

*middle aged adult githzerai  
chaotic evil  
Level 18 fighter*

STR	DEX	CON	INT	WIS
20	18	17	20	14

## 9

## Adjectives ,

## Factions

**6'9", gaunt and wiry. Yellow skin, black eyes and black hair in a topknot. Armored with black scales, jeweled, feathered and bone-**

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Image Dummy

2500 x 3235  
Image Dummy

CHA

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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 ,

Adjectives

Special Abilities

- 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

Special Equipment

- Silver Greatsword

Combat Tactics

Actions

Long Sword | Psionic Attack

Factions

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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BACKGROUND STORY

<p>Trained from birth as a Krath 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 if he is 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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