



## 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	CHA
12	10	15	13	12	15
(+1)	(+0)	(+3)	(+2)	(+1)	(+3

#### Saving Throws -

Skills - History; Persuasion; Sleight of Hand Proficiencies -

**Proficiency Mod - +2** 

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

## ROLEPL

## Introducti

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## **Appearan**

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## Expressio

STR DEX CON INT WIS

12 10 15 13 12

(+1)(+0)(+3)(+2)(+1)

Saving Throws -

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Sleight of Hand

Proficiencies -

Languages

Undercommon

Adjectives - Friendly.

**Special Abilities** 

**Combat Tactics** 

combat

tricks.

Actions

**Factions** 

**Special Equipment** 

Giza will try to avoid

persuasion, sleight of

hand, or thaumaturgy

Infernal

Persuasion:

Common

through

CHA

15

(+3)

Skills -

History:

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### **Passions**

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