

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

ROLEPLAYING

2500 x 3235

↔ ↕

Image Dummy

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CHA

16
(+3)

Saving Throws TODO Saving Thro
Skills

Proficiencies TODO

Damage Immunities
TODO Damage Immunities

Condition Immunities
TODO Condition Immunities

Senses TODO Senses

Languages Human duergar halflin

Adjectives ,

Special Abilities

Special Equipment

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

Combat Tactics

Actions

Factions

ROLEPLAYING


Introduction

A halfling bard singing candy po
tunes, plucking her lute, detun
the strings and begins screami
into the soundhole.

Appearance

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

Expressions

2500 x 3235


16 (+3)	
Saving Throws	TODO Saving Throws
Skills	
Proficiencies	
Damage Immunities	TODO Damage Immunities
Condition Immunities	TODO Condition Immunities
Senses	TODO Senses
Languages	Human duergar halfling
Adjectives	,
Special Abilities	
Special Equipment	<ul style="list-style-type: none"> • Lute inlaid with an A Reverberation near soundhole • A baggy full of dried leaves
Combat Tactics	
Actions	
Factions	

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

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

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

Smoking cabbage leaves; her lo
One Skul (inventor of the Ansib
Motion); singing alternating cut
weird songs.

BACKGROUND STORY

<p>Grim was born to cabbage farm in the halfling outfront, in a commu of free spirits where parentage was never quite traceable.</p><p>Rai by the whole village, her education unfocused. She never learned the meticulously careful hoeing techniq to keep cabbage lands shoot- and weed-free; she invariably lost intere in digging irrigation channels before they were finished; and her patien for leading ox-dragons over the field while feeding them grains and chili peppers, to fertilize the crops, was l</p><p>Grim instead found her calling in the social gatherings of th village, and learned the fundamenti of music on lute and banjo from an elder, who died abruptly one winter an horrific hydrogen sulfide explosio caused by overcooked cabbage lea</p>Grim's rudimentary stringed instrument skills, and her saccharin voice, soon earned her a following, both at home and, as travelers pass through town, in neighboring village</p><p>As her popularity grew, Gi added performance art to her show and began collaborating with other musicians, especially young female halflings.</p><p>Her relationship One Skul began during a tour of the fire elf tribes of [desert], during whi she also discovered hallucinogens a astral projection. It is unclear wheth One Skul himself lived with the fire tribes, or whether he arrived on his Ansible of Motion, or through an ast portal opened by Grim, largely beca he has circulated all three rumors, a probably can't remember or disting reality from narrative any more in a case.</p><p>Grim alternates between performing locally in her current home town for months at a time, and touring the countryside fo few months, avoiding any town whe Pypyo is performing along the way.</p><p>Grim is readily offended b people -- especially men -- giving h advice about her music or about the bardic industry.</p><p>Tales of

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

PERSONALITY
