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
11	14	12	14	17

CHA
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

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
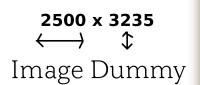
Gruda will only enter con[bat]
life is in danger.

Actions

Cudgel (Rolling pin)

Factions

[F]ollows 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

Cell3

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sir/madam!"; "Whatever yo[ur]
destiny, meet it with a smi[le]";
"Everythin is better with
cherry-wine and some mea[t]
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how to make a nice loaf of
sylvan popper bread"; "Sha[ll]
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Secrets