

HAM'ZA

*middle aged adult githzerai
chaotic evil
Level 18 fighter*

Pronouns: he/him
Occupations: Raider
Armor Class 22
Hit Points 214 (TODO
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 Immunit
Condition Immunities
TODO Condition Immuni
Senses TODO Senses

2500 x 3235

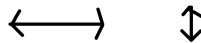


Image Dummy

ROLEPLAYING

Introduction

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

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, Bulw of Force, Telekinetic Master Proficient in almost every sk and tool

Special Equipment

- Silver Greatsword

Combat Tactics

Actions

Long Sword | Psionic Attack

Factions

ROLEPLAYING

Introduction

A strangely tall gaunt figur approaches through the m of the battlefield. "Perfect More pathetic creatures to

Appearance

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

Expressions

<div>Languages</div> <div>Gith Undercommon Common Draconic Abyssal ,</div> <div>Adjectives</div>	<div>A strangely tall gaunt figure approaches through the mist of the battlefield. "Perfect! More pathetic creatures to kill"</div>	Cell3	<div>When ne speaks, ne mostly only speaks in Gith because other languages are beneath him</div>
			<div>Mannerisms</div> <div>Regal but aggressive posture</div>
			<div>Motivations</div> <div>Complete disdain for rules and society. Ambitious and fiercely individualistic</div>
			<div>Passions</div> <div>He's not passionate about much other than killing. He's mostly bored and unenthusiastic about everything else</div>
<div>Special Abilities</div> <div><div><ul style="list-style-type: none">Gith Abilities: Decadent Mastery, Martial Proficiency, Githyanki Psionics Weapon Fighting, Storm Wind, Action Surge, Attack (2), Indomitable Psionic Power, Teleportation Adept, Guarded Mirror Bulwark of Force, Tactician Master Proficient in every skill and tool</div></div>	<div>Appearance</div> <div>6'9", gaunt and wiry. Yellow skin, black eyes and black hair in a topknot. Armored with jewels, feathers and bones</div>		<div>Secrets</div> <div>He cannot return to his people after tiring of and rejecting their strong militaristic society</div>
			<div>Passions</div> <div>He's not passionate about much other than killing. He's mostly bored and unenthusiastic about everything else</div>
			<div>Secrets</div> <div>He cannot return to his people after tiring of and rejecting their strong militaristic society</div>
			<div>Secrets</div> <div>He cannot return to his people after tiring of and rejecting their strong militaristic society</div>
<div>Special Equipment</div> <div><div><ul style="list-style-type: none">Silver Greatsword</div></div>			
<div>Combat Tactics</div>			
<div>Actions</div> <div>Long Sword Psionic Attacks</div>			
<div>Factions</div>			
<div>BACKGROUND STORY</div>			
<div><p>Trained from birth as a Knight and a Gish, Ham'za is a warrior to the highest degree. The combination of his martial and psionic 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 keep him entertained for a while, but unlikely he'll remain on their side for long if there's not enough benefit to keep his interest. At which point he'll probably just kill them and continue on his journey</p></div>			
<div>PERSONALITY</div>			
<div><p>Trained from birth as a Knight and a Gish, Ham'za is a warrior to the highest degree. The combination of his martial and psionic 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 keep him entertained for a while, but</div>			

unlikely he'll remain on their side for long if there's not enough benefit to keep his interest. At which point he'll probably just kill them and continue on his journey</p>