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

Special Equipment

Silver Greatsword

Combat Tactics

Actions

Long Sword | Psionic Attack

Factions

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ROLEPLAYING

Introduction

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Appearance

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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

Trained from birth as a Kr and a Gish, Ham'za is a warric the highest degree. The combination of his martial and abilities make him an unstopp killing machine, unless he los interest in the fight. He is also rebel among his people. After living hundreds of y in the Astral Plane, he grew ti of the rigid militaristic ways o 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 thin their goals might be fun and I him entertained for a while, b it's unlikely he'll remain on th side for long if there's not end battle to keep his interest. At which point, he'll probably jus them and continue on his journey

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