing along the way.</p>
<p>Grim is readily offended b
people -- especially men -- giv
her advice about her music or
about the bardic industry.</p>
<p>Tales of adventure or of
fantasy and wonder will knocl
Grim out of her catatonic bras
highs. She enjoys a good
adventure story, and her
spontaneous, improvisational
instinct will send her along on
adventure, too, if the opportu
presents itself.</p>

PERSONALITY

Grim was born to cabbage farmers in the halfling outflow of a community of free spirits where parentage was never quite traceable. Raised by the whole village, her education was unfocused. She never learned meticulously careful hoeing techniques to keep cabbage leaves 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 and neighboring villages. 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 tribe of [desert], during which she discovered hallucinogens and astral projection. It is unclear whether One Skull himself lived with the fire elf tribes, or when 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 Pyp 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 brain highs. She enjoys a good adventure story, and her spontaneous, improvisational instinct will send her along on adventure, too, if the opportunity presents itself.