

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) (+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

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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

Image Dummy

ROLEPLAYING

Introduction

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

"Perfect! More pathetic creatures to kill"

Appearance

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

Expressions

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

Mannerisms

Regal but aggressive posture

Motivations

Complete disdain for rules and socie Ambitious and fiercely individualistic

Passions

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

Secrets

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

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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