## PICKLE PITS BACKSTORY

Pickle Pits is a grimblor. He's not a dime a dozen, sniveling little grimbling. He may ask the Grimble himself for the vast repertoire of spells he needs to collect the sweet, sweet misery for his master. And, in return, Pickle Pits will be rewarded with continued existence. All grimblings, including grimblors, are constructs. They are made of dust and small particulate refuse that have been compacted and molded into a form the Grimble finds useful. They almost always, though some very faintly, smell like an antique store. Once a vast store of misery is located, the Grimble will construct a grimblor to act as his direct conduit to the world inhabited by the Grimblor. Thereby, he may extract the food he needs (misery...the Grimble's a psychovore) from the residents of said world. The difference between grimblors and the other grimblings is that a grimblor may communicate directly with the Grimble and may invoke the Grimble and use his magic. Other grimblings are simply given spells and base mana upon creation, they are limited and expendable.

Pickle Pits is not expendable. He has discovered a rich source of misery and has discovered a portal in this world that is linked to another. So, the Grimble is well satisfied with Pickle Pits's extroverted and entrepreneurship as he is getting a 2 for 1 out of him.

Physically, Pickle Pits, like most grimblings, looks like a dark, twisted gnome. He wears a little pointy hat and greyish, ragged looking clothes with a rope for a belt. He is pretty big for a grimbling, 1.42 meters and 44kg. However, compared to other grimblings, his movements are clunky. His fingers, however, are long and nimble and he doesn't miss a thing that crosses his pervue.

Mentally, He is sharp for a grimbling. He can solve logistical problems most grimblings struggle with. He is also, very creative and uses his creativity to extoll the nature of his exploites in rhyme and meter (a grimbling quirk...they all speak thusly).

Psychologically, Pickle Pits is mean and completely self serving. And to serve himself, he must serve the Grimble. He has on odd appeal most beings find irresistible. He is brash and boisterous and is open to novel solutions to problems. He can be a little sloppy in his planning, but makes up for it in the moment with a golden tongue and a mind for a deal.

NAME		P	Pickle Pits	6		CONTINUUM							PORTRAIT SYNOPSIS							S
SPECIES	PECIES Grimbling					NARRATIVE ENGINE														
GENDER		Male OCCUPATIO					TION Operator of 2 Misery Mines													
AGE				LD O	OF ORIGIN				-											
HEIGHT	1.42 m (4'8") ALLIE					GANCE OSOPHY			G	Grimble -										
WEIGHT																				
WEIGHT.	STR DEX						AG		END	D REA		CA P			WIL		CRE		СНА	
SCORE	3		10		2	•	3		-		3		9		9		8		6	
POW	3		FOR			MAS	_		CRD		_	ACT			SPI		0		APT	,
STR+BUL/2	2	POW-	+BUL/2 2		POW-		4	DEX+P		5	AGI+I		6	PO	W+AGI		RI	EA+1/3		5
STR: BCE/2	2	1011	· BeE/2					DEX	EIQ2	3	nor	ER/2	O	10		,	,			3
TDUNK	В	c	TDUNIZ			SKI		ANCH	D	6	DDAN	NCII	В	6			RSON	AL		
TRUNK AEROBICS	R	S	TRUNK		R	S		ANCH RIMBLE	R 3	S 16	BRAN	(CII	R	S		OPENI TIENTI	NESS IOUSNE	22	3	
ARCHERY			PERFORMA					D: GRIMBLE STEALTH		15							ERSION		10	
ARTS			PRESENC		1	10		LEGERDOMAIN		13							LENES		1	
ATHLETICS	3	6	SCIENCE		1			UILE	3	16			-				ICICSM		7	
DETECT	3	12	STUDIES					VVY	2	17							INJUI			
DOMESTICS	4	7	SURVIVA					JRAGE	3	13					PH	YSICA			M ENTA	L
FIREARMS			TECHNIC		3	6	INSULT		3	15										
INTUITION	5	8	THROWIN	NG			F	RUN	4	15										
LANGUAGE			WORDPL	AY	4	12	TAG	CTICS	4	12										
LARCENY	2	5	INVOCATI	ON	4	10	BAI	ANCE	6	12										
MATHEMATICS							ACRO	BATICS	2	8										
MEDICINE																				
		T	RAITS/T	RIC	CKS								EC	QUIP	MEN	Τ				
ABILITY				EFF	ECT					WEA	APON	ATT	DEF	DAM	HFT	RNG	SP	ECIAL	EFFEC	TS
NIGHT VIS.			SEE	IN DA	ARK = 1	PER														
RES. MAG. 5	+5 V MAGIC																			
SKILL AFF. 4	+4 TO STEALTH TESTS																			
SKILL AFF. 3	+3 TO LEGORDOMAIN TESTS																			
MAG. AFF 3			+3 TO CAS	T GRI	IMBLIN	NG MA	GIC													
FLEET 5	+5 TO RUN TESTS										ARMOR		PROT	C	COV	PEN	SP	ECIAL	EFFEC	TS
SKILL AFF. 3	+3 TO GUILE TESTS																			
SKILL AFF. 3	+3 TO SAVVY TESTS																			
SKILL AFF. 2		D			ORDPL			. m												
MAGIC:		PICKLI	E PITS MAY AS					AT HE			TOOLS				_CP	rcia-	D D D D C	re		
	NEEDSHE IS A GRIMBLOR!										TOOLS				SPI	MIAUN	EFFECT	10		
									+											
							NOT	ES										CURE	RENCY	