

[Previous](#)[Next](#)

Hamza

**2500 x 3235**  
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Image Dummy

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Ham'za

**Ham'za**

**middle aged adult Gith**

**Chaotic Evil**

**Level 18 Fighter Psi Warrior**

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**Pronouns -**

he/him

**Occupations -**

Raider

**Armor Class -**

22

**Hit Points -**

214 (TODO Hitdice)

**Speed -**

35.

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**STR**

20 (+5)

**DEX**

18 (+4)

**CON**

17 (+4)

**INT**

20 (+5)

**WIS**

14 (+2)

**CHA**

19 (+5)

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**Saving Throws -**

**Skills -**

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**Proficiencies -**

**Proficiency Mod -**

+6

**Languages -**

Gith Undercommon Common Draconic Abyssal

**Adjectives -**

Vicious, Terrifying, Lazy,

**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

Role:

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## Roleplaying

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### Introduction

A strangely tall gaunt figure approaches through the mist of the battlefield. "Perfect! More pathetic creatures to kill"

### Appearance

6'9", gaunt and wiry. Yellow skin, black eyes and black hair in a topknot. Armored with jewels, feathers and bones

### Expressions

*When he speaks, he mostly only speaks in Gith because other languages are beneath him*

### Mannerisms

Regal but aggressive posture

### Motivations

Complete disdain for rules and society. Ambitious and fiercely individualistic

Passions

He's not passionate about much other than killing. He's mostly bored and unenthusiastic about everything else

Secrets

He cannot return to his people after tiring of and rejecting their strong militaristic society

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**Special Abilities**

-

**Special Equipment**

-

**Combat Tactics**

He will fight anyone, anywhere, anytime

**Actions**

-

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# Background Story

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Trained from birth as a Knight and a Gish, Ham'za is a warrior of the highest degree. The combination of his martial and psi abilities make him an unstoppable killing machine, unless he loses interest in the fight. He is also a rebel among his people. After living hundreds of years in the Astral Plane, he grew tired of the rigid militaristic ways of his people and escaped to the material plane to find new sources of entertainment. Arrogant, aggressive and cruel, his favorite source of entertainment is battle and torture. He may briefly align himself with a party if he thinks their goals might be fun and keep him entertained for a while, but it's unlikely he'll remain on their side for long if there's not enough battle to keep his interest. At which point, he'll probably just kill them and continue on his journey