

Ham'za

## Ham'za

*Middle Aged Adult Gith  
Chaotic Evil  
Level 18 Fighter Psi Warrior*

**Pronouns** - he/him  
**Occupations** - Raider  
**Armor Class** - 22  
**Hit Points** - 214 (TODO Hitdice)  
**Speed** - 35.

STR	DEX	CON	INT	WIS	CHA
20	18	17	20	14	19
(+5)	(+4)	(+4)	(+5)	(+2)	(+5)

**Saving Throws** -  
**Skills** -

{ "Githyanki Abilities"=>[{"Decadent Mastery"=>"Proficiency with all artisan's tools", "Martial Prodigy"=>"You are proficient with light and medium armor and with shortswords, longswords, and greatswords", "Githyanki Psionics"=>"You know the Mage Hand cantrip, and the hand is invisible when you cast the cantrip with this trait. When you reach 3rd level, you can cast the Jump spell once with this trait, and you regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the Misty Step spell once with this trait, and you regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for

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**CHA**  
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**(+5)**

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## 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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Force"=>"You can shield yourself and others with telekinetic force. As a bonus action, you can choose creatures, which can include you, that you can see within 30 feet of you, up to a number of creatures equal to your Intelligence modifier (minimum of one creature). Each of the chosen creatures is protected by half cover for 1 minute or until you're incapacitated. Once you use this feature, you can't do so again until you finish a long rest, unless you decrease your Psionic Talent die by one die size to use this feature again.", "Telekinetic Master"=>"Your ability to move creatures and objects with your mind is matched by few. If your Psionic Talent die is available, you can cast the telekinesis spell, requiring no components. Your spellcasting ability for the spell is Intelligence. When you cast this spell, your Psionic Talent die decreases by one die size"}}

**Proficiencies** -  
**Proficiency Mod** - +6

**Languages** -  
Gith Undercommon Common Draconic Abyssal  
**Adjectives** - Vicious, Terrifying, Lazy,

**Special Abilities** -

**Special Equipment** -

**Combat Tactics**  
He will fight anyone, anywhere, anytime

**Actions** -

**Factions**

Role:

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