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hamza

**2500 x 3235**  
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Image Dummy

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## Ham'za

**middle aged adult Gith**

**Chaotic Evil**

**Level 18 Fighter Psi Warrior**

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### Pronouns -

he/him

### Occupations -

Raider

Armor Class -

22

Hit Points -

214 (TODO Hitdice)

Speed -

35.

STR

20 (+5)

DEX

18 (+4)

CON

17 (+4)

INT

20 (+5)

WIS

14 (+2)

CHA

19 (+5)

Saving Throws -

Skills -

{ "Githyanki Abilities"=>[ { "Decadent Mastery"=>"Proficiency with all artisan's tools", "Martial Prodigy"=>"You are proficient with light and medium armor and with shortswords, longswords, and greatswords", "Githyanki Psionics"=>"You know the Mage Hand cantrip, and the hand is invisible when you cast the cantrip with this trait. When you reach 3rd level, you can cast the Jump spell once with this trait, and you regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the Misty Step spell once with this trait, and you regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for these spells. When you cast them with this trait, they don't require components"}], "Fighter Abilities"=>[ { "Fighting Style"=>"Great Weapon Fighting", "Second Wind"=>"Bonus Action to regain 1d10 +18", "Action Surge"=>"Once every short/long rest can take an extra action", "Extra Attack"=>"Can attack 4 times each turn", "Indomiable"=>"you can reroll a saving throw that you fail. If you do so, you must use the new roll. 3x per long rest"}], "Psi Knight Abilities"=>[ { "Psionic Talents"=>[ { "Description"=>"You harbor a wellspring of psionic power within yourself, an energy that ebbs and flows as you channel it in various ways. This power is represented by your Psionic Talent die, the starting size of which is a d6.", "Psionic Talent Options"=>"You can use your Psionic Talent die in the following ways -", "Protective Field"=>"When you or another creature you can see within 30 feet of you takes damage, you can use your reaction to roll your Psionic Talent die and reduce the damage taken by the number rolled plus your Intelligence modifier (minimum reduction of 1), as you create a momentary shield of telekinetic force.", "Psi-Powered Leap"=>"When you make a high or long jump, you can roll your Psionic Talent die and extend the distance of the jump, up to a number of feet equal to twice the number rolled plus twice your Intelligence modifier (minimum of 1 extra foot). This extra distance costs you only 1 foot of movement.", "Telekinetic Strike"=>"You can propel your attacks with telekinetic force. Once on each of your turns, immediately after you deal damage to a target within 30 feet of you with a weapon attack, you can roll your Psionic Talent die and also deal force damage to the target equal to the number rolled."}, ] }

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**Proficiencies -**

**Proficiency Mod -**

+6

**Languages -**

Gith Undercommon Common Draconic Abyssal

**Adjectives -**

Vicious, Terrifying, Lazy,

**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

Role:

**2500 x 3235**  
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## Roleplaying

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### 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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**Special Abilities**

-

**Special Equipment**

-

**Combat Tactics**

He will fight anyone, anywhere, anytime

**Actions**

-

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Role:

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# Background Story

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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