

Githzerai

The history of the githzerai is one of ancient war and ancient slavery. Once of one race with the githyanki under the enslavement of the mind flayers, the githzerai broke away from their illithid masters and then from their gith brethren, sparking a racial war that has continued into the present. The two gith factions separated and found new homes: the githyanki in the emptiness of the Astral Plane, and the githzerai in the swirling chaos of Limbo.

Githzerai are humanoids, thinner and taller than humans with sharp features, long faces, and eyes of gray or yellow. Severe and serious, the githzerai tend toward somberness in their clothing and personalities. They're usually close-mouthed, keeping their own council and trusting few outside their own kind.

Only a few things stir the githzerai to passion. Their ancient hatreds for the illithids and githyanki erupt violently in any encounter with those races. Similarly, they are sworn to protect their race on their adopted home of Limbo, since that refuge was only won after millennia of hardship and war; any threat against their haven is met with whatever force is necessary to eliminate that threat.

To the githzerai, there are only three truths: that the githyanki and illithids will never be anything but mortal enemies; that they will allow nothing to hinder the survival of their race; and that no one will ever enslave them again. Githzerai may be of any non-lawful alignment.

Finally, player character githzerai have utterly lost their native ability to Plane Shift, perhaps due to their extended time away from their wizard-king.



Ability Adjustments

Githzerai player characters add +1 to their Intelligence and Dexterity scores but subtract 1 their initial Wisdom score.

Darkvision 60'

Githzerai have Darkvision to 60 feet.

Level Equivalency

Githzerai characters, due to their racial abilities, add 1 to their character level when determining the experience needed to progress in level.

As such, a 1st level githzerai magic-user would effectively be 2nd level for the purposes of determining the experience points needed to reach next level. This increase in effective level only serves to slow level advancement and grants no benefits to the character's level-based abilities, Attack Bonus, or Proficiency Bonus.

Permitted Classes

They can be fighters, magic-users, or thieves; githzerai have no clerics or druids, but revere their ancient wizard-king as a god.

Physical Traits

Githzerai reach maturity at age 40 and can live for up to 330 years. Their starting age depends upon their chosen character class. For multiclassed characters use the column that generates the highest starting age.

Cleric	Fighter	Magic-User	Monk	Thief
-	30+2d8	30+4d8	-	30+2d8

Githzerai use the following Age Categories table:

Young	Mature	Middle-Aged	Old	Venerable
20-39	40-119	120-166	167-249	250-330

See the Player's Handbook, page 36, for the effects of age on a character's ability scores.

Githzerai tend to be taller but thinner than humans.

Base Height	Modifier	Base Weight	Modifier
4'11" or 4'10"	+2d10"	120 lb. or 90 lb.	+3d10 lb.

Proficiencies

Githzerai begin play proficient in the following skills: Languages (Deep Speech and Planar Common). Planar Common is a dialect of Common that is understandable to speaker of Common, and vice versa. Deep Speech is the language of aberrations, such as illithids and beholders.

Resistances

Githzerai possess a Magic Resistance rating equal to their Proficiency Bonus (to a maximum Magic Resistance rating of 10 at 20th level).

Size and Movement Rate

The githzerai are Medium-sized creatures. Their base Movement Rate is 60' per round.

Roleplaying Githzerai

All around you there is stagnation. Rigid thought and restricted personal freedom abound. Everyone you know is a slave - but you won't let the shackles of easy conformity and control wrap their seductive chains around you. You'll remain independent, and strike down any who try to enslave you in word or deed. Your people have known oppression in the past, and you'll not bear it again.