

GIZA TER

elderly tiefling
neutral good
Level 0 civilian

Pronouns: she/her

Occupations: Innkeeper; Tavernkeeper

Armor Class 10

Hit Points 5 (TODO Hitdice)

Speed 30.

STR	DEX	CON	INT	WIS	CHA
12	10	15	13	12	15

Saving Throws TODO Saving Throws

Skills History; Persuasion; Sleight of Hand

Proficiencies TODO

Damage Immunities TODO Damage Immunities

Condition Immunities TODO Condition Immunities

Senses TODO Senses

Languages Infernal Common Undercommon ,

Adjectives Friendly ,

Special Abilities Thaumaturgy

Special Equipment

Combat Tactics

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

Actions

Punch

Factions



ROLEPLAYING

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

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

Background

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, barkeeps, 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.