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Giza Ter

**2500 x 3235**  
↔ ↕

Image Dummy

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Giza Ter

**Giza Ter**

**elderly Tiefling**

**Neutral Good**

**Level 0 Civilian N/A**

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**Pronouns -**

she/her

**Occupations -**

Innkeeper, Tavernkeeper

**Armor Class -**

10

**Hit Points -**

5 (TODO Hitdice)

**Speed -**

30.

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**STR**

12 (+1)

**DEX**

10 (+0)

**CON**

15 (+3)

**INT**

13 (+2)

**WIS**

12 (+1)

**CHA**

15 (+3)

---

**Saving Throws -**

**Skills -**

{ "Tiefling Abilities" => [ { "Darkvision" => "You can see in dim light within 60 feet of you as if it were bright light, and in Darkness as if it were dim light. You can't discern color in Darkness, only Shades of Gray", "Hellish Resistance" => "You have Resistance to fire damage"}, { "Asmodeal Legacy" => "You know the Thaumaturgy cantrip. When you reach 3rd Level, you can cast the Hellish Rebuke spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a Long Rest. When you reach 5th Level, you can cast the Darkness spell once with this trait and regain the ability to do so when you finish a Long Rest. Charisma is your Spellcasting Ability for these Spells" } ] }

**Proficiencies -**

**Proficiency Mod -**

+2

**Languages -**

Infernal Common Undercommon

**Adjectives -**

Friendly, Jovial, Confident,

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**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

Role:

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**2500 x 3235**

A diagram showing two arrows. The first arrow is horizontal and points left and right, positioned under the number 2500. The second arrow is vertical and points up and down, positioned under the number 3235.

# Image Dummy

## Roleplaying

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### 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**

iza 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**

N/A

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**Languages -**

Infernal Common Undercommon

**Adjectives -**

Friendly, Jovial, Confident,

---

**Special Abilities**

-

**Special Equipment**

-

**Combat Tactics**

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

**Actions**

-

**Factions**

Role:

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## Secrets

N/A

# Background Story

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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