

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

2500 x 3235

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Image Dummy

ROLEPLAYING

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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

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Saving Throws TODO Saving Throws	Introduction A halfling bard singing candy pop tunes, plucking her lute, detunes the strings and begins screaming into the soundhole.	
Skills Proficiencies Damage Immunities TODO Damage Immunities	Appearance Awash in coloured powders, facepaint; gown made of teeth and ribbons. Somewhat cute, with bobbing ponytail; glazed eyes.	Cell3
Condition Immunities TODO Condition Immunities	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.
Senses TODO Senses	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.
Languages Human duergar halfling	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.
Adjectives ,	Passions Smoking cabbage leaves; her lover, One Skul (inventor of the Ansible of Motion); singing alternating cute / weird songs.	Secrets
Special Abilities	Secrets	
Special Equipment <ul style="list-style-type: none">Lute inlaid with an A Reverberation near soundholeA baggy full of dried leaves		
Combat Tactics		
Actions		
Factions		
		BACKGROUND STORY <p><p>Grim was born to cabbage farm in the halfling outfront, in a commune of free spirits where parentage was never quite traceable.</p><p>Raised by the whole village, her education unfocused. She never learned the meticulously careful hoeing technique to keep cabbage lands 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 grains and chili peppers, to fertilize the crops, was fleeting.</p><p>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 from 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.</p><p>As her popularity grew, Grim added performance art to her show and began collaborating with other musicians, especially young female halflings.</p><p>Her relationship with One Skul began during a tour of the fire elf tribes of [desert], during which she also 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 can't remember or distinguish reality from narrative any more in any case.</p><p>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 Pyppo is performing along the way.</p><p>Grim is readily offended by people -- especially men -- giving her advice about her music or about the bardic industry.</p><p>Tales of</p>

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.</p>

PERSONALITY
