Anemone Silverstring

Circus sideshow attraction creator with a PhD in bullshitting. Seven feet of personality crammed into a little more than five feet of human. Sickly, not that that she ever lets that stop her. Tarot card reader. Does not have a defined D&D alignment because, were she somehow to wind up in Golarion's afterlife, she could make a completely convincing case for whichever of the nine alignments she felt like.

Stats

Attributes

- Strength: 5th percentile
- Dexterity (gross and fine motor skills): 95th percentile
- Constitution: 5th percentile
- Height/weight: 15th percentile
- Fluid intelligence (reasoning ability, problem-solving): 98th percentile
- Crystallized intelligence (education, knowledge): 99th percentile
- Appearance (looks, charisma, raw magnetism): 50th percentile
- Willpower (force of will, sanity, spellcasting ability): 95th percentile
- Luck: 15th percentile

Best Skills

- Art and Craft (Forgery)
- Fast Talk (i.e. lying and bullshitting)
- Appraise
- Firearms (Rifle/Shotgun)
- Psychology (i.e. reading people, noticing lies)
- Language (Mayan)
- Dodge
- Psychoanalysis (i.e. helping people become saner)
- History
- Occult

Background Elements

Description

Sickly half-Maya woman who wears a mix of modern American clothing and shawls or belts sporting native American patterns.

Ideology

Anemone collects superstitious beliefs and adds them to her own, constantly revising her understanding of how to control the spiritual and consequently the physical world. She believes that people should respect the unknown and various spiritual powers, and be willing to call on spirits in times of great need, but also make sure to look out for their own interests.

People

Thomas Octavian Silverstring, Anemone's younger brother. She worked hard to take care of him after the death of their parents. Key background connection.

Zephora, an old woman of unknowable age who did fortune telling and magic tricks near the circus before her health began to deteriorate. Currently lives with her grandson in NYC.

The Librarian, Anemone's monstrous childhood imaginary friend. It eats stories. If you're helpful it will tell you some.

Magnificence, her trained squirrel monkey. He gets treats if he brings her interesting things.

Place

The Circus. The only home she's ever known. Wherever the tents are right now is home.

Possessions

A banjo. Inherited from her father.

A patchwork quilt. Her mother sewed it for her when she was a baby.

A set of journals. Anemone uses them to record myths, legends, paranormal anecdotes, and encounters with the strange, mystical, or exotic.

Personality

Curious. Wants to learn about new ideas and unfamiliar stories, especially when she thinks something genuinely bizarre might be going on.

Storyteller. Anemone loves telling stories and trying to pass the implausible off as truth. She also likes using her storytelling skills to entertain, ground, and calm down other people.

Superstitious. Takes comfort in assigning significance to various objects or actions and imagining that she can control various events by taking the right actions. Also believes in omens and divination.

Collector. Hoards whatever weird stuff she can get her hands on, and takes comfort in being able to own things that expand her knowledge of the world.

Equipment

- Wealth: poor
- Fortune-telling stuff
- Forgery tools
- Magnifying glass
- Flashlight
- Sewing kit
- .30 lever-action carbine
- .38 snubnose revolver
- Norton ES2 motorcycle
- Rosaries x10
- Handcuffs x2
- Expo watch camera
- Box brownie camera
- Fire extinguisher
- Research books
- Curiosity collection (kept at NYC office)

- Binoculars
- First aid kit
- 100 rifle rounds
- 100 handgun rounds
- Portable electric plant (kept on plane)

Revision #2
Created 2021-02-03 23:53:53 UTC by westwind
Updated 2021-02-05 01:15:35 UTC by westwind