

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

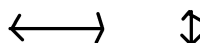


Image Dummy

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Image Dummy

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- Gith Abilities: Decadent Mastery, Martial Proficiency, Githyanki Psionics | Weapon Fighting, Shield Wind, Action Surge, Attack (2), Indomitable Psionic Power, Teleportation Adept, Guarded Mind, Bulwark of Force, Tactician Master | Proficient in every skill and tool

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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 Knight 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 interesting to 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 leave them and continue on his journey</p>

PERSONALITY

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