Appearance / Personality

Appearance

Small size - 3ft in humanoid shape ~16L volume of protoplasm.
Primarily blue with a light purple tinge usually near the bottom of his protoplasm. Shimmers like starry frost when he moves. Has two short stems on top that are like hair.

False Face:
Plasmoids have no face - eyes or mouth, so Schmoop absorbs dark dye into his protoplasm to form eyes and a mouth that he manipulates through subtle shifts to try and fit in and emote like the Statues do. Sometimes it looks like a Ditto face.

Personality

- Observant
- Naive - if you explain something to Schmoop that he doesn’t understand he looks at you like a ditto with a tilted head.
- Struggles to understand non-plasmoid customs such as currency

Likes:

- Containers (except glass bell jars), boxes, bags, bowls
- Carbonated beverages
- Shiny things especially smooth pebbles

Dislikes:

- Sticky substances like honey, syrup, sap

Fears:

- Abandonment - deeply rooted from when he has been separated from friends/allies
- Glass bell jars (rounded glass container with a wide, flared mouth. It has a metal or plastic lid that fits snugly over the mouth, creating an airtight seal) - like a cake display tray.
- Alchemist wizards (transmutation?)

Motivation

- To find his friend he once lost time ago on the shifting swirls of that astral. Meta Note: highly unlikely given the uncertainty of the world/realm definition.

Terminology (since Schmoop is not a humanoid):

Schmoop is keenly observant of noises.

- Click-Clack: people who make joint noises or joints pop.
- Clumpers: people who stomp around noisily
- Quick-Claws: Tabaxi/cats

- Water/flesh-bags: if Schmoop is being insulting
- Statues: what he calls non-ooze usually

Catchphrase: Schmoopity!

Backpack Mechanics

- Similar to mounted mechanics. ½ movement to dismount/remount - enter/exit.
- If the backpack wearer falls prone -> DEX check if Schmoop sloops out unprone or prone.
- If a spell targets the area of backpack and wearer -> both have to make a save.
- Schmoop and Shape-Self vs Amorphous when exiting a backpack, or does he just ride in it in whatever shape.
- Open/close flap of backpack depends on situation Action vs free object interaction. Pseudopod can be extracted and interact on the same bonus action.

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