

500 x 3235



Image Dummy

2500 x 3235

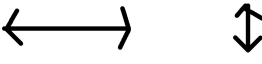


Image Dummy

Gruda Wheatsheaf Combavor

**GRUDA WHEATSHEAF COMBAVOR**

*Middle-Aged Halfling  
Lawful Good  
Level 0 Civillian*

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**Pronouns** - she/her  
**Occupations** - Baker  
**Armor Class** - 12  
**Hit Points** - 3 (TODO Hitdice)  
**Speed** - 25.

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STR	DEX	CON	INT	WIS	CHA
11	14	12	14	17	16
(+1)	(+2)	(+1)	(+2)	(+4)	(+3)

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**Saving Throws** -  
**Skills** - Baking  
**Proficiencies** -  
**Proficiency Mod** - +2

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**Languages** -  
Halfling Common Dwarvish Gnomish  
**Adjectives** - Chubby,

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**Special Abilities**  
**Special Equipment**  
**Combat Tactics**  
Gruda will only enter combat if her life is in danger.  
**Actions** -  
**Factions**

ROLEPLAYING

Introduction

Gruda is often visiting taverns and inns to hock her wares and to play Matadon with patrons. She is well liked and quite successful with her small business. She may ask courageous looking adventurers to hunt down a rare and difficult ingredient for her creations.

Appearance

Chubby, even for a halfling, with long locks and braids of tangled golden hair; covered in jewelry both costume and ornate - earrings galore, eyebrows, lip, etc.; modest clothes that are well kept

Expressions

"Ay, I've got a pastry that'll solve that problem by bringin a smile to that mug, sir/madam!"; "Whatever your destiny, meet it with a smile!"; "Everythin is better with cherry-wine and some meat-pies"; "Iere, lemme show you how to make a nice loaf of sylvan popper bread"; "Shall we 'ave ourselves a game of Matadon"

Mannerisms

Broad, dynamic gestures and dramatic pauses; Follows with quick and hasty movement to prepare goods; always has a collection of pastries or baked goods on her person;

Motivations

Gruda is always seeking new innovative recipes and ingredients for her baked goods and pastries. Her diligent work ethic is apparent in her almost constant sales and pitches to tavern and inn keepers.

Passions

Pastries and baked goods; Matadon (a game similar to a scaled-down version of Catan played with wooden pieces on a map - players must conquer the various territories)

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