

**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	CHA
20	18	17	20	14	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** ,

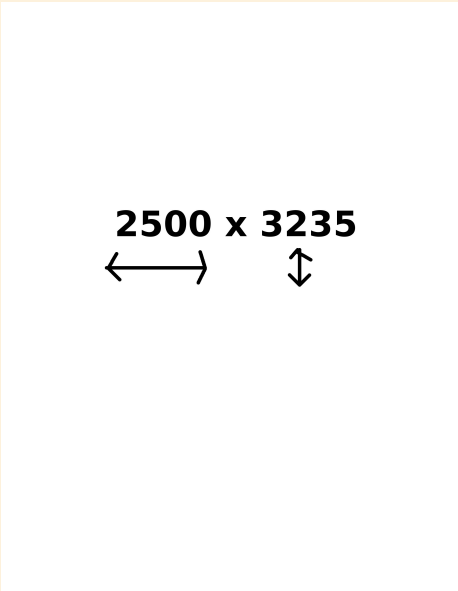
**Special Abilities** Gith Abilities: Decadent Mastery, Martial Prodigy, Githyanki Psionics | Great Weapon Fighting, Second Wind, Action Surge (2), Extra Attack (2), Indomitable (3), | Psionic Power, Telekinetic Adept, Guarded Mind, Bulwark of Force, Telekinetic Master | Proficient in almost every skill and tool  
**Special Equipment**  
• Silver Greatsword

Combat Tactics

Actions

Long Sword | Psionic Attack

Factions



ROLEPLAYING

**Introduction**  
A strangely tall gaunt figure approaches through the 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

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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