



## BACKGROUND STORY

Grim was born to cabbage farmers in the halfling outfront, in a community of free spirits where parentage was never quite traceable.

Raised by the whole village, her education was unfocused. She never learned the meticulously careful hoeing techniques 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 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, in neighboring villages.

As her popularity grew, Grim added performance art to her shows, and began collaborating with other musicians, especially young female halflings.

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.

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.

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 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.

## 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, facepainted gown made of teeth and ribbons. Somewhat cute, with bobbing ponytail and glazed eyes.

### Expressions

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

### Mannerisms

When performing, she switches between cute and demonic. Then intelligent for an 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

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