□□□ Slim Jim (Tiberius Aun Argent / “Tiberius Argent”)

□□ Quick Facts

- **Player:** Robb / BaconBuff
- **Race:** Human
- **Class:** Rogue / Artificer (multiclass)
- **Last confirmed level:** Party reached Level 4 (Slim Jim’s exact class split at Level 4 is *Not stated*)
- **Faction:** Undecided / Not stated
- **Aliases recorded:** “Tiberius Aun Argent”, “Tiberius Argent”

□□ Role in the Party

Slim Jim consistently fills the “get-it-done” gap: quick, hands-on problem solving, willingness to take risks, and an instinct for practical (sometimes morally questionable) solutions when pressure spikes. He’s also repeatedly stepped into a support role mid-crisis—patching people up, reviving allies, and staying in the fight even after being dropped himself.

□□ Personality & Character Style

- **Pragmatic survivalist:** Proposes solutions that prioritize outcomes and safety (even if they’re grim or socially risky), like hiding an injured servant among corpses to keep her alive (*proposal rejected*).
- **Hands-on “tinkerer” vibe:** His Rogue/Artificer multiclass is repeatedly framed as practical ingenuity rather than theory.
- **Combat behavior:** Willing to stay close enough to get hurt, take the stab, or eat the counterstrike—then keep moving. Not afraid to finish a fight decisively.
- **Social posture:** Not the main face, but contributes under pressure (e.g., cooperating during Watch fallout; navigating consequences after Gralhund Villa).

Visual style / look:


Slim Jim

Voice / mannerisms: *Not stated.*

□□ Notable Moments (Chronological)

- **Joined the crew (Session 1):** The party convinced Slim Jim to join, finalizing the adventuring team.
- **“Field medic” under fire (Session 3):** Revived Eyeless during the yuan-ti sewer fight; later Slim Jim was downed and revived himself.
- **Cold practicality at Gralhund Villa (Session 4):** Suggested hiding a bleeding servant girl among corpses to protect her (Eyeless refused). Slim Jim nearly died to a brutal counterstrike, then landed the final kill on a thug right as the City Watch arrived.
- **Paid the price (Session 4 → 5):** Arrested after the Gralhund Villa incident; sentenced to 10 days in prison and fined 200 gold. Later released (Session 5), with fines cleared (paid in platinum; the exact payer/split is *Not stated*).
- **Ambushed and bloodied (Session 5):** Stabbed during the duergar ambush at the City of the Dead mausoleum, but survived as the party killed the duergar and concealed the bodies.

□□ Relationships & Connections

- **Eyeless (Eirlys Shadowstep):** Slim Jim revived Eyeless in the sewers; later clashed ethically when Slim Jim proposed hiding an injured servant among corpses (Eyeless refused).
- **City Watch:** Arrested and punished after Gralhund Villa; later released. Ongoing Watch attention toward the party remains likely, but specifics are *Not stated*.
- **Campaign power-players (indirect):** Slim Jim is repeatedly present where the Stone of Golorr / Nimblewright trail intersects major factions (Zhentarim, Harpers, Xanathar interest), though Slim Jim’s personal ties are *Not stated*.

□□ Gear, Loot & Resources

Confirmed items personally assigned: *Not stated in the notes provided.*

Party assets relevant to Slim Jim’s story:

- **Nimblewright** recovered and hidden under Trollskull (party-controlled; Slim Jim’s personal control is *Not stated*).
- **Mysterious map** found with the Nimblewright (contents *Unknown / Not stated*).
- **Stone of Golorr** is a recurring objective; its possession changes hands (current owner/status depends on later notes; for Session 5 it was **missing** at the mausoleum).

⚖ Legal Status & Consequences

- **Sentence (Session 4):** 10 days imprisonment + 200 gold fine.
- **Status (Session 5):** Released; fines cleared (paid in platinum; details *Not stated*).

◫ Open Questions

- What is Slim Jim’s current exact class/level breakdown after the party hit Level 4? *Not stated.*
- Does Slim Jim personally hold any key items (map/keys/Stone) at the current point in your notes? *Not stated.*
- Any lasting Watch heat on Slim Jim specifically after release? *Not stated.*

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