

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

Special Abilities

Special Equipment

-
-

Combat Tactics

Actions

Factions

2500 x 3235

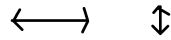


Image Dummy

ROLEPLAYING

Introduction

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

Appearance

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

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 **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

-
-

Combat Tactics

Actions

Factions

ROLEPLAYING

Introduction

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

Appearance

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

Grim was farmers in the outfront, of free sp parentage traceable

Raised by village, h unfocuse learned t careful hi to keep c shoot- an invariably digging in before th and her p leading o the fields them gra peppers, crops, wa Grim inste calling in gathering and learn fundame lute and l elder, wh one winte hydroge caused b cabbage rudiment instrume sacchari earned h both at h travelers town, in r villages.

As her po Grim add art to her began co other mu especially halflings.

Her relat Skul begi of the fire [desert], also disco hallucino projection whether i lived with tribes, or arrived o Motion, o astral poi Grim, lar, has circu rumors, a can't rem distinguish narrative case.

Grim alter performi current h months a touring th a few mo any town performi

Grim is re people -- giving he her music bardic inc

Tales of a fantasy a knock Gr catatonic She enjoy adventur spontane improvisa will send adventur opportun

3235
↕
dummy

Cell3