

GRUDA "WHEATSHEAF" COMBFAVOR

middle-aged halfling
lawful good
Level 0 civilian

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

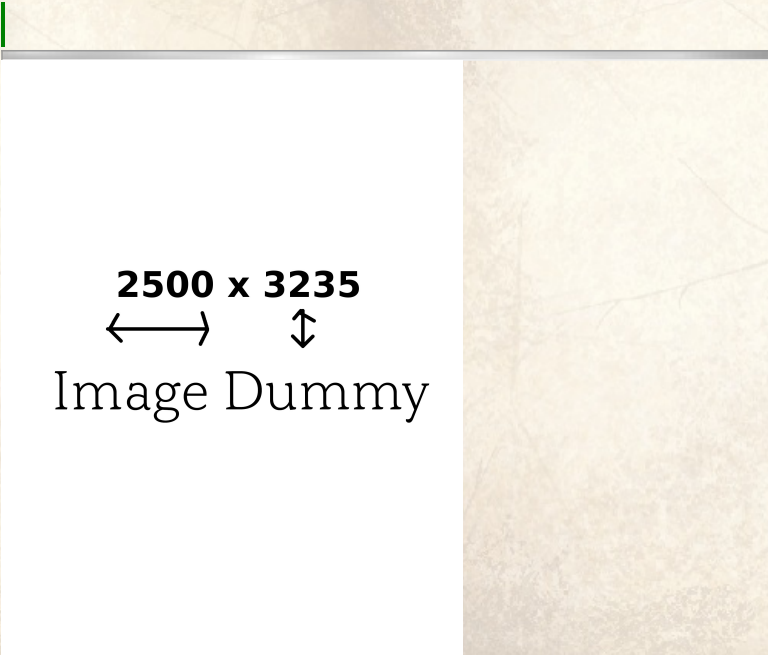
STR	DEX	CON	INT	WIS	CHA
11	14	12	14	17	16

Saving Throws TODO Saving Throws
Skills Baking
Proficiencies TODO
Damage Immunities TODO Damage Immunities
Condition Immunities TODO Condition Immunities
Senses TODO Senses
Languages Halfling Common Dwarvish Gnomish ,
Adjectives Chubby ,

Special Abilities
Special Equipment
Combat Tactics

Gruda will only enter combat if her life is in danger.

Actions
Cudgel (Rolling pin)
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"; "'ere, 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)

Secrets

GRUDA "WHEATSHEAF" COMBFAVOR

middle-aged halfling
lawful good
Level 0 civillian

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

STR	DEX	CON	INT	WIS	CHA
11	14	12	14	17	16

Saving Throws TODO **Saving Throws**
Skills Baking

Proficiencies TODO

Damage Immunities TODO **Damage Immunities**
Condition Immunities TODO **Condition Immunities**
Senses TODO **Senses**
Languages Halfling Common Dwarvish Gnomish ,
Adjectives Chubby ,

Special Abilities

CELL 2

Special Equipment

Combat Tactics

Gruda will only enter combat if her life is in danger.

Actions

Cudgel (Rolling pin)

Factions

2500 x 3235

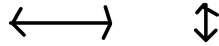


Image Dummy

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"; "'ere, 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

bottom stats 2

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)

Secrets