

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

CHA  
9

## Saving Throws

### TODO Saving Throws

### Skills

## Proficiencies TODO

Damage Immunities  
 TODO Damage Immunities  
 Condition Immunities  
 TODO Condition Immunities  
 Senses TODO Senses  
 Languages  
 Gith Undercommon Common  
 Draconic Abyssal ,  
 Adjectives ,

### 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**

### Special Equipment

- **Silver Greatsword**

## Combat Tactics

## Actions

### Long Sword | Psionic Attack

## Factions

## ROLEPLAYING

## Introduction

**A strangely tall gaunt figure approaches through the m of the battlefield. "Perfect More pathetic creatures to**

### Appearance

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

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(+5)	(+4)	(+4)	(+5)	(+3)

**2500 x 3235**

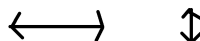


Image Dummy

2500 x 3235  
Image Dummy

CHA

9 (0)

**Saving Throws**  
TODO Saving Throws  
**Skills**  
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Long Sword | Psionic Attack

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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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BACKGROUND STORY

<p>Trained from birth as a Krath and a Gith, Ham'za is a warrior to the highest degree. The combination of his martial 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 let 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>

## PERSONALITY

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