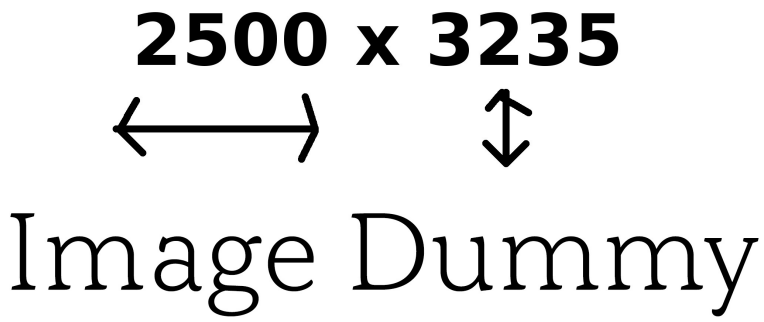
Grim



Grim

elderly Elf
Neutral Good
Level 0 Civilian N/A

Pronouns -

she/her

Occupations -

Provisioner; Salve and Ointment Trader

Armor Class -

10

Hit Points -

8 (TODO Hitdice)

Speed -

15.

STR

6 (-2)

DEX

8 (-1)

CON

8 (-1)

INT

15 (+3)

WIS

20 (+5)

CHA

16 (+3)

Saving Throws -

Skills -

{"Elf Abilities"=>[{"Fey Ancestry"=>"Advantage on saving throws againts charm and immune to sleep magic", "Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light", "Keen Senses"=>"You have proficiency in the Perception skill", "Trance"=>"Elves don’t need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is /“trance./”) While meditating, you can dream after a fashion. Such dreams are actually mental exercises that have become reflexive through years of practice. After Resting in this way, you gain the same benefit that a human does from 8 hours of sleep"}]}

Proficiencies -

Proficiency Mod -

+2

Languages -

Elvish Common Halfling

Adjectives -

Kind, Empathetic, Frail,

Special Abilities

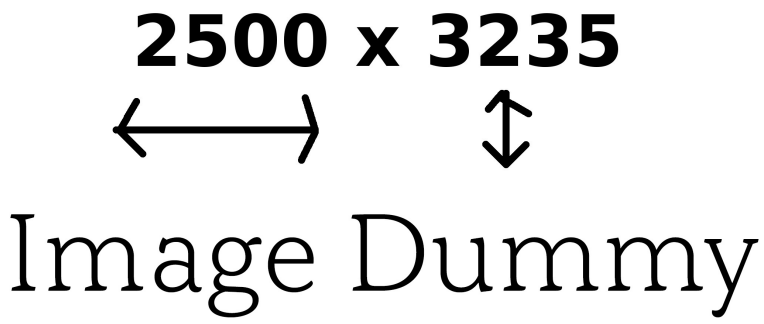
Special Equipment

Combat Tactics

Actions

Factions

Role:



Roleplaying

Introduction

From a shanty extension to a cluster of market buildings, a door creaks open. /"Come in. Get well, my friends./"

Appearance

Frail build yet smooth skin, barely mottled by age. Crops of long, silver hair. Many scarves and textiles fold over her.

Expressions

You've got the smell of battle. I've got what you need

Seal those wounds. Let old Grien bring more than respite.

Mannerisms

Hobbles about with a beautiful cane. Attention drawn away often. Folds and tucks the textiles wrapping her fragile frame

Motivations

Grim seeks to serve the greater good for the last years of her long life

Passions

Herbs, salves. Helping others

Secrets

N/A

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Proficiencies -

Languages -

Elvish Common Halfling

Adjectives -

Kind, Empathetic, Frail,

Special Abilities

-

Special Equipment

-

Combat Tactics

She's too old to fight

Actions

-

Factions

Role:

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> *You've got the smell of battle. I've got what you need*

> *Seal those wounds. Let old Grien bring more than respite.*

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Grim seeks to serve the greater good for the last years of her long life

Passions

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Secrets

N/A

Background Story

Grien has survived and witnessed many wars, local and national, in her 700 odd years. Over this time, she's grown tired of seeking wealth and those who subscribe to such a lifestyle. She's also abandoned religion and the Gods around which that institution has been fashioned, often jokingly dismissing them as nothing other than hallucinations of madmen in search of power

Over her many years she has gathered near perfect skills as an herbalist, practicing doctor, and distiller of fine salves, ointments, and potions. She is rarely without the support and oversight of her three assistants: Yemen, a young half-orc woman ostracized by her tribe who reveres Grien's wisdom and abilities; Tsk, an aging Kenku who has sworn his life to Grien for the healing she provided him when he suffered from a major medical condition; and Miles, a warforged veteren of the militia who fled the military of the nearby region and found peace and solace in Grien's teachings and in service to her and her shop. Grien sells medicinal goods, potions, chemicals, and provisions of all sorts.