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)

5

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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,

Special Abilities

Adjectives

Special Equipment

Combat Tactics

Actions

Factions

2500 x 3235

ROLEPLAYING

A strangely tall gaunt figure approach through the mist of the battlefield.

"Perfect! More pathetic creatures to

6'9", gaunt and wiry. Yellow skin, bla eyes and black hair in a topknot.

Armored with jewels, feathers and b

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in Gith because other languages are

Regal but aggressive posture

Complete disdain for rules and socie

Ambitious and fiercely individualistic

He's not passionate about much oth

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Introduction

Appearance

Expressions

Mannerisms

Motivations

Passions

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Image Dummy

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Proficiencies TODO

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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

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

ROLEPLAYING

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Cell3

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

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