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Ham'za

Middle Aged Adult Githzerai
Chaotic Evil
Level 18 Fighter

Pronouns: he/him
Occupations: Raider
Armor Class 22
Hit Points
214 (TODO Hitdice)
Speed 30.

STR	DEX	CON	INT	WIS
20	18	17	20	14
(+5)	(+4)	(+4)	(+5)	(+2)

CHA
9 (0)

Saving Throws
TODO Saving Throws
Skills
Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Gith,
Undercommon, Common,
Draconic, Abyssal,
Adjectives

Special Abilities

-

Special Equipment

-

Combat Tactics

Actions

-

Factions

2500 x 3235
↔↕

Image Dummy

ROLEPLAYING

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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Senses TODO Senses
Languages Gith,
Undercommon, Common,
Draconic, Abyssal,
Adjectives

Special Abilities -
Special Equipment -

Combat Tactics

Actions

Long Sword | Psionic Attack

Factions

Cell3

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BACKGROUND STORY

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