

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

CHA

16

Saving Throws
TODO Saving Throws
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

- Lute inlaid with an Ansible o Reverberation near the soundhole
- A baggy full of dried cabbag leaves

Combat Tactics

Actions

Factions

ROLEPLAYING

Introduction

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

Appearance

Awash in coloured powders, facepaint; gown made of tulle and ribbons. Somewhat curvy with bobbing ponytail; glaucous eyes.

Expressions

"That's cosmic"; (derogatory)
"That's pants"; "Oh my goodness 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 let it stop her.

Passions

Smoking cabbage leaves; her lover, One Skull (inventor of the Ansible of Motion); singing alternating cute / weird songs.

Secrets

GRIM

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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

2500 x 3235

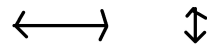


Image Dummy

ROLEPLAYING

Introduction

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

Appearance

2500 x 3235

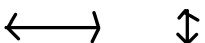


Image Dummy

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

Special Abilities

Special Equipment

- Lute inlaid with an Ansible of Motion; Reverberation near 100%
soundhole
- A baggy full of dried cabbage leaves

Combat Tactics

Actions

Factions

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

BACKGROUND STORY

<p>Grim was born to cabbage farmers in the halfling outflow from a community of free spirits who whose parentage was never quite traceable.</p><p>Raised by her mother, the whole village, her education was unfocused. She never learned the meticulously careful hoeing techniques to keep cabbage leaves 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 grain and chili peppers, to fertilize the crops, was low.</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 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 toward neighboring villages.</p><p>As her popularity grew, Grim added performance art to her shows 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 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 cannot 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 Pyp is performing along the way.</p><p>Grim is readily offended by people -- especially men -- given her 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 brain highs. She enjoys a good adventure story, and her spontaneous, improvisational instinct will send her along on adventure, too, if the opportunity presents itself.</p>

PERSONALITY

Grim was born to cabbage farmers in the halfling outflow, a community of free spirits where parentage was never quite traceable. Raised by the whole village, her education was unfocused. She never learned meticulously careful hoeing techniques to keep cabbage leaves 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 grain 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 and 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 Skull began during a tour of the fire elf tribe of [desert], during which she discovered hallucinogens and astral projection. It is unclear whether One Skull himself lived with the fire elf tribes, or where 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 cannot 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 Pyp 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 brain highs. She enjoys a good adventure story, and her spontaneous, improvisational instinct will send her along on adventure, too, if the opportunity presents itself.