

# 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

# 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, 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 mists of the battlefield. "Perfect. More pathetic creatures to torment."

**Appearance**

6'0" gaunt and wiry. Yellow

2500 x 3235  
Image Dummy

2500 x 3235  
Image Dummy

20 (+5)18 (+4)17 (+4)20 (+5)14 (+2)

CHA

9 (0)

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, Speed Wind, Action Surge | Attack (2), Indomitable Psionic Power, Telepathy Adept, Guarded Mind Bulwark of Force, Tactician Master | Proficient in every skill and tool

Special Equipment

• Silver Greatsword

Combat Tactics

Actions

Long Sword | Psionic Attacks

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

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

<p>Trained from birth as a Krath and a Gith, Ham'za is a warrior of 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 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</p>

# PERSONALITY

<p>Trained from birth as a Kr and a Gish, Ham'za is a warrior the highest degree. The combination of his martial and 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 he can be 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</p>