

Age: elderly  
 Race: tiefling  
 Pronouns: she/her  
 Occupation:

- Innkeeper; Tavernkeeper

Class: civillian  
 Level: 0  
 Alignment: neutral good  
 Languages:

- Infernal
- Common
- Undercommon

Factions:

Adjectives:

- Friendly

Armour Class: 10  
 Hit Points: 5  
 Speed: 30

STR 12	DEX 10	CON 15	INT 13	WIS 12	CHA 15
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Saving Throws TODO Saving Throws

## Role-Playing

### Improv

Introduction: Giza can be found tending bar during busier times. She spends a lot of time performing accounting duties or writing letters to prospective breweries or suppliers of linens and other items required for her inn.

Appearance: Stiff and firm posture for such an elderly tiefling; light purple skin that falls into shades of red and pink; horns pulled back tightly in a c shape from her brow to the back of her head; tumbling black hair beneath which a side cut is shaved around the circumference of her head

Expressions: "Oy, you got some menacing talents to back up that (battle-axe, sword, etc.)?"; "I can fill ya up with some goodness if your feelin ragged from the trail, eh?"; "Whateva ya lookin fo, I can promise I got at least a facsimile of it in libational form, eh?"

Mannerisms: Spins and almost dances whilst serving patrons; speaks dramatically with equally dramatic gesticulation; diligent and noticeable work ethic and attention to detail; Always committed to making 'safe spaces' for those that don't fit in well to broader society

### Acting

Motivations: Giza ardently seeks to create comfort in a harsh world. She does so tirelessly, making as many attempts as possible to dull conflict or division with a warm meal or tasty libation.

Passions: Serving others; Making safe spaces for those that don't fit in to broader society

Secrets:

Vulnerabilities:

Skills:

- History; Persuasion; Sleight of Hand

Special Abilities: Thaumaturgy

Attacks: Punch

Combat Tactics: Giza will try to avoid combat through persuasion, sleight of hand, or thaumaturgy tricks.

## Story

The Ter family have been free of the Underdark for generations. Having integrated themselves well within the community of the Town/City of Allaris [Any minor or major Town or City with decent traffic], they have found an abundant life as traders, innkeepers, barkeepers, and the like. Giza remains close with her family and, because of their adaptation of dislocation into comfortable living, she

promotes the values of hearth and home as a mindset, rather than a bloodline or geographical location.</p>