

[Previous](#)[Next](#)

Hamza

**2500 x 3235**  
↔ ↕

Image Dummy

---

## 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

20 (+5)

DEX

18 (+4)

CON

17 (+4)

INT

20 (+5)

WIS

14 (+2)

CHA

19 (+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 these spells. When you cast them with this trait, they don't require components" } ], "Fighter Abilities"=>[ { "Fighting Style"=>"Great Weapon Fighting", "Second Wind"=>"Bonus Action to regain 1d10 +18", "Action Surge"=>"Once every short/long rest can take an extra action", "Extra Attack"=>"Can attack 4 times each turn", "Indomiable"=>"you can reroll a saving throw that you fail. If you do so, you must use the new roll. 3x per long rest" } ], "Psi Knight Abilities"=>[ { "Psionic Talents"=>[ { "Description"=>"You harbor a wellspring of psionic power within yourself, an energy that ebbs and flows as you channel it in various ways. This power is represented by your Psionic Talent die, the starting size of which is a d6.", "Psionic Talent Options"=>"You can use your Psionic Talent die in the following ways -", "Protective Field"=>"When you or another creature you can see within 30 feet of you takes damage, you can use your reaction to roll your Psionic Talent die and reduce the damage taken by the number rolled plus your Intelligence modifier (minimum reduction of 1), as you create a momentary shield of telekinetic force.", "Psi-Powered Leap"=>"When you make a high or long jump, you can roll your Psionic Talent die and extend the distance of the jump, up to a number of feet equal to twice the number rolled plus twice your Intelligence modifier (minimum of 1 extra foot). This extra distance costs you only 1 foot of movement.", "Telekinetic Strike"=>"You can propel your attacks with telekinetic force. Once on each of your turns, immediately after you deal damage to a target within 30 feet of you with a weapon attack, you can roll your Psionic Talent die and also deal force damage to the target equal to the number rolled." }, ] } ] }

"Changing the Die's Size"=>"If you roll the highest number on your Psionic Talent die, it decreases by one die size after the roll. This represents you burning through your psionic energy. For example, if the die is a d6 and you roll a 6, it becomes a d4. If it's a d4 and you roll a 4, it becomes unusable until you finish a long rest. Conversely, if you roll a 1 on your Psionic Talent die, it increases by one die size after the roll, up to its starting size. This represents you conserving psionic energy for later use. For example, if you roll a 1 on a d4, the die then becomes a d6. Whenever you finish a long rest, your Psionic Talent die resets to its starting size. When you reach certain levels in this class, the starting size of your Psionic Talent die increases - at 5th level (d8), 11th level (d10), and 17th level (d12).", "Psi Replenishment"=>"As a bonus action, you can calm your mind for a moment and restore your Psionic Talent die to its starting size. You then can't use Psi Replenishment again until you finish a long rest."}}], "Telekinetic Adept"=>[{"Description"=>"You have mastered new ways to use your telekinesis -", "Psionic Thrust"=>"When you deal damage to a target with the Telekinetic Strike of your Psionic Talent, you can force the target to make a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Intelligence modifier. Unless the save succeeds, you can knock the target prone or move it up to 10 feet in any direction horizontally.", "Telekinetic Movement"=>"If your Psionic Talent die is available, you can move an object or a creature with your mind. As an action, you target one loose object that is Large or smaller or one willing creature, other than yourself. If you can see the target and it is within 30 feet of you, you can move it up to 30 feet to an unoccupied space you can see. Alternatively, if it is a Tiny object, you can move it to or from your hand. Either way, you can move the target horizontally, vertically, or both. When you take this action, your Psionic Talent die decreases by one die size."}], "Psi-Enhanced Metabolism"=>[{"Description"=>"The psionic energy flowing through you has bolstered your mind and body. You have resistance to poison and psychic damage, and you are immune to the poisoned condition.", "Bulwark of 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**

