

GIZA TER

Elderly Tiefling
Neutral Good
Level 0 Civillian

Pronouns: she/her
Occupations:
Innkeeper; Tavernkeeper
Armor Class 10
Hit Points
5 (TODO Hitdice)
Speed 30.

STR	DEX	CON	INT	WIS
12	10	15	13	12
(+1)	(+0)	(+3)	(+2)	(+1)

CHA
15
(+3)

Saving Throws
TODO Saving Throws
Skills
History; Persuasion; Sleight of Hand
Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Infernal
Common Undercommon
Adjectives Friendly,

Special Abilities

-

Special Equipment

Combat Tactics

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

Actions

-

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

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BACKSTORY

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