

# GRIEN SALOVAR

Elderly Elf Neutral Good Level 0 Civilian

Pronouns: she/her Occupations: Provisioner; Salve and Ointment Trader Armor Class 10

Hit Points 8 (TODO Hitdice)
Speed 15.

 STR
 DEX
 CON
 INT
 WIS

 6
 8
 8
 15
 20

 (-2)
 (-1)
 (-1)
 (+3)
 (+5)

16 (+3)

my

**Saving Throws** 

TODO Saving Throws **Skills** 

Herbalism; Survival; Alchemy; Medecine Proficiencies

Damage Immunities
TODO Damage Immunities
Condition Immunities

TODO Condition Immunities Senses TODO Senses Languages Elven, Common, Halfling,

**Adjectives** 

**Special Abilities** 

**Special Equipment** 

**Combat Tactics** 

She will avoid combat

Actions

Factions

2500 x 3235

←→ ‡ Image Dummy

# ROLEPLAYING

#### Introduction

From a shanty extension to a cluste market buildings, a door creaks ope "Come in. Get well, my friends."

#### **Appearance**

Frail build yet smooth skin, barely mottled by age. Crops of long, silver hair. Many scarves & Description over her.

### **Expressions**

"You've got the smell of battle. I've of what you need", "Seal those wounds old Grien bring more than respite."

#### **Mannerisms**

Hobbles about with a beautiful cane Attention drawn away often. Folds a tucks the textiles wrapping her fragi frame

## **Motivations**

Grien seeks to serve the greater good the last years of her long life..

#### Passions

Herbs, salves. Helping others.

Secrets

# GRIEN SALOVAR

Elderly Elf Neutral Good Level 0 Civilian

Pronouns: she/her
Occupations:
Provisioner; Salve and
Ointment Trader
Armor Class 10
Hit Points
8 (TODO Hitdice)

Speed 15.

 STR
 DEX
 CON
 INT
 WIS

 6
 8
 8
 15
 20

 (-2)
 (-1)
 (-1)
 (+3)
 (+5)

16 (+3)

> Saving Throws TODO Saving Throws Skills Skills Herbalism; Survival; Alchemy;

Proficiencies TODO

Medecine

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition
Immunities

Senses TODO Senses Languages Elven, Common, Halfling, Adjectives

#### **Special Abilities**

Special Equipment

### **Combat Tactics**

She will avoid combat

#### Actions

**Factions** 

## ROLEPLAYING

#### Introduction

From a shanty extension to a cluster of market buildings, a door creaks open. "Come in. Get well, my friends."

#### **Appearance**

Frail build yet smooth skin, barely mottled by age. Crops of long, silver hair. Many scarves & textiles fold over her.

#### **Expressions**

Cell3

"You've got the smell of battle. I've got what you need", "Seal those wounds. Let old Grien bring more than respite."

#### **Mannerisms**

Hobbles about with a beautiful cane. Attention drawn away often. Folds and tucks the textiles wrapping her fragile frame

#### **Motivations**

Grien seeks to serve the greater good for the last years of her long life..

#### **Passions**

Herbs, salves. Helping others.

### Secrets

# BACKGROUND STORY

Grien has survived and witnessed many wars, local and national, in her 700 odd years. Over this time, she's grown tired of seeking wealth and those who subscribe to such a lifestyle. She's also abandoned religion and the Gods around which that institution has been fashioned, often jokingly dismissing them as nothing other than hallucinations of madmen in search of power Over her many years she has gathered near

perfect skills as an herbalist, practicing doctor, and distiller of fine salves, ointments, and potions. She is rarely without the support and oversight of her three assistants: Yemen, a young half-orc woman ostracized by her tribe who reveres Grien's wisdom and abilities; Tsk, an aging Kenku who has sworn his life to Grien for the healing she provided him when he suffered from a major medical condition; and Miles, a warforged veteren of the military of the nearby region and found peace and solace in Grien's teachings and in service to her and her shop.

her and her shop.
Grien sells medicinal
goods, potions, chemicals,
and provisions of all sorts.