**Actions**

**Factions**

Role:

**2500 x 3235**  
↔ ↕

# Image Dummy

## 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

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

20 (+5)

DEX

18 (+4)

CON

17 (+4)

INT

20 (+5)

## WIS

14 (+2)

## CHA

19 (+5)

---

### Saving Throws -

### 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 these spells. When you cast them with this trait, they don't require components" }, { "Fighter Abilities" => [ { "Fighting Style" => "Great Weapon Fighting", "Second Wind" => "Bonus Action to regain 1d10 +18", "Action Surge" => "Once every short/long rest can take an extra action", "Extra Attack" => "Can attack 4 times each turn", "Indomiable" => "you can reroll a saving throw that you fail. If you do so, you must use the new roll. 3x per long rest" }, { "Psi Knight Abilities" => [ { "Psionic Talents" => [ { "Description" => "You harbor a wellspring of psionic power within yourself, an energy that ebbs and flows as you channel it in various ways. This power is represented by your Psionic Talent die, the starting size of which is a d6.", "Psionic Talent Options" => "You can use your Psionic Talent die in the following ways -", "Protective Field" => "When you or another creature you can see within 30 feet of you takes damage, you can use your reaction to roll your Psionic Talent die and reduce the damage taken by the number rolled plus your Intelligence modifier (minimum reduction of 1), as you create a momentary shield of telekinetic force.", "Psi-Powered Leap" => "When you make a high or long jump, you can roll your Psionic Talent die and extend the distance of the jump, up to a number of feet equal to twice the number rolled plus twice your Intelligence modifier (minimum of 1 extra foot). This extra distance costs you only 1 foot of movement.", "Telekinetic Strike" => "You can propel your attacks with telekinetic force. Once on each of your turns, immediately after you deal damage to a target within 30 feet of you with a weapon attack, you can roll your Psionic Talent die and also deal force damage to the target equal to the number rolled.", "Changing the Die's Size" => "If you roll the highest number on your Psionic Talent die, it decreases by one die size after the roll. This represents you burning through your psionic energy. For example, if the die is a d6 and you roll a 6, it becomes a d4. If it's a d4 and you roll a 4, it becomes unusable until you finish a long rest. Conversely, if you roll a 1 on your Psionic Talent die, it increases by one die size after the roll, up to its starting size. This represents you conserving psionic energy for later use. For example, if you roll a 1 on a d4, the die then becomes a d6. Whenever you finish a long rest, your Psionic Talent die resets to its starting size. When you reach certain levels in this class, the starting size of your Psionic Talent die increases - at 5th level (d8), 11th level (d10), and 17th level (d12).", "Psi Replenishment" => "As a bonus action, you can calm your mind for a moment and restore your Psionic Talent die to its starting size. You then can't use Psi Replenishment again until you finish a long rest." } ] }, { "Telekinetic Adept" => [ { "Description" => "You have mastered new ways to use your telekinesis -", "Psionic Thrust" => "When you deal damage to a target with the Telekinetic Strike of your Psionic Talent, you can force the target to make a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Intelligence modifier. Unless the save succeeds, you can knock the target prone or move it up to 10 feet in any direction horizontally.", "Telekinetic Movement" => "If your Psionic Talent die is available, you can move an object or a creature with your mind. As an action, you target one loose object that is Large or smaller or one willing creature, other than yourself. If you can see the target and it is within 30 feet of you, you can move it up to 30 feet to an unoccupied space you can see. Alternatively, if it is a Tiny object, you can move it to or from your hand. Either way, you can move the target horizontally, vertically, or both. When you take this action, your Psionic Talent die decreases by one die size." }, { "Psi-Enhanced Metabolism" => [ { "Description" => "The psionic energy flowing through you has bolstered your mind and body. You have resistance to poison and psychic damage, and you are immune to the poisoned condition.", "Bulwark of 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 -

### 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:

# 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

# 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