

Age: middle aged adult

Race: githzerai

Pronouns: he/him

Occupation:

- Raider

Class: fighter

Level: 18

Alignment: chaotic evil

Languages:

- Gith
- Undercommon
- Common
- Draconic
- Abyssal

Factions:

Adjectives:

Armour Class: 22

Hit Points: 214

Speed: 30

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|--------|--------|--------|--------|--------|-------|
| STR 20 | DEX 18 | CON 17 | INT 20 | WIS 14 | CHA 9 |
|--------|--------|--------|--------|--------|-------|

Saving Throws TODO Saving Throws

Role-Playing

Improv

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: ~~Begal but aggressive posture~~

Acting

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

Vulnerabilities: Arrogant, Smug, Sadistic, Rude. Overconfident. Shallow and unwilling to finish what he starts do to loss of interest

Special Abilities: Gith Abilities: Decadent Mastery, Martial Prodigy, Githyanki Psionics | Great Weapon Fighting, Second Wind, Action Surge (2), Extra Attack (2), Indomitable (3), | Psionic Power, Telekinetic Adept, Guarded Mind, Bulwark of Force, Telekinetic Master | Proficient in almost every skill and tool

Attacks: Long Sword | Psionic Attack

Combat Tactics:

Special Equipment:

- Silver Greatsword

Story

<p>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. </p><p>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.</p><p>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</p